



Snell
Advanced
Media

Set-up and Admin Guide

Workstation and Seat

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Conventions Used

Text

| | |
|------------------|---|
| <Text> | indicates a specific key press on the QWERTY keyboard. |
| NN/nn | indicates a value entered on a numeric keypad. |
| Text/text | indicates either an application menu function or a Windows/SAM installation/system setting. |

Symbols



See: Reference to items in other documents.



Notes: System, software and workflow points to consider and remember.



Tips: Useful hints and advice when undertaking tasks.

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1. Platform Set-up

1.1 Operating Environment

1.1.1 Introduction

The Windows 7 64-bit operating system is used on the platform to provide an industry standard networking environment and interface. Windows 7 provides larger addressable memory, higher network throughput and has improved system security.

The applications that are run only use the software library itself (i.e. the software dll files) and do not directly use the Windows library. This provides a layer of abstraction from the standard operating environment and allows simple maintenance and upgrades.

Using the Windows operating environment in this mode provides a highly stable and reliable platform on which to run applications. Although the Windows 7 operating environment may be visible and accessible to the user in some circumstances, this cannot be guaranteed and does not mean that it will run standard Windows 7 applications.

1.1.2 Authorised Software and Hardware

The platform, the printed circuit boards and the operating environment are designed only to run content creation packages developed using the generationQ SDK.



The installation of any hardware or software on the platform that has not been authorised by SAM may adversely affect its operation and is likely to invalidate any warranty.

SAM cannot guarantee the correct and continued use of the platform if any unauthorised configuration changes are made, or if the platform is used in any way for which it was not designed.

1.1.2.1 Software Licence

Any software provided by SAM on CD-ROM or other media must be considered as a backup copy and must be kept safely for future use. The software is licenced for use only on an individual platform.



See the SAM Software Agreement (2030-21-014) for full details.

1.1.2.2 Plug-in API Support

Only V4.2 plug-ins are compatible with V5.0 software. V4.1 plug-ins are not compatible; new versions of plug-ins need to be obtained from plug-in providers before upgrading. Providers are aware of this and have provided any support required to enable compatible versions to be produced. SAM are not responsible for the availability of specific plug-ins.

1.1.3 Virus Protection

It is intended that the PC be connected to a private network and therefore protected from computer viruses via the network connection. Any CD-ROM or disk inserted into the platform should be virus checked first or have been produced in a known virus-free environment.

It is recommended that any new PC to be connected to an existing network is scanned for viruses (in accordance with your organisation's antivirus policies and procedures) before connecting it into the network.

Care must be taken when using USB pen drives, USB hard drives or firewire drives to transfer material between systems to avoid introducing viruses on to them. USB and firewire devices should, like any other removable media, be scanned routinely for viruses.

Antivirus software is installed and used during testing but is removed before delivery. The running of some types of antivirus software on the PC may, under certain conditions, adversely affect operational performance of the platform.



No antivirus software is installed at delivery. The installation of antivirus software on each networked platform is strongly recommended. SAM cannot accept any responsibility for any virus on the platform if proper care is not taken to protect against it.

1.2 Where Programs and Data are Stored

The operating environment is either installed on a single system disk (e.g. eQ) or pair of mirrored system disks (e.g. iQ), on the primary NTFS partitioned area of drive C: (on disk 0). Applications (I/O, Edit, Effects, etc.) and 3rd-party applications are held in a 'Data' partition of disk 0 but this displays as the 'Data' folder on drive C. The audio data is physically held on a separate disk (disk 2) but displays as the 'audio' folder on drive C. The contents of disk 0 and disk 2 are mirrored on to disk 1 and disk 3 for system security.

In the V5.0 platform's C:\Data folder, there are two databases named 'base', one named 'desk', and also the 'dict' (dictionary) folder.

The extra 'desk' database holds the desktop and timeline clips.

The software does not start if the two databases do not match. It is possible to start-up:

- without a base or desk folder
- with a base folder but without a desk folder
- with matching base and desk folders

1.3 File Access

Although there is access to locally held files on the platform, some projects require access to files produced on other systems (e.g. AAF files, images, audio files, etc.). The platform can access files via a network (from the computer that produced them), or from various external storage devices. Media can also be 'soft mounted', if required, so that clips can be processed without copying media into the workspace.



See I/O User Guide for details.

From within Windows, specific folders can be 'shared' with specific users. These folders can then be accessed by the named network users who can also deposit files for use in the various applications. By default, none of the platform's folders on drive C are shared. If sharing is required, care should be taken to ensure that important files and settings are not accidentally or intentionally changed.

1.4 Video and Audio Space Usage

The **System** menu in the <F1> Configuration Window shows the amount of video and audio space available. See “System Menu” on page 43. Video and audio storage space is consumed with the following processes:

- When a clip is recorded the corresponding amount of video and audio storage is consumed.
- Any material assembled on the timeline consumes video and audio storage space even if it is not actually held in the Clips Bin as a clip, e.g. if tape to timeline recording has been used to record new material.
- Any unused tails that have been recorded consume video and audio storage space, even after they have been edited.
- Every time a clip is rendered, the resultant clip consumes video storage corresponding to the number of new frames created by the process.
- After a clip is rendered it maintains history of the original clip.

Consumed video and audio space can be reclaimed by doing the following:

- After main editing has been completed, use the **Trim Tails** function in the <F1> Configuration Window to reduce the amount of video and audio storage held by the tails of the source clips that were recorded into the library.
- Delete all unwanted video and audio material from the Clips Bin. This clears the original clips from the library, but may leave them hidden as part of the history of rendered clips or on the Edit timeline.
- Remove all unwanted Floating Clips from the desktop. These consume video and audio storage even if the original clips have been deleted from the library.
- Clear the history from finished (and archived) video clips held in the library. This clears the hidden use of the clips held by the history, but may leave them on the Edit timeline.
- At the end of a session, clear the Edit timeline. This removes any video and audio material held on the timeline that may have already been deleted from the library or that was recorded directly onto the timeline.
- When processing has been completed, clear the Effects application by deleting all layers. Clear any clips in the Utility and Scribe applications. This clears the hidden use of clips by these applications.
- If ‘Scene Select’ has been used to grab video material, it may be necessary to restart the software to release video and audio space allocated for the scene select buffer.



It is important to have an appropriate clip naming convention so that every user can find clips and projects.



For details of sQ Server and seat clip management, workflow and diagnostics, see the sQ & ISA User Guide.

1.5 Windows Set-up

Although it is possible to set up Windows settings using the workstation keyboard alone, it is recommended that a keyboard, mouse and VGA monitor are connected directly to the platform.

Configuration should only be undertaken by SAM trained Engineers with a working knowledge of Windows and networking.

1.5.1 User Accounts

1.5.1.1 User, Quantel and Administrator

Check and manage current user accounts from the **Control Panel – User Accounts** window.

The default is 'User', which provides the software with the appropriate level of access to disk information and in most cases sufficient user access. In some cases, however, the 'Quantel' or 'Administrator' login may be required to provide a higher level of access (e.g. for installation of new software, 3rd party applications or for maintenance purposes).

In Windows 7, only the 'Administrator' user account has full administrator privileges and is used mostly by SAM Engineers. Any user accounts created by the user only have protected administrator privileges. Therefore, software cannot be installed by double-clicking the Setup.exe file when logged in as 'Quantel' or 'User'. Instead, right-click on the Setup.exe file and select 'Run as administrator'. No administrator password is necessary.

Similarly, on initial start-up of the software, right-click on the program then select 'Run as administrator'. This allows the software to perform initialisation tasks, which are not permitted from the 'Quantel' and 'User' accounts. This only needs to be done for initial software start-up and not for any subsequent start-up.



Software installation and initial start-up is undertaken by a SAM trained Engineer and usually the 'Administrator' login is not necessary for most platform users. Do not change any settings unless advised by a trained Engineer.

The **User** login allows:

- Creation and deletion of new users and folders
- Folder share with other network stations

The **Quantel** login allows the above, plus:

- Set-up IP addressing and network settings

The **Administrator** login is normally only used by SAM Engineers for higher level configuration, plus it allows other users to:

- Install software
- Run software on initial start-up
- Change Settings

To undertake the following instructions in this chapter, use the 'Quantel' login on the platform. After set-up, change back to the 'User' login to protect the platform from accidental changes.

1.5.1.2 Login as Quantel

To login as user 'Quantel' (start-up is 'User' by default):

1. Select the Windows Start button (or press <Ctrl><Alt><Delete>).
2. Press **Log off**.
3. At the message 'are you sure?', press **yes**.
4. Change user name from **user** to **quantel**.
5. Press **OK**.

1.5.1.3 Login as User

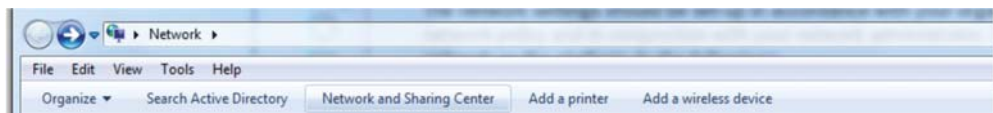
After changing network settings, log back in as 'User':

1. Select the Windows Start button (or press <Ctrl><Alt><Delete>).
2. Press **Log off**.
3. At the message 'are you sure?', press **yes**.
4. Change user name from **quantel** to **user**.
5. Press **OK**.

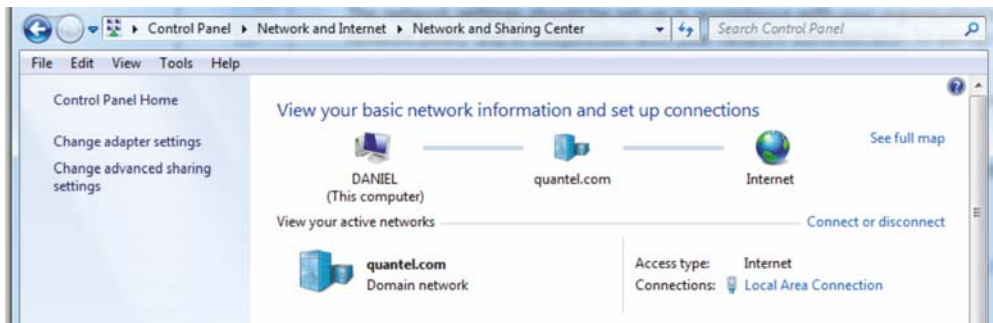
1.5.2 Configure Network Settings

The network settings should be set up in accordance with your organisation's network policy and in conjunction with your network administrator. To set up the network on the platform, login as user 'Quantel' then:

1. Obtain appropriate IP and subnet mask addresses for the platform from your organisation's network administrator.
2. Physically connect the platform to the network in accordance with your organisation's network practices.
3. From the Windows 7 desktop, select **Start – Network**.
4. Press the **Network and Sharing Center** button.

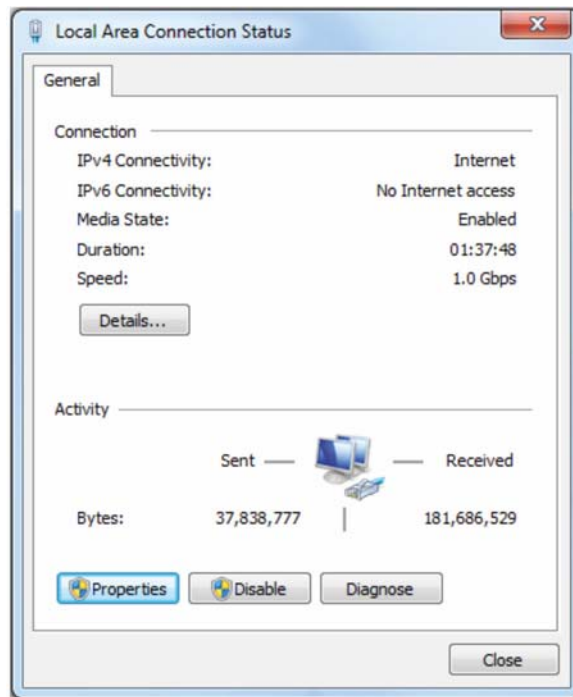


The Network Connections window displays.

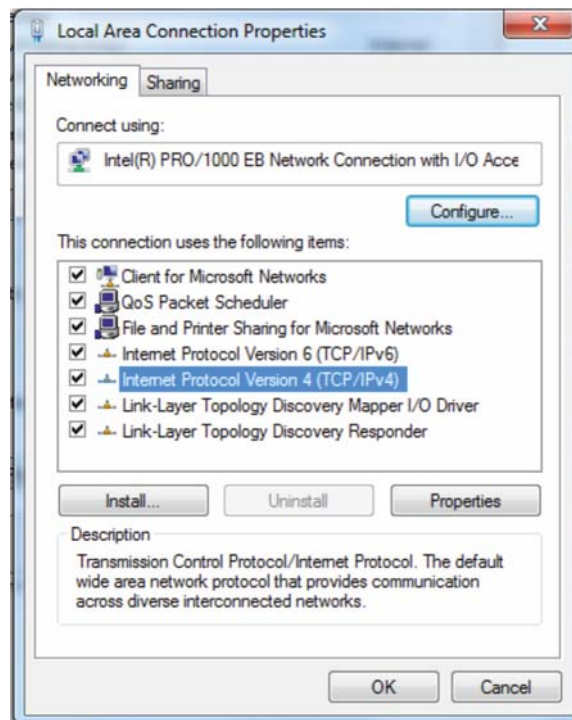


5. Double-click on required connector/adaptor, in this example **Local Area Connection**.

The Local Area Connection Status window displays.

