SONY ®

LIVE PRODUCTION CONTROL SOFTWARE

ELC-MVS01

User's Guide   English

1st Edition (Revised 5)

Software Version 3.1.0 and Later

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Appendix

Introduction

This section provides information that you should know before reading the User's Guide for the ELC-MVS01 Live Production Control Software.

Configuration of This Guide

The User's Guide explains how to set up and operate the ELC-MVS01 software. It is composed of the following groups:

Overview

Chapter 1 explains the basic concepts of the ELC-MVS01 software, its four component applications, system configurations, and workflow.
Chapter 2 explains the names and functions of each part in the five major windows of the ELC-MVS01 software: Initial Setup, Icon Manager, ELC Plug-in, Playlist Viewer, and OA Playlist.

Preparations

The Chapters from 3 to 5 explain preparations and setup that mainly technical directors or system integrator should be responsible for before making news programs: making the initial setup with the Initial Setup application, creating Icons with the Icon Manager, and making cues in the ELC Plug-in application. If necessary, ELC operators can refer to and change required settings.
Chapter 6 provides preparation that technical directors should be responsible for when they use advanced functions of the software, such as switching multiple snapshots and videos, manually.

Operations

Chapters 7 and 8 instruct ELC operators on how to create a playlist based on a rundown they have created on NRCS (ELC Plug-in/Playlist Viewer applications). Chapter 9 provides information on how to create and edit a playlist using the Playlist Viewer application from scratch.
Chapter 10 explains a series of procedures to play out the created playlist with the OA Playlist application.
Chapter 11 explains how to execute the settings made in Chapter 6; how to recall multiple snapshots, such as 2Box effects, manually, and how to switch video manually (Manual Switching).

Appendix

The section consists of glossary and index.

Notational Conventions

- The plus sign (+) is used to indicate that two keys on the keyboard should be pressed at the same time. For example, Ctrl + C means to press the C key while holding the Ctrl key down.
- Square brackets ([ ]) are used to indicate a menu that should be used or button command that should be clicked to perform an intended operation.
- The greater than sign (>) is used to indicate that a menu subcommand is located below another menu command. For example, [Tools] > [Plug-in] means that the [Plug-in] command is a subcommand of the [Tools] command.

Notice for the pictures on this guide

The pictures used in this guide may be different from the ones actually displayed and are subject to change without notice.

Overview

This section explains the basic concepts of the ELC-MVS01 software, its component applications, system configurations, workflows, and elements of a playlist. It also explains the names and functions of each part in the major windows of the ELC-MVS01 software: Initial Setup, Icon Manager, ELC Plug-in, Playlist Viewer, and OA Playlist.

Overview

Features

The ELC-MVS01 Live Production Control Software provides an automation solution for the News Room Computer System (hereinafter referred to as "NRCS" in this manual), taking full advantage of the unprecedented high performance and multifunctionality of the Sony MVS-8000 Multi Format Switcher system. The following are some of the principal features of this software.

NRCS Centric

The ELC-MVS01, when incorporated into an existing NRCS-centric broadcast system, allows you to utilize the existing workflows to create programs. It automates control over devices which used to be manually controlled by a specialized operator.

Complex device control taking advantage of the Sony MVS-8000 network

Coupled with an MVS-8000 system, the ELC-MVS01 automates control over robotic cameras, audio mixer, disk recorder, audio servers, playout server, or any other MVS-8000 system components.

Enhanced flexibility with manual operations

In addition to its versatile automation features, the ELC-MVS01 also provides flexible manual on-air operations, including adjustment of audio levels, or inserting or deleting the DSK.

Real-time synchronization and update of playlists

If NRCS rundown changes occur, real-time synchronization updates the ELC-MVS01 playlist (referred to as "ELC playlist" in this manual), so that you can cope with last minute modifications.

An easy-to-use graphic user interface

The ELC-MVS01 software offers an easy-to-use graphic user interface which navigates you through a series of program creation procedures: allocating frequently-used settings to an icon, using icons to create a cue, using cues to create a playlist, and finally playing out a playlist, all in integrated, simple-to-operate operation windows.

ELC-MVS01 Software Products

The ELC-MVS01 Live Production Control Software system consists of the following software components, products, and optional software products.

Software Components Products

The ELC-MVS01 Live Production Control Software consists of the following applications:

- **ELC Plug-in (including a five-user license)**
  This application allows you to register frequently-used scenes as a "cue" (Quick Cue), and set or edit a cue (Cue Edit). It also allows you to create a playlist.
  (The software works as a plug-in to the NRCS client software.)

- **ELC Playlist Viewer (including a five-user license)**
  This application allows you to view playlists corresponding to rundowns created with NRCS. It also allows you to create and edit playlists from scratch.
  (The software works as an independent application.)

- **Icon Manager**
  This application is used to associate frequently-used device settings with Video, Audio, Transition, and Effect Icons for easily creating playlists.

- **ELC OA Playlist**
  This application is used to play out created playlists.

- **Initial Setup**
  This application is used to set up the system occasionally, for example, when a new news program is planned.

- **System Setup**
  This application is used to set up the system for system integration purposes. To use this application, access to the Sony web site for the system setup.
  For details, contact your Sony service representative.

- **Alarm Monitor**
  This application is used to monitor system services and applications.
  The Alarm Monitor application also allows the operator to view a list of errors that have occurred.

Optional Software Products

As an optional software product, the ELC-MVS01 Live Production Control Software offers the following:

- **BZEL-MVS11 Sony Redundant Control Software**
  This product is used to configure a redundant system for ELC-MVS01. Using this software to configure two PCs, one as the main PC, and one as the backup, allows you to continue working, even if the main PC experiences a problem. Switchover is accomplished by means of a simple operation.

- **BZEL-MVS21 Sony NRCS Plug-in Software**
  This product contains an additional five-user licenses for the ELC Plug-in application and the Playlist Viewer. These are floating licenses.

- **BZEL-MVS41 Sony Audio Mixer I/F Software**
  This product aims to control an audio mixer from the ELC-MVS01.

- **BZEL-MVS51 Sony Camera Robotics I/F Software**
  This product aims to control robotic cameras from the ELC-MVS01.

System Configurations

Basic System Configuration

The ELC-MVS01 Live Production Control Software supports flexible NRCS-centric system configurations with an MVS-8000 system, audio mixer, robotic camera, audio server, playout server, CG and other devices.

The following illustration shows an example image of the basic system configuration with the NRCS.
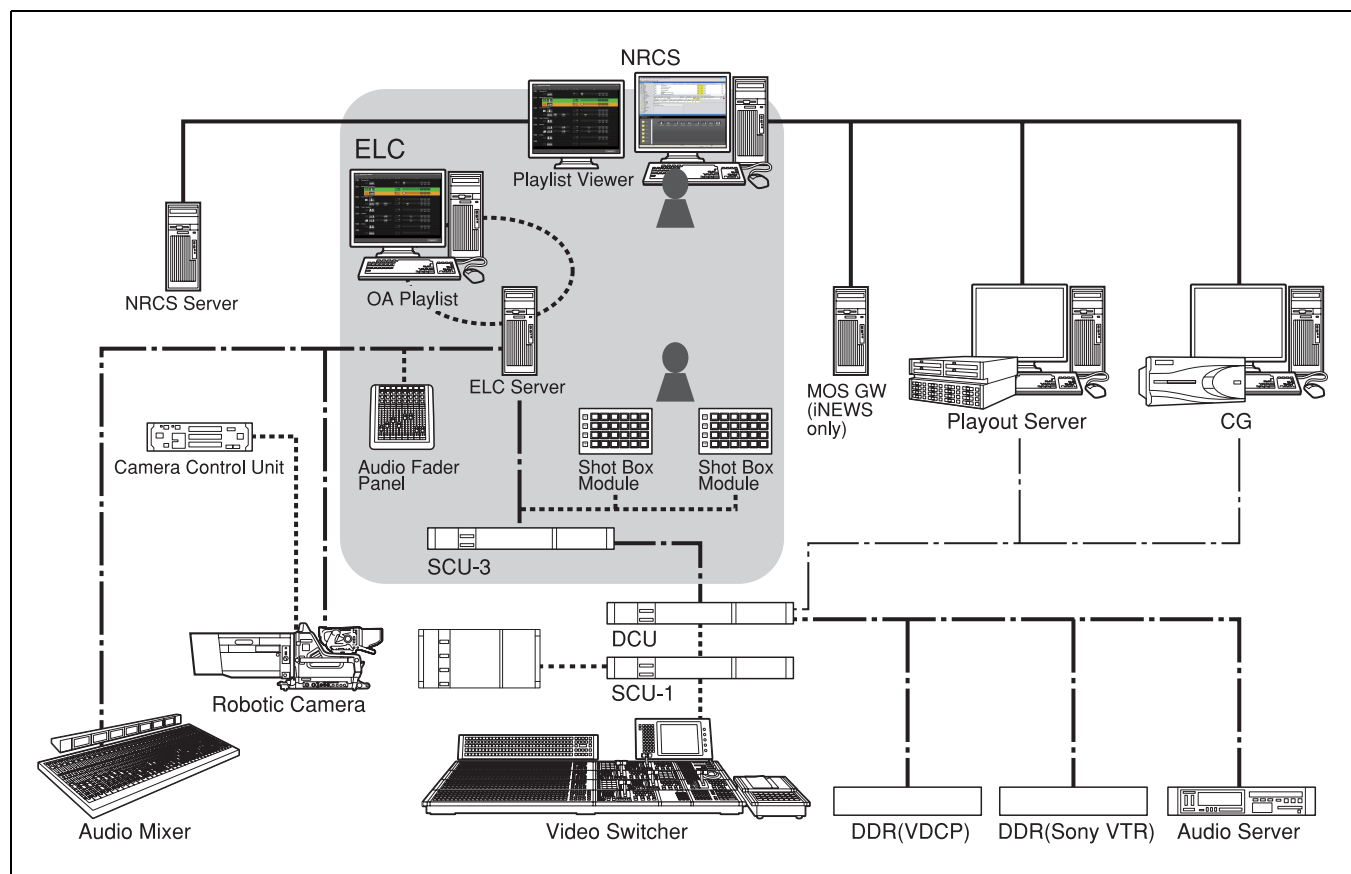
Equipment to be Used in the System

This section explains major devices to be used with the ELC-MVS01 Live Production Control Software system:

Devices required for ELC-MVS01 control (Shown on a gray background in the system configuration diagram)

• **Shot Box Module**
 The shot box module is used for allocating a variety of manual operations to its 96 operation buttons. This module is required when you forward an ELC playlist with the TAKE button, or inserting or deleting the DSK. Up to two modules can be connected, each module can be assigned to identical or different function tables.

• **Audio Fader Panel**
 The audio fader panel allows you to associate a total of 16 audio mixer channels with its eight faders, and to adjust audio levels, change PFL(Cue) and Mix-minus settings, and turn the channels on and off.
 Its front eight faders automatically change their assignment settings and adjust audio levels according to the process in a playlist. For the back eight faders, the assignments are fixed and audio levels should be adjusted manually.

Devices under ELC-MVS01's control (Connected with black dash-dot lines in the system configuration diagram)

The following devices perform on-air operations according to the ELC playlist under the ELC-MVS01's control:

- **Video Switcher**
  The switcher uses an M/E for OA video effects and another M/E for NEXT video effects, and uses PGM/PST to switch OA and NEXT video signals.
  It controls Keys manually or automatically according to the ELC-MVS01's settings, and controls the DSK manually. The ELC-MVS01 does not make the DSK settings, but it uses the settings (Initial Snapshot) automatically loaded when the OA Playlist application is started.

- **DDR (VDCP)**
  The DDR (VDCP) is a disk recorder that the ELC-MVS01 can control with VDCP (Video Disk Control Protocol). You should register and list necessary video files to be used in the ELC-MVS01 in advance by using the Initial Setup application.

- **DDR (SonyVTR)**
  The DDR (SonyVTR) is a disk recorder that the ELC-MVS01 can control with Sony VTR Protocol. You can use the desired video materials in the recorder by specifying the IN point.

- **Audio Server**
  You should register and list necessary audio files to be used in the ELC-MVS01 in advance by using the Initial Setup application. While preparing a cue, you can specify the file names in the list.

- **Robotic Camera**
  The ELC-MVS01 recalls the shots of the robotic camera. Since manual control from the ELC-MVS01 is not available, the controllers supplied with the robotic camera system is to be used.

- **Audio Mixer**
  The ELC-MVS01 controls the audio levels, Ch On/Off, changes in Mix-minus settings, and the function of the audio mixer, automatically. Use of the audio fader panel enables manual control of audio channels for 16 faders. Depending on the type of input signals, there are two types of audio mixers:
  - Stereo fader mixer: handles stereo signals for each input channel fader. This type of mixer is referred to as a "stereo fader mixer" in this manual.
  - Mono fader mixer: handles monaural signals for each input channel fader. This type of mixer is referred to as a "mono fader mixer" in this manual.

- **Studio Monitor**
  The ELC-MVS01 controls images output to the studio monitors that are connected to the AUX buses of the video switcher.

Devices beyond ELC-MVS01's control (Connected with black solid lines in the system configuration diagram)

The following devices usually interface to NRCS and get Rundown. They have their own playlist creation functions. A change in the NRCS rundown is directly reflected, while changes in the ELC playlist in the OA Playlist application will not be reflected and manual changes are required. To control manual operation, you need the control panel supplied with each device.

- **CG (Character Generator)**
  CG is the server of CG or still images. After receiving Off from the Tally of the switcher, it prepares the next materials.

- **Playout Server**
  The playout server is an audio and video server that contains daily-changing materials. The server receives a GPI from the ELC-MVS01, and plays the materials. Usually, the ELC-MVS01 does not specify files or make channel settings, which are specified or made in the NRCS system, but specifying a specific channel to be used is also possible.

Basic Operation Flow

The following flowchart shows an example of the operations when the system is installed.

Preparations and Initial Settings (for Technical Directors)

- **Making Initial Setup (*page 50*)**

⬇

- **Creating Icons (*page 90*)**
- **Creating Categories (*page 102*)**

⬇

- **Creating Cues (*page 118*)**
- **Editing Cues (*page 132*)**

⬇

Playlist Creation and On-Air Operations (for ELC Operators)

- **Creating a Playlist (iNEWS:*page 169* /ENPS: *page 180* / Without NRCS: *page 188*)**
- **Viewing a Playlist (iNEWS:*page 176* /ENPS: *page 184*)**

⬆ ⬇

- **Editing Cues (iNEWS:*page 174* /ENPS: *page 182* / Without NRCS: *page 195*)**

⬇

- **Playing out a Playlist (*page 201*)**

⬇   ⬇

Frequently-used manual operations

- **Toggling the Duration Between Fixed/Unfixed (*page 208*)**
- **Changing the Playlist Order (*page 210*)**
- **Controlling Downstream Keys (*page 212*)**
- **Controlling Keys (*page 214*)**
- **Adjusting Audio Level (*page 215*)**
- **Changing the Side Flag Settings (*page 206*)**
- **Editing Cues in the OA Playlist or Playlist Viewer Window (*page 220*)**

Advanced or occasional manual operations

- **Switching Multiple Snapshots Manually (*page 222*)**
- **Switching Video Manually (*page 224*)**
- **Outputting GPI Trigger Pulses (*page 226*)**
- **Getting Cues that are Not on the Playlist to the Air (*page 227*)**
- **Enabling/Disabling Camera or Audio Mixer Control (*page 229*, *page 230*)**
- **Overriding the Transition Settings for the NEXT Cue (*page 231*)**
- **Switching a Video or Audio Device to Its Backup (*page 232*, *page 233*)**

Overview of Playlist Creation

Playlist Creation Flow

The ELC-MVS01 provides the ELC Plug-in application for the NRCS client software to create a playlist, and the Playlist Viewer application to view the created playlist. The images below show how an ELC operator uses both applications to create a rundown and view a playlist in a news room.

You can create a playlist easily by adding a cue from the Quick Cue of the ELC Plug-in to the NRCS client window as an ELC object, which is called "Production cue" for iNEWS and "Item" for ENPS.

Whether you use iNEWS or ENPS as an NRCS, the windows and playlist creation operations differ. See either of the sections below according to your NRCS type.

In addition to the ELC Plug-in application, the ELC-MVS01 also provides the Playlist Viewer application that enables you to create and edit playlists.

For details, see "Creating a Playlist without Using NRCS" on page 186.

When using iNEWS

Cue
Each icon represents a cue, i.e., frequently-used scenes.

ELC Plug-in (Quick Cue)

ELC Playlist
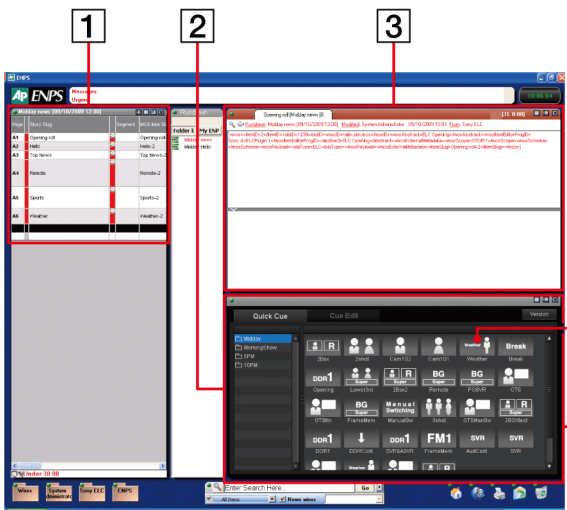
iNEWS

A playlist can be created, viewed, and played out as follows:

For ELC production cue settings, see "Rules in setting ELC production cues" on page 171.
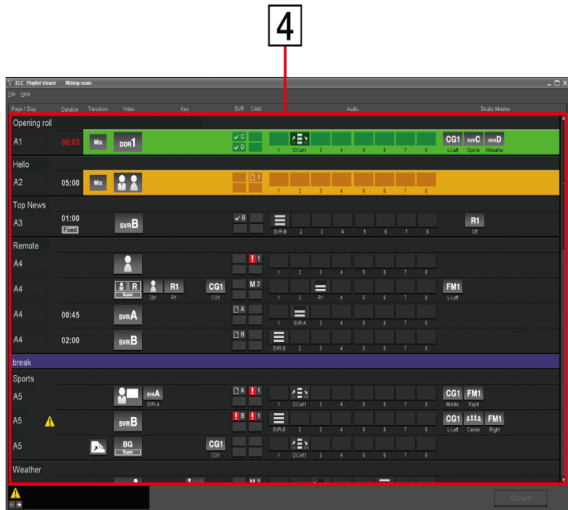
Location	Purpose	Operator	Operations in the iNEWS window		Display in the ELC Playlist	Ref.page
News-room	Creating a news program	Producer	① Create a rundown (baseline of a program) using the iNEWS client. (Conventional operation) ➤ **Rundown is created**.	➤	At this time, there are no ELC settings made for the rundown. ➤ **Playlist is not created.**	
		ELC Operator	② Add a cue in the Quick Cue of the ELC Plug-in to the iNEWS rundown as a ③ production cue with a drag-and-drop operation.	➤	④ Production cues with the same page number make an ELC story. Cues appear in a playlist. ➤ **Playlist is created**.	*page 169*
			③ Assign channels for CG or playout server for the iNEWS client. Then save the rundown.(Conventional operation)			*page 171*

Location	Purpose	Operator	Operations in the iNEWS window		Display in the ELC Playlist	Ref.page
Control Sub room	On the air	Producer	Change the rundown order in the iNEWS client. (Conventional operation)		Changes in the rundown will be reflected.	
		ELC Operator	• Add a production cue or edit cues even while on the air (except for the OA Cue). • Change the channel assigned for the CG or playout server for the iNEWS client. (Conventional operation) • Skip stories on the rundown separately on the iNEWS client, on each device, or in the ELC Plug-in application.(Conventional operation)	➡		*page 174* *pages 14, 171* *page 14*

When using ENPS

A playlist can be created, viewed, and played out as follows:

For ELC production cue settings, see "Rules in setting ELC items" on page 182.

Location	Purpose	Operator	Operations in the ENPS window		Display in the ELC Playlist	Ref.page
News-room	Creating a news program	Producer	1 Create a rundown (baseline of a program) using the ENPS client. (Conventional operation) ➡ **Rundown is created**.	➡	At this time, there are no ELC settings made for the rundown. ➡ **Playlist is not created.**	
		ELC Operator	2 Add a cue in the Quick Cue of the ELC 3 Plug-in to the ENPS rundown as an Item with a drag-and-drop operation.		4 Items with the same Slug make an ELC story. Cues appear in a playlist. ➡ **Playlist is created**.	*page 180*
			1 Assign channels for CG or playout server for the ENPS client. Then save the rundown. (Conventional operation)	➡		

Location	Purpose	Operator	Operations in the ENPS window	Display in the ELC Playlist	Ref.page
Control Sub room	On the air	Producer	Changing the rundown order in the ENPS client. (Conventional operation)	Changes in the rundown will be reflected.	
		ELC Operator	• Add an Item or edit cues even while on the air (except for the OA Cue). • Change the channel assigned for the CG or playout server for the ENPS client. (Conventional operation) • Skip stories on the rundown separately on the ENPS client, on each device, or in the ELC Plug-in application.(Conventional operation)		*page 182* *pages 14, 182* *page 14*

When not using NRCS

A playlist can be created from scratch and edited in the
Playlist Viewer window without using NRCS. It can be
used for playout operation, too, as follows:

Location	Purpose	Operator	Operations	Ref.page
News-room	Creating a news program	Producer or ELC Operator	Create a playlist using the Playlist Viewer application by adding cues prepared in the Quick Cue window, and editing cues. ⟶ **Playlist is created**.	*page 186*
Control Sub room	On the air	Producer or ELC Operator	On-air operations using the OA Playlist application. Even while the playlist is being used for on-air operation, the both Playlist Viewer application in the full-edit mode and the OA Playlist application allow you the following operations, respectively. (The OA Cue cannot be edited or deleted though.) • The Playlist Viewer application allows editing, adding, deleting, and moving of a cue, as well as editing, adding, deleting, and moving of a story. • The OA Playlist application allows editing of a cue.	*page 201* *page 191* *page 220*

Elements of a Playlist

This section explains the elements of a playlist. The following shows the relationship between an Icon, a cue, a story, and a playlist in the Playlist Viewer application:
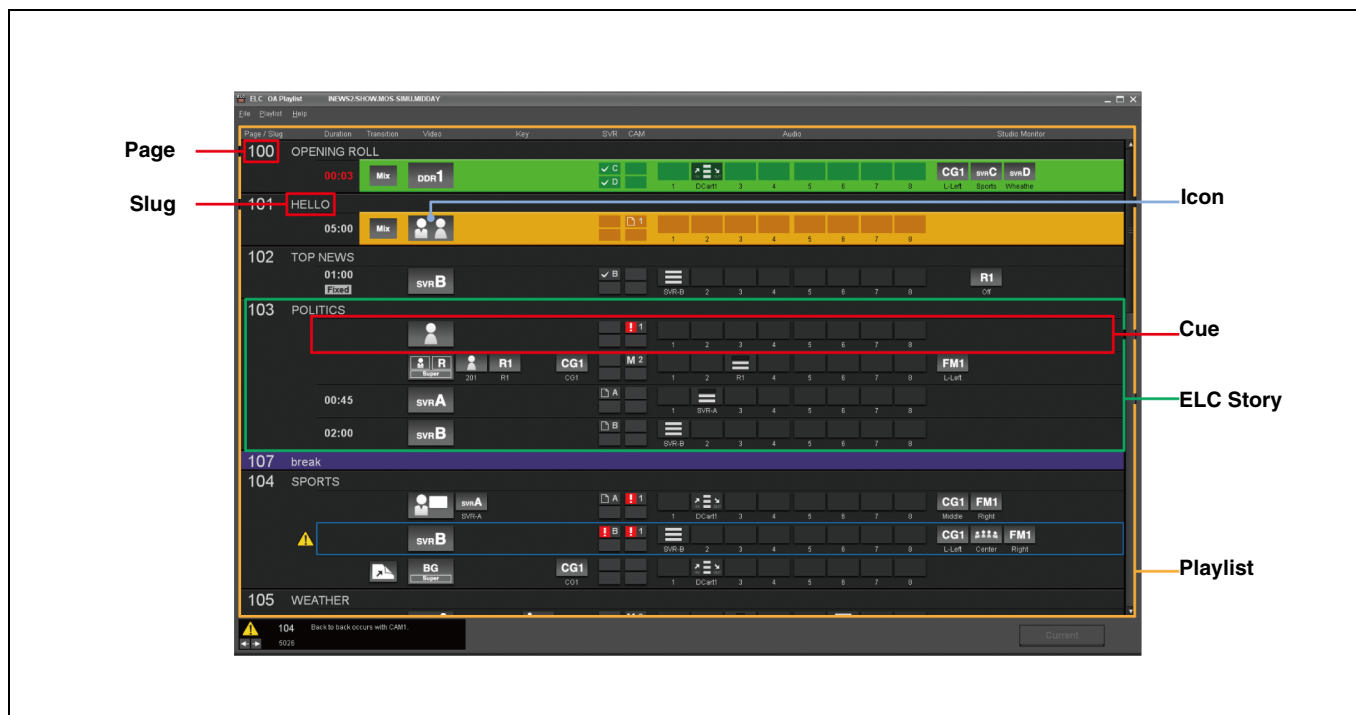
Icon

An Icon is a graphic representing settings of a video switcher, audio mixer, and devices for materials including cameras, servers, and CG.
There are the following four types of Icons:

- **Video Icon**
  A Video Icon represents video materials from the camera, playout server, CG, and DDR.

- **Audio Icon**
  An Audio Icon represents audio materials from an audio server, or video server.

- **Transition Icon**
  A Transition Icon represents a transition setting.

- **Effect Icon**
  An Effect Icon represents a setting of compound video effects.

Cue

A cue is composed of Icons and their detailed settings. It is the minimum unit, a frequently-used scene, to be taken by the TAKE button. A cue can be registered in advance in the ELC Plug-in application or in the Quick Cue window of the Playlist Viewer application. You can then easily set a

pre-registered cue in the playlist in the Playlist Viewer window. You can also open the Cue Edit window from the Playlist Viewer application and OA Playlist application, and edit previously created cues.

ELC Story

An ELC Story definition differs between iNEWS and ENPS:
- In iNEWS: A group of cues with the same NRCS Page number is defined as an ELC story.
- In ENPS: A group of cues with the same NRCS Slug is defined as an ELC story.

Playlist

A playlist is a list of ELC stories placed in the order to be played out.

Names and Functions of Parts

Chapter **2**

Initial Setup Window

The Initial Setup application is designed for technical directors to make required setup for routine operations when a new program is planned or there is a change on a device on a studio.
To open the Initial Setup main menu, double-click the Initial Setup icon on the desktop. From the Initial Setup Main Menu, you can select the following sub menus:

- **Video Switcher Settings:** It allows you to associate a V/K pair number of the video switcher with an Icon.

- **Audio Mixer Settings:** It allows you to associate the input fader number of the audio mixer with an Icon, and specifies audio level options of the ELC-MVS01. It also associates each fader number of the Audio Fader panel with a device icon registered in the ELC-MVS01, so that automatic or manual control from the ELC-MVS01 becomes enabled.

- **Shot Box Module Assign:** It allows you to assign functions to be used for manual on-air operations to the buttons on the shot box module.

- **DDR(VDCP) File List Creation:** It allows you to register the files of DDR(VDCP) to be used in the ELC-MVS01 software.

- **Audio Server File List Creation:** It allows you to register the files of the audio server to be used in the ELC-MVS01 software.

- **Studio Monitor Settings:** It allows you to make the settings required for the AUX buses for studio monitors.

You can also view the windows of the Initial Setup application in the System Setup application.

Initial Setup Main Menu
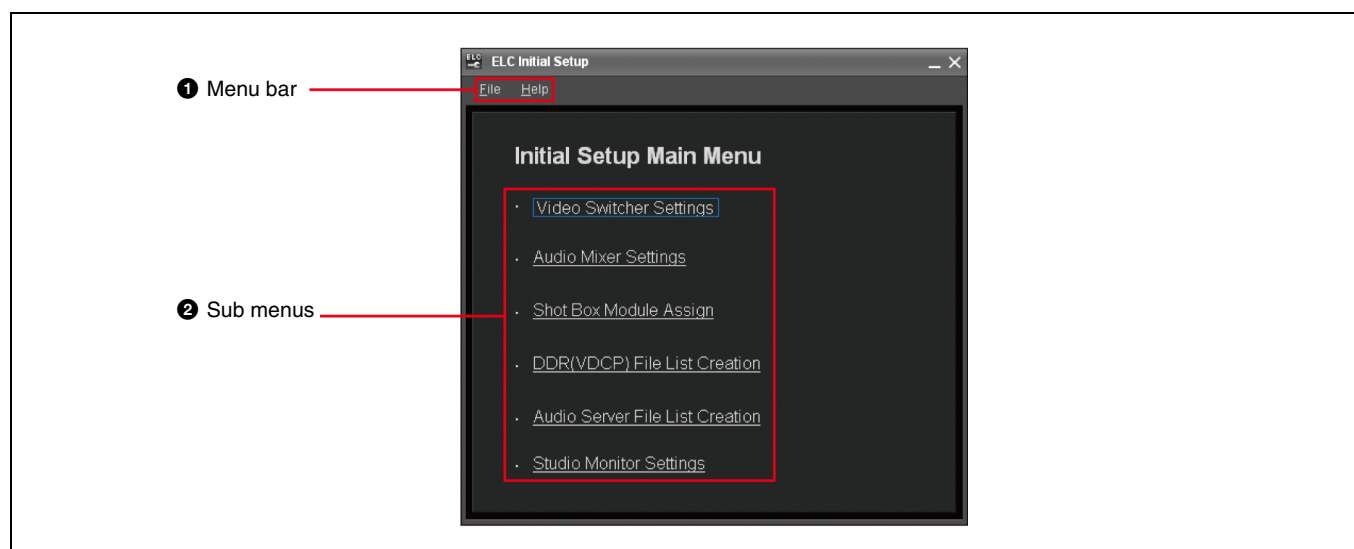
a Menu bar

The Menu bar provides menus for using the Initial Setup.

• **File menu:**
Exit: Exits the Initial Setup menu.

• **Help menu:**
Version: Displays the Initial Setup version number.
Help: Displays this User's Guide.

b Sub menus

Click the desired sub menu line to open the setting window for the selected menu option.

For the Initial Setup Application, see "Starting the Initial Setup Application" on page 51.

Video Switcher Settings Window
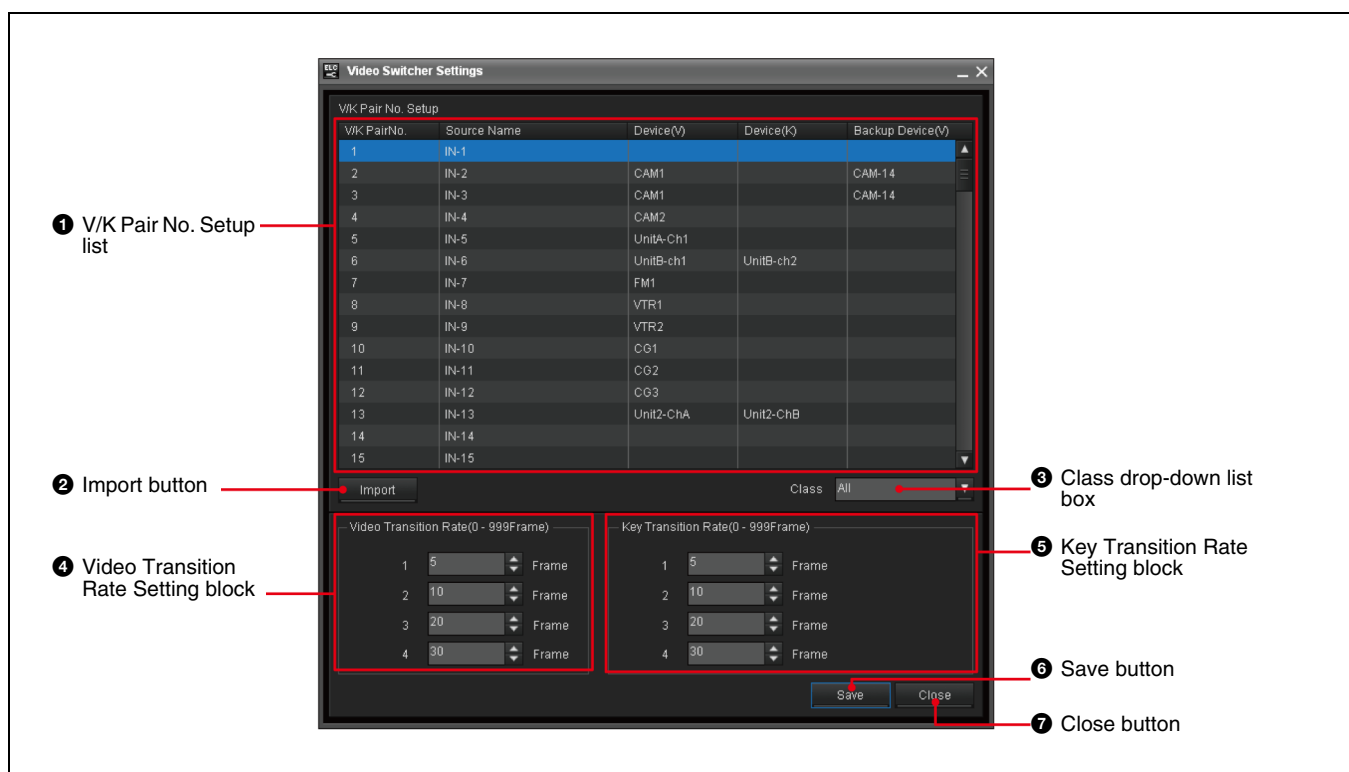
a V/K Pair No. Setup list

Allocate the V/K pair number of switcher to an ELC-MVS01 Video Icon:

• **V/K Pair No.:** A fixed number between 1 to 128 is displayed, which has been specified by the switcher.

• **Source Name:** The source name of the video specified by the switcher is displayed in up to 16 alphanumeric characters.

• **Device(V):** Select the device to be used for the video signal, which corresponds to a V/K pair number, to be displayed in the selected Class.

• **Device(K):** Select the device to be used for the key signal.
This setting is for a DDR(VDCP) device only, and is not necessary when the device for video and the device for the key signal are identical.

• **Backup Device(V):** Select the backup device for Device(V).

b Import button

Press this button to import the source names of the video signals from the switcher.

c Class drop-down list box

Select the desired class to narrow down the devices to be displayed for the selected line on the list, since devices are classified into classes.

d Video Transition Rate Setting block

Select an option for the video transition rate to be displayed in the Cue Edit window.

e Key Transition Rate Setting block

Select an option for the key transition rate to be displayed in the Cue Edit window.

f Save button

Press this button to save the settings.

❼ Close button
Press this button to close the Video Switcher Settings window.

For the settings on the Video Switcher Settings window, see "Making the Video Switcher Settings" on page 53.

Audio Mixer Settings Window

There are two tabs in the Audio Mixer Settings window: the Fader No. Setup tab and the Mix-Minus Bus tab.

The Audio Level setting block, Fade IN/Out Time Setting block, Save and Close buttons are shared by the two tabs.

❶ Fader No. Setup / Mix-Minus Bus tabs

❷ Audio Level Setting block

❸ Fade In/Out Time Setting block

❹ Save button

❺ Close button

❶ Fader No. Setup tab/Mix-Minus Bus tab

Fader No. Setup tab

① Fader No. setup list

Fader No.	Source Name	Control	Device	Backup Device	Stereo/Mono	Mono Ch
1	Ch_00000	Enable	SVR-A	SVR-B	Mono	Channel1
2	Ch_00001	Enable	SVR-B		Mono	Channel2
3	Ch_00002	Enable&BackFader7	CD1	MIC3	Mono	Channel3
4	Ch_00003	Enable	DigiCart#1		Mono	Channel4
5	Ch_00004	Enable	MIC1	MIC4	Mono	Channel5
6	Ch_00005	Enable&BackFader6	MIC2		Mono	Channel6
7	Ch_00006	Enable	VTR2		Mono	Channel7
8	Ch_00007	Enable&BackFader8	MIC3		Mono	Channel8
9		Disable			Stereo	Channel9/10
10		Disable			Stereo	Channel11/12
11		Disable			Stereo	Channel13/14
12		Disable			Stereo	Channel15/16
13		Disable			Stereo	Channel17/18
14		Disable			Stereo	Channel19/20
15		Disable			Stereo	Channel21/22

Import   Class All

② Import button   ③ Class drop-down list box

① **Fader No. setup list**
Depending on the type of the audio mixer used, either, a stereo fader mixer or a mono fader mixer, the contents of the window differ.
This list is used to allocate the input Fader number of the audio mixer to an Audio Icon:

• **Fader No.:** A fader number of an audio mixer panel is displayed according to the Device Setup settings of the System Setup application.
For a mono fader mixer, the fader number displayed in this column may differ from that displayed on the audio mixer panel.

• **Source Name:** The source name of the audio input specified with the mixer is displayed in up to eight alphanumeric characters.
When a mono fader mixer is being used and the fader is paired, the source name for the odd fader number is displayed.
When an audio mixer that does not allow you to import the source names specified on it is used, you can enter source names of up to eight alphanumeric characters in this window.

• **Control:** Enable or disable automatic or manual fader control from the ELC-MVS01 system. (Including assignment of an Audio Icon to the audio fader panel.)

• **Device:** Select the device in the selected Class corresponding to the input Fader number.

• **Backup Device:** Select the backup device in the selected Class corresponding to the input Fader number.

• **Stereo/Mono*:** Displays the Device Setup settings of the System Setup application for how the fader is controlled, in stereo or monaural:
Stereo: The fader is paired and controlled in stereo.
Mono: The fader is used and controlled monaurally.

• **MonoCh*:** Displays the channels actually controlled according to the Stereo/Mono setting of the Device Setup of the System Setup application.

* Displayed only when a mono fader mixer is being used.

② **Import button**
Press this button to import the source name of the input audio from the audio mixer.

③ **Class drop-down list box**
Select the desired class to narrow down the devices to be displayed for the selected line on the list, since devices are classified into classes.

Mix-Minus Bus tab

① Mix-minus bus list
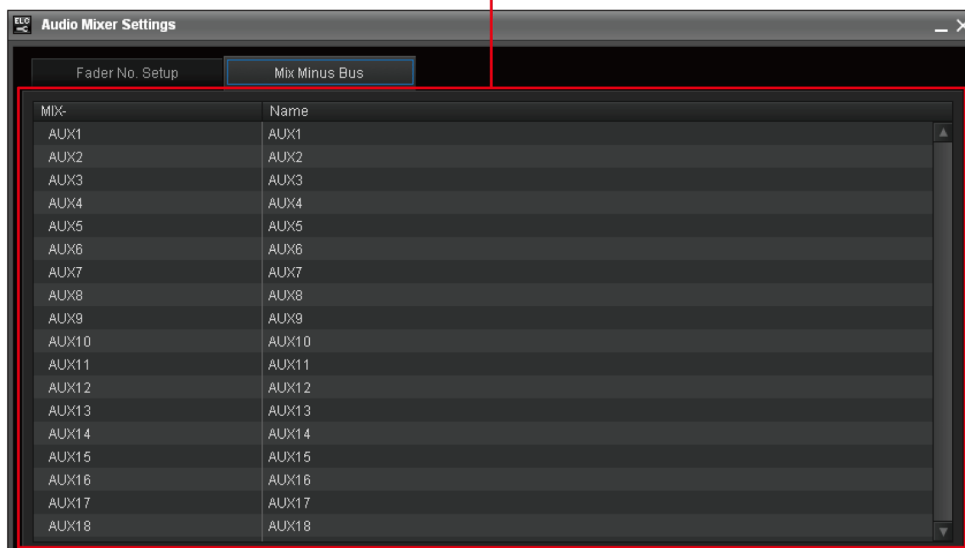
① **Mix-minus bus list**
The name of each AUX bus of the audio mixer is
displayed. You can rename it in up to eight alphanumeric
characters.

❷ **Audio Level Setting block**
Set the Audio Level options to be displayed in the Cue Edit
window.

❸ **Fade In/Out Time Setting block**
Set the Fade In/Out Time options to be displayed in the
Cue Edit window.

❹ **Save button**
Press this button to save the settings.
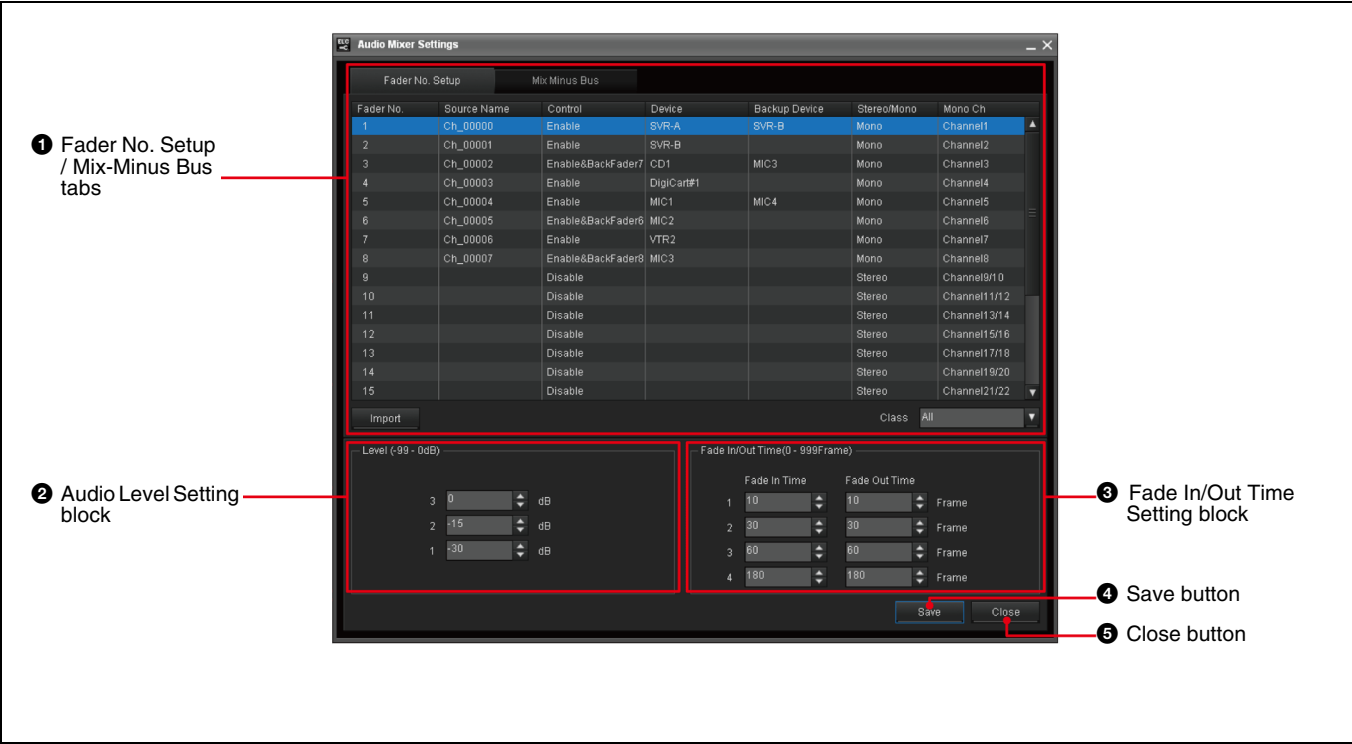
❺ **Close button**
Press this button to close the Audio Mixer Settings
window.

*For the settings on the Audio Mixer Settings window, see
"Making the Audio Mixer Settings" on page 57.*

Shot Box Module Assign Window
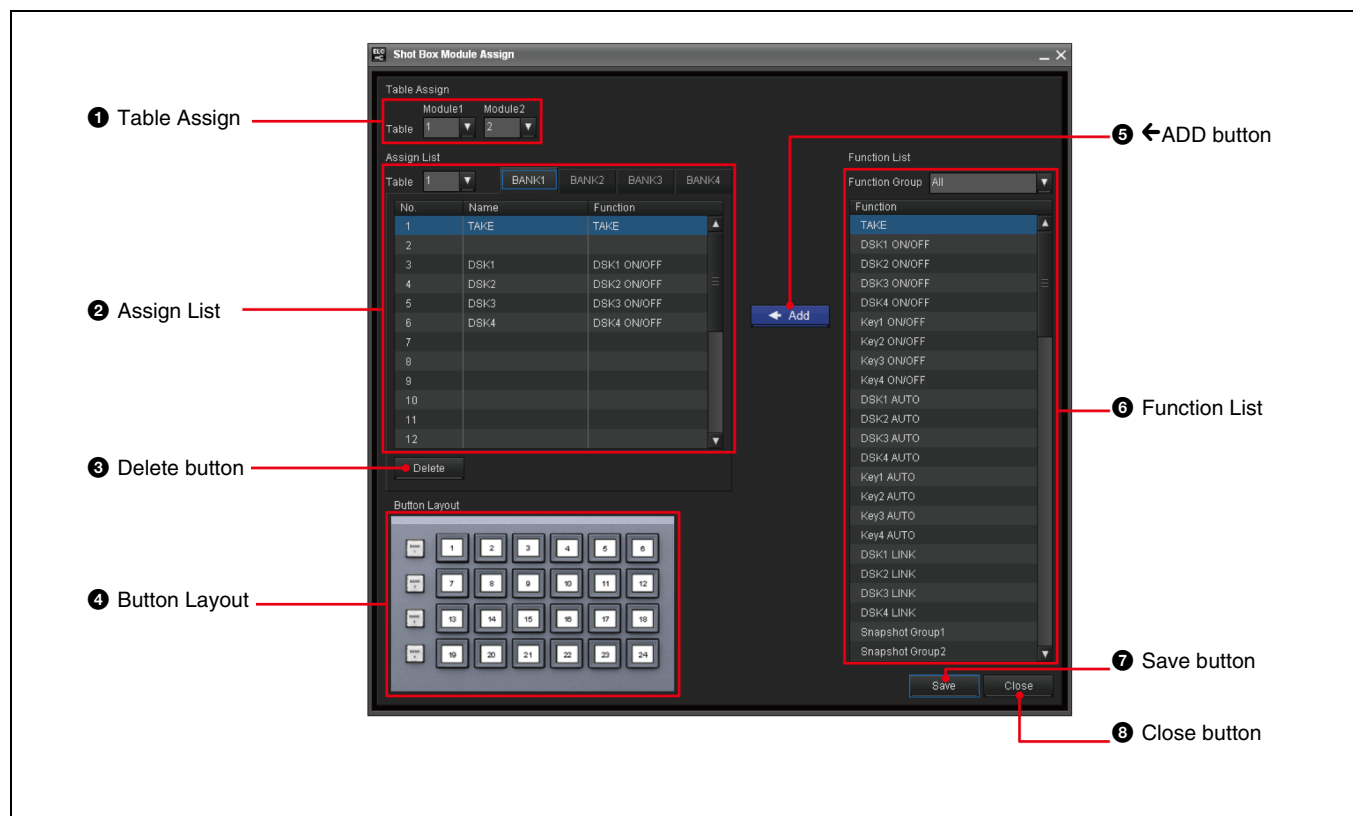
❶ Table Assign

Select the table to be assigned to the shot box module.
When there are two modules, the modules can be assigned to the identical or different tables.

❷ Assign List

The list of functions assignment to buttons on the shot box module is displayed.

- **Table No.:** The number of the table on which the functions are assigned to the shot box module buttons.

- **BANK 1 to 4 tabs:** Select the desired BANK tab corresponding to the BANK button on the shot box module.

- **No.:** The button number for the selected BANK on the shot box module to which the function is assigned.

- **Name:** The name of the assigned function, which is displayed on the relevant button on the shot box module. You can rename it in up to eight alphanumeric characters by clicking the relevant column.

- **Function:** The function assigned on the button is displayed.

❸ Delete button

Press this button to delete the selected function from the Assign List.

❹ Button Layout

The button layout of the shot box module is displayed, to help you identify the location of the button specified in the "No." column of the Assign List.

❺ ←ADD button

Press this button to add the selected function of the Function List to the Assign List.

❻ Function List

Select the function that you want to assign to a button on the shot box module.
Functions are grouped. Select the desired group using the Function Group drop-down list box to narrow down the functions to be displayed.

❼ Save button

Press this button to save the settings.

❽ Close button

Press this button to close the Shot Box Module Assign window.

For the settings on the Shot Box Module Assign window, see "Assigning Functions to the Shot Box Module Buttons" on page 65.

DDR(VDCP) File List Creation Window
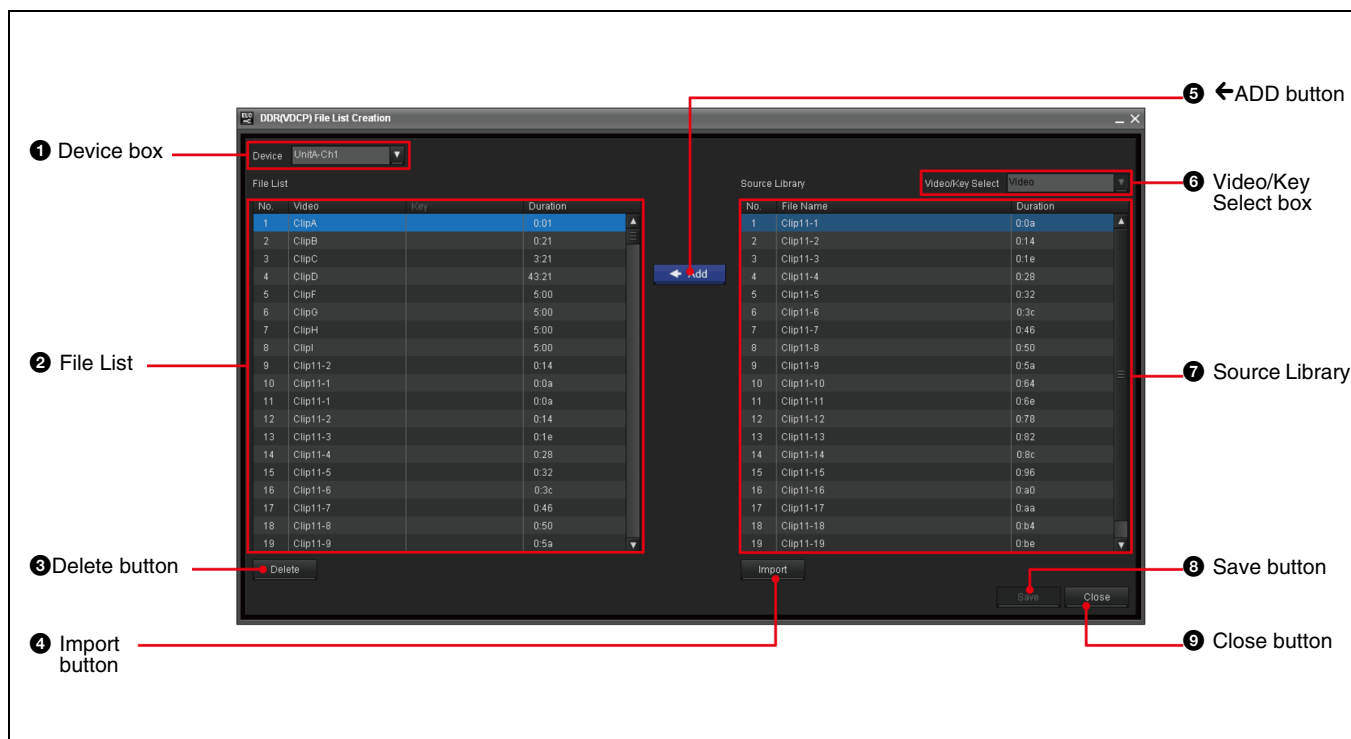
a **Device box**
Select the desired DDR(VDCP) device for which you
would like to create a file list.

b **File List**
A list of files added from the DDR(VDCP) which are
ready for use with the ELC-MVS01 is displayed.
• **No.:** Series numbers of the added files.
• **Video:** The name, up to 23 alphanumeric characters of
the video file stored on the DDR(VDCP).
• **Key:** The name, up to 23 alphanumeric characters of the
key file stored on the DDR(VDCP).
• **Duration:** The length of the file stored on the
DDR(VDCP) in HH:MM:SS:FF.

c **Delete button**
Press this button to delete the selected file from the File
List.

d **Import button**
Press this button to import the File Name and Duration
information of the files from the DDR(VDCP).

e **←ADD button**
Press this button to add the selected file of the Source
Library to the File List.

f **Video/Key Select box**
Select Video or Key to switch the display on the Source
Library when using key files from a different device (unit/
channel) from the device used for video files.

The device for the key files should be specified in the
Video Switcher Settings window in advance.

g **Source Library**
The files stored on the device selected in the Device box
and to be added to the File List are displayed. The
displayed files differ, depending on the selection in the
Video/Key Select box.
• **No.:** Series numbers of the files stored in the
DDR(VDCP).
• **File Name:** The name, up to 23 alphanumeric
characters of the file stored on the DDR(VDCP).
• **Duration:** The length of the file stored on the
DDR(VDCP) in HH:MM:SS:FF.
For a device that is controlled by the simple VDCP,
however, the durations are not displayed.
Select the line of the file you want to add to the File List.

h **Save button**
Press this button to save the settings.

i **Close button**
Press this button to close the DDR(VDCP) File List
Creation window.

*For the settings on the DDR(VDCP) File List Creation
window, see "Managing Video Material - Creating the
DDR(VDCP) File List" on page 73.*

Audio Server File List Creation Window
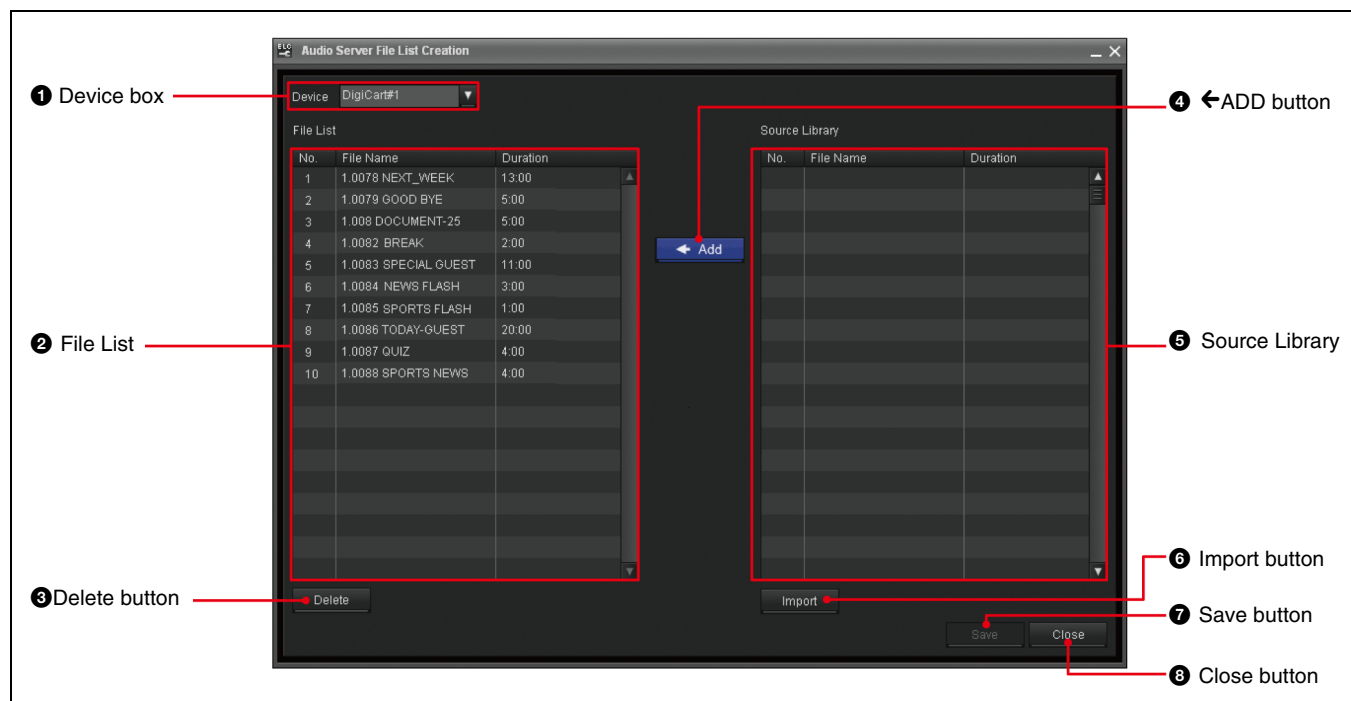
❶ Device box
Select the desired device for which you would like to create a file list, so that the files will be displayed both in the File List and the Source Library.

