Avid Motion Graphics Operations Console

User Guide

Contents

1. Basic Concepts

The Avid Motion Graphics (AMG) Operations Console allows remote configuration, management, analysis and monitoring of individual or multiple AMG rendering engines.

Features:

The AMG Operations Console lets you:
- Remotely open AMG projects on individual or groups of AMG rendering engines
- View snapshots of the Program and Preview outputs for each AMG rendering engine
- Monitor the network connectivity status of all AMG rendering engines
- Observe nVidia driver, AJA driver and firmware version status
- View AMG rendering engine diagnostic logging information
- Configure paths to Projects, Assets, and Libraries for AMG rendering engines
- Group AMG rendering engines for easier management and playout preparation

2. System Requirements

Connectivity:

- The AMG Operations Console requires a LAN connection to all Avid Motion Graphics playout engines intended to be monitored and managed remotely.
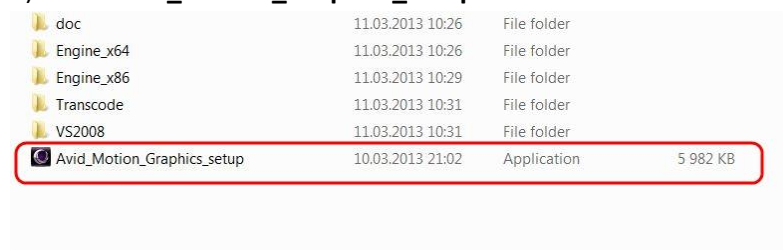
Compatibility:

- The AMG Operations Console 1.0 works with single and dual-channel Avid Motion Graphics versions 2.5.
- Windows 7 64/32bit SP1.
- Each individual AMG Rendering engine is considered as a separate entity and is referred to as a *Channel* within the application. The AMG Operations Console allows grouping of Channels, allowing you to organize AMG engines within your facility. This provides an efficient, dependable method of managing and previewing specific channels.
- The AMG Operations Console relies on the following external control applications to take AMG compositions to air:
  - o AMG Control
  - o News Rundown-driven graphics playout applications, including: AMG Journalist, ADM (Advanced Device Manager), Avid iNEWS Command or AMG News Control

3. Installing the AMG Operations Console

To install the Console application, do the following:

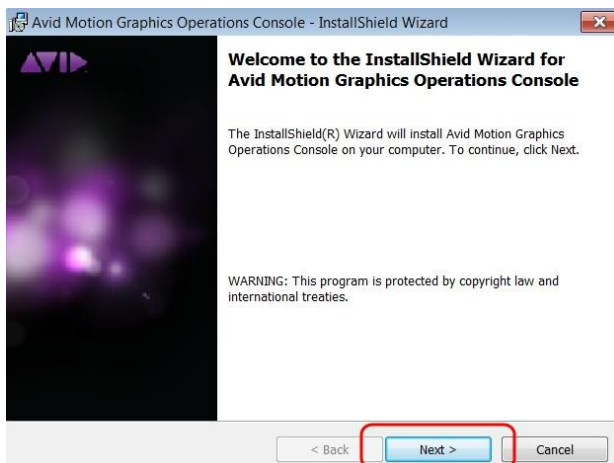a) Run **Avid_Motion_Graphics_setup.exe.**

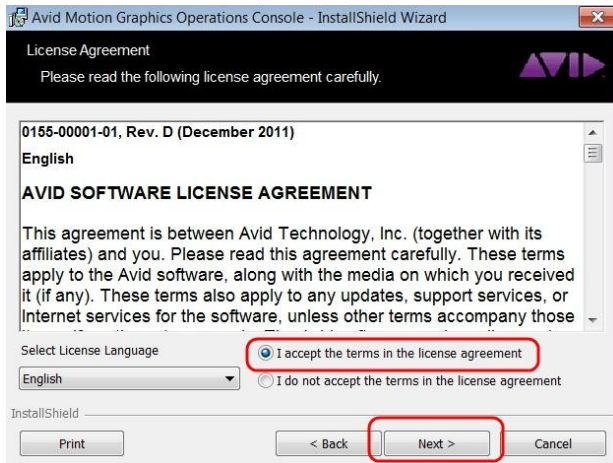b)   Click **Avid Motion Graphics Tools.**
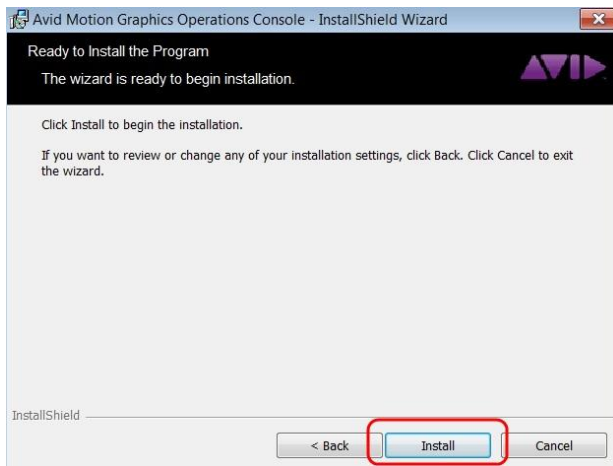

