



Aurora Playout Version 6.5.1 Release Notes and Installation Instructions

These release notes contain the most recent information and supersede previous publications, as of February 13, 2009. Check the Grass Valley website at www.thomsongrassvalley.com/docs for an updated version that contains additional important information.

Table of Contents

<i>Grass Valley Product Support</i>	2
<i>About Aurora Playout 6.5.1</i>	3
<i>What's new by version</i>	3
<i>Fixes included in version 6.5.1</i>	5
<i>Software Version compatibility</i>	6
<i>System Specifications</i>	6
<i>Installing Aurora Playout</i>	7
<i>Licensing Aurora Playout</i>	11
<i>Known issues</i>	11

Copyright ©2008 Grass Valley, Inc. All rights reserved. Printed in the United States of America. Portions of software ©2000 –2007, Microsoft Corporation. All rights reserved. This document may not be copied in whole or in part, or otherwise reproduced except as specifically permitted under U.S. copyright law, without the prior written consent of Grass Valley, Inc., P.O. Box 59900, Nevada City, California 95959-7900. This product may be covered by one or more U.S. and foreign patents.

Product options and specifications subject to change without notice. The information in this manual is furnished for informational use only, is subject to change without notice, and should not be construed as a commitment by Grass Valley, Inc. Grass Valley, Inc. assumes no responsibility or liability for any errors or inaccuracies that may appear in this publication.

Grass Valley, K2, Aurora, Turbo, M-Series, Profile, Profile XP, NewsBrowse, NewsEdit, NewsQ, NewsShare, NewsQ Pro, and Media Manager are either registered trademarks or trademarks of Grass Valley, Inc. in the United States and/or other countries. Grass Valley, Inc. products are covered by U.S. and foreign patents, issued and pending. Additional information regarding Grass Valley, Inc.'s trademarks and other proprietary rights may be found at www.thomsongrassvalley.com. Other trademarks and logos used in this document are either registered trademarks or trademarks of the manufacturers or vendors of the associated products, such as Microsoft® Windows® operating system, Windows Media® player, Internet Explorer® internet browser, and SQL Server™. QuickTime and the QuickTime logo are trademarks or registered trademarks of Apple Computer, Inc., used under license therefrom.

Grass Valley Product Support

To get technical assistance, check on the status of a question, or to report new issue, contact Grass Valley Product Support via e-mail, the Web, or by phone or fax.

Web Technical Support

To access support information on the Web, visit the product support Web page on the Grass Valley Web site. You can download software or find solutions to problems by searching our Frequently Asked Questions (FAQ) database.

World Wide Web: <http://www.thomsongrassvalley.com/support/>

Technical Support E-mail Address: gvgtechsupport@thomson.net.

Phone Support

Use the following information to contact product support by phone during business hours. Afterhours phone support is available for warranty and contract customers.

International (France)	+800 80 80 20 20 +33 1 48 25 20 20	Italy	+39 02 24 13 16 01 +39 06 87 20 35 42
International (United States, Canada)	+1 800 547 8949 +1 530 478 4148	Belarus, Russia, Tadzikistan, Ukraine, Uzbekistan	+7 095 258 09 20 +33 (0) 2 334 90 30
Hong Kong, Taiwan, Korea, Macau	+852 2531 3058	Indian Subcontinent	+91 11 515 282 502 +91 11 515 282 504
Australia, New Zealand	+61 1300 721 495	Germany, Austria, Eastern Europe	+49 6150 104 444
Central, South America	+55 11 5509 3440	Near East, Africa	+33 1 48 25 20 20
China	+861 066 0159 450	Netherlands	+31 (0) 35 62 38 421
Belgium	+32 (0) 2 334 90 30	Northern Europe	+45 45 96 88 70
Japan	+81 3 5484 6868	Singapore	+65 6379 1313
Malaysia	+603 7805 3884	Spain	+41 487 80 02
Middle East	+971 4 299 64 40	UK, Ireland, Israel	+44 118 923 0499

Authorized Support Representative

A local authorized support representative may be available in your country. To locate the support representative for your country, visit the product support Web page on the Grass Valley Web site.

About Aurora Playout 6.5.1

The Aurora Playout 6.5.1 release contains important bug fixes.