❷ File List
Displays the list of files added from the audio server which are ready for use with the ELC-MVS01.
- **No.:** Series numbers of the added files.
- **File Name:** The name, up to 23 alphanumeric characters of the file stored on the audio server.
- **Duration:** The length of the file stored on the audio server in HH:MM:SS:FF.

❸ Delete button
Press this button to delete the selected file from the File List.

❹ ←ADD button
Press this button to add the selected file of the Source Library to the File List.

❺ Source Library
The files stored on the audio server are displayed.
- **No.:** Series numbers of the files stored in the audio server.
- **File Name:** The name, up to 23 alphanumeric characters of the file stored on the audio server.
- **Duration:** The length of the file stored on the audio server in HH:MM:SS:FF.

Select the line of the file you want to add to the File List.

❻ Import button
Press this button to import the File Name and Duration information of the files from the audio server.

❼ Save button
Press this button to save the settings.

❽ Close button
Press this button to close the Audio Server File List Creation window.

For the settings on the Audio Server File List Creation window, see "Managing Audio Material - Creating the Audio Server File List" on page 77.

Studio Monitor Settings Window

❶ AUX bus setup list

❷ Class drop-down list box

❸ Save button

❹ Close button
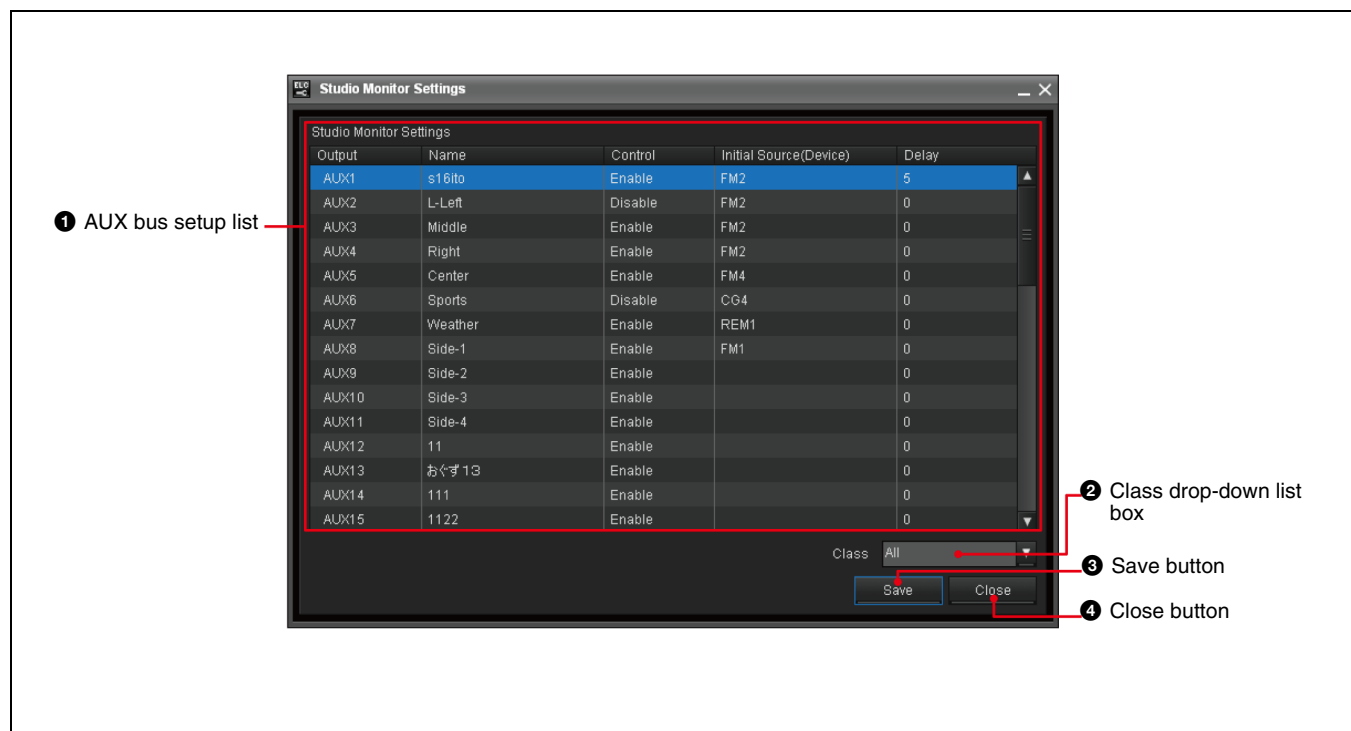
❶ AUX bus setup list

The list of AUX buses of the switcher and the settings for the respective buses is displayed. The AUX buses are used for output signals to the studio monitors.

- **Output:** A fixed AUX bus number for the switcher between AUX 1 to AUX 48 is displayed.

- **Name:** The name of the studio monitor connected to the AUX bus, which is displayed in the Cue Edit window. You can rename it in up to eight alphanumeric characters by clicking the relevant column.

- **Control:** Enable or disable control of the AUX bus from the ELC-MVS01 software.

- **Initial Source (Device):** Select the desired device so that the video from that device will be displayed on the corresponding studio monitor when no Video icon is specified for it.

- **Delay:** Specify the delayed value between 0 to 99 frames, when there is a delay in performing the operation after the device accepted a command from the ELC-MVS01 software.

❷ Class drop-down list box

Select the desired class to narrow down the devices to be displayed for the Initial Source (Device) on the selected line of the list, since devices are classified into classes.

❸ Save button

Press this button to save the settings.

❹ Close button

Press this button to close the Studio Monitor Settings window.

For the settings available on the Studio Monitor Settings window, see "Making the Studio Monitor Settings" on page 80.

Icon Manager Window

The Icon Manager application is designed for ELC operator create an Icon, symbolizing frequently-used settings of a video switcher, audio mixer, or other device, so that you can use them to register a cue. There are four types of Icons: Video, Audio, Transition, and Effect. The created Icons are then saved in the relevant category.
To open the Icon Manager window, double-click the Icon Manager icon on the desktop.

Icon Manager Main Window
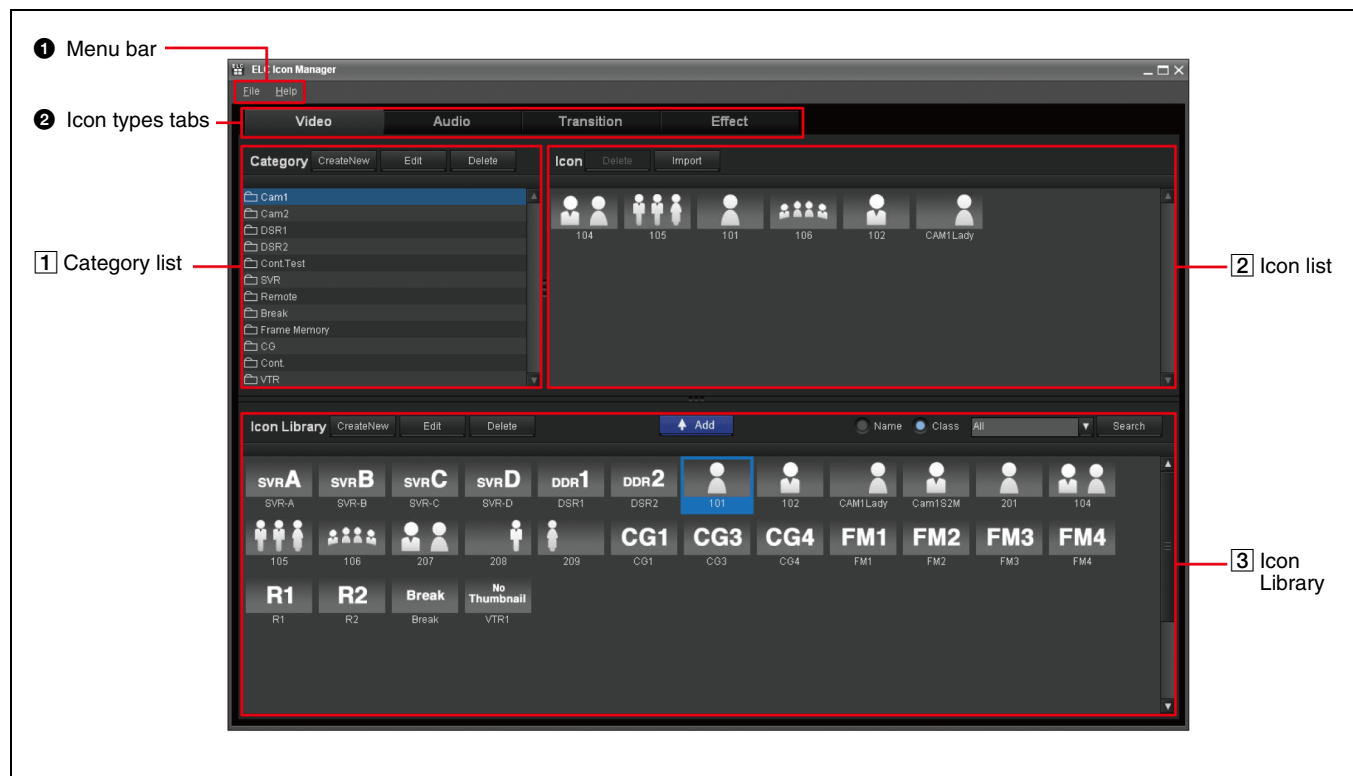
❶ **Menu bar**
The Menu bar provides menus for using the Icon Manager:

• **File menu:**
  Exit: Exits the Icon Manager menu.

• **Help menu:**
  Version: Displays the Icon Manager version number.
  Help: Displays this User's Guide.

❷ **Icon types tabs**
Click the desired tab which stands for an Icon type you can register in the ELC-MVS01: Video, Audio, Transition, and Effect.

For the overview of Icons handled on the Icon Manager Main window, see "Starting the Icon Manager Application" on page 89.

1 **Category list**

❷ Create New button

❸ Edit button

❹ Delete button
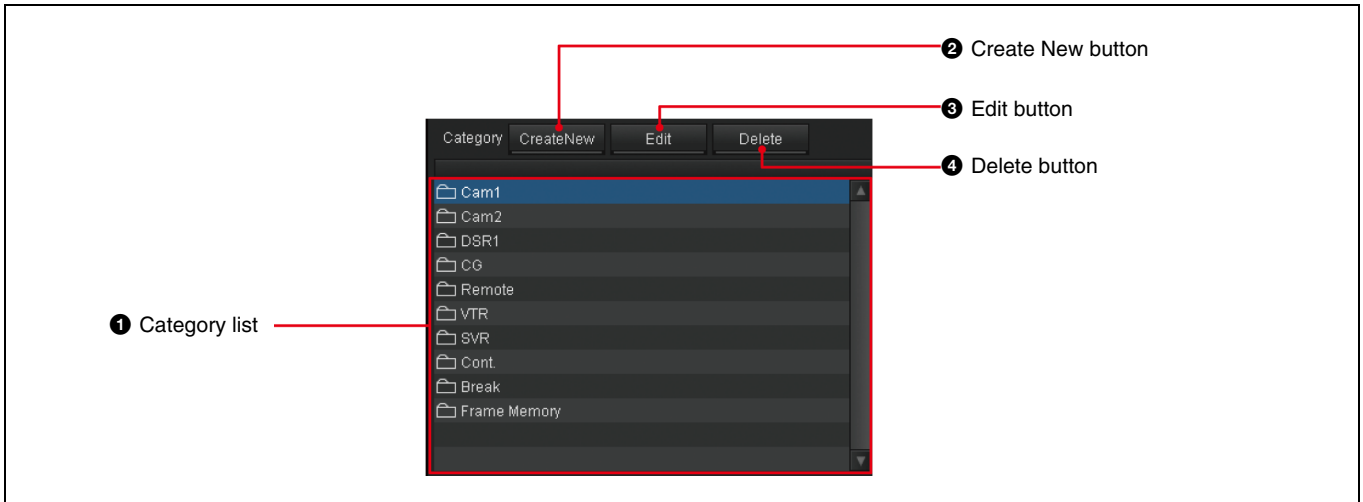
❶ Category list

❶ **Category list**
The system and user-defined categories are listed. Click the desired category so that the relevant Icons are displayed in the Icon list.

❷ **Create New button**
Click this button to display the Category window to create a new category.

❸ **Edit button**
Click this button to display the Category window to edit the selected category in the category list.

❹ **Delete button**
Click this button to delete the selected category in the category list.

For details, see "Category Window" on page 37.

For the operations using the Category list, see "Managing Categories" on page 102.

2 **Icon list**

❷ Delete button

❸ Import button
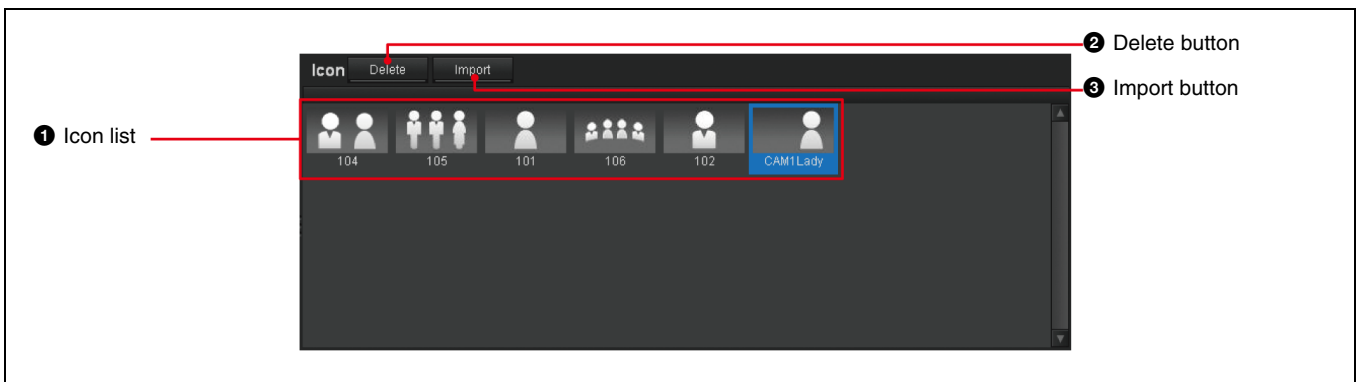
❶ Icon list

❶ **Icon list**
Stores icons you register according to a category from the Icon Library. Among the registered Icons, only the Icons in the selected category in the Category list are displayed.

❷ **Delete button**
Click this button to delete the selected Icon in the Icon list from the category.

❸ **Import button (On the Video tab only)**
Click this button to open the Import from Camera Robotics dialog box. This dialog box is used to import the "shots" from robotic cameras as Video Icons of the selected category.

For the operations using the Icon list, see "Registering an Icon in a Category" on page 107, and "Importing Camera Shots and Creating Icons" on page 110.

3 Icon Library

❸ Delete button
❹ Edit button
❺ Create New button
❶ ADD button
❷ Search block
❻ Icon Library
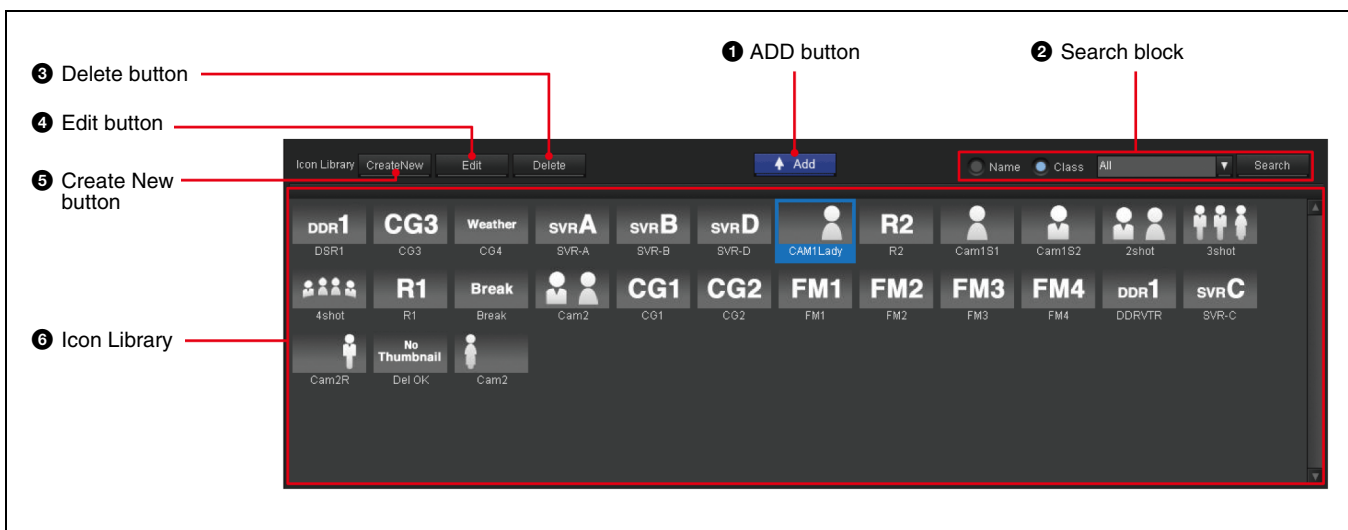
❶ ADD button

Click this button to add the selected Icon in the Icon Library to the Icon list of the selected category.

❷ Search block

Check the desired check box of either Name or Class, that you want to use for searching for Icons. Then click [Search] to search for Icons of the selected search option. The Icons found are displayed in the Icon Library.

❸ Delete button

Click this button to delete the selected Icon in the Icon Library.

❹ Edit button

Click this button to display the Audio, Video, Transition, or Effect Icon window to edit the selected Icon in the Icon Library.

❺ Create New button

Click this button to display the Audio, Video, Transition, or Effect Icon window to create an Icon.

❻ Icon Library

Stores the icons that you create or locate.
All the icons belonging to the selected Icon type tab are displayed.

For details, see "Video Icon Window" on page 32, "Audio Icon Window" on page 33, "Transition Icon Window" on page 34, or "Effect Icon Window" on page 35.

For the operations on the Icon list, see "Registering an Icon in a Category" on page 107.

Video Icon Window

The Video Icon window allows you to create or edit a Video Icon. To display the window, click [Create New] on the Icon Library of the Video tab.

Chapter 2 Names and Functions of Parts

➊ Icon preview
➋ Icon property setting block
➌ Camera Control block
➍ OK/Cancel/Save/Save as buttons
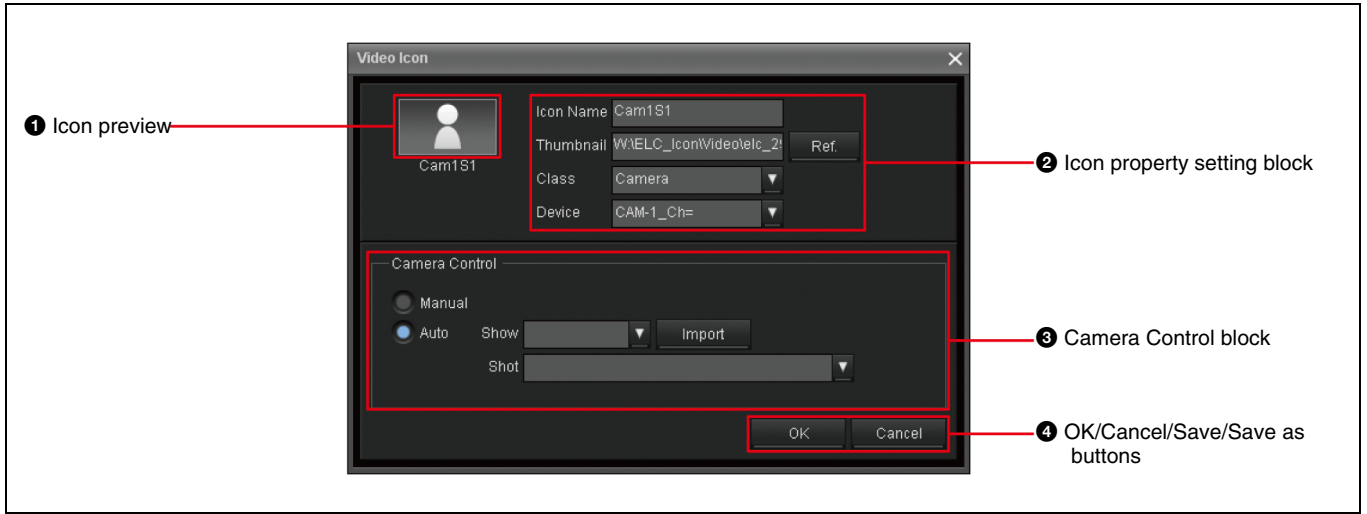
➊ Icon preview
Thumbnail and name of the created Video Icon is displayed.

➋ Icon property setting block
Specify the following for a Video Icon:

- **Icon Name:** Input the desired Icon name in up to eight alphanumeric characters.
- **Thumbnail:** Click [Ref.] to display an image list and select the desired image for the thumbnail.
- **Class:** Select the desired class for a new Icon to narrow down the devices to be displayed, since devices are classified into classes.
- **Device:** Select the device according to the class you select for a new Icon.

➌ Camera Control block
When you select an Icon whose class is Camera, specify the following:

- **Manual/Auto:** Specify whether you control the camera manually or automatically. When you check [Auto] the following Show and Shot boxes become enabled.
- **Show:** According to the device you select, the corresponding Shows are displayed. From among these Shows, select the desired Show.
- **Shot:** According to the Show you select, the corresponding Shots are displayed. From among these Shots, select the desired Shot.
- **Import:** Click to recall the Show/Shot information.

➍ OK/Cancel/Save/Save as buttons
When you create a new Icon, OK and Cancel buttons are displayed. When you edit an existing Icon, Save, Save as, and Cancel buttons are displayed.

- **OK:** Adds the created Icon to the Icon Library.
- **Cancel:** Cancels the settings and returns to the Icon Manager main window.
- **Save:** Saves the settings, overwriting the existing Icon.
- **Save as:** Saves the settings as a new Icon.

For the operations on the Video Icon window, see "Video Icons" on page 91.

Audio Icon Window

The Audio Icon window allows you to create or edit an Audio Icon. To display the window, click [Create New] on the Icon Library of the Audio tab.

❶ Icon preview

Thumbnail and name of the created Audio Icon is displayed.

❷ Icon property setting block

Specify the following for an Audio Icon:

- **Icon Name:** Input the desired Icon name in up to eight alphanumeric characters.
- **Thumbnail:** Click [Ref.] to display an image list and select the desired image for the thumbnail.
- **Class:** Select the desired class for a new Icon to narrow down the devices to be displayed, since devices are classified into classes.
- **Device:** Select the device according to the class you select for a new Icon.

❸ OK/Cancel/Save/Save as buttons

When you create a new Icon, OK and Cancel buttons are displayed. When you edit an existing Icon, Save, Save as, and Cancel buttons are displayed.

- **OK:** Adds the created Icon to the Icon Library.
- **Cancel:** Cancels the settings and returns to the Icon Manager main window.
- **Save:** Saves the settings, overwriting the existing Icon.
- **Save as:** Saves the settings as a new Icon.

For the operations on the Audio Icon window, see "Audio Icons" on page 93.

Transition Icon Window

The Transition Icon window allows you to create or edit a Transition Icon. To display the window, click [Create New] on the Icon Library of the Transition tab.

① Icon preview

② Icon property setting block

③ Detailed settings block

④ OK/Cancel/Save/Save as buttons
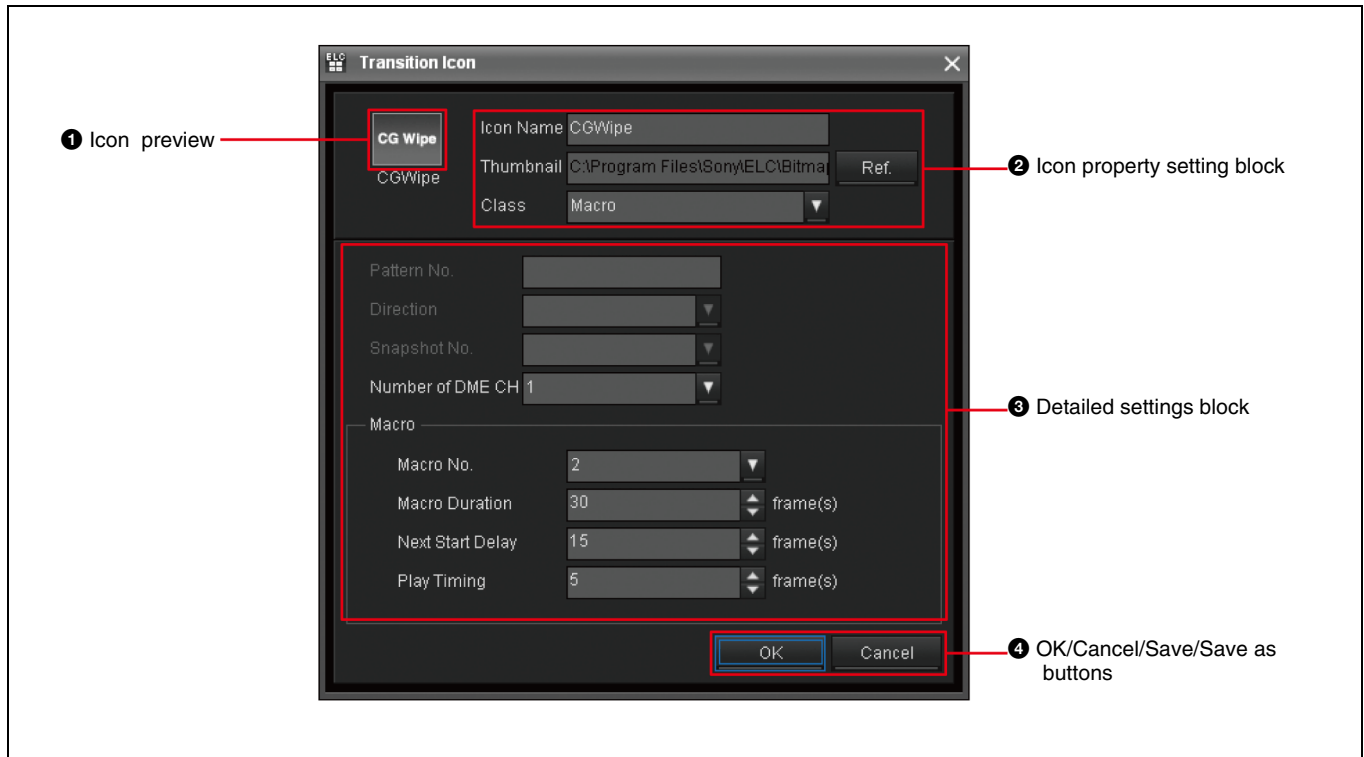
① **Icon preview**
Thumbnail and name of the created Transition Icon is displayed.

② **Icon property setting block**
Specify the following for a Transition Icon:

- **Icon Name:** Input the desired Icon name in up to eight alphanumeric characters.
- **Thumbnail:** Click [Ref.] to display an image list and select the desired image for the thumbnail.
- **Class:** Select the desired class for a new Icon to narrow down the devices to be displayed, since devices are classified into classes.

③ **Detailed setting block**
Depending on the Class you select, the necessary settings items are enabled. Set the following:

- **Pattern No.:** Input the desired Pattern number.
- **Direction:** Select either Normal or Reverse.
- **Snapshot No.:** Specify the snapshot number.
- **Number of DME CH:** Select DME channel number the Icon is to use.
- **Macro:** Select Macro No., Macro Duration, Next Start Delay, and Play Timing.

④ **OK/Cancel/Save/Save as buttons**
When you create a new Icon, OK and Cancel buttons are displayed. When you edit an existing Icon, Save, Save as, and Cancel buttons are displayed.

- **OK:** Adds the created Icon to the Icon Library.
- **Cancel:** Cancels the settings and returns to the Icon Manager main window.
- **Save:** Saves the settings, overwriting the existing Icon.
- **Save as:** Saves the settings as a new Icon.

For the operations on the Transition Icon window, see "Transition Icons" on page 94.

Effect Icon Window

The Effect Icon window allows you to create or edit an Effect Icon. To display the window, click [Create New] on the Icon Library of the Effect tab.

❶ Icon preview
❷ Icon property setting block
❸ Bus Settings block
❹ Snapshot Settings block
❺ Manual Switching setting block
❻ OK/Cancel/Save/Save as buttons

❶ Icon preview
Thumbnail and name of the created Effect Icon is displayed.

❷ Icon property setting block
Specify the following for an Effect Icon:

- **Icon Name:** Input the desired Icon name in up to eight alphanumeric characters.
- **Thumbnail:** Click [Ref.] to display an image list and select the desired image for the thumbnail.
- **Class:** Select the desired class for a new Icon to narrow down the devices to be displayed, since devices are classified into classes.

❸ Bus Settings block
The buses that can be used for a switcher are displayed. Select the bus to be used.

❹ Snapshot Settings block
Depending on the Class you select, the necessary settings items are enabled. Set the following:

- **Number of Snapshot Groups:** Select how many snapshot groups should be used (1 to 4).
- **Standby Group#:** Specify the first snapshot which will be recalled when the corresponding cue is on the air.
- **Group Item:** Specify the corresponding region and register numbers for the snapshot to be recalled by pressing the associated buttons on the Shot Box Module. A group stands for a combination of snapshots registered as a group.
- **Number of DME CH:** Select the number of DME channels to be used in the Icon.

❺ Manual Switching settings block

Setting the manual switching operation while on the air:

- **Off:** Manual switching becomes disabled.

- **On:** Manual switching becomes effective.
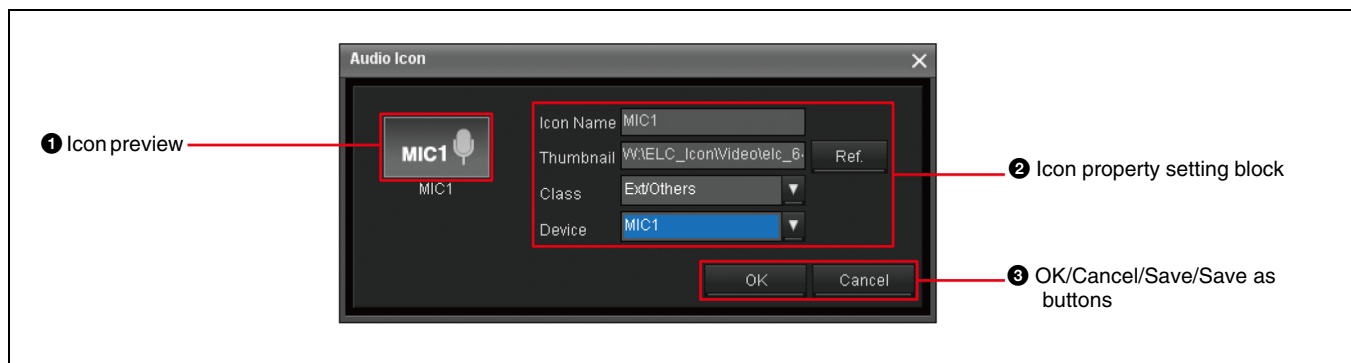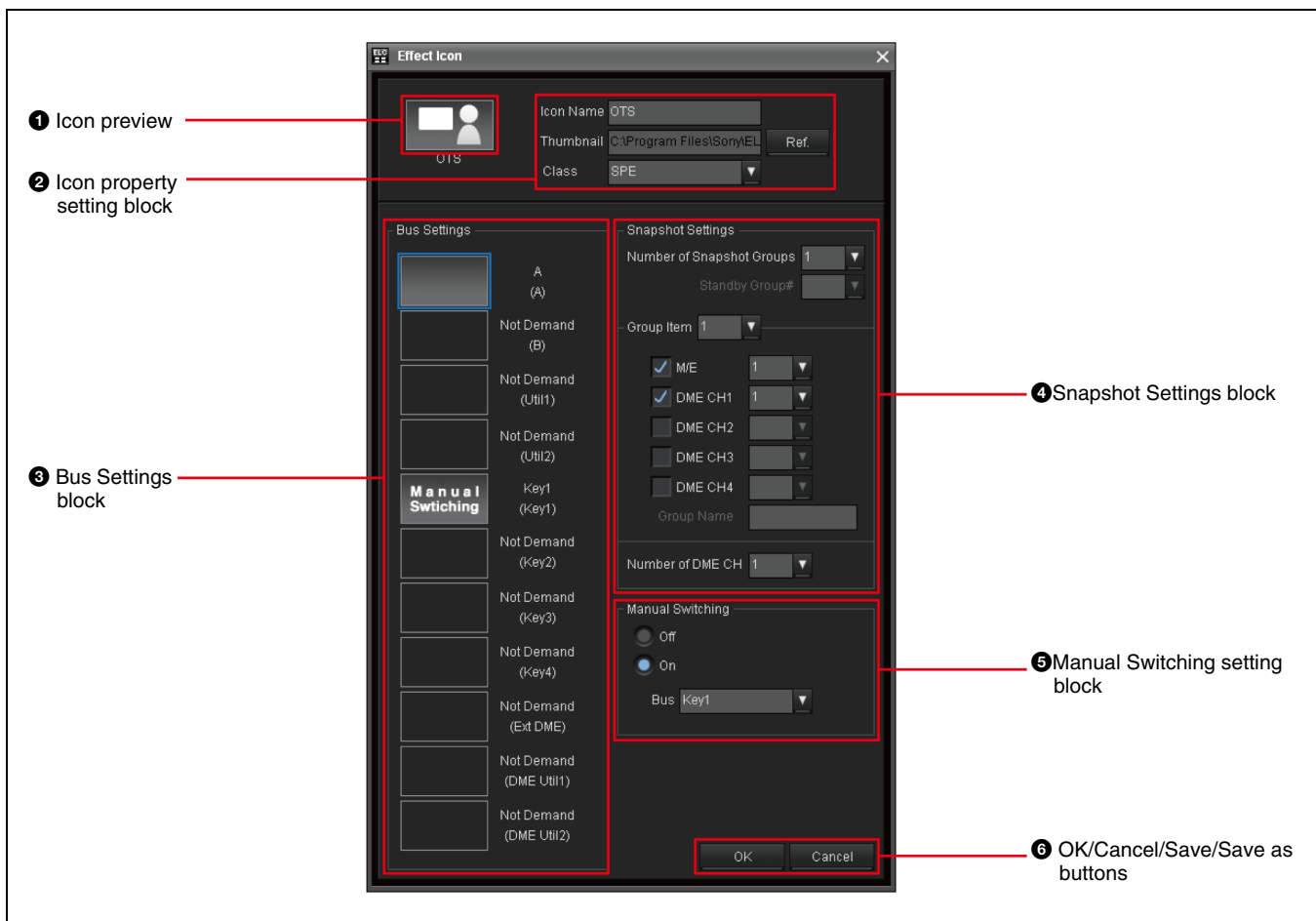
❻ OK/Cancel/Save/Save as buttons

When you create a new Icon, OK and Cancel buttons are displayed. When you edit an existing Icon, Save, Save as, and Cancel buttons are displayed.

- **OK:** Adds the created Icon to the Icon Library.

- **Cancel:** Cancels the settings and returns to the Icon Manager main window.

- **Save:** Saves the settings, overwriting the existing Icon.

- **Save as:** Saves the settings as a new Icon.

For the operations on the Effect Icon window, see "Effect Icons" on page 97.

Source Window

The Source window allows you to change source settings of the bus, create or edit an Effect Icon. To display the window, double-click the desired thumbnail in the Bus Settings block of the Effect Icon window.
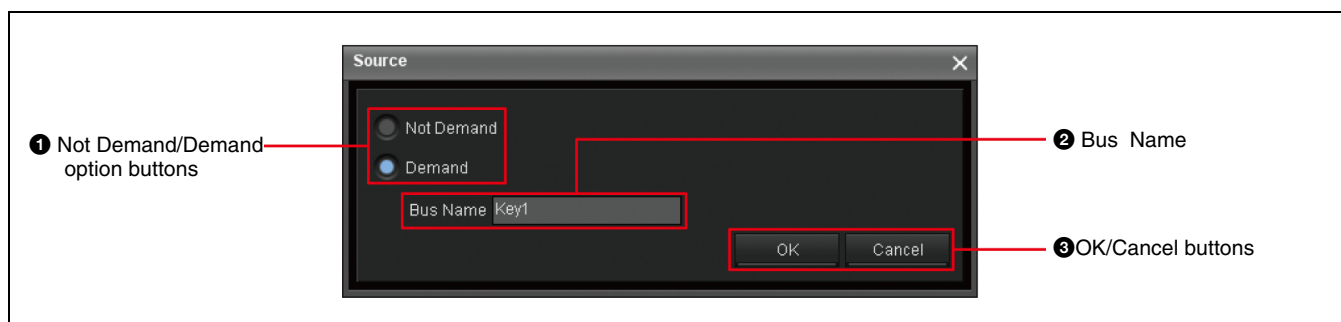
❶ Not Demand /Demand option buttons

Select whether you set a Video Icon to the bus:

- **Not Demand:** Select this option so that you will not be prompted to select an image for the Bus in the Cue Edit window.

- **Demand:** Select this option so that you will be prompted to select an image for the Bus in the Cue Edit window.

❷ Bus Name

Input the desired bus name in up to eight alphanumeric characters.

❸ OK/Cancel buttons

Saves or cancels the bus settings:

- **OK:** Executes the Bus settings and returns to the Effect Icon window.

- **Cancel:** Cancels the Bus settings and returns to the Effect Icon window.

For the operations on the source window, see "Setting in the source window" on page 98.

Category Window

The Category window allows you to create a new category to accommodate icons. To display the window, click [Create New] or [Edit] on the Category List of the Icon Manager window.
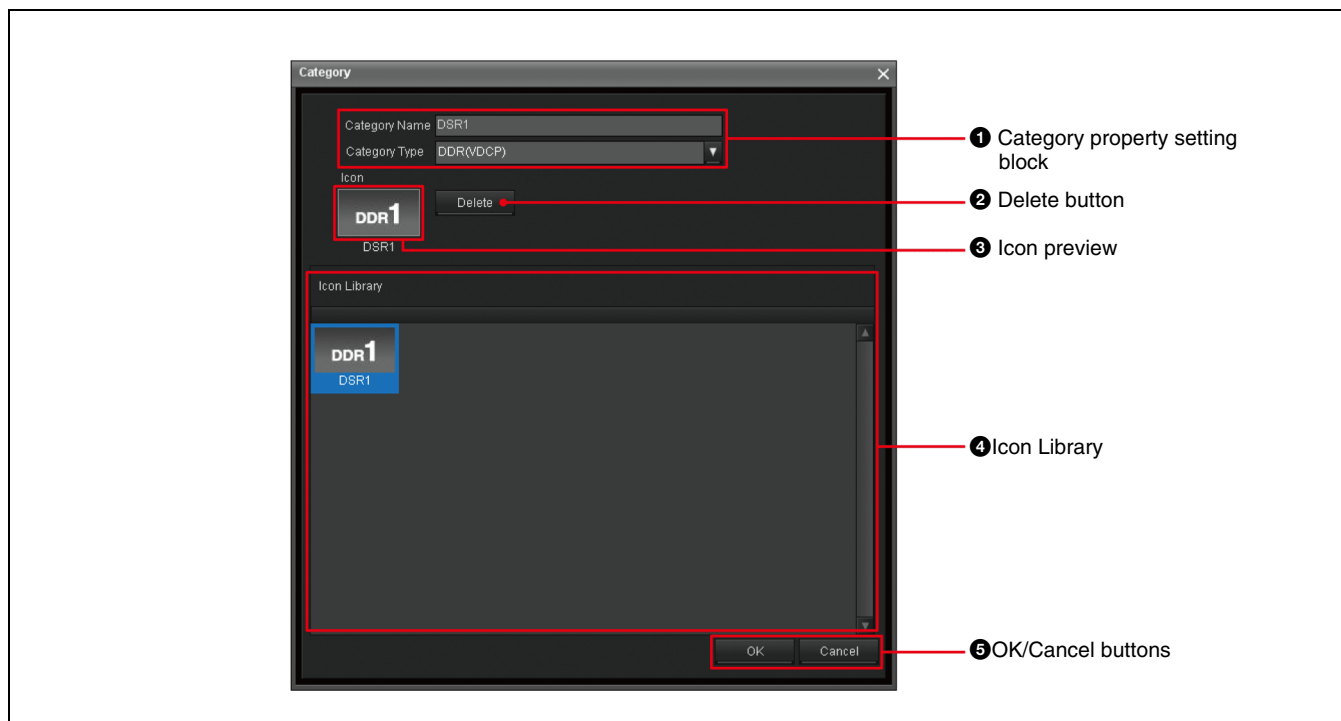
❶ **Category property setting block**
Specify the following for an Icon:
- **Category Name:** Input the category name in up to 25 alphanumeric characters.
- **Category Type:** Select the desired type according to the Icons that you want to save in the category.

❷ **Delete button**
Click to delete the Icon selected in the Icon Library.

❸ **Icon preview**
Thumbnail and name of the Icon selected from the Icon Library are displayed.

❹ **Icon Library**
According to the selected category type, registered Icons are displayed.

❺ **OK/Cancel buttons**
When you create or edit a category, click the OK or Cancel button.
- **OK:** Adds the category to the end of the Category List in creating a new category, or executes the settings in editing a category. Then returns to the Icon Manager main window.
- **Cancel:** Cancels the operation and returns to the Icon Manager main window.

For the operations on the Category window, see "Setting Categories" on page 103.

ELC Plug-in Window

The ELC Plug-in application is designed so ELC operators can drag a cue from the Quick Cue and paste it into an NRCS rundown as an ELC object, so that an ELC playlist is created easily. The application is also used to create and edit a cue.

When using iNEWS

To display the ELC Plug-in application, first start the iNEWS client workspace, and select [Menu] > [Plug-in] > [ELC Plug-in].

The ELC Plug-in window is displayed as part of the NRCS client window. The ELC Plug-in application is composed of the following two modules:
• Quick Cue
• Cue Edit

For the operations on the ELC Plug-in window, see "Preparing Cues (ELC Plug-in)" on page 116, "Creating a Playlist for iNEWS (ELC Plug-in/Playlist Viewer)" on page 167, and "Editing an ELC Production Cue added to an iNEWS rundown" on page 174.

①, ②, ③, ④, ⑤   :Parts of iNEWS client window

❶, ❷, ❸   :Parts of ELC Plug-in window
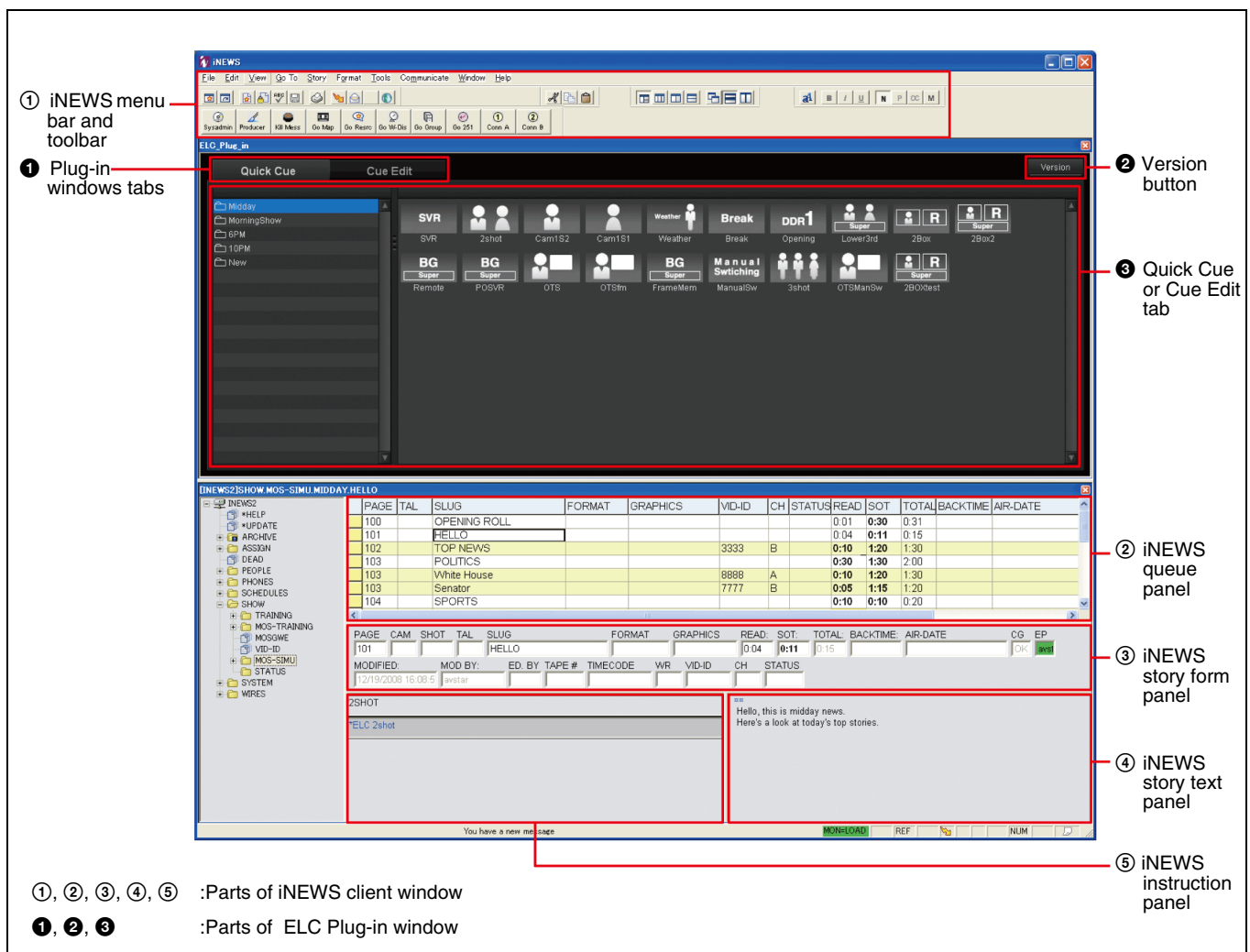
① iNEWS menu bar and toolbar
The menu bar and toolbar provide iNEWS menus and tool buttons. For details, see the user's guide of the iNEWS.

② iNEWS queue panel
The panel displays the rundown selected in the directory panel, where the stories are listed in the order they are to rundown.

③ iNEWS story form panel

The panel shows the information about the iNEWS story, which contains fields for data that typically appear in the rundown: the playout server channel, VID-ID setting, the story title, the length of the story, and the status of the story.

To display the status of the playout server in the ELC playlist, it is required to fill in the VID-ID and CH columns.

④ iNEWS story text panel

The panel displays the text or script of the selected story in the Queue panel. You can drag and drop a cue from the Quick Cue window to add a new production cue.

⑤ iNEWS instruction panel

The panel displays the production cue of the selected iNEWS story.

❶ Plug-in windows tabs

Click the Quick Cue or the Cue Edit tab to display relevant tab.

❷ Version button

Click the icon to show the version number of the ELC Plug-in application.

❸ Quick Cue or Cue Edit tab

The window displays either the Quick Cue or the Cue Edit tab.

When using ENPS

To display the ELC Plug-in application, first start the ENPS client workspace, and click the rover (green dot) of the Media Control icon on the bottom bar of the window, and select [ELC Plug-in] from the displayed menu.

For the operations on the ELC Plug-in window, see "Preparing Cues (ELC Plug-in)" on page 116, "Creating a Playlist for ENPS (ELC Plug-in/Playlist Viewer)" on page 178, and "Editing an ELC Item added to an ENPS rundown" on page 182.

① ENPS list window

② ENPS rundown

③ ENPS folders, search window, and icons bar

④ ENPS editing window (script)

❶ Plug-in windows tabs

❷ Version button

❸ Quick Cue or Cue Edit tab

①, ②, ③, ④ :Parts of ENPS client window

❶, ❷, ❸ :Parts of ELC Plug-in window
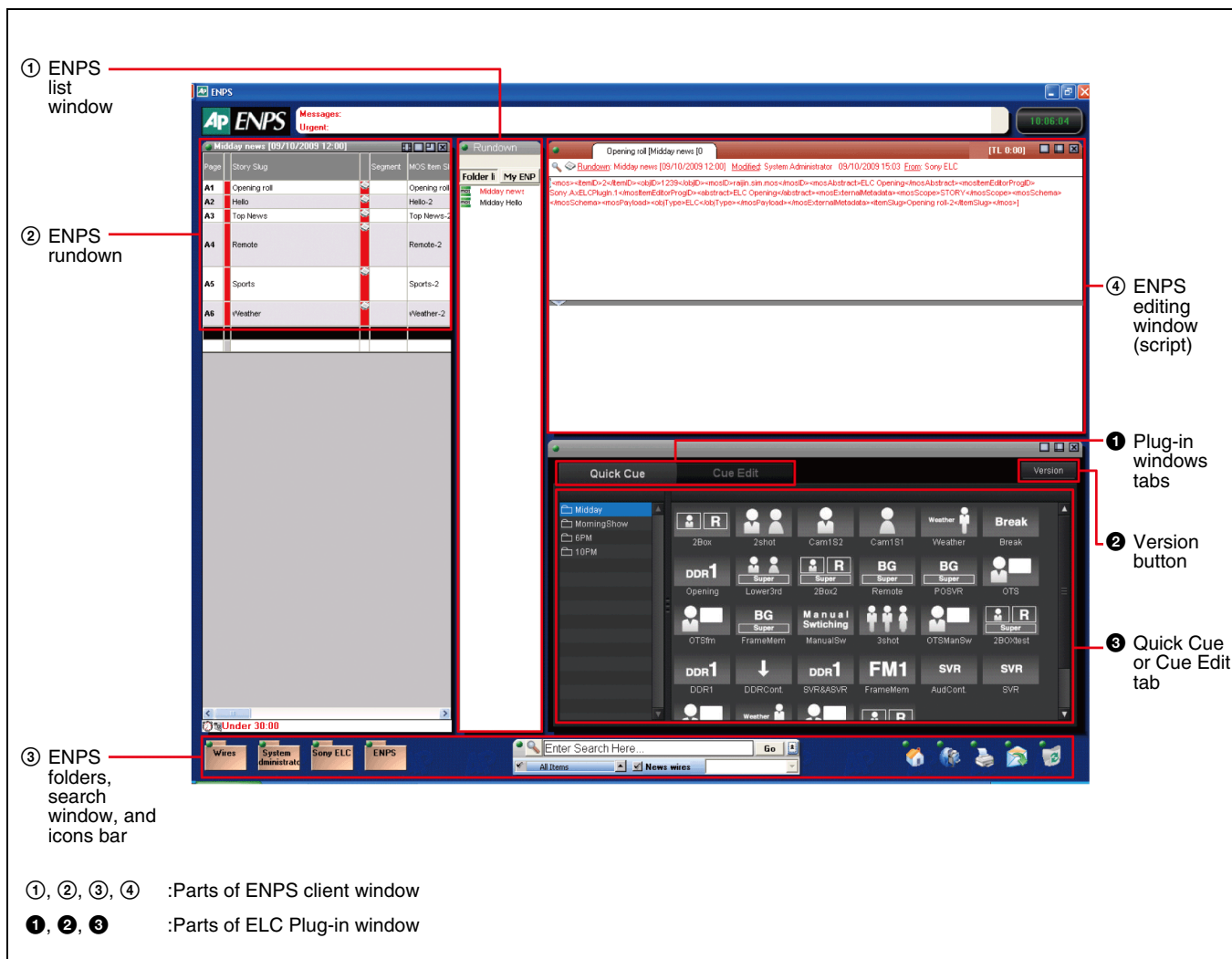
① **ENPS list window**
The list window displays the folder list, from which you can select and open a rundown.

② **ENPS rundown**
The window displays the rundown selected and opened from the ENPS list window. On the rundown, the stories are listed in the order they should be aired.

③ **ENPS folders, search window, and icons bar**
The bar contains folders, a search window, and the icons including My ENPS, Printer, and Media Control from which you can launch the ELC Plug-in application.

④ **ENPS editing window (script)**
The window displays the script of the item selected on the rundown. You can drag and drop a cue from the Quick Cue window to add a new item.

❶ **Plug-in windows tabs**
Click the Quick Cue or the Cue Edit tab to display relevant tab.

❷ **Version button**
Click the icon to show the version number of the ELC Plug-in application.

❸ **Quick Cue or Cue Edit tab**
The window displays either the Quick Cue or the Cue Edit tab.

Quick Cue Tab

The Quick Cue tab is used to set a production cue/an item to the NRCS client window.
The Playlist Viewer and OA Playlist applications also provide a window having the Quick Cue tab.

For the operations on the Quick Cue tab, see "Creating a Cue" on page 118 and "Editing a Cue Registered in Quick Cue" on page 132.
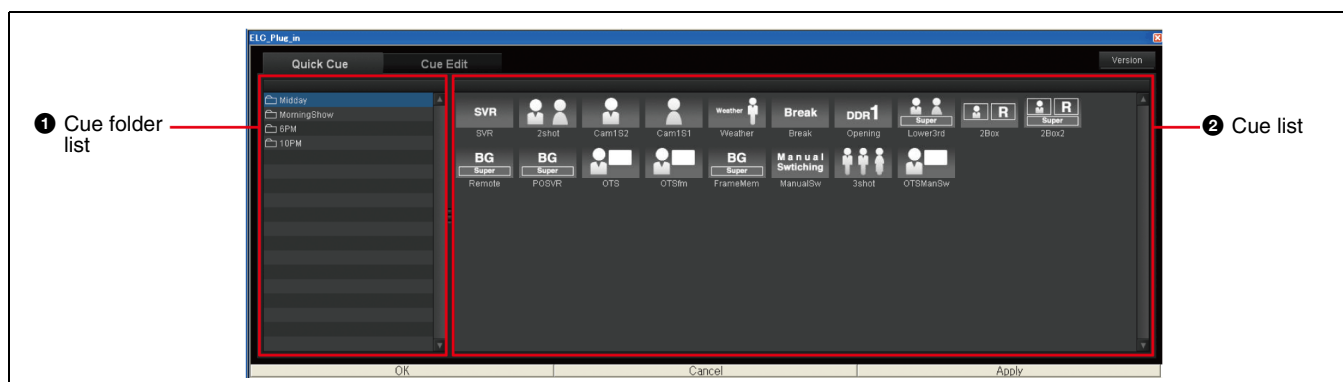
❶ **Cue folder list**
The folders containing cues are listed. Click the desired cue folder so that the cues in it are displayed in the cue list.

❷ **Cue list**
Thumbnails of the cues contained in the cue folder selected in the cue folder list are displayed.

Cue Edit Tab

The Cue Edit tab is used to edit a cue created in the Quick Cue tab.
In addition to the ELC Plug-in window, the Playlist Viewer and OA Playlist applications also provide a window having the Cue Edit tab.

For the operations on the Cue Edit tab, see "Managing Cues" on page 118, "To set a new production cue after checking the content of a cue" on page 170 (for iNEWS), and "To set a new item after checking the content of a cue" on page 181 (for ENPS).

❼ Registration icon

❽ Apply button (ENPS only)

❻ Save/Save as buttons

❷ Current cue

❶ Object list

❸ Detailed settings

❹ Icon /File list

❺ Category list

① iNEWS buttons

❶ to ❽ :Parts of ELC Plug-in window
①   :Parts of iNEWS client window

❶ Object list

The panel lists the settings you can change for the item currently selected on the Current Cue panel.
When the Video or Key Icon display block is selected, the list shows the related items to be specified for image composition. When the Audio or Studio Monitor display block on the Current Cue panel is selected, the list shows the settings for the respective audio channels or studio monitors.
When using iNEWS, the object list items can be switched using the following keys, too.

- For video settings: Alt+V
- For audio settings: Alt+A
- For transition settings: Alt+T
- For output to studio monitor settings: Alt+M

❷ Current cue

Displays the settings of the cue currently selected or being edited. The content differs depending on the cue settings.

For details on cues, see "⬛1 Cue" on page 45.