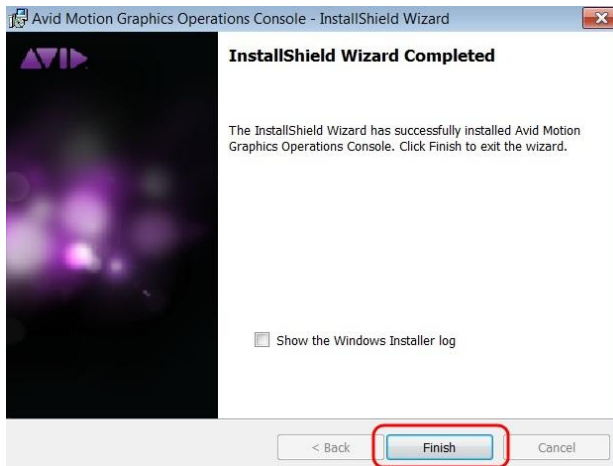c)   Select **AMG Operations Console.**

d)   Click **Next.**

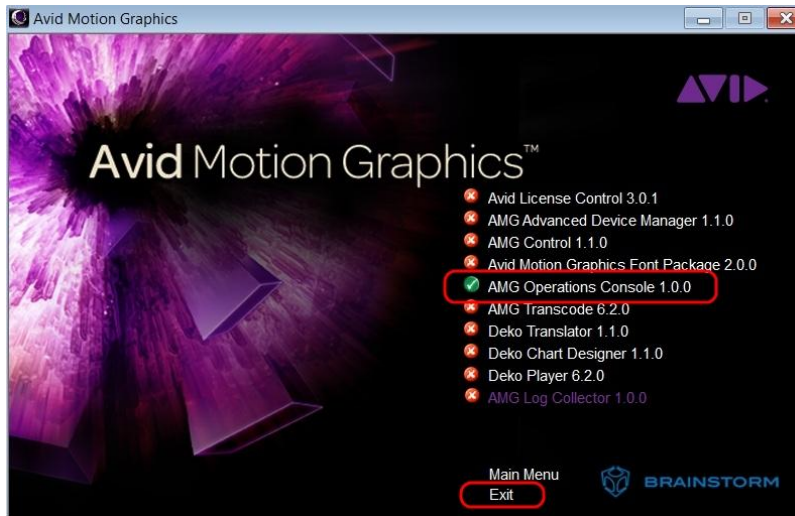e)   Select **I accept the terms in the license agreement** and click **Next**.
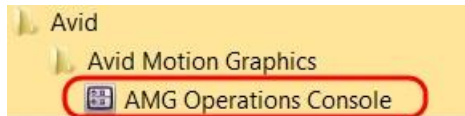

f)   Click **Install**.

g)   Click **Finish.**

h) Ensure that the installation tool indicates that the AMG Operations Console is installed properly, and then click **Exit**.
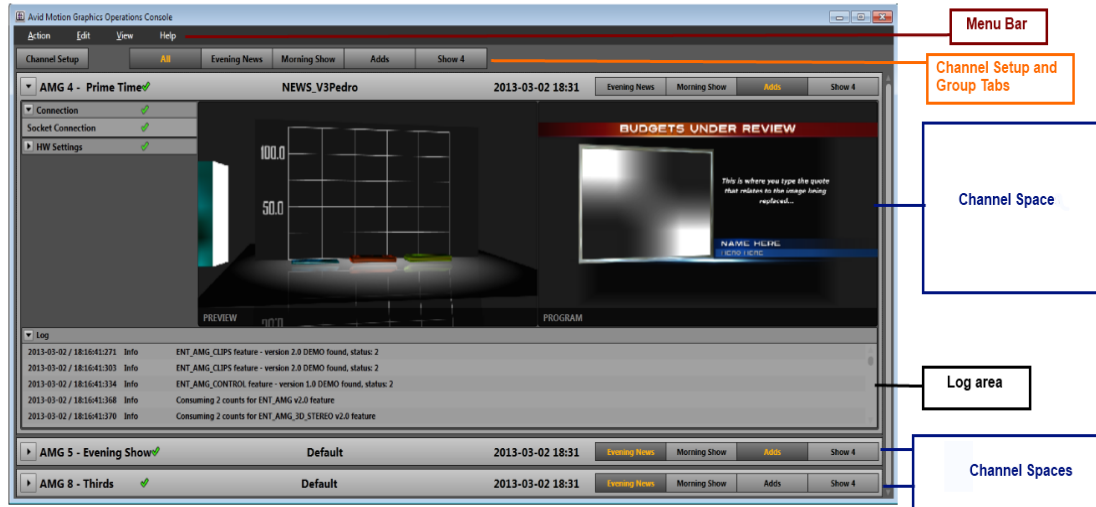