As a minor release, this constitutes the revision of release notes only and not the whole customer documentation set. Therefore, information in these release notes supersedes information in any of the other Aurora Playout documentation.

The latest Grass Valley documentation can be found online at:

<http://www.thomsongrassvalley.com/docs/>

What's new by version

Version 6.5

NOTE: Aurora Playout 6.5 now requires you to license the XMOS and SDB Servers. This is a new SabreTooth license that is available using the instructions found in the Licensing Section of this document (page 11).

- **MediaFrame in the Assignment List Plug-in** – A MediaFrame tab has been added to the ALP in order to allow search, preview, and highlight capabilities.
- **Preview Finished Stories in ALP, Playlist, and ALM** – The Assignment List Plug-in, Aurora Playout Playlist, and Assignment List Manager all have the ability to preview lo-resolution assets that have been published as finished stories through the news workflow.

Note – The preferred workflow for viewing finished stories in the applications mentioned above is to send to two send destinations; one to the playout server and one to a local publish folder within the news database. The publish folder should then be configured as a monitored folder for scavenging low-resolution assets within the MediaFrame configuration tool. The published sequence will then associate the timeline, the placeholder, and the low-resolution media in a reliable way for MediaFrame previews.

- **MediaFrame in Housekeeper** – MediaFrame in Housekeeper allows users to search a K2 MDI, preview assets, and drag and drop assets to empty placeholders within the clip import tab.

Note – For MediaFrame connectivity to function between the ALP, Housekeeper, and the Aurora Playout applications that are on a different domain than the MediaFrame server, there must be a defined one-way trust relationship between these systems and the MediaFrame Server.

- **System Information Utility** – The Help->About box now includes a System Information Utility.
- **Recue Option Change** – There is now an option to prevent auto recue above the last played item in the rundown.
- **Cue All with X-Keys** – X-Keys configuration now has an option to set Cue All to a button on the panel.
- **Prevent Cue All from Ejecting Playing Items** – The Cue and Chain tab of Tools/Options now allows users to prevent cue all from ejecting playing items.
- **Delete Button in ALP and ALM** – Users can now delete placeholders from the ALP and ALM.

- **Assign Stories to Channels not in Rotation** – Users can now assign stories to channels that are not included in the regular channel rotation, even from NRCS.

Version 6.3

- **Temporary 30-day Demo License** - Aurora Payout provides a 30-day demo license for a smooth transition in your broadcast operation.
- **Support for Profile XP Media Platform** - Aurora Payout is qualified for use with Profile XP Media Platform, in addition to the existing support for K2 platform and M-Series iVDR.
- **Placeholder Quick Search** - You can get to a specific placeholder by entering first few characters from the name of the placeholder. This feature is supported in Clip Browser of the Aurora Payout application, Assignment List Manager, Assignment List Plug-in and Housekeeper.
- **Turn Off MOS Status Update** - An option to turn off MOS status update, in order to avoid status reporting conflicts to NCS from primary and backup systems. When you have both systems running, it is advisable to uncheck the box for Update MOS status on the backup system.
- **Increase of Channeless Connection Limit** - The increase applies to K2 version 3.2 only. With the new limit, up to eight channeless connections to a single K2 client (such as from the Housekeeper application) can run simultaneously.
- **GPI Output Trigger by End Blip** - GPI output can be triggered automatically by the channel End Blips. For chained clips, the GPI trigger applies only to the last clip in the chain.
- **Editorial Duration Priority** - Once the editorial duration is set for a placeholder, it will not be automatically changed to media duration as part of the send for playback.

Version 6.1

- **Support for 720p** - Aurora Payout supports high definition (HD) format for 720 lines of progressive scan or better known as 720p.

Version 6.0b

- **Support for M-Series iVDR** - Aurora Payout is qualified for use with M-Series iVDR, in addition to the existing support for K2 platform.

Version 6.0

- **Archive Play Deck Control** - Archive Play can be configured to remotely start and stop recording to a deck through RS-422 control.
- **Automatically Exit Archive Play** - When Archive Play finishes, the application automatically returns to normal playback mode.
- **Disable GPI Input in Archive Play** - An option has been added to disable GPI inputs while in Archive Play mode.
- **Ethernet Channel Control** - As an alternative to RS-422 control, playback channels can be configured to connect via Ethernet.