Notes

- Unlike the OA Playlist and Playlist Viewer windows, the Cue Edit tab does not show the playout server and camera status. The duration indicator does not start a

countdown, either, on the Cue Edit tab, when the cue is put on the air.
- When the window is not wide enough to display all the items of the current cue, the scroll buttons ◼◀ ◀ ▶ ▶◼ will be displayed.
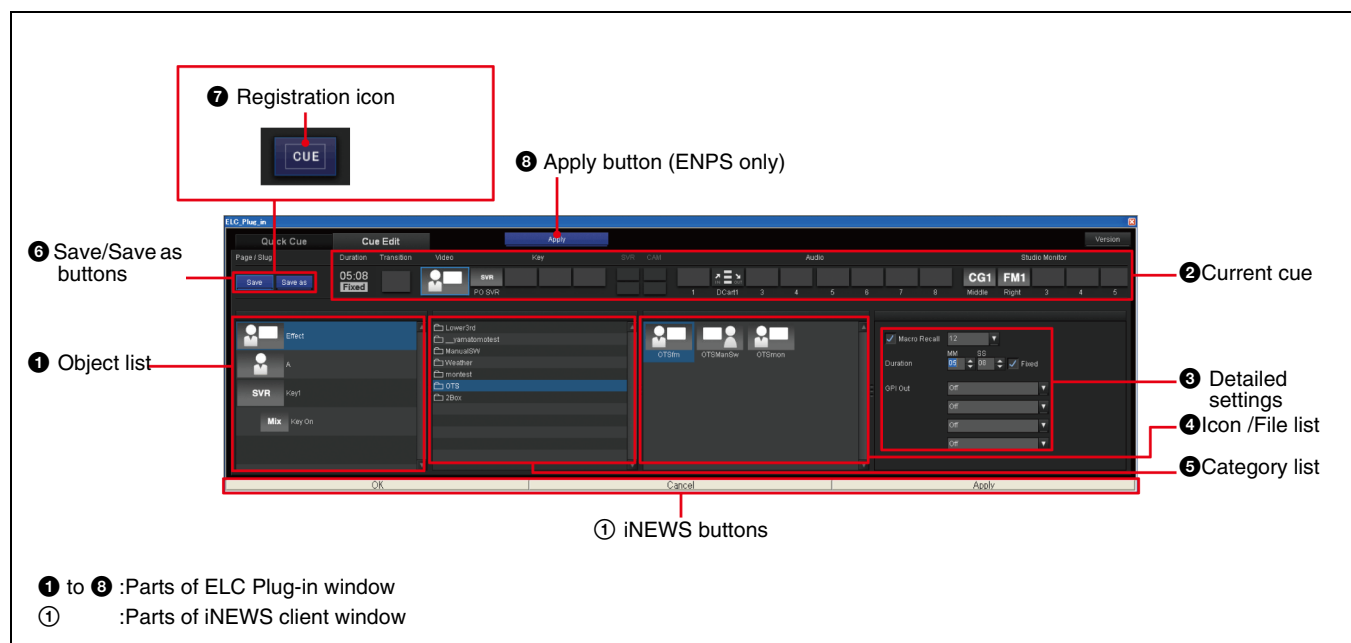
❸ Detailed settings

The panel displays the detailed settings of the items selected on the object list.

❹ Icon/File list

The list displays thumbnails of the Icons contained in the selected category in the Category list.

❺ Category list

The list displays the categories created in the Icon Manager application. The displayed categories will change, depending on the item selected on the object list.

❻ Save/Save as buttons

When you edit an existing cue by right-clicking it and selecting Edit menu, the following buttons are displayed.

- **Save:** Saves the setting, overwriting the existing one.
- **Save as:** Saves the settings as a new cue by opening a dialog box to name the cue.

❼ Registration icon

When you double-click an existing cue in the Quick Cue window, the registration icon is displayed. This icon is used to register the cue loaded in the current cue onto the NRCS rundown.

❽ Apply button (ENPS only)

This button appears depending on the content of the editions. It is used to finish editing and send the data to ENPS when you double-click and edit an Item pasted on the ENPS editing window (script).

① iNEWS buttons

The buttons appear depending on the contents of editions. The buttons are used when double-clicking and editing a Production cue pasted on the iNEWS story panel:

- **OK:** Reflects the changes in settings and the ELC Plug-in window is closed.

- **Apply:** Reflects the changes in settings.

- **Cancel:** Cancels the settings and the ELC Plug-in window is closed.

OA Playlist and Playlist Viewer Windows

The OA Playlist window is designed for ELC operators to play out a playlist created in the ELC Plug-in application. The Playlist Viewer window is designed to check a playlist created on NRCS (read-only mode). It is also used to create and edit a playlist from scratch (full-edit mode). The OA Playlist window and the Playlist Viewer windows in the two modes look the same, except for the menu bar items. Differences in functions will be explained in the explanations in this section.

To start the OA Playlist application or Playlist Viewer application, double-click the relevant icon on the desktop.

For the operations on the OA Playlist and Playlist Viewer windows, see the following:

- *For operations with iNEWS: See "Creating a Playlist" on page 169, "Displaying a Playlist in the Playlist Viewer Application" on page 176, and "On-Air Operations" on page 201.*
- *For operations with ENPS: See "Creating a Playlist" on page 180, "Displaying a Playlist in the Playlist Viewer Application" on page 184, and "On-Air Operations" on page 201.*
- *For operations required to create a playlist from scratch without using NRCS: See "Creating a Playlist without Using NRCS" on page 186.*
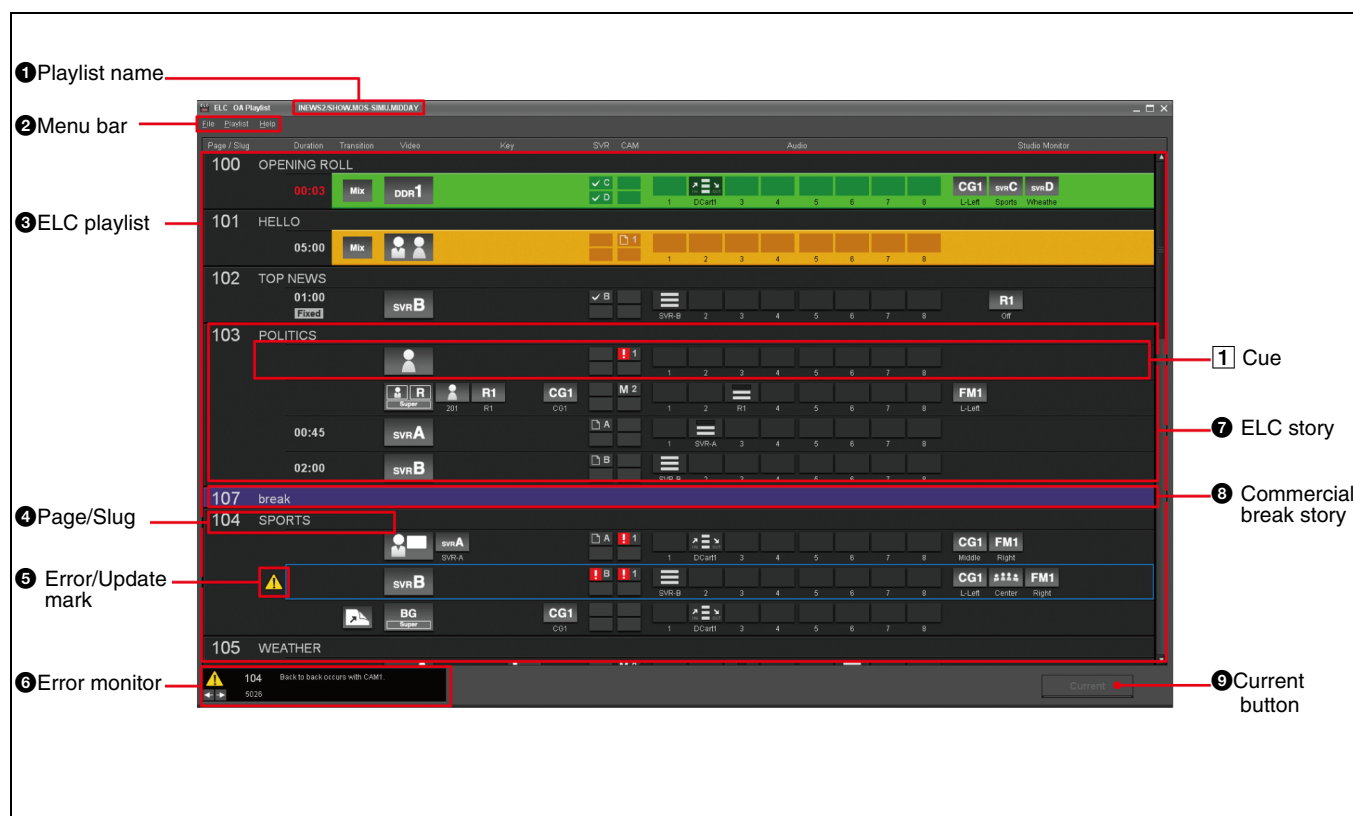
❶ Playlist name
The playlist name (up to 25 alphanumeric characters) provided by the NRCS client software is displayed, which is the same as the name of the NRCS rundown.

❷ Menu bar
The bar provides the menus for using the OA Playlist and Playlist Viewer:

- **File menu:**
  Open: Opens a playlist on the OA Playlist or Playlist Viewer window.
  Close: Closes the playlist on the OA Playlist or Playlist

Viewer window.
  Exit: Exits the OA Playlist or Playlist Viewer window.

- **Edit menu (Playlist Viewer window only):**
  Edit: Displays the window used to edit the selected story or cue.
  Copy[1]: Copies the selected story or cue to the copy buffer.
  Create New Story[1]: Creates a new story at the specified position on the playlist.
  Cut[1]: Moves the selected story or cue to the copy buffer.
  Delete[1]: Deletes the selected story or cue.

Paste[1]: Pastes the story or cue stored in the copy buffer at the specified position on the playlist.

- **Tools menu:**
  Quick Cue: Displays the Quick Cue window, which provides the Quick Cue and the Cue Edit tabs.
  Shot Box Folder[2]: Allows you to select the cue folder in which the cues to be played out using the shot box buttons are stored from the folders specified as "shot box candidates."

- **Playlist menu (OA Playlist window only):**
  Start: Starts the on-air operation.
  End: Ends the on-air operation.

- **Help menu:**
  Version: Displays the version number.
  Help: Displays this User's Guide.

1) Full-edit mode only
2) OA Playlist window only

❸ ELC playlist
The stories are listed in the order that they are played out.

❹ Page/Slug
Displays the page and slug, set by the NRCS, of the story to which an ELC production cue/item is registered.

❺ Error/Update mark

Mark	Appears when:	Description
⚠	The corresponding cue has a problem or problems.	Without addressing or solving the problem(s), it will be difficult to execute the cue. The error details are displayed in the error monitor area.
🗘	The corresponding cue has been edited in the OA Playlist or Playlist Viewer window	The update mark will disappear when the revision is registered in the NRCS.

❻ Error monitor
Displays the error details of a cue beside which an error mark is displayed:

Page number   Error message

Error number
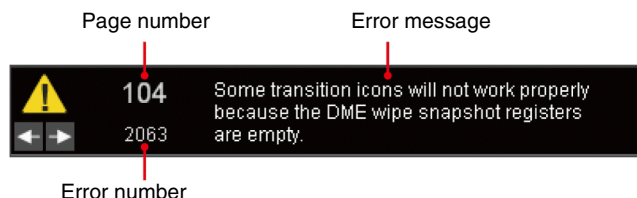
The selected cue is displayed with a blue selection frame. To display all the errors one by one, click ◄ or ►. To select a cue directly, click the desired cue on the playlist. If the subject cue of the error monitor is not displayed on the playlist, double-click on the error monitor, and the playlist will be scrolled to show the subject cue.

❼ ELC Story
An ELC Story definition differs between iNEWS and ENPS:
- In iNEWS: A group of cues of the same NRCS Page number is defined as an ELC story.
- In ENPS: A group of cues of the same NRCS Slug is defined as an ELC story.

❽ Commercial Break Story
When a Commercial Break Story is specified on an NRCS rundown, it appears on the playlist as a purple line. A Commercial Break Story basically represents a time slot in which a system/device other than the NRCS performs an on-air operation, such as when it runs a commercial message.
Note that, in iNEWS, even if a cue is specified in a Commercial Break Story, it will not be shown.
In ENPS, Commercial Break Stories are not colored purple if the settings related to the MOS protocol have not been made on ENPS.

❾ Current button
While scrolling a playlist manually, press this button to enter into the auto scrolling mode and to display the cue being on the air on the second line from the top immediately.

1 Cue

A unit to be on the air with a TAKE operation.
The content differs depending on the cue settings. The following is an example:

- 1 Duration
- 2 Transition Icon
- 3 Video Icon
- 4 Keys
- 5 Playout server status
- 6 Camera status
- 7 Audio
- 8 Studio Monitors
- 9 OA Cue
- 10 NEXT Cue

1 Duration

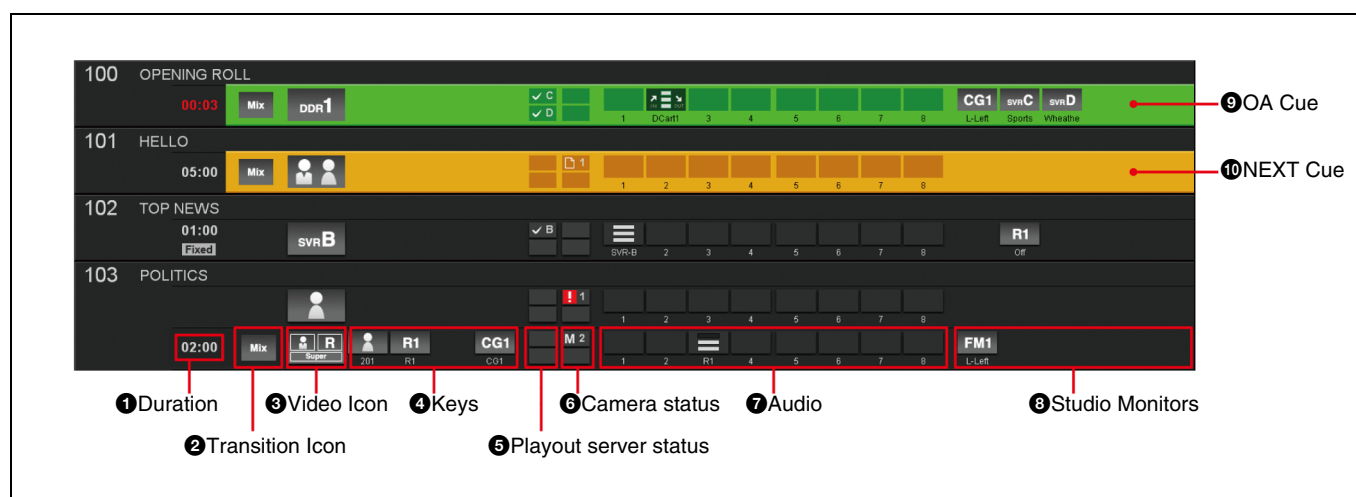Displays the duration specified for the cue displayed. It will start the countdown when the cue starts to be displayed on the air. If there is a "Fixed" mark, the next cue will be taken automatically after the specified duration has elapsed.

2 Transition Icon

The thumbnail of the Transition Icon is displayed.

3 Video Icon

The thumbnail of the Video Icon is displayed:
- **When an Effect Icon is set:** The Effect Icon thumbnail is displayed.
- **When no Effect Icon is set:** The thumbnail of Video Icon set to A Bus is displayed.
  When the playout server (no channel determined) is set, the following system icon is displayed, together with the name of the icon, before any channel is set.

Playout server Icon for an as-yet-undetermined channel (Supplied by the system)

When a certain channel is set, the corresponding icon, which has been created by the user, and the name of the icon are displayed.

Example of a playout server Icon for channel A (Created by the user)

4 Keys

Displays thumbnails and names of Video Icons assigned to keys 1 to 4. When the playout server (no channel determined) is set, the system icon for an as-yet-undetermined channel, together with the icon's name, is displayed before any channel is set on the NRCS. After a certain channel is set, the corresponding icon, which has been created by the user, and the name of the icon are displayed.

5 Playout server status

The status of multiple channels of the playout server is obtained from the NRCS and displayed*:

Channel number
Status

* Only two channels with the highest and the second highest priorities, which correspond to the first and the second channels listed from the top of the object list, are displayed.

Status	Icon	Description
No Response	✕	The playout server does not respond.
Not Filed	！	No files are saved in the playout server.
Filed OA NEXT Other	📄 📄 📄	Files to be used are saved.
Cued OA NEXT Other	✓ ✓ ✓	Files are cued up (stand-by).
Play	▶	Files are being played.

Status	Icon	Description
Undefined		The playout server returns unexpected status information.

The status icon may differ, or may not be displayed depending on the corresponding setting in the System Setup application.

Note

When the Icon for a specific channel of the playout server is specified, however, the channel number and the status are not displayed.

❻ Camera status
The status of robotic cameras 1 to 8 is displayed*:

Device number or device name
Status
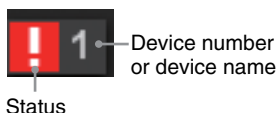
* Only two devices with the highest and the second highest priorities, which correspond to the first and the second devices listed from the top of the object list, are displayed.

Status	Icon	Description
No Response	✕	The camera does not respond.
Not Ready	!	Although the camera responds, no shot is recalled.
Ready OA NEXT Other	✔ ✔ ✔	The camera is on standby. If there is a shot, shot is recalled.
Manual OA NEXT Other	M M M	The status of a manually-set camera is always displayed. Even if the camera control setting is "Off," the status is displayed.

The status icon may differ, or may not be displayed depending on the corresponding setting in the System Setup application.

❼ Audio
The panel displays the settings of audio fader numbers 1 to 8: names of the Audio Icons, level, Fade In/Out settings. When the playout server (no channel fixed) is set, the name of the system icon automatically set is displayed before the channels are set. After the channel is set, the name of the icon the user specifies for each channel is displayed.

❽ Studio Monitors
The panel displays the settings of Studio Monitor numbers 1 to 5: Video Icons and names of the AUX buses used to output signals to the studio monitors. When the playout server (no channel determined) is set, the system icon for

an as-yet-undetermined channel, together with the icon's name, is displayed before any channel is set on the NRCS. After a certain channel is set, the corresponding icon, which has been created by the user, and the name of the icon are displayed.

❾ OA Cue
The cue being on the air is displayed in green. In the auto scroll mode, it is always placed on the second line from the top.

❿ NEXT Cue
The cue to be on the air next is displayed in yellow. When the NEXT cue is not ready, it flashes in yellow. Then it lights in yellow when it is ready.

Alarm Monitor Window

Alarm Monitor Application

The Alarm Monitor application is designed for use by ELC operators to check if errors have occurred in ELC services and applications.

It can be started by clicking [All Programs] > [Sony ELC] > [ELC Tools] > [Alarm Monitor] from the Windows start button.

When the Alarm Monitor application is in operation, the ELC Alarm Monitor icon appears in the Windows system tray.

ELC Alarm Monitor icon
(No error occurred)

The color of the ELC Alarm Monitor icon changes depending on the status of the various ELC services and applications.

Icon	Status
ELC	No error occurred.
ELC (Flashing)	An error has occurred.
ELC (Steady)	Failed to connect to the ELC database in which errors are registered.
ELC	An error occurred and has been checked.

Right-clicking the ELC Alarm Monitor icon displays a menu, and clicking [Setting] from that menu opens the Setting dialog box.
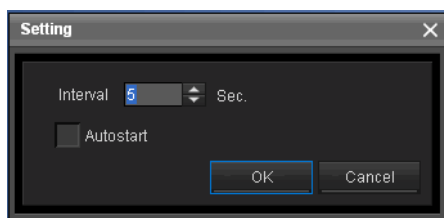
Setting dialog box

The following two items are specified in the Setting dialog box.

- **Interval (5 - 100 seconds):** Specify the time interval for the Alarm Monitor application to access the ELC database to check errors.
- **Autostart:** Check this box to make the Alarm Monitor application start automatically upon start-up of the computer.

Right-clicking the ELC Alarm Monitor icon, and clicking [Open] from the menu displayed opens the Alarm Monitor window.

Alarm Monitor Window

The Alarm Monitor window is provided for use by ELC operators to check the history of errors in system services and applications.

1 Error records

2 Refresh button   **3** Close button
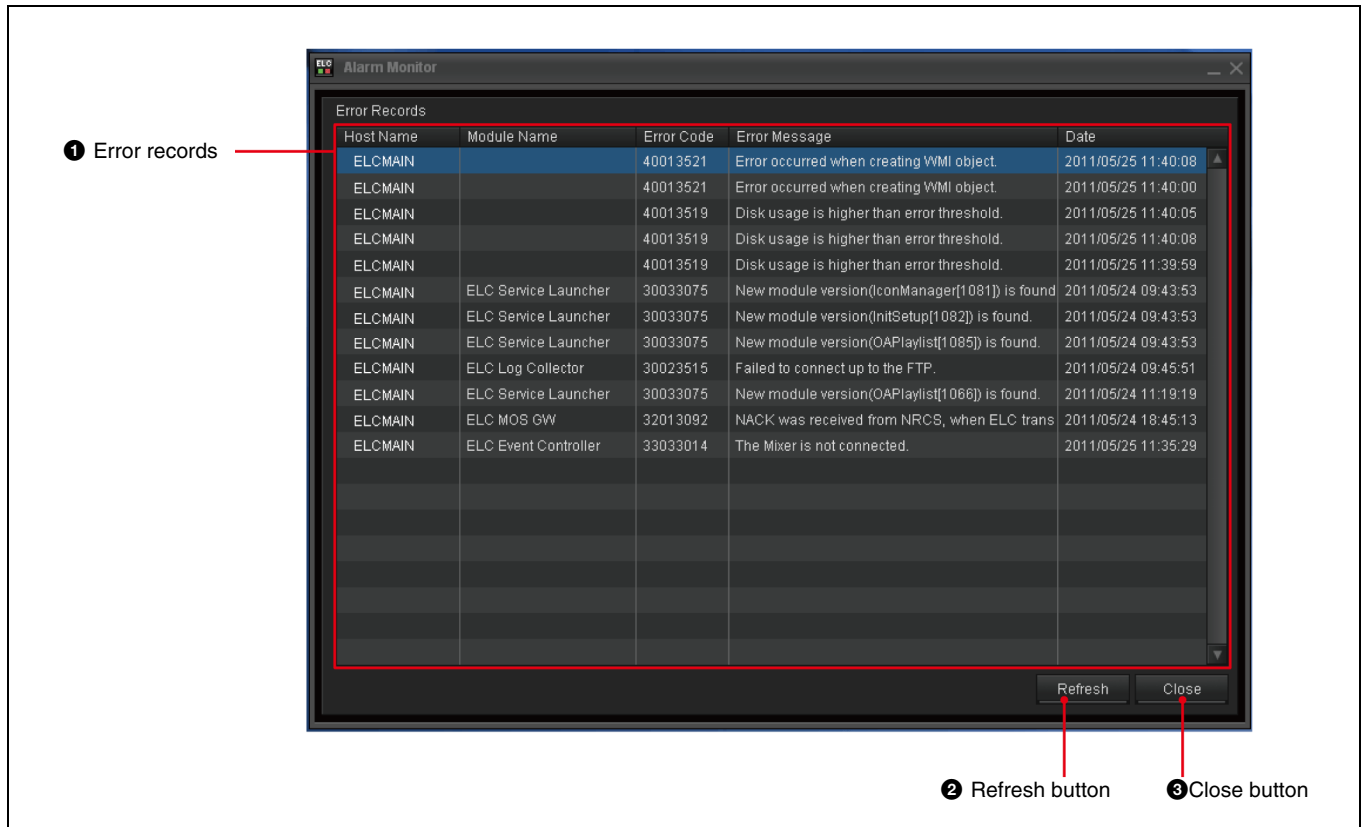
1 Error records
The errors registered in the ELC database are displayed.
The newest record appears at the top of the list.

- **Host Name:** Host name of the computer where the error occurred.

- **Module Name:** Name of the module in which the error occurred, if available.

- **Error Code**

- **Error Message:** Description of the error. When the message is too long to be fully displayed in the column, roll the mouse pointer over the message to display the entire message.

- **Date:** Date and time when the error was detected and registered in the database.

2 Refresh button
Updates the display of error records.

3 Close button
Closes the Alarm Monitor window.

Preparations

The section explains preparations and setup that technical directors
or a system integrator should do before making news programs:
making the initial setup with the Initial Setup application, creating
Icons with the Icon Manager, and making cues in the ELC Plug-in
application. If necessary, ELC operators can refer to and change
required settings.
Chapter 6 explains required preparations that directors should do
when they use advanced functions of the software: switching
multiple snapshots and videos manually.

Making the Initial Setup Chapter **3**

Overview

Before starting routine operations of the ELC-MVS01 software, when a new news program is planned, or when there is a change on a device in the studio, a technical director can set up the following items of the system using the Initial Setup application:

- **Video Switcher Settings** *(see page 53)*
  It allows you to associate each video input signal of the video switcher with a Video Icon registered in the ELC-MVS01 software.
  It also specifies transition rate options for the Transition Icons.
- **Audio Mixer Settings** *(see page 57)*
  It allows you to associate each audio input signal of the audio mixer with an Audio Icon registered in the ELC-MVS01 software or a back fader of the audio fader panel.
  It also specifies names for the AUX buses, audio level options, and fade-in/fade-out time options.
- **Shot Box Module Assign** *(see page 65)*
  It allows you to assign the functions to be used for manual on-air operations to the buttons on the shot box module.
- **DDR(VDCP) File List Creation** *(see page 73)*
  It allows you to select the video files used in the news programs from all the files stored on the DDR(VDCP), so that they will be listed upon creating cues and easily added to a playlist.
- **Audio Server File List Creation** *(see page 77)*
  It allows you to select the audio files used in the news programs from all the files stored on audio server, so that they will be listed upon creating cues and easily added to a playlist.
- **Studio Monitor Settings** *(see page 80)*
  It allows you to make the settings required for the AUX buses. The AUX buses are used to output signals to studio monitors.

Starting the Initial Setup Application

1 Double-click the InitSetup icon (Initial Setup) on the Windows desktop. Or, double-click the InitSetup.exe file in the "Sony\ELC\InitialSetup" folder on the drive where the ELC-MVS01 software is installed.

The Initial Setup application starts and the Initial Setup Main Menu is displayed.
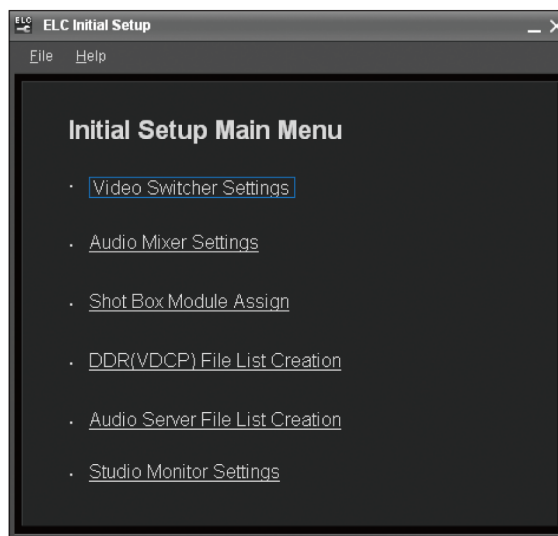
2 Select a sub menu on the Initial Setup Main Menu, depending on the desired setup items.

The window corresponding to the selected sub menu is displayed.
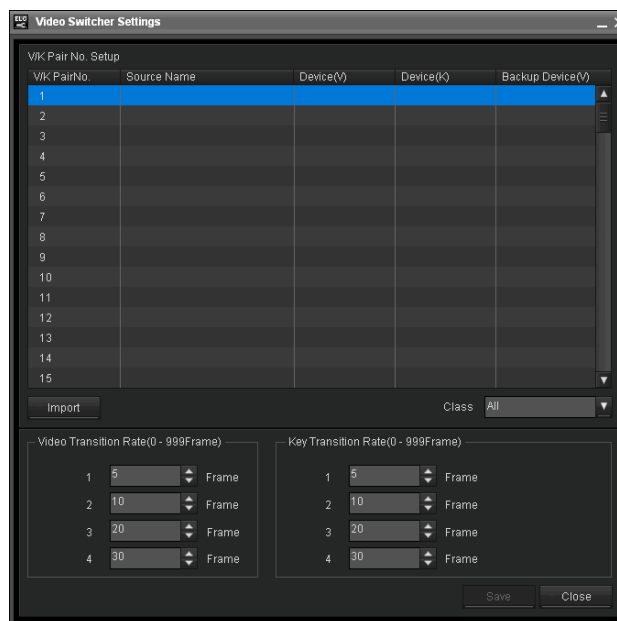
Example: Video Switcher Settings window

Only one Initial Setup application can be operated in a system at a time. If the Initial Setup application is already operating on the same computer, or on a different computer in the system, you cannot start the application.

Exiting the Initial Setup application

1 Select [File] > [Exit] from the menu bar of the Initial Setup Main Menu.

The Initial Setup application is closed.

Making the Video Switcher Settings

The Video Switcher Settings window is used to associate each video input signal of the video switcher with a Video Icon used in the ELC-MVS01 software.
The Icon Manager application is used to associate each video device with a Video Icon. The Video Switcher Settings window of the Initial Setup application is used to register associations between the video devices and the video input signals, which correspond to V/K pair numbers, of the video switcher.

For details on the Icon Manager, see "Creating Icons" on page 90.

The Video Switcher Settings window also enables you to specify the transition rate options to be used when editing cues.

Associating the V/K Pair Numbers with Video Icons

1 On the Initial Setup Main Menu, click the Video Switcher Settings sub menu.

The Video Switcher Settings window is displayed.

Note

The Initial Setup application enables you to import and view the source names for the V/K pair numbers specified on the video switcher, so that you can check the device you want to associate with a certain V/K pair number.

For details, see "To import source names from the video switcher" on page 54.
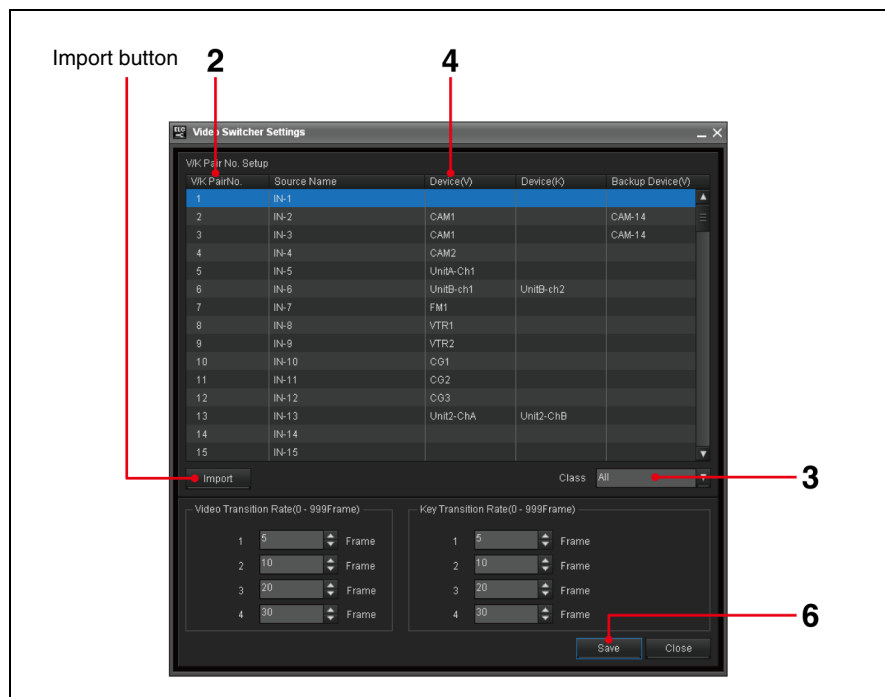
2 Select the desired V/K pair number on the list.

3 Narrow down the device list, if necessary, by selecting the desired class using the Class drop-down list box.

You can select from the following options.

Class	Descriptions
All	All devices will be displayed in the Device drop-down list box.
Camera	Select this option to specify a camera.
CG/Still Store	Select this option to specify a CG or Still Store. **Tip** The CG/Still Store is a server having a playlist function. The CG/Still Store controller type with a playlist function and a storage type can be a different device.The ELC-MVS01 does not control the CG/Still Store and does not perform file operations. With the tally off signal from the switcher, next piece of material on the playlist will be loaded for standby.
DDR(VDCP)	Select this option to specify a DDR(VDCP). **Tip** A disk recorder without a playlist function is supported. It can be used to handle frequently-used daily materials.
DDR(SonyVTR)	Select this option to specify a DDR(SonyVTR). Use this option for a digital disk recorder that can be controlled by the Sony VTR protocol.
Ext/Others	Select this option to specify a Color Background or Re-Entry device within the switcher.
Frame Memory	Select this option to specify a Frame Memory within the switcher.
PO Server	Select this option to specify a playout server. **Tip** A playout server is a server having a playlist function. It can be used to handle daily-changing materials. The playout server controller type with a playlist function and a storage type can be a different device. The ELC-MVS01 controls the playback function and does not select files.
Remote	Select this option to specify a remote device.

4 Select the device to be associated with the selected V/K pair number, using the Device(V) drop-down list box.

Now the V/K pair number and the Video Icon that represents the selected device are associated.

5 Repeat steps **2** to **4** for all the V/K pair numbers to be used in the system.

6 Click [Save] to save the modified settings.

To import source names from the video switcher

Click [Import] in the Video Switcher Settings window.
A warning message is displayed.
Click [OK] to import the source names from the video switcher.
The names are displayed in the Source Name column.

To specify a different device for the key used with the DDR(VDCP)

Selecting the DDR(VDCP) class in step **3** enables the Device(K) drop-down list box. Select the device to be used for the key. It will be used with the device selected in the Device(V) drop-down list box in step **4**.
When Device(K) is left blank here, the same device (unit and channel) as that specified previously in Device(V) will be used.

Specifying the Transition Rate Options

The following procedure specifies the two sets of transition rate options: video transition rate options and key transition rate options. They will appear in the Cue Edit window of the ELC Plug-in application or the Playlist Viewer application as the options available for switching two cues and for a key event, respectively.
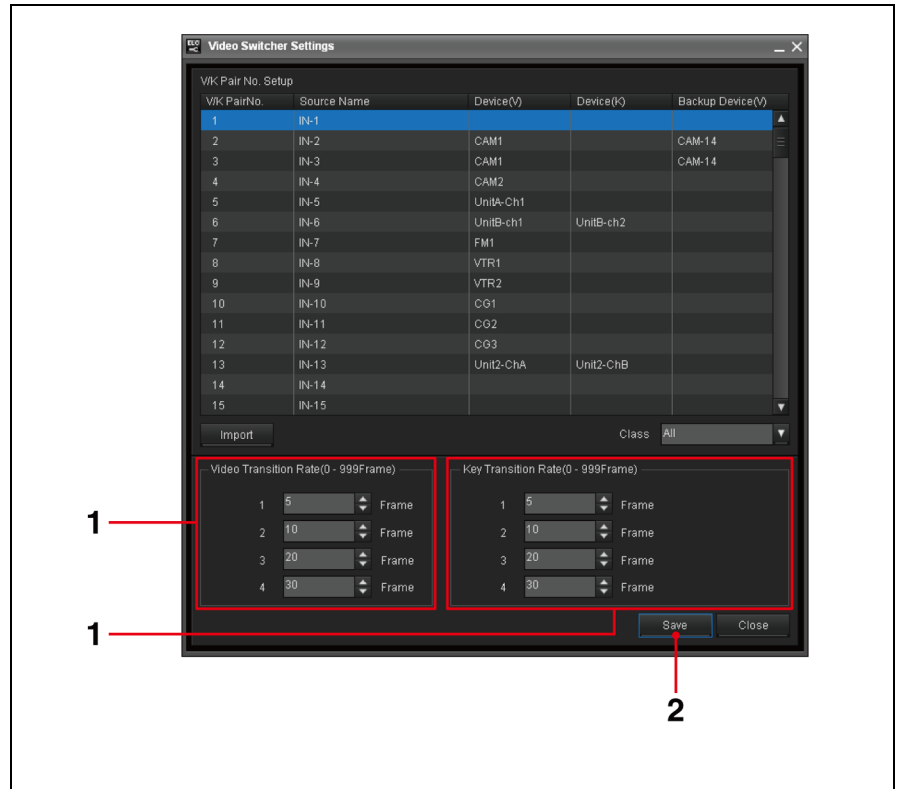
1 In the Video Switcher Settings window, specify the number of frames for each of the four transition rate options using the spin boxes in the Video Transition Rate section.

You can enter the desired number of frames (0 to 999) into each spin box, or increase/decrease the setting by clicking the spin buttons.

Note

The transition rate for an option will be displayed in the "SS:FF" format in the Cue Edit window.

In the same way, specify the number of frames for each of the four transition rate options that are used for a key event, using the spin boxes in the Key Transition Rate section.

2 Click [Save] to save the modified settings.

Making the Audio Mixer Settings

The Initial Setup application shows the Audio Mixer Settings window, in which a technical director makes the following settings related to the audio mixer.

- **Associating a fader number of the audio mixer with an Audio icon**
  This makes the fader of the audio mixer accept automatic control from the ELC-MVS01 system. An Audio Icon registered in the system is associated with a fader number of the audio mixer.
- **Associating a fader number of the audio mixer with a back fader of the audio fader panel for constant manual operation**
  Besides automatic control from the ELC-MVS01 system, this makes the fader of the audio mixer accept manual control from the ELC-MVS01 system. One of the eight back faders (B1 - B8) of the audio fader panel is associated with a fader number of the audio mixer.
- **Disabling control of a fader of the audio mixer from the ELC-MVS01 system**
  This disables control of a fader of the audio mixer from the ELC-MVS01 system.
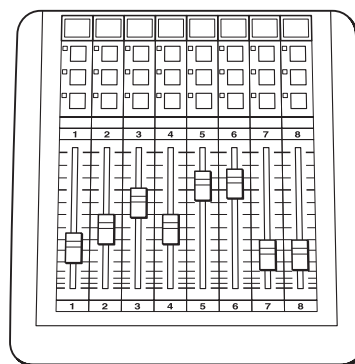
Audio Fader Panel

The Audio Mixer Settings window is also used for:
- **Specifying the name for an AUX bus for Mix-minus feature**
  This specifies the names for the AUX buses of the audio mixer for Mix-minus feature.
- **Specifying the audio level options**
  This specifies the audio level options for automatic fader control from the ELC-MVS01 system.
- **Specifying the fade in/out time options**
  This specifies the audio fade in/out time options for automatic control from the ELC-MVS01 system.

Associating Fader Numbers with Audio Icons

1 On the Initial Setup Main Menu, click the Audio Mixer Settings sub menu.

The Audio Mixer Settings window is displayed.

For details, see "Audio Mixer Settings Window" on page 22.

2 Select the Fader No. Setup tab, if it is not displayed on top.
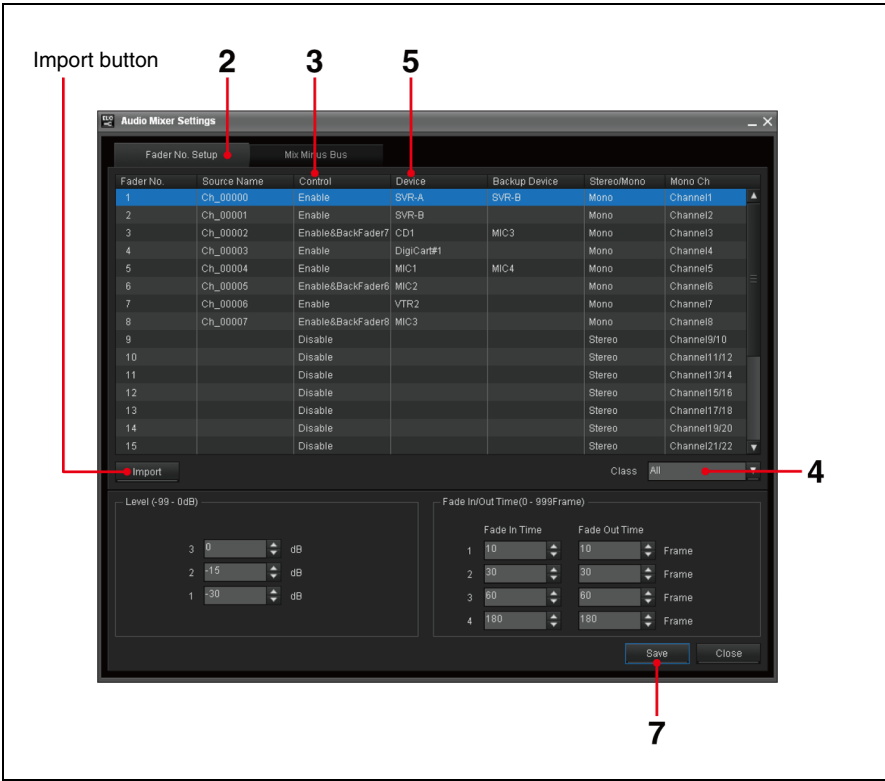
Import button   **2**   **3**   **5**

Note

Depending on the type of audio mixer you are using, the Initial Setup application enables you to import and view the source names for the fader numbers specified on the audio mixer, so that you can check the device you want to associate with a certain fader number.

For details, see "To import source names from the audio mixer" on page 59.

3 Select [Enable] in the Control drop-down list box for a fader number.

4 Associate the desired Audio Icon with the fader number.
Narrow down the device list, by selecting the desired class using the Class drop-down list box.

You can select from the following options.

Class	Descriptions
All	All devices will be displayed in the Device drop-down list box.
Audio Server	Select this option to specify an audio server.

Class	Descriptions
CG/Still Store	Select this option to specify a CG or Still Store. **Tip** The CG/Still Store is a server having a playlist function. The CG/Still Store controller type with a playlist function and a storage type can be a different device. The ELC-MVS01 does not control the CG/Still Store and does not perform file operations. With the tally off signal from the switcher, next piece of material on the playlist will be loaded for standby.
DDR(VDCP)	Select this option to specify a DDR(VDCP). **Tip** A disk recorder without a playlist function is supported. It can be used to handle frequently-used daily materials.
DDR(SonyVTR)	Select this option to specify a DDR(SonyVTR). Use this option for a digital disk recorder that can be controlled by the Sony VTR protocol.
Ext/Others	Select this option to specify an audio device for which the device control is not required.
PO Server	Select this option to specify a playout server. **Tip** A playout server is a server having a playlist function. It can be used to handle daily-changing materials. The playout server controller type with a playlist function and a storage type can be a different device. The ELC-MVS01 controls the playback function and does not select files.
Remote	Select this option to specify a remote device.

5 Select the device to be associated with the selected fader number, using the Device drop-down list box.

The fader on the audio mixer and the Audio Icon that represents the selected device are now associated.
While a cue with the associated Audio Icon is on the air, the audio level will be adjusted to the level specified in the cue automatically. You can also use the corresponding fader on the audio fader panel.

For details on on-air operations, see "Starting/Ending On-Air Operation" on page 204, and "Controlling the Audio Level Manually" on page 215.

6 Repeat steps **3** to **5** to associate another fader number with an Audio Icon.

7 Click [Save] to save the modified settings.

To import source names from the audio mixer

Click [Import] in the Audio Mixer Settings window.
A warning message is displayed.
Click [OK] to import the source names from the audio mixer.
The names are displayed in the Source Name column.

To enter source names

If your audio mixer is not one that allows you to import source names, enter the source names for the fader numbers specified on the audio mixer, as follows: Click the Source Name area to make the source name editable. Enter the source name for the fader number using up to eight characters and symbols, then press the Enter key.

Note that the source name should be identical to that specified on the audio mixer.

Associating Fader Numbers with Back Faders of the Audio Fader Panel for Constant Manual Operation
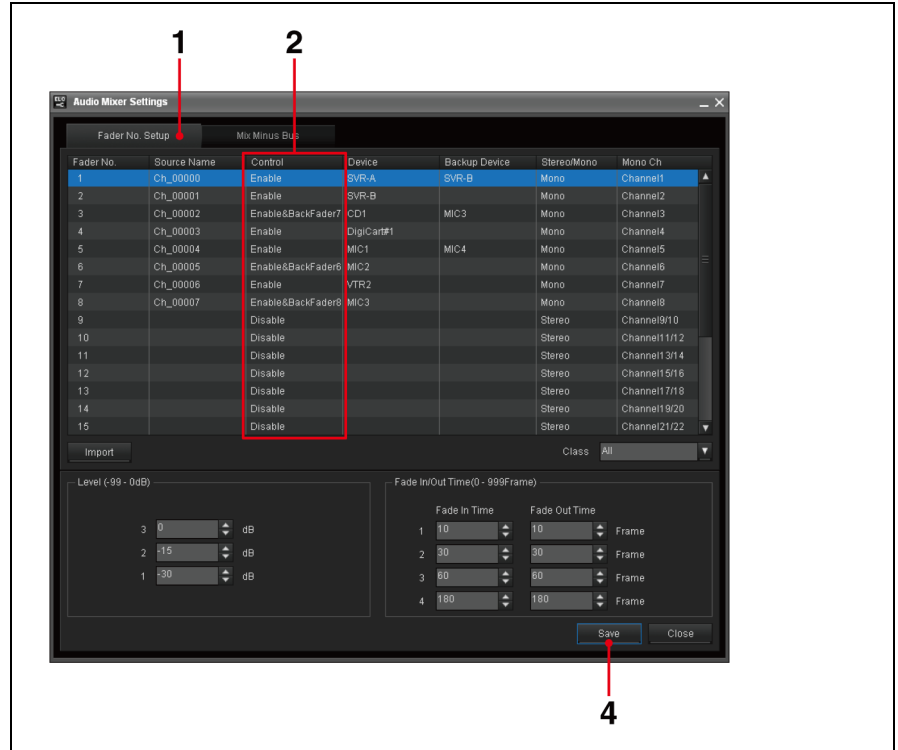
1 In the Audio Mixer Settings window, select the Fader No. Setup tab, if it is not displayed on top.

Note

Depending on the type of audio mixer you are using, the Initial Setup application enables you to import and view the source names for the fader numbers specified on the audio mixer, so that you can check the device you want to associate with a certain fader number.

For details, see "To import source names from the audio mixer" on page 59.

2 Select one of the [Enable&BackFader1] to [Enable&BackFader8] options in the Control drop-down list box on the line for a fader number of the audio mixer.

The fader on the audio mixer now accepts manual fader control from the ELC-MVS01 system.
During on-air operation, the specified back fader (B1 - B8) of the audio

fader panel can be used for manual control.
If a device is specified in the Device column for that fader number, hence the fader number is associated with an Audio Icon, it also accepts the automatic fader control using the associated Audio Icon.

3 Repeat step **2** to associate another fader number of the audio mixer with a back fader of the audio fader panel.

4 Click [Save] to save the modified settings.

To display the source names on the source buttons

When you imported the source names for the fader numbers specified on the audio mixer, they are displayed on the source buttons on the audio fader panel for the back faders specified for manual fader control (channels B1 to B8).

For details, see "To import source names from the audio mixer" on page 59.

When this is not possible, you can enter source names in the Audio Mixer Settings window.

For details, see "To enter source names" on page 60.

Disabling Control of Faders of the Audio Mixer from the ELC-MVS01 System
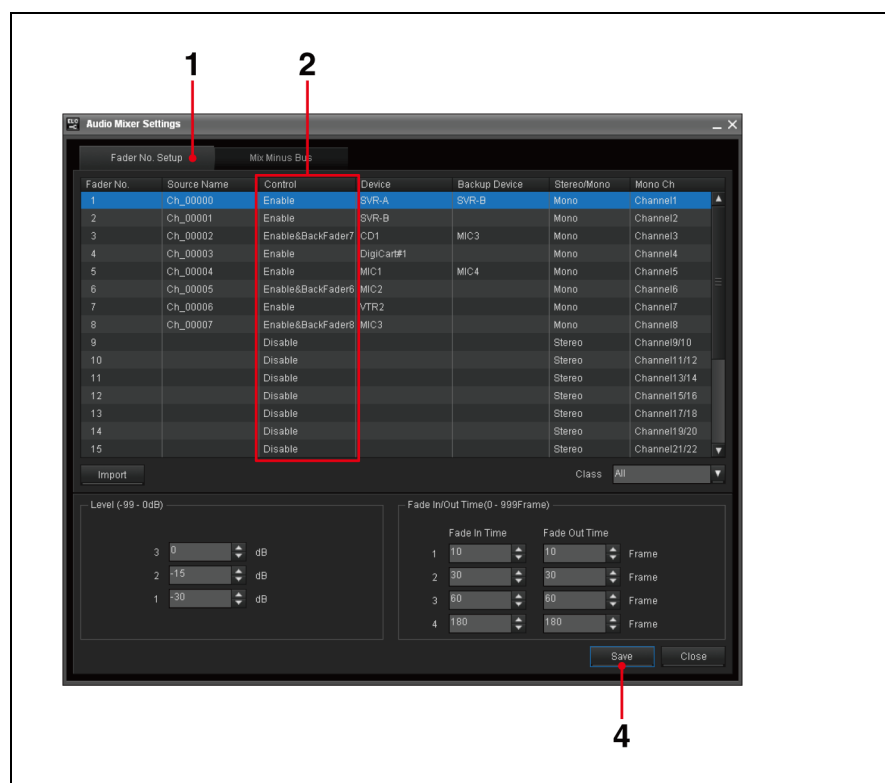
1 In the Audio Mixer Settings window, select the Fader No. Setup tab, if it is not displayed on top.

2 Select [Disable] in the Control drop-down list box for a fader number.

The fader on the audio mixer can no longer be controlled from the ELC-MVS01 system.

3 Repeat step **2** to disable control of other faders from the system.

4 Click [Save] to save the modified settings.

Specifying the Name for an AUX Bus for the Mix-Minus Feature

The following procedure allows you to specify names for the AUX buses of the audio mixer that are used for the Mix-minus feature. The specified names appear in the ELC plug-in window.

1 In the Audio Mixer Settings window, select the Mix Minus Bus Settings tab, if it is not displayed on top.
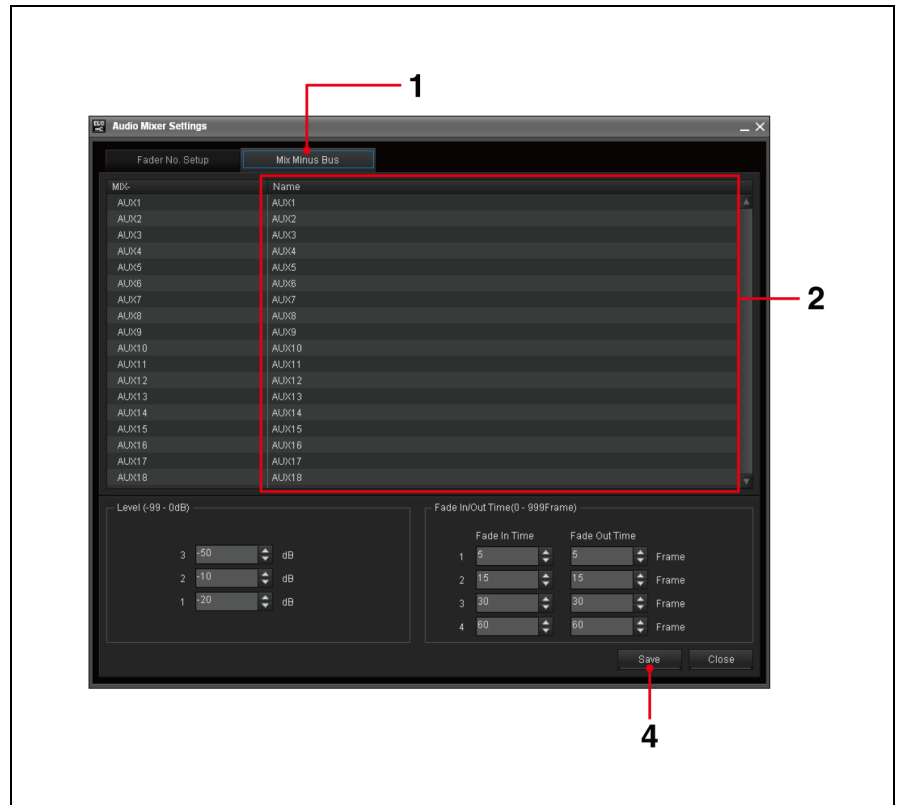
2 Click the Name column on the line for the desired Mix-minus bus, and enter the name for the bus using up to eight alphanumeric characters and symbols.

The entered name will be combined with the AUX bus number, such as "Remote1(AUX1)," and appears as a Mix-minus option when editing a cue.

3 Repeat step **2** if you want to specify the name for another Mix-minus bus.

4 Click [Save] to save the modified settings.

Note

If you leave the name of a Mix-minus bus blank, the default name corresponding to the Mix-minus bus will be used.

Specifying the Audio Level Options

The following procedure specifies the audio level options available for automatic fader control from the ELC-MVS01 system. The audio level options will be used in the Cue Edit window of the ELC Plug-in application or the Playlist Viewer application when editing cues.
When a cue is taken during on-air operation, the audio level will automatically be adjusted to the one specified for the cue.

For details on editing cues, see"Setting Audio" on page 125.
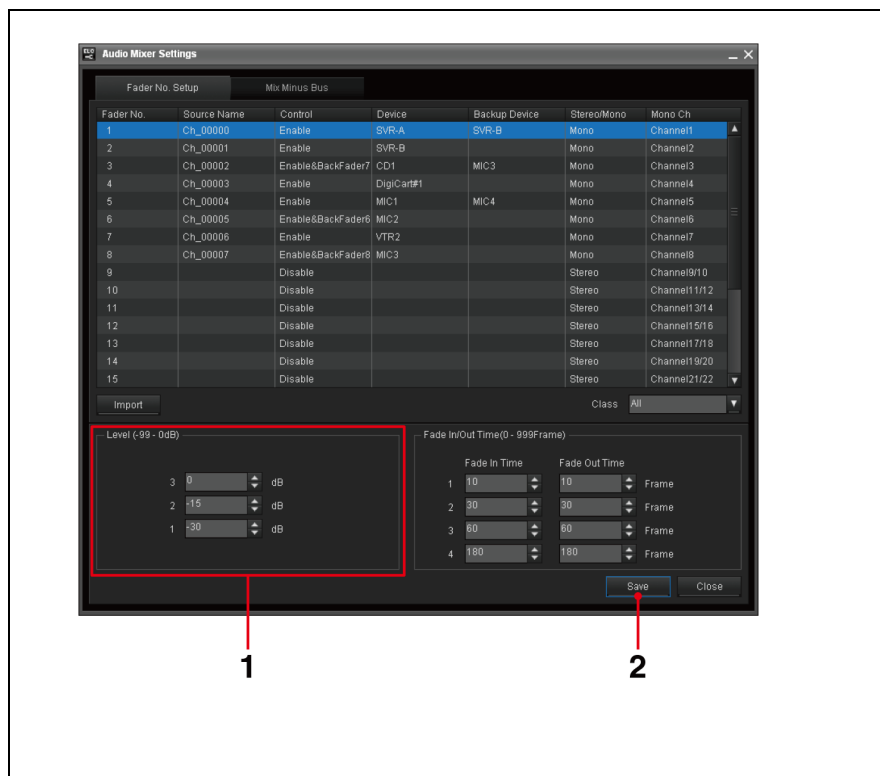
1 In the Audio Mixer Settings window, specify the audio level for each of the three audio level options using the spin boxes in the Level section.

You can enter the desired number (-99 to 0) into each spin box, or increase/decrease the setting by clicking the spin buttons.

When editing cues, there is one more audio level option "0" that is set at −∞ dB, besides these three options and it cannot be modified.

2 Click [Save] to save the modified settings.

Specifying the Fade In/Out Time Options

The following procedure specifies the audio fade in/out time options available for automatic fader control from the ELC-MVS01 system. The fade in/out time options will be used in the Cue Edit window of the ELC Plug-in application or the Playlist Viewer application when editing cues.

When a cue is taken during on-air operation, the fade in/out time specified for the cue is used for playout automatically.

1 In the Audio Mixer Settings window, specify the number of frames for each of the four fade in/out time options, using the spin boxes in the Fade In/Out Time section.

You can enter the desired number of frames (0 to 999) into each spin box, or increase/decrease the setting by clicking the spin buttons.

Note

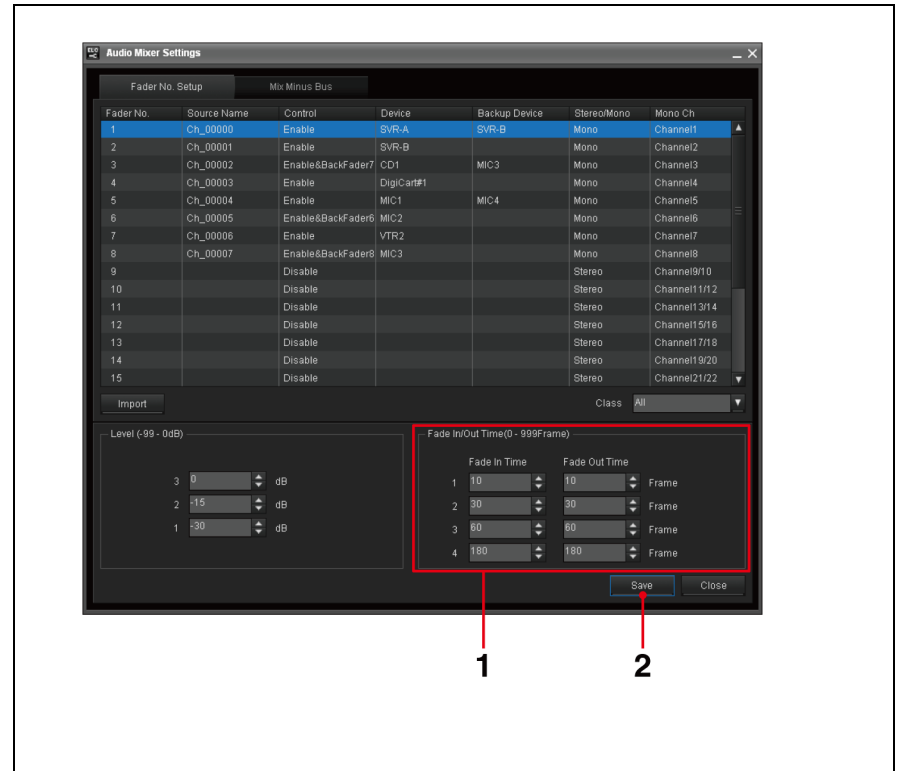The fade in/out time for an option will be displayed in the "SS:FF" format in the Cue Edit window.

