



Cobalt User Manual

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1. Grass Valley Product Support

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U.S Technical Support: +1 800-547-4989 or +1 530 478 4148 or E-mail: Please use our online form

All other countries Technical Support: +800 80 80 20 20 or +33 1 48 25 20 20 or E-mail:

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Training: https://grassvalley.csod.com/LMS/catalog/Main.aspx?tab_page_id=-67&tab_id=6

2. Workstation system requirements for Cobalt

Any Windows PC will suffice for the Cobalt GUI. Following guidelines can be followed:

- Memory : 2GB or better
- Graphics card: 128 MB or better
- Hard disk: 250 GB or better
- Network: 1 Gbit or better
- OS: Windows XP, Windows Vista, Windows 7
- Monitor: WXGA (1280x800) or better (depending on the number of Channels in the vertical POC-view)

3. Cobalt introduction



The Cobalt application runs on a (Windows) PC and consists of four components:

- Cobalt Manager: launches the Cobalt components.
- Playout Control (POC): real-time monitoring and control of on-air Channels; create and modify playlists off-air.
- Asset Manager: replaced by TX/MAM. Only used for Channel configuration.
- Week Planner: replaced by TX/MAM.



The Cobalt applications run on a (Windows) PC. The Cobalt processes run on the TX/MAM, Playout and Storage servers.

4. Cobalt Manager



Status information displayed (manual ingest only):

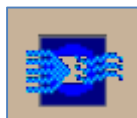
- ingest distribution: progress (percentage)
- attempt number x out of 10 - asset ID
- transfer status
- MB's ingested
- number of files in ingest queues



Keep in mind not to exit the Cobalt Manager while ingest or any other Cobalt process is active. Exiting Cobalt Manager will stop file transfer.

4.1 Starting the Cobalt Manager

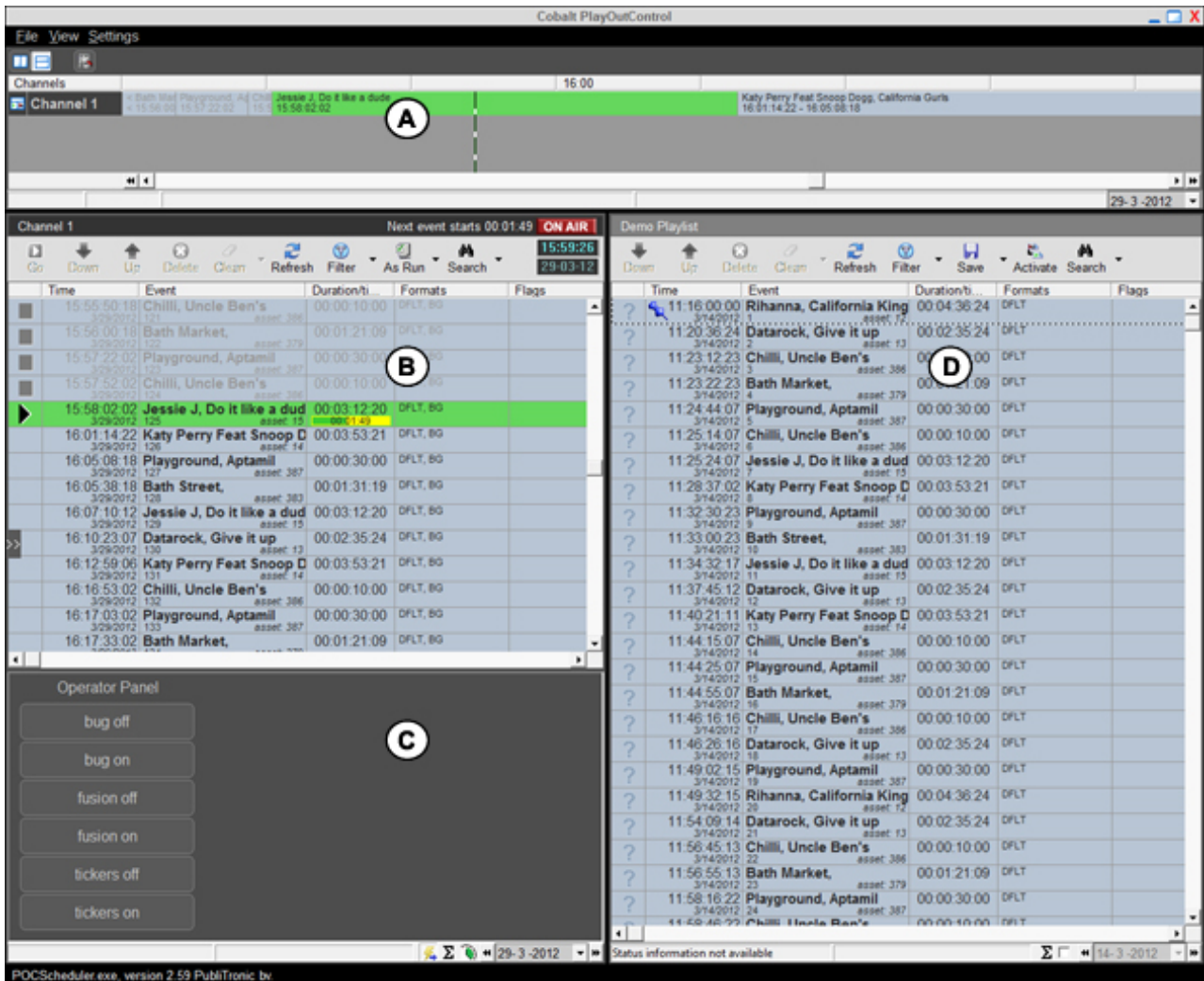
To open the Cobalt Manager, double-click the Cobalt manager icon on your desktop.