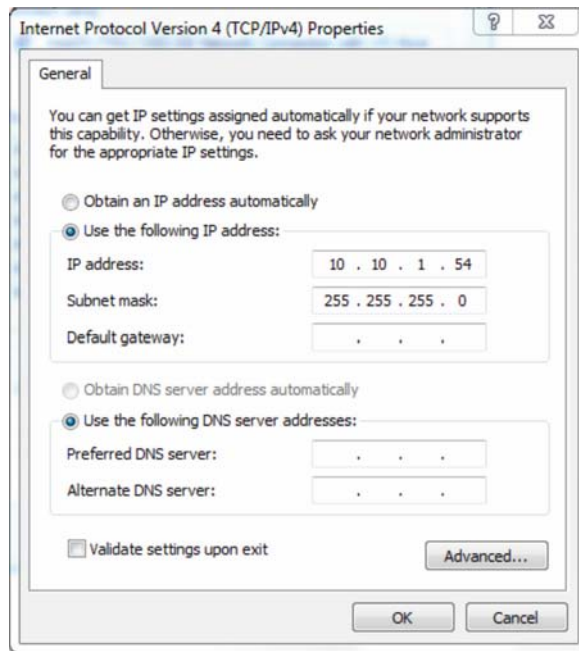


6. Press **Properties**.
7. In the Local Area Connection Properties window, highlight **Internet Protocol Version 4 (TCP/IPv4)*** and press **Properties**.



* this option may change in future releases.

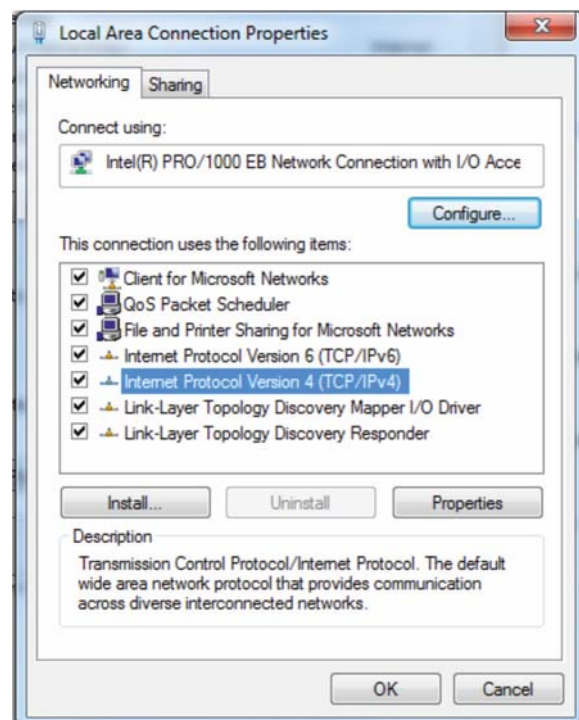
The Internet Protocol (TCP/IP) Properties window displays.



8. Select **Use the following IP address** and enter the IP address and the subnet mask in the relevant fields.

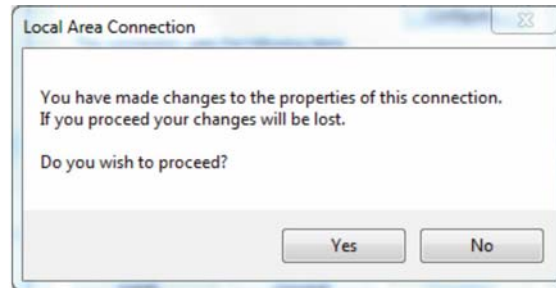
(Obtain the correct IP address; the subnet mask is usually set for 255.255.255.0 for Clipnet, but check first with your System Administrator).

9. Press **OK** which returns to the Local Area Connection Properties window.

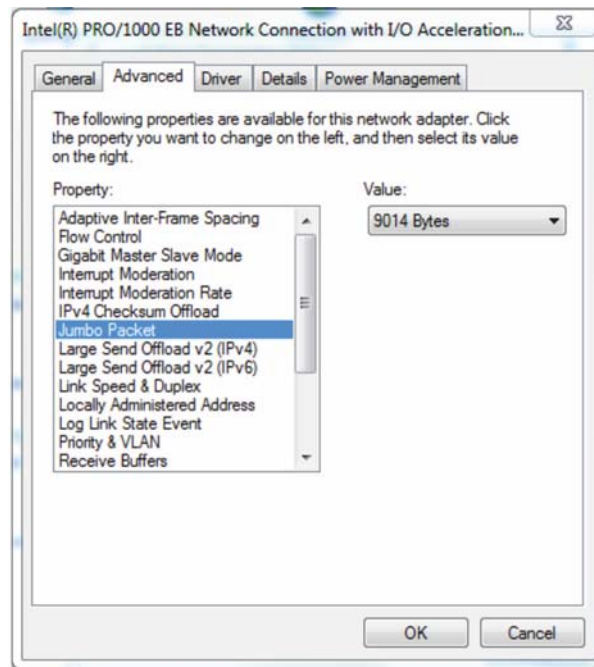


To set-up jumbo packet transfer, continue from the next step. If not, go to step 15.

10. Press **Configure**.
11. If a warning message displays, press **Yes** to proceed.



12. Select the Advanced tab on the Network Connection with I/O Acceleration window.



13. Select **Jumbo Packet** and ensure that the value is set to **9014 Bytes**.
14. Press **OK**.
15. Now restart the PC by selecting the Start menu on the Windows Launch Bar, followed by **Shut Down – Restart**. This ensures that the operating system activates the previous changes.

1.5.2.1 Jumbo Packet Size (Optional)

The packet size setting in the registry must be set if jumbo packets are to be used when transferring clips:

1. Type **regedit** in the **Start – Run** command line to launch the registry editor (if the **Run** function is not visible, enable it in Windows 7 first; right-click on **Start** and select **Properties**. Press **Customize**, tick **Run command** and press **OK**. The **Run** function now displays when Start is pressed).
2. Navigate to:

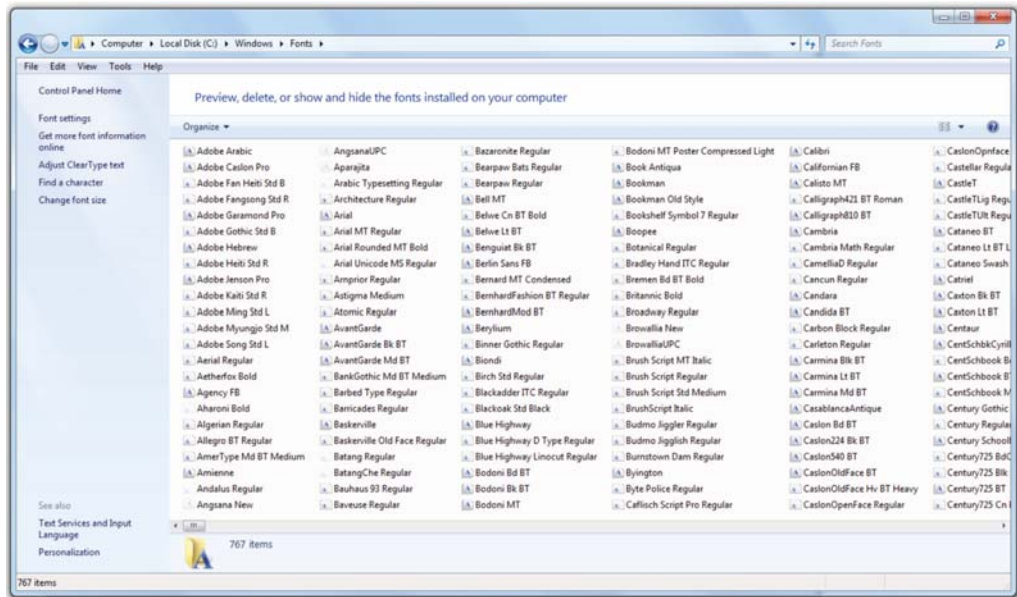
HKEY_LOCAL_MACHINE\SOFTWARE\Quantel\Kernel Module Settings\Quantel\CQPThunks\[revision]\Custom Settings\Config
3. Set **MTU** to **9000**.
4. Set **FBUFFERS** to **64**.

Once the network settings are changed, log back in as 'User'.

1.6 Installing Fonts

1.6.1 Windows 7

True Type fonts are used by the software and by default, these are installed in the C:\Windows\Fonts folder.



Before installing new fonts, close the software by pressing <Ctrl> + <F9>. Either copy and paste or drag and drop new fonts to the C:\Windows\Fonts folder, or right-click on a font file and select **Install** from the pop-up list.

Restart the software by pressing the icon on the desktop.



Always check permissions to use a font before installing; font licenses should be obtained for each user.

1.7 Sharing Folders

1.7.1 Windows 7

For a folder to be visible on a network it must be set to 'shared'. By default, none of the platform's folders on drive C are shared. If sharing is required, care should be taken to ensure that important files and settings are not accidentally or intentionally changed.



It is strongly recommended that the root folder (i.e. 'C') is not shared as this provides network access to every file on the platform. Only share sub-folders (e.g. AAF data files) so that only these specific sub-folders are visible on the network as a shared folder.

1. Use either the My Computer icon or Windows Explorer to find the folder required, then right-click on the folder.
2. Select **Share with** then **Specific people**.
3. In the file sharing window, enter the full name of the person and press **Add**

or...

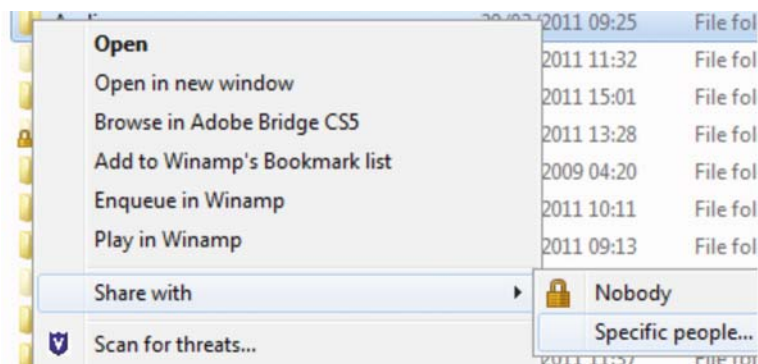
Press the arrow on the right then **Find people**

From the pop-up, press the **Object types** and **Locations** buttons to select the users/groups and locations

In the '**object names to select...**' field type a name then press **Check Names**

Press **OK**.

4. For each name now displayed in the file sharing window, set the permissions on the right either to **Read** (does not allow file modification/deletion), or **Read/Write** (allows file modification/deletion). Press **Remove** to delete the person from the list.
5. Press **Share**.
6. A confirmation window now displays stating 'your folder is shared'. This window also provides options of notifying the listed users that they can now share your folders.



To stop sharing a folder at any time, right-click on it, press **Share with** followed by **Nobody**.

2. Application Settings

2.1 Settings



The following options are usually set on installation by SAM trained engineers with knowledge of Windows and networking. If in doubt, always contact SAM 24-hour support before changing any setting.

Settings are used to configure standalone and server connected platforms. When installing new software on the platform, any existing settings are kept.

The settings displayed depend on the platform and configuration being used, for example, options relevant to Rio are not available on a server connected sQ Cut.

2.1.1 Open Settings Window

In Windows, press **Start – All Programs – Quantel – [product and V#]** – then right-click on **Settings** and select 'Run as administrator'. The scroll box at the top-left of the Settings window provides access to different menus. Specific settings differ for different platform configurations.



If Settings is not run as 'administrator', a message displays on each Settings window informing that read-only privileges are available.

2.1.2 Apply Settings

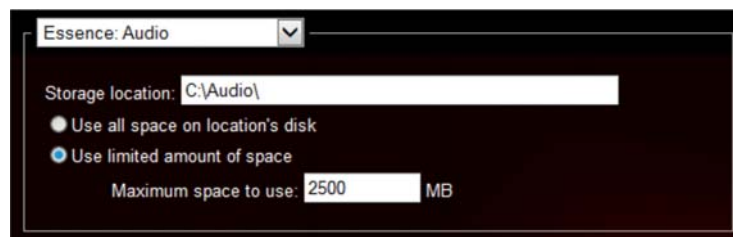
When settings are changed in a particular menu, press **OK** or **Apply** to action the changes for that menu. Restart the software once all changes are complete.



Only relevant software/hardware settings display on the platform in use.

2.1.3 Essence Audio

This section is used to determine the amount of PC-based local disk space used to store audio.