2 Click [Save] to save the modified settings.

Assigning Functions to the Shot Box Module Buttons

The Shot Box Module Assign window is used to assign manual on-air functions to the buttons on the ELC-MVS01 shot box module. This setup enables an ELC operator to use the assigned manual function easily during on-air operation, by selecting the corresponding button.

The Initial Setup application enables you to create up to two "Assign List" tables. When there are two shot box modules, each shot box module can be assigned to identical or different Assign List tables.

Note

During on-air operation, a change in setting will not be reflected immediately. The next time you open a playlist with the OA Playlist application, the windows will reflect the changes.

Assigning a Function to a Button

The following procedure assigns functions to shot box module buttons of an Assign List table.

1 On the Initial Setup Main Menu, click the Shot Box Module Assign sub menu.

The Shot Box Module Assign window is displayed.

Button layout
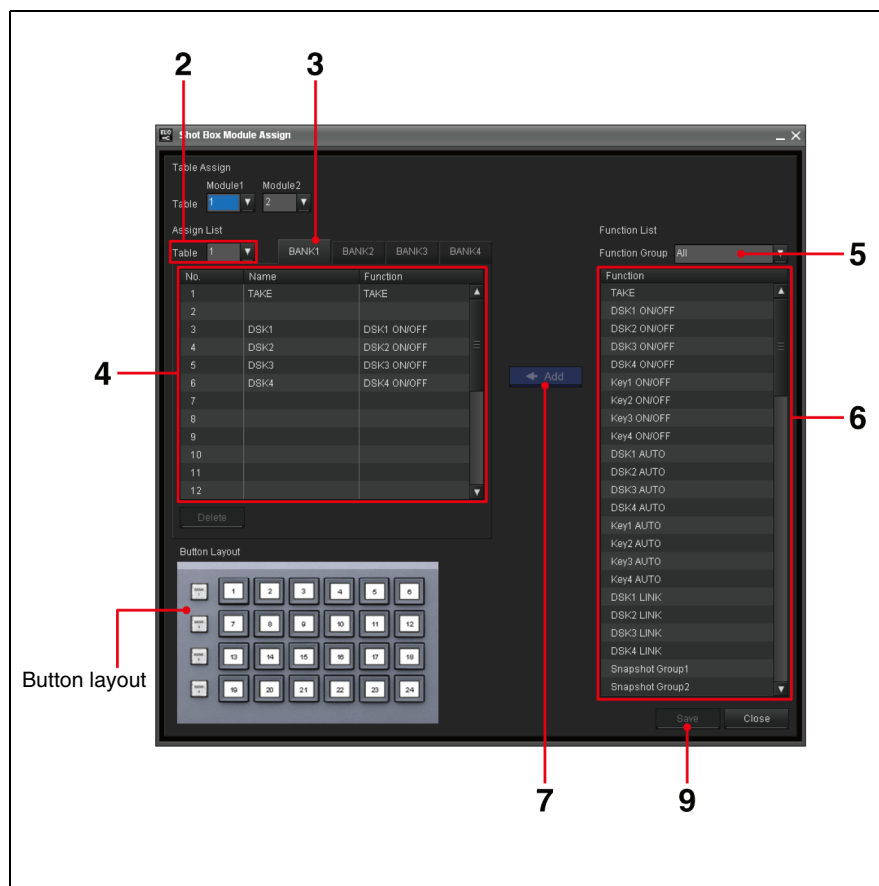
2 Select the number of the table to which you want to assign the functions.

The current settings of the table are displayed.

3 Select the tab corresponding to the bank to which you want to assign the functions.

The functions that have already been assigned to the buttons of the selected bank are displayed in the Assign List.

4 Select the number corresponding to the button to be assigned to the function on the Assign List.
Or, if you are going to assign more than one function, select the lowest numbered button to which you want to assign the functions. In this case, the functions will be assigned to the buttons of the selected and the subsequent numbers.

5 If necessary, narrow down the functions displayed on the Function List using the Function Group drop-down list box.

The following function groups are available in the Function Group drop-down list box.

Function Group	Functions
All	All functions
Backup Audio	xxx Backup Audio*
Backup Video	xxx Backup Video*
Camera Control	CAMn** Control
Cue	Cue 1 - 24
DSK	DSK1 - 4 ON/OFF, DSK 1 - 4 AUTO, DSK 1 - 4 LINK
Fixed Duration	Fixed Duration ON/OFF
GPI OUT	GPIn(xxx)***
Key	Key 1 - 4 ON/OFF, Key 1- 4 AUTO, Free M/E Key 1 - 4 ON/OFF, Free M/E Key 1 - 4 AUTO
Manual Switching	Manual Switching 1 - 6, Free M/E Manual Switching 1 - 6
Mixer Control	Mixer Control
Side Flag	Side Flag for A Bus, Side Flag for B Bus, Free M/E Side Flag for A Bus, Free M/E Side Flag for B Bus
Snapshot Group	Snapshot Group 1 - 4, Free M/E Snapshot Group 1 - 4
Transition Override	PRESET, CUT, MIX, Transition Rate 1 - 4

* "xxx" stands for the name of the device for which a backup device is specified.
** Only the numbers specified for functions (n) for camera control assigned in the System Setup application are displayed.
*** Only the numbers specified for functions (n) for GPI port number assigned in the System Setup application are displayed. "xxx" stands for the GPI port name also assigned in the System Setup application.

6 Select the function(s) to be assigned on the Function List.
You can select more than one function by using the Ctrl or Shift key.

The following functions are available on the Function List.

Function	Description
TAKE	Takes the NEXT cue on the playlist while on the air.
DSK1 - 4 ON/OFF	Cuts DSK 1 to 4 in or out alternately.
Key 1 - 4 ON/OFF	Cuts Key 1 to 4 in or out alternately.
Free M/E Key 1 - 4 ON/OFF	Cuts Key 1 to 4 for the free M/E in or out alternately.
DSK1 - 4 AUTO	Inserts or deletes DSK 1 to 4 alternately using the transition type and rate specified on the switcher.
Key 1 - 4 AUTO	Inserts or deletes Key 1 to 4 alternately, using the transition type and rate specified in the cue.
Free M/E Key 1 - 4 AUTO	Inserts or deletes Key 1 to 4 for the free M/E alternately, using the transition type and rate specified in the cue.
DSK1 - 4 LINK	Takes the NEXT cue on the playlist, and simultaneously inserts or deletes DSK 1 to 4 using the transition type and rate specified on the switcher.
Snapshot Group 1 - 4	Recalls the snapshot specified for Snapshot Group 1 to 4 Effect Icon. *For details, see "Effect Icons" on page 97.*
Free M/E Snapshot Group 1 - 4	Recalls the snapshot specified for Snapshot Group 1 to 4 Effect Icon for the free M/E.
Manual Switching 1 - 6	Switches to the video signal of the first to sixth Video Icon listed for manual switching. *For details, see "Required Settings in the ELC Plug-in Application" on page 148.*
Free M/E Manual Switching 1 - 6	Switches to the video signal of the first to sixth Video Icon (specified for the free M/E) listed for manual switching.
Side Flag for A Bus	Toggles the Side Flag for the A bus of the NEXT cue between on and off.
Free M/E Side Flag for A Bus	Toggles the Side Flag for the free M/E A bus of the NEXT cue between on and off.
Side Flag for B Bus	Toggles the Side Flag for the B bus of the NEXT cue between on and off.
Free M/E Side Flag for B Bus	Toggles the Side Flag for the free M/E B bus of the NEXT cue between on and off.
PRESET, CUT, MIX	Overrides the transition type of the NEXT cue. *For details, see "Overriding the Transition Settings for the NEXT Cue" on page 231.*
Transition Rate 1 - 4	Overrides the transition rate of the NEXT cue. *For details, see "Overriding the Transition Settings for the NEXT Cue" on page 231.*
Fixed Duration ON/OFF	Toggles the duration specified for the OA cue between fixed/unfixed. *For details, see "To toggle the duration of the OA cue between fixed/unfixed" on page 208.*
Cue 1 - 24	Selects one of the cues in the cue folder that was selected as the "shot box folder" to be the NEXT cue. The shot box folder must be assigned as a shot box candidate in the Quick Cue in advance, and selected in the OA Playlist application. *For details, see "Assigning Individual Cues to Shot Box Module Buttons" on page 154 and "Getting Cues Assigned to Shot Box Module Buttons on the Air" on page 227.*

Function	Description
CAMn* Control	Disables/enables robotic camera control from the ELC-MVS01 system.
Mixer Control	Disables/enables audio mixer control from the ELC-MVS01 system.
GPIn(xxx)**	Outputs a GPI pulse.
xxx*** Backup Audio	Switches to the backup specified for the device. *For details, see "Switching an Audio Device to Its Backup" on page 233.*
xxx*** Backup Video	Switches to the backup specified for the device. *For details, see "Switching a Video Device to Its Backup" on page 232.*

* Only the numbers specified for functions (n) for camera control assigned in the System Setup application are displayed.
** Only the numbers specified for functions (n) for GPI port number assigned in the System Setup application are displayed.
"xxx" stands for the GPI port name also assigned in the System Setup application.
*** "xxx" stands for name of the device for which a backup device is specified.

7 Click [←ADD].

The selected function(s) are assigned to the button(s), and displayed on the Assign List.

8 Repeat steps **3** to **7** if you want to assign another function to a shot box module button.

9 Click [Save] to save the modified settings.

Assigning a Table to a Shot Box Module

The following procedure assigns a table number to the shot box module(s).

This table number represents the displayed assign list.
The table number you select in steps **1** and **2**
corresponds to an option in this drop-down list.

1 In the Shot Box Module Assign window, select the table number to be assigned to the first shot box module, using the Module1 drop-down list box.

2 Select the table number to be assigned to the second shot box module, if any, using the Module2 drop-down list box.
This can be either the identical number to or a different number from the first shot box module.

3 Click [Save] to save the modified settings.

Specifying the Name of a Button

The following procedure specifies/edits the name for a button on the shot box module.

Note

When one of the Snapshot Group 1 to 4 functions is assigned to a button, the name of the corresponding Snapshot Group will appear on the button. In this case, the Initial Setup application does not allow you to edit the name of the button. Use the Icon Manager to edit the name of a Snapshot Group.

For details on editing the name of a Snapshot Group, see "Required Settings in the Icon Manager Application" on page 138.

When one of the Manual Switching 1 to 6 functions is assigned to a button, the name of the corresponding Video Icon will appear on the button. In this case as well, the Initial Setup application does not allow you to edit the name of the button.

For details on the Video Icons used for manual switching, see "Required Settings in the ELC Plug-in Application" on page 148.

When one of the Cue 1 to 24 functions is assigned to a button, the name of the corresponding cue will appear on the button. In this case as well, the Initial Setup application does not allow you to edit the name of the button.

For details on assigning cues to shot box module buttons, see "Assigning Individual Cues to Shot Box Module Buttons" on page 154.
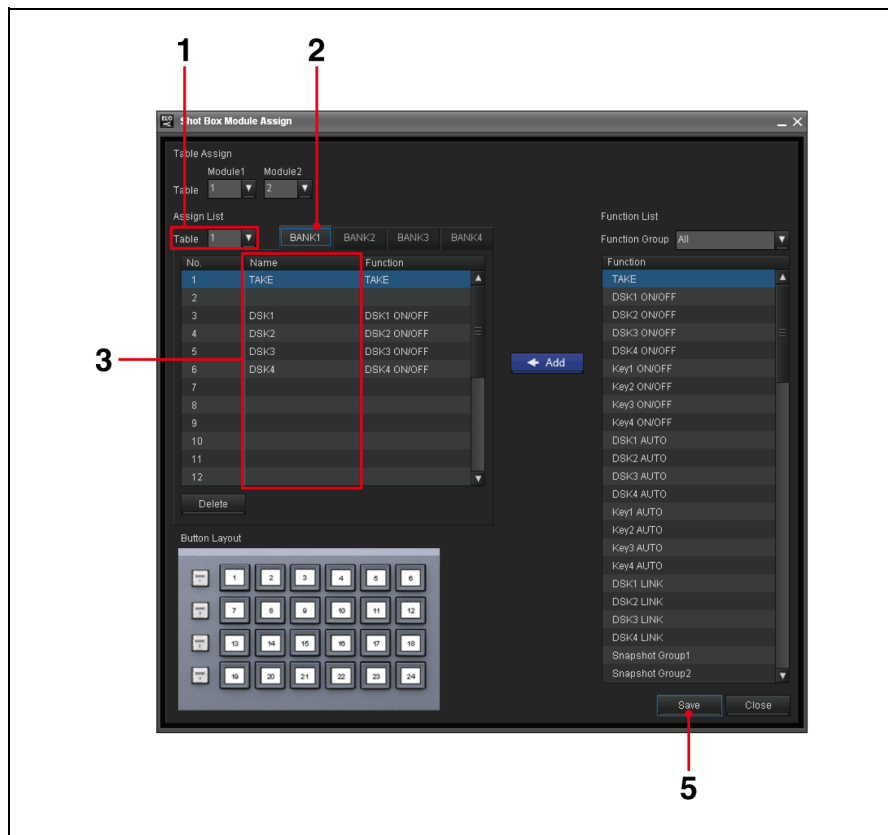
1 In the Shot Box Module Assign window, select the number of the table to be edited.

The current settings of the table is displayed.

2 Select the tab corresponding to the desired bank.

The functions assigned to the buttons of the selected bank are displayed in the Assign List.

3 Click the Name column on the line for the desired button, and enter the name for the button.

Notes

- You can enter up to eight alphanumeric characters and symbols. Use a " | " symbol to insert a line break, which appears only on the shot box module.
- Although you can enter both upper and lower case letters here, the names will be shown in capital letters on the shot box module.

4 Repeat steps **2** and **3** if you want to specify the name for another button.

5 Click [Save] to save the modified settings.

Removing the Assigned Function

The following procedure removes the function assigned to a button on the shot box module.
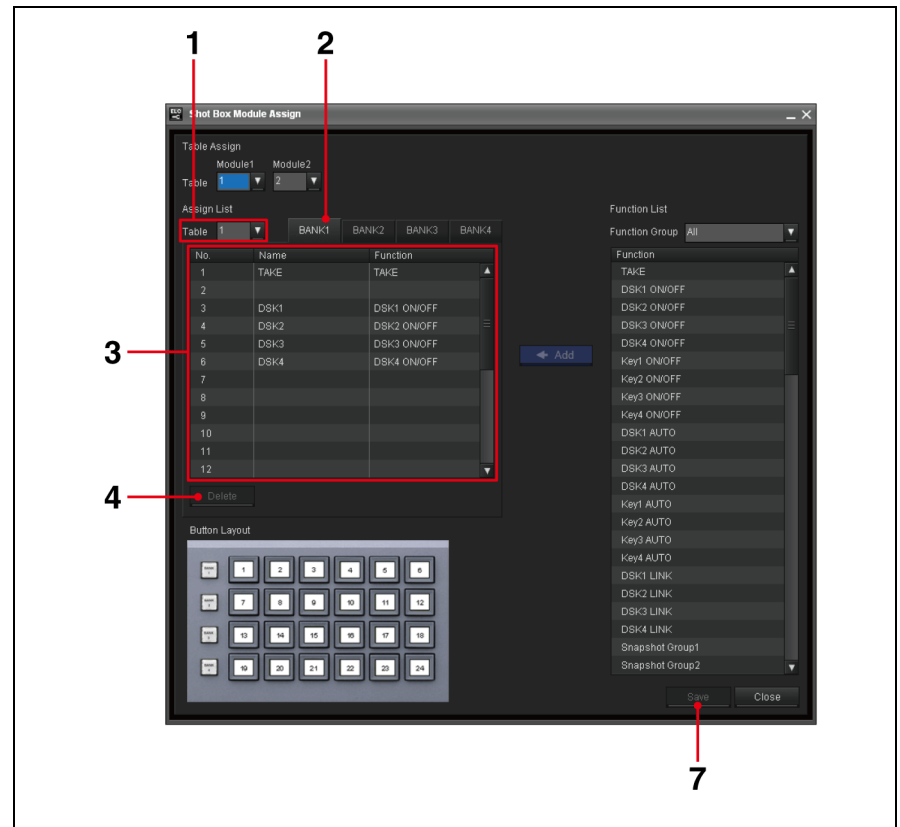
1 In the Shot Box Module Assign window, select the number of the table to be edited.

The current settings of the table is displayed.

2 Select the tab corresponding to the desired bank.

The functions assigned to the buttons of the selected bank are displayed in the Assign List.

3 Select the line of the button from which you want to remove the assigned function on the Assign List.

4 Click [Delete].

A confirmation message is displayed.

5 Click [OK] to remove the function.

The selected function disappear from the list.

6 Repeat steps **2** to **5** if you want to remove the function from another button.

7 Click [Save] to save the modified settings.

Managing Video Material
- Creating the DDR(VDCP) File List

The Initial Setup application shows the DDR(VDCP) File List Creation window, in which a technical director can select the video files to be used in the news programs from all the files stored on the DDR(VDCP). The selected files will be shown on a list when the DDR(VDCP) is selected during creating or editing cues, so that the desired video files can be added to a playlist easily.

Notes

- All the video files to be used in the ELC-MVS01 system must be listed in advance using this DDR(VDCP) File List Creation setup tool.
- Before creating the DDR(VDCP) file list, make the video switcher settings. The DDR(VDCP) File List Creation window only allows you to select a device (unit/channel) that has already been associated with a V/K pair number as Device(V) when creating the file list.

For details on making the video switcher settings, see "Making the Video Switcher Settings" on page 53.

Creating the File List

1 On the Initial Setup Main Menu, click the DDR(VDCP) File List Creation sub menu.

The DDR(VDCP) File List Creation window is displayed.
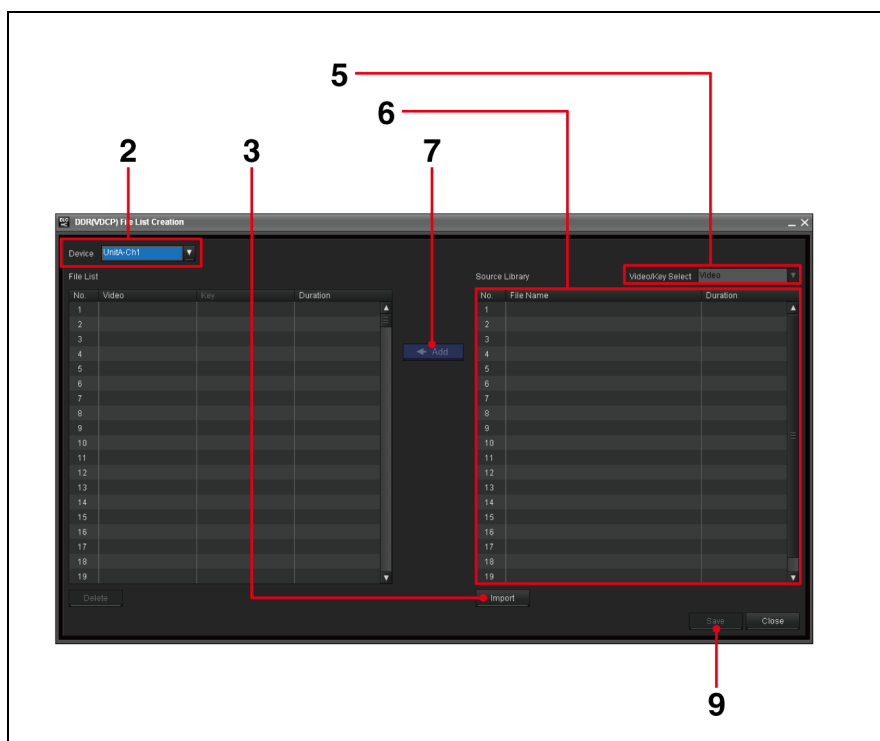
2 Select the desired device for which you would like to create a file list in the Device drop-down list box.

If the information on the DDR(VDCP) files of the selected device has already been imported, the files are displayed on the File List and the Source Library.

When the Source Library list, which shows the DDR(VDCP) files stored on the selected DDR(VDCP) is blank, or when you want to update the list, proceed to the next step.
When the Source Library list does not need to be updated, proceed to step **5**.

3 Click [Import].

A warning message appears.

4 Click [OK] to import the file information.

Importing of the file information starts.
When importing is completed, a message box appears. Clicking [OK] in the message box displays information on the video files obtained from the DDR(VDCP) on the Source Library list.

5 Select [Video] in the Video/Key Select drop-down list box.

6 Select the desired file(s) on the Source Library list.
You can select more than one file by using the Ctrl or Shift key.

Note

The File List holds up to 999 files.

7 Click [← ADD].

The selected file(s) are added in the Video column at the bottom of the File List.

**8** When using a different device (unit/channel) for the key, specify a file to be used as the key for each video file.
This step is not necessary when the device for the video and the key is the same, that is, Device(K) is not specified in the Video Switcher Settings window.

For details, see "To specify the key file for a video file" (below).

9 Click [Save] to save the modified settings.

To specify the key file for a video file
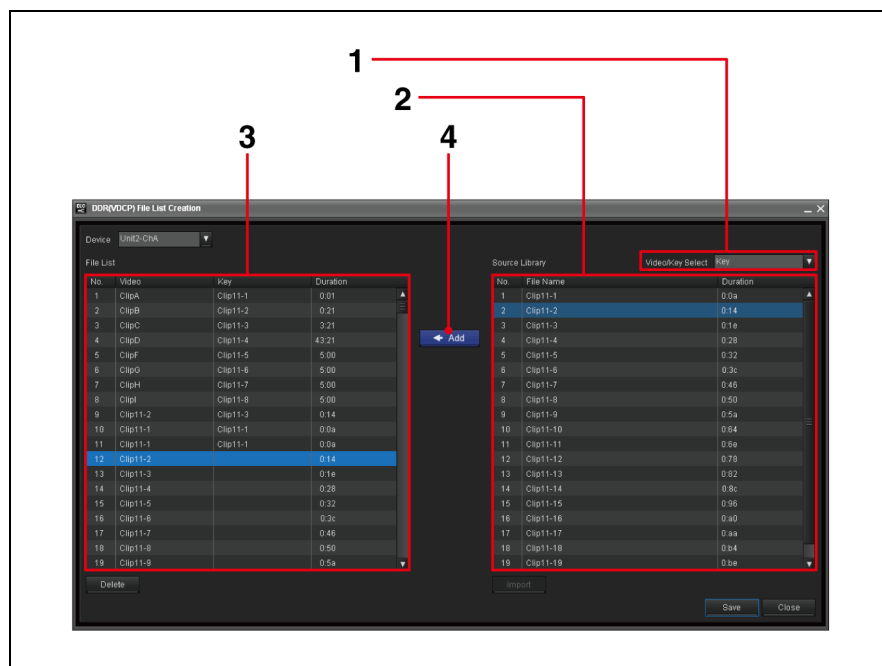
1 Select [Key] in the Video/Key Select drop-down list box.

2 Select the desired key file(s) on the Source Library list.
You can select more than one file by using the Ctrl or Shift key.

3 Select the video file to be paired with the selected key file on the File List.
If you selected more than one key file in step **2**, select the top one of the corresponding video files.
The selected key files will be added to the selected and subsequent lines on the File List.

4 Click [← ADD].

The selected key file is added, and appears in the Key column on the File List.

Changing the Order of the Files

The following procedure changes the order of the files on the File List. You can arrange the list, so that files can easily be found when creating/editing cues.

1 Select the desired device in the Device drop-down list box.

The file information created for the DDR(VDCP) is displayed on the File List.

2 Drag the desired file and drop it to the desired position on the File List.

The file is inserted at the position where it was dropped.

3 Repeat step **2** if you want to move another file on the list.

4 Click [Save] to save the modified settings.

Deleting Files from the List

The following procedure deletes the selected files from the File List.

1 Select the desired device in the Device drop-down list box.

   The file information created for the DDR(VDCP) is displayed on the File List.

2 Select the file(s) to be deleted.
   You can select more than one file by using the Ctrl or Shift key.

3 Click [Delete].

   A confirmation message is displayed.

4 Click [OK] to delete the file(s).

   The selected file(s) disappear from the File List. The remaining files are rearranged on the list without any space between them.

5 Click [Save] to save the modified settings.

Managing Audio Material
- Creating the Audio Server File List

The Initial Setup application shows the Audio Server File List Creation window, in which a technical director can select the audio files to be used in the news programs from all the files stored on the audio server. The selected files will be shown on a list when the audio server is selected while creating or editing cues, so that the desired audio files can be added to a playlist easily.

Note

All the audio files to be used in the ELC-MVS01 system must be listed in advance using this Audio Server File List Creation setup tool.

Creating the File List

1 On the Initial Setup Main Menu, click the Audio Server File List Creation sub menu.

The Audio Server File List Creation window is displayed.
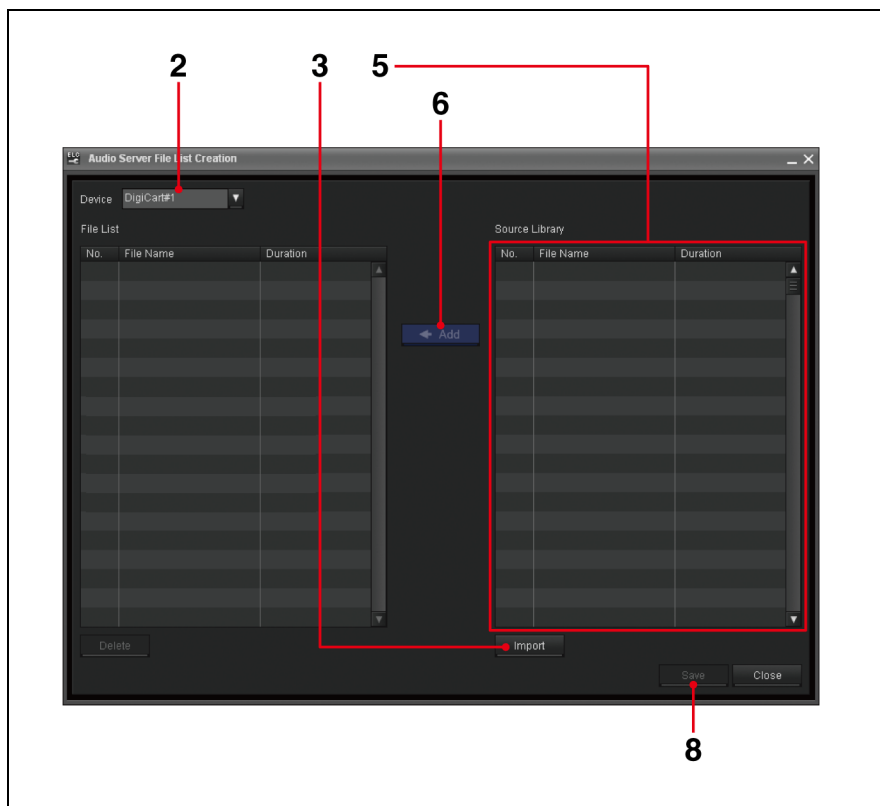
2 Select the desired device for which you would like to create a file list in the Device drop-down list box.

If the information on the audio files of the selected device has already been imported, the files are displayed on the File List and the Source Library.

When the Source Library list, which shows the audio files stored on the selected audio server, is blank, or when you want to update the list, proceed to step **3**. When it does not need to be updated, proceed to step **5**.

3 Click [Import].

A warning message appears.

4 Click [OK] to import the file information.

Importing of the file information starts.
When importing is completed, information on the audio files obtained from the audio server appears on the Source Library list.

5 Select the desired file(s) on the Source Library list.
You can select more than one file by using the Ctrl or Shift key.

Note

The File List holds up to 999 files.

6 Click [←ADD].

The selected file(s) are added at the bottom of the File List.

7 Repeat steps **5** and **6** if you want to add more files to the File List.

8 Click [Save] to save the modified settings.

Changing the Order of the Files

The following procedure changes the order of the files on the File List. You can arrange the list so that files can easily be found when creating/editing cues.

1 Select the desired audio server in the Device drop-down list box.

The file information created for the audio server is displayed on the File List.

2 Drag the desired file, and drop it to the desired position on the File List.
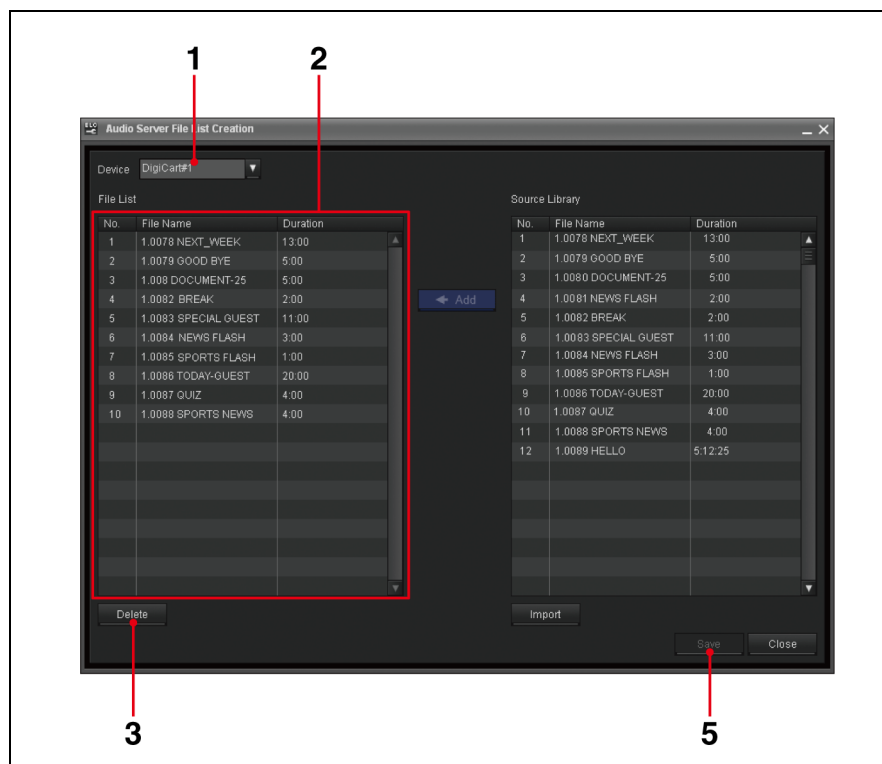
The file is inserted at the position where it was dropped.

3 Repeat step **2** if you want to move another file on the list.

4 Click [Save] to save the modified settings.

Deleting Files from the List

The following procedure deletes the selected files from the File List.

1 Select the desired audio server in the Device drop-down list box.

The file information created for the audio server is displayed on the File List.

2 On the File List, select the file(s) to be deleted.
You can select more than one file by using the Ctrl or Shift key.

3 Click [Delete].

A confirmation message is displayed.

4 Click [OK] to delete the file(s).

The selected file(s) disappear from the File List. The remaining files are rearranged on the list without any space between them.

5 Click [Save] to save the modified settings.

Making the Studio Monitor Settings

The Initial Setup application shows the Studio Monitor Settings window, in which a technical director makes the following settings related to the AUX buses of the video switcher that outputs signals to the studio monitors.

- **Enabling control of an AUX bus from the ELC-MVS01 system**
  This enables control of an AUX bus from the ELC-MVS01 system.
- **Specifying the initial source for an AUX bus**
  This specifies the initial source device for an AUX bus. Video signals from the device will be output to the connected studio monitor when no Video Icon to be output is specified. This will prevent studio monitors from displaying an unexpected image displayed on its screen.
- **Specifying the name for an AUX bus**
  The specified names for AUX buses appear in the ELC plug-in window and on playlists. Usually, a name that represents the connected studio monitor is used.
- **Specifying the length of delay for switching the OA and NEXT cues**
  This makes switching video displayed on a studio monitor synchronous with switching the OA and NEXT cues.

Enabling Control of an AUX Bus from the ELC-MVS01 System

1 On the Initial Setup Main Menu, click the Studio Monitor Settings sub menu.

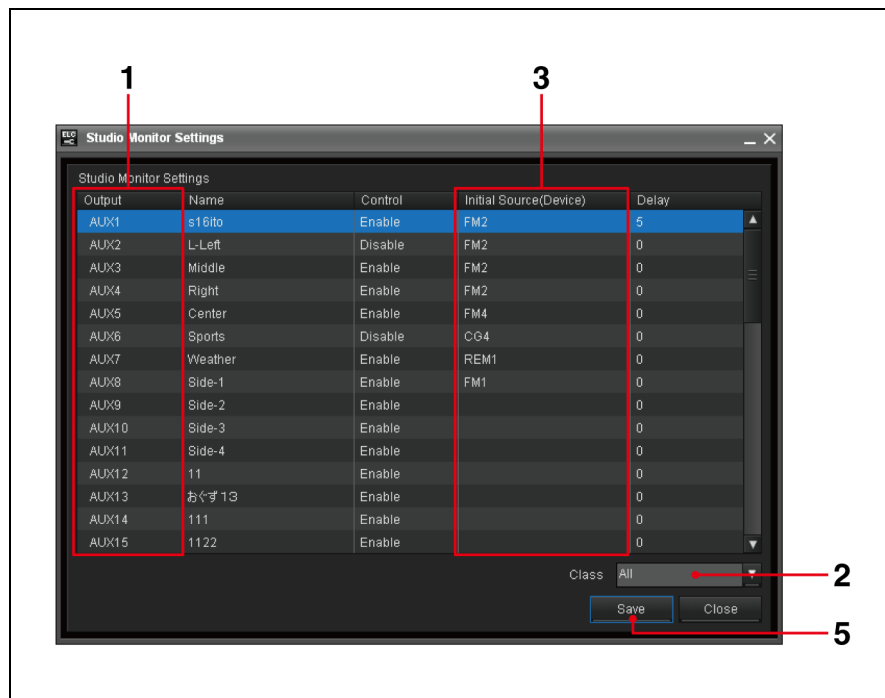The Studio Monitor Settings window is displayed.
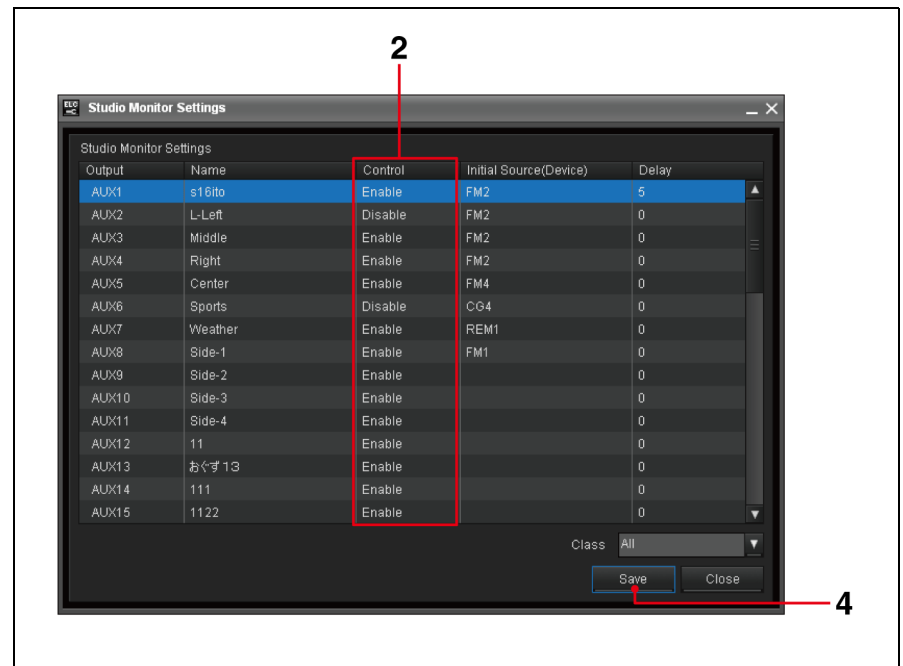
2 Select [Enable] in the Control drop-down list box for an AUX bus to enable control of that AUX bus from the ELC-MVS01 system.

3 Repeat step **2** for another AUX bus.

4 Click [Save] to save the modified settings.

To disable control of an AUX bus from the system

Select [Disable] in the Control drop-down list box for the desired AUX bus in step **2** in the procedure described above.

Specifying the Initial Source Device for an AUX Bus

1 In the Studio Monitor Settings window, select the AUX bus for which you want to specify the initial source device.

2 Narrow down the device, if necessary, by selecting the desired class using the Class drop-down list box.

You can select from the following options.

Class	Descriptions
All	All devices will be displayed in the Initial Source (Device) drop-down list box.
Camera	Select this option to specify a camera.
CG/Still Store	Select this option to specify a CG or Still Store. **Tip** The CG/Still Store is a server having a playlist function. The CG/Still Store controller type with a playlist function and a storage type can be a different device.The ELC-MVS01 does not control the CG/Still Store and does not perform file operations. With the tally off signal from the switcher, the next piece of material on the playlist will be loaded for standby.

Class	Descriptions
DDR(VDCP)	Select this option to specify a DDR(VDCP). **Tip** A disk recorder without a playlist function is supported. It can be used to handle frequently-used daily materials. The ELC-MVS01 software does not control the device. It only selects crosspoints from a DDR.
DDR(SonyVTR)	Select this option to specify a DDR(SonyVTR). Use this option for a digital disk recorder that can be controlled by the Sony VTR protocol. **Tip** The ELC-MVS01 software does not control the device. It only selects crosspoints from a DDR.
Ext/Others	Select this option to specify a Color Background or Re-Entry device within the switcher.
Frame Memory	Select this option to specify a Frame Memory within the switcher.
Remote	Select this option to specify a remote device.

3 Select the desired device using the Initial Source (Device) drop-down list box.

4 Repeat steps **1** to **3** for another AUX bus.

5 Click [Save] to save the modified settings.

Specifying the Name for an AUX Bus
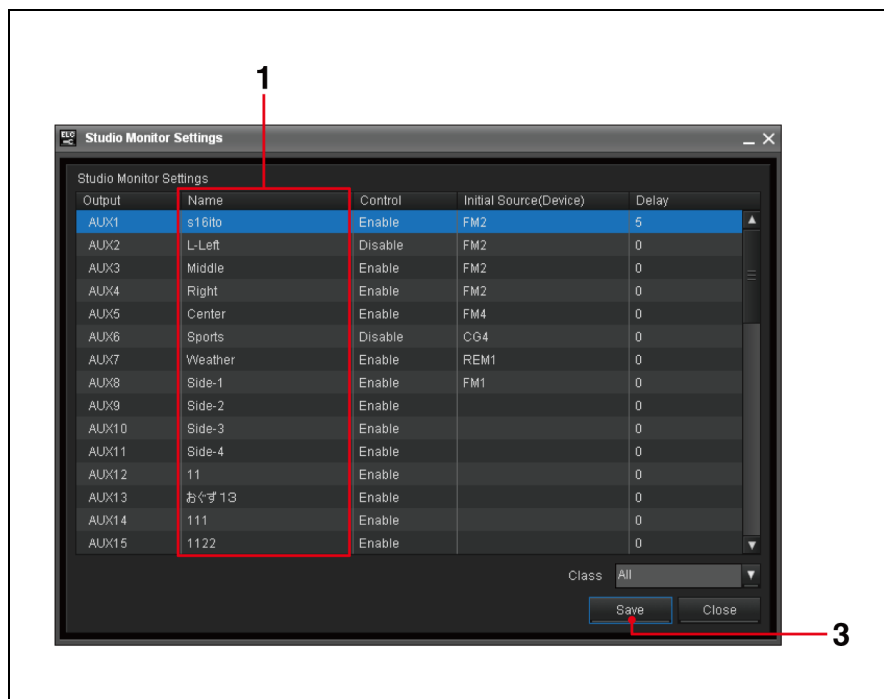
1 In the Studio Monitor Settings window, click the Name column on the line for the desired AUX bus, and enter the name for the bus using up to eight alphanumeric characters and symbols.

2 Repeat step **1** if you want to specify the name for another AUX bus.

3 Click [Save] to save the modified settings.

Note

You cannot leave the name of an AUX bus blank. If you delete the name, the default name corresponding to the AUX bus will be used.

Specifying the Length of Delay for Switching the OA and NEXT Cues

If there is a delay in performing the operation after the studio monitor accepted a command from the ELC-MVS01 software, specify the delayed value in the Studio Monitor Settings window. When this is set, other devices are controlled to be delayed according to the delay of the studio monitor, so that switching video displayed on a studio monitor is synchronous with switching the OA and NEXT cues.
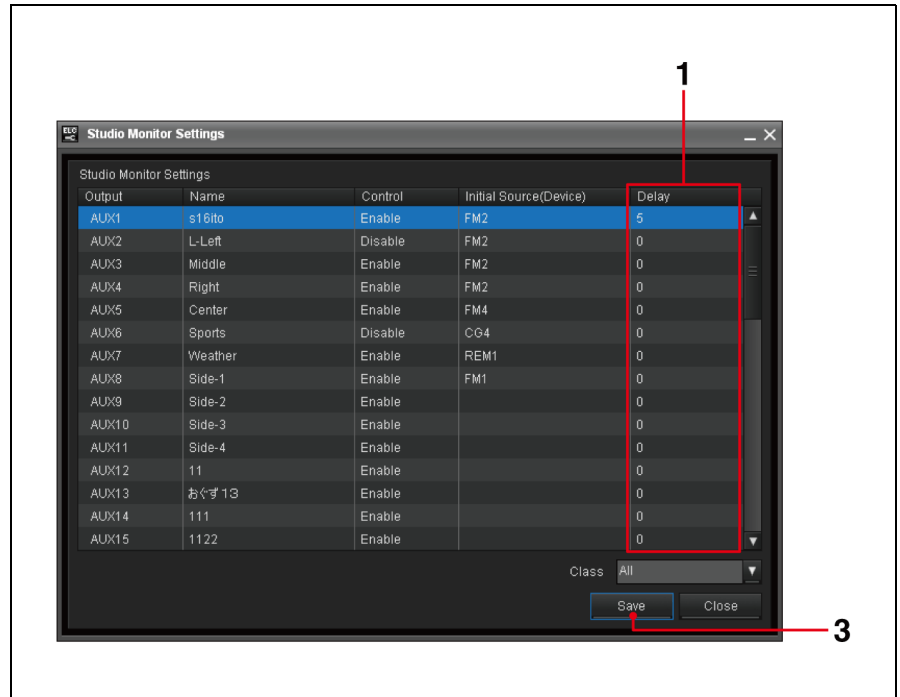
1 Specify the delayed value from 0 to 99 frames, using the spin box in the Delay column for the AUX bus in the Studio Monitor Settings window.

2 Repeat steps **1** if you want to specify the length of delay for another AUX bus.

3 Click [Save] to save the modified settings.

Preparing Icons
(Icon Manager)

Overview of Icons

The Icon Manager application allows you to create Video, Audio, Transition, and Effect Icons, which are elements to make a cue. The software also provides categories to classify Icons. This section provides an overview of Icons and categories you can create with the Icon Manager application.

Icons

An Icon symbolizes frequently-used settings of a video switcher, audio mixer, or devices for materials such as a camera, server, or CG. The following four types of Icons are available:

- **Video Icon**
  A Video Icon represents video materials of cameras, video servers, CG, and DDR. It is used to change video materials.

- **Audio Icon**
  An Audio Icon represents audio materials of an audio server, or video server. It is used to change audio materials.

- **Transition Icon**
  A Transition Icon represents a video transition setting. Various video transition settings are registered as a "snapshot" in the switcher, and the Transition Icon represents the snapshot. It is used to make the transition from one cue to the next one.

- **Effect Icon**
  An Effect Icon represents a setting of compound video effects. A frequently-used effect is registered as a "snapshot" in the switcher, and the Effect Icon represents the snapshot. It is used to set a video effect.

Note

An Effect Icon contains a Video Icon as an element. Create an Effect Icon after the Video Icon is created.

In addition, the following icon is supplied by the system:

System Icons
The following System Icons are prepared by the ELC-MVS01 software and the users are thus not required to prepare them. Their categories are also created by the ELC-MVS01 software, automatically.

- **Continuous**

  Audio and Video Icons for which class is designated as Continuous are used when identical material is used both in the OA cue and the NEXT cue.

  If the same material is set in two consecutive cues, functions such as Play or Shot Recall of Camera will operate again from the beginning with the TAKE operation. To use the same material without repeating those operations, use this Icon.

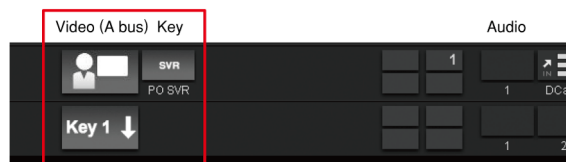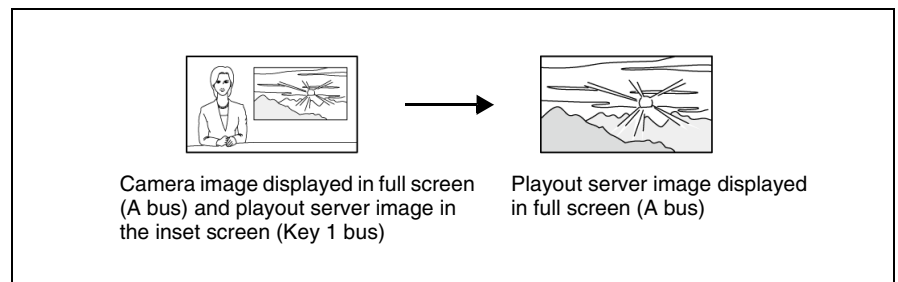### Example 1: When you want to make a Key On setting using a TAKE operation
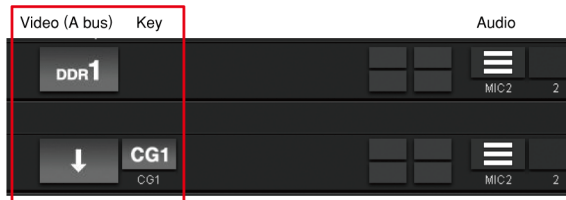
In the above example, the Key On setting is set with a TAKE operation and the CG1 is superimposed on the DDR image. Playback of the DDR image continues in the next cue.

Example 2: When you want to adjust the audio level using a TAKE operation
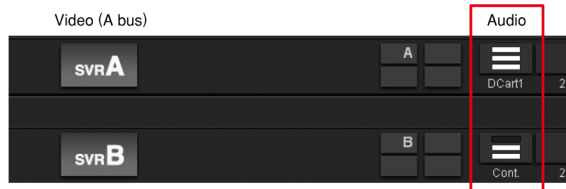
In the above example, the audio level is reduced with a TAKE operation while switching cues. Playback of the audio file continues in the next cue.

Example 3: When you want to continue to play the video file of the previous cue on a different bus

Camera image displayed in full screen (A bus) and playout server image in the inset screen (Key 1 bus)

Playout server image displayed in full screen (A bus)

In the above example, a video file stored on the playout server is played on the Key 1 bus and hence superimposed as a picture-in-picture video, at first. This file continues to be played on the A bus, so that it enlarges to full-screen size, with a TAKE operation.

- **PO Server**
  Video and Audio Icons for which class is designated as PO Server.
  There are two types of PO Server Icons: one for an as-yet-undetermined channel that is supplied by the system, and the other for each channel. The user must create an Icon for each channel to display it in a playlist.
  If the Icon for an undetermined channel of the PO Server is used in a cue, it will be replaced with the Icon corresponding to the channel when the Icon is actually pasted in the NRCS client window and the channel is set.

Categories

The Icon Manager allows you to create categories to be used to classify Icons. Categories are created to narrow down the Icons to be displayed in the Cue Edit window, so that you can select an appropriate Icon easily.
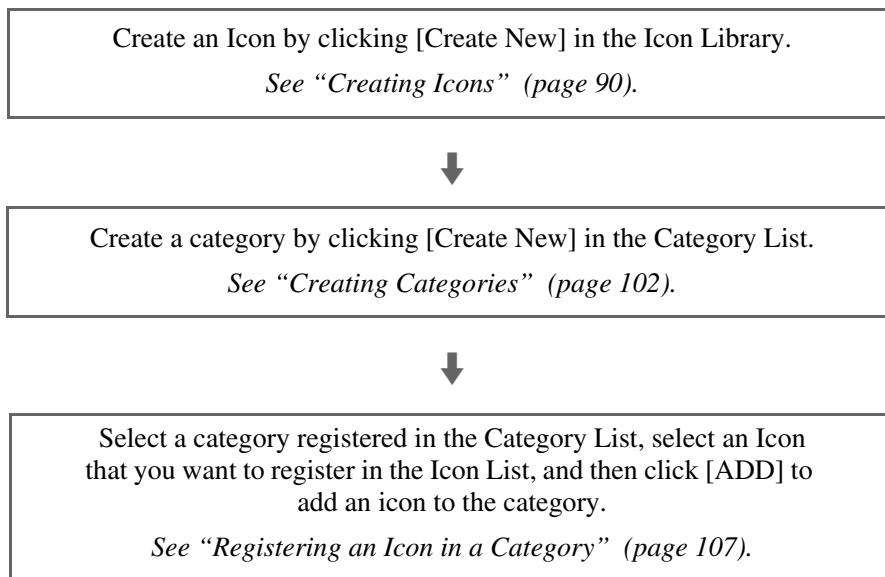Create categories, and then register the Icons in the respective categories.
There are the following exceptions:
- The Icons of DDR(VCDP) and Audio Server classes, which show file lists when the category is selected will be automatically registered in the relevant class categories when their category types are specified.
- The Icons of PO Server and Continuous classes, which are supplied by the system, will be automatically registered in the relevant categories that are created by the system.

Workflow for creating icons and categories

The following provides an overview of the workflow for creating icons and classifying icons into categories:

> Create an Icon by clicking [Create New] in the Icon Library.
> *See "Creating Icons" (page 90).*

⬇

> Create a category by clicking [Create New] in the Category List.
> *See "Creating Categories" (page 102).*

⬇

> Select a category registered in the Category List, select an Icon that you want to register in the Icon List, and then click [ADD] to add an icon to the category.
> *See "Registering an Icon in a Category" (page 107).*

The ELC-MVS01 system enables you to import "Shots" from robotic cameras in the system as Video (Camera) Icons. The workflow is different from the one shown above when importing shots from robotic cameras as Video (Camera) Icons.

See "Importing Camera Shots and Creating Icons" on page 110 for details on this operation.

Starting the Icon Manager Application

Before you start the Icon Manager

To create Icons in the Icon Manager, the following preparations are necessary:

- **Building up the database**
  In the System Setup, Device Resources should be set up. Without these settings, options such as Class and Device are not displayed in the Icon Manager.

- **Creating graphic data for thumbnails**
  In the Icon Manager, Icons are displayed graphically using the prepared graphic data.

- **Creating snapshots with the video switcher**
  The Icon Manager reproduces transition, key, and other video effects by recalling snapshots, so snapshots should be prepared in advance.

- **Creating a macro with the video switcher**
  Some types of transitions, such as CG Wipe, can use a macro of the video switcher, so macros should be prepared in advance.

1 Double-click the Icon Manager icon on the Windows desktop.
Or, double-click the IconManager.exe file in the "Sony\ELC\IconMgr" folder on the drive where the ELC-MVS01 software is installed.

The Icon Manager starts and the Icon Manager window is displayed.
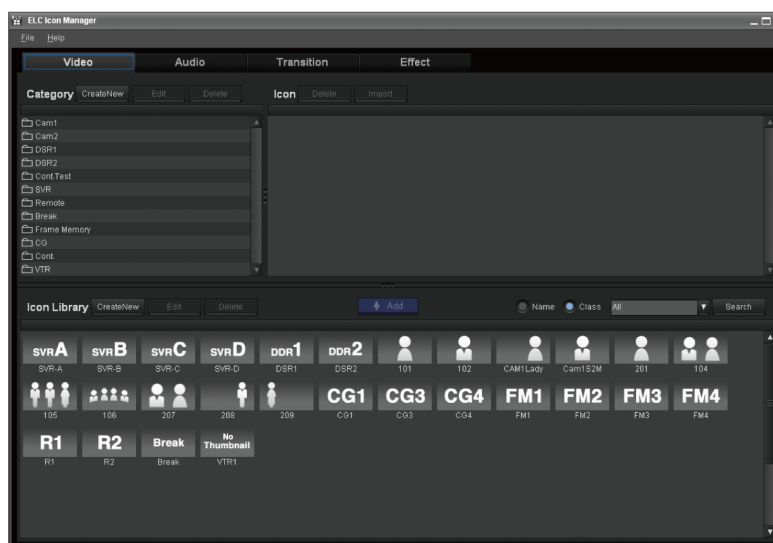
Note

Only one Icon Manager application can be operated in a system at a time. If the Icon Manager application is already operating on the same computer, or on a different computer in the system, you cannot start the application.

Exiting the Icon Manager application

1 Click [File] > [Exit] from the menu bar of the Icon Manager Main Menu.

If there is an unsaved operation, the Icon Manager application asks you whether you want to save it. Save it if necessary. The Icon Manager application is closed.

Managing Icons

This section explains how to create and set in detail an icon. You can also edit or delete a created icon.
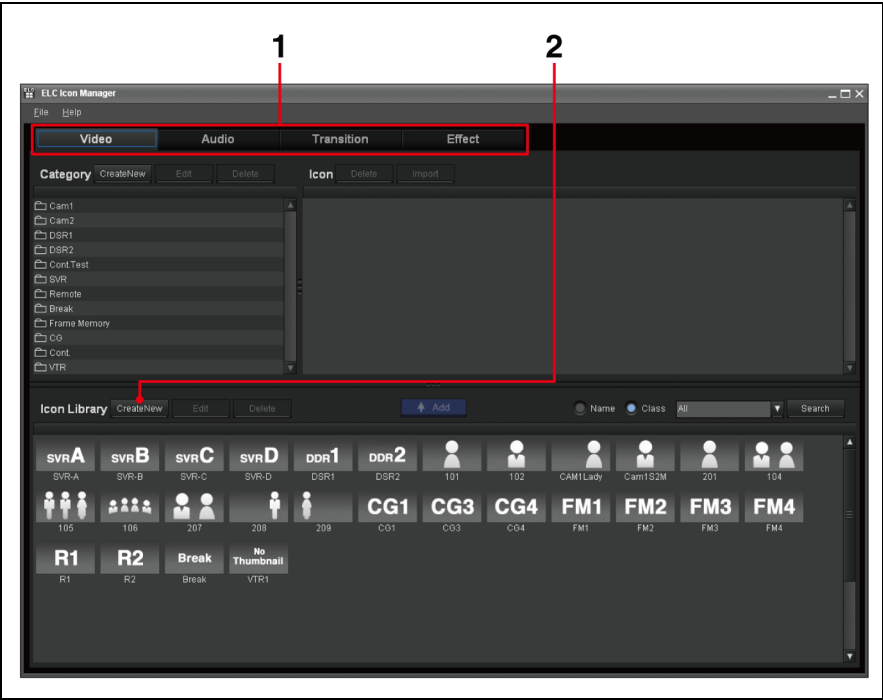
Creating Icons

This section explains how to create an Icon, an element for creating a cue.

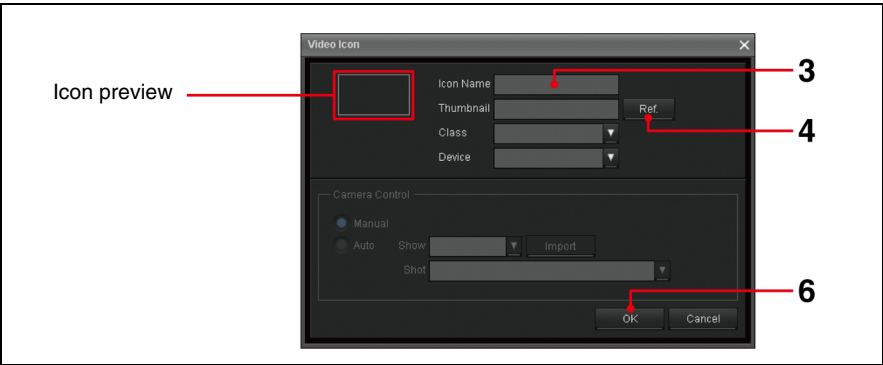*For details of each Icon settings, see "Setting Icons" on page 91.*

1 Click the desired tab, Video, Audio, Transition, or Effect, in the Icon Manager.

The window for the selected tab is displayed.

