



K2 Edge Version 4.0.2 Release Notes

Grass Valley Product Support

Contact information: <http://www.grassvalley.com/support/contact>

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: callcentre@grassvalley.com

FAQ: <http://grassvalley.novosolutions.net/>

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

Release Summary

Compatibility

The features described in this note require following versions:

- K2 Edge 4.0.2
- TX/MAM 2.3
- nexos 3.6.1
- sequencer 2.99

What's new in version 4.0.2

Support for 720p formats

K2 Edge 4.0.2 now supports the 720@50p and 720@5994p formats.



The Commissioning Manual describes how to configure a Channel in detail. This section describes where the 720p settings can be found.

IP Manager:

Go to **System configuration > Channel configuration**

Select **HD-Format**: select **720p**

Click **Set > Activate** to implement changes.

Cobalt Asset Manager

In the Cobalt Asset Manager, edit the Channel definition and select the appropriate broadcast format/timecode.



- Click **Save** to save changes, **Cancel** to discard.

Cross conversion

K2 Edge 4.0.2 supports cross conversion (file and SDI-feed).

Supported broadcast (output) formats and supported input media formats are:

Output broadcast format	Frame rate	Accepted media input formats
PAL	25 fps	PAL, 1080@50i, 720@50p (via cross conversion).
NTSC	29.97 fps	NTSC, 1080@5994i, 720@5994p (via cross conversion)
720@50p	50 fps	720@50p, PAL (via cross conversion)
720@5994p	59.94 fps	720@5994p, NTSC (via cross conversion)
1080@50i	25 fps	1080@50i, PAL
1080@5994i	29.97 fps	1080@5994i, NTSC

Added service detection

Support for AFD-, ATC-, 608- and CDP services extracted from selected inputs. See the documentation for details and conditions.

Added copy-paste functionality for Events in POC for active Playlists

In POC, Events can now be copied-pasted in active Playlists, using CTRL+C (copy) and CTRL+V (paste).

Added drag and drop support for Events in POC for active Playlists

In POC, Events can now be dragged and dropped between active Playlists. Note that you cannot drag and drop Events that have already been played out. These Events can be copy-pasted.

Join In Progress (JIP)

The Join In Progress (JIP) feature allows for a second, high priority Playlist to temporarily override the normal Playlist's output and when finished, join again with the normal Playlist that kept on running in the background. JIP works for any situation where a relatively short Playlist, for example breaking news, needs temporary control over the main program. The latter is merely suppressed and continues in the background until taking over again.



Gang roll

The Cobalt Playout Control (POC) Gangroll functionality is used to start a queued manual Event on multiple Channels at the same time. For example, this can be useful when starting a commercial break during a live show that is aired on several Channels simultaneously.

How to



The steps for working with the gang roll functionality are:

- Add manual Events to the applicable Playlists.
- Select the Channels to include in the gang roll.
- Start the gang roll.

Adding a manual Event to the Playlist

The gang roll functionality will start the first queued manual Event found in the specified Playlists. Playlists are searched starting from the time gang roll is triggered.

- In POC, add manual Events to the applicable Playlists, for instance after a Live Event.

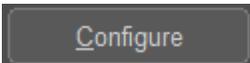
Selecting the Channels to include in the gang roll

- In POC, on the Playlist's menu bar, click the **Gangroll** button.



This will open the **Gangroll** window.

- In the **Gangroll** window, click the **Configure** button.



This will open the **Gangroll Configuration** window.

Support added for MXF open header timecode

In case an MXF has an open header, timecodes are now read from the last header, which has the correct values. Previously only the first header was read which could possibly contain not-up-to-date information.

Added ability to create an (empty) Asset in POC

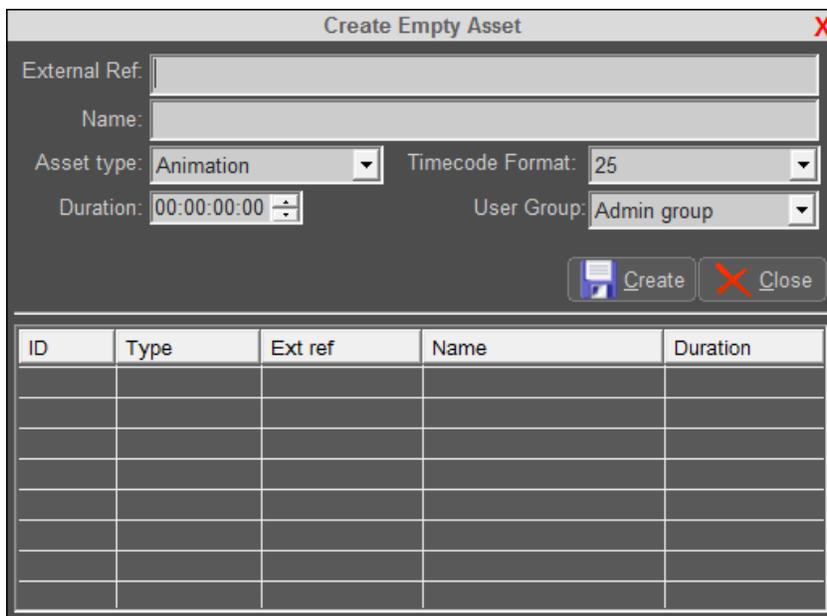
You can now create (empty) Assets in POC.

To add an Asset click the  icon or press or CTRL + i.

This will open the Create Empty Asset window.

Fill in the fields in this window, then click **Create** to create the Asset, **Close** to discard.

The Asset will be linked to the appropriate Asset file based on the external reference.



ID	Type	Ext ref	Name	Duration



Most of the fields (except Name and External Ref) in this dialog box are saved and will be reused, even after reopening the dialog or POC.



Events created with these placeholder Assets will take the duration as specified in the Create Empty Asset dialog. These Events will keep this duration even after the Asset file was properly ingested in TX/MAM.

Channel Composer 1.6.2

New Features

- Added new Mode property to the existing AFD Command object. The Mode property enables or disables the insertion of AFD data as defined by the AFD Command object.

Changes

- Increased range of Text Style's Face Opacity, Drop Opacity and Border Opacity to [0, 255] .
- Supported formats in Channel Composer have been changed. Supported formats are:
 - pal
 - ntsc
 - 720@59.94p
 - 720@50p
 - 1080@59.94i
 - 1080@50i

Known Issues

- On Mac OS X Lion (or newer) the refresh rate of docked Template Timeline and Format Timeline windows can be very low. The issue can be solved by undocking said windows.

Additional configuration for setting the global time base

To set the global time base, on both the TX/MAM servers, run the script
`/system/objects/cobassets/bin/default_timebase.sh <default value>`

Default values:

25
2997d
30
50
5994d
60