- **Rundown Calendar (ENPS only)** - When connected to ENPS, a rundown calendar allows filtering the rundown list by a specific date.
- **Run Time Counter** - For logging purposes, a Run Time counter can be started to record a Hit Time for each story. In Archive Play mode, this counter also displays the Total Run Time for the opened rundown(s).
- **Distinct Play/Stop GPI Triggers** - Play and Stop GPI commands can be assigned to separate triggers, rather than having a combined Play/Stop toggle.
- **Connection Status Lights** - Status indicator lights have been added to allow a quick visual verification that components are connected.
- **Prevent Pause after Play** - A configurable option allows you to prevent an accidental Stop command within a few seconds of hitting Play.
- **Flashing Sync Indicator** - The Sync button now flashes when sync has been broken between Playout and the Newsroom Computer System.
- **Configuration Summary Pages** - For GPI, Channel, and Function Key configuration, a Summary page allows you to see all settings in one table.
- **Improved Buddy Server Support** - When connected to an ENPS buddy server, the application will automatically switch back to the primary ENPS server when it becomes available.
- **16:9 Thumbnails** - An option allows the use of either 4:3 or 16:9 aspect ratio for thumbnails.
- **Automatic Server Reconnect** - After a media server is temporarily offline (such as during a reboot), SDB Server and Housekeeper will reconnect to it once it's available, without user intervention.
- **Housekeeper Direct Delete** - In Housekeeper, you can optionally delete clips and placeholders directly, bypassing the Recycle Bin.
- **Assignment List Rundown View** - In the Assignment List Plug-in, a tree view allows the sorting of items by rundown.
- **Break Indicator** - A special "Break" placeholder can be inserted into a rundown so that breaks are visible in the Playout playlist.
- **Channel-specific X-keys** - When using the X-keys Jog/Shuttle controller, the ability to assign channel-specific commands has been added.

Fixes included in version 6.5.1

- (100421) - Auto Recue ejects all channels without recuing if there are no items played.
- (100744) - Deleting a cued clip from one of multiple media servers caused MOS status to show "Not Ready".
- (101278) - MOS status does not update if a placeholder is used in multiple rundowns.
- (101392) - Playout crashed when deleting a large playlist.

Software Version compatibility

Aurora Playout 6.5.1 was qualified using the following software versions:

- K2 system 3.2.74.967 and 3.2.74.1028
- Aurora Edit 6.5.1.421
- Aurora Ingest 6.5.1.112
- MediaFrame 6.5.1.7
- ENPS 5.00.0123 and ENPS 6.00.0009
- iNEWS Client 2.6.2.16 and 2.8.2.11, iNEWS Server 2.6.2.4 and 2.8.2.4, MOS Gateway 2.6.2.4 and 2.6.3.1
- Octopus 5.2.0.6871
- Microsoft Windows XP, Service Pack 3

*Note – Vista is not a supported OS for this 6.5.1 release.

*Note 2 – Profile is not supported with this release.

System Specifications

Prior to installing Aurora Playout onto a system, it is important to make sure that it meets or exceeds the recommended specifications found below.

Aurora Playout		
	MINIMUM Spec	RECOMMENDED Spec
Processor	Intel Core 2 Dual Core 2.3 GHz	Intel Core 2 Dual Core 2.3 GHz
Memory	1 GB	2 GB
Graphics	Integrated or discrete graphics w/ 128 MB of memory and support for Direct3D 9 and Shader Model 3.0	Discrete graphics w/ 128 MB of dedicated memory and support for Direct3D 9 and Shader Model 3.0
System Drive	80 GB 7200 RPM SATA	80 GB 7200 RPM SATA
Optical Drive	CD/DVD	CD/DVD
Network	Gigabit Ethernet (2)	Gigabit Ethernet (2)
OS	Windows XP Pro 32 SP3	Windows XP Pro 32 SP3
Notes	It is the customer's responsibility to insure that the system has sufficient number and type of expansion slots to meet the intended use. Playout requires one free PCI slot for each Comtrol 422 and Seachange GPIO board.	

Installing Aurora Playout

NOTE: Aurora Playout 6.5 now requires you to license the XMOS and SDB Servers. This is a new SabreTooth license that is available using the instructions found in the Licensing Section of this document ([page 11](#)).