5. Playout Control (POC)

Playlist(s) can be monitored and edited in POC. Features include:

- real-time monitoring and control of on-air Channels
- create and modify playlists off-air
- single or multi-channel monitoring
- last minute changes
- Schedule import
- Operator panel

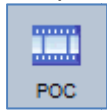


The example POC-interface above shows:


- The horizontal view shows Channels in a timeline format.
- This vertical view shows an active, on-air Playlist. The ON AIR sign indicates that this Playlist is active.
- The Operator Panel, used to trigger actions for a Channel.
- This vertical view shows an off-air Playlist.

5.1 Starting POC

To open POC, in the Cobalt Manager click the POC-icon.



5.2 Displaying Channels in the horizontal view





- To open the horizontal view, click the  icon.



To keep *current time* centered in the horizontal view, on the main menu click **View > Keep centered**.

- Select **View > Channels > <Channel>** and drag the <Channel(s)> in the vertical view (active Playlist).

To specify a vertical view for a Channel, in the horizontal view, select the Channel, right-click the icon and select an option:


	Show the main Channel in the vertical detailed view.
	Show the main, backup and most relevant Playlist in the vertical detailed view.
	Show the main and backup Channel in the vertical detailed view.
	Show the main and most relevant Playlist in the vertical detailed view.

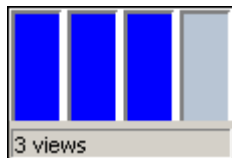
- To remove Channels from the view, in the horizontal view, right-click the Channel > **Remove**.
- To change Channel order, in the horizontal view, right-click a Channel > click **Move up** or **Move down**.



Channels are defined in Asset Manager.

5.3 Opening off-air and on-air Playlists in the vertical view

- To specify the number of vertical views you want to display, click the  icon. The selector opens.
- Use the cursor to select the number of views you want to display, and then click again to select.



Example 3 vertical Playlists selected.



To open or create an off-air Playlist:

- On the main menu, click **View > Playlists**.
- Select the Playlist you want to open and drag into the vertical view, on the Playlist's top bar.
- Select the **<New Playlist>** option to create a new Playlist.

To open an on-air, active Playlist:

- On the main menu, click **View > Channels**.
- Select the Channel you want to open and drag into the vertical view, on the Playlist's top bar.

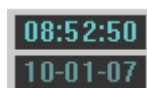
5.4 The Active Playlist

	Time	Event	Duration/ti...	Formats	Flags
	13:12:17:00 5/3/2012	RugRats, ep. 1 131058 asset: 10266	00:01:10:00 00:00:06	Cartoon	
	13:13:27:00 5/3/2012	Nick, promo 131059 asset: 10267	00:00:21:00	Bumper	
	13:13:48:00 5/3/2012	Spongebob, episode 1 131060 asset: 10264	00:02:00:00	Cartoon	

Example active Playlist icons and columns.

5.4.1 Playout System Date and Time

The clock in the upper right corner of active Playlists shows the playout system's date and time.

























Example.



If an active Playlist's clock is displayed in red, the dataserver service is not available and needs to be restarted by Engineering.




5.4.2 Event Status Column

The Event status column shows the status of Events. Colors of Events can be user defined (linked to Formats).