i) Go to Start Menu > All Programs > Avid > Avid Motion Graphics > AMG Operations Console to confirm that the application was installed.
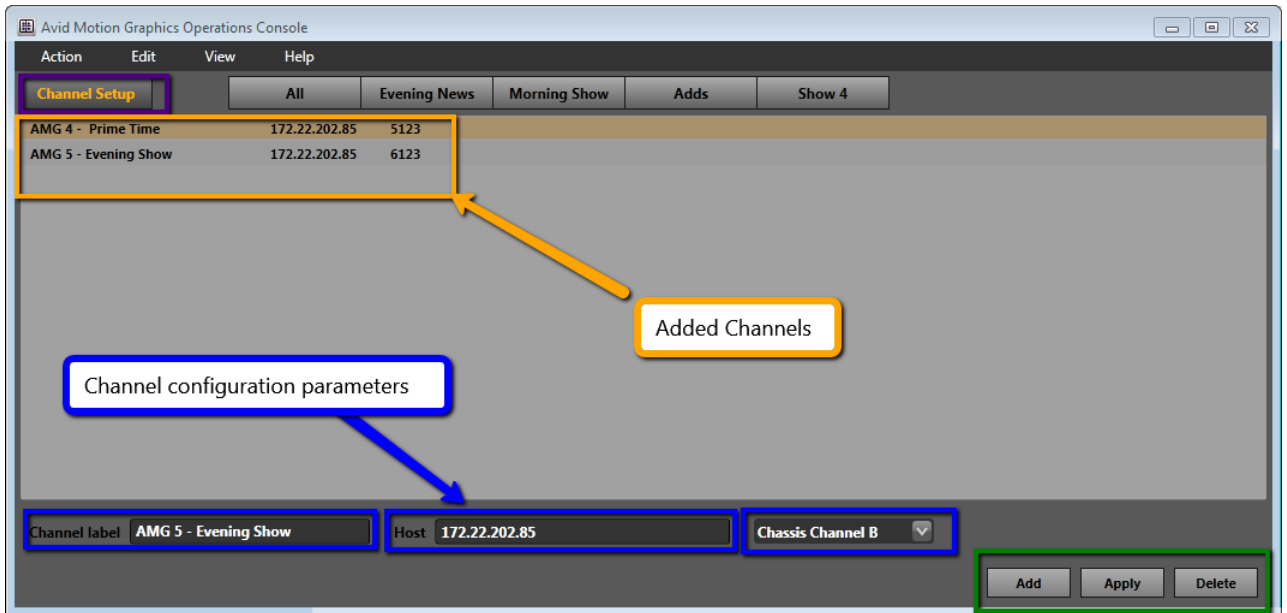
4. AMG Operations Console User Interface

4.1. Main User Interface elements

The User Interface consists of three main areas: the Menu bar, the Channel Setup and Groups section and the Channel spaces.

4.2. Channel Setup tab

When you first launch the AMG Operations Console, you see the Channel Setup tab without any channels in the Channel List.

The Channel Setup tab is used to add and configure channels in the Operations Console. Channels are saved when you close the application. All added channels appear in the Channel List.

Adding Channels

To add a channel:

1. In the Channel Label field, type a label for the channel.
2. In the Host field, enter an IP address or Hostname for the AMG Chassis.
3. Choose either **Channel A** or **Channel B** from the pop-up menu.
4. Click **Add** .

Removing Channels
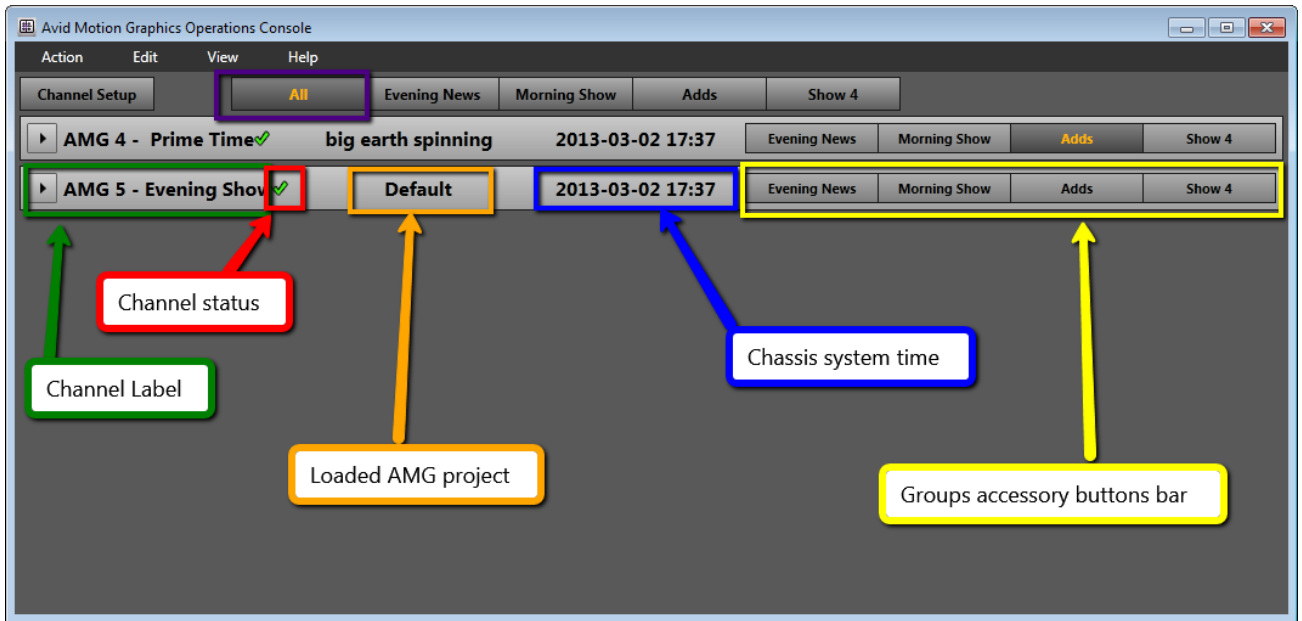
To remove a channel:

1. Select the channel you want to remove in the Channels list.
2. Click **Delete**.

Reconfiguring Channels

To change parameters for an existing channel:

1. Select the channel you want to update in the Channels list.
2. Change the Channel label, Host or Chassis channel.
3. Click **Apply**.