The various Aurora Payout components reside on multiple computers. The following table indicates where each component is typically installed

NOTE: The Thumbnail Server is not needed for non-Profile installations.

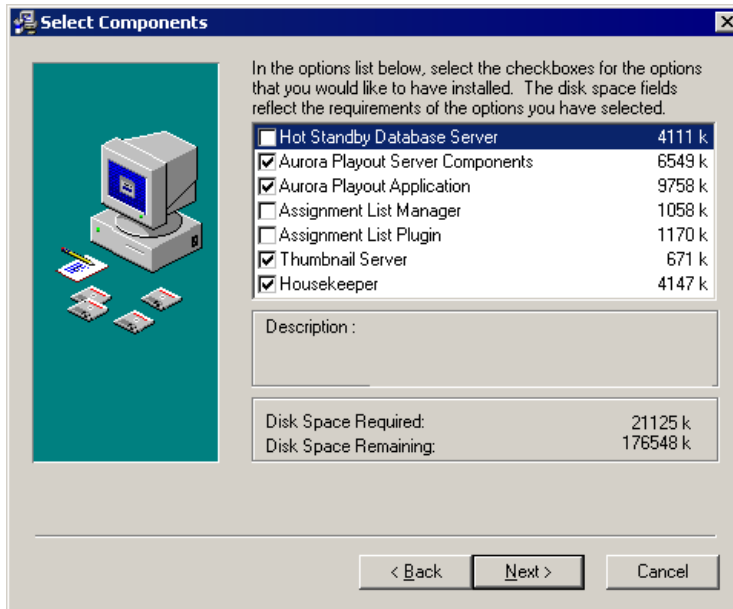
Component	Machine where you install it...
Aurora Payout application	Aurora Payout computer NOTE: It is recommended that Aurora Payout is run at a display resolution of 1280 x 1024.
Thumbnail Server	Separate PC for the Server Components. NOTE: You do not need to install Thumbnail Server if you are using M-Series iVDR or K2 as your Media Server.
Aurora Payout Server Components: XMOS Server SDB Server	Recommend installing on a separate computer, but may be installed on Aurora Payout computer. NOTE: When the XMOS Server application is running on a Windows XP system, it is recommended that the "Windows Firewall" feature be turned off, as it can adversely affect the speed of MOS communication with the newsroom computer system.
Housekeeper	Aurora Payout computer or another PC on the same network.
Assignment List Manager (standalone version)	Non-NCS computers, usually used by Newsroom Producers.
Assignment List Plug-in	All NCS client computers. See Aurora Payout User Guide for installation instructions.
Hot Standby Database Server	Optional; install on a PC on the same network as the Aurora Payout computer.

Because you must configure some components with the locations of other components, you should plan your overall installation before you begin.

To install the Aurora Payout application and its components:

1. Insert the Aurora Payout CD into the CD-ROM drive.
2. Navigate to the CD and double-click **SetupAuroraPayout.exe**.

3. Click **Next** until you reach the Select Components screen.



4. At the Select Components screen, check the boxes for the component(s) that you want to install.
5. Click **Next** to start the installation.
6. Click **Finish** at the Installation Complete screen.
7. Configure each component by following instructions in the Aurora Payout User Guide.

Using a Configuration File

If you want to install the Assignment List Plug-in on multiple computers with the same configuration, you can create a network installer:

1. Copy the Aurora Payout software installation file, **SetupAuroraPayout.exe**, from the CD onto your network.
2. Using a text editor such as Notepad, create a file called **setup.ini** similar to this example:

```
[AssignmentListPlugin]
DatabaseServer=SERVER1
BackupDatabaseServer=SERVER2
MosID=thom.wxyz.mos
ThumbnailPath=\\PLAYOUT1\thumbnails
VideoStandard=1
XMOSServer=SERVER1
RundownView=1
UnicodeDragDrop=1
```