Storage location defines where the audio data is stored. This is usually set to C:\Audio to use the system's dedicated audio disk/partition.

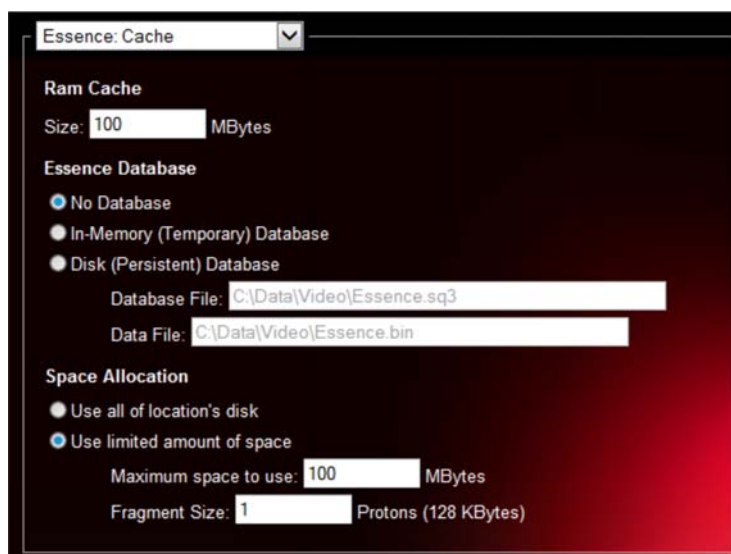
Use all space on location's disk option should be selected (only select **Use limited amount of space** and set a value when there is no dedicated partition).



Changing the audio settings deletes or corrupts an existing audio file.

2.1.4 Essence Cache

Whenever video is viewed in the Server Bin on a seat the browse images are cached (held on disk) locally by the seat. The seat's Purge Cache function can be used after each session to clear the cache - although if the cache is full, older essence is simply be replaced by newer essence.



The 'fast' part of the cache is the **Ram Cache** which can store a limited number of atoms. The **Size** value is dependent on the platform's available RAM, but is set to 500 atoms by default (recommended for platforms with 2 GB or more of RAM).

This cache is cleared when the session ends or when **Purge Cache** is used.

The Essence Database part of the cache can store a larger number of atoms and three choices are available:

No Database is the default and disables disk caching so nothing is written to disk.

In-Memory (Temporary) Database uses a fast RAM based database to index essence stored on disk. The disk stored essence is not retrievable after the session ends. **Disk**

(Persistent) Database stores the database and essence on disk. The essence is retrievable after the session ends.

Database File is the file that holds the database and is only used if **Disk Database** is selected. The default location is C:\Data\Video\Essence.sq3.

Data File is the file that holds all the essence and is used if either **In-Memory** or **Disk Database** is selected. The default location is C:\Data\Video\Essence.bin.

Two options are available to specify the amount of disk cache used; this is dependent on the size of the allocated disk file. Using more disk cache allows more essence to be stored. Selecting **Use all of location's disk** uses all the disk's free space. Selecting **Use limited amount of space** limits the amount of disk space specified by the **Maximum space to use** parameter (the default is 100 MB).

Fragment Size determines the way space is allocated on the disk in protons – which is the smallest amount of storage required to store essence. Setting a higher value here may result in space not being allocated efficiently, but may provide faster performance. It is recommended that the default of 1 proton is used.

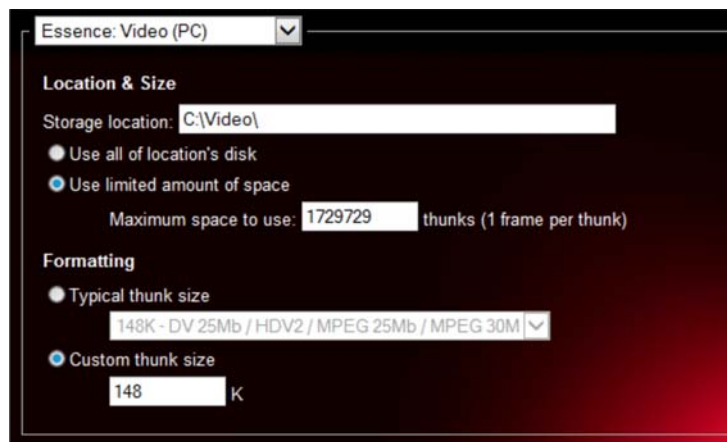
2.1.5 Essence Database

The software uses a 'poet' database on disk to hold all information about local clips physically stored on the platform. The **Storage location** field specifies the directory where it creates the 'base' and 'dict' folders which poet uses to store the information. The default storage location path is C:\Data\.



2.1.6 Essence Video (PC)

This section determines the amount of PC-based local disk space used to store video.



Storage location defines where the video data is stored. This is usually set to C:\Data\Video to use the system's dedicated video disks/partitions.

Use all of location's disk should be selected (only select **Use limited amount of space** when there are no dedicated partitions).

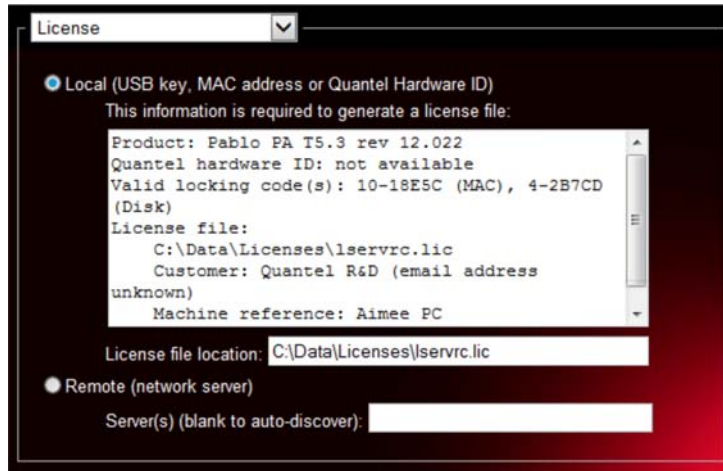
Maximum space to use defines the number of thunks (video frames) that are to be used on the non-partitioned disk and depends on the amount of space available.

Typical thunk size is usually set to the highest compression format the platform can use; so if it is capable of browsing DV100, then this should be selected from the scroll box.

Custom thunk size is normally set to 148. This creates a small video file in the Quantel folder, but is not actually used (if the **Typical thunk size** option is selected, this is not applicable).

2.1.7 License

This section determines how the platform is licensed, the location of the license file and the device to which the license is locked.

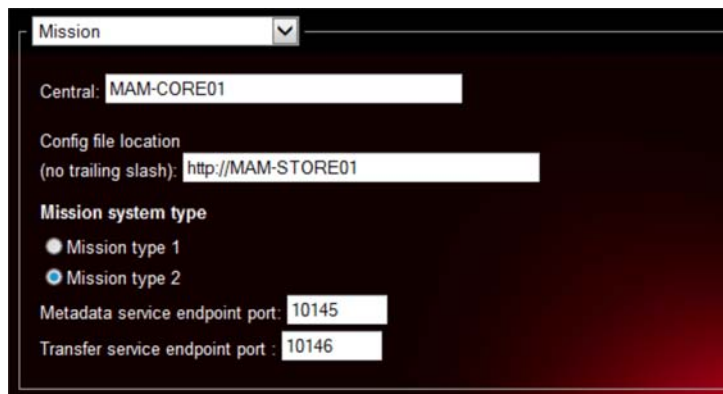


The software license is available from the SAM 24-hour helpdesk. Ensure that the new licence (i.e. the lserverc.lic file) has been dragged and dropped into C:\Data\Licenses on the PC. Check that the **License File Location** field is set to this location.

The radio buttons determine where the Quantel software searches for the physical licensing device (e.g. PCB mounted ibutton, a USB dongle or a network license server).

2.1.8 Mission

This section displays only on seats connected to Mission systems. The settings should only ever be changed by SAM trained Engineers.



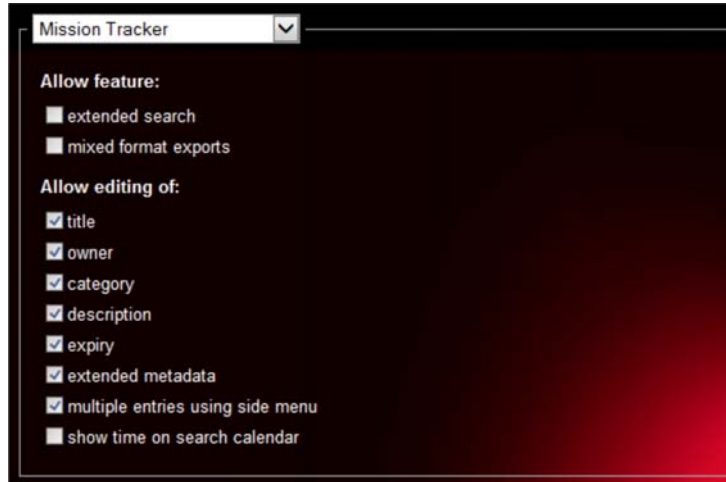
On new systems, ensure that MAM-STORE01 is entered in the Central field. The **Config file location** field (for Mission Tracker export options) should be set to http:// MAM-STORE01.

Ensure that the correct system type (1 or 2) is selected under **Mission system type**.

The **Metadata service endpoint port** and **Transfer service endpoint port** refer to the port numbers that Tracker uses to connect to Mission.

2.1.9 Mission Tracker

This section displays on seats with Mission Tracker available. The **Allow editing of** tick boxes allow editing of various metadata fields such as title, owner, category etc. in the Mission Tracker window. To do this, first login as 'Quantel' not 'User'.

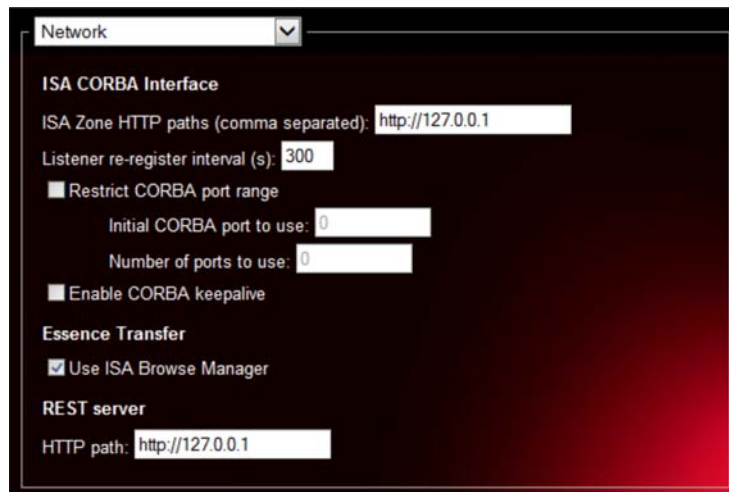


The **multiple entries using side menu** box enables a column display on the side of the Tracker window.

The **show time on search calendar** box displays a green time field in hh:mm on the calendar pop-up when **Advanced Search** is pressed in the Tracker window.

2.1.10 Network

This section is used to set up a seat for connection to the sQ Server as part of a network-wide configuration.



The path to the ISA Manager must be entered in the **ISA Zone HTTP Paths** field.

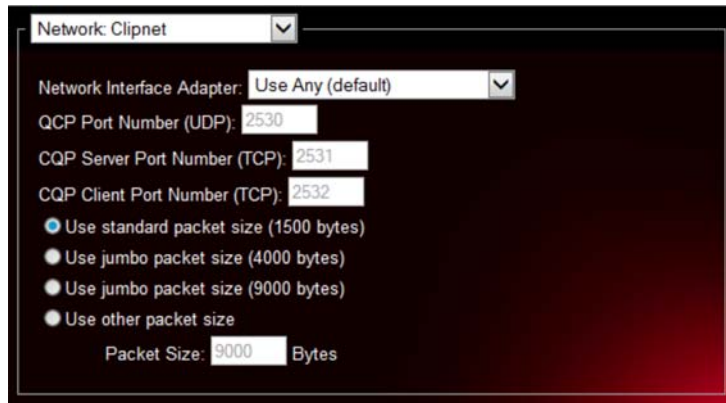
Restrict CORBA port range allows specific ports to be used for seat to ISA Manager communications.

Use **ISA Browse Manager** configures the seat to obtain browse images from the browse cache instead of directly from the server.

For systems with the Server Bin Folders option, ensure that the ip address/host name of the Folder Server PC is set in the **REST Server – HTTP path** field; note that the ip by default ends in '8182' but can be changed as necessary.

2.1.11 Network Clipnet

This section is used on sQ seats to set packet sizes; these were previously set via the MTU registry setting (CQP Thunks).



Use the **Network Interface Adapter** drop-down box to select the LAN adapter to be used for Clipnet essence transfer to and from the seat. If there is more than one adapter they are listed here.

The **Use Any (default)** setting allows the system to choose which adapter to use if there is more than one available with an active network connection. Note that with multi-homed systems, Clipnet transfer may not work correctly if **Use Any (default)** is set, as the incorrect adapter may be chosen.