4.3. All tab

The All tab displays channels previously added to the Operations Console. You can view channel headers with summary information or expand channels to view details about them.

The channel header displays the following:

- Channel label
- System time of the AMG Chassis
- Name of the AMG project open in the channel
- Channel status indicator (see next section).

The main purpose of the All tab is grouping of channels. You can assign any channel to one or more groups simultaneously using the Group accessory buttons bar. You can also remove channels from groups using the same buttons.

In the All tab, you can work with individual channels or with all channels simultaneously. Operations with customized groups are described in the next section.

4.4.   Group tabs
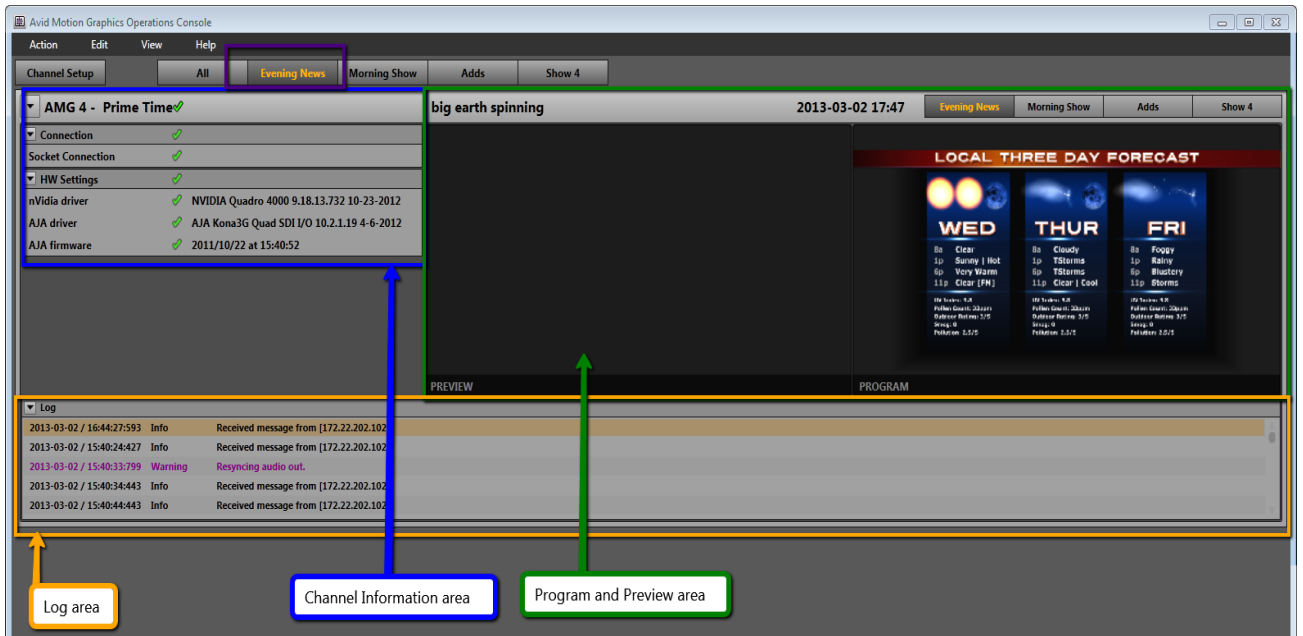
Four groups of channels allow monitoring and control of customized sets of channels.

You can view summary information in headers of collapsed channels. Expanded channels allow you to view more detail about the corresponding AMG engine.

The **Channel Information area** contains the following:

- Socket connection indicator
    - Green – indicates a good connection to the AMG Chassis
    - Yellow – indicates a weak connection
    - Red – indicates that the connection is absent
- nVidia driver indicator
    - Green – indicates that the video card driver is installed and up to date
    - Yellow – indicates that the installed driver is newer than required
    - Red – indicates that the driver is not up to date or is not installed
- AJA driver
    - Green – indicates that the input-output card driver is installed and up to date
    - Yellow – indicates that the installed driver is newer than required
    - Red – indicates that the driver is not up to date or is not installed
- AJA firmware
    - Green – indicates that the input-output card firmware is installed and up to date
    - Yellow – indicates that the installed driver is newer than required
    - Red – indicates that the driver is not up to date or is not installed

The **Program and preview area** displays snapshots from the Program and Preview outputs of the AMG Channel. Note that the snapshots renew once per second and don't show the real resolution and frame rate

of AMG Program and Preview outputs. The main purpose of snapshots is to monitor the rough parameters of played out video.

The **Log area** displays log information retrieved from the AMG Chassis.