	: Event selected.
	: Underrun, empty space between Events. The underrun is indicated in hours : minutes : seconds : frames.
	: Event is playing.
	: Overrun, overlap of Events. The underrun is indicated in hours : minutes : seconds : frames.
	: Status information not yet available (this is the default); Event not checked. Click the Check button to retrieve status information for the selected Events.
	: Event checked manually. Note that this checked-sign has to disappear to indicate that the file is available, resulting in an empty status field.
	: Event has no format.
	: Asset missing: not in the TX/MAM database.
	: Error status: Event not played. This can have different causes: Asset missing, file missing, etcetera.
	: Fetching Assets from Storage to the playout server.
	: Asset requested from Storage.
	: Empty Asset: Asset defined, but file not ingested.
	: Asset waiting for fetch from Storage.
	: Metadata is missing.
	: Event is playing.
	: Event skipped.
	: Event queued. Note that you can still change the Manual/Fixed/Follow setting (right-click the Event's Time column to change).
	: Event played.
	: Event locked: playout will start soon. The Event can no longer be edited.
	: Fixed Event: fixed start date and time.
	: Follow Event: follows previous Event.
	: Manual Event: only started if released. Note that if a manual Event is not released, playout of the Playlist pauses until the manual Event is released.

5.4.3 Time Column

The Time Column shows if an Event is 'fixed', 'manual' or 'follow', on the left hand side of the On-Air start time and On-Air date.

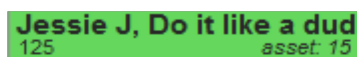
	: Fixed Event: fixed start date and time.
	: Follow Event: follows the previous Event.
	: Manual Event: only started if released. Note that if a manual Event is not released, playout of the Playlist pauses until the manual Event is released.

5.4.4 The Event Column

The Event column shows:

- The Event's name.
- The Event number. This number is generated every time an Event is imported, activated or manually added to the off-air on on-air Playlist.
- The Asset id (internal, retrieved from the Asset database upon ingest) or the External Reference ID which is the in house ID of the facility.

This view is configurable.

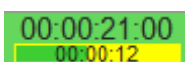


Example.

5.4.5 The Duration/Time Left Column

The Duration/Time Left Column shows:

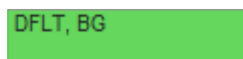
- The duration of an Event.
- A time bar indicating duration, progress and time left for the Event.



Example.

5.4.6 Format Column

The Format column shows the Format(s) that are linked to an Event.



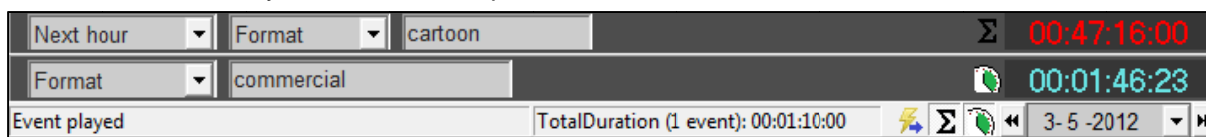
Example.

5.4.7 Flags Column







The flag column is configurable and can flag anything from a present/missing subtitle, a present or missing language WAV, and etcetera.

5.4.8 Channel options

Below each active Playlist, a number of options are available.



















Example.

	Click to open or hide the Summary.
<p>A summary adds up playout time for specified Events within a specified period. Events can be specified based on Format or Asset Type. Following selection criteria are available:</p> <ul style="list-style-type: none"> • Selected Event • Current hour • Next hour  <p><i>Example selection</i></p> <p>The summary displays cumulative playout time for the selected Format or Asset Type:</p> <ul style="list-style-type: none"> • green if <12 minutes • red: if > 12 minutes <p>(Contact Support to modify thresholds.)</p>  <p><i>Example summary</i></p>	
	Open or hide the Countdown option. Counts down to the specified Format, Event Type, etcetera.
	Open or hide the Operator Panel (if available for this Channel).
	Date picker for the Channel, plus Next day and Previous day options.

5.5 Actions on the vertical View for active Playlists



	Start the next Event.
	Start the selected Event. Cue first.
	Cue the selected Event.
	Moves the selected Event one place down in the Playlist.
	Moves the selected Event one place up in the Playlist.
	Delete the selected Event, or delete selected Events plus all following Events.
	Attaches all Follow and Manual events to a Fixed event Click the  icon to switch between Clean / Follow / Check / Reapply buttons.
	Manually check the status of selected Events.
	Clean the status info for checked Event(s).
	Reapply a Format if format itself or metadata within the Format has changed.
	Refresh the view.
	Specify filter settings for the Playlist.
	Save As Run log. Click the  icon to switch to Export/As Run / Report button.
	Export visible Playlist as CSV or XML-file to workstation.
	Save report.
	Searches Events in the Playlist. Click the  icon to switch between the Search/Replace button.
	Playout system date and time. Double-click the clock to display the current Event in the top section of the Playlist.