The **QCP Port Number (UDP)** setting (default 2530) is the UDP port number used for the Clipnet QCP protocol. This port is used by Clipnet for essence transfer (localise and publish). Change this only if necessary for firewall settings (note that this setting is read-only, but can be changed via the registry).

The **CQP Server Port Number (TCP)** setting (default 2531) is the TCP port number used to receive Clipnet CQP protocol commands. This port is used to setup the transfer of essence into the seat (i.e. localise). Change this only if necessary for firewall settings (note that this setting is read-only, but can be changed via the registry).

The **CQP Client Port Number (TCP)** setting (default 2532) is the TCP port number used to initiate Clipnet CQP protocol commands. This port is used to request transfer of essence from the seat (i.e. publish). Change this only if necessary for firewall settings (note that this setting is read-only, but can be changed via the registry).

The **Use standard packet size (1500 bytes)** setting enables a maximum of 1500 byte Ethernet packets. Use this if your system does not support jumbo frames.

The **Use jumbo packet size (9000 bytes)** setting enables a maximum of 9000 byte Ethernet packets. Use this if your system supports jumbo frames.

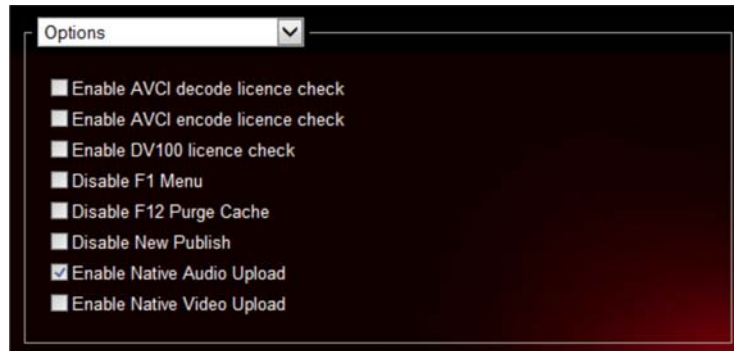
The **Use other packet size** setting allows a non-standard MTU to be used. Packet sizes above 9000 are not supported.



The MTU (Maximum Transfer Unit) selection made from the options described previously must be correct for the system to function. Standard packet size should usually function, but if your system supports jumbo packet size this option should be selected for maximum performance and efficiency.

2.1.12 Options

This section allows major system functions to be disabled on server-connected seats where they are not required. Any function can be enabled again at any time by simply deselecting the tick box.



Enable AVCI decode license check allows the seat to use an HD decode license allocated by a license server.

Enable AVCI encode license check allows the seat to use an HD encode license allocated by a license server.

Enable DV100 license check allows the seat to use an HD encode/decode license allocated by a license server.

Disable Effects menu disables the Effects menu and hides it from the Application Bar.

Disable MLT FX menu disables the MLT FX menu within the Edit application.

Disable F1 Menu disables the <F1> Configuration Window.

Disable F12 Purge Cache disables the keyboard shortcut key <F12>, which purges the browse cache.

Disable Multilayers disables the **add video** (i.e. add new video track) box in the Edit application.

Disable One-shot Processing disables the <F8> menu in the Edit application.

Disable Server Bin disables the Server Bin and hides it from the Application Bar.

Disable Template Designer disables the <Ctrl>+<F10> menu in the Edit application.

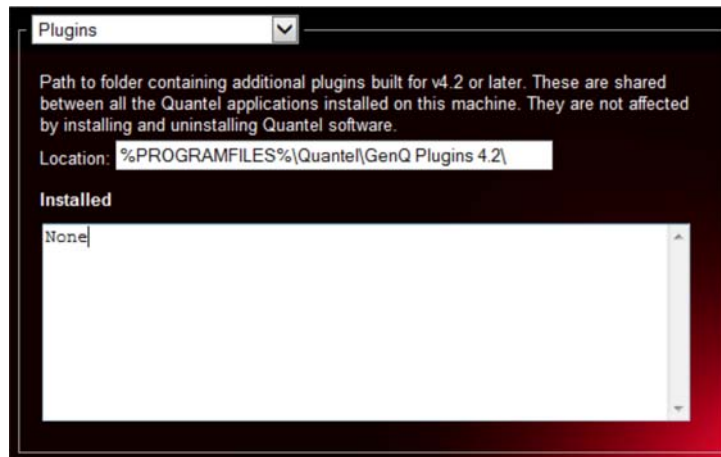
Disable Template User disables the <F10> menu in the Edit application.

Disable Video Transitions disables the <F5> menu in the Edit application.

Disable Creating New Video... prevents the seat from creating any new material.

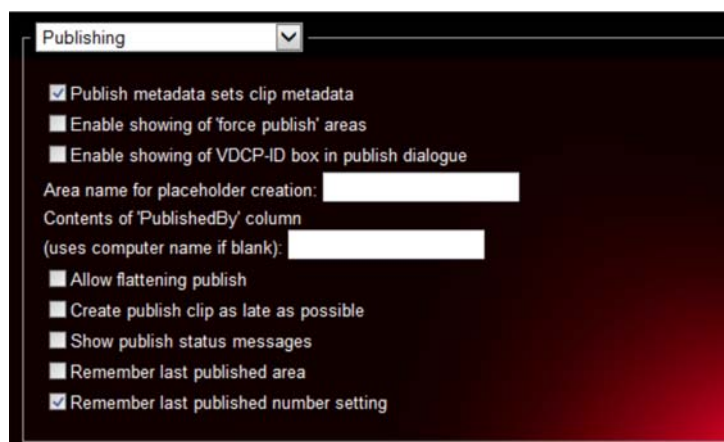
2.1.13 Plugins

This section determines the location of V# plugins and should be entered in the **Location** field.



2.1.14 Publishing

This section controls what actions are taken when clips are published by a seat connected to a server.



Publish metadata sets clip metadata displays the last published clip title instead of the current timeline edit title on the seat.

Enable showing of ‘force publish’ areas forces the system to use the locally held HBR (high bit rate) material instead of material held by the server. If ticked, a **force** box displays next to the **area** box in the Publish pop-up to allow local material to be transferred to a specific server area.

Enable showing of VDCP-ID... is used by automators and a corresponding box display on the Publish pop-up.

Area name for placeholder creation defines the area name for placeholder instructions.

Within the ISA database the ‘PublishedBy’ field records the owner of the published clip. **The Contents of PublishedBy column** field allows the owner name to be defined on each seat. The computer name of the seat is used by default.

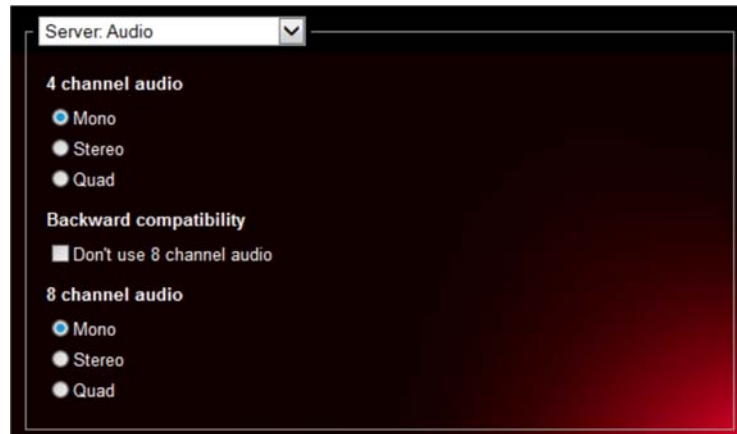
If **Create publish clip as late as possible** is ticked, a published clip is not available to other seats until the audio channels have been mixed down and sent to the server.

Show publish status messages enables standard orange pop-up messages for the current publish, e.g. 'publish started' which display on the bottom right of the GUI. This is a useful check for complicated edits that may take time to prepare for publishing.

Remember last published area is used by automators and displays the area last used in the seat's Publish pop-up.

2.1.15 Server Audio

This section determines how the seat uses 8-channel audio if it is available on the server.



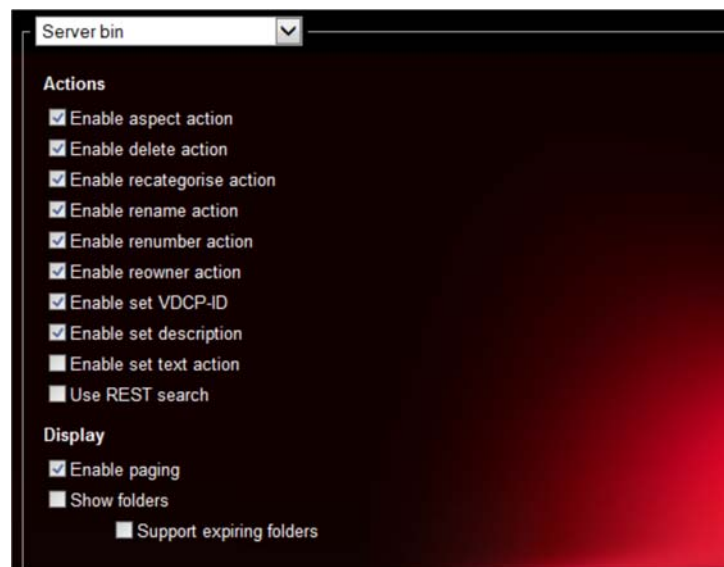
Each seat can be set to work in either 4-channel or 8-channel mode by setting the options here.

If **Don't use 8 channel audio** is enabled, the seat only accesses 4-channel audio from the server. If this setting is disabled, the seat can access both 4 and 8 channel audio.

Mono, **Stereo** and **Quad** determine how the seat displays the server audio channels on the timeline.

2.1.16 Server Bin

This section determines the menu boxes that display in the Server Bin on each seat.



Enable aspect action displays the **source aspect** menu.

Enable delete action displays the **delete** menu.

Enable recategorise action displays the **recategorise** menu.

Enable rename action displays the **rename** menu.

Enable renumber action displays the **renumber** menu.

Enable reowner action displays the **reowner** menu.

Enable set VDCP-ID displays a corresponding column in the Server Bin.

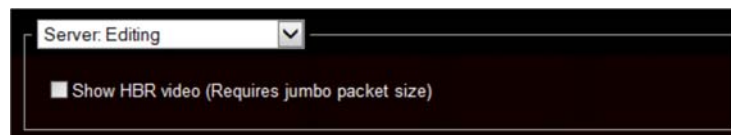
Enable set description displays a corresponding column in the Server Bin enabling the user to change this specific metadata on the clip.

Enable set text action displays a corresponding column in the Server Bin enabling the user to change this specific metadata on the clip.

For QTube Edit seats, **Use REST Search** should be selected. For ordinary seats requiring folder view instead of flat view in the Server Bin, **Use REST Search** and **Show folders** should both be selected, whereas if the seat is not using folders, deselect them both. **Allow project administration** is only applicable if **Show folders** is selected (it is greyed-out otherwise). When selected, this allows the seat to create, delete and rename folders as required.

2.1.17 Server Editing

This setting is only used as part of a network-wide configuration.



Show HBR Video... allows the server-connected seat to browse High Bit Rate video instead of Low Bit Rate video. Note that if the seat is not connected to a Gigabit Ethernet and using an appropriately specified PC there may be performance problems.

2.1.18 Server Ports

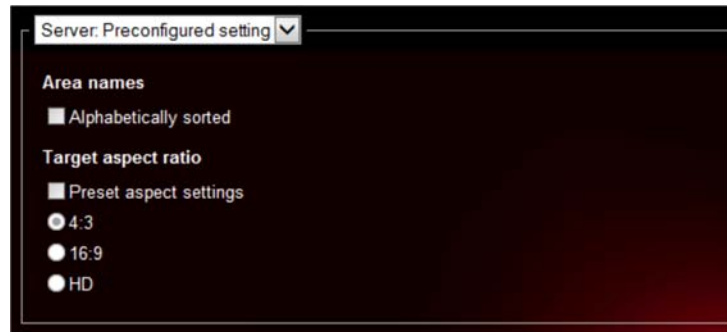
This section affects how clips for play-out are loaded.



If stereo media is to be played-out using sQ Play, tick the **Server Ports configured as Stereo 3D** box. Now, when assigning stereo server ports from the <F1> Configuration Window Server Playout menu, only select the left eye port, e.g. if ports 0 and 1 are ganged (paired), select '0' only from the menu.

2.1.19 Server Preconfigured Settings

This section is used to determine whether the user of each seat has access to the aspect ratio controls.



All server connected software seats can set the aspect ratio (4:3, 16:9 or HD) of the material that they publish back to the server.

If the **Preset aspect settings** box is enabled, the aspect ratio is determined by the selected button (4:3, 16:9 or HD).

If this box is disabled, the aspect ratio is determined by the selected menu box (4:3, 16:9 or HD) on the Application Bar.

Alphabetically sorted displays the Area Names alphabetically in the Server Bin's blue scroll box.

2.1.20 sQ Play

This section is available on sQ Play seats.