2 Click [Create New] on the Icon Library.
Or, right-click on the Icon Library, and select [Create New] from the menu displayed.

The Icon creation window is displayed.

3 Input the desired name of up to eight alphanumeric characters in the Icon Name text box.

The input name appears under the Icon thumbnail of the Icon preview block.

4 Click [Ref.] next to the Thumbnail box to display the image list contained in the relevant Windows folder. Then select the desired image for the thumbnail.

It is recommended that you use a graphic (jpeg/bmp) file displayed at 80 x 45 pixels.

Tip

Sample icon graphic files from Sony are supplied free for your use in the "Sony\ELC\BitmapIcon" folder on the drive where the ELC-MVS01 software is installed.

5 Make the required settings to create a new Icon.
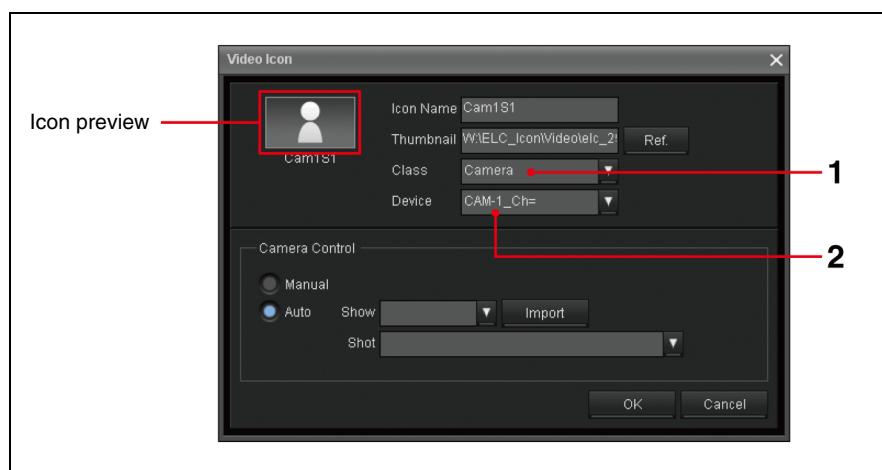
For details, see "Setting Icons" on page 91.

6 Click [OK].

The selected Icon window is closed. The created Icon is added to the end of the Icon Library.

Setting Icons

Video Icons

You can create and edit Video Icons in the Video Icon window.

1 Select the class where the desired device is classified from the Class drop-down list box.

You can select from the following options. According to the class selected here, the rest of the menus show different options.

Class	Descriptions
Camera	Select this option to create a camera Icon.

Class	Descriptions
CG/Still Store	Select this option to create a CG or Still Store Icon. **Tip** The CG/Still Store is a server having a playlist function. The CG/Still Store controller type with a playlist function and a storage type can be a different device. The ELC-MVS01 does not control the CG/Still Store and does not perform file operations. With the tally Off signal from the switcher, next piece of material on the playlist will be loaded for standby.
DDR(VDCP)	Select this option to create a DDR(VDCP) Icon. **Tip** A disk recorder without a playlist function is supported. It can be used to handle frequently-used daily materials. You can specify files from the ELC-MVS01.
DDR(SonyVTR)	Select this option to create a DDR(SonyVTR) Icon. Use this option for a digital disk recorder that can be controlled by the Sony VTR protocol.
Ext/Others	Select this option to create a Color Background or Re-Entry Icon within the switcher.
Frame Memory	Select this option to specify a Frame Memory Icon within the switcher.
PO Server	Select this option to create a playout server Icon. **Tip** A playout server is a server having a playlist function. It can be used to handle daily-changing materials. The playout server controller type with a playlist function and a storage type can be a different device. The ELC-MVS01 controls the playback function and does not select files.
Remote	Select this option to create a remote Icon.

Note

You can set the Class only when you are creating a new Icon. When you edit an existing Icon, the Class boxes are disabled.

2 Select the desired device from the Device drop-down list box.

You can select from the devices of the selected class as follows. Depending on the class you have selected in step **1**, the type of devices differs.

Class	You can select:
Camera	Devices classified as camera in the database.
CG/Still Store	Devices classified as CG/Still Store in the database.
DDR(VDCP)	Devices classified as DDR(VDCP) in the database.
DDR(SonyVTR)	Devices classified as DDR(SonyVTR) in the database.
Ext/Others	Devices classified as Ext/Others in the database.
Frame Memory	Devices classified as Frame Memory in the database.
PO Server	Devices classified as PO Server in the database. Select this option to create a PO Server Icon for each playout server channel.
Remote	Devices classified as Remote in the database.

3 When you select [Camera] for the Class in step **1**, specify the Camera Control options.

Check either the Manual or Auto option box:

- **Manual:** Select this option to control the switcher's cross point selection only, and to control the camera manually.
- **Auto:** Select this option to control both the switcher's cross point selection and to perform automatic control (Shot Recall) over the robotic camera.
  When you select Auto, the Show and Shot boxes become enabled.
  Proceed with the settings as follows:

Options	Descriptions
Show	Click the down arrow to display the Show options of the selected Device. Select the desired show option.
Shot	Click the down arrow to display the Shot options of the selected Show. Select the desired shot option.
Import button	Click the button to re-load the Show/Shot information from the robotic camera.

Audio Icons

You can create and edit Audio Icons in the Audio Icon window.

Note

The Audio Icons classified as CG/Still Store, DDR(VDCP), DDR(SonyVTR), PO Server, and Remote will be created automatically when a Video Icon is created.

For details, see "List of Required Settings in Icon Creation and Category Registration" on page 114.
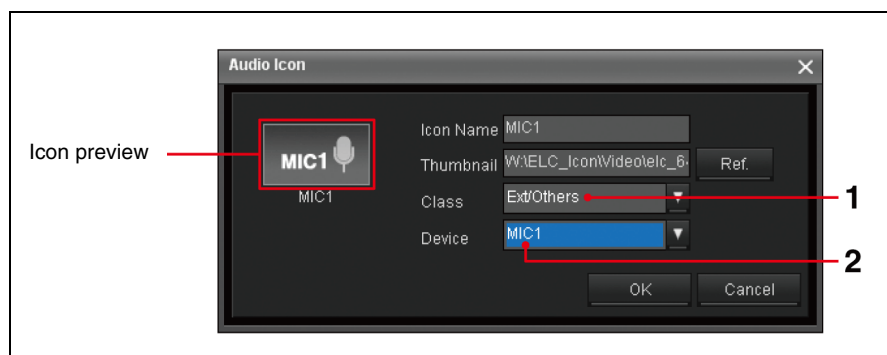
1 Select the class where the desired device is classified from the Class drop-down list box.

You can select from the following options. According to the class selected here, the rest of the menus show different options. .

Class	Descriptions
Audio Server	Select this option to create an audio server Icon.
Ext/Others	Select this option to create a piece of material Icon for which the device control is not required.

Note

You can set the Class only when you are creating a new Icon. When you edit an existing Icon, the Class boxes are disabled.
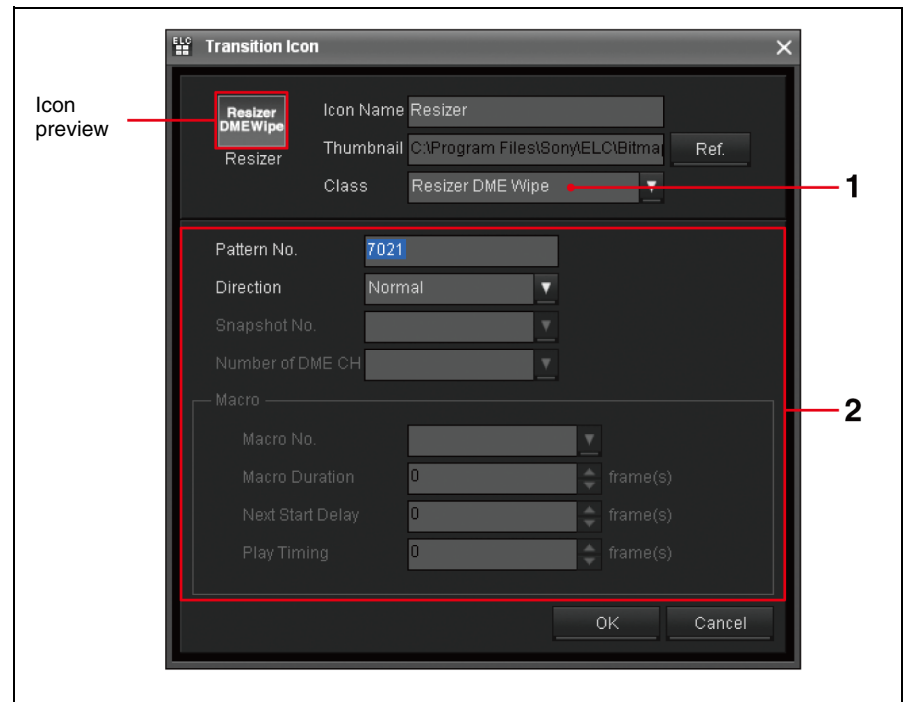
2 Select the desired Device for the Icon from the Device drop-down list box.

You can select from the following options. Depending on the class you have selected in step **1**, the type of devices differs.

Class	You can select:
Audio Server	Devices classified as audio server in the database.
Ext/Others	Devices classified as Ext/Others in the database.

Transition Icons

You can create and edit Transition Icons in the Transition Icon window.

1 Select the class where the desired device is classified from the Class drop-down list box.

You can select from the following options. According to the class selected here, the rest of the menus show different options.

Class	Descriptions
Mix	Select this option to create a Mix icon.
NAM [1]	Select this option to create a NAM icon.
Super Mix[1]	Select this option to create a Super Mix icon.
Wipe Snapshot[1]	Select this option to create a Wipe Snapshot icon.
DME Wipe Snapshot[1]	Select this option to create a DME Wipe Snapshot icon.
User Programmable DME	Select this option to create a User Programmable DME icon.
Resizer DME Wipe[2]	Select this option to create a Resize DME Wipe icon.
Macro[1] [3]	Select this option to create a Macro icon.
Preset Color Mix[1]	Select this option to create a Preset Color Mix icon.

1) The option cannot be used for a key.

2) The option can be used only for a key.
3) The option cannot be used for a studio monitor.

Note

You can set the Class only when you are creating a new Icon. When you edit an existing Icon, the Class box is disabled.

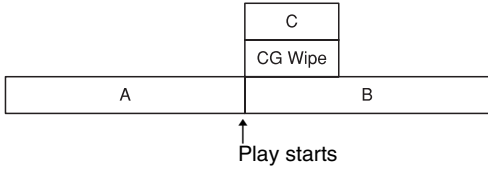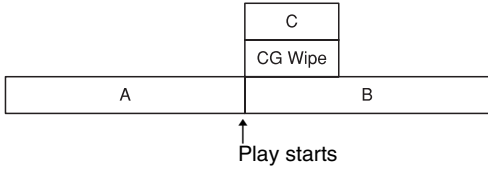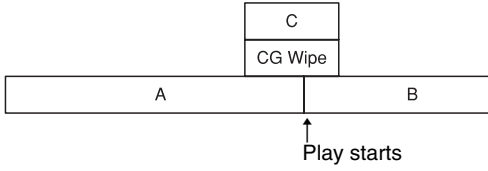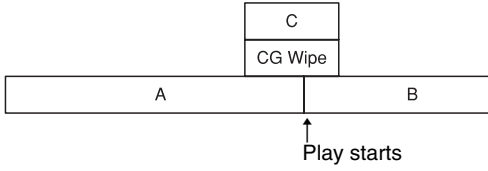**2** Depending on the class you select in step **1**, set the following options.

❐ **When Wipe Snapshot or DME Wipe Snapshot is selected as Class**

Options	Descriptions
Pattern No.	Specify the desired pattern number to be used, or leave this blank. When this option is left blank, the pattern number specified in Wipe Snapshot or DME Wipe Snapshot will be used. When a pattern number is specified here, it will have priority.
Direction	This option is disabled. Register setting of this option in the Wipe Snapshot or DME Wipe Snapshot settings in advance.
Snapshot No.	Specify a Wipe Snapshot or DME Wipe Snapshot number from 1 to 10.
Number of DME CH	Specify the number of DME channels to be used in the Icon from 0 to 4. **Note** Specify the appropriate number when you use DME. The system will display insufficient-DME-resource warning messages in a playlist based on this setting.
Macro	This option is disabled.

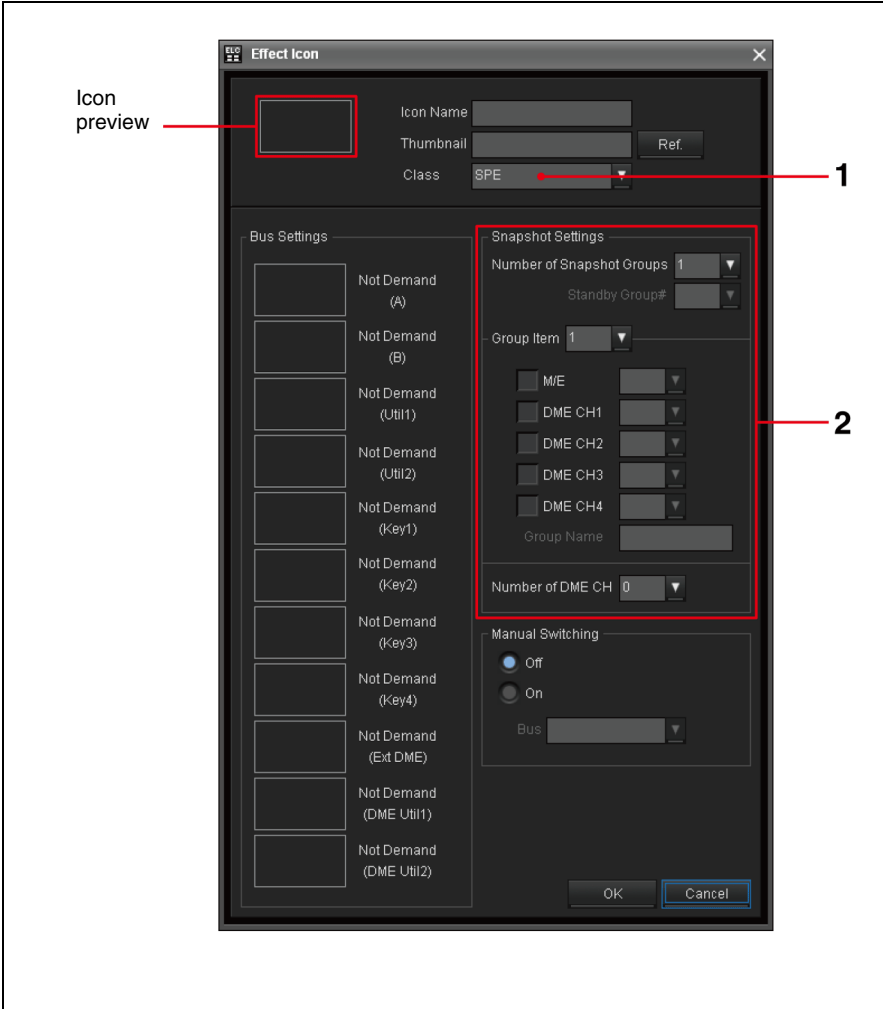❐ **When Mix, NAM, Super Mix, User Programmable DME, Resizer DME Wipe, or Preset Color Mix is selected as Class**

Options	Descriptions
Pattern No.	Specify the desired pattern numbers to be enabled depending on the class you selected: **Resizer DME Wipe:** • 7001 to 7008 • 7021 to 7031 • 7201 to 7208 • 7221 to 7224 **User Programmable DME:** • 1901 to 1999 (pattern using 1CH DME) • 2901 to 2999 (pattern using 2CH DME) • 3901 to 3999 (pattern using 3CH DME)
Direction	Select either Normal or Reverse. You can set this option when User Programmable DME or Resizer DME Wipe is selected.
Snapshot No.	This option is disabled.
Number of DME CH	This option is disabled.
Macro	This option is disabled.

❒ When Macro is selected as Class

Options		Descriptions
Pattern No.		This option is disabled. Register the setting of this option within the Macro.
Direction		This option is disabled. Register the setting of this option within the Macro.
Snapshot No.		This option is disabled. Register the setting of this option within the Macro.
Number of DME CH		Specify the number of DME channels to be used in the Icon from 0 to 4. **Note** Specify the appropriate number when you use DME. The system will display insufficient-DME-resource warning messages in a playlist based on this setting.
Macro		This option is displayed only when Macro is selected for class. Set the following in the Macro block:
	Macro No.	Specify the desired Macro number from 1 to 250.
	Macro Duration	Specify the duration that has been specified for the Macro on the switcher from 0 to 999 frames.
	Next Start Delay	If the start timing of the next cue image (device control) needs to be delayed against the start timing of a transition effect (CG Wipe) that is executed by a Macro, specify the length of the delay from 0 to 999 frames. (Example: when the next cue B needs to be delayed) Without a delay: With a delay:
	Play Timing	If there is a delay between "start timing of the Macro" and "start timing of the transition effect that is included in the Macro," specify the length of the delay from 0 to 999 frames. When this delay (Play Timing) is set, other devices are delayed according to the delay of the transition effect, so that the start of the transition effect is synchronous with the play timing of other devices.

Effect Icons

You can create and edit Effect Icons in the Effect Icon window.

Icon
preview

1

2

1 Select the class where the desired device is classified from the Class drop-down list box.

You can select from the following options. According to the class selected here, the rest of the menus will show different options.

Class	Descriptions
SPE	Select this option to create a Special Effect Icon that allows you to perform picture effects using a snapshot. In addition to simple picture effects, you can register more complicated settings, such as manual switching of multiple snapshots while on the air (2box), or manual switching of the bus between random materials while on the air. *For details, see "Preparing for Switching Multiple Snapshots Manually (2Box)" on page 137.*

Note

You can set the Class only when you are creating a new Icon. When you edit an existing Icon, the Class box is disabled.

2 In the Snapshot Settings block, set the snapshots you will use in the Effect Icon.

For using multiple snapshots, you must make the required necessary settings in the Snapshot Settings block: the Standby Group#, Group Item Selection, and Group Name.

For detailed settings, see "Preparing for Switching Multiple Snapshots Manually (2Box)" on page 137.

Options	Descriptions
Number of Snapshot Groups	Specify how many snapshot groups should be used, from 1 to 4. A snapshot group represents a combination of snapshots, which you can recall by pressing the button assigned to a snapshot group on the shot box module. To recall one snapshot group, the number should be "1." To recall multiple snapshot groups, select 2 to 4, corresponding to the number of snapshot groups that you want to recall. • **When "1" is selected:** Example: One snapshot is used and camera and CG are mixed.
Group Item	Put a check mark next to the places where you want to use snapshots, and then specify a snapshot number using the drop-down list box.
Number of DME CH	Specify the number of DME channels to be used in the Icon. **Note** Specify the appropriate number when you use DME. The system will display insufficient-DME-resource warning messages in a playlist based on this setting.

3 In the Manual Switching block, set the manual switching you will use in the Effect Icon.

For details, see "Preparing for Manual Switching" on page 143.

Setting in the source window
The Source window allows you to change the source settings of the bus.

1 Double click on the desired thumbnail in the Bus Settings block on the Effect Icon window.
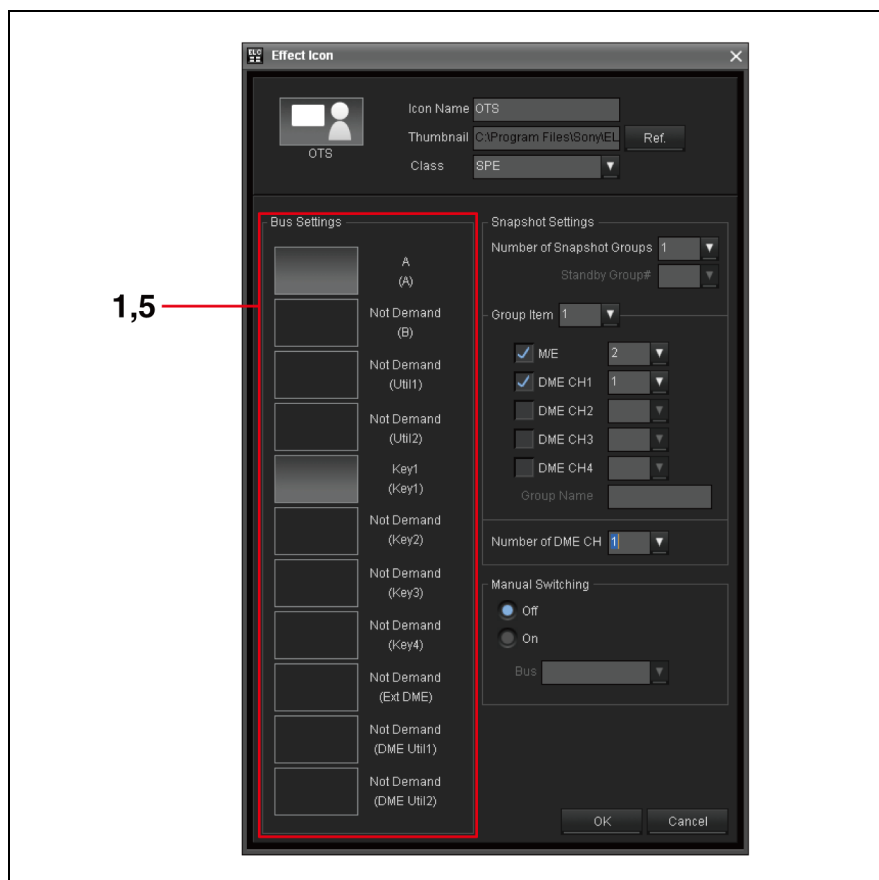
The Source window of the selected bus is displayed.
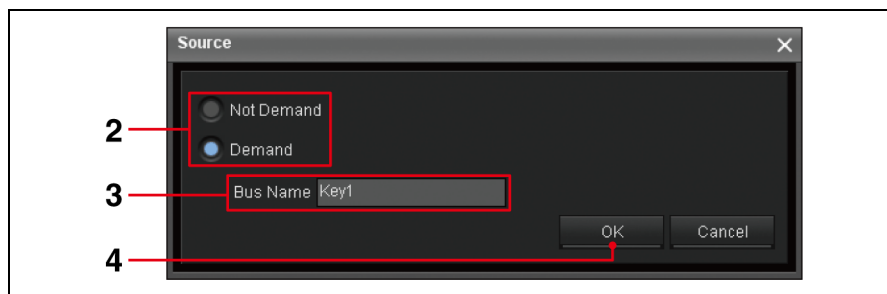
2 Select whether you will use the bus image in performing effects.

- **Not Demand:** Select this option when you do not want to use the bus image. When you set an image in Cue Edit, you will not be prompted to select a Bus image.
- **Demand:** Select this option to use the Bus image in the image mix effect. When you set an image in Cue Edit, you will be prompted to select an image for the Bus.

3 Input the desired bus name of up to eight alphanumeric characters in the Bus Name text box.

4 Click [OK].

The settings take effect. The Source window is closed. The Effect Icon window is displayed again.

5 Select the desired bus in the Bus Settings block, and repeat steps **2** through **4** to make the settings.

All the available buses to be used with the switcher are displayed. To change the settings, double-click on the thumbnail display block on the bus to display its source window.

Display examples	Descriptions
Left Box (A)	The A bus is used. The bus name is displayed if it is specified. In the Cue Edit window, you will be prompted to select a Video Icon.
Not Demand (A)	The A bus is not used. A bus name will not be displayed even if it is specified. Instead, Not Demand is displayed.
Manual Switching BKGD (A)	The A bus is used. The bus name is displayed if it is specified. Manual Switching is associated with the A bus.

Editing Icons

This section explains how to edit the settings of an Icon.

1 Click the desired tab, Video, Audio, Transition, or Effect, in the Icon Manager.

The window for the selected tab is displayed.

2 Click the desired Icon in the Icon Library, and click [Edit].
Or, right-click on the desired icon in the Icon Library, and select [Edit] from the menu displayed.

The Icon setting window is displayed.

Note

You cannot edit an Icon in the Icon List.

3 Perform the desired settings.

For details, see "Setting Icons" on page 91.

4 Click either of the two to execute the settings.

- **Save:** Saves the settings, overwriting the existing Icon. The Icons in the Icon List is updated, reflecting the changes.
  When saving is complete, the [Save] button becomes disabled.
- **Save as:** Adds a new Icon to the Icon Library.

Moving an Icon within the Icon Library

This section explains how to move an Icon to the desired place in the Icon Library.

1 Click the desired tab, Video, Audio, Transition, or Effect, in the Icon Manager.

The window for the selected tab is displayed.

2 Drag the desired Icon and drop it to the desired position in the Icon Library.

The Icon is moved.

Deleting Icons

This section explains how to delete an Icon from the Icon Library.

Notes

- When you delete an Icon belonging to a category in the Icon Library, the Icon will also be deleted from the category.
- Once an Icon is deleted, you cannot select it when creating a new cue. Even if it has already been used in an existing cue, you can still continue to use the Icon.

1 Click the desired tab, Video, Audio, Transition, or Effect, in the Icon Manager.

The window for the selected tab is displayed.
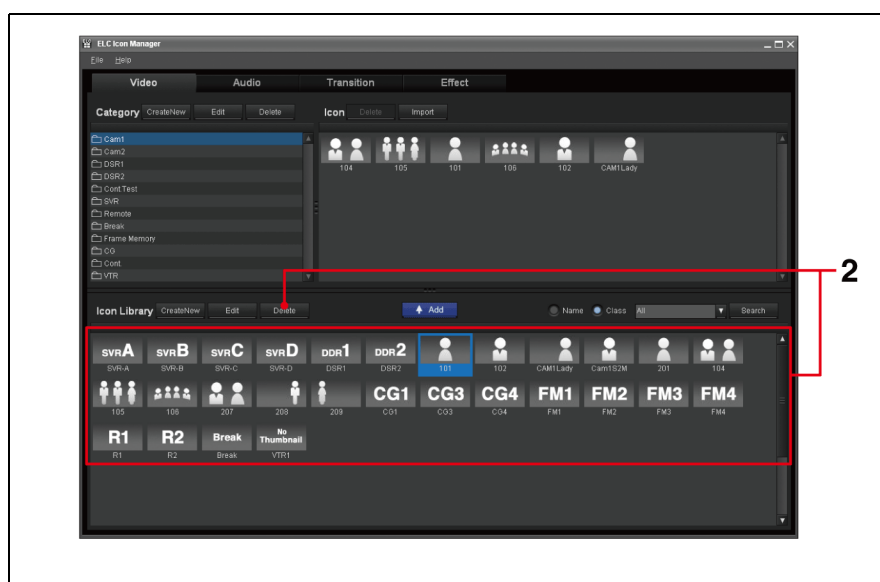
2 Click the desired Icon in the Icon Library, and click [Delete]. Or, right-click on the desired icon in the Icon Library, and select [Delete] from the menu displayed.

A confirmation dialog box is displayed.

3 Click [OK].

The Icon is deleted from the Icon Library.

Managing Categories

This section explains how to create and set in detail a category for classifying icons. You can also edit, move or delete a created category.

Creating Categories

This section explains how to create categories to store Icons.

For details of each category setting, see "Setting Categories" on page 103.

1 Click the desired tab, Video, Audio, Transition, or Effect, in the Icon Manager.

The window for the selected tab is displayed.
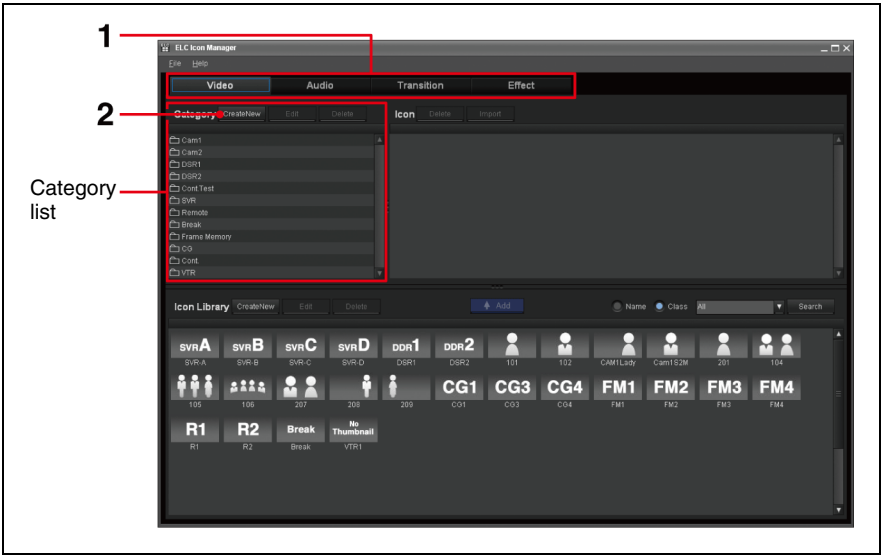
2 Click [Create New] in the Category List.
Or, right-click on the Category List, and select [Create New Category] from the menu displayed.

The category setting window is displayed.

3 Click the Category Name text box to make the box in the input mode.

4 Input the desired name of up to 25 alphanumeric characters in the Category Name text box.

5 When you create a Video or Audio category, select the desired category type from the Category Type drop-down list box.
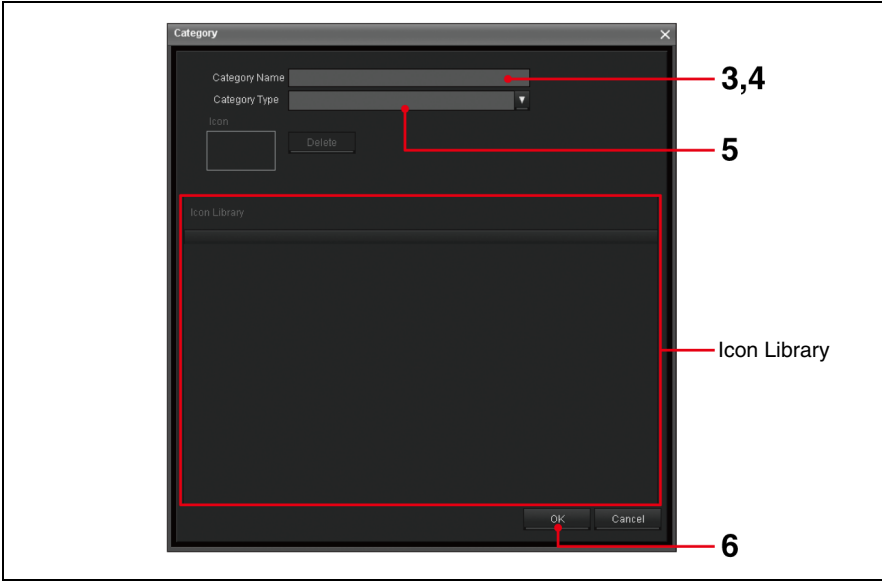
According to the category type selected here, the Icons are automatically selected and displayed in the Cue Edit window when you select a category.

Notes

- Once you select a category type, the relevant Icons are automatically selected and displayed in the Icon Library. You cannot register an Icon in the Icon Library manually.
- The system supplies the Continuous Icon and PO Server Icons for an as-yet-undetermined channel, creates the respective categories for them, and allocates the Icons to the relevant categories, automatically. Selecting the Continuous or PO Server category in the Cue Edit window automatically displays these system-supplied Icons.
- For Transition and Effect categories, category type setting is not necessary.

For details, see "Setting Categories" (below).

6 Click [OK].

The category is added to the end of the Category List.
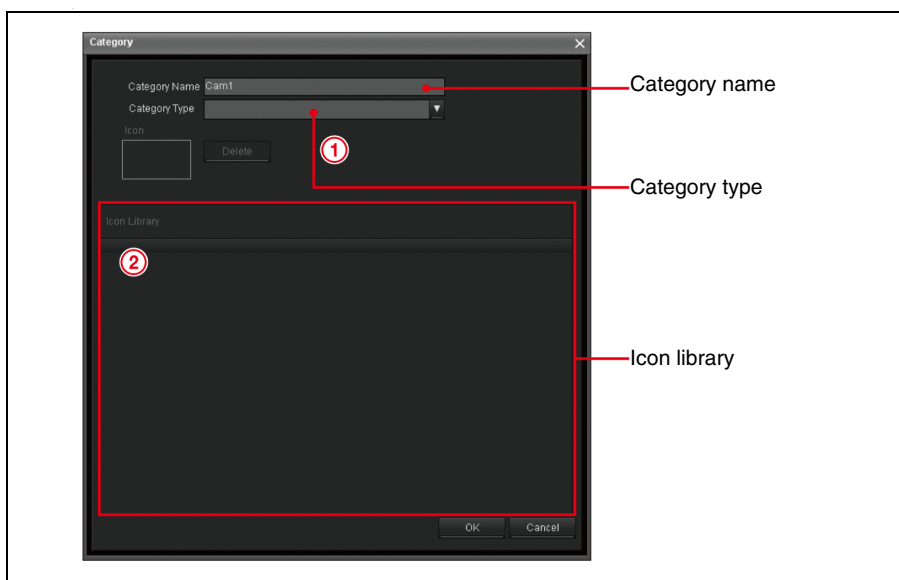
Setting Categories

When you create a category, you can select the following category types:

To create a category for free registration

This category is used to register Icons freely. (For Audio and Video Icons)
To create a category, select Blank for the category type(①).

In the Icon Library (②), nothing is displayed. Setting an icon here is not necessary.

When this type of category is selected in Cue Edit window, user-registered Icons are displayed.

To create a category designed for DDR(VDCP)

This category is used to contain the files of the devices whose class is DDR(VDCP). (For Video Icons)
To create a DDR(VDCP) category, select DDR(VDCP) for the category type(①).
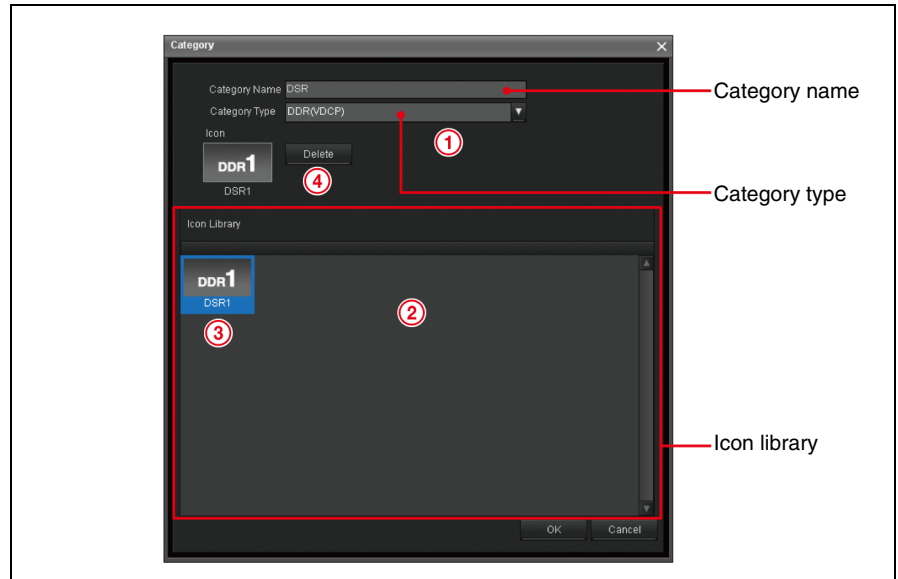
In the Icon Library(②), Icons classified as DDR(VDCP) are displayed. Select the Icon whose registered file list you want to use (③). To delete the setting, click [Delete] (④) next to the Icon preview.

To create a category designed for Audio Server

This category is used to contain the files of the devices whose class is Audio Server. (For Audio Icons)
To create an Audio Server category, select audio server for the category type (①).

In the Icon Library (②), Icons classified as Audio Server are displayed. Select the Icon whose registered file list you want to use (③). To delete the setting, click [Delete] (④) next to the icon preview.
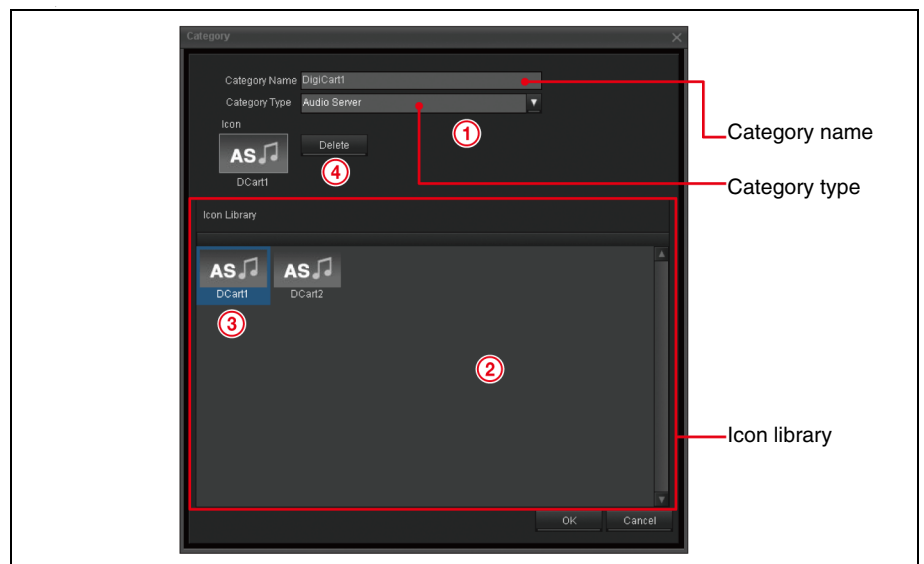
Editing Categories

This section explains how to change the category settings.

1 Click the desired tab, Video, Audio, Transition, or Effect, in the Icon Manager.

The window for the selected tab is displayed.

2 Click the desired category in the Category List, and click [Edit].
Or, right-click on the desired category in the Category List, and select [Edit] from the menu displayed.

The category setting window is displayed.
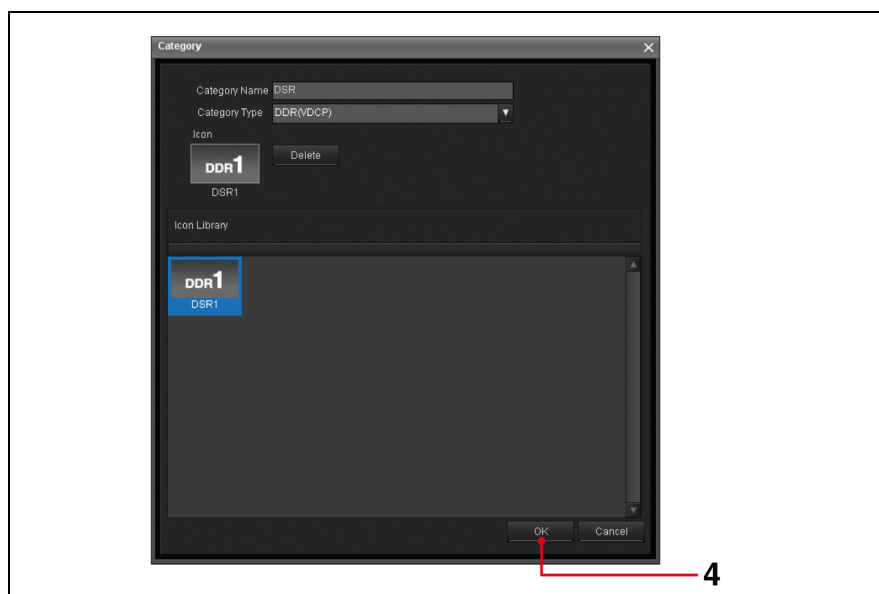
3 Perform the required settings.

For details, see the steps 3 through 5 of "Creating Categories" on page 102.

4 Click [OK].

The settings take effect. The Category List reflects the changes.

Moving Categories

This section explains how to move a category within the Category List.

1 Click the desired tab, Video, Audio, Transition, or Effect, in the Icon Manager window.

The window for the selected tab is displayed.

2 Drag the desired category and drop it to the desired position in the Category List.

The category is moved.

Deleting Categories

This section explains how to delete a category from the Category List.

1 Click the desired tab, Video, Audio, Transition, or Effect, in the Icon Manager window.

The window for the selected tab is displayed.
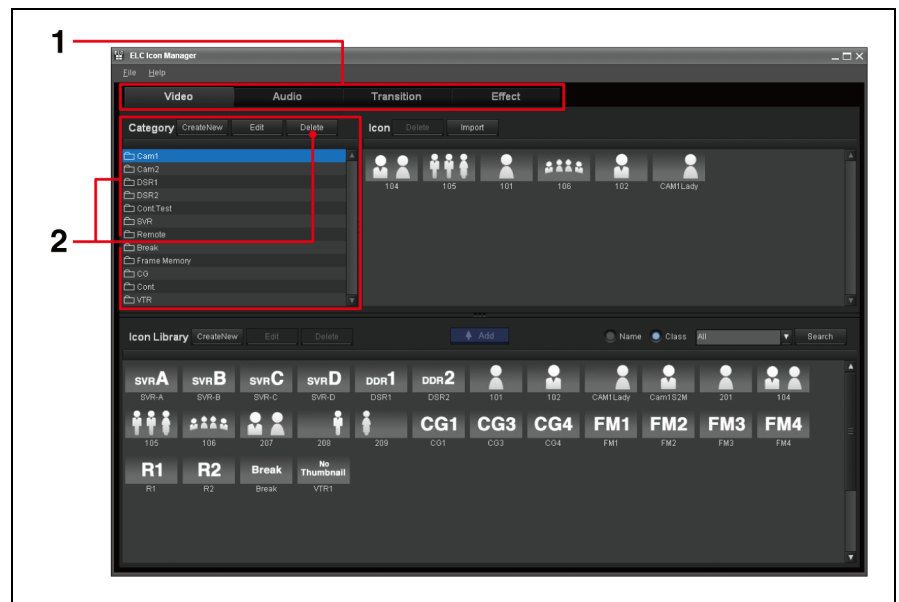
2 Click the desired category in the Category List, and click [Delete].
Or, right-click on the desired category in the Category List, and select [Delete] from the menu displayed.

A confirmation dialog box is displayed.

3 Click [OK].

The category is deleted from the Category List.

Registering an Icon in a Category

This section explains how to register an Icon in a category. By categorizing Icons, you can display necessary Icons in the Cue Edit window, making Icon selection easier.

Notes

- Once an Icon is registered in a category, you cannot move it to another category. To register the identical Icon to another category, add it from the Icon Library.
- You cannot add an Icon to a category whose category type is already specified. However, Icons in the PO Server class can be added in the PO Server category, as an exception.

1 Click the desired tab, Video, Audio, Transition, or Effect, in the Icon Manager window.

The window for the selected tab is displayed.
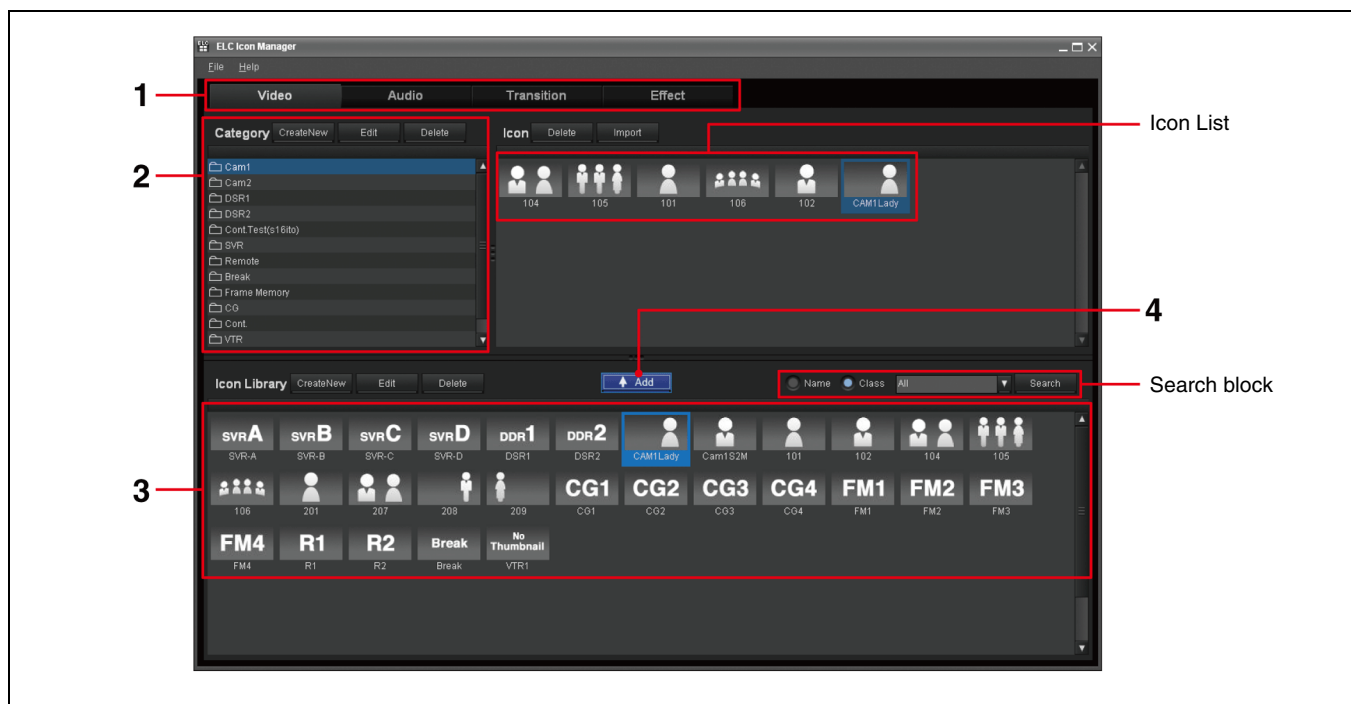
2 Click the desired category in the Category List.

The Icons currently registered in the category appear in the Icon list.

3 Click the Icon that you want to add to the category in the Icon Library.

To search for an Icon in the Icon Library
You can locate a desired Icon by using the controls in the search block.
① Check the desired check box from Name, or Class that you want to use for searching for Icons.
② When you select Name, enter the desired Icon name in the text box. When you select Class, select the desired class from the list box.

For the details of Class, see explanations of each icon in "Setting Icons" on page 91.

③ Click [Search].
The Icons found are added to the Icon Library.

4 Click [Add].

The selected Icon is registered in the category and added to the end of the Icon List.

Tip

You can also use a drag & drop operation to register an Icon in a category. Instead of steps **3** and **4** in the procedure above, drag the Icon that you want to add to the category in the Icon Library, and drop it at the desired position on the Icon List.

Moving an Icon within a Category

1 Click the desired tab, Video, Audio, Transition, or Effect, in the Icon Manager window.

The window for the selected tab is displayed.

2 Click the desired category in the Category List.

The Icons currently registered in the category appear in the Icon List.

3 In the Icon List, drag an Icon and drop it to the desired position.

The Icon is moved.

Deleting Icons from a Category

This section explains how to delete an Icon from a category. In this case, the Icon itself is not deleted, so the same Icon in another category or in the Icon Library is not deleted.

Note

You cannot delete an Icon from a category whose category type is already specified.
However, Icons of the PO Server class added in the PO Server category can be deleted, as an exception.

1 Click the desired tab, Video, Audio, Transition, or Effect, in the Icon Manager.

The window for the selected tab is displayed.
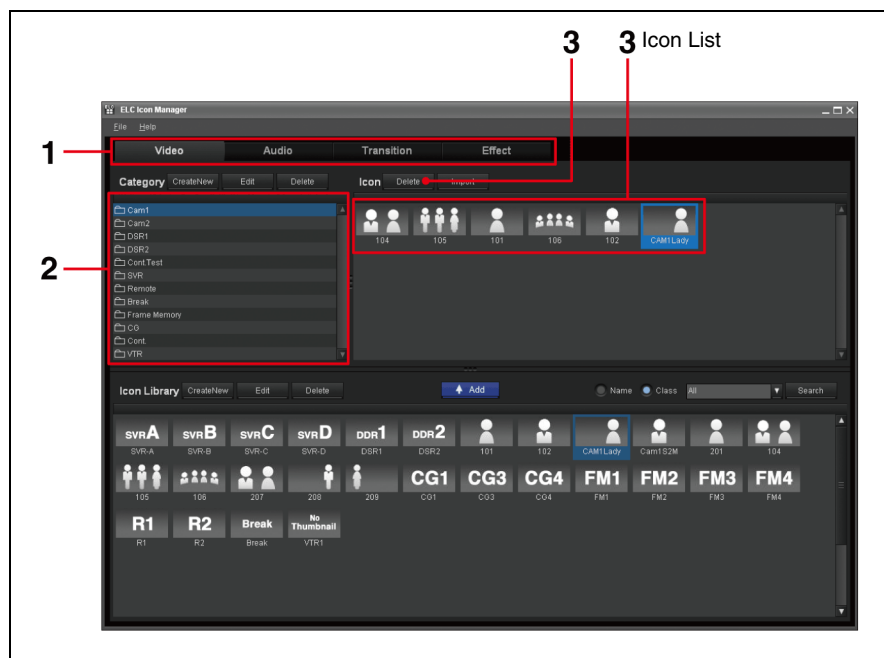
3 Icon List

2 Click the desired category in the Category List.

The Icons currently registered in the category appear in the Icon list.

3 Click the desired Icon in the Icon List, and click [Delete].
Or, right-click on the desired Icon in the Icon List, and select [Delete] from the menu displayed.

A confirmation dialog box is displayed.

4 Click [OK].

The Icon is deleted from the Icon List.

Importing Camera Shots and Creating Icons

There is an Import button on the Video tab in the Icon Manager window. This button enables you to import "shots" from robotic cameras to create/update Video Icons of the Camera class.

1 Click the Video tab in the Icon Manager.
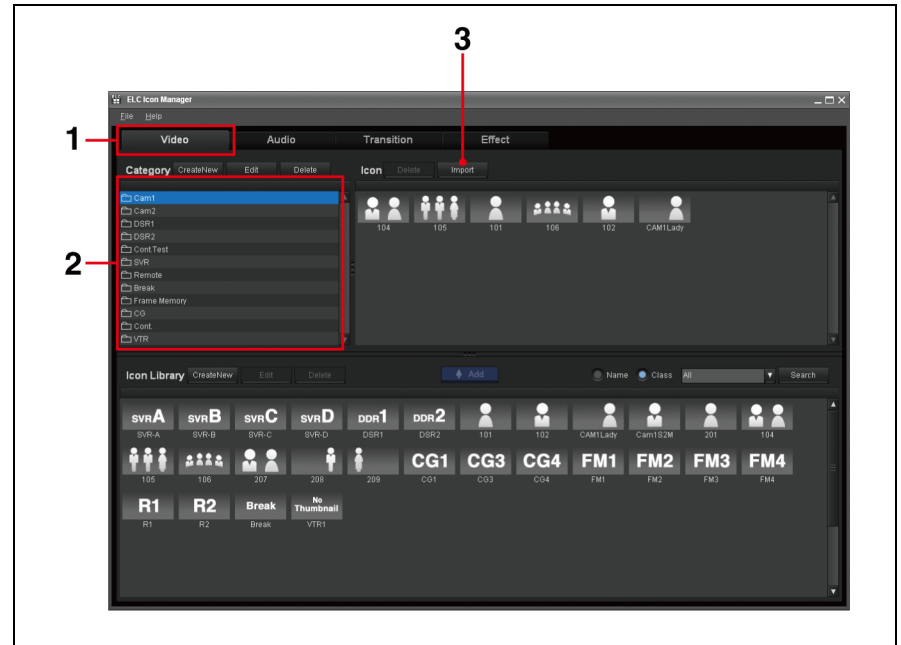
2 Select the category to which you want to import the camera shots as Icons.

3 Click [Import] on the Icon List.
Or, right-click on the Icon List, and select [Import] from the menu displayed.

The Import from Camera Robotics dialog box appears.
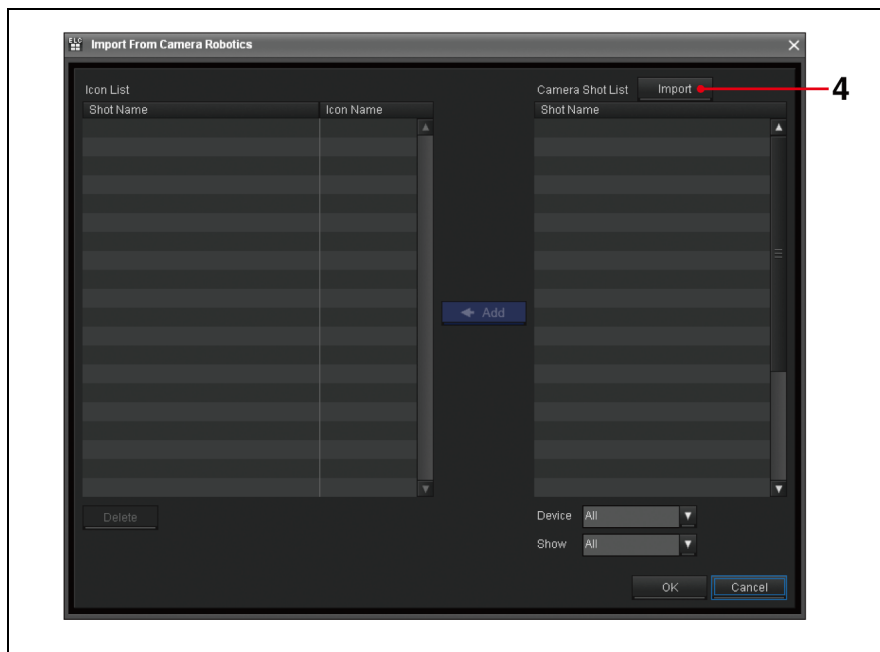If you have imported shots from robotic cameras before, the imported shots are listed on the Camera Shot List.

4 Click [Import] in the Import from Camera Robotics dialog box.

The ELC-MVS01 software imports all the shows and shots from the robotics cameras in the system. When import is complete, an information message appears.

5 Click [OK] on the message.

All the imported shots are shown on the Camera Shot List.

6 Select the shots to be Icons on the Camera Shot List, then click [←Add]. You can select more than one shot by using the Ctrl or Shift key.

The selected shots appear as Icons on the Icon List.

To search for shots
The Import from Camera Robotic dialog box provides functions to search for shots by specifying the device (robotics camera) and the show.
① In the Import from Camera Robotic dialog box, select the desired robotic camera from the Device drop-down list box.

② Select the desired show from the Show drop-down list box.

The Camera Shot List only displays the shots of the selected camera and show.

③ To display all imported shots again, select [All] from the Device and Show drop-down list boxes.

Device and Show
drop-down list boxes

6   **7**
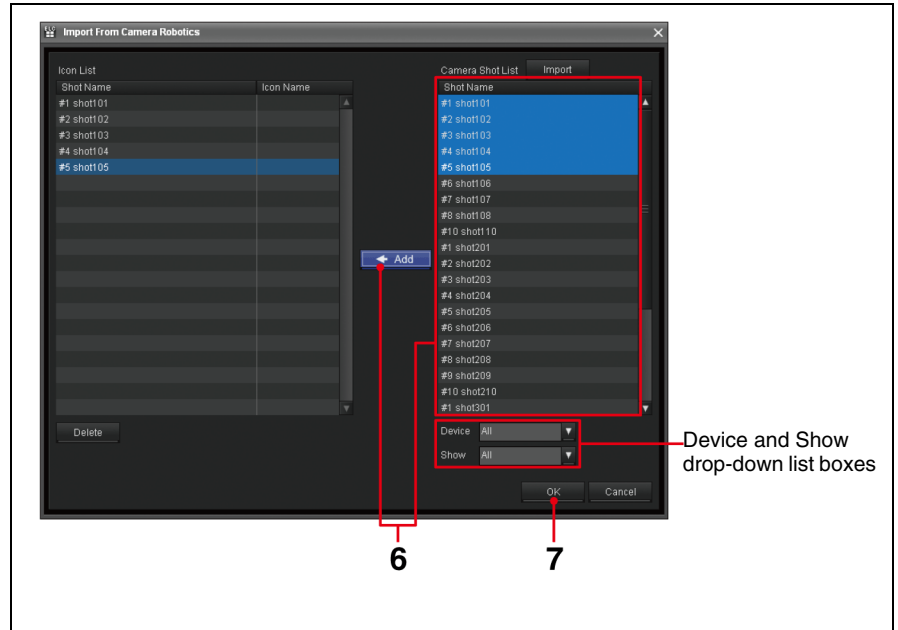
7 Click [OK] in the Import from Camera Robotics dialog box.