You can open an AMG project for a single channel or for a group of channels.
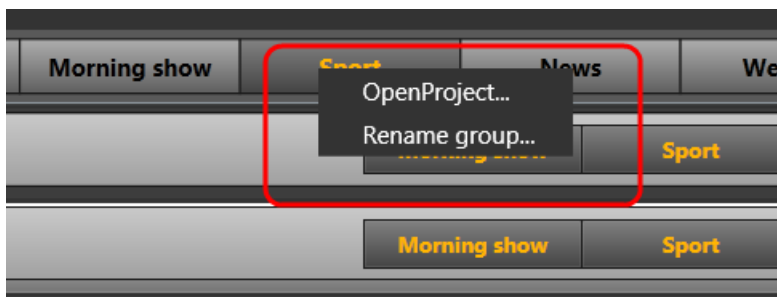
To open an AMG project on a single channel:

1. Right-click the channel header. A file system of network drives with saved AMG projects appears.
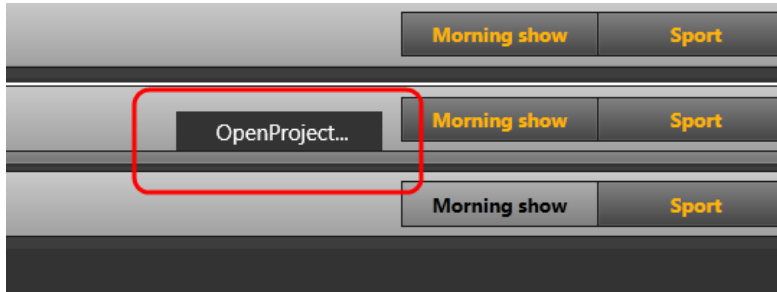
2. Choose the project you want to open. The project is loaded on the corresponding AMG engine.

To open the AMG project for all channels of a group:

1. Choose a group.
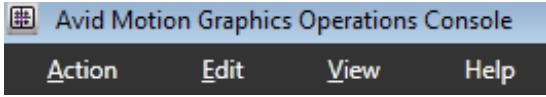2. Right click the group header.

3. Choose the project you want to open. The project is opened on all channels of the group.

Note: A project needs to be open in order to play out AMG compositions using AMG Control, AMG Journalist, ADM, Avid iNEWS Command or AMG News Control.

4.5.   Menu bar

There are four buttons in the Menu bar: Action, Edit, View and Help.

4.5.1. Action menu

Menu Item	Purpose
Channel > OpenProject...	*Opens a project for a chosen channel*
Group > OpenProject...	*Opens a project for a chosen group*

4.5.2. Edit menu

Menu Item	Purpose
Cut	*Cuts selected text in Channel label and Host fields*
Copy	*Copies selected text in Channel label and Host fields*
Paste	*Pastes text from clipboard into Channel label or Host feilds*

4.5.3. View menu

Menu Item	Purpose
Full Screen	*Turns full screen view mode on/off*

4.5.4. Help menu

| Menu Item	Purpose
Help & Manual	*Opens online AMG Operations Console Manual*
About	*Displays information about the AMG Operations Console*

5. Common Tasks

5.1. To add a new Channel

a. Launch the AMG Operations Console.
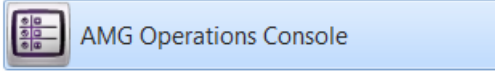
b. Go to the **Channel Setup** tab; type a **label** for the channel; enter an IP address or hostname for the AMG Server in the **Host** field; choose either **Chassis Channel A** or **Chassis Channel B,** and click **Add**.
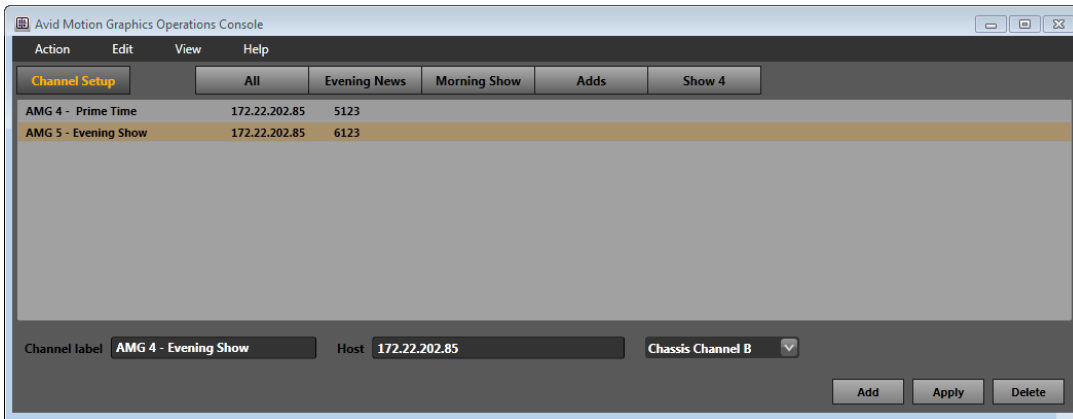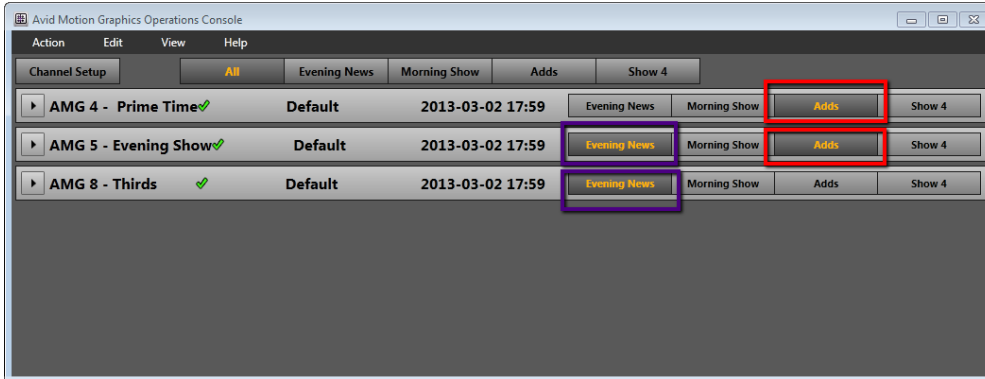