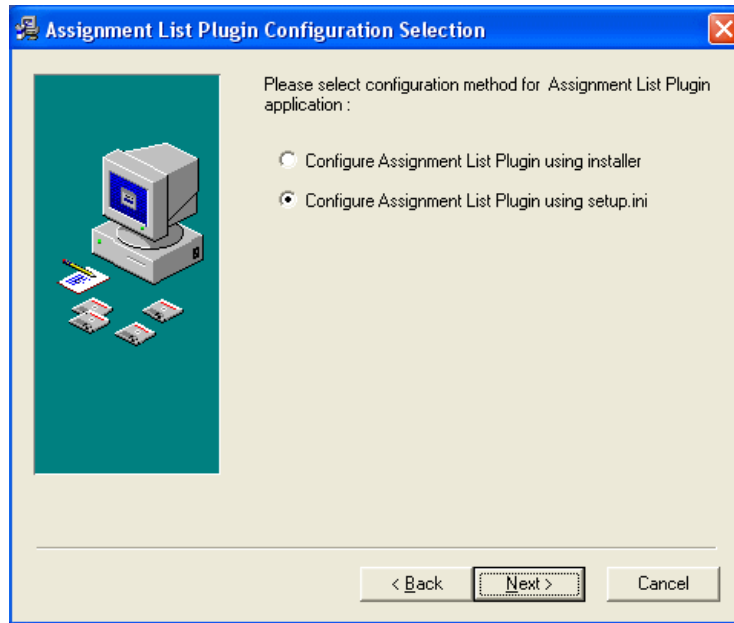

Name	Description
DatabaseServer	The name of the server hosting the Aurora Payout database (primary SDB Server).
BackupDatabaseServer	The name of the server hosting the hot standby Aurora Payout database (backup SDB Server).
MOSID	Your MOS ID.
Thumbnail Path	The full path to the shared thumbnail directory on the computer where thumbnails are stored, in the format \\server\foldername ; e.g., if you have a shared folder named “thumbnails” on your payout system named “Payout1”, the path would be \\Payout1\thumbnails . This path needs to match the path set in Aurora Edit— Tools Options Aurora Payout Thumbnails Path .
VideoStandard	Your video standard: 0 for PAL, 1 for NTSC - Drop Frame, or 2 for NTSC - Non-drop Frame.
XMOS Server	The name of the computer hosting the XMOS Server.
Rundown View	Determines whether to show the list of rundowns in the left pane of the Assignment List Plug-in: 0 for off, 1 for on.
UnicodeDragDrop	Your Newsroom Computer System: 0 for iNEWS or 1 for ENPS/Octopus.

3. Save the file in the directory with the **SetupAuroraPayout.exe** file.

From each computer on which you are installing the plug-in:

1. Navigate to the network directory where you saved the installer and configuration file and double-click **SetupAuroraPayout.exe**.
2. Click **Next** until you reach the Select Components screen.
3. At the Select Components screen, check the **Assignment List Plugin** checkbox and click **Next**.

4. Select **Configure Assignment List Plugin using setup.ini** and click **Next**.



5. Click **Finish** to complete the installation.

The installer uses the setup.ini file to configure the Assignment List Plug-in.

Using a Batch File

You can also create a batch file to automatically install the Assignment List Plug-in using the setup.ini file.

To create the batch file:

1. Create a text file named **setupALP.bat**.
2. In the file, put this text:

```
setupaurorapayout.exe /ALP
```
3. Save the file into the same directory as the Aurora Payout installer and your setup.ini file.

From each computer on which you are installing the plug-in:

- Double-click **setupALP.bat**.

The batch file runs and installs the plug-in.

Upgrade Instructions

When upgrading from one version of Aurora Payout to another, you should close the current Aurora Payout application.

It is not mandatory, but it is advisable that you uninstall Aurora Payout's components before installing the new version. Reboot your machine after the installation is complete.

Licensing Aurora Payout

NOTE: Aurora Payout 6.5 now requires you to license the XMOS and SDB Servers. This is a new SabreTooth license that is available using the instructions below.

Once you have installed Aurora Payout, you are provided with a 30-day demo license. You need to get a license number from Grass Valley in order to install the permanent license. Obtaining the software license number is important because you cannot launch channels or configure Aurora Payout after your 30-day demo license has expired.

1. Select Start | Programs | Grass Valley | Aurora | License Request.

The Aurora License wizard begins.

2. Fill out the License Request for your system.
3. Send the request to the email address stated in the License Request wizard.

You will be provided with a software license number from Thomson Grass Valley.

Known issues

The following limitations are present in this Aurora Payout Software 6.5.1 release. If you wish to obtain more information about these limitations, please mention the reference numbers that follow the description of each limitation.