5.6 Asset Search

The Asset search option allows you to search Assets in the database. Search results can be dragged from the search window and dropped in the Playlist. This option can be found next to the horizontal view icon.



5.7 Fixed, Follow On and Manual Events

To specify a fixed start time for an Event, select the Event and right-click in the time column. Select the Fixed option. This way you can also create Manual and Follow Events.

	: Fixed Event: fixed start date and time.
	: Follow Event: follows the previous Event.
	: Manual Event: only started if released. Note that if a manual Event is not released, playout of the Playlist pauses until the manual Event is released.





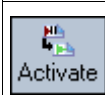
5.8 Actions on the vertical View for off-air Playlists



In POC, you can edit Playlists off-air, then activate to a Channel, date and time. Although the majority of options for off-air Playlists are the same as for active Playlists [as described in paragraph 5.5], there are a few differences that are important to note.



Though working off-air, the status of Assets can be verified using the Check button while editing the Playlist.

	Note that the title bar for off-air Playlists is grey.
	Click the checkbox to list 1 day, as specified in the date picker. Uncheck the box to show the complete Playlist.
	Saves the Playlist to the asset database: Save: save the Playlist to the database. Save as: save the Playlist as <new name> to the database. Export: export the visible Playlist as CSV or XML-file to your workstation. Import: import a XML-schedule [see paragraph 5.13 for an explanation]. Click the  icon to switch between the Save/Save As/Import/Export buttons.
	Activates the Playlist to the selected Channel, date and time [see paragraph 5.14 for an explanation].

5.9 Creating a new Playlist

To create a new off-air Playlist:

- On the main menu, click **View > Playlists**.
- Select the **<New Playlist>** option and drag into the vertical view.

5.10 Replacing, removing or adding a Format for an Event

5.10.1 Replacing a Format for an Event

To replace a Format for an Event:

- Select the Event and right-click in the **Formats** column.
- Select the Format you want to replace.
- Select **Replace** and select the appropriate Format. Formats in the currently active Channel Pack will be listed.

5.10.2 Removing a Format from an Event

To Remove a Format from an Event:

- Select the Event and right-click in the **Formats** column.
- Select the Format you want to remove.
- Select **Remove**.

5.10.3 Adding a Format to an Event

To Add a Format to an Event:

- Select the Event and right-click in the **Formats** column.
- Select the Format you want to replace.
- Select **Add Format** and select the appropriate Format. Formats in the currently active Channel Pack will be listed.

5.11 Editing an Event

To edit an Event, double-click the Event you want to edit. This will open the Edit Main Event window.

start	name	offset	type	que	template
00:00:00:00	DFLT	00:00:10:00	duration		
00:00:00:00	BG	00:00:10:00	duration		
00:00:00:00	[398] bug on	00:00:00:00	from start		bug on

In this window you can edit the Event's

- Start date and time
- TC in and out
- Duration.
- Type (fixed, follow on and manual)
- Name

The Asset Status box will show status information and error messages.

'Import fields' relates to information imported from an external source such as the Schedule. By double clicking in this field you can replace, add and remove certain aspects depending on the Schedule, for example:


- Subtitles External Reference Ids
- Clip/file names for logos


The main box shows the main Event's sub events.

5.12 Adding Assets from TX/MAM to POC to create Events

You can drag and drop Assets from TX/MAM into POC to create Events. The Event is scheduled with the default Format. You can modify the Events Formats as described in paragraph 5.10.

5.13 Defining Channel Views

Click the  icon in the Playlist to create a predefined Channel view.

- First set up the Channels and create the view you want to save in the vertical view.
- Click the  icon, a list of pre-saved Channel views will appear (if available) and/or a save/delete option will appear.
- Click the **Save** button.
- In the **Save View Settings** window, enter the name for the new view and select **Save**.
- To delete an existing view, select the view you wish to delete and select **Delete**.

5.14 Activating a Playlist

- First, if applicable open or import the Playlist into POC.
- Select the Playlist you want to activate, on the Playlist menu, click the **Activate** button. The Activate window opens.
- Specify a Name.
- If not already set as default, select a Channel.
- Select Start date and time (**From start**), in format mm/dd/yyyy - hh:mm:ss:ff.
- Select End date and time (**Till end**), in format mm/dd/yyyy - hh:mm:ss:ff.
- Click **Cancel** to discard, click **Activate** to generate Playlist.