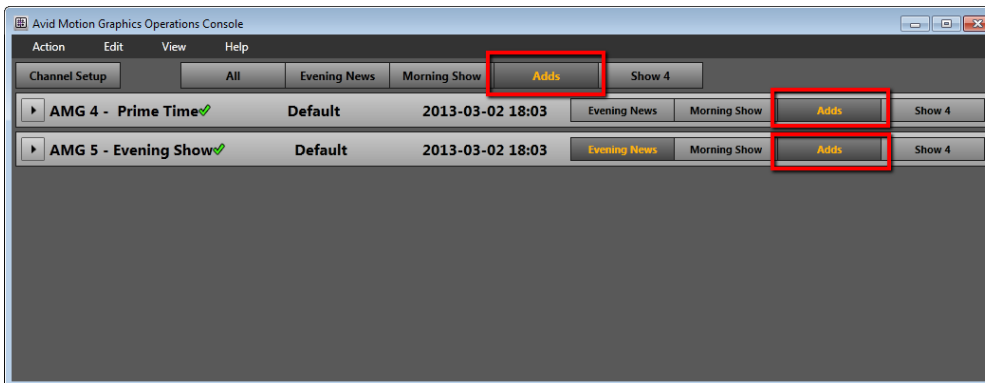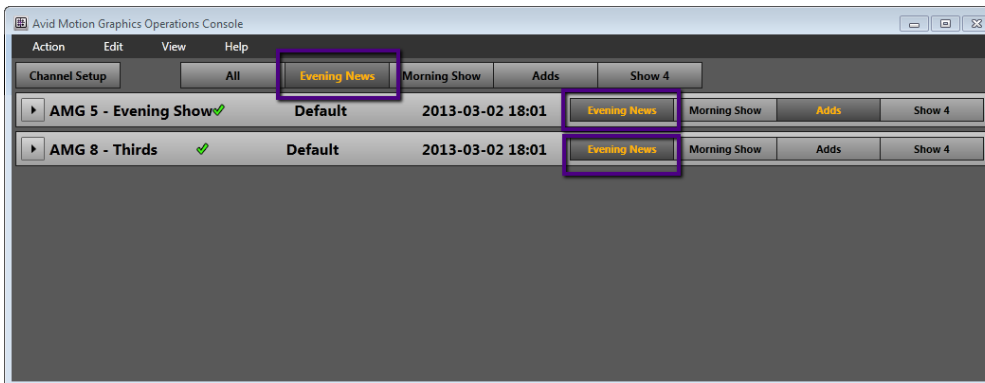c. Go to the **All** tab and ensure that the channel appears.
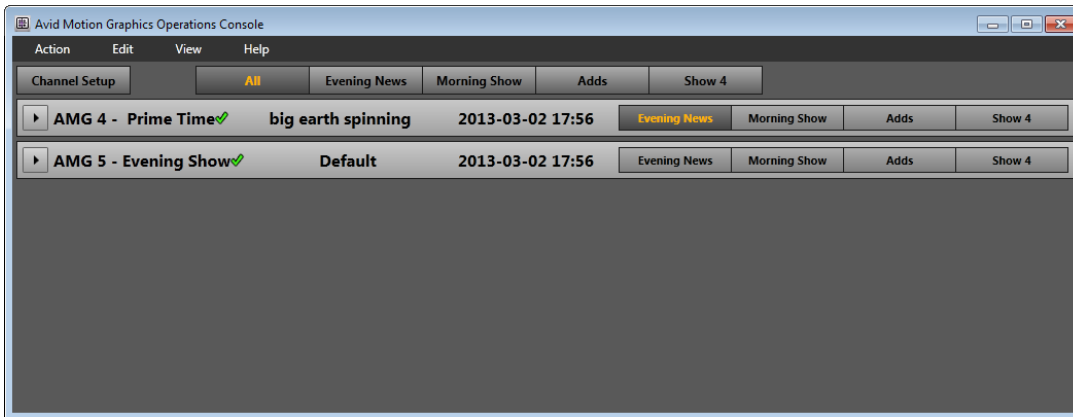
5.2. To configure a Channel Group

a. Launch the AMG Operations Console and add channels (See 5.1).

b. Go to the All tab.

c. Assign channels to groups by clicking the appropriate buttons on the channel headers.
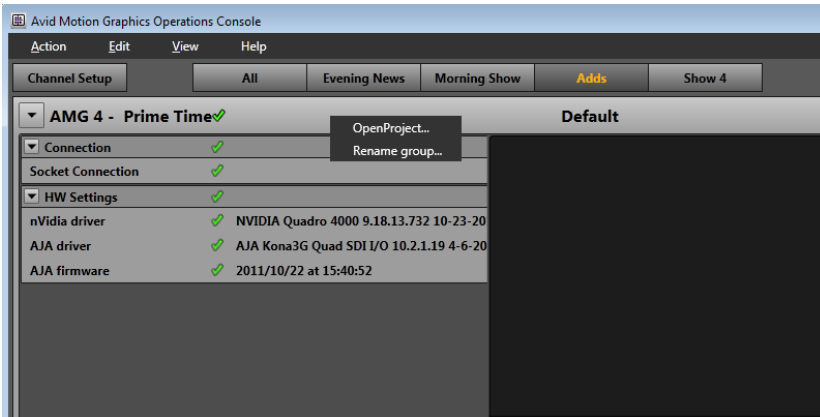