Set the **sQ Play Panel** (2-channel), **4 Channel Playout Panel** or **sQ Fx Panel** as the input device. If there is no control panel, select **None**.

For the sQ Play Panel, select the **COM Port** number of the serial port on the PC (the port which connects to the panel; the number is usually printed on the back of the PC next to the connector). Note that the COM Port setting is not applicable to the 4 Channel Playout Panel which is USB.

When the **Display Running Order and Story Folders** box is ticked, one Running Order folder and one Story folder are inserted at the top of the empty Playlist automatically when a clip is inserted. Story folders can then be added as required from within the QPlay application. If this box empty, no folders display when a clip is inserted into the empty playlist. Folder set-up is saved with the Playlist. Folder functionality is fully utilised only when sQ Play is set-up as part of a MOS newsroom system.

Display Colour for Cued/Paused/Next items is used to change sQ Play's default clip status text and background display colours from the three drop-down lists. Select orange or yellow for cued/paused items and yellow or grey for next take items.

When the **Enable Clip Number Entry** box is ticked, insert a clip from a bin in QPlay by entering the clip number on the keyboard and pressing <Return>. The clip number displays in the blue box in the bottom-right corner of the QPlay Window.

With the **Allow Cued Item Replace** box ticked, drag and drop a clip from a bin directly into the 'Cued' Window in the QPlay Playlist. If this box is left empty, any clip dropped into the Cued Window is instead by placed into the 'Next' Window (i.e. next clip to be cued).

Hold and Auto-cue enabled allows the current clip that has finished playing to have its last frame held for the number of seconds specified in the **Auto-cue Hold time** field. Then the first frame of the next clip is automatically cued on the same channel.

If Out Words control enabled is selected, each channel's play-out control in the GUI displays an **Out Words** button. Pressing this jumps to a point near the end of the clip where it then plays from (until the end of the clip). The offset from the end can be specified in seconds in the **Offset from end of clip** field.

Create as Run Log creates an 'As Run log' in the C:\Data\Logs\AsRun folder. This log contains a time-ordered list of play-out actions sent to sQ Play and the details of the resulting server timeline status changes.

Previously, all channels in each playlist window were labelled A-D. Now the first channel's label in the first playlist window is the letter set in the **Channel label for first server port** field. Subsequent channels are allocated the next letter in the alphabet.

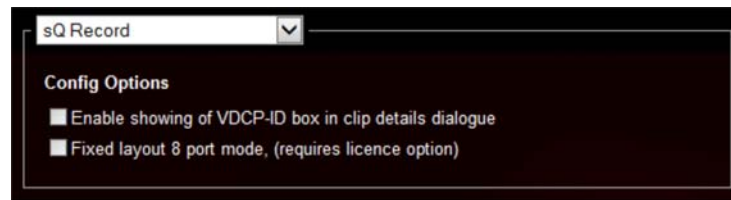
Selecting **Save screen real estate** reduces the height of the port status displays, therefore increasing the amount of space available for entries in the playlist window.



See 'Creating a Playlist – Running Orders and Stories' in the sQ Play User Guide for more details.

2.1.21 sQ Record

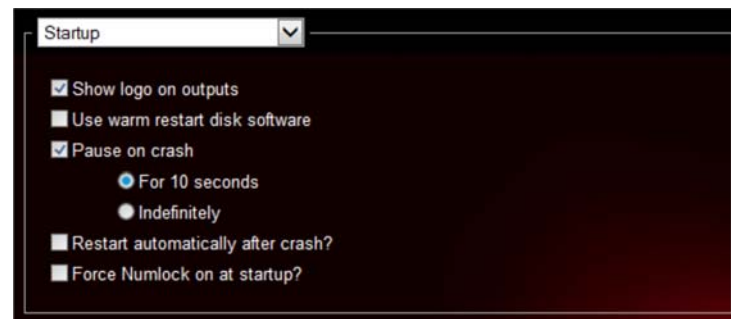
This section is available on sQ Record seats.



If **Enable showing of VDCP-ID box in clip details dialogue** is ticked, the QRecord window displays a **VDCP-ID** field in the Clip Details pop-up. This field allows automators to track files through the system.

2.1.22 Startup

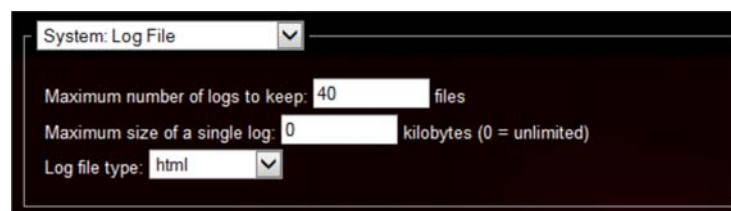
This section determines what happens at software start-up or restart. Tick the appropriate options as required.



On Gene Pool systems, **Use warm restart software** allows a reboot without restarting the disk interface card (this has no effect on stations not connected to a Gene Pool).

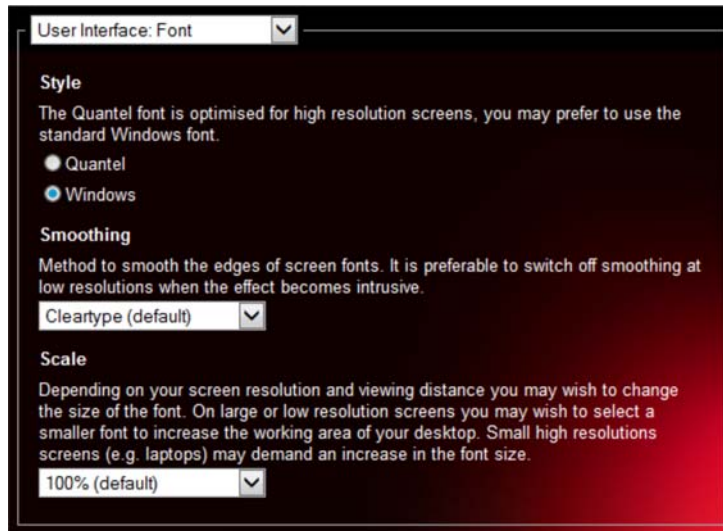
2.1.23 System Log file

This section is used to specify the number and size of logs generated. Select **html** or **text** from the **Log file** scroll box to determine how the log is stored.



2.1.24 User Interface Font

This section allows settings to be applied to the text used in the GUI menus.



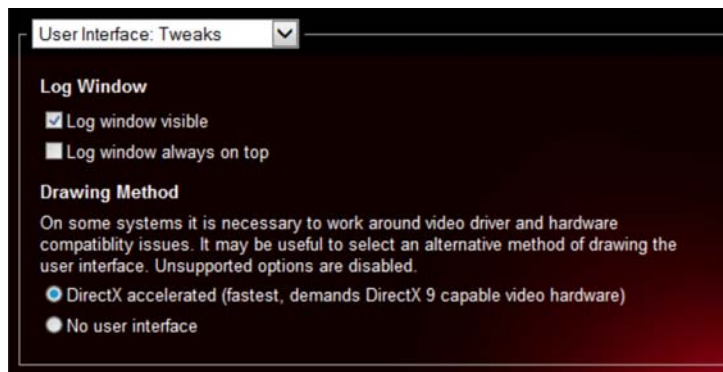
The **Style** buttons allow a choice of either the standard software font or the current Windows system font.

The scroll box in the **Smoothing** section allows the edges of the font characters to be softened to suit user preference.

The scroll box in the **Scale** area allows the size of the font to be adjusted to suit the resolution and size of the screen.

2.1.25 User Interface Tweaks

This section affects the GUI display.



Logs display when the software is launched. Under **Log Window**, select whether the start-up log window is visible and whether it always displays on the top 'layer' of the GUI.

On seats and standalone platforms, **DirectX accelerated** should be selected under **Drawing Method** (a black screen may indicate that this has not been selected).

No user interface is usually left de-selected; it is only selected on specific 1U PC configurations.

2.1.26 Workstation

This section enables various control interfaces connected to a platform.

Workstation

- RS485 workstation keyboard enabled
- RS485 workstation tablet enabled
- Faders enabled
- QColor panel enabled
- Pablo main and DVE panels enabled
- Pablo transport wheel enabled

Illumination brightness (0-16): 16

Jog/Shuttle wheel auto reset to jog mode
Timeout: 5 Seconds

Neo/Neo Nano panel

- Keyboard On Right
- Locally connected
- Remotely connected (network server)

IP:


Select all the workstation components that are connected using the tick box for each component.

On systems using a Neo Panel, ensure that the **Neo Panel enabled** box is ticked and the **Remotely connected (network server)** box is ticked then enter the IP address of the Neo Server PC in the **Neo IP** box. If the Neo panel is set up with the keyboard plate on the right (i.e. not the default), tick the **Keyboard on Right** box, otherwise leave it blank.

3. Configuration

3.1 <F1> Configuration Window

3.1.1 Open the <F1> Configuration Window

After the software has been started, pressing the <F1> key toggles the Configuration Window on or off. Pressing the  in the top right-corner of the window also closes the window.

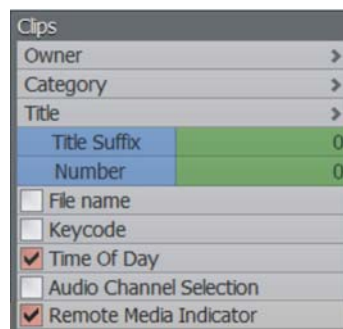
This window is divided into various menus containing system and user options.



The menus and options available depend on the platform and configuration being used.

3.1.2 Clips Menu

The **Clips** menu is used to set the metadata that will be applied to all material created by the system.



The **Owner** text field can be used to identify either the person who saved the clip or the job it is part of.

The **Category** text field can be used to provide a default category in which clips are saved in the library.

A default **Title**, **Title Suffix** and **Number** can be set up so that if an sQ Record clip is recorded and saved in the system’s library without any specific clip details, the defaults previously set up in the **Clips** menu are applied. These defaults display in the QRecord Window when the **Clip Details** box is pressed. The **Number** field enables a default clip number to be assigned to a clip if the clip has no number set up in QRecord. For example, if the number 580 is entered in this field, every subsequent clip recorded (with no assigned number in QRecord) will use the first free number after, and including, the number 580. Enter 0 in this field, to disable this function.

The file name and path can be displayed on the timeline for any file based material by selecting the **File name** tick box.

The **Keycode** box allows any keycode associated with the clip to be displayed. This shows the following information processed by the system:

Any keycode information imported with Cineon or DPX files is visible in the Clips Bin and in the Edit Window. When the keycode is obtained from a video source it has a letter to designate where in the 3:2 pull down sequence the first frame of the clip occurs. A keycode column is available under the ‘more’ menu of the Clips Bin.

The **Time Of Day** box when selected, will allow the time of day timecode to be displayed. The time of day timecode can be selected in the Edit Window and on Floating Clips by toggling through the choices above the timecode displayed.

The Audio channel selection boxes can be displayed on the Edit timeline if required. The **Audio Channel Selection** box must be ticked in the **Clips** menu before these boxes can be displayed by swiping to the right of the video/audio track boxes on the timeline.

With this box not ticked, swiping to the right will not unintentionally display the selection boxes.

The **Remote Media Indicator** box enables the display of a yellow bar on the Edit or MLT FX timeline, which indicates where a segment uses remote media. This includes soft-mounted R3D, DPX, P2 and XDCAM media.

3.1.3 Colour Menu

The **Colour** menu is used to set the default RGB and luminance ranges for colour correction on seats that have the Effects option.

| Colour | |
|--------------------------------------|-----|
| Ref RGB Black | 0 |
| Ref RGB White | 255 |
| RGB DMin | 95 |
| RGB DMax | 685 |
| <input type="checkbox"/> Persist LUT | |

The **Ref RGB Black** and **Ref RGB White** values can be used to adjust RGB black and white values away from their default values to preserve over-range data or where a particular colour gamut is to be used on material generated within the system or that is to be output from it.

The **RGB DMin** and **RGB DMax** values can be used when converting YUV (YCbCr) material to RGB to keep any over-range material that may be outside the normal video levels. For example if values of 16 and 235 are selected (normal 8 bit video range) then the resultant RGB luminance value will match this and allow over-range information to be passed un-clipped. Note that for 10 bit material these values are automatically scaled-up to their corresponding 10-bit values.

All matrix operations within the system are affected by the RGB Black and RGB White settings. A potential problem with changing these settings from their default is that the system will combine clips from different sources (with different settings) and produce incorrect black and white levels in the resultant clips. Therefore, care should be taken when bringing material into the system.

The I/O application's **Import** menu has it's own black and white boxes because these are often set in a DPX header. When imported, files without header information use the RGB Black and RGB White levels defined in the Configuration Window. For RGB dual-link recording, there is no information on the cable, so the Configuration Window settings are used. Similarly, the RGB dual-link outputs use these settings.

The Effects application uses the background layer to set the black and white levels for the process, so that the palette for example, will make black and white the correct values for the background layer. Other applications make similar corrections.