Events in the active Playlist within the specified timeslot (From start Till end) will be overwritten.



When activating a Playlist or Events, Events are scheduled using the Formats from the Channel Pack that is active at the Events' start time and the Formats from this Pack are applied, see also chapter **Error! Reference source not found..**



You can also activate separate Events by dragging and dropping them from an off-air Playlist into an active Playlist.

Example Activation window.

5.15 Schedule Import

Mostly Schedules are created in dedicated scheduling tools and imported into POC using a (dedicated) Cobalt Schedule Importer.

To open the Schedule Importer:

- In POC select or create an off-air Playlist.
- Click (**Save/Save as/Export**) > **Import** and select the appropriate file.



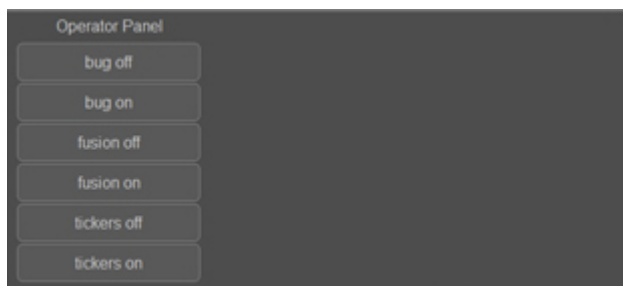
- **Do you want to keep the existing Schedule?**
Select the appropriate option to start import.



Note that the Format(s) referenced in a Schedule have to be defined in Channel Composer and Asset Types have to be defined in TX/MAM before Schedule import.

6. The Operator Panel

Operator Panels are used to trigger manual actions. Operator Panels are created in Channel Composer and are included in the Channel Pack for a Channel. POC will display the Operator Panel for the active Channel Pack (if a Panel has been created for the Channel).



Example Operator panel in POC.



To open or hide the Operator Panel (if available for the Channel), click the Operator Panel icon at the bottom of the active Playlist.

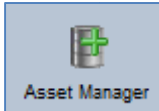
7. Asset Manager: defining and editing Channels



Asset Manager has been replaced by TX/MAM for Asset Management. Asset Manager is only used for Channel Management.

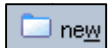
7.1 Starting Asset Manager

To open POC, in the Cobalt Manager click the POC-icon.



7.2 Defining and editing Channels

1. Open the Asset Manager.
2. Select the appropriate tab page (base type CHANNEL), this is the tab page/base type you either want to add a Channel to, or you want to edit a Channel on.
3. To create a new Channel, in the Asset Menu (blue icons), click **New**.



Are you sure to add a new asset? Click **Ok** to confirm, **Cancel** to discard.
The Channel Window opens.

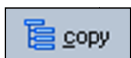
To edit an existing Channel, double-click the Channel you want to edit.

Are you sure to edit the properties of this asset? Click **Ok** to confirm, **Cancel** to discard.
The Channel Window opens.

4. Edit the appropriate entry fields.
5. Click **Save** to save changes, click **Cancel** to discard.



You can also copy a Channel. Select the Channel, on the menu click the **Copy** button.



7.3 CHANNEL Base Type

MAIN

- **channel name:** main channel name
- **server ip (playout):** server ip-address
- **broadcast set:** broadcast set
- **server port:** server port, default 5020
- **opt out:** opt out channel

playout distri

- **look ahead:** look ahead time for the playout_distri process in hours
- **error lookahead:** look ahead time for errors: main Events between current time and current time plus error look ahead time are checked
- **alarm threshold:** notify if files scheduled in the Playlist are not on the playout system <minutes> before playout

sequencer

- **pre cue (frames):** the amount of frames before the actual start time to start processing main Events
- **pre load (frames):** the number of frames used to preload files
- **manual event:** trigger delay in frames
- **virtual:** check to specify: no sequencer

schedule syncer

- **sync with:** copy from <channel>
- **look ahead:** look ahead time in hours for the schedule sync process
- **accumulate messages:** update messages from schedule syncer in minutes
- **external ref:** reference to external system

PREVIEW (optional)

- **channel name:** preview channel name

SYSTEM

cache remove

- **max disk usage:** %
- **keep played assets:** keep played assets on playout system for <hours>
- **transfer speed:** transfer speed between playout system and central database
- **overall:** Mb/s
- **use partner system:** check to use partner system with **ip:** partner system ip

forced distri

- **forced criteria:** specify forced assets (crit 1:crit n). Forced assets are always transferred to playout system. Specify metadata field or TAB. To specify a TAB, place tab name between [square brackets].
- **using original filename for:** original filename is available on playout system
- **interval:** interval between checks in minutes

playout distri

- **log level:** log level

7.4 User Management

User rights for Cobalt components and Channels are set in Cobalt Asset Manager.