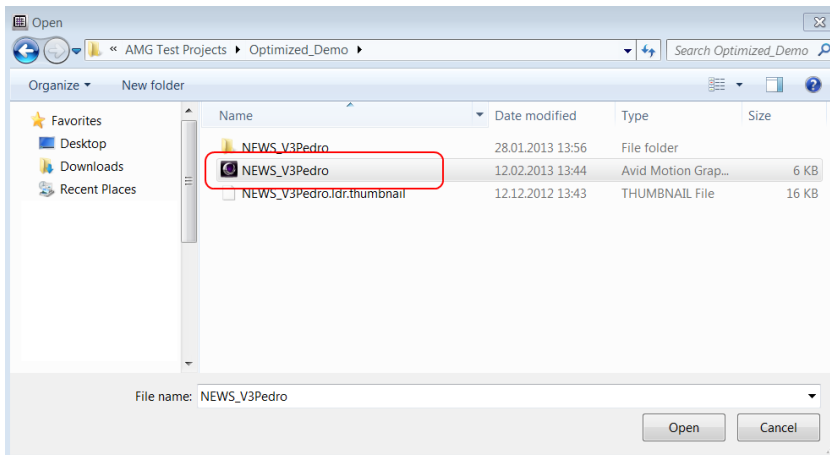d. Go to the corresponding groups and ensure that the channels appear.

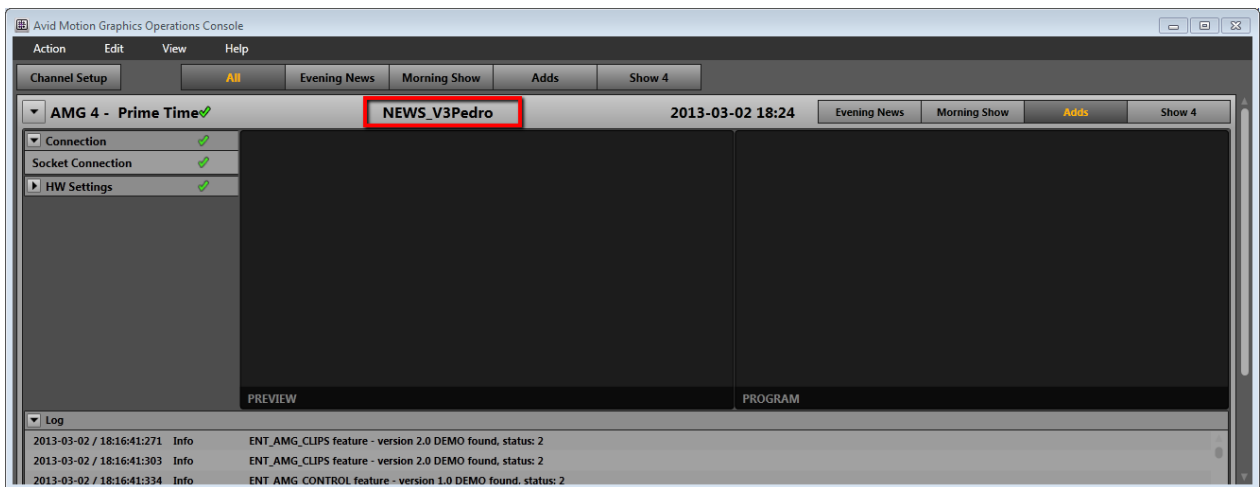

5.3. To open an AMG project for a Channel

a. Go to the group that contains the channel you want to work with.

b. Right-click on the Channel header and choose Open Project.

c. Go to the location of your AMG projects and select the project you want to open.
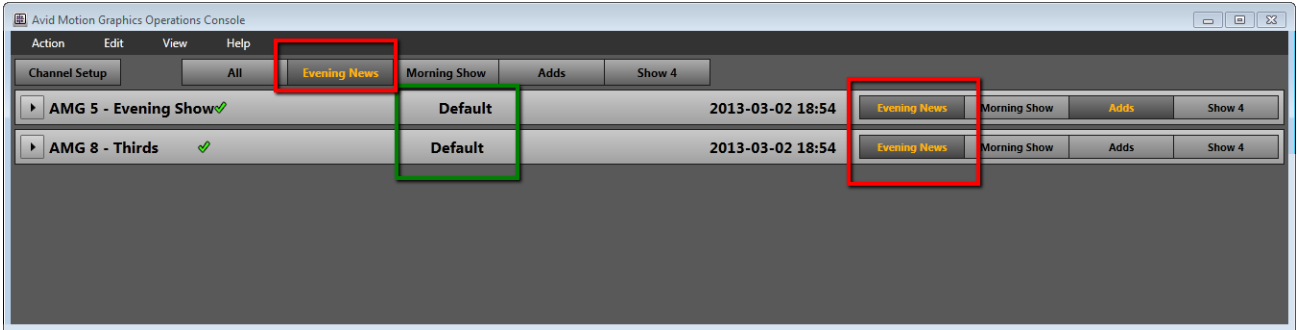