3.1.4 Data IO A/B Menu

The **Data IO A** and **B** menus are used to set resolution, frame rate, colour space etc. on timeline material to affect how it is previewed (played-out to the monitor).

| Data IO A | |
|---|-------------|
| A Data Y size | 1080 |
| A Data X size | 1920 |
| A Data FPS | 25.00 ▾ |
| A Data Scan | Segmented ▾ |
| <input checked="" type="checkbox"/> A Dual Link | |
| A Colour | RGB ▾ |

This menu displays only on some legacy systems (i.e. not new platforms which have preview/playout controls on the right of the Application Bar).

3.1.5 Editor Menu

The **Editor** menu is used to set-up the frame rate of the video used during clip assembly to determine how clips should be played. These settings should be set to match the video standard of the server.

| Editor | |
|------------------------------------|-------------|
| Fps | 25.00 ▾ |
| Dest TC | 00:00:00:00 |
| Show sync | off ▾ |
| Centre mode | scroll ▾ |
| Centre info | max ▾ |
| Mark out | inclusive ▾ |
| Pen scrub | stereo ▾ |
| <input type="checkbox"/> Play seg | |
| <input type="checkbox"/> Show pics | |

The value in the blue scroll box to the right of the **Fps** box allows video clips to be treated as 24, 25 or 30 frames per second during editing with drop frame if required.

The timecode box to the right of **Dest TC** defines the default destination timecode to be used on the Edit timeline when clear is pressed twice. This value displays in the hidden menu on the left of the timeline.

The scroll box to the right of **Show sync** is used to show or hide the video/audio sync loss indicators on the Edit timeline. The **all** selection will provide a full display of warnings. The **simple** selection will display only green/red lines under the clip segment that has lost video/audio sync. The **off** selection turns off the warnings.

The grey box above the zoom control at the bottom right of the Edit timeline provides a Centre Play control which improves workstation playback by fixing the timeline cursor in the horizontal centre of the screen so that when the clips on the timeline are played back the timeline cursor stays in the middle and the timeline moves past it to the left. The **Centre mode** scroll box can be set to either **scroll** (default) or **page** which only updates the timeline when the cursor reaches the right-hand side of the timeline.

Set the **Centre info** scroll box to **max** (default) or **min** which minimises the amount of information being displayed on the timeline. Exit the <F1> window and press the Centre Play control on the timeline. The Centre info/mode selections are applied whenever playback is started.

The **Mark out** scroll box is used to either include (select **inclusive**) or exclude (select **exclusive**) the current frame when marking an out point on the Edit or Effects timeline. The exclusive mode mimics the behaviour of traditional tape editing where the out point is not included in the selection, but forms the start of the next selection.

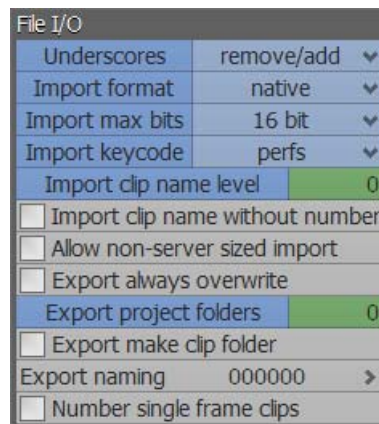
The **Pen scrub** scroll box controls how a stereo 3D clip is sent to the outputs during pen scrub/spooling on Pablo Neo Stereo 3D systems. With stereo selected, both outputs display VL and VR, providing stereo output while spooling/scrubbing. To prevent eye fatigue, select **monocular** instead. In this mode the track being scrubbed (i.e. the one touched with the pen) is sent to both outputs.

The **Play seg** box allows the process of playing only a marked segment to be toggled on or off.

When **Show pics** is enabled, thumbnails are displayed on the timeline.

3.1.6 File I/O Menu

The **File I/O** menu provides file import and export options when using the I/O application.



The **Underscores** box controls how file names are treated during import and export. If **remove/add** is selected, any underscores in the file names will be replaced on import with spaces and any spaces in the files will be replaced with underscores on export. If **ignore** is selected, underscores will not be replaced in the file names either on import or export.

The **Import format** box controls the format in which imported (or localised) video is stored. This is only visible on systems that may not be able to play RGB video. If **native** is selected, imported files are saved in their native format. If **yuv** is selected, imported files are converted to YUV colour space (this box also displays on Compass for importing video either using the native compression format—if any—or transcoding it to the output format).

The **Import max bits** scroll box controls the maximum number of bits to be used to store imported video clips. This is only visible on systems with SAM hardware. The options are **10 bit** or **16 bit** (if the hardware supports it).

The **Import keycode** box controls whether keycode within imported files is interpreted to represent **frames** or **perfs**. It is always stored and displayed in frames within the system.

If the **Import clip name level** box is set to 0 and a file is dropped into the **import** menu or onto the desktop, the clip name is set to the file name without the file extension (if the file does not contain its own name). If set to n (where n > 0), the clip name is set to the name of the directory n levels above the file.

When the **Import clip name without number** box is ticked, the number at the end of the file/directory name is removed, together with spaces, hyphens and underscores that precede it.

When **Export always overwrite** is ticked, exporting a file of any type overwrites an existing file of the same name. This affects CIN, DPX, TIF and VPB files. Other file types always overwrite anyway. Note that an archive process never overwrites.

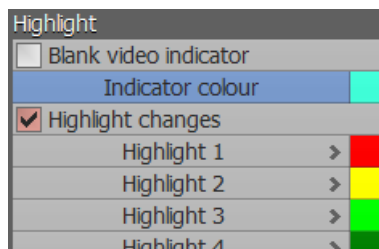
The **Export project folders** numeric box is used to specify the number of Clips Bin project folders to include in the export path. If set to 0, it behaves as before. If set to 1, it includes the folder containing the clip in the export path. If set to 2, it also includes the folder above that, etc. If this <F1> setting is changed, to use the new value, drop the clips into the **I/O – Export** menu again.

If the **Export make clip folder** box is ticked and a clip is then dropped into the export menu, the export directory is set to the path of the previously selected item but with the clip name as the lowest level directory. Therefore the export path can consist of **export directory\selected folders\clip name\file name**.

The **Export naming** value allows a name and incrementing number sequence to be appended to the filename of files being exported. The number that is entered here defines the starting value for the exported frame sequence. If the file name already includes a number then this increments from this number. If however, a dot (.) is entered then the existing file number will be unaffected, but the number to the right of the dot will increment.

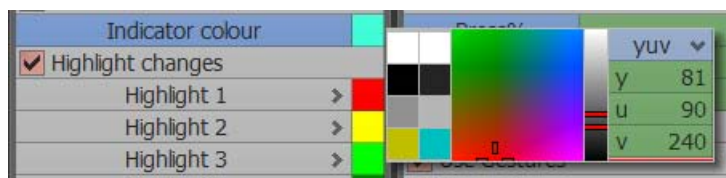
3.1.7 Highlight Menu

If a Reference Clip is selected in the I/O application's **Conform** menu, the new version of the conformed clip can be set-up to have highlighted segments on the timeline which indicate the differences from the Reference Clip. Tick **Highlight changes** to see the highlighted timeline segments.



Changes are detected using file name, offset, tape name, timecode and film keycode information (changes in timeline position are ignored).

From this menu, select **Highlight 1, 2 or 3** to choose custom highlights on the changed segments.



New segment highlights a segment that has no overlap with any segment in the Reference Clip. **Media changed** highlights a segment that has an overlap with a segment in the Reference Clip but is using a different rush. For example rotoscoped/dustbusted rushes located in a separate clips folder can be used as a 'Reference Project' in conjunction with the Reference Clip. The conform process uses the Reference Project media before the Reference Clip media and the 'changed' media is highlighted in the new edit. **Edit changed** highlights a segment that has an overlap with a segment in the Reference Clip but has been trimmed.

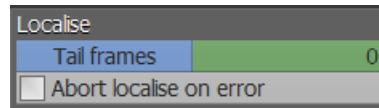
All highlights can be added manually to segments by moving to the timeline, pressing <Alt> + clicking (or right-clicking) to display the highlight pop-up. Select the required segment(s) and assign or delete a highlight.



See 'Using a Conformed Reference Clip' in the Editing User Guide for more details.

3.1.8 Localise Menu

In the **Localise** menu, if a localise tail length value is entered in the green **Tail frames** box, this value is then referenced when localising media using the three standard methods, i.e. via a Floating Clip, the timeline, or the Clips Bin.



3.1.9 Paint Menu

The **Paint** menu is used to set personal preferences for painting on platforms with the Effects application.



The blue scroll box to the right of the **Compress Key** box determines the key video levels. When **compress** is selected the key output is 16 – 235 to match the video. When **pass** is selected the key output is 0 – 255.

The **Key Out** box controls the output of the stencil as a key when working in the Effects **Paint** menu. When the **Key Out** box is selected the second video output (output B) displays a static key representing the stencil used within the Effects **Paint** menu. This static key shows the current stencil being used (not any key channel associated with the video).

The **Cursor** box controls whether the cursor is displayed while painting in the Effects **Paint** menu.

The **Auto Sell** box controls whether a sell operation is performed automatically when the next frame is selected when using the Effects **Paint** menu to retouch a clip frame by frame.

The **Pixel Borders** box enables zoom to be used with a high magnification on the edges of the actual image pixels which will then be indicated by black lines.

The **On Unrendered** box when using QColour or Rio, allows painting on the native original clip or the clip with its history, i.e. any colour correction.

3.1.10 PC Audio Menu

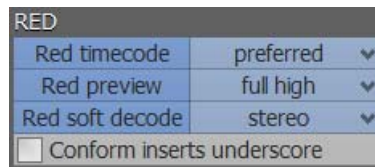
The **PC Audio** menu is used to set up the sound blaster card for voice-over and FX loop purposes.



For voice-over, a microphone must be connected to the Mic-In input and **Microphone** should be selected from the blue **Input select** scroll box. Set the **Volume level** and check that the **Mic rec level** (record) and **Mic prev level** are set to 100.

3.1.11 RED Menu

The RED camera records two different timecodes: 'absolute' (time of day) and 'edge' (starts from a fixed point for each magazine, e.g. 10:00:00:00). The **Red timecode** box should normally be set to **preferred**. This uses whatever was flagged at the time of shooting. Select **absolute** or **edge** to override this if the incorrect code is being found in the files.



The **Red preview** scroll box (for playback preview only) controls playback performance by determining quality versus playability.

This menu does not affect how the media will be decoded when localised.

WITH RED Rocket Card:

With a RED Rocket card installed, this menu references the sizes based on the current output settings (set from the blue output format box on the bottom-right of the Application Bar) on the workstation.

For example, with the output set to 1920 × 1080 and **Rocket full** selected in the <F1> menu, the preview images will be full HD images. If **Rocket 1/2** is selected, the preview image size is 960 × 540.

These are the image sizes that the RED Rocket card sends to the platform and are for preview playback only. They do not affect and are not affected by the I/O application's **Decode mode** resolution/sizing settings.

WITHOUT RED Rocket Card:

With no RED Rocket card installed, RED media can still be soft-mounted and played back in real-time, but at a lower preview resolution.

The **Red preview** setting sets the maximum decode resolution of the RED media that will be used for preview.

For example, for 4096 × 2048 media with the decode mode set to half res (2048 × 1024), the <F1> preview set to **1/4 res** and the output size (from the blue box on the bottom-right of the Application Bar) set to HD (1920 × 1080), the media is previewed at quarter res (1024 × 512). If the <F1> preview is then set to **full high**, the media is actually previewed at half res (2048 × 1024), as the preview res is scaled down to match the output size.

There is also a **Conform inserts underscore** tick box in the RED menu. Various camera types name their files using the format AxxxCxxx or Axxx_Cxxx. RED file names contain 16 characters whereas EDLs are typically limited to 8 character tape names. Some systems force the RED file name into the EDL tape name by removing the last 7 characters and remaining underscore (e.g. the RED file A001_C001_1234XY becomes A001C001).

To conform an EDL like this, the underscore in the middle of A001C001 needs to be re-inserted. The **Conform inserts underscore** tick box allows this to be set manually (in previous software versions, underscores were inserted automatically).

3.1.12 SD Vitc Menu

This menu is used to set up the lines on which timecode is output from the system.

| SD Vitc | |
|--------------|---------------|
| Group1 Type | Std Vitc ▼ |
| Group2 Type | None ▼ |
| 525 Gp1 Line | 16 (279 f2) ▼ |
| 525 Gp2 Line | 16 (279 f2) ▼ |
| 625 Gp1 Line | 19 (332 f2) ▼ |
| 625 Gp2 Line | 19 (332 f2) ▼ |

The **Group 1 Type** and **Group 2 Type** scroll boxes are used to select the type of timecode to be used. The **Std Vitc** option allows standard VITC to be applied to the first timecode line. The none option will disable VITC on the first timecode line. The **3-Line Vitc** option allows the system to pass through to the output any input VITC conforming to SMPTE Recommended Practice RP 201-1999 (Encoding Film Transfer Information Using Vertical Interval Time Code).