To define users in Cobalt:

1. Open the Asset Manager.
2. On the Menu, click **Settings > User Administration**.
The Manage Users Window opens.
3. To add a user, click the **Add** button.
4. To edit a user's properties, click the **Properties** button.
5. To assign Read/Write rights, or vice versa, click R/W options for appropriate component, channel and/or asset type.
6. To delete a user, click the **Remove** button.
7. Click **Ok** to save changes, click **Cancel** to discard.

8. Asset Importer

The Asset Importer is a separate application. To purchase, contact Grass Valley.

8.1 Asset Importer How to

This section describes the XML-structure for XML asset import files.

Use the Asset Importer to:

- import metadata and/or
- ingest assets: specify asset's filename origin to ingest (i.e. specify fields *filename* and *origin* in section *type-metadata*, see below)

Note that all asset types referenced in a XML-file have to be defined in TX/MAM before importing the XML-file.

8.1.1 Explanation XML-file records and attributes

- **bold**: records
- *italic*: optional/variable

item	type	format	explanation
header	-	--	
Cobalt	Record	na	fixed
Asset	Record	na	specifies main asset
InternalID	Attribute	na	InternalIDs as generated by external system are recorded within Cobalt for efficient synchronization.
<i>LastSaveDate</i>	Attribute	yyyy-mm-dd	LastSave information can be used to efficiently sync assets; only items that were saved after the last sync need to be synchronized within Cobalt.
<i>LastSaveTime</i>	Attribute	hh:mm:ss:ff	see LastSaveDate
AssetType	Attribute	as defined in Cobalt	asset type as defined in Cobalt Asset Manager; specify when importing (empty) main asset
type_metadata	Record	na	base type metadata fields for asset type
<FIELD name="filename"> <i>name</i> </FIELD>	Record	na	filename: specify when ingesting asset
<FIELD name="origin"> <i>path</i> </FIELD>	Record	na	upload directory for asset; if not specified, the location of the XML-file is used
<FIELD name="delete_source_after_ingest"> <i>true</i> </FIELD>	Record	true/false	only use this option if original file (as specified in FIELD origin) can be deleted after ingest
<FIELD name="use duration"> <i>value</i> </FIELD>	Record	hh:mm:ss:ff	define use duration for asset, if not specified, use duration of Event is

			used
custom_metadata	Record	na	custom metadata field(s), if any for asset type
FIELD	Record		values are mapped to fields as defined in the Cobalt Asset Manager.
name	Attribute	as defined in Cobalt	fields that are not found in the asset definition will be ignored
transfer_data (optional)	Record		
<FIELD name="type">ftp</FIELD>	Record	na	ftp
<FIELD name="username">username</FIELD>	Record	na	username ftp-server
<FIELD name="password">password </FIELD>	Record	na	password ftp-server
<FIELD name="ip">ip</FIELD>	Record	na	ip-address ftp-server
<FIELD name="port">port</FIELD>	Record	na	port ftp-server
<FIELD name="path">path </FIELD>	Record	na	path ftp-server
<FIELD name="file">file</FIELD>	Record	na	filename