The dialog box closes, and the created Icons are shown in the Icon List and Icon Library of the Icon Manager window.

Note

Importing of the thumbnails from a robotic camera may not be possible, depending on the camera system you use.
In such a case, specify the desired thumbnail for each imported Icon.

For details on this operation, see "Editing Icons" on page 100 and "Creating Icons" on page 90.

To delete an Icon from the Icon List

The following procedure deletes the selected Icons from the Icon List of the Import from Camera Robotics dialog box.

1 Select the Icons to be deleted on the Icon List.
You can select more than one icon by using the Ctrl or Shift key.

2 Click [Delete].

The selected Icons are deleted from the list.

To move an Icon on the Icon List

The following procedure moves an Icon to the desired place on the Icon List of the Import from Camera Robotics dialog box.
The order of the Icons on the list will be reflected when the imported Icons are displayed in the Icon Library.

Drag the desired Icon, and drop it to the desired position on the Icon List of the Import from Camera Robotics dialog box.
The Icon is moved.

To rename an Icon

For a newly imported Icon, the first eight characters of its shot name will be its name. If an Icon created from the same device, show, and shot already exists in the Icon Library, the name for the existing Icon will be used.
You can rename each Icon on the Icon List, if necessary.

Click the name of the Icon, then enter the desired name using up to eight alphanumeric characters.

List of Required Settings in Icon Creation and Category Registration

Depending on the type or class of an Icon, the following settings are required in creation, classification, and categorization.

Icons type	Class	Creating an Icon	Creating a category	Registering an Icon in a category
Video	Camera	An Icon should be created for each Video input.	You can create categories freely.	Required
	CG/Still Store	An Icon should be created for each Video channel.	You can create categories freely.	Required
	DDR(VDCP)	An Icon should be created for each Video channel.	Category type should be specified.	Not required
	DDR(SonyVTR)	An Icon should be created for each Video input.	You can create categories freely.	Required
	Continuous	Not required. The Icon is supplied by the system.	Not required. The category is created automatically.	Not required
	Ext/Others	An Icon should be created for each Video input.	You can create categories freely.	Required
	Frame Memory	An Icon should be created for each Video input.	You can create categories freely.	Required
	PO Server	The Icon for an undetermined channel not required. An Icon should be created for each Video input.	Not required. The category is created automatically.	Not required for the Icon for an as-yet-undetermined channel. Required for an Icon corresponding to individual Video input.
	Remote	An Icon should be created for each Video input.	You can create categories freely.	Required
Audio	Audio Server	An Icon should be created for each Audio input.	Category type should be specified.	Not required
	CG/Still Store	Not required. An Icon is created automatically with the Video Icon.	You can create categories freely.	Required
	DDR(VDCP)	Not required. An Icon is created automatically with the Video Icon.	You can create categories freely.	Required
	DDR(SonyVTR)	Not required. An Icon is created automatically with the Video Icon.	You can create categories freely.	Required
	Continuous	Not required. The Icon is supplied by the system.	Not required. The category is created automatically.	Not required
	Ext/Others	An Icon should be created for each Audio input.	You can create categories freely.	Required
	PO Server	Not required. An Icon is created automatically with the Video Icon.	Not required. The category is created automatically.	Not required for the Icon for an as-yet-undetermined channel. Required for an Icon corresponding to individual Audio input.
	Remote	Not required. An Icon is created automatically with the Video Icon.	You can create categories freely.	Required

Icons type	Class	Creating an Icon	Creating a category	Registering an Icon in a category
Transition	Mix	Icon creation is required.	You can create categories freely.	Required
	NAM			
	Super Mix			
	Wipe Snapshot			
	DME Wipe Snapshot			
	User Programmable DME			
	Resizer DME Wipe			
	Macro			
	Preset Color Mix			
Effect	SPE	Icon creation is required.	You can create categories freely.	Required

Starting the ELC Plug-in Application

The ELC Plug-in application, working as a plug-in application for the NRCS client window, allows you to create and edit a cue. By registering a frequently-used scene as a cue, you can improve the efficiency of playlist creation. The ELC Plug-in application provides the following two applications:
- **Quick Cue:** Allows you to create a cue by registering the settings of frequently-used scenes.
- **Cue Edit:** Allows you to edit a cue created in Quick Cue.

Tips

- In some cases, the Quick Cue and Cue Edit applications displayed in the ELC Plug-in window are referred to as the Quick Cue and Cue Edit windows in this guide.
- The Playlist Viewer and OA Playlist applications also have a window that provides the Quick Cue and Cue Edit applications on the respective tabs.

1 Start the NRCS client window.

2 Depending on the NRCS client software you use, start the ELC Plug-in application as follows:

- iNEWS: Click [Tools] > [Plug-in] > [ELC Plug-in] from the menu bar.
- ENPS: Click the rover (green dot) of the Media Control icon on the bottom bar of the ENPS client window, and select [ELC Plug-in] from the displayed menu.

The ELC Plug-in window is displayed. (The window below is the iNEWS window.)

ELC Plug-in window
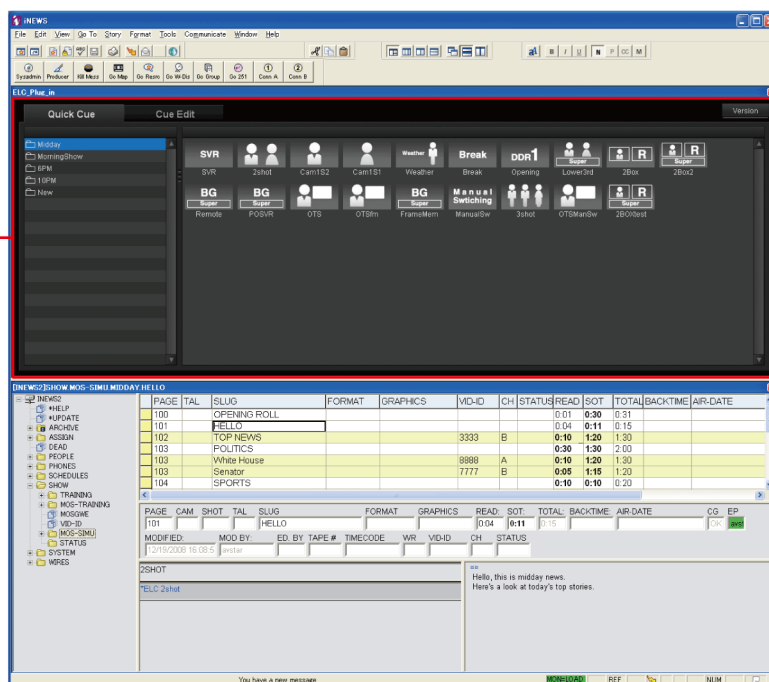
Tip

You can start as many ELC Plug-in applications simultaneously on different computers as the number of licenses you have.

Exiting the ELC Plug-in application

1 Click ![X] on the upper right of the ELC Plug-in window.

The ELC Plug-in application is closed.

Note

If you do not save the settings, the revisions do not take effect.

Managing Cues

This section explains how to create a cue, setting its details, move or delete a cue, or copy a cue.

Creating a Cue

This section explains how to create cues to be used in a playlist.
If there is no folder to contain cues, first create a folder.

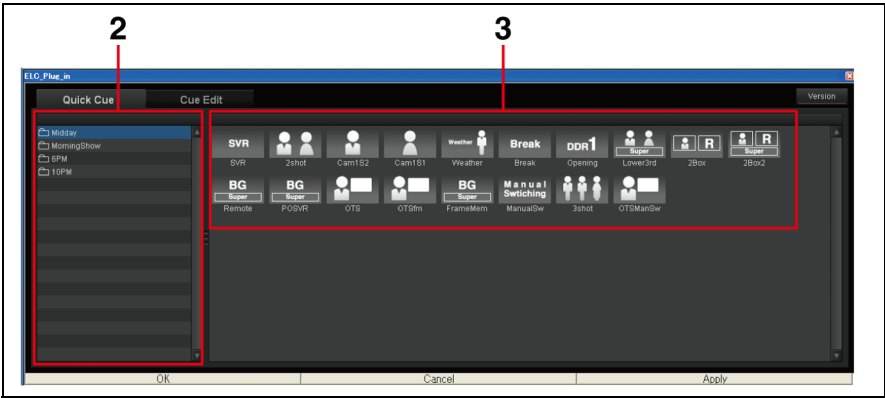*For details, see "Creating a Cue Folder" on page 135.*

1 Click the Quick Cue tab of the ELC Plug-in window.

The Quick Cue window is displayed.

2 From the cue folder list, click the folder in which you want to create and save a new cue.
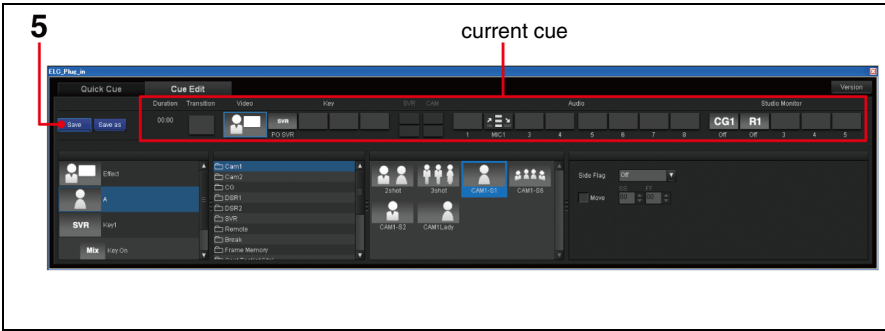
The cues contained in the folder are displayed.

3 Right-click on the blank space of the cue list block, and click [Create New Cue] from the menu displayed.

The Cue Edit window is displayed. The new cue is loaded into the window as the current cue.

4 Make the required settings for a new cue.

For details, see "Details of Settings" below.

To delete Icons in the Cue Edit window

You can delete an Icon from the object list and the current cue row.

① Right-click on the Icon that you want to delete, and select [Delete] from the menu displayed.
A confirmation dialog box is displayed.

② Click [OK].
The Icon is deleted from the object list and the current cue row.

5 Click [Save] or [Save as].

The Rename dialog box is displayed. The default name for the new cue is shown in the Rename dialog box.

6 Edit the name with up to eight alphanumeric characters for the cue, if necessary.

7 Click [OK].

The new cue is added at the end of the cue list.
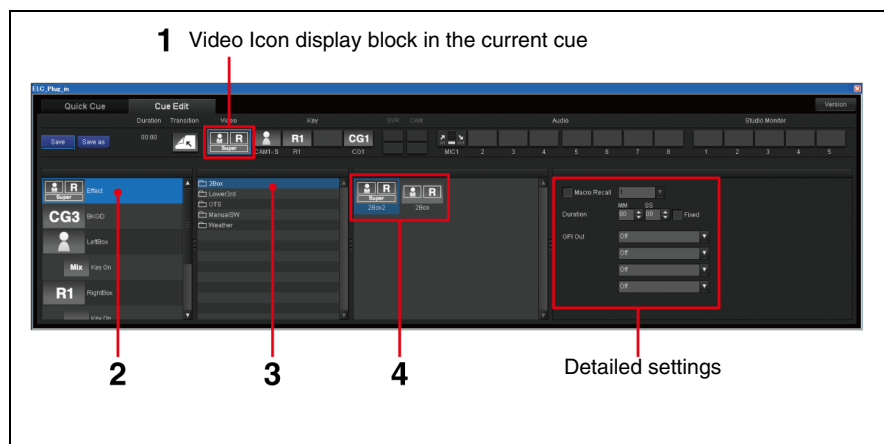
Details of Settings

Setting Effect

You can set an Effect Icon in a new cue or an existing cue being displayed as the current cue in the Cue Edit window.

1 Click the Video Icon display block in the current cue.

2 Click the Effect column on the object list.

3 Click the desired effect category in the category list.

In the category list, the effect categories created in the Icon Manager are displayed.
When a category is selected, the Icons in the selected category are displayed in the Icon list.

1 Video Icon display block in the current cue

Detailed settings

4 Select the desired Icon in the Icon list.

The Icons classified in the effect category are listed.

When you select an Icon, the detailed settings block is updated to show the items for the selected Icon.

For selecting a Video Icon for each bus displayed on the object list, follow the procedures described in "Setting Video"(next).

For each Key detailed settings, follow the procedures described in "Setting Keys" on page 124.

Setting Video

You can set a Video Icon in a new cue or an existing cue being displayed as the current cue in the Cue Edit window.

1 Click the Video Icon display block in the current cue.
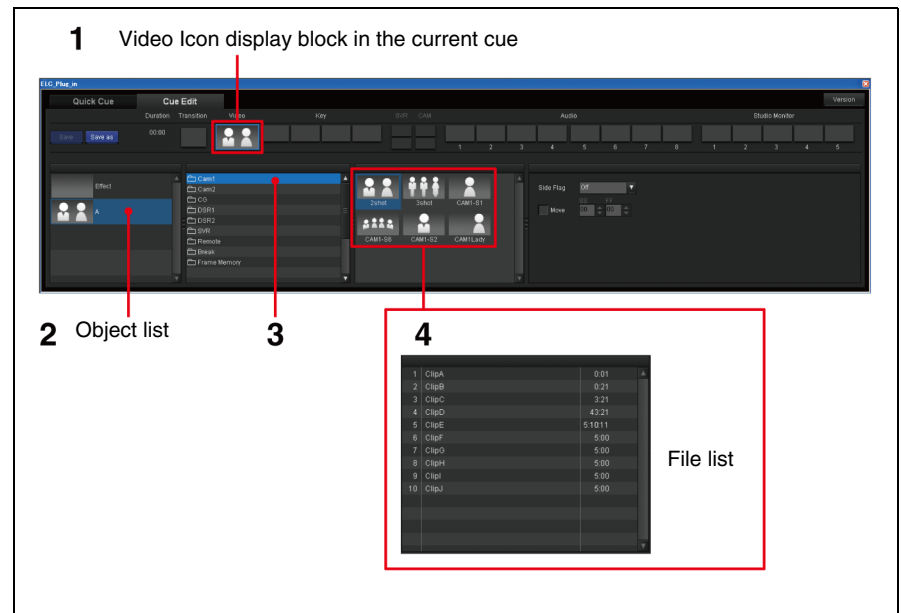
2 Click the desired bus on the object list.

To use a free M/E
When there is another M/E in addition to the OA and NEXT M/Es on your switcher, you can specify its output to a bus to create more intricate effects. For details, see *"Using a free M/E" on page 123*.

3 Click the desired category in the category list.

In the category list, the video categories created in the Icon Manager are displayed.
When a category is selected here, the Icons in the selected category are displayed in the Icon list.

1 Video Icon display block in the current cue

2 Object list **3** **4**

File list

4 Select the desired Icon in the Icon list.

Category type	Descriptions
Continuous	The Continuous icons supplied by the system are displayed. There are several Icons for continuously playing video on a different bus from the previous cue, too. *For details, see "Continuous" on page 86.*
DDR(VDCP)	DDR(VDCP) files registered as video files with the Initial Setup are displayed on the file list.

| Category type	Descriptions
PO Server	The PO Server icon for an as-yet-undetermined channel supplied by the system, and the PO Server icon for each channel that was registered in the PO Server category are displayed. **Tip** Select a PO Server icon for an as-yet-undetermined channel when the channel should be assigned on the NRCS. To specify the channel in the ELC-MVS01 system, select the PO Server icon for the corresponding channel.
Others	The Icons registered in the selected category are displayed.

The selected Icon is displayed in both the current cue and the object list.

5 Depending on the settings made in previous steps, change the detailed settings.

❒**When you select a Video Icon classified as DDR(SonyVTR) in step 3**
A detailed block for setting the IN point is displayed. Specify the IN point of the video materials. Specify the desired time codes for the IN point in the HH:MM:SS:FF format using the spin boxes.

Option	Descriptions
HH	00 - 23
MM	00 - 59
SS	00 - 59
FF	00 - 29 or 00 - 24 depending on the system you are using.

5 In point settings
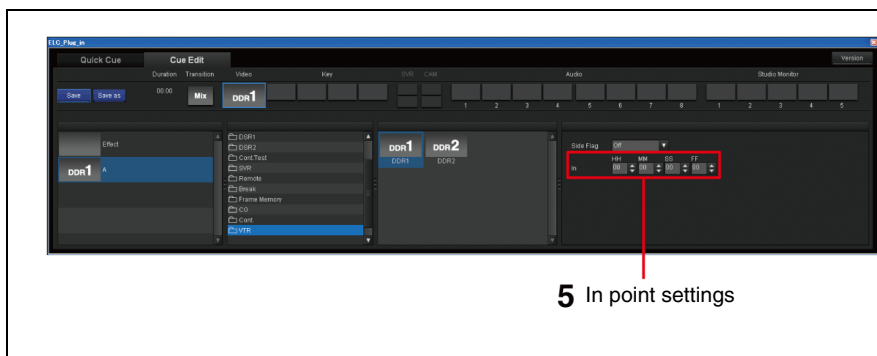
❒**When you select bus A or bus B in step 2**
A block for setting Side Flag is displayed. If necessary, make the Side Flag settings.

Option	Descriptions
On	Enables the Side Flag function. At both sides of a 4:3 source image, Util1 images are displayed so that the aspect ratio of the image becomes 16:9.
Off	Disables the Side Flag function. The input image is used as it is.

2   **5** Side Flag settings
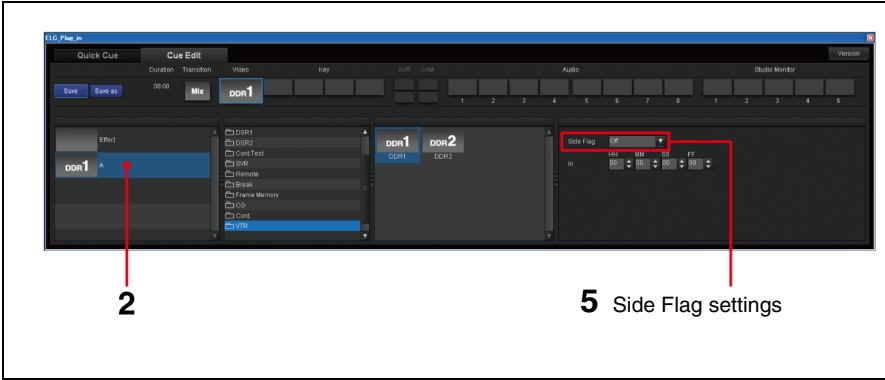
Tips

- To change the Side Flag settings for the NEXT cue just before the on-air operation, you can execute the Side Flag function by assigning it to the shot box module. This change in the settings on the shot box module, however, is not reflected in the Cue Edit window.
  For details, see "Assigning Functions to the Shot Box Module Buttons" on page 65
- When you want to use the same Util1 image without changing it for cues, use the Initial Snapshot setting.

Notes

- When you use the Side Flag function for a cue where multiple snapshots (2box) or manual switching is specified, the Side Flag function may not work properly when switching as specified in the Cue Edit window. Make sure to arrange a rehearsal in advance.
- For inputs where you may activate the Side Flag function, set the video switcher so that the aspect ratio is 4:3. When you set the aspect ratio to 16:9, you cannot add the Side Flags even if the the Side Flag function is set to On in the Cue Edit window.

❒When you select a Camera Icon for which the Shot Recall is set in step 4

A block for setting the Move for Shot Recall of Camera is displayed. If necessary, adjust the speed by setting the Move duration.

To enable the Move function for Shot Recall with the TAKE operation, put a check mark in the Move check box. Then specify the desired duration for moving the current camera position to the next position for the next shot in the SS:FF format:

| Option	Descriptions
SS	00 - 59
FF	00 - 29 or 00 - 24 depending on the system you are using.

4   **5** Move for Shot Recall settings
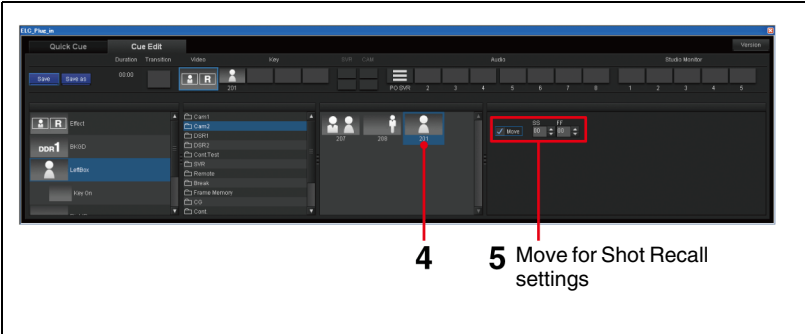
When you want to specify the start point for moving in advance, create a cue where the start point is specified before the cue with the Move setting.

Using a free M/E

When there is another M/E in addition to the OA and NEXT M/Es on your switcher, you can specify its output to a bus in step **2** in the procedure above, to create more intricate effects. One of those effects might be, for example, combining yet another image, such as text, with the video in a separate two-panel (2 Box) window.

1 Right-click on the desired Video column on the first layer of the object list, and select [Free M/E] on the displayed menu.

The thumbnail of free M/E appears.

First layer of the object list
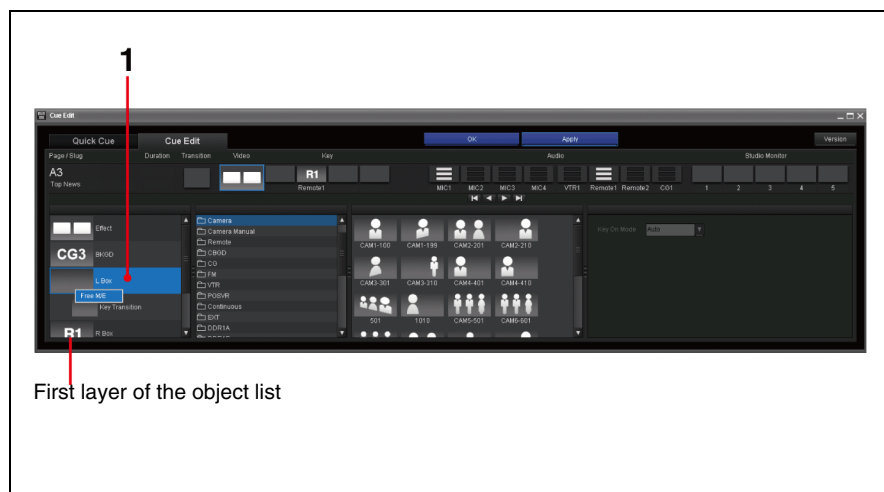
2 Double-click the thumbnail of free M/E on the object list.
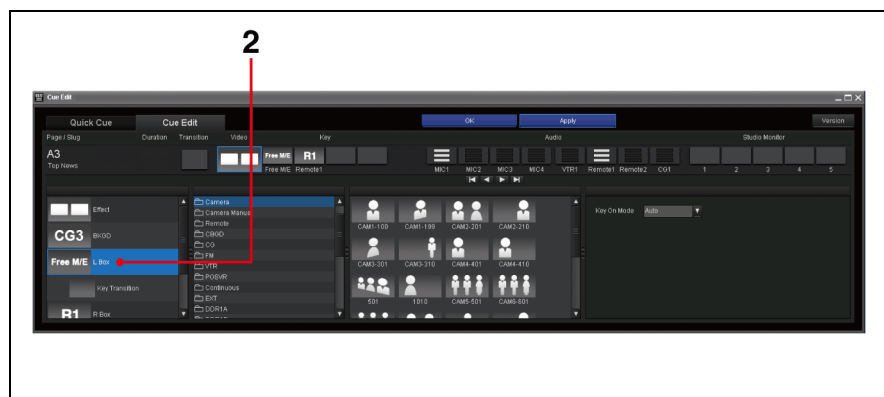
The object list is replaced with the one for free M/Es. It is similar to the one for main M/Es, but it does not display setting items that affect the entire cue in the detailed settings area when the Effect column on the object list is selected.
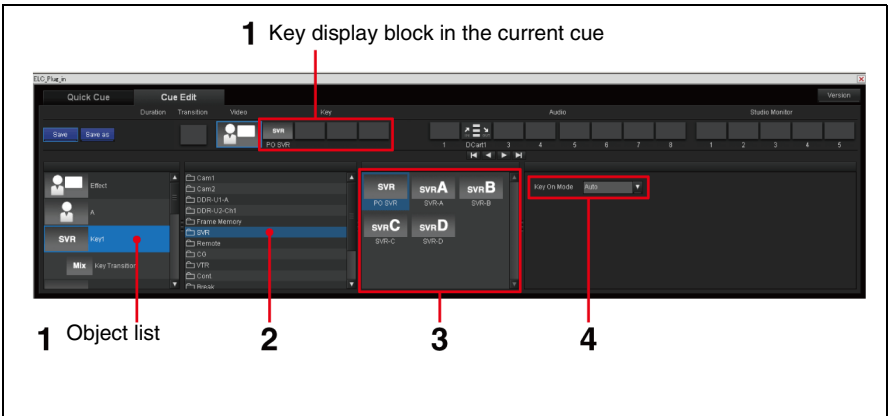
3 Make the necessary settings for the free M/E.

Object list for free M/Es
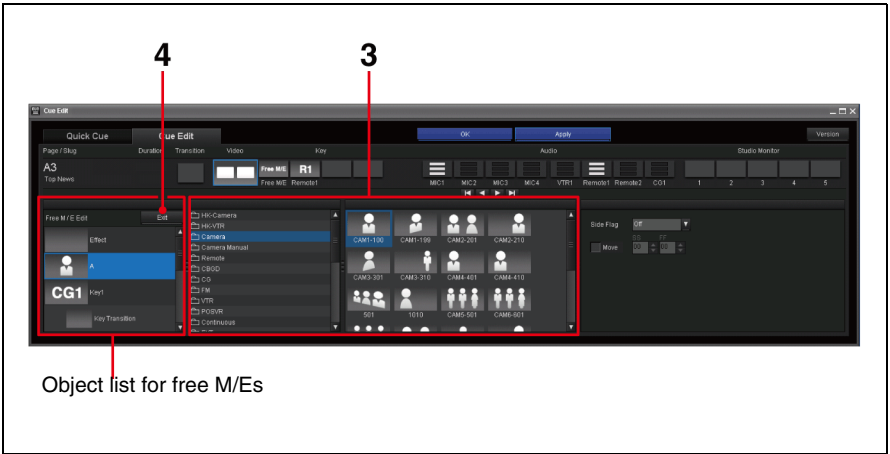
4 Click [Exit] displayed above the object list.

The object list returns to the one for main M/Es.

Setting Keys

1 Click the Key display block in the current cue.

The Key Bus icon is being selected on the object list.

1 Key display block in the current cue
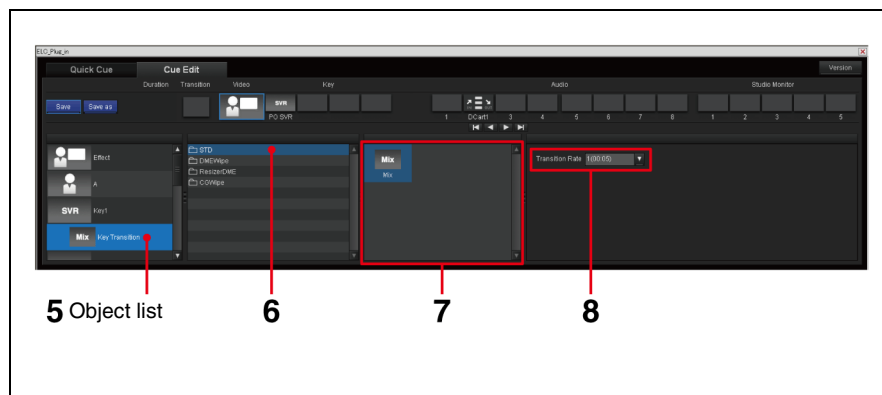
1 Object list **2** **3** **4**

2 Click the desired category in the category list.

When a category is selected here, the Icons in the selected category are displayed in the Icon list.

3 Select the desired Video Icon in the Icon list.

4 Select the desired key on mode from the drop-down list box in the Key On mode block.

Option	Descriptions
Auto	Key is automatically inserted on a TAKE operation. Transition type and rate specified in the cue will be used, if any. The Cut transition will be used if no transition type is specified.
Manual	Key is not inserted on a TAKE operation. The operator will use the buttons on the shot box module to insert/delete key.

5 Click the desired Key Bus display block in the second layer on the object list.

6 Click the desired category in the category list.

In the category list, the transition categories created in the Icon Manager are displayed.
When a category is selected, the Icons in the selected category are displayed in the Icon List.

> **Note**
>
> Depending on the class, some Transition Icons are not available for the key.

For details, see "Transition Icons" on page 94.

7 Select the desired Transition Icon in the Icon List.

The selected Icon is displayed in the object list.

8 Select the desired transition rate from the drop-down list box in the Transition Rate block.

Option	Descriptions
1(SS:FF)	Transition in the period set as "1" in the Initial Setup application.
2(SS:FF)	Transition in the period set as "2" in the Initial Setup application.
3(SS:FF)	Transition in the period set as "3" in the Initial Setup application.
4(SS:FF)	Transition in the period set as "4" in the Initial Setup application.

For details, see "Specifying the Transition Rate Options" on page 56.

Adjusting the keys
Set the key type (chrome key/luminance key) or adjust the key modifier with either of the following operations:
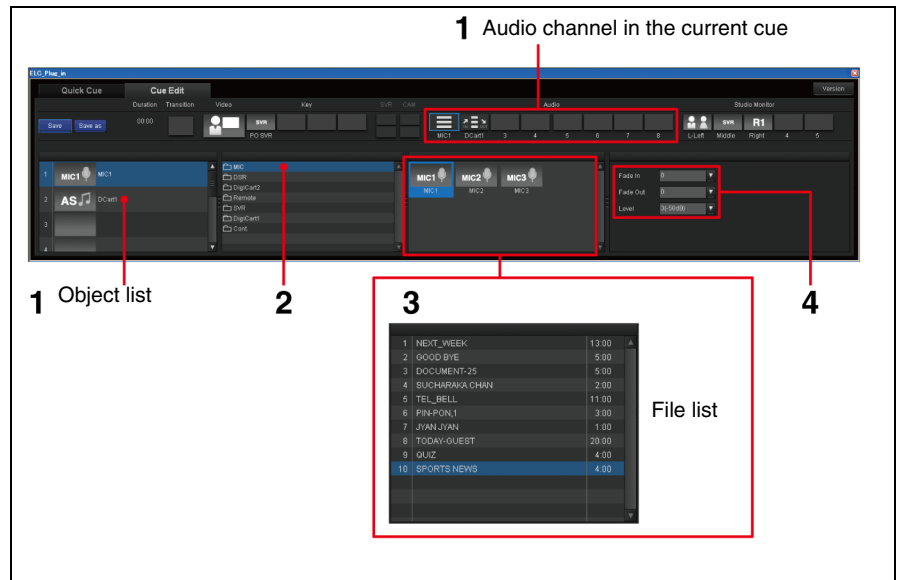• Using the key memory of the video switcher
• Setting the type to the snapshot

Setting Audio

You can set an Audio Icon in a new cue or an existing cue being displayed as the current cue in the Cue Edit window.

1 Click the audio channel display block in the current cue.

The desired audio channel is being selected on the object list.

2 Click the desired category in the category list.

In the category list, the audio categories created in the Icon Manager are displayed.

When a category is selected, the Icons or the files in the selected category are displayed in the Icon list or in the file list.

1 Audio channel in the current cue

1 Object list

2

3

4

File list

3 Select the desired Audio Icon in the Icon list.

Category type	Descriptions
Audio Server	Audio Server files registered in the file list with the Initial Setup are displayed.
PO Server	The PO Server icon for an as-yet-undetermined channel supplied by the system and the PO Server icon for each channel that was registered in the PO Server category are displayed. **Tip** Select a PO Server icon for an as-yet-undetermined channel when the channel should be assigned on the NRCS. To specify the channel in the ELC-MVS01 system, select the PO Server icon for the corresponding channel.
Continuous	The Continuous icons supplied by the system are displayed. *For details, see "Continuous" on page 86.* **Note** The Fade In/Fade Out and Level settings are not retained, so you should make those settings for the next cue.
Others	The Icons registered in the selected category are displayed.

The selected Icon is displayed in both the object list and the current cue. The detailed settings is activated only when an Audio Icon or file is set for the selected audio number.

Note

You cannot use the audio material of a DDR(VDCP) or DDR(SonyVTR) Icon separately, since DDR(VDCP) and DDR(SonyVTR) Icons are shared with a video. If you set the audio materials in an audio Icon, only XPT control of the audio mixer is available. To open a file, we recommend you set the audio materials in a video Icon.

4 If necessary, change the detailed settings.

- **Fade In:** Specify the fade in time from the following options:

Option	Descriptions
0(SS:FF)	Fade in zero second.
1(SS:FF)	Fade in the period set as "1" in the Initial Setup application.
2(SS:FF)	Fade in the period set as "2" in the Initial Setup application.
3(SS:FF)	Fade in the period set as "3" in the Initial Setup application.
4(SS:FF)	Fade in the period set as "4" in the Initial Setup application.

- **Fade Out:** Specify the fade out time from the following options:

Option	Descriptions
0(SS:FF)	Fade out in zero second.
1(SS:FF)	Fade out in the period set as "1" in the Initial Setup application.
2(SS:FF)	Fade out in the period set as "2" in the Initial Setup application.
3(SS:FF)	Fade out in the period set as "3" in the Initial Setup a location.
4(SS:FF)	Fade out in the period set as "4" in the Initial Setup application.

- **Level:** Specify the desired audio level from the following options:

Option	Descriptions
3 (xx dB)[a]	The level set as "3" in the Initial Setup application is selected.
2 (xx dB)[a]	The level set as "2" in the Initial Setup application is selected.
1 (xx dB)[a]	The level set as "1" in the Initial Setup application is selected.
0 ($-\infty$ dB)	The level is set at $-\infty$ dB.
Manual	The mixer level at that point is selected.

a) xx: The value specified in the Initial Setup window.

- **MIX−:** Specify the desired port for Mix-minus. This option is effective only when a piece of material classified as Remote is selected.

Option	Descriptions
Off	Mix-minus is not be performed.
AUX 1 – AUX18	Specify the port from AUX 1 to AUX 18. When outputting from the selected port, PGM OUT excluding the selected audio will be output.

Note

Depending on the audio mixer you are using, there may be restrictions on using the AUX Bus.

Setting Transition

You can set a Transition Icon in a new cue or an existing cue being displayed as the current cue in the Cue Edit window.

1 Click the Transition Icon display block in the current cue.

The desired Transition Icon display block is being selected on the object list.

2 Click the desired category in the category list.

In the category list, the transition categories created in the Icon Manager are displayed.
When a category is selected, the Icons in the selected category are displayed in the Icon list.

1 Transition Icon display block in the current cue
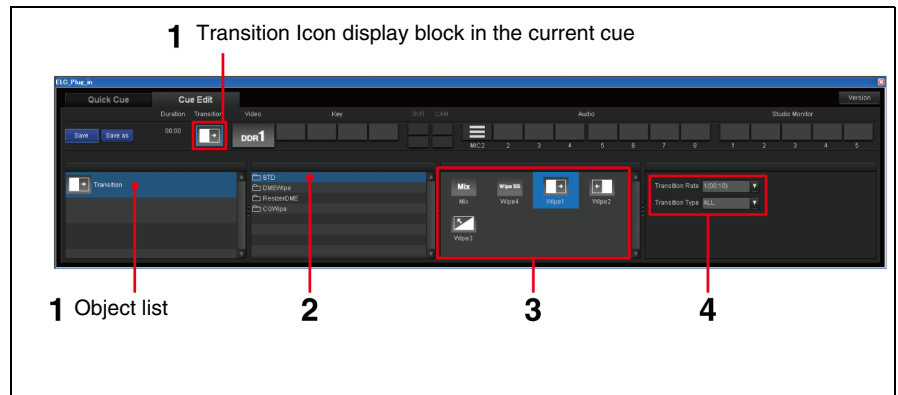
1 Object list   **2**   **3**   **4**

3 Select the desired Transition Icon in the Icon list.

The selected Icon is displayed in both the current cue and the object list.

4 If necessary, change the detailed settings.

- **Transition Rate:** Specify the transition rate from the following options:

Option	Descriptions
1(SS:FF)	Transition in the period set as "1" in the Initial Setup application.
2(SS:FF)	Transition in the period set as "2" in the Initial Setup application.
3(SS:FF)	Transition in the period set as "3" in the Initial Setup application.
4(SS:FF)	Transition in the period set as "4" in the Initial Setup application.

For details, see "Specifying the Transition Rate Options" on page 56.

- **BKGD/ALL:** Select the transition region from the following options:

Option	Descriptions
BKGD	Among the images composing a cue, only the background image will transition.
ALL	The whole image comprising of a cue will transition. Usually, use this option.

Setting Studio Monitor

You can set a Video Icon to be output to a studio monitor in a new cue or an existing cue in the Cue Edit window.

1 Click the Studio Monitor number in the current cue.

2 Select the desired studio monitor number on the object list.
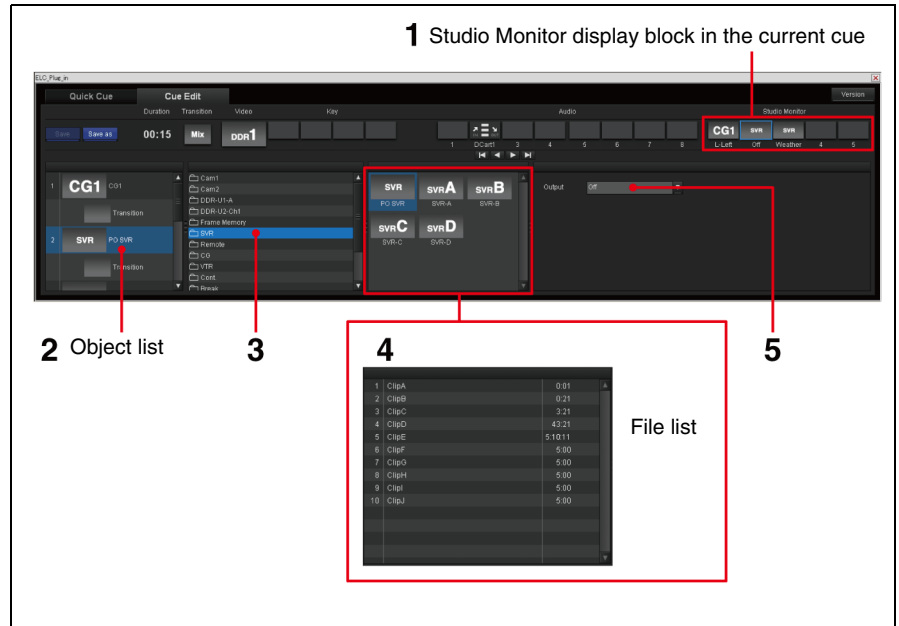
To use a free M/E
When there is another M/E in addition to the OA and NEXT M/Es on your switcher, you can specify its output for a studio monitor by right-clicking on the desired studio monitor number on the first layer of the object list, and selecting [Free M/E] on the displayed menu.
The procedure is similar to the one for using a free M/E for a video bus. For details, see *"Using a free M/E" on page 123*.

3 Click the desired category in the category list.

In the category list, the video categories created in the Icon Manager are displayed.

When a category is selected here, the Icons in the selected category are displayed in the Icon list.

1 Studio Monitor display block in the current cue

2 Object list **3** **4** File list **5**

4 Select the desired Icon in the Icon list.

Category type	Descriptions
Continuous	The Continuous Icons supplied by the system are displayed. There are several Icons for continuously playing video on a different bus from the previous cue, too. *For details, see "Continuous" on page 86.*
DDR(VDCP)	DDR (VDCP) files registered in the file list with the Initial Setup are displayed.
PO Server	The PO Server icon for an as-yet-undetermined channel supplied by the system and the PO Server icon for each channel that was registered in the PO Server category are displayed. **Tip** Select a PO Server icon for an as-yet-undetermined channel when the channel should be assigned on the NRCS. To specify the channel in the ELC-MVS01 system, select the PO Server icon for the corresponding channel.
Others	The Icons registered in the selected category are displayed.

The selected Icon is displayed in both the current cue and the object list.

5 If necessary, change the detailed output settings.

Option	Descriptions
Off	No signal is output.
xxx(AUX1 - 48)*	The image of the specified Video Icon is output to a studio monitor via the selected AUX bus.

* Only the AUX buses enabled in the Initial Setup application are displayed in the Output drop-down list box.
"xxx" is the name of the studio monitor specified in the Initial Setup application.

6 If necessary, make the transition settings.

The Cut effect will be used when no transition settings are made.

Click the transition display block in the second layer on the object list.

6 Object list **7** **8** **9**
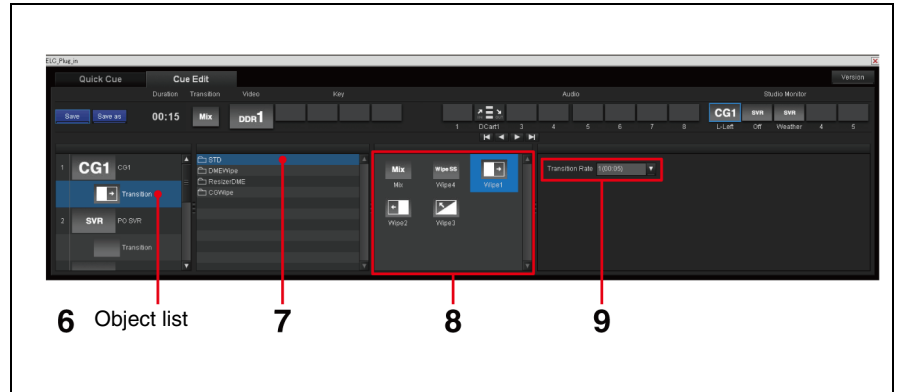
7 Click the desired category in the category list.

In the category list, the transition categories created in the Icon Manager are displayed.
When a category is selected, the Icons in the selected category are displayed in the Icon List.

Depending on the class, some Transition Icons are not available for the studio monitor.

For details, see "Transition Icons" on page 94.

8 Select the desired Transition Icon in the Icon List.

The selected Icon is displayed in the object list.

9 Select the desired transition rate from the drop-down list box in the Transition Rate block.

Option	Descriptions
1(SS:FF)	Transition in the period set as "1" in the Initial Setup application.
2(SS:FF)	Transition in the period set as "2" in the Initial Setup application.
3(SS:FF)	Transition in the period set as "3" in the Initial Setup application.
4(SS:FF)	Transition in the period set as "4" in the Initial Setup application.

For details, see "Specifying the Transition Rate Options" on page 56.

A Transition Icon can be specified for any of the Studio Monitors 1 - 5.
The maximum number of Transition Icons specified for the studio monitors in a cue depends on the settings made in the System Setup application.

Specifying the duration for a cue

You can specify the duration for a cue, if necessary.
The specified duration will be shown on the playlist.
When you make the duration "fixed," the next cue will be taken automatically after the specified duration has elapsed.

1 Click the Video Icon display block in the current cue.

2 Click the Effect column on the object list.

The Duration spin boxes and Fixed check box appear in the detailed settings block.

1 Video Icon display block in the current cue

2

3 Duration spin box and Fixed check box
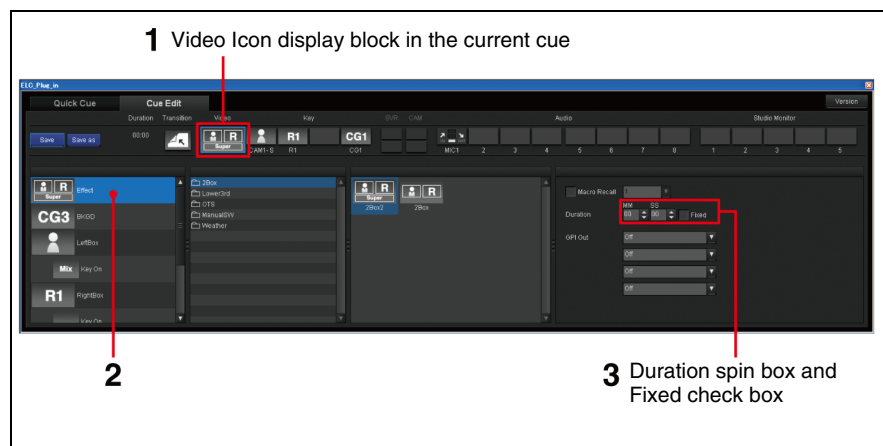
3 Specify the desired duration for the cue in the MM:SS format.

Option	Descriptions
MM	00 - 59
SS	00 - 59

To ensure the next cue will be taken automatically after the specified duration, place a check mark in the Fixed check box.

Tip

During on-air operation, you can toggle the duration of the OA cue between fixed/unfixed by assigning this function to a button on the shot box module.

For details on this operation, see "Getting a Cue to Be Taken Automatically" on page 208.

Editing a Cue Registered in Quick Cue

This section explains how to edit a cue already registered on the Quick Cue window.

1 Click the Quick Cue tab of the ELC Plug-in window.

The Quick Cue window is displayed.

2 From the cue folder list of the Quick Cue window, click the folder which contains the cue that you want to edit.

The cues contained in the folder are displayed.
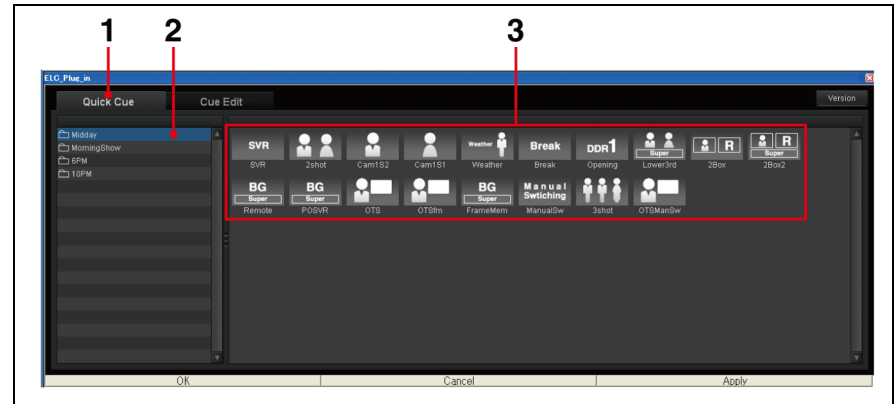
3 Right-click on the desired cue and select [Edit] from the menu displayed.

The Cue Edit window is displayed. The selected cue is loaded into the window as the current cue.
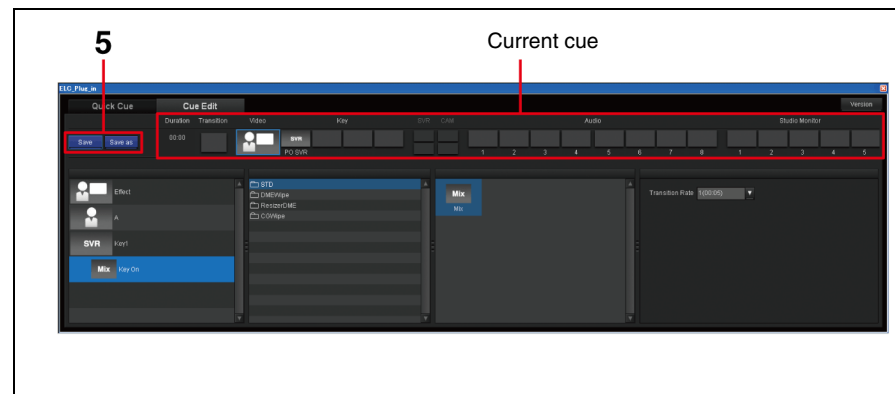
4 Make the required settings for the cue.

For details, see "Details of Settings" on page 119.

To delete Icons in the Cue Edit window
You can delete an Icon from the object list and the current cue row.

① Right-click on the Icon that you want to delete, and select [Delete] from the menu displayed.
A confirmation dialog box is displayed.

② Click [OK].
The Icon is deleted from the Cue Edit window.

5 Click either of the following two buttons to execute the settings.

- **Save:** Saves the settings, overwriting the existing Cue.
- **Save as:** Opens the dialog box used to input a new name.
  Input a new name and click [OK] so that a new Cue is added to the end of the Cue list.

Renaming a Cue

This section explains how to rename a cue in the Quick Cue window.

1 In the cue list block of the Quick Cue window, right-click the cue that you want to rename, and select [Rename] from the menu displayed.

The Rename dialog box is displayed.
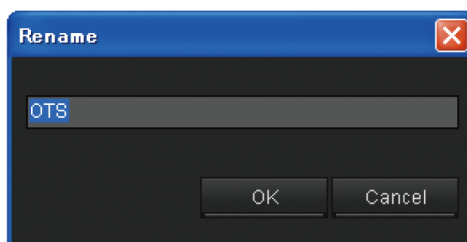
2 Input the desired name of up to eight alphanumeric characters for a cue.

3 Click [OK].

The cue is renamed and the Rename dialog box is closed.

Deleting a Cue

This section explains how to delete a cue in the Quick Cue window.

1 In the cue list block of the Quick Cue window, right-click the cue that you want to delete, and select [Delete] from the menu displayed.

A confirmation dialog box is displayed.

2 Click [OK].

The cue is deleted.

Restoring a Deleted Cue

This section explains how to restore a cue accidentally deleted in the Quick Cue window by using a cue on a rundown.

Note

You cannot restore multiple cues at one time.

In the case of iNEWS

1 From the cue folder list of the Quick Cue window, select the folder in which you want to put the restored cue.

2 From the iNEWS Story Text Panel, drag the desired Production Cue (*ELC) and drop it in the desired position in the cue list of the Quick Cue window.

The cue appears at the position where it was dropped.

In the case of ENPS

1 From the cue folder list of the Quick Cue window, select the folder in which you want to put the restored cue.

2 From the ENPS Editing window, drag the desired ELC Item and drop it in the desired position in the cue list of the Quick Cue window.

The item appears as a cue at the position where it was dropped.

Moving a Cue within a Folder

This section explains how to move a cue so that the position it is displayed at changes within a folder.

1 In the cue list block of the Quick Cue window, drag the desired cue and drop it in the desired position in the cue list.

The cue is moved to the position where it was dropped.

Note

You cannot select multiple cues at one time.

Copying a Cue to Another Folder

This section explains how to copy a cue to another folder in the cue folders block of the Quick Cue window.

1 In the cue list block of the Quick Cue window, right-click the cue that you want to copy, and select [Copy] from the menu displayed.

2 From the cue folder list of the Quick Cue window, click the folder to which you want to copy the cue.

The cues contained in the folder are displayed.

**3** Right-click on the blank space of the cue list block, and select [Paste] from the menu displayed.

The cue is copied at the end of the cue list.

Managing Cue Folders

This section explains how to create cue folders so that you can classify cues and select appropriate cues easily when creating a playlist.

Note

You cannot select multiple cue folders at one time.

Creating a Cue Folder

This section explains how to create a cue folder in the cue folder list in the left block of the Quick Cue window.

1 Right-click on any cue folder or on blank space of the cue folder list block, and select [Create New Folder] from the menu displayed.

The Rename dialog box is displayed.

2 Input the desired name of up to 25 alphanumeric characters for a cue folder.

3 Click [OK].

A new cue folder is created at the end of the cue folder list.

Renaming a Cue Folder

This section explains how to rename a cue folder in the Quick Cue window.

1 In the cue folder list block of the Quick Cue window, right-click the cue folder that you want to rename, and select [Rename] from the menu displayed.

The Rename dialog box is displayed.
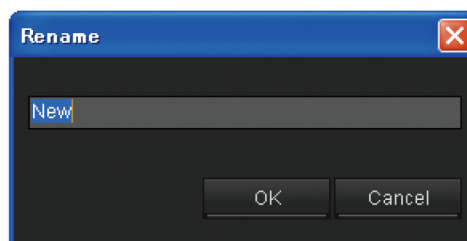
2 Input the desired name of up to 25 alphanumeric characters for a cue folder.

3 Click [OK].

The cue folder is renamed and the Rename dialog box is closed.

Deleting a Cue Folder

This section explains how to delete a cue folder in the Quick Cue window.

1 In the cue folder list block of the Quick Cue window, right-click the cue folder that you want to delete, and select [Delete] from the menu displayed.

A confirmation dialog box is displayed.

2 Click [OK].

The cue folder is deleted. The cues contained in the cue folder are also deleted.

Moving a Cue Folder

This section explains how to move a cue folder so that the position it is displayed at changes in the cue folder list.

1 In the cue folder list block of the Quick Cue window, drag the desired cue folder and drop it at the desired position in the cue folder list.

The cue folder is moved to the position where it was dropped.

6

Preparing for Switching Multiple Snapshots Manually (2Box)

This section explains how to prepare for an advanced on-air manual operation, switching multiple snapshots manually (2Box). This operation is useful to show images in a studio and at another location in two-split screens, or show both images in full screen.

As in the example below, each or both of the images in two boxes can be recalled in full screen made alternately. To perform this operation, you must use three snapshots, each allocated to a button on the shot box module. By using the buttons on the shot box module, you can switch multiple snapshots during on-air operations.
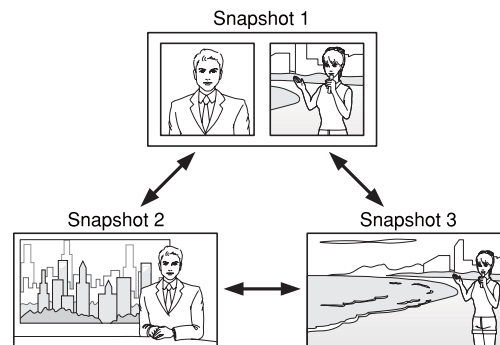
Snapshot 1

Snapshot 2

Snapshot 3

Required Settings in the Icon Manager Application

This section explains how to create an Icon classified with SPE and set snapshot in the Snapshot Settings block.

1 In the Icon Manager window, create an Effect Icon and select [SPE] from the Class drop-down list box.

For details, see "Effect Icons" on page 97.
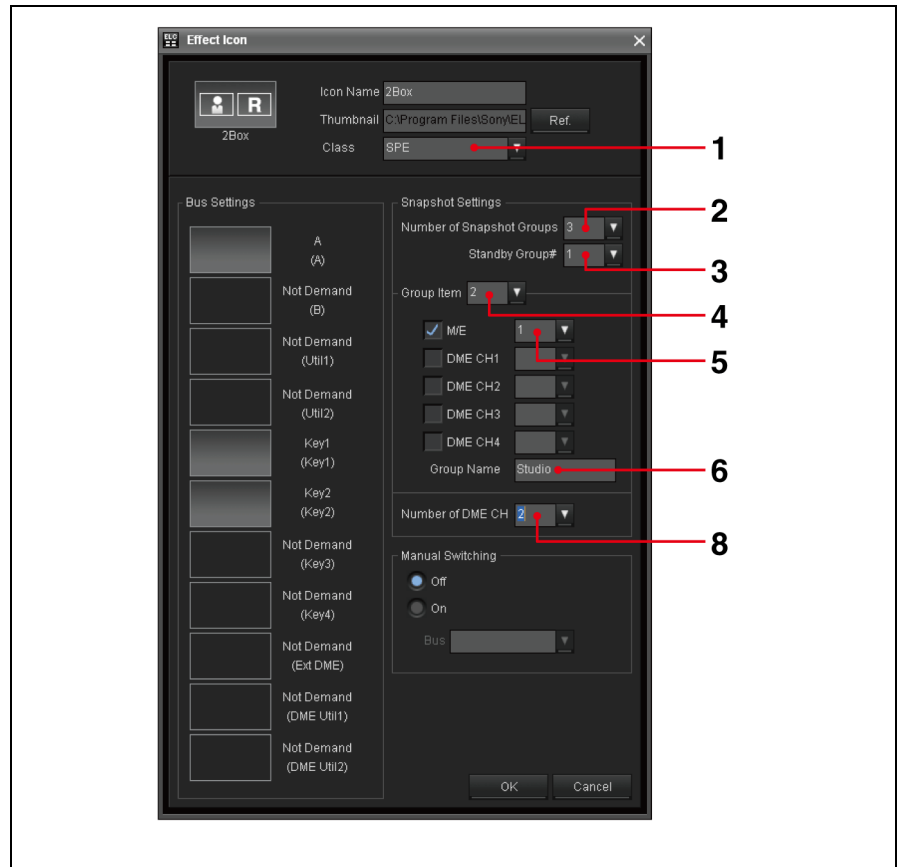
2 Set the number of snapshot groups in the Snapshot Settings block.

Specify the combination number of snapshots to be recalled by pressing the associated buttons on the shot box module.
In the case of 2Box, specify [3] in the Number of Snapshot Groups drop-down list box.

3 Specify the Standby Group# in the Snapshot Settings block.

Specify which snapshot will be loaded for standby, and recalled first when the relevant cue is taken on the air.

4 Specify the desired group in the Group Item drop-down list box.

For group selection, see "Required Settings in the Initial Setup Application" on page 140.