Description If Aurora Payout doesn't play all the way through your playlist when using the Archive Play feature, there may be a problem with the black clip that is used as filler between clips. (42885)

Workaround Make sure that you have a clip called "BLACK" (all uppercase) in the same bin on the Media Server where you send stories for payout (normally the "default" bin). One way to create this clip is to insert 10 seconds of filler into an otherwise empty Aurora Edit sequence and send it to the payout bin.

Description When working with iNEWS rundowns, the Rundown Bar window in Aurora Payout will always display "NOT READY" in the Status column. (34585)

Workaround This column is designed to work with the "MOS Ready to air" property that is available with ENPS rundowns. Since this feature is not applicable with iNEWS rundowns, you may wish to resize the Status column to its minimum size when connected to an iNEWS system.

Description When media is sent to a placeholder that is embedded in an iNEWS story, the Clip Duration column in the iNEWS client will not update. (44677)

Workaround The duration will update if the media is first sent to the placeholder and then added to the iNEWS story.

- Description The connection between iNEWS rundowns is lost and then re-established (such as by rebooting the iNEWS server). (35882)
- Workaround Re-monitor your rundowns through iNEWS before they will be available in Aurora Playout's dropdown list.
-
- Description Trimming a clip in an Aurora Playout channel will not affect the duration that displays on a Newsroom Computer System, such as ENPS. (63446)
- Workaround None.
-
- Description In ENPS client, the Actual column couldn't be updated with the Editorial Duration set for the Aurora Playout placeholder. (44269)
- Workaround In the ENPS client, the script window for a story must be closed before the Actual column will be updated with the Editorial Duration set for the Aurora Playout placeholder.
-
- Description When connected to a Newsroom Computer System, channel assignment or status changes that were made through the Aurora Playout interface will be reset if the item's rundown position is changed on the NCS. (35932)
- Workaround This is by design. If you wish to keep manual channel assignments when reordering items, you can assign channels through the NCS, rather than through Aurora Playout.
-
- Description Status translation table in mosconfig.xml on the iNEWS MOS Gateway system did not operate correctly with Aurora Playout. (69097)
- Workaround iNEWS users may need to make the following changes to the status translation table in mosconfig.xml on the iNEWS MOS Gateway system in order to make statuses operate correctly with Aurora Playout:
1. Change `<statusCued>CUED</statusCued>` to `<statusCued>STAND BY</statusCued>`.
 2. Change `<statusStopped>PLAYED</statusStopped>` to `<statusStopped>END</statusStopped>`.
-
- Description Differences in MOS status reporting could lead to Octopus not operating correctly with Aurora Playout. (49674)
- Workaround Octopus users need to make these following changes to the Statuses tab within **Admin | MOS | Devices** of the Octopus application:
1. Change **CUED** status to **STAND BY**.
 2. Change **PLAYED** status to **END**.

- Description With iNEWS, misconfigured settings can cause stories to drop to the bottom of the playlist when they are newly inserted, or when their channel assignment is changed. (75836)
- Workaround This problem can occur when the mosconfig.xml on the iNEWS gateway has "handlesRoItemLevel" set to "YES". Ensure that the line in the mosconfig.xml is set as follows:
<handlesRoItemLevelCommands>NO</handlesRoItemLevelCommands>
- Description A K2 version 3.2 playout system supports a maximum of only eight channeless AMP connections at one time (this is separate from the channeled connections that are used for playback). (68152)
- Workaround So, for example, only one SDB Server connection and seven Housekeeper connections to a K2 can be configured at a time.
- Description Problems with updating the Ready status of clips. (68611)
- Workaround More than one Aurora Playout system should not be configured to connect to the same channel on a K2 as this can cause problems with updating the Ready status of clips.
- Description Republication of sequence, master clip, or subclip causes metadata associations to break. (99292)
- Workaround Before resending, if the previously published version of the item is deleted from the publish folder, then the resend will preserve metadata association. To delete the previously published item, use Aurora Browse to list the associated assets for the logical asset, then delete only the asset (a sequence, for example) that is in the Aurora Edit publish folder.
- Description There is no Clear Points function in the MediaFrame Clip Viewer of ALP and Playlist. (91630)
- Workaround To reset trimmed clips back to the original mark in and mark out, you must manually move the new mark in and out back to their original positions and reset the mark points individually.