8.1.2 Example XML-file

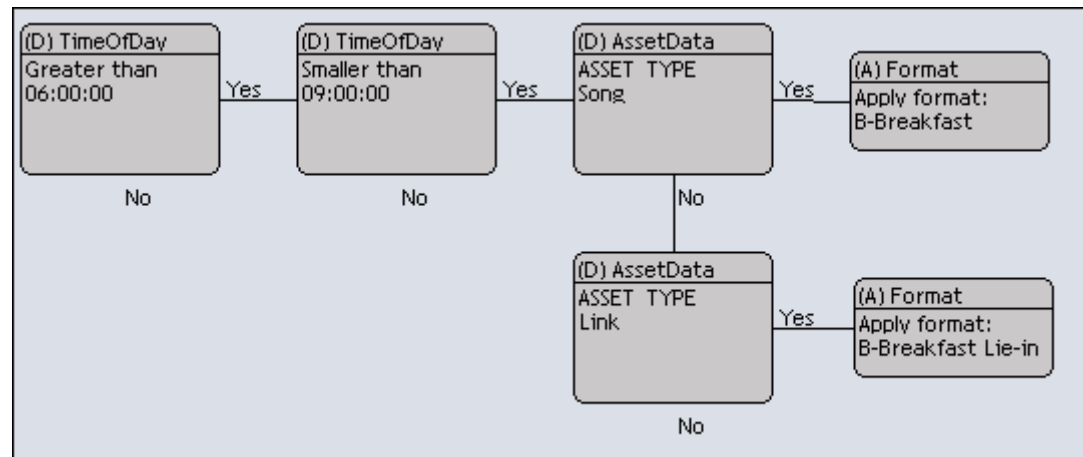
```
<?xml version="1.0"?>
<!-- Cobalt contains all assets to be imported -->
<Cobalt>
  <Asset InternalID="12345" LastSaveDate="2005-11-15" LastSaveTime="12:34:56:00" AssetType="Videoclips">
    <!-- Following is information about the asset. This information is split up in type metadata and custom metadata. -->
    <!-- The type metadata is fixed in Cobalt for every type of asset. The custom metadata can be configured in the Cobalt Asset
    Manager -->
    <type_metadata>
      <FIELD name="filename">nodoubt.mpg</FIELD>
      <FIELD name="use duration">00:03:24:08 </FIELD>
    </type_metadata>
    <custom_metadata>
      <FIELD name="artist" >NoDoubt</FIELD>
      <FIELD name="track" >Just a girl</FIELD>
      <FIELD name="album" >The Singles</FIELD>
      <FIELD name="label" ></FIELD>
      <FIELD name="director" ></FIELD>
      <FIELD name="genre" >Disco</FIELD>
    </custom_metadata>
    <transfer_data>
      <FIELD name="type">FTP</FIELD>
      <FIELD name="username">delta</FIELD>
      <FIELD name="password">delta</FIELD>
      <FIELD name="ip">192.168.7.123</FIELD>
      <FIELD name="port">21</FIELD>
      <FIELD name="path">/publitronic/objects/cobassets/media/</FIELD>
      <FIELD name="file">nodoubt.mpg</FIELD>
    </transfer_data>
  </Asset>
  <Asset InternalID="54321" LastSaveDate="2005-11-23" LastSaveTime="12:34:56:00" AssetType="Videoclips">
    <type_metadata>
      <FIELD name="filename">madonna.mpg</FIELD>
      <FIELD name="use duration">00:04:24:08 </FIELD>
    </type_metadata>
    <custom_metadata>
      <FIELD name="artist" >Madonna</FIELD>
      <FIELD name="track" >Hung up</FIELD>
      <FIELD name="album" >The Singles</FIELD>
      <FIELD name="label" ></FIELD>
      <FIELD name="director" ></FIELD>
      <FIELD name="genre" >Dance</FIELD>
    </custom_metadata>
    <transfer_data>
      <FIELD name="type">FTP</FIELD>
      <FIELD name="username">delta</FIELD>
      <FIELD name="password">delta</FIELD>
      <FIELD name="ip">192.168.7.123</FIELD>
      <FIELD name="port">21</FIELD>
      <FIELD name="path">/publitronic/objects/cobassets/media/</FIELD>
      <FIELD name="file">madonna.mpg</FIELD>
    </transfer_data>
  </Asset>
</Cobalt>
```

9. Format Control

Cobalt Format Control allows you to dynamically add Formats to or remove Formats from blocks of Events in a Playlist, based on custom Rules. Rules are built of Decisions and Actions.

The example Rule below defines:

- IF the time of day is between 6 and 9 AND the Asset Type IS 'Song', add the Format 'B-Breakfast' to Events.
- IF the time of day is between 6 and 9 AND the Asset Type IS NOT 'Song' AND the Asset Type IS 'Link', add the Format 'B-Breakfast fast Lie-in' to Events.



9.1 Starting Format Control

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



9.2 Decisions

Decisions can be defined based on:

- Time of day
- Custom and type metadata: asset type, field, value
- Schedule (third party schedulers): field, value
- Block
- Format

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

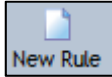
9.3 Actions

You can define Actions for:

- Formats: add a Format to or remove a Format from Event(s) that match a Decision
- Blocks: define a block

9.4 Creating new Rules

- In Format Control, click the **New Rule** button.



- A new Rule is added to the list of Rules; double-click to edit.
The Edit rule window opens [see next paragraphs for options].

9.4.1 Adding decisions and actions to rules

- In Format Control, double-click the Rule you want to edit. The Edit rule window opens.
- To insert a Decision, on the menu click the **Decision** option and select the Decision you want to add.
- Click the canvas to insert (if first object on canvas), or, move the cursor over the object you want to link the Decision to. The orange mark indicates where the decision can be linked.
- To insert an Action, on the menu click the **Action** option and select the Action you want to add.
- Click the canvas to insert (if first object on canvas), or, move cursor over the object you want to link the Action to. The orange mark indicates where the action can be linked.