The **525 GP1 Line** scroll box is used to set the first timecode line to a specific line when the system output is set to 525 line operation.

The **525 GP2 Line** scroll box is used to set the second timecode line to a specific line when the system output is set to 525 line operation.

The **625 GP1 Line** scroll box is used to set the first timecode line to a specific line when the system output is set to 625 line operation.

The **625 GP2 Line** scroll box is used to set the second timecode line to a specific line when the system output is set to 625 line operation.

3.1.13 Server Menu

The **Server** menu is used to control how material is viewed by the seat and how material is published back to the server.

| Server | |
|--|---------------|
| Purge cache | |
| Publish and | don't save ▼ |
| <input type="checkbox"/> Clear history | |
| Double clear | keeps cache ▼ |
| Logging roles | - ▼ |
| Default aspect | 16:9 ▼ |
| Edge browse | None ▼ |
| Username | not set |

During browsing and in-server editing, images are temporarily held on the seat's local disk consuming storage space. When a shot from the Server Bin is saved in the Clips Bin the corresponding frames in the cache are protected if the cache is purged. The **Purge cache** function should be used regularly to remove unneeded data from the local disk. If any clip in the Clips Bin still requires any data held in the local cache this function will not affect it.

Deleting clips or edits with green icons from the Clips Bin will unlock any cached high bit rate material that they contain. The space taken by this cached material will not however, be re-useable until after the **Purge Cache** function has been selected.



Always ensure that all material required for future use has been published before using the Purge Cache function as all locally cached material will be lost.

The **Publish and** scroll box determines whether the clip is saved at the same time as it is published. If save is selected the clip will be saved in the library at the same time as the clip is published. If **don't save** is selected the clip will not be saved in the library.

The **Clear history** tick box determines if a clip is published with history. When ticked, only the rendered result (or un-rendered background layer) is published to the server without any MLT FX and Effects application layers or settings. This setting must be used if any layer has video or graphic objects of a different format to the server. If the box is left unticked, the rendered result (or un-rendered background layer) is published to the server with any video layers and settings from MLT FX or the Effects application. Note that only layers of the same format as the server can be published with the box unticked.

The **Double clear** scroll box determines if the cache is purged when the timeline clear function is pressed twice.

The **Logging roles** scroll box displays the types of event marked by the clip logger. These choices are set-up in the ISA Manager application on the ISA PC.

The **16x9** and **4x3** boxes to the right of the **Default aspect** box are used to mark clips that do not have a Pixel Aspect Flag, with an appropriate aspect ratio when they are viewed by the seat. The Pixel Aspect Flag is applied to material as it is ingested on a server port. Material ingested with earlier versions of server and seat software will not have the Pixel Aspect Flag set.

3.1.14 Server Payout Menu (sQ Play only)

sQ Play systems can control up to eight sQ Server ports for playing-out on (four for video clip items and four for key clip items). This set-up is used by the QPlay application and the four Channel Payout Panel (which controls ports A, B, C and D), and the sQ Play Panel (which controls A and B).

| Server Payout | |
|--|-----------------|
| Play Server | Angus1 ▾ |
| Video A | Server Port 0 ▾ |
| Key A | None ▾ |
| Video B | Server Port 1 ▾ |
| Key B | None ▾ |
| Video C | Server Port 2 ▾ |
| Key C | None ▾ |
| Video D | Server Port 3 ▾ |
| Key D | None ▾ |
| Playlist Setup | A-B-C-D ▾ |
| A-B Controls | Single ▾ |
| C-D Controls | Single ▾ |
| Wipe Arm | Off ▾ |
| <input checked="" type="checkbox"/> Beta-Cart Mode | |
| <input type="checkbox"/> Eject Button | |
| <input type="checkbox"/> Rehearsal Mode | |
| <input type="checkbox"/> Backup Payout | |

The **Server Payout** menu on the sQ Play seat is provided for assigning and controlling the sQ Server ports in order to play-out material. Ports can be assigned either before or after a Playlist has been created in offline mode.

An operational play-out server should be chosen from the scroll box to the right of **Play Server**.

Four standard Playlists can be played-out simultaneously on a maximum of four server ports, by setting each scroll box to the right of **Video A, B, C** and **D**. If these Playlists require keys, up to four more server ports can be assigned by setting the scroll boxes to the right of **Key A, B, C** and **D**. For example, if server port 0 is required to play-out channel A, then the **Video A** scroll box should be set to **Server Port 0**. If a key is required for **Video A**, the **key A** box can then have another server port assigned which will play-out with video A when taken to-air.

Any video clip or still can be used as a key, but only its luminance component will be used to create the key on the vision mixer. After setting each scroll box, the letters A-D are displayed in the QPlay application when playing-out. If no server ports are required for a particular video or key item, the scroll box should be set to **None**.

If stereo media is to be played-out using sQ Play, tick the 'Server Ports configured as Stereo 3D' box in the Quantel 'Settings – Server Ports' window (see "Server Ports" on page 24).

When stereo server ports are now assigned from the **Server Playout** menu, select the left eye port only, e.g. if ports 0 and 1 are ganged (paired), select '**0**' only from the menu.



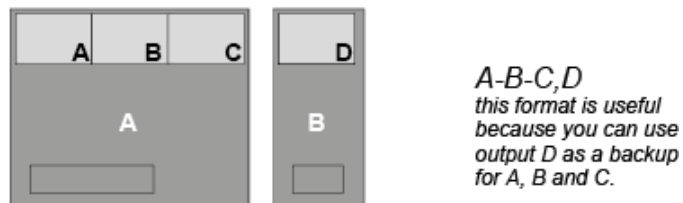
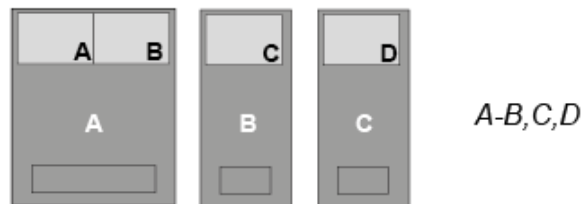
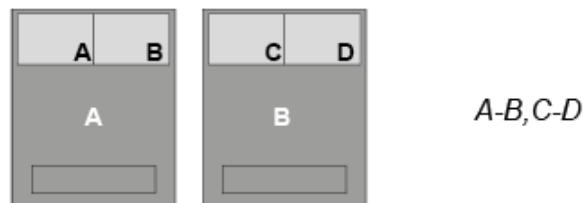
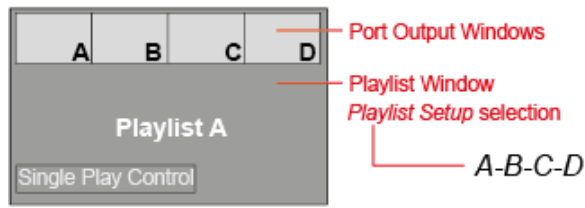
A Playlist should be offline before changing configuration in the Server Playout menu. 'Offline' should only be selected when the Playlist is not on-air.

The **Playlist Set-up** scroll box is used to control how your playlists display (these options are shown in the following diagram). This affects how many Playlist Windows and associated Play Controls (**Cue, Take, Stop** keys) are displayed when taken online using the QPlay application and how items are played-out.

Choose from a number of formats which use the following separators:

- a '-' separator will display one Playlist controlling up to four ports
- ,
- a ';' separator will display up to four individual port Playlists
- x an 'x' separator is used for Crossfade mode only. For Crossfade to work over two ports, always ensure that the ports are next to each other. Crossfade mode is only available with the appropriate hardware installed on the server.

<F1> Playlist Setup menu options can be used to change the Playlist display as follows:

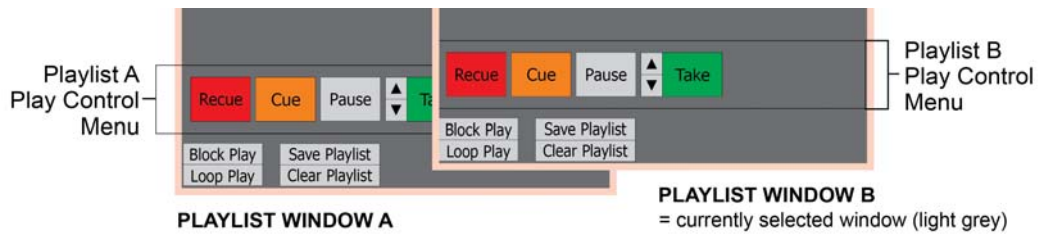


AxB, CxD the 'x' separator is used for Crossfade mode
AxB, C-D only, but follows the same format as the above examples.
AxB, C,D

The **A-B** and **C-D** Controls can be set to either **Single** or **Multiple**:

With **Single** selected, only one Play Control per Playlist will be displayed for ports A-B or C-D regardless of how many ports are assigned. With multiple ports, a single Playlist and a single Play Control set-up, ports are automatically alternated through each clip in the Playlist and displayed on the right of each clip's Title Bar. For example, with two ports (video A and B) assigned, the Playlist Window will display A, B, A, B, A, B etc. reading down the list. Within the QPlay Window ports can be changed by pressing on the port's blue box to the right of the clip's Title Bar and scrolling to a different letter.

With **Multiple** selected, a Play Control menu will be displayed for each assigned port allowing each clip item in the Playlist to be played-out on the port when its **Take** key is pressed.



The **Wipe Arm** scroll box sets up the Control Arm situated on the right of the sQ Play Panel. This arm is used solely for changing slow motion speed of material playing on the 2 playout ports which can be controlled by the sQ Play Panel. If speed change is not required, the scroll box should be set to **Off**:

The **Channel 1** box enables the Control Arm to affect the playout speed of material taken to output A using [TAKE A].

The **Channel 2** box enables the Control Arm to affect the playout speed of material taken to output B using [TAKE B].

The **Channels 1&2** box enables the Control Arm to affect the playout speed of material taken to output A using [TAKE A] and material taken to output B using [TAKE B].

In **Beta-Cart Mode**, all playlist items have a pre-allocated channel. Items are not scrolled from the top of the list after playing, so back-up and drop buttons are not in the GUI in this mode and items can be played out of sequence. Playlists can still be configured with multiple or single play controls:

In Beta-Cart mode with multiple controls, there is a set of GUI play controls for each play channel assigned.

In Beta-Cart mode with a single set of GUI play controls, these controls use the item currently selected in the list to determine which playout channel is being actioned, hardware controls will function on the channel associated with the hardware button selected, as for the multiple control set-up.

As well as normal sQ Play mode, there is also 'eject mode' making it necessary to eject each clip from the port before a new clip is cued. To enable this mode, tick **Eject Button**.

When selecting the required ports, a blue **Eject** button displays on each Playlist which corresponds with the [EJECT] Buttons on the 4-Channel Playout Panel (this is not currently available on the sQ Play Panel).



If the Eject Button setting is changed, the ports need to be released then taken control of again.

Rehearsal mode provides the sQ Play user with similar functionality to that of a VTR (i.e. jog, shuttle, pause etc.). To change into rehearsal mode, assign server, play-out ports and Playlist set-up in the **Server Playout** menu, then tick the **Rehearsal Mode** box. When the box is ticked and the <F1> menu exited, a confirmation box displays. Press **Confirm** (if offline, **Take Control - Confirm**).

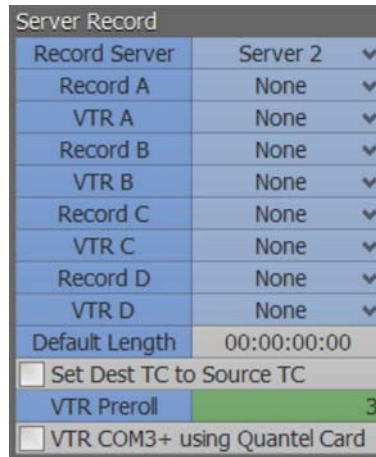
When the **Backup Playout** box is ticked, sQ Play controls two servers—primary and backup—and sync rolls clips on both servers. This allows normal operation to continue on either server if one of the servers goes offline or if a port is lost to another automation device. When this box is ticked, a **Server Backup Playout** menu now displays in the <F1> window with similar options to those for the primary server. Choose a **Backup Server** from this menu and assign ports for the **Backup Video/Key A, B, C** and **D** boxes. A server can be selected in a connected remote Zone if necessary.



With both primary and backup servers being controlled, playlist clips are cloned to both servers. Transport actions including cue, take etc. are offset by 15 frames from the current reference time (i.e. the action is not triggered immediately). This is to ensure that the two servers play synchronously. If a server port is lost, a warning displays to the user, although operation should continue as normal using the remaining port(s).

3.1.15 Server Record Menu (sQ Record only)

sQ Record systems can control up to four sQ Server ports through which clips from live feeds or VTR can be recorded and saved in the Server Bin.



The required ingest server, record length, server input ports and COM ports should be selected in the **Server Record** menu before attempting to use sQ Record.

The selected configuration affects the display of the Record Window(s) later when ports are opened within the QRecord application.