d. The project opens on the AMG channel, allowing you to play out the project's compositions using the playout controls.
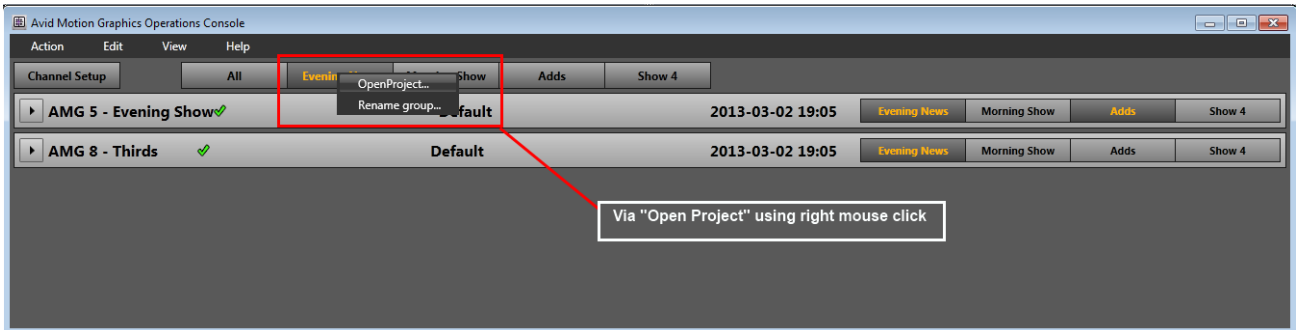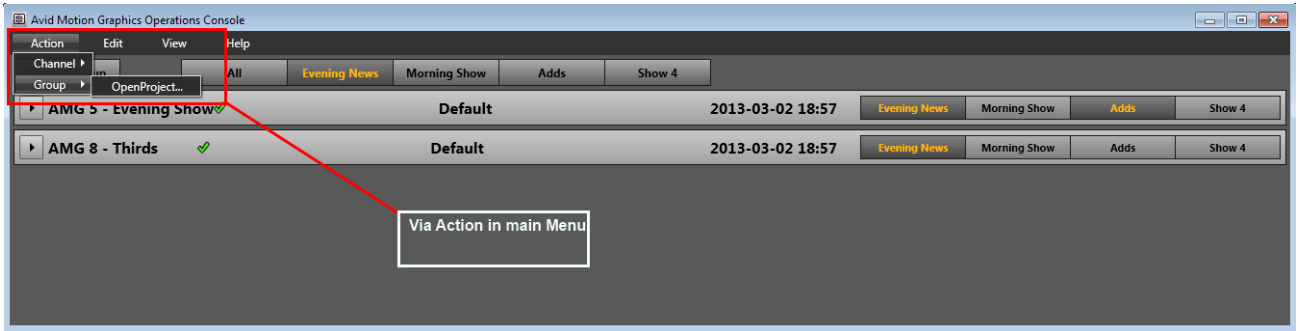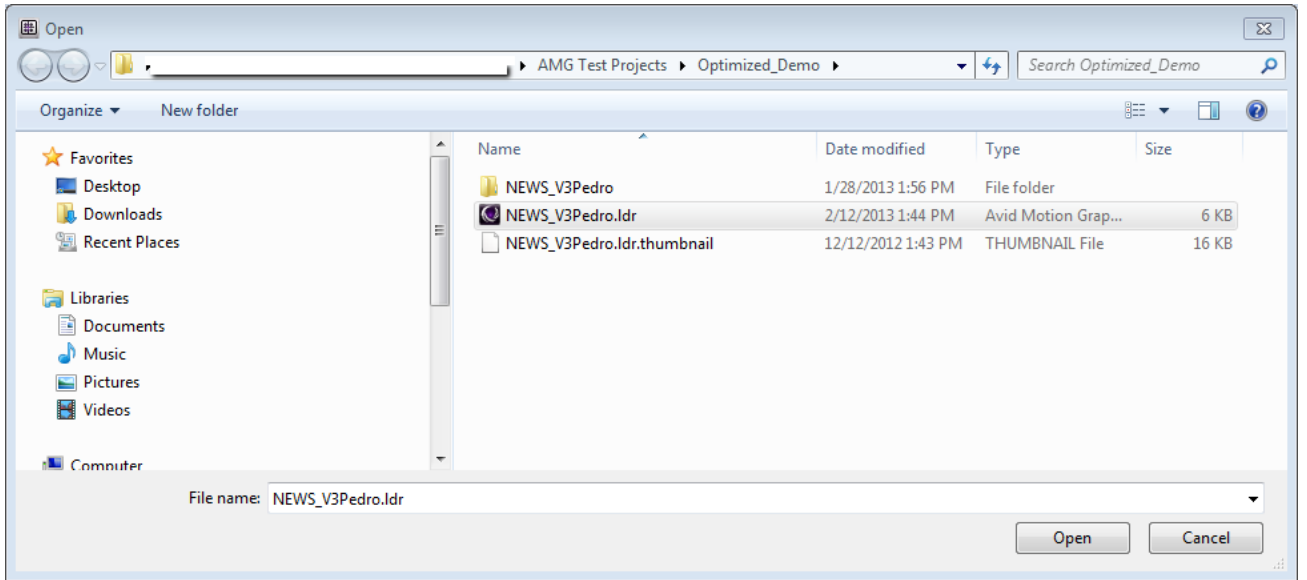

5.4. To open an AMG project for a Group

a. Choose a Group tab.

b. Choose Action> Group> Open Project, select an AMG project on the X drive and click OK. You can also open a project by Right-clicking on the Group header.

c. Review the channels in the group to ensure that the required project name appears for each channel.