9.4.2 Defining Decisions

Double-click the object you want to edit.

Time of day

- Select **Greater than / Equal / Smaller than**.
- Specify time of day.
- Click **Save** to save, **Cancel** to discard.

Combine 'greater than' and 'smaller than' to specify a time slot.

Metadata

- Select **Asset type / Custom Metadata / Type Metadata**.
- Specify 'type', 'field' and 'value'.
- Click **Save** to save, **Cancel** to discard.

Schedule (third party schedulers)

- Specify 'field' and 'value'.
- Click **Save** to save, **Cancel** to discard.

Format

- Specify a Format.
- Click **Save** to save, **Cancel** to discard.

9.4.3 Defining Actions

Double-click the object you want to edit.

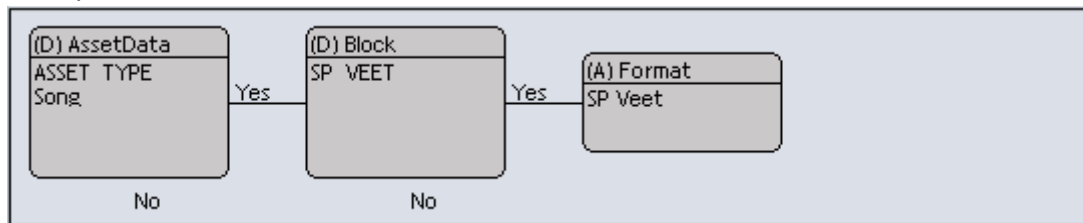
Format

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

Block

- Create a Decision to specify a block marker; 'start block' or 'end block'. Any Event can function as a block marker. You can also create an empty Format to use as a block marker. Attach **Action > Block** to the Decision.
- Specify a **Block value**. This can be any name. The block value identifies the block and the Decision on which it is based (block marker). Once defined, blocks can be reused.
- Click **Save** to save, **Cancel** to discard.

Example block marker:



This rule defines block SP VEET: **IF** asset type is Song, block SP VEET starts **AND** add format SP VEET to Events.

9.4.4 Deleting decisions or actions

- Select the Decision or Action.
- On the menu, click the **Delete** button.

Note that any attached objects are deleted as well.

9.4.5 Arranging objects

To arrange objects on the canvas, click the **Arrange** button.

9.4.6 Duplicating rules

- Select the Rule you want to duplicate from the list.
- On the menu, click the **Duplicate** button.

9.4.7 Deleting rules

- Select the Rule you want to delete from the list.
- On the menu click the **Delete** button.

9.4.8 Activating and deactivating Rules

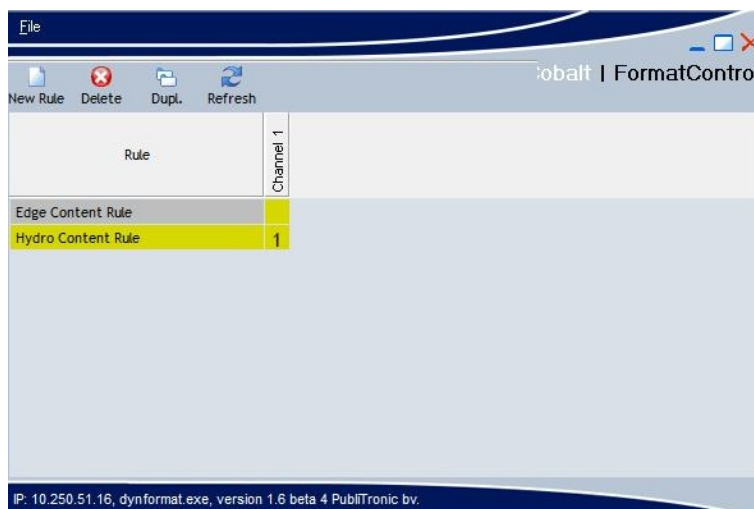
Rules are added to the Rules list in Format Control. Use numbers to assign priority (the order in which Rules are applied for a Channel), with 0 being the highest priority. If no number is assigned (the priority field is empty) the Rule is not applied.

- To set priority, right-click the priority field for the Rule and Channel. .
- Use the arrows to set the rule you want to activate.



Example.

- Set Rules you want to deactivate to - (empty priority field).



Example with the Edge Content Rule deactivated for Channel1 and the Hydro Content Rule activated with priority 1.