5 Check the items (the M/E and DME channels) you use for snapshots for the group you select in step **4**, and specify a snapshot number in the drop-down list box for each.

6 Click the Group Name text box to put it in the input mode, and enter a group name of up to eight alphanumeric characters.

The name input here may appear on a button on the shot box module.

Notes

- Although you can enter both upper and lower case letters here, the names will be shown in capital letters on the shot box module.
- Input a "|" symbol, so that a line break is inserted on the shot box module.

7 Repeat steps from **4** to **6** for another group, if necessary.
In the case of 2Box, repeat the steps for two other groups.

8 When you check DME CH 1 to 4 in step **5**, specify the total number of DME channels to be used with the Number of DME CH drop-down list box.

If you checked DME CH 1 for the first group, DME CH 3 for the second group, and DME CH 4 for the third group, for example, specify [3].

Note

Specify the appropriate number when you use DME. The system will display insufficient-DME-resource warning messages in a playlist based on this setting.

For saving, see "Effect Icon Window" on page 35.

Required Settings in the Initial Setup Application

To switch multiple snapshots manually, you will use the shot box module and assign snapshots to its buttons. This section explains how to assign the snapshots to the shot box module buttons.

1 In the Initial Setup window, click the Shot Box Module Assign sub menu.

The Shot Box Module Assign window is displayed.

Button layout

2 Select the number of the table to which you want to assign the functions.

3 Select the tab corresponding to the bank to which you want to assign the functions.

The functions assigned to the buttons of the selected bank of the selected table are displayed in the Assign List.

4 Select the number corresponding to the button to be assigned to the function on the Assign List.

Or, if you are going to assign more than one function simultaneously, select the lowest numbered button to which you want to assign the functions. In this case, the functions will be assigned to the buttons of the selected and the subsequent numbers.

5 Select [Snapshot Group] in the Function Group drop-down list box.

6 On the Function List, select Snapshot Group 1 through 4.

You can select more than one function by using the Ctrl or Shift key.

Function	Description
Snapshot Group 1 - 4	Recall the snapshot specified for Snapshot Group 1 to 4. This option is set when you create an Effect Icon by pressing the shot box module buttons and recalling the combination of associated snapshots. *For details, see "Required Settings in the Icon Manager Application" on page 138.*

7 Click [←ADD].

The selected function(s) are assigned to the button(s), and displayed on the Assign List.
In the Name column, the default name is displayed. You cannot edit the name. On the buttons on the shot box module, group names specified in the Effect Icon are displayed.

For details, see "Required Settings in the Icon Manager Application" on page 138.

8 Check the table number(s) assigned to the shot box module(s), and if necessary, select the table number to which you have just assigned the functions, using the Module1 and/or Module2 drop-down list box(es).

9 Click [Save] to save the modified settings.

Required Settings in the ELC Plug-in Application

For example, to select source images for a video effect using two Keys, use the following procedure.

1 In the Cue Edit window, click the Key 1 display block on the current cue.

The selected Key Icon is highlighted both in the current cue and the object list.
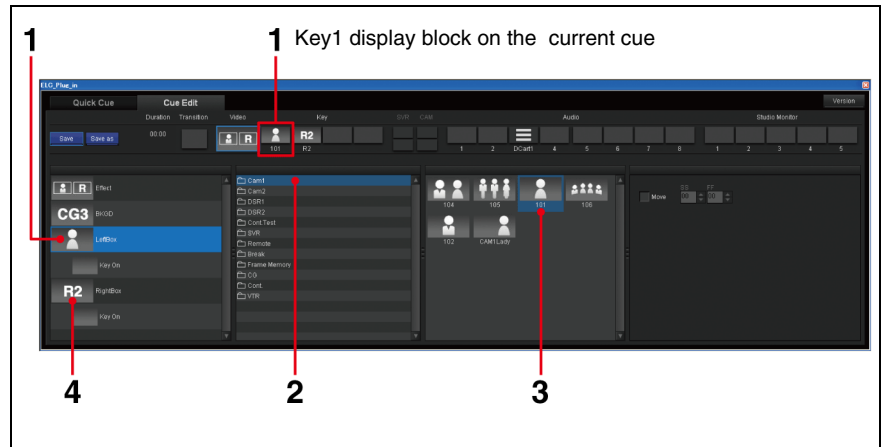
2 Click the desired category in the category list.

In the category list, the video categories created in the Icon Manager are displayed.
When a category is selected, the Icons in the selected category are displayed in the Icon list.

3 Select the Icon you created for switching multiple snapshots manually in the Icon list according to the purposes.

Note

The video materials to be used will be identical for all the snapshots.

4 On the object list, click the Key 2 icon.

5 Repeat steps **2** and **3** to select the video source for the Key 2.

For saving, see "Cue Edit Tab" on page 41.

Preparing for Manual Switching

This section explains how to prepare for an advanced on-air manual operation, manual switching. This function allows you to switch only a part of the images within a cue by using the buttons on the shot box module, each associated with a Video Icon. You can use up to six Video Icons and assign them to buttons of the shot box module.

As an example, shown below, you can switch images in the background inset screen only from one location or camera to another (PinP).
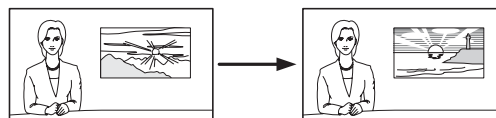
Before performing the operations, follow the procedures below to make the required settings.

Required Settings in the Icon Manager Application

This section explains how to create an Effect Icon for manual switching.

1 In the Icon Manager window, create an Effect Icon and select [SPE] from the Class drop-down list box.

You can create an Icon classified as SPE.

For details, see "Effect Icons" on page 97.

2 Specify the number of snapshots to be required with the Number of Snapshot Groups drop-down list box.
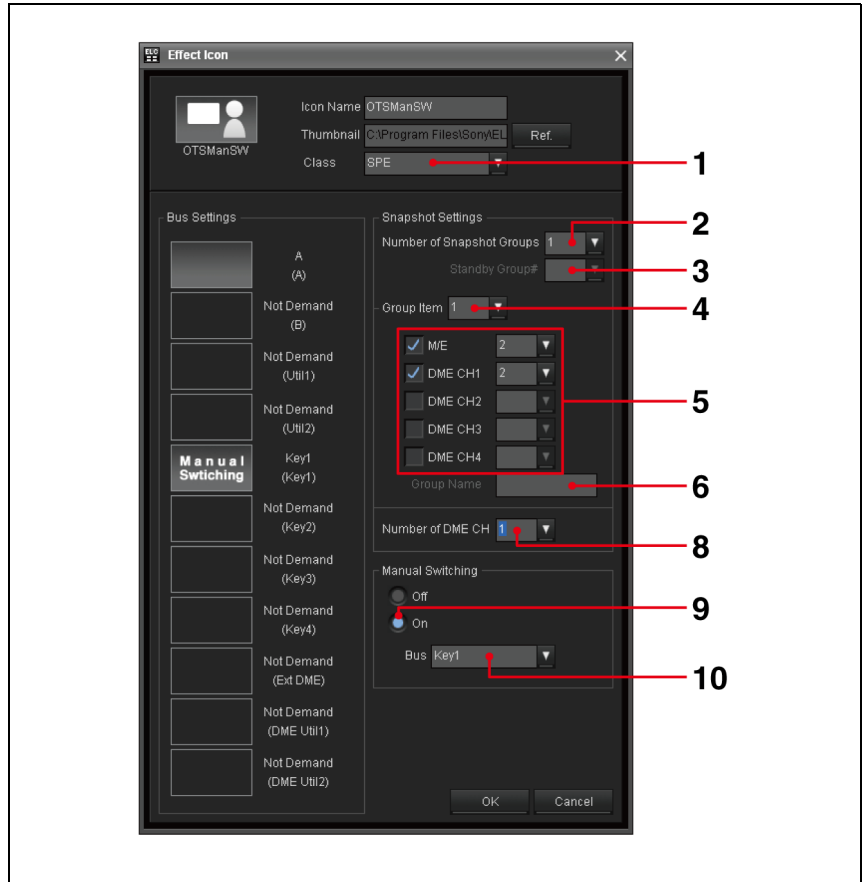
3 Specify the Standby Group# in the Snapshot Settings block.

Specify which snapshot will be loaded for standby, and recalled first when the relevant cue is taken on the air.

4 Specify the desired group in the Group Item drop-down list box.

For group selection, see "Required Settings in the Initial Setup Application" on page 146.

5 Check the items (the M/E and DME channels) you use for snapshots for the group you specify in step **4**, and specify a snapshot number in the drop-down list box for each.

6 Click the Group Name text box to put it in the input mode, and enter a group name of up to eight alphanumeric characters.

The name input here may appear on a button on the shot box module.

Notes

- Although you can enter both upper and lower case letters here, the names will be shown in upper letters on the shot box module.
- Input a "|" symbol, so that a line break is inserted on the shot box module.

7 Repeat steps from **4** to **6** for another group, if necessary.

8 When you check DME CH1 to 4 in step **5**, specify the total number of DME channels to be used with the Number of DME CH drop-down list box.

If you checked DME CH 1 for the first group, DME CH 3 for the second group, and DME CH 4 for the third group, for example, specify [3].

Note

Specify the appropriate number when you use DME. The system will display insufficient-DME-resource warning messages in a playlist based on this setting.

9 Select [On] in the Manual Switching block.

The Manual Switching is set effective. You can switch up to six images by pressing the buttons on the Shot Box Module associated with Video Icons.

10 Select the desired Bus from the Bus drop-down list box.

For saving, see "Effect Icon Window" on page 35.

Required Settings in the Initial Setup Application

This section explains how to assign materials to be used in manual switching to the shot box module buttons.

1 In the Initial Setup window, click the Shot Box Module Assign sub menu.

The Shot Box Module Assign window is displayed.

Button layout

2 Select the number of the table to which you want to assign the functions.

3 Select the tab corresponding to the bank to which you want to assign the functions.

The functions assigned to the buttons of the selected bank of the selected table are displayed in the Assign List.

4 Select the number corresponding to the button to be assigned to the function on the Assign List.
Or, if you are going to assign more than one function simultaneously, select the lowest numbered button to which you want to assign the functions. In this case, the functions will be assigned to the buttons of the selected and the subsequent numbers.

5 Select [Manual Switching] in the Function Group drop-down list box.

6 Select Manual Switching 1 - 6 to be assigned on the Function List.

You can select more than one function by using the Ctrl or Shift key.

Function	Description
Manual Switching 1 - 6	Switches to the video signal of the 1 to 6 Video Icon listed for manual switching. *For details, see "Required Settings in the ELC Plug-in Application" on page 148.*

7 Click [←ADD].

The selected function(s) are assigned to the button(s), and displayed on the Assign List.
In the Name column, no name is displayed. You cannot edit names.

8 Check the table number(s) assigned to the shot box module(s), and if necessary, select the table number to which you have just assigned the functions, using the Module1 and/or Module2 drop-down list box(es).

9 Click [Save] to save the modified settings.

Required Settings in the ELC Plug-in Application

This section explains how to specify up to six pieces of materials to be used in manual switching.

1 In the Cue Edit window of the ELC Plug-in application, click the Video Icon display block of the current cue.

If the Manual Switching has been set, the list of the subjects to be switched will be displayed in the second layer of the object list.

2 Select the subjects to be switched.

Set the material to be used first in the on-air operation as the first of the subjects to be changed in manual switching.
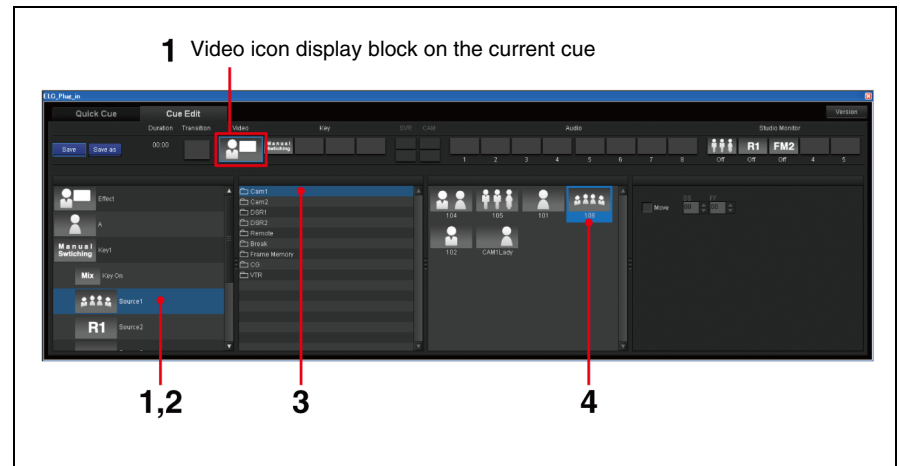
3 Click the desired category in the category list.

4 Select an Video Icon in the Icon list.

The names of the Video Icons you select are displayed on the buttons of the shot box module.

5 Repeat steps **2** to **4** to specify multiple materials to be switched.

For saving, see "Cue Edit Tab" on page 41.

To change the piece of material to be used first in the on-air operation

Click the Manual Switching display block in the first layer of the object list, then select the desired piece of material to be used first (source number) from the drop-down list box in the Standby block.
There are "Source 1" to "Source 6" options. The Icons specified for the respective source options, if any, are displayed in parentheses at the end.

Object list   Standby block
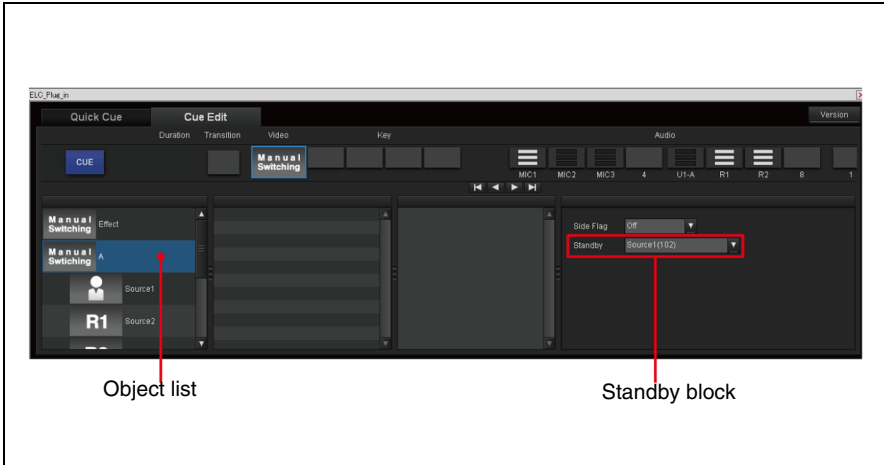
To specify Audio to be switched together with Video switching

Click the Video Icon to be linked in the second layer of the object list, then select the desired audio number from the drop-down list box in the Audio Link block.
There are "Off" and "Audio 1" to "Audio 8" options. The Icons specified for the respective audio number, if any, are displayed in parentheses at the end.

Object list   Audio Link block
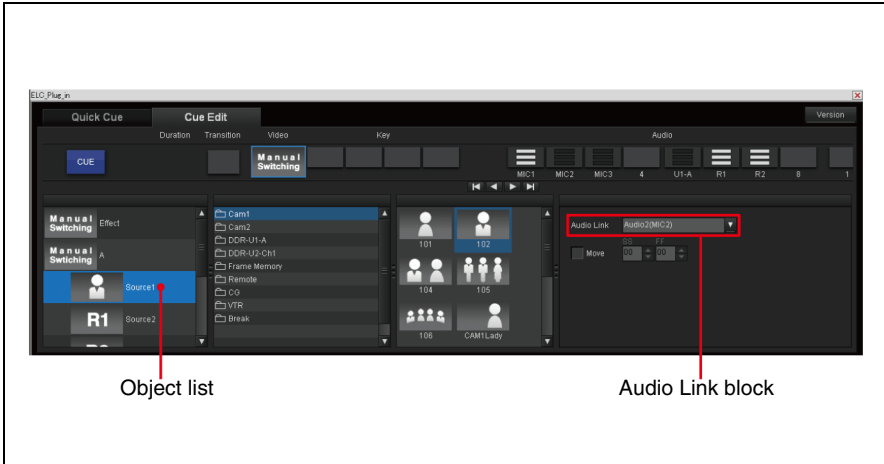
Assigning a Video Switcher Macro to a Cue

You can register various settings in a video switcher macro and then assign the created macro to a cue. With the TAKE operation, the macro is recalled and executed. This section explains how to assign a macro to a cue.

1 In the Cue Edit window of the ELC Plug-in application, click the Video Icon display block of the current cue.

2 Click the Effect Icon on the object list.

3 Using the Macro Recall check box of the detailed settings block, specify whether the macro is to be recalled.

Check box	Description
Not checked	Macro will not be recalled.
Checked	Macro will be recalled. Specify the Macro number you want to recall from 1 to 250 using the Macro No. drop-down list box. This drop-down list box will be enabled when the Macro Recall check box is checked.

1 Video icon display block on the current cue

2　　　　　　　　　　　　　　　　　　　　　　　　　　　**3**
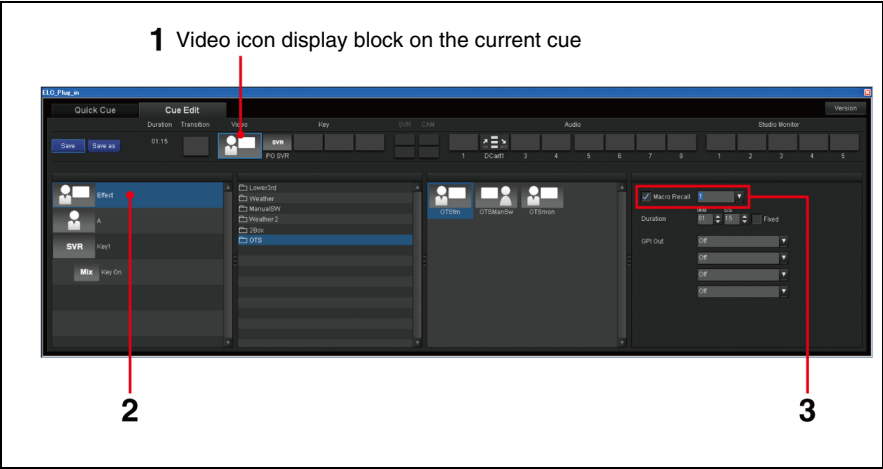
Preparing for GPI Trigger Pulse Output

GPI trigger pulses are used to control a device outside of the ELC-MVS01 system.
There are two types of GPI pulse output:

- **Automatic output**
  The system automatically outputs GPI pulses from up to four ports with a TAKE operation. Specify the GPI pulse(s) to be output in a cue to use this function.
- **Manual output**
  During on-air operation, the operator can output GPI pulses anytime he/she wishes using the shot box module. Assign the ports from which GPI pulses should be output to buttons of the shot box module in advance, using the Initial Setup application.

Note

The System Setup application is used for setup related to the GPI pulse output ports, such as names of the ports and specifications of the output pulses.

For automatic output

While creating a cue, select up to four ports from which GPI pulses should be output upon a TAKE operation for the cue.

1 In the Cue Edit window of the ELC Plug-in application, click the Video Icon display block in the current cue.

2 Click the Effect column on the object list.

The GPI Out drop-down list boxes appear in the detailed settings block.

1 Video Icon display block in the current cue

2

3 GPI Out drop-down list boxes
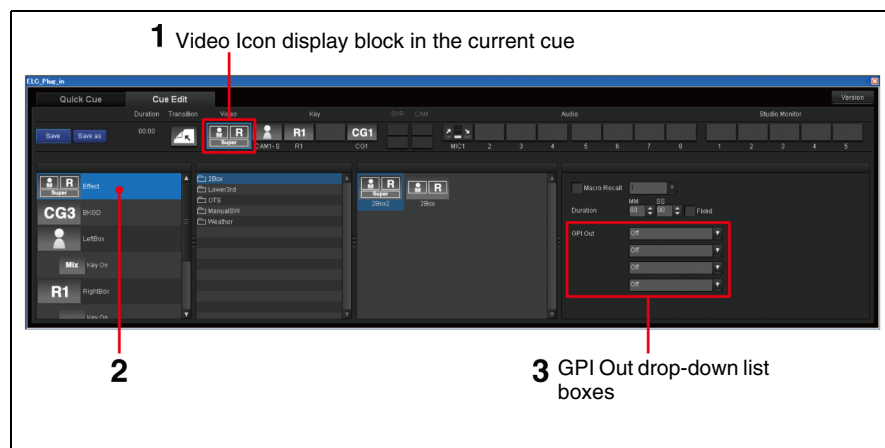
3 Make the settings required to output GPI trigger pulses.
Select the ports from which GPI trigger pulses should be output using the four GPI Out drop-down list boxes.

Name of the port from which the GPI trigger pulse will be output.
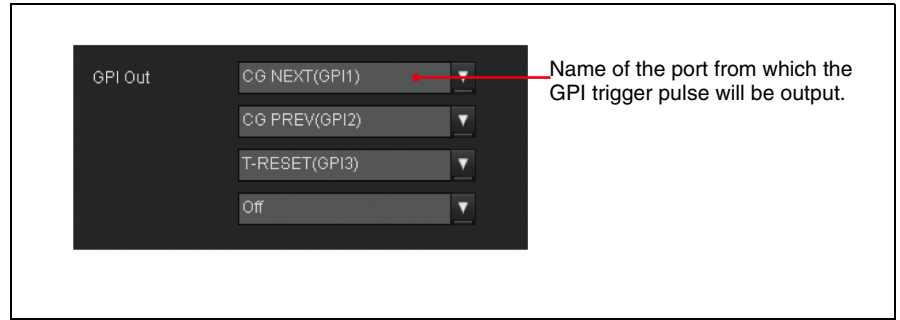
For manual output

Assign the ports ("GPIn (xxx)," where n is a GPI port number and "xxx" is the GPI port name, both specified in the System Setup application.) from which GPI pulses should be output to buttons of the shot box module using the Initial Setup application.

1 On the Initial Setup Main Menu, click the Shot Box Module Assign sub menu.

The Shot Box Module Assign window is displayed.

Button layout
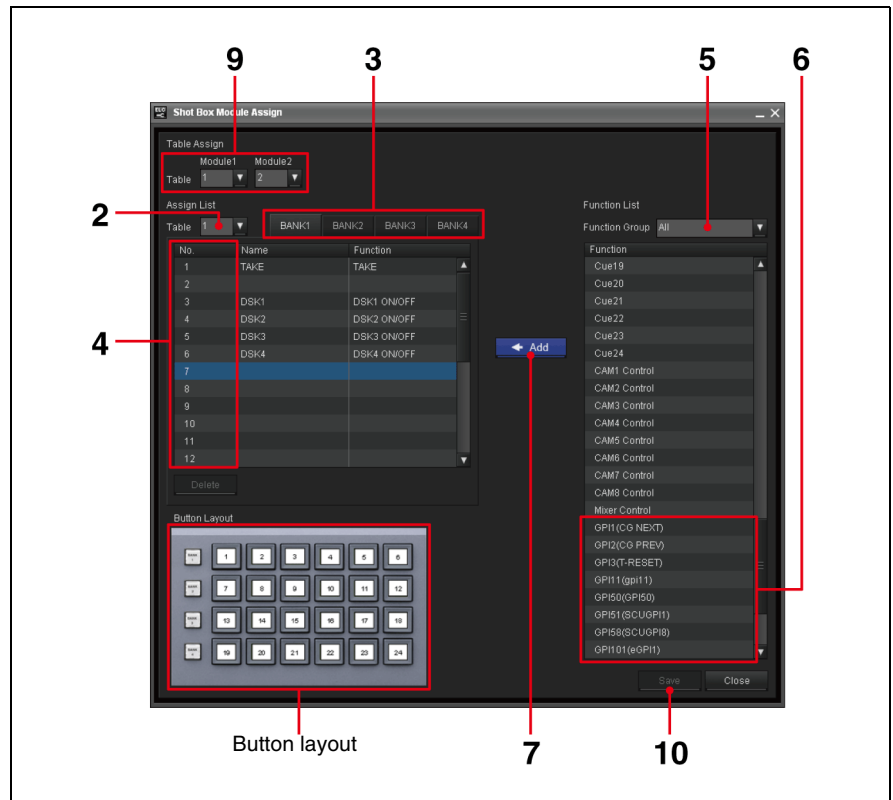
2 Select the number of the table to which you want to assign the GPI output function.

3 Select the tab corresponding to the bank to which you want to assign the GPI output function.

The functions that have already been assigned to the buttons of the selected bank are displayed in the Assign List.

4 Select the number corresponding to the button to be assigned to the function on the Assign List.
Or, if you are going to assign more than one function, select the lowest numbered button to which you want to assign the functions. In this case, the functions will be assigned to the buttons of the selected and the subsequent numbers.

5 Select [GPI OUT] in the Function Group drop-down list box to narrow down the functions displayed.

6 Select the "GPIn (xxx)" function(s) to be assigned on the Function List, where n is a GPI port number and "xxx" is the GPI port name, both specified in the System Setup application.
You can select more than one function by using the Ctrl or Shift key.

7 Click [←ADD].

The selected function(s) are assigned to the button(s), and displayed on the Assign List.

8 Repeat steps **3** to **7**, if necessary.

9 Check the table number(s) assigned to the shot box module(s), and if necessary, select the table number to which you have just assigned the functions, using the Module1 and/or Module2 drop-down list box(es).

10 Click [Save] to save the modified settings.

See "Outputting GPI Trigger Pulses" on page 226 for details on the operation of GPI pulse output.

Assigning Individual Cues to Shot Box Module Buttons

The ELC-MVS01 software enables you to use up to 24 individual cues assigned to 24 buttons of the shot box module for on-air operation. The 24 cues can be assigned as the NEXT cue regardless of the playlist by pressing the corresponding buttons of the shot box module, so that the selected cue will be put on the air by the next TAKE operation.

Required Settings in the ELC Plug-in Application

To prepare cues to be assigned to shot box module buttons, proceed as follows:

1 In the ELC Plug-in window, right-click on any cue folder or on blank space of the cue folder list block, and select [Create New Folder] from the menu displayed.

The Rename dialog box is displayed.

2 Input the desired name for the cue folder.

3 Click [OK].

A new cue folder is created on the cue folder list.

4 Right-click on the newly created cue folder, and select [Shot Box Candidate].
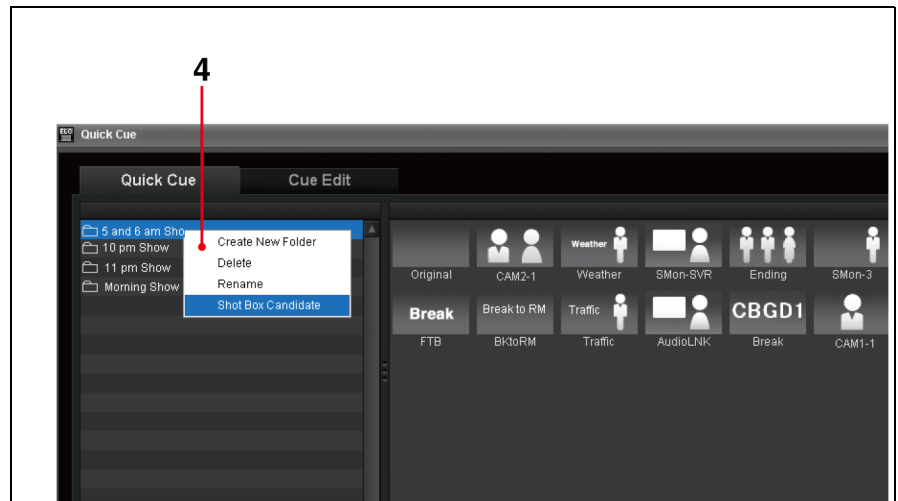
A check mark appears at the left of the command, showing the cue folder is now selected as a candidate for this operation. You can select the desired cue folder from the candidates upon on-air operation.

5 Create the desired cue(s) in the newly created cue folder in the ELC Plug-in window.

See "Creating a Cue" on page 118 for details.

Icons for which the file to be used or the channel should be specified by the NRCS, such as CG or PO Server (an as-yet-undetermined channel) Icons, cannot be used.

6 If necessary, change the order of the cues in the folder.

More than 24 cues can be created in the folder, however, only the top 24 cues can be assigned to buttons of the shot box module, you may have to change the order of the cues in the folder.
To move a cue, drag the desired cue in the cue list block and drop it in the desired position.

Required Settings in the Initial Setup Application

Assign the cues (Cue 1 - 24) to buttons of the shot box module using the Initial Setup application.

1 On the Initial Setup Main Menu, click the Shot Box Module Assign sub menu.

The Shot Box Module Assign window is displayed.

Button layout
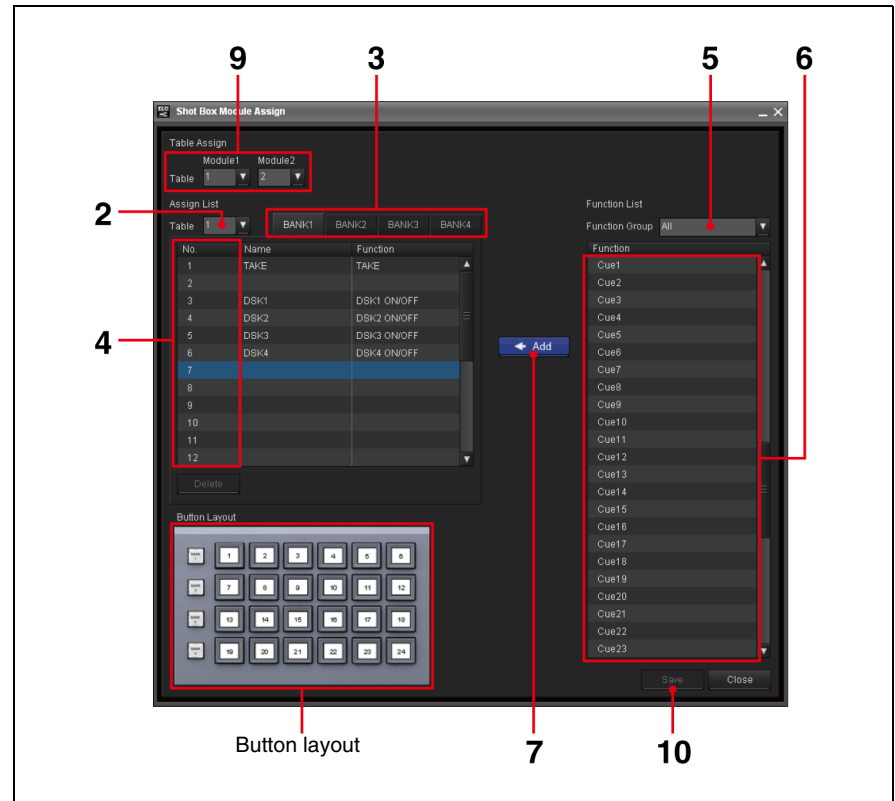
2 Select the number of the table to which you want to assign cues.

3 Select the tab corresponding to the bank to which you want to assign cues.

The functions that have already been assigned to the buttons of the selected bank are displayed in the Assign List.

4 Select the number corresponding to the button to be assigned to the cue on the Assign List.
Or, if you are going to assign more than one cue, select the lowest numbered button to which you want to assign the cues. In this case, the cues will be assigned to the buttons of the selected and the subsequent numbers.

5 Select [Cue] in the Function Group drop-down list box to narrow down the functions displayed.

6 Select the cue(s) (Cue 1 - 24) to be assigned on the Function List.
You can select more than one cue by using the Ctrl or Shift key.

7 Click [←ADD].

The selected cue(s) are assigned to the button(s), and displayed on the Assign List.

8 Repeat steps **3** to **7**, if necessary.

9 Check the table number(s) assigned to the shot box module(s), and if necessary, select the table number to which you have just assigned the functions, using the Module1 and/or Module2 drop-down list box(es).

10 Click [Save] to save the modified settings.

Preparing for Switching a Video Device to Its Backup

During on-air operations, you can switch a video device, such as a DDR(VDCP), to a backup specified in advance by pressing a button on the shot box module.

Required Settings for Backup Devices in the Initial Setup Application

Assign backup devices for the desired video devices using the Initial Setup application.

For details on this operation, see "Making the Video Switcher Settings" on page 53.

1 On the Initial Setup Main Menu, click the Video Switcher Settings sub menu.

The Video Switcher Settings window is displayed.
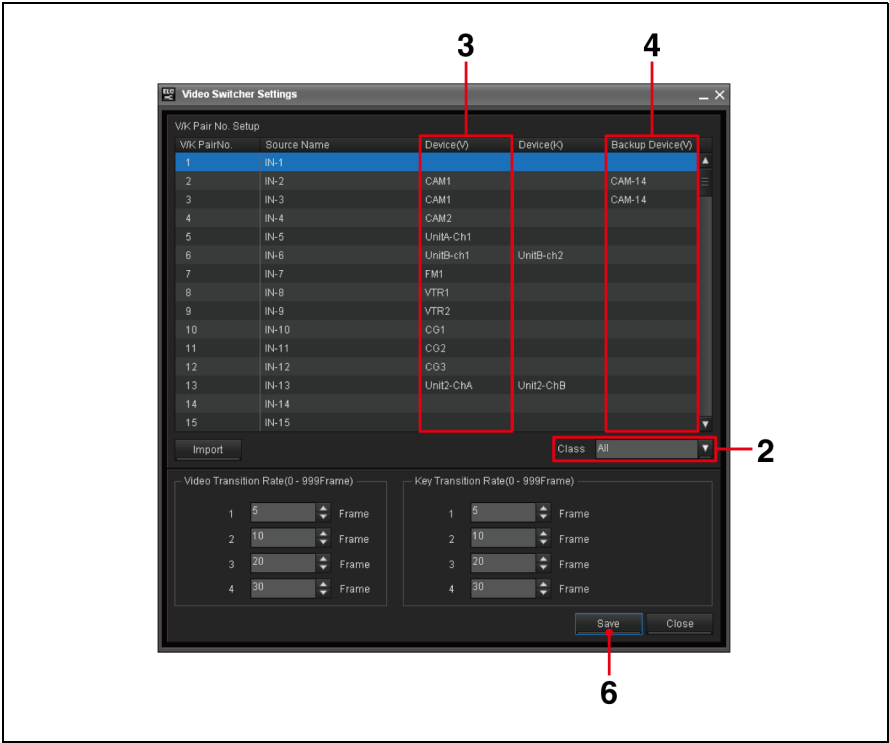
2 Narrow down the device list, if necessary, by selecting the desired class using the Class drop-down list box.

3 Select the desired V/K pair number on the list, and select the device to be associated with the selected V/K pair number, using the Device(V) drop-down list box.

4 Select the desired backup video device, using the Backup Device(V) drop-down list box.

The signal from the selected device will be used when the operator switches to the backup during on-air operation.

Note

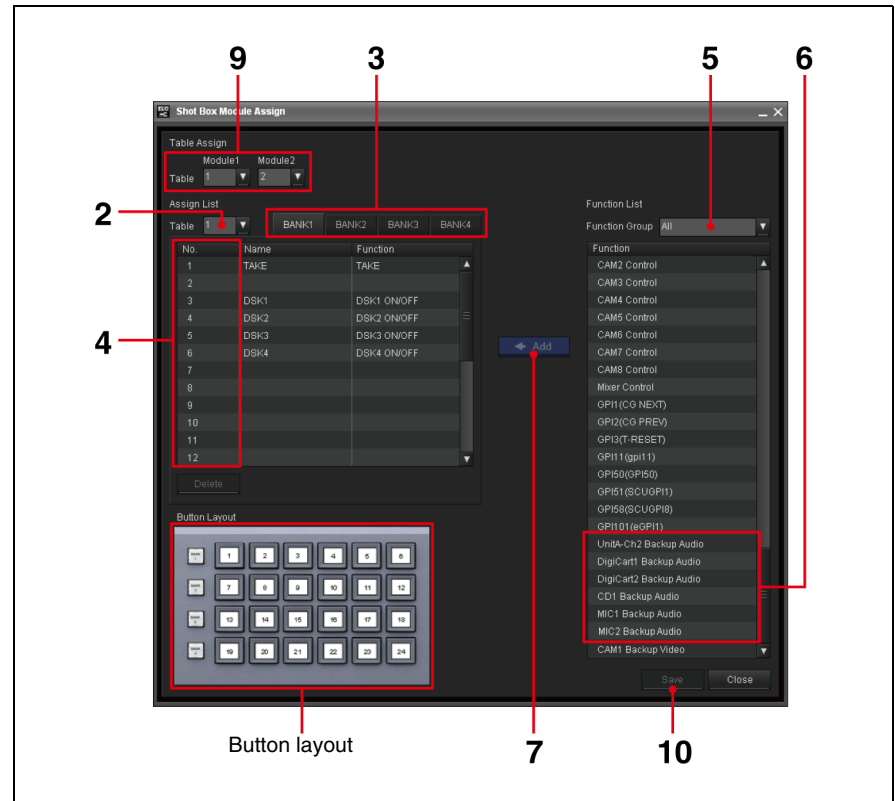The ELC-MVS01 software does not control the backup device in place of the original device, though.

5 Repeat steps **2** to **4** for all the necessary V/K pair numbers.

6 Click [Save] to save the modified settings.

Required Settings for the Shot Box Module in the Initial Setup Application

Assign the function for swiching a video device to its backup to a button of the shot box module using the Initial Setup application.

1 On the Initial Setup Main Menu, click the Shot Box Module Assign sub menu.

The Shot Box Module Assign window is displayed.

Button layout

2 Select the number of the table to which you want to assign the switching functions.

3 Select the tab corresponding to the bank to which you want to assign the switching functions.

The functions that have already been assigned to the buttons of the selected bank are displayed in the Assign List.

4 Select the number corresponding to the button to be assigned to the function on the Assign List.
Or, if you are going to assign more than one function, select the lowest numbered button to which you want to assign the functions. In this case, the functions will be assigned to the buttons of the selected and the subsequent numbers.

5 Select [Backup Video] in the Function Group drop-down list box to narrow down the functions displayed.

6 Select the backup video device switching function(s) ("xxx Backup Video" where xxx is the name of the video device for which a backup device is

specified) to be assigned on the Function List.
You can select more than one function by using the Ctrl or Shift key.

7 Click [←ADD].

The selected function(s) are assigned to the button(s), and displayed on the Assign List.

8 Repeat steps **3** to **7**, if necessary.

9 Check the table number(s) assigned to the shot box module(s), and if necessary, select the table number to which you have just assigned the functions, using the Module1 and/or Module2 drop-down list box(es).

10 Click [Save] to save the modified settings.

See "Switching a Video Device to Its Backup" on page 232 for details on switching a video device to its backup.

Preparing for Switching an Audio Device to Its Backup

During on-air operations, you can switch an audio device, such as a microphone, to a backup specified in advance by pressing a button on the shot box module.

Required Settings for Backup Devices in the Initial Setup Application

Assign backup devices for the desired audio devices using the Initial Setup application.

For details on this operation, see "Making the Audio Mixer Settings" on page 57.

1 On the Initial Setup Main Menu, click the Audio Mixer Settings sub menu.

The Audio Mixer Settings window is displayed.

2 Select the Fader No. Setup tab, if it is not displayed on top.
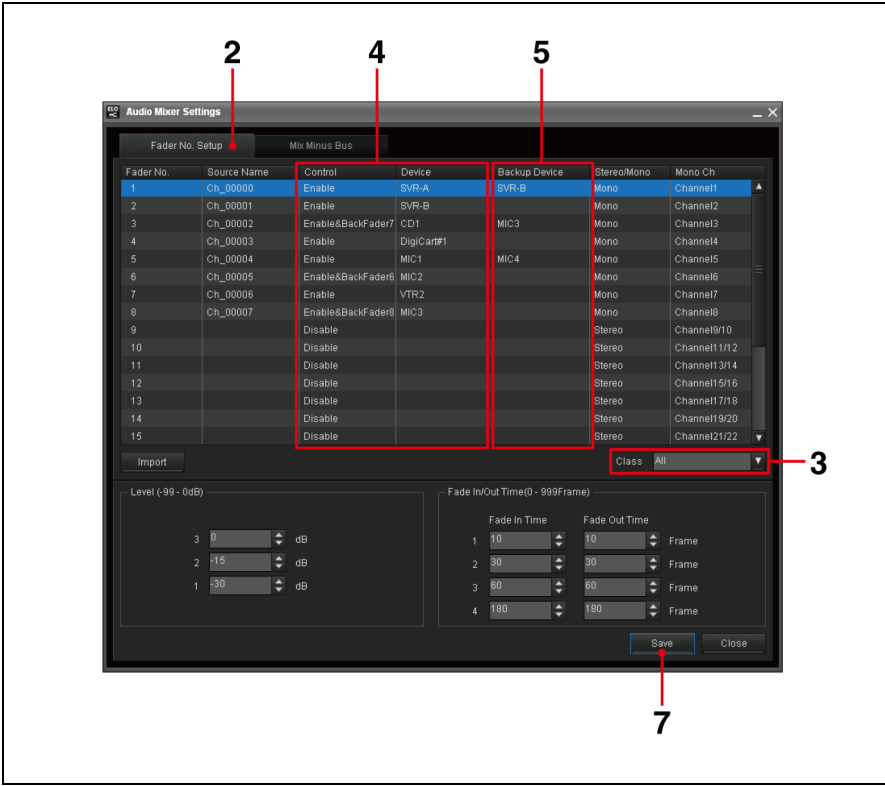
3 Narrow down the device list, if necessary, by selecting the desired class using the Class drop-down list box.

4 Select [Enable] in the Control drop-down list box for the desired fader number, and associate the desired Audio Icon with the fader number, using the Device drop-down list box.

5 Select the desired backup audio device for the selected fader number, using the Backup Device drop-down list box.

The signal from the selected device will be used when the operator switches to the backup during on-air operation.

Note

The ELC-MVS01 software does not control the backup device in place of the original device, though.

6 Repeat steps **3** to **5** for all the necessary fader numbers.

7 Click [Save] to save the modified settings.

Required Settings for the Shot Box Module in the Initial Setup Application

Assign the function for swiching an audio device to its backup to a button of the shot box module using the Initial Setup application.

1 On the Initial Setup Main Menu, click the Shot Box Module Assign sub menu.

The Shot Box Module Assign window is displayed.

Button layout

2 Select the number of the table to which you want to assign the switching functions.

3 Select the tab corresponding to the bank to which you want to assign the switching functions.

The functions that have already been assigned to the buttons of the selected bank are displayed in the Assign List.

4 Select the number corresponding to the button to be assigned to the function on the Assign List.
Or, if you are going to assign more than one function, select the lowest numbered button to which you want to assign the functions. In this case, the functions will be assigned to the buttons of the selected and the subsequent numbers.

5 Select [Backup Audio] in the Function Group drop-down list box to narrow down the functions displayed.

6 Select the backup audio device switching function(s) ("xxx Backup Audio" where xxx is the name of the audio device for which a backup device is

specified) to be assigned on the Function List.
You can select more than one function by using the Ctrl or Shift key.

7 Click [←ADD].

The selected function(s) are assigned to the button(s), and displayed on the
Assign List.

8 Repeat steps **3** to **7**, if necessary.

9 Check the table number(s) assigned to the shot box module(s), and if
necessary, select the table number to which you have just assigned the
functions, using the Module1 and/or Module2 drop-down list box(es).

10 Click [Save] to save the modified settings.

*See "Switching an Audio Device to Its Backup" on page 233 for details on
switching an audio device to its backup.*

Operations

This section explains how to create a playlist using the cues. It also explains a series of procedures to play out the created playlist with the OA Playlist application.
This section also explains advanced or occasional manual operations, including how to switch multiple snapshots (2box) manually, and how to switch video manually (Manual Switching).

Creating a Playlist for *iNEWS* *(ELC Plug-in/Playlist Viewer)*

Starting the ELC Plug-in Application

The ELC Plug-in application, working as a plug-in application for the existing iNEWS client software, allows you to create a playlist by using the cues created in the ELC Plug-in's Quick Cue and Cue Edit windows.

- Editing a production cue registered in iNEWS
- Editing part of a cue in Quick Cue and setting it to iNEWS as a new production cue

1 Start the iNEWS client software.

2 Click [Tools] > [Plug-in] > [ELC Plug-in] from the menu bar.

The ELC Plug-in application starts and ELC Plug-in window is displayed.

ELC Plug-in window

Tip

You can start as many ELC Plug-in applications simultaneously on different computers as the number of licenses you have.

Exiting the ELC Plug-in application

1 Click ⊠ on the upper right of the ELC Plug-in window.

The ELC Plug-in application is closed.

Note

If you do not save the settings, the revisions do not take effect.

Creating a Playlist

This section explains how to create a playlist using the ELC Plug-in application. The created playlist will be displayed in the Playlist Viewer application.

Creating a Playlist

This section explains how to create playlists using cues. Before starting creation of a playlist, prepare the cues in the Quick Cue and Cue Edit windows of the ELC Plug-in application.

For details on creating cues, see "Creating a Cue" on page 118.
For details on setting a cue, see "Details of Settings" on page 119.

1 Click the Quick Cue tab of the ELC Plug-in window.

The Quick Cue window is displayed.

2 In the queue panel in the iNEWS client window, click the desired iNEWS story to which you want to add a cue from the ELC Plug-in application.

The selected story is displayed in the story panel of the iNEWS client window.

iNEWS story panel

Story form panel

Instruction panel

Cue is added as a new *ELC production cue.

Story text panel

3 From the cue folder list of the Quick Cue window, click the folder containing the cue that you want to add to a playlist.

The cues contained in the folder are displayed.

4 Drag the desired cue from the Quick Cue window and drop it on the iNEWS story text panel.

An asterisk "*" appears at the position where the cue was dropped on the story text panel, and the new cue is described as an ELC production cue. In the instruction panel, "*ELC" followed by the cue name is also added. A cue is always added as an "ELC production cue."

5 Repeat steps **2** through **4** to add cues to the rundown.

To set a new production cue after checking the content of a cue

You can check the content of a cue and edit it, if necessary, before you actually add it to an iNEWS story as a new ELC production cue.

1 In the queue panel on the iNEWS client window, click the desired iNEWS story to which you want to add a cue from the ELC Plug-in application.

The selected story is displayed in the story panel of the iNEWS client window.

2 Double-click on the desired cue in the cue list block of Quick Cue.

The Cue Edit window is displayed. The selected cue is loaded into the window as the current cue. The registration icon appears on the current cue.

4 Registration icon

3 Check the content and change the settings, if necessary.

For details, see "Details of Settings" on page 119.

4 Drag the registration icon from the Cue Edit window and drop it on the iNEWS story text panel.

An asterisk "*" appears at the position where the cue was dropped on the story text panel and the new cue is described as an ELC production cue. In the instruction panel, "*ELC" followed by the cue name is also added. A cue is always added as an "ELC production cue."

To display added cues in the Playlist Viewer and OA Playlist applications, you should save the story in the iNEWS window. When the focus moves over stories in the queue panel, stories are saved automatically. Otherwise, save the story by selecting [File] > [Save Story] from the iNEWS menu bar.

Rules in setting ELC production cues

- The ELC production cues to be included in the same ELC story on a playlist should have the same Page number. An ELC story consists of ELC production cues having the same Page number.
- An ELC production cue should be placed before the production cue of the materials that the ELC cue uses.
- You can set multiple ELC production cues in an iNEWS story.

When using the PO Server Icon for an as-yet-undetermined channel

To display the status of the playout server in a cue, you should make settings in the story form panel of the iNEWS client window. A story form panel is designed for one iNEWS story only. When you use multiple PO Servers in an ELC story, therefore, you should use multiple iNEWS stories to make settings for the PO Servers. According to the order where the PO Servers are set in the iNEWS story, you can associate the materials of the PO Servers with the object list for a video and audio channel on the ELC Plug-in application windows.

Note

When a PO Server Icon for a specific channel is used, this system is not applicable.

❒ **Example 1) When using PO Servers in both Key 1 and Key 2 of a cue**
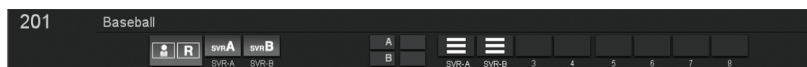
To create the playlist shown above, create a cue, drag and drop a Production cue, and then make settings in the iNEWS stories as follows:

1 For the iNEWS story where an ELC Production cue has been pasted, make settings for the PO Server Key 1 uses.

ELC Production cue is pasted.   Make settings in the Story Form Panel

2 Insert a new iNEWS story, make settings for the PO Server Key 2 uses.

Make sure not to set an ELC production cue for this inserted iNEWS story.

Inserted iNEWS story

Make settings in the Story Form Panel

The PO Server set in the first iNEWS story is used with the Key 1 bus, and that set in the next iNEWS story is used with the Key 2 bus.

❒ **Example 2) When setting multiple ELC Production cues and PO Servers of an ELC story**

*ELC1

203   News2

*ELC2   *ELC3

To create the playlist shown above, create three cues as follows:
- *ELC1: A cue having no PO Server settings.
- *ELC2: A cue having PO Server settings with both Key 1 and Key 2.
- *ELC3: A cue having PO Server settings with Audio.

Then set the above three cues for an identical iNEWS story as follows:

1 For the iNEWS story where the three ELC Production cues are set, make settings for the PO Server to be used first (the source for Key 1 of *ELC2).

iNEWS story

Three ELC Production cues are set.   Make settings in the Story Form Panel

2 Insert a new iNEWS story, make settings for the PO Server to be used second (the source for Key 2 of *ELC2).

Make sure not to set an ELC production cue for this inserted iNEWS story.

Inserted iNEWS story

Make settings in the Story Form Panel

3 Insert another iNEWS story, make settings for the PO Server to be used third (the source for the Audio of the *ELC3).

Make sure not to set an ELC production cue for this inserted iNEWS story.

Inserted iNEWS story

Make settings in the Story Form Panel
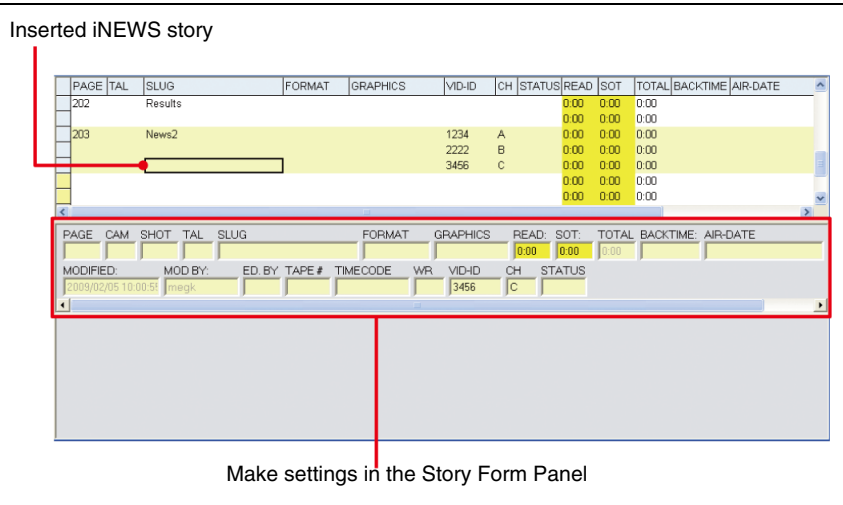
The ELC Plug-in application uses the ELC Production cues and PO Server settings in the order they are assigned in the iNEWS story, and associates a video bus or audio channel with the materials of the PO Server.

Editing an ELC Production Cue added to an iNEWS rundown

You can use Cue Edit to edit a cue that has been added to an iNEWS rundown and has been described as an ELC production cue.

1 In the iNEWS instruction panel, double-click on the ELC production cue that you want to edit.
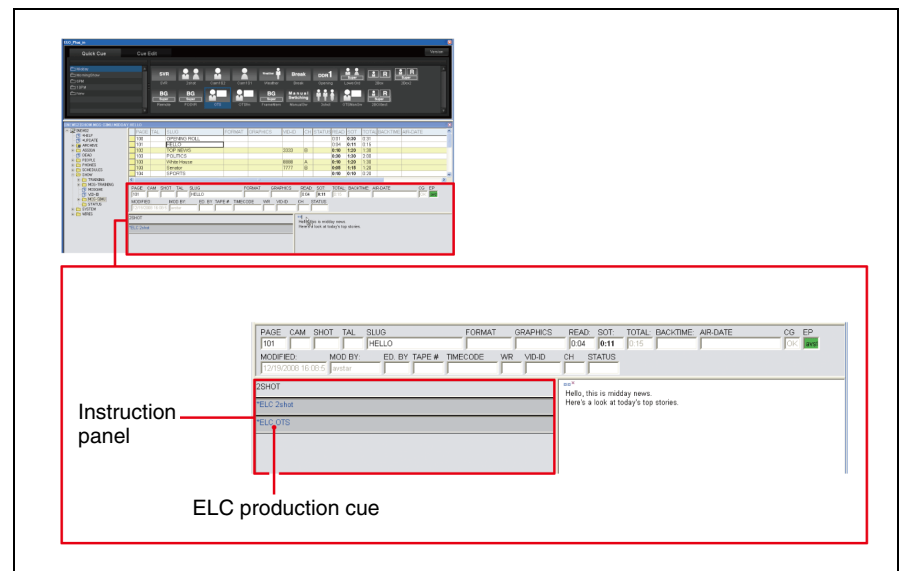
Instruction panel

ELC production cue

The selected cue is displayed as the current cue in the Cue Edit window.

Current cue
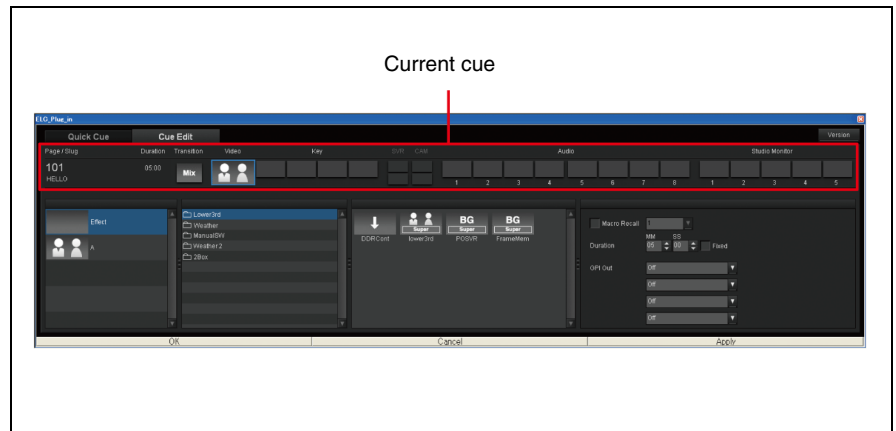
2 Make the required settings for the cue.

For details, see "Details of Settings" on page 119.

3 Click either of the following two buttons to execute the settings.

- **Apply:** The revisions take effect.
- **OK:** The revisions take effect and the ELC Plug-in window is closed.

Notes

- To reflect revisions in the Playlist Viewer and OA Playlist applications, you should save the story in the iNEWS window. When the focus moves over stories in the queue panel, those stories are saved automatically. Otherwise, save the story by selecting [File] > [Save Story] from the iNEWS menu bar.
- If an error occurs in saving a story, the ELC Plug-in window will not be closed.

Displaying a Playlist in the Playlist Viewer Application

The Playlist Viewer application allows you to view and check a playlist created with the Quick Cue and Cue Edit windows of the ELC Plug-in application. You can operate the application independently at different locations simultaneously without starting the iNEWS client.

1 Double-click the Playlist Viewer icon (Playlist Viewer) on the Windows desktop.
Or, double-click the PlaylistViewer.exe file in the "Sony\ELC\PlaylistViewer" folder on the drive where the ELC-MVS01 software is installed.

The Playlist Viewer starts and the Playlist Viewer window is displayed.
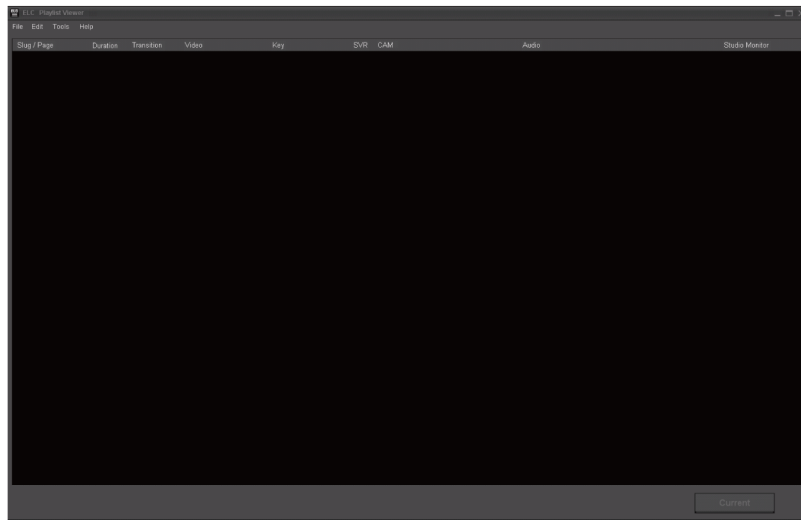
2 Select [File] > [Open] from the menu bar of the Playlist Viewer application.