Set up the configuration before starting to use QRecord, however, the settings can be changed when QRecord is open and not actively recording. The configuration will then become active the next time control of the ports is taken (by pressing **Take Control**) in the Record Window. Only change configuration when QRecord has finished recording material.

The **Record A, B, C** and **D** boxes allow a maximum of four possible server input ports to be assigned to record from live feeds and VTR.

To assign each port, use the scroll box to the right and select one of the **Server Port** boxes, for example, **Record C - Server Port 7**. Set any other spare boxes to **None** if they are not required.

When the server input ports have been assigned, the **VTR A, B, C** and **D** boxes are used to assign the server port's corresponding VTR to one of possible COM serial ports located on the back of the sQ Record PC.

To assign each COM port, use each scroll box to the right and select one of the COM boxes. For example, **Record C - Server Port 7 with VTR C - COM2**.

When recording from a live feed, set the required server port's corresponding VTR box to **None**. For example, with **Record A** set to **Server Port 2**, and set the **VTR A** box to **None** so that QRecord cannot control a VTR and is forced to find the live feed instead through server port 2. Set any other spare **VTR** scroll boxes to **None** if they are not required.

To set the default record length, enter a duration timecode in the grey box to the right of **Default Length** at the bottom of the **Server Record** menu (displayed as hours:minutes:seconds:frames). The value can be entered on the soft keyboard—which displays to the right of the box when pressed—or on the external keyboard. This duration is later displayed in the Record Window when ports are opened.

If **Set Dest TC to Source TC** is ticked the destination timecode on any subsequently recorded clip is set to be the same as the first frame of source timecode.

The preroll (in seconds) for connected VTRs can be set by entering a numeric value in the green **VTR Preroll** box.

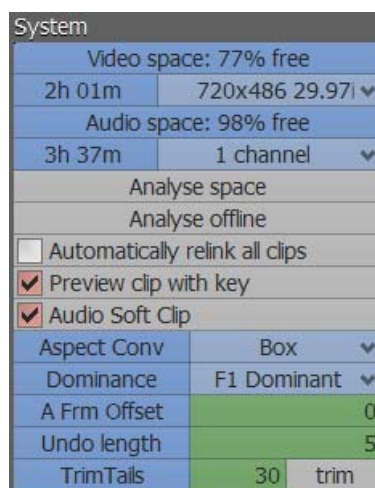
A standard sQ Record controls up to four server ports. If using an optional PCI serial card installed for VTR serial control, tick the **VTR COM+using Quantel Card** box.



See **sQ Record User Guide** for more details.

3.1.16 System Menu

If a video format and audio channel(s) are selected from the corresponding **Video space** and **Audio space** scroll boxes, the space available is then displayed as a percentage and duration. The video formats selectable from the scroll box vary and depend on configuration and how/where video is stored. For example sQ soft seats contain only those formats supported by the server in the list.



Video is stored in different locations on different platforms. All soft seats and standalone workstations display **Video space** boxes. On soft seats, this relates to the local PC disk space; whereas on workstations this relates to the FC 'Dylan' disk space.

On sQ connected hard seats such as sQ Edit Plus, a **Quantel video space** box displays at the top of the menu. This box relates to FC 'Dylan' disk space and only displays on sQ connected platforms. Local PC disk space is indicated below in the **PC video space** box.

The **Audio space** scroll box is used to view space over the selected audio channels (1, 2, 4 or 8).

If **Analyse space** is pressed it displays as an option in the Clips Bin when a project folder is selected and analyses the combined space used by the clips in that folder. A pop-up message displays the space used and indicates the amount of space that would be freed if the project folder were to be deleted. Space analysis is intended to be used on an occasional basis only if free space needs to be created. The process may take considerable time (similar to the time taken when loading clips during start-up). Therefore the space usage is not updated dynamically and is not displayed after a system restart.



See **'Video and Audio Space Usage'** in the **Media Bins User Guide** for details.

With **Preview clip with key** selected, any clip with an associated key that is unrendered only previews on the desktop. Deselect this option to play without stuttering.

The **Variable Frame Rate Mode** default setting is off. In this position, 1280 × 720 50/59.94/60 P or 1920 × 1080 50/60 P can be ingested. With this setting on, Panasonic variable frame rate material 1280 × 720 59.94/60 P tagged at frame rates between 4 fps and 60 fps can be ingested. Note that a 59.94 P clip—ingested with this menu in the default position—displays in the Clips Bin at 59.94 P but when dragged and dropped on to the desktop displays at 29.97 fps. This is to enable easier editing and conforming with other formats.

If **Save versions in bin** is ticked, any graded versions created using the QColour option will automatically be saved in the Clips Bin.

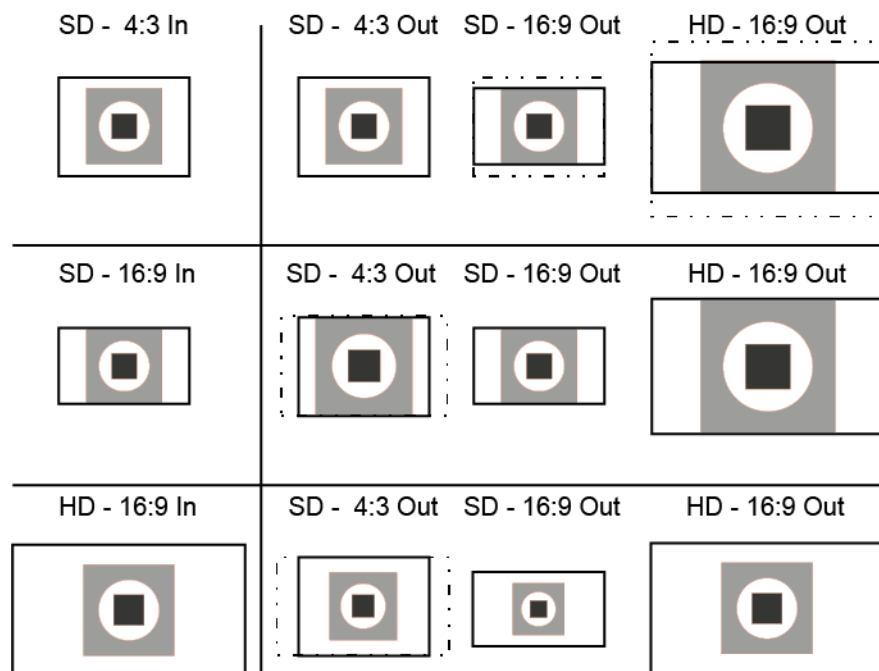
The **Audio Soft Clip** tick box controls how audio is treated when it exceeds its normal level. This box is normally only required if Dolby E audio is being assembled or cut to avoid ‘audio popping’ at each edit point.

All server connected seats can set the aspect ratio (4:3 or 16:9) and conversion mode (box or cut) of material that they publish back to the server. The aspect ratio is determined by the setting on the Application Bar of each seat and the conversion mode is determined by the **Aspect Conv** box:

When a 16 × 9 clip is output at 4 × 3 aspect ratio with **Cut** selected, the 16 × 9 clip is resized and the left and right edges of the image are cropped. With **Box** selected, the 16 × 9 clip is output in letter box form.

When a 4 × 3 clip is output at 16 × 9 aspect ratio with **Cut** selected, the top and bottom edges of the image are cropped. With **Box** selected, the 4 × 3 clip is output as pillar box.

In some conversions, the output image is expanded or shrunk then cropped. This is indicated in the following diagrams by the dotted rectangles.



The blue scroll box to the right of the **Dominance** box is used to set the field dominance of the output video to either **F1 Dominant** or **F2 Dominant**. To avoid unpleasant artifacts the dominance of the output video should be the same as that of the recorded material.

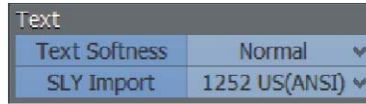
The value in the green numeric box next to **A Frm Offset** is used to introduce an offset into the timecode output by the system. This can be used to advance or delay timecode (in frames) to suit different VTRs and installations.

The value in the green numeric box next to the **Undo length** box sets the number of undo levels remembered.

The **Trim Tails** function allows the length of all the unused tails of all clips in the library to be trimmed by the value set in the green numeric box. This can be used to free valuable storage space. When the **trim** box is pressed, the whole clip library is trimmed to this length.

3.1.17 Text Menu

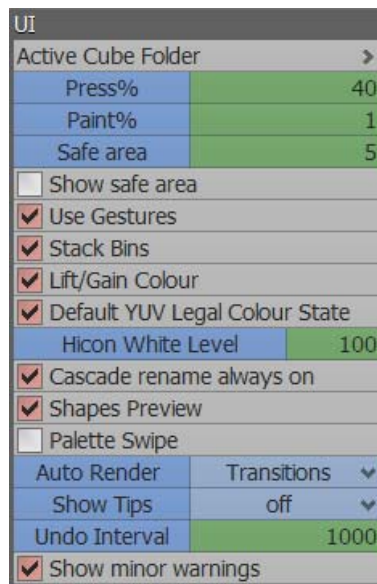
The **Text Softness** box determines how sharp on-screen text displays.



The language code page selection is made using the **SLY Import** box. When loading an externally created template file the correct code page must be assigned so that Qscribe can correctly interpret it.

3.1.18 UI Menu

The **UI** menu is used to set specific user interface parameters.



On Pablo Neo systems, multiple 3D LUT folders can be created under C:\Data\User\Cubes and then selected as the active LUTs folder by typing the folder name in the **Active Cube Folder** field.

The **Press%** numeric box determines how much pressure needs to be applied using the pen to activate menu boxes.

The **Paint%** numeric box determines the sensitivity of the pen while painting.

The **Safe area** numeric box defines the safe area as a percentage of the screen.

The **Show safe area** box when selected, displays a coloured safe area rectangle in the Effects and Utility applications.

The **Use Gestures** box when ticked, allows the **layer** box within the Effects application to act as the **Copy/Insert** box in previous versions of software. When **Use Gestures** is off, the **layer** box becomes a pop-up menu to allow functions to be used instead of cursor movements. The setting of the **Use Gestures** box also affects how the **store/load** box functions in the Effects Application.

The **Stack Bins** tick box allows bins open on the desktop to be stacked on top of each other so that they are docked to a single tab.

The **Lift/Gain Colour** tick box determines the menu options in the Effects Application's **Colour** menu. If unticked, the traditional colour menu (i.e. contrast, brightness, gamma) is enabled; and when ticked the Lift/Gain style menu is enabled.

The **Hicon White Level** numeric box allows the level of white to be decreased in order to prevent unpleasant glare when creating HSL keys in QColour or Pablo.

The **Cascade rename always on** box always displays the naming pop-up in MLT FX whenever a new cascade is inserted.

The **Shapes Preview** box provides a wireframe preview of the shape (in Effects **shaped** menu) with its effect as it is being dragged to another position on screen. With **Shapes Preview** deselected, the shape is only updated when its position is set (i.e. dragging stops and the cursor is released).

The **Palette Swipe** tick box will display the colour palette (regardless of whether the Effects - **paint** menu is active) whenever the pen is swiped across the tablet; e.g. when using QScribe to create coloured text.

The **Colour Palette** box, when selected, allows the palette to be displayed when using a swipe movement with pen and tablet in the Effects **Paint** menu.

The **Auto Render** scroll box offers the following choices:

- None** auto render is now off, so all rendering needs to be started manually.
- Transitions** edit transitions will render automatically.
- Full** all FX processes and edit transitions will render automatically.

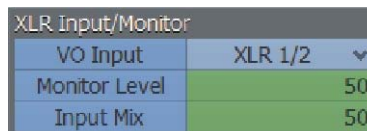
The scroll box next to the **Show Tips** box provides different levels of display. With **off** selected no tool tips are displayed. With **tool** selected, help messages display in the menu when the cursor is placed over a menu. With **all** selected and the cursor placed over a title in the Clips Bin, clip details are now displayed (i.e. duration, format, modified date and time and file type).

The value entered in the **Undo Interval** box affects the level of 'step back' performed (every time **undo** is pressed in the GUI) on circular movements made on panel roller balls or in GUI green numeric boxes. Although the circular movement seems smooth during dragging, this consists of many small 'steps' of movement. The value set in the <F1> menu determines how much (effectively how many steps) of the circular movement/numeric value is undone in milliseconds.

The **Auto Version** tick box (QColour only) allows up to six versions of a colour corrected clip to be saved either automatically (with **Auto Version** on) or manually (with **Auto Version** off) every time version is pressed in the Effects **Colour** menu.

3.1.19 XLR Input Monitor Menu

This menu controls the AES/EBU digital audio input used for the Voice Over and audio FX Loop functions in the Edit application when **XLR** is selected from the blue scroll box.



The **VO Input** scroll box allows the audio input to be selected for use with the Voice Over function. The **XLR 1/2**, **XLR 3/4**, **XLR 5/6** and **XLR 7/8** settings select the AES/EBU digital audio inputs on the rear panel.

Use the **Monitor Level** numeric box to set an overall output audio monitor level.

The **Input Mix** numeric box is used to set the level of voice over that can be heard on the monitor output.