The Open dialog box used for selecting a rundown is displayed.
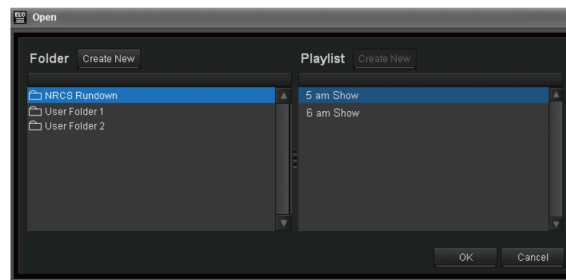
3 Select the "NRCS Rundown" folder on the Folder list.

Rundowns that the iNEWS loads for monitoring are listed in alphabetical order on the Playlist list.

4 Select the desired rundown, and click [OK].

The playlist corresponding to the selected rundown is loaded in the Playlist Viewer window.

Page number   Current ELC story

Current button
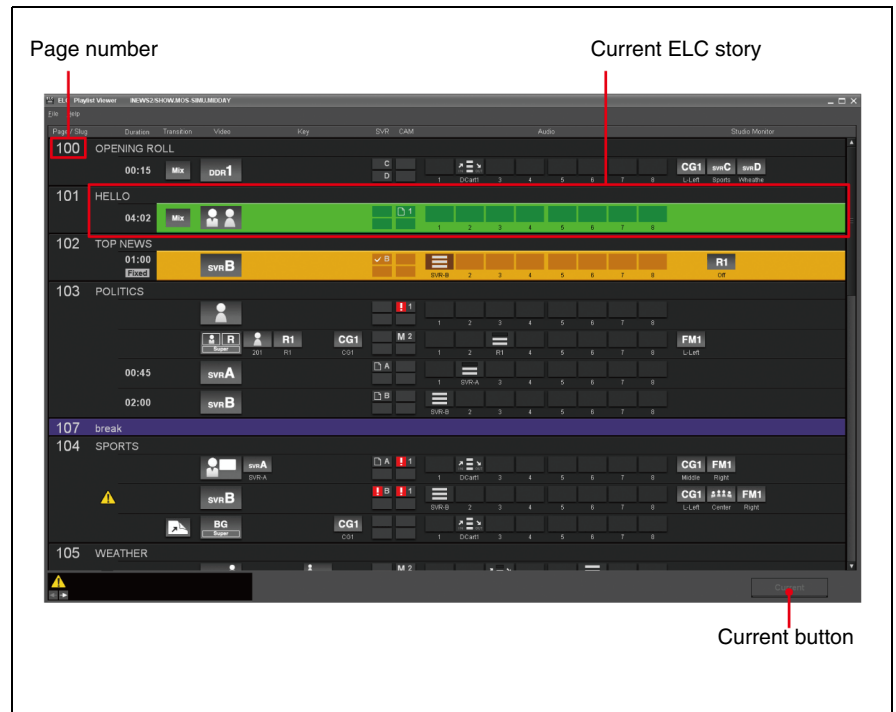
You can check the playlist content created in the ELC Plug-in applications. In the playlist, the ELC stories are listed. The ELC story consists of the cues having the same page number provided by the iNEWS client.

Note on scrolling of the playlist while on the air
The Playlist Viewer application scrolls the playlist automatically so that the cue currently being taken is displayed as the second cue on the screen.
You can view any other part of the playlist at any time, by manually scrolling the playlist using the scroll bar and mouse wheel.
Click [Current] in the Playlist Viewer window or press the F12 key to reactivate automatic playlist scrolling.

Note

You cannot start more than the licensed number of copies of Playlist Viewer simultaneously.

Exiting the Playlist Viewer application

1 Click [File] > [Exit] from the menu bar of the Playlist Viewer.

The Playlist Viewer application is closed.

Creating a Playlist for ENPS
(ELC Plug-in/Playlist Viewer)

Starting the ELC Plug-in Application

The ELC Plug-in application, working as a plug-in for the existing ENPS client software, allows you to create a playlist by using the cues created in the ELC Plug-in's Quick Cue and Cue Edit windows.
- Editing an item registered in ENPS
- Editing part of a cue in Quick Cue and setting it to ENPS as a new item

1 Start the ENPS client software.

2 Click the rover (green dot) of the Media Control icon on the bottom bar of the ENPS client window, and select [ELC Plug-in] from the displayed menu.

The ELC Plug-in application starts and ELC Plug-in window is displayed.

ELC Plug-in window

Media Control icon

You can start as many ELC Plug-in applications simultaneously on different computers as the number of licenses you have.

Exiting the ELC Plug-in application

1 Click on the upper right of the ELC Plug-in window.

The ELC Plug-in application is closed.

If you do not save the settings, the revisions do not take effect.

Creating a Playlist

This section explains how to create a playlist using the ELC Plug-in application. The created playlist will be displayed in the Playlist Viewer application.

Creating a Playlist

This section explains how to create playlists using cues. Before starting creation of a playlist, prepare the cues in the Quick Cue and Cue Edit windows of the ELC Plug-in application.

For details on creating cues, see "Creating a Cue" on page 118.
For details on setting a cue, see "Details of Settings" on page 119.

1 Click the Quick Cue tab of the ELC Plug-in window.

The Quick Cue window is displayed.

2 In the rundown in the ENPS client window, double-click the desired ENPS story to which you want to add a cue from the ELC Plug-in application.

The script of the selected story is displayed in the editing window of the ENPS client window.
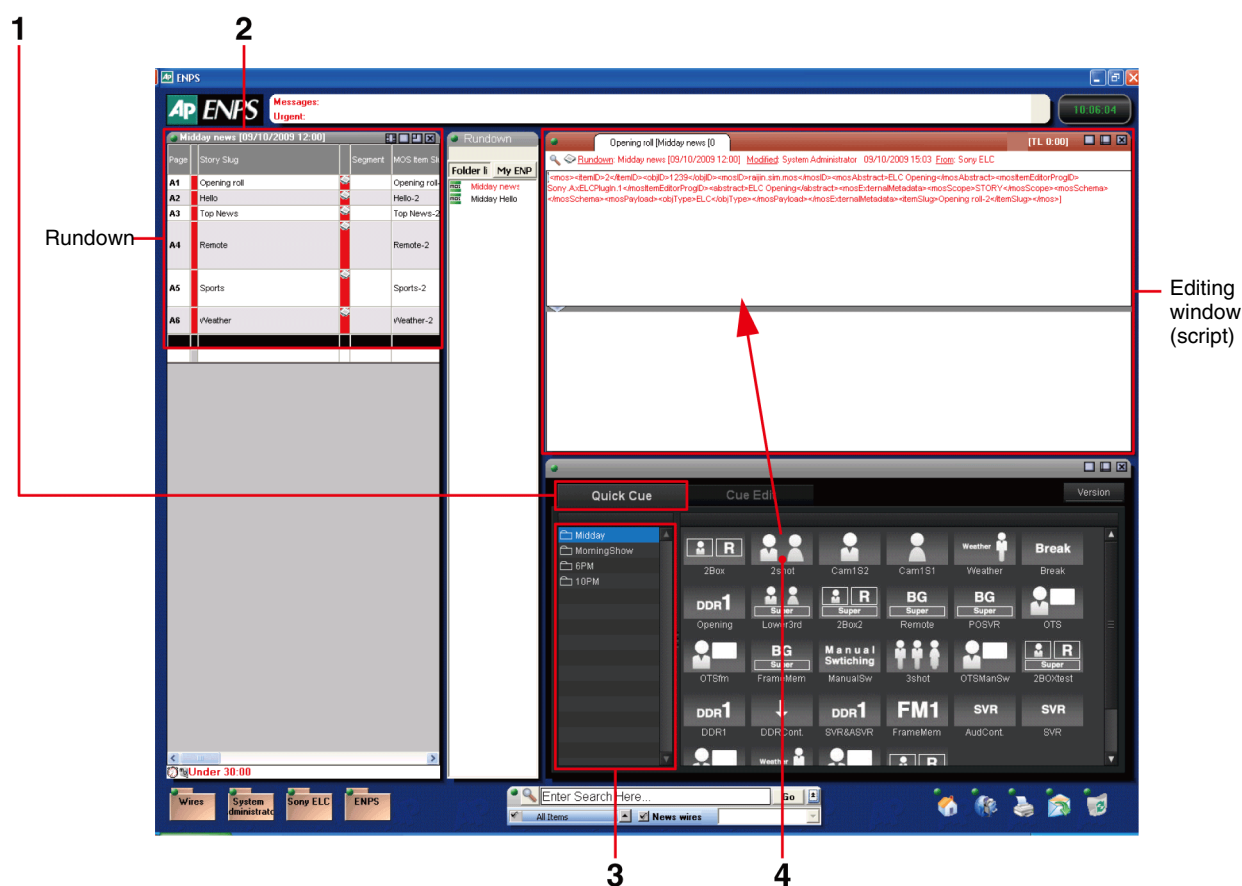
Depending on the column you select, the script may not be displayed in the editing window. Make sure to display the script.

3 From the cue folder list of the Quick Cue window, click the folder containing the cue that you want to add to a playlist.

The cues contained in the folder are displayed.

4 Drag the desired cue from the Quick Cue window and drop it on the ENPS editing window.

The script of the ELC item is added in the editing window. In the MOS Obj Slug column of the rundown, "ELC" followed by the cue name is displayed as the item name.

5 Repeat steps **2** through **4** to add cues to the rundown.

To set a new item after checking the content of a cue

You can check the content of a cue and edit it, if necessary, before you actually add it to an ENPS story as a new ELC item.

1 In the rundown on the ENPS client window, double-click the desired ENPS story to which you want to add a cue from the ELC Plug-in application.

The script of the selected story is displayed in the editing window of the ENPS client window.

2 Double-click on the desired cue in the cue list block of the Quick Cue.

The Cue Edit window is displayed. The selected cue is loaded into the window as the current cue. The registration icon appears on the current cue.

4 Registration icon
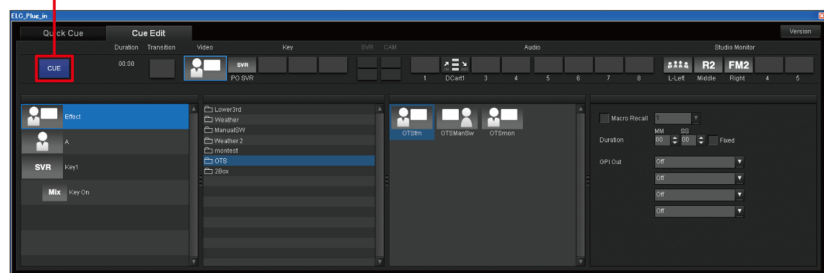
3 Check the content and change the settings, if necessary.

For details, see "Details of Settings" on page 119.

4 Drag the registration icon from the Cue Edit window and drop it on the ENPS editing window (script).

After you save the script, the cue is added as an ELC item to the ENPS rundown. In the MOS Obj Slug column of the rundown, "ELC" followed by the cue name is displayed as the item name.

Note

To display added cues in the Playlist Viewer and OA Playlist applications, you should save the script in the ENPS window with either of the following operations:
• Press the Ctrl + S keys.
• Select the editing window rover and select [Save] from the menu displayed.

Rules in setting ELC items

• The ELC items to be included in the same ELC story on a playlist should have the same slug. An ELC story consists of ELC items having the same Slug.
• An ELC item should be placed before the item of the materials that the ELC cue uses.
• You can set multiple ELC items in an ENPS story.
• The materials to be used in an ELC cue should be set within the identical ENPS story.
• When the Page is set as "Unfreeze page numbers," it will not be displayed in the playlist. To display the page, set "Freeze page numbers."

When using multiple PO Server Icons for an as-yet-undetermined channel for a cue

To use more than one PO server in a cue, you should associate the buses or audio channels with the respective PO server channels in the ENPS Story.
Specify the PO server materials (channels) in an ENPS story according to the order of the buses or audio channels on the object list.

Note

When a PO Server Icon for a specific channel is used, this system is not applicable.

Editing an ELC Item added to an ENPS rundown

You can use Cue Edit to edit a cue that has been added to an ENPS rundown and has been described as an ELC item.

1 In the ENPS editing window (script), double-click on the ELC item that you want to edit.
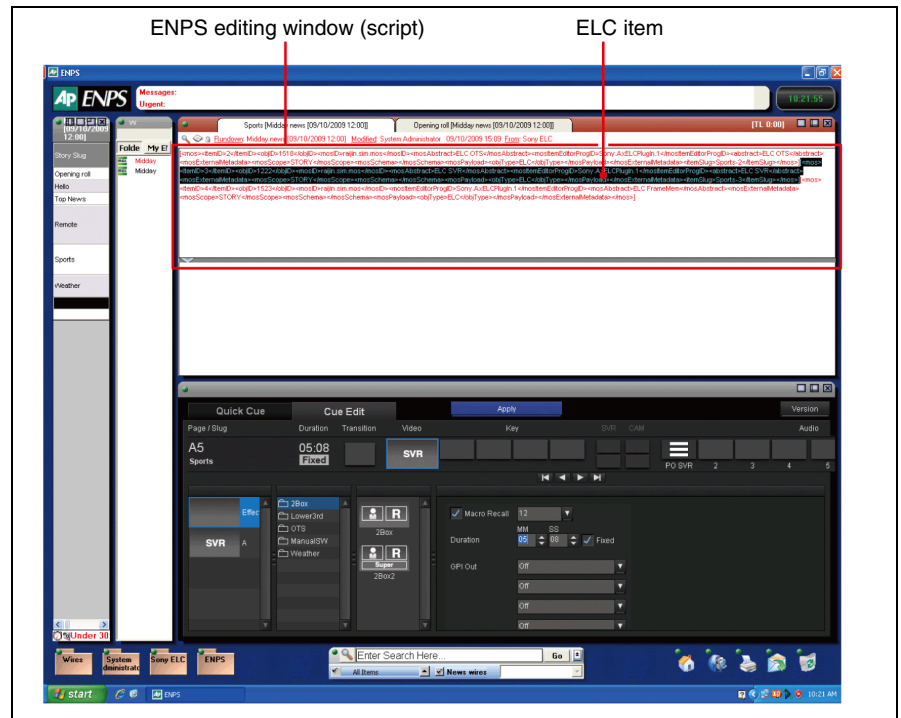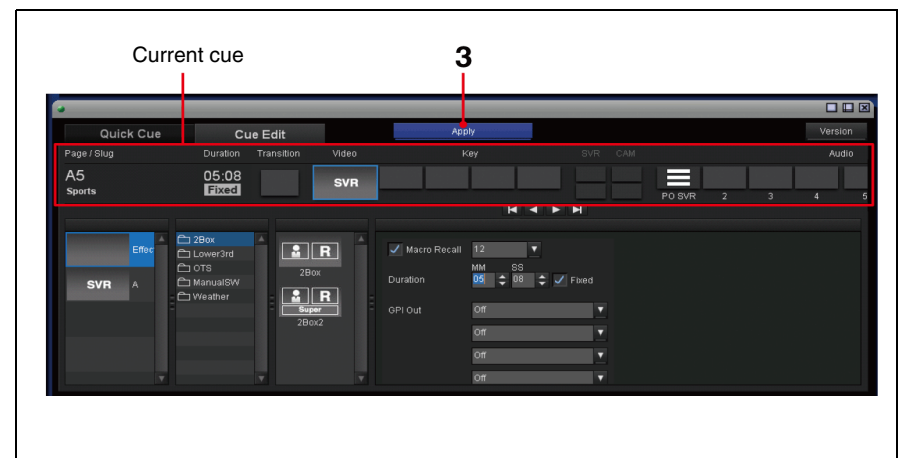
ENPS editing window (script)   ELC item

The selected cue is displayed as the current cue in the Cue Edit window.

Current cue   3

2 Make the required settings for the cue.

For details, see "Details of Settings" on page 119.

3 Click [Apply] to execute the settings.

Note

To reflect revisions in the Playlist Viewer and OA Playlist applications, you should save the script in the ENPS window with either of the following operations:
- Press the Ctrl + S keys.
- Select the editing window rover and select [Save] from the menu displayed.

Displaying a Playlist in the Playlist Viewer Application

The Playlist Viewer application allows you to view and check a playlist created with the Quick Cue and Cue Edit windows of the ELC Plug-in application. You can operate the application independently at different locations simultaneously without starting the ENPS client.

1 Double-click the Playlist Viewer icon (Playlist Viewer) on the Windows desktop.
Or, double-click the PlaylistViewer.exe file in the "Sony\ELC\PlaylistViewer" folder on the drive where the ELC-MVS01 software is installed.

The Playlist Viewer starts and the Playlist Viewer window is displayed.
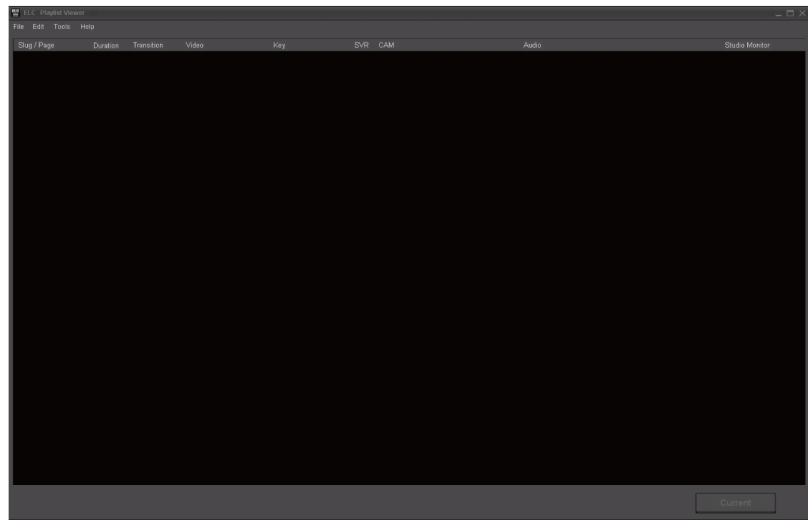
2 Select [File] > [Open] from the menu bar of the Playlist Viewer application.

The Open dialog box used for selecting a rundown is displayed.
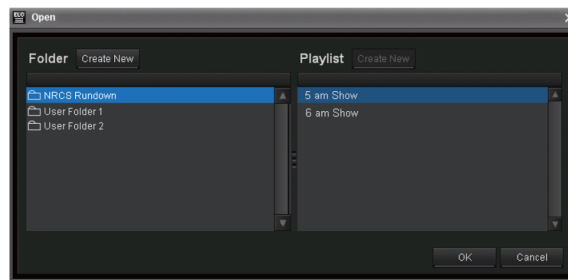
3 Select the "NRCS Rundown" folder on the Folder list.

Rundowns for which MOS Control Active is set with ENPS are listed in alphabetical order on the Playlist list.

4 Select the desired rundown, and click [OK].

The playlist corresponding to the selected rundown is loaded in the Playlist Viewer window.

Slug

Current ELC story

Current button
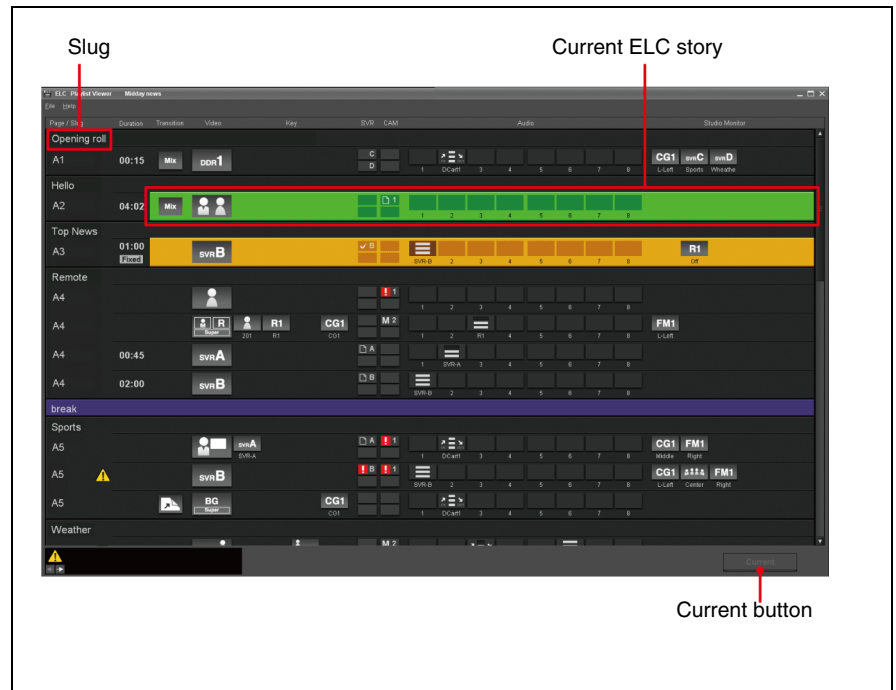
You can check the playlist content created in the ELC Plug-in applications. In the playlist, the ELC stories are listed. The ELC story consists of the cues having the same slug provided by the ENPS client.

Note on scrolling of the playlist while on the air
The Playlist Viewer application scrolls the playlist automatically so that the cue currently being taken is displayed as the second cue on the screen.
You can view any other part of the playlist at any time, by manually scrolling the playlist using the scroll bar and mouse wheel.
Click [Current] in the Playlist Viewer window or press the F12 key to reactivate automatic playlist scrolling.

Note

You cannot start more than the licensed number of copies of Playlist Viewer simultaneously.

Exiting the Playlist Viewer application

1 Click [File] > [Exit] from the menu bar of the Playlist Viewer.

The Playlist Viewer application is closed.

Creating a Playlist without Using NRCS

9

Starting the Playlist Viewer for Playlist Editing

In addition to checking a playlist created with the ELC Plug-in application, the Playlist Viewer application also allows you to create a playlist from scratch. You can operate the application to create and edit playlists without starting the NRCS client.

1 Double-click the Playlist Viewer icon (Playlist Viewer) on the Windows desktop.
Or, double-click the PlaylistViewer.exe file in the "Sony\ELC\PlaylistViewer" folder on the drive where the ELC-MVS01 software is installed.

The Playlist Viewer starts and the Playlist Viewer window is displayed.
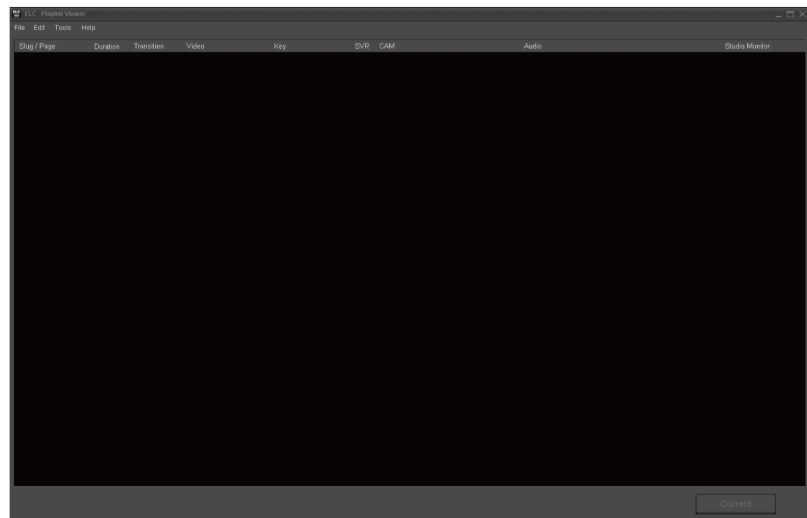
Note

You cannot start more than the licensed number of copies of Playlist Viewer simultaneously.

Exiting the Playlist Viewer application

1 Click [File] > [Exit] from the menu bar of the Playlist Viewer.

The Playlist Viewer application is closed.

Creating a New Playlist

1 Select [File] > [Open] from the menu bar of the Playlist Viewer application.

The Open dialog box is displayed.
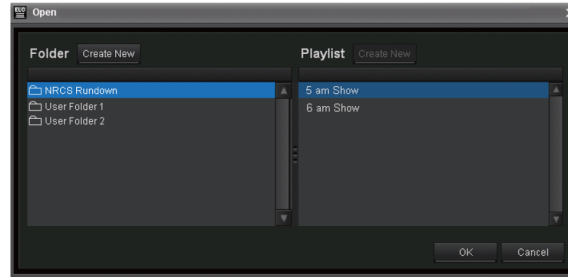

2 Select the playlist folder in which you want to store the newly created playlist on the Folder list.

The playlists stored in the selected folder appear on the Playlist list.

Note

The "NRCS Rundown" folder stores NRCS rundowns. You cannot create a playlist using the Playlist Viewer application.

To create a new folder
You can create a new playlist folder to store the newly created playlist in it.

For details, see "Creating a Playlist Folder" on page 199.

3 Click [Create New] that is displayed above the Playlist list.

The Create New dialog box appears.
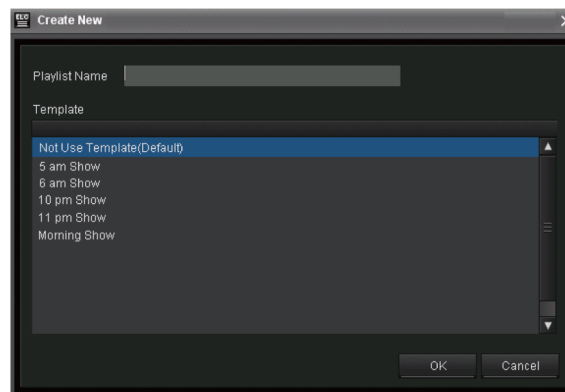
4 Enter a playlist name of up to 40 alphanumeric characters and symbols in the Playlist Name text box.

5 To copy an existing playlist and open it as a new one, select the desired playlist displayed on the Template list, and click [OK].

The new playlist appears on the Playlist list in the Open dialog box.

6 Make sure that the new playlist is selected, and click [OK].

An empty playlist is displayed in the Playlist Viewer window.
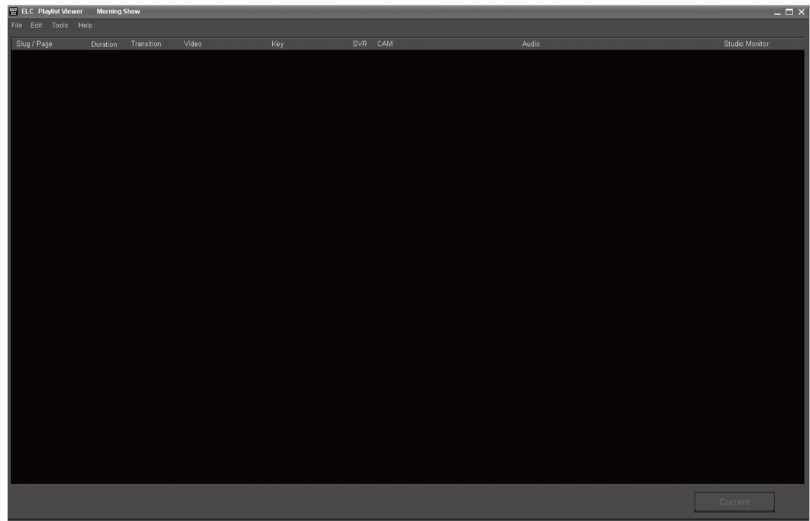
You can create the playlist in this window by creating stories and adding cues in the stories.

For details on creating a story in a playlist, see "Creating a New Story" on page 191. For details on adding a cue in a story, see "Adding a Cue to a Story" on page 193.

For other playlist editing functions, see "Editing a Playlist" on page 191.

Opening an Existing Playlist

1 Select [File] > [Open] from the menu bar of the Playlist Viewer application.

   The Open dialog box that is used for selecting a rundown/playlist is displayed.
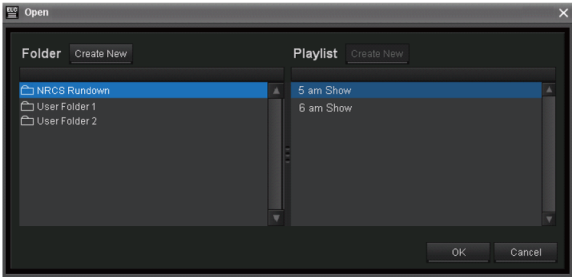
2 Select the desired playlist folder on the Folder list.

   The playlists stored in the selected folder appear on the Playlist list.

   Note

   The "NRCS Rundown" folder stores NRCS rundowns. These rundowns cannot be edited using the Playlist Viewer application. If you select one of the NRCS rundowns, it will be opened in "read-only" mode in the Playlist Viewer window.

3 Select the desired playlist, and click [OK].

   The selected playlist is loaded in the Playlist Viewer window.
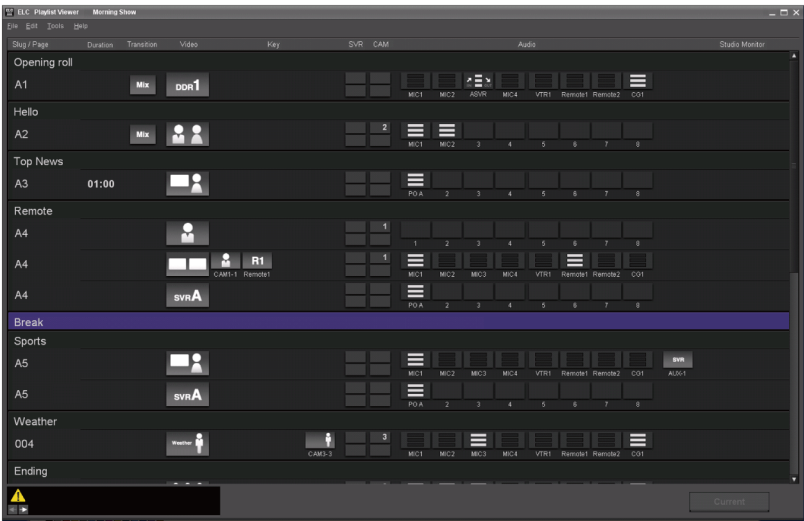
You can edit the playlist content in this window.

For details on editing a playlist, see "Editing a Playlist" (next).

Editing a Playlist

To create a playlist, first create a story in it, then add cues in the story. The Playlist Viewer application also provides other playlist editing functions, such as editing an existing cue, and moving/copying a cue or an entire story.

Tip

The Playlist Viewer window in the full-edit mode provides commands on the menu bar to edit a playlist. You can use the commands from the menu bar, too.

For the commands available from the menu bar, see "Menu bar" on page 43.

Creating a New Story

1 **To add a new story at the end of the playlist,** right-click on a blank area of the playlist, and select [Create New Story] from the displayed menu.

To insert a new story in the middle of the playlist, right-click on the story that is located at the place you want to insert the new story, and select [Create New Story] from the displayed menu.

The Story dialog box appears in either case.
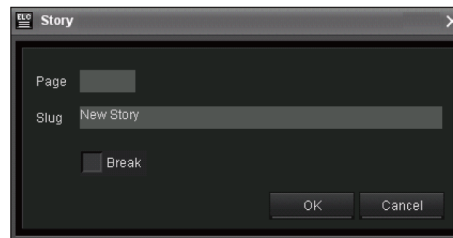
2 Enter a page of up to four alphanumeric characters and symbols, and/or a slug of up to 30 alphanumeric characters and symbols for the new story in the corresponding text box, if desired.
The text boxes can be left blank.

3 To make the story a Commercial Break Story, put a check mark in the Break check box.

4 Click [OK] in the Story dialog box.

The newly created story appears on the playlist with the entered page/slug shown. A Commercial Break Story, if specified, is colored purple on the playlist.

Editing a Story

The page and/or slug for a story can be edited as follows:

1 Right-click on the story to be edited, and select [Edit] from the displayed menu.

The Story dialog box appears.
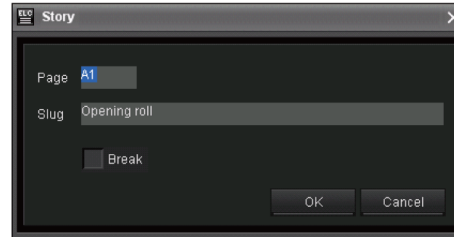
2 Modify the page of up to four alphanumeric characters and symbols, and/or slug of up to 30 alphanumeric characters and symbols for the story in the corresponding text box.
The text boxes can be left blank.

3 To make the story a Commercial Break Story, put a check mark in the Break check box.

4 Click [OK] in the Story dialog box.

The selected story appears with the modified page/slug. A Commercial Break Story, if specified, is colored purple on the playlist.

Deleting a Story

Note

When a story that contains some cues is deleted, those cues are also deleted.

1 Right-click on the story to be deleted, and select [Delete] from the displayed menu.

If the story does not contain cues, it is deleted from the playlist, and the following stories move upwards.
If the story contains cues, a confirmation message appears.

2 Click [OK] for the message.

The selected story disappears, and the following stories move upwards.

Moving a Story

A story can be moved by either a drag & drop operation or a cut & paste operation.

Moving a story by a drag & drop operation

1 Drag the desired story, and drop it in the desired position on the playlist.

You can drop it at the top or bottom of the playlist, or between two consecutive stories. The story is moved to the position where it was dropped.

Moving a story by a cut & paste operation

1 Right-click on the story to be moved, and select [Cut] from the displayed menu.

The selected story is stored in the copy buffer, and it disappears from the playlist.

2 **To paste the story at the end of the playlist,** right-click on a blank area of the playlist, and select [Paste] from the displayed menu.

To insert the story in the middle of the playlist, right-click on the story that is located at the place you want to insert the moved story, and select [Paste] from the displayed menu.

The moved story appears before (above) the selected story.

Copying a Story

1 Right-click on the story to be copied, and select [Copy] from the displayed menu.

The selected story is copied to the copy buffer.

2 **To paste the copy at the end of the playlist,** right-click on a blank area of the playlist, and select [Paste] from the displayed menu.

To insert the copy in the middle of the playlist, right-click on the story that is located at the place you want to insert the copy, and select [Paste] from the displayed menu.

The copied story appears before (above) the selected story.

Adding a Cue to a Story

This section explains how to add cues in a playlist in the Playlist Viewer window.
This operation uses the cues registered in Quick Cue. Before starting the operation, prepare the cues in the Quick Cue window.

For details on creating cues, see "Creating a Cue" on page 118.

1 Click [Tools] > [Quick Cue] from the menu bar of the Playlist Viewer window.

The Quick Cue window is displayed.

2 From the cue folder list of the Quick Cue window, click the folder containing the cue that you want to add to the playlist.

The cues contained in the folder are displayed on the right.

3 Drag the desired cue from the Quick Cue window and drop it on the playlist.

To add the cue at the end of a story, drop the cue on the desired story.
**To insert the cue in the middle of a story,** drop the cue at the desired position in the desired story.

The selected cue appears on the playlist.

4 Repeat steps **2** and **3** to add cues to the playlist.

Tip

You can also copy a cue in the Quick Cue window, and paste it on the playlist.

To set a new item after checking the content of a cue

You can check the content of a cue and edit it, if necessary, before you actually add it to the playlist.

1 Display the Quick Cue window, and select the desired folder from the cue folder list of the Quick Cue window.

2 Double-click on the desired cue in the cue list block of Quick Cue window.

The Cue Edit tab is displayed in front. The selected cue is loaded as the current cue. The registration icon appears on the current cue.

3 Check the content and change the settings, if necessary.

For details, see "Details of Settings" on page 119.

4 Drag the registration icon from the Cue Edit tab and drop it on the playlist.

To add the cue at the end of a story, drop the registration icon on the desired story.
To insert the cue in the middle of a story, drop the registration icon at the desired position in the desired story.

The cue appears on the playlist.

Editing a Cue

The Playlist Viewer application enables you to edit cues on the playlist.

1 In the Playlist Viewer window, right-click on the cue to be edited, and select [Edit] from the menu displayed.

The Cue Edit window appears, showing the data of the selected cue.
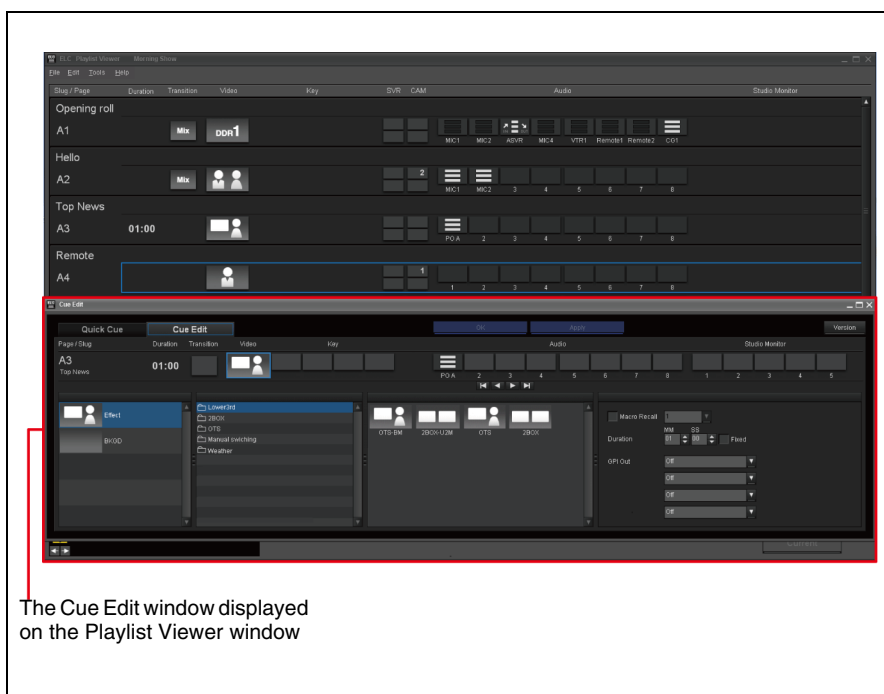
The Cue Edit window displayed
on the Playlist Viewer window

2 Edit the cue.
The edit procedures are the same as those in the ELC Plug-in window.

For details, see "Details of Settings" on page 119.

3 Click either of the following two buttons to confirm the editing.

- **Apply:** The revisions take effect.
- **OK:** The revisions take effect and the Cue Edit window is closed.

To cancel editing

Click ✖ on the upper right of the Cue Edit window.
Or, press the Esc key.

The Cue Edit window closes. The revisions do not take effect.

Deleting a Cue

1 Right-click on the cue to be deleted, and select [Delete] from the displayed menu.

The selected cue disappears, and the following cues and stories move upwards.

Moving a Cue

A cue can be moved by either a drag & drop operation or a cut & paste operation.

Moving a cue by a drag & drop operation

1 Drag the desired cue, and drop it in the desired position in the playlist.

To move the cue to the end of a story, drop the cue on the desired story.
To insert the cue in the middle of a story, drop the cue at the desired position in the desired story.

Moving a cue by a cut & paste operation

1 Right-click on the cue to be moved, and select [Cut] from the displayed menu.

The selected cue is stored in the copy buffer, and it disappears from the playlist.

2 **To move the cue to the end of a story,** right-click on the desired story, and select [Paste] from the displayed menu.

To insert the cue in the middle of a story, right-click on the cue that is located at the place you want to insert the moved cue, and select [Paste] from the displayed menu.

The moved cue appears before (above) the selected cue.

Copying a Cue

1 Right-click on the cue to be copied, and select [Copy] from the displayed menu.

The selected cue is copied to the copy buffer.

2 **To paste the copy at the end of a story,** right-click on the desired story, and select [Paste] from the displayed menu.

To insert the copy in the middle of a story, right-click on the cue that is located at the place you want to insert the copied cue, and select [Paste] from the displayed menu.

The copied cue appears before (above) the selected cue.

Managing Playlists

The Playlist Viewer application provides playlist management functions, such as renaming or deleting a playlist, and changing the display order of the playlists.

Renaming a Playlist

1 Select [File] > [Open] from the menu bar of the Playlist Viewer application.

The Open dialog box is displayed.
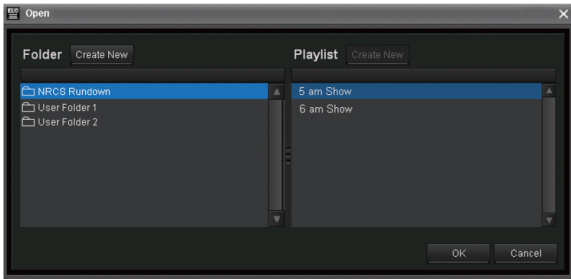
2 Select the playlist folder in which the playlist you want to rename is stored on the Folder list.

The playlists stored in the selected folder appear on the Playlist list.

3 Right-click on the playlist to be renamed on the Playlist list, and select [Rename] from the displayed menu.
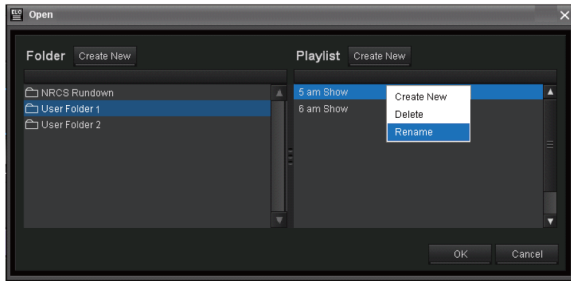
The Rename dialog box appears.

4 Enter the desired playlist name of up to 40 alphanumeric characters and symbols in the Rename dialog box, and click [OK].

The new playlist name appears on the Playlist list.

Deleting a Playlist

You cannot delete a playlist when it is being used for on-air operations.

1 In the Open dialog box, select the playlist folder in which the playlist you want to delete is stored on the Folder list.

2 Right-click on the playlist to be deleted on the Playlist list, and select [Delete] from the displayed menu.
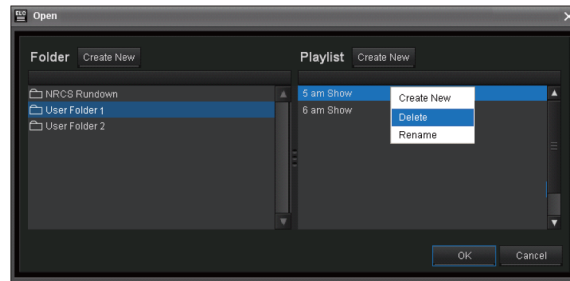
A confirmation message appears.

3 Click [OK] for the message.

The selected playlist disappears, and the following playlists move upwards.

Changing the Display Order of the Playlists

The Playlist Viewer application enables you to arrange the display order of the playlists in the Open dialog box.

1 In the Open dialog box, select the desired playlist folder on the Folder list.

2 Drag the desired playlist on the Playlist list, and drop it in the desired position on the list.

Chapter 9 Creating a Playlist without Using NRCS

Managing Playlist Folders

The Playlist Viewer application provides playlist folder management functions, such as creating or deleting a playlist folder, and changing the display order of the playlist folders.

Note

Some functions are not available for the "NRCS Rundown" playlist folder.

Creating a Playlist Folder

1 Select [File] > [Open] from the menu bar of the Playlist Viewer application.

The Open dialog box is displayed.
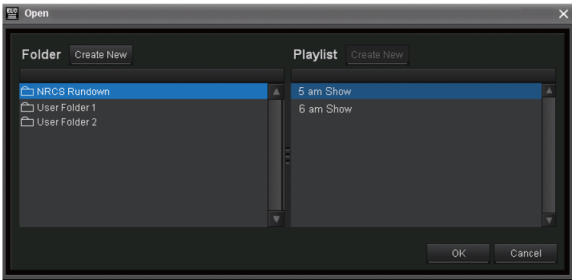
2 Click [Create New] that is displayed above the Folder list.
Or, right-click on a blank space of the Folder list, and select [Create New] from the displayed menu.

The Create New dialog box appears.

3 Enter a folder name of up to 25 alphanumeric characters and symbols in the Create New dialog box, and click [OK].

The new playlist folder appears on the Folder list.

Renaming a Playlist Folder

1 In the Open dialog box, right-click on the playlist folder to be renamed on the Folder list, and select [Rename] from the displayed menu.
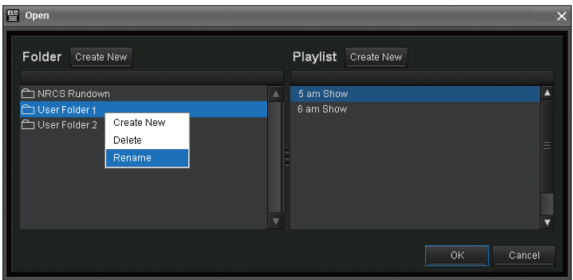
The Rename dialog box appears.

2 Enter a folder name of up to 25 alphanumeric characters and symbols in the Rename dialog box, and click [OK].

The new playlist folder name appears on the Folder list.

Deleting a Playlist Folder

Note

When a playlist folder that contains some playlists is deleted, those playlists are also deleted.

1 In the Open dialog box, right-click on the playlist folder to be deleted on the Folder list, and select [Delete] from the displayed menu.
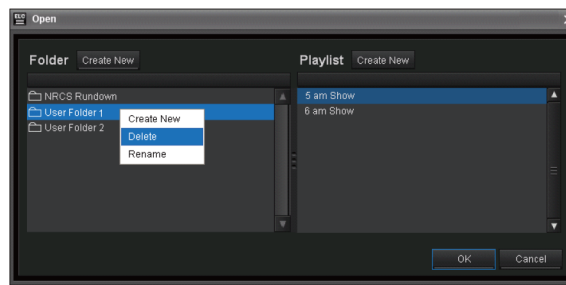
A confirmation message appears.

2 Click [OK] for the message.

The selected playlist folder disappears, and the following folders move upwards.

Changing the Display Order of the Playlist Folders

The Playlist Viewer application enables you to arrange the display order of the playlist folders in the Open dialog box.

1 In the Open dialog box, drag the desired playlist folder on the Folder list, and drop it in the desired position on the list.

On-Air Operations

Chapter **10**

This chapter describes on-air operations using the ELC-MVS01 system. The following illustration shows an example image of the sub control room of a news studio.
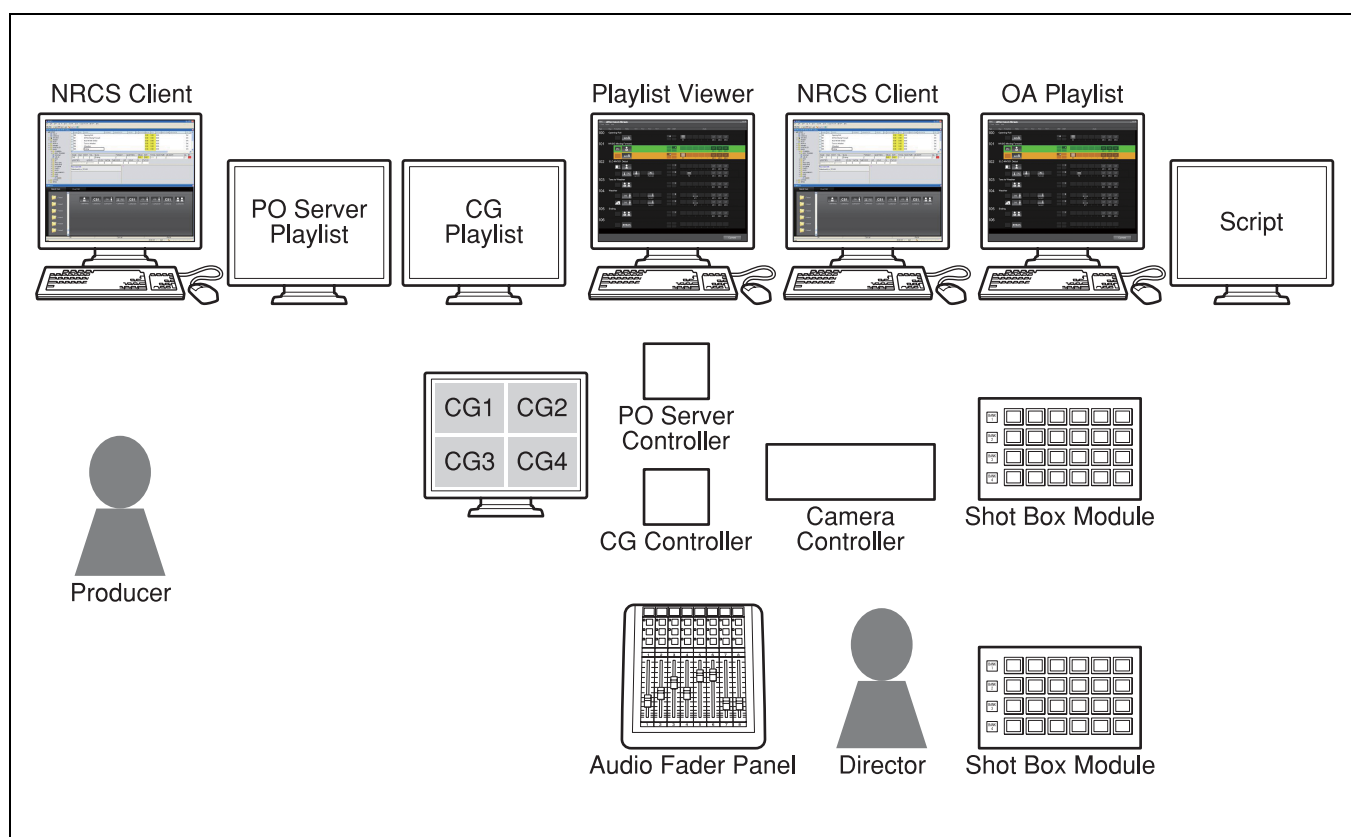
Starting the OA Playlist Application

1 Double-click the OAPlaylist icon (ELC OA Playlist) on the Windows desktop.
Or, double-click the OAPlaylist.exe file in the "Sony\ELC\OAPlaylist" folder on the drive where the ELC-MVS01 software is installed.

A window that displays startup options appears.

2 If you want to copy the settings from the switcher, place check mark(s) in the following check box(es).
This step may be required only when the settings have been changed on the switcher.

Copy the GPI & serial ports settings: Check this box when the GPI and/or serial port settings have been modified on the switcher.
Copy the macro registers: Check this box when the macro register settings and/or router snapshot settings have been modified on the switcher.
Copy the P2 Timeline: Check this box when the P2 Timeline settings have been modified on the switcher.

3 Click [OK].

A message appears while the system is copying the modified settings from the switcher.
Another message appears when the system gets prepared for operation.

4 Click [OK].

The OA Playlist application starts and the OA Playlist window is displayed.
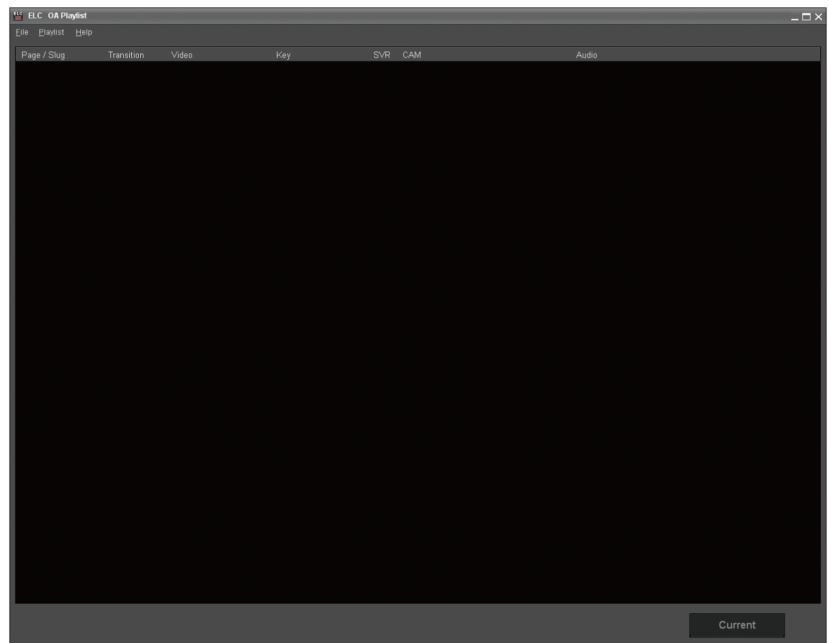
Only one OA Playlist application can be operated in a system at a time. If the OA Playlist application has already been operating on the same computer, or on a different computer in the system, you cannot start the application.

Exiting the OA Playlist application

1 Select [File] > [Exit] from the menu bar of the OA Playlist window.

The OA Playlist application is closed.

Note

When you exit the OA Playlist application during on-air operations, a confirmation message appears.
Click [OK] to end on-air operation and exit the OA Playlist application. Click [Cancel] to continue on-air operation.

Starting/Ending On-Air Operation

The following procedure loads the desired playlist, starts on-air play of that playlist, and then ends on-air operation.

Tip

In this section the iNEWS windows are used for explanations. The windows in this section may differ from those you will see if you are using ENPS.

1 First, open a playlist.
In the OA Playlist window, select [File] > [Open] from the menu bar.

The Open dialog box used for selecting a rundown/playlist is displayed.
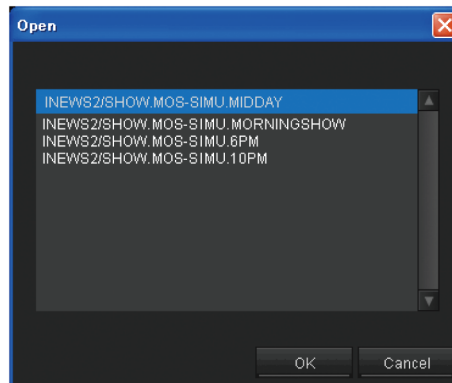
2 Select the desired rundown/playlist, and click [OK].

The playlist corresponding to the selected rundown or the selected playlist is displayed in the OA Playlist window.
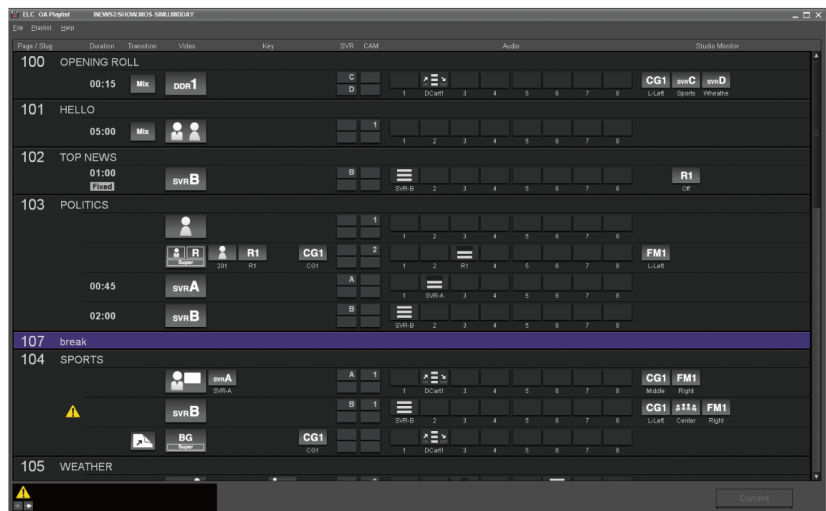
For details on the OA Playlist window, see "OA Playlist and Playlist Viewer Windows" on page 43.

3 Next, start on-air operation.
Press the TAKE button on the shot box module.
Or, select [Playlist] > [Start] from the menu bar in the OA Playlist window.
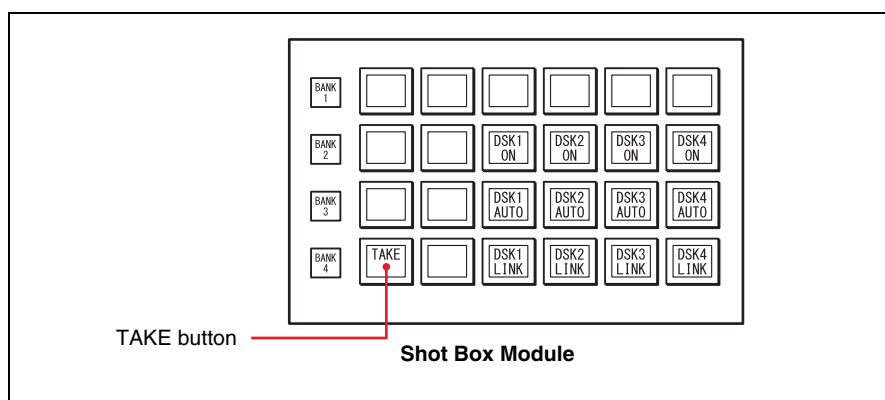
TAKE button — **Shot Box Module**

The system makes the first cue on the playlist ready for on-air play. The background of the first cue flashes in yellow.
Then the yellow background stops flashing, indicating that the cue has become the NEXT cue.
The Next monitor shows the image of the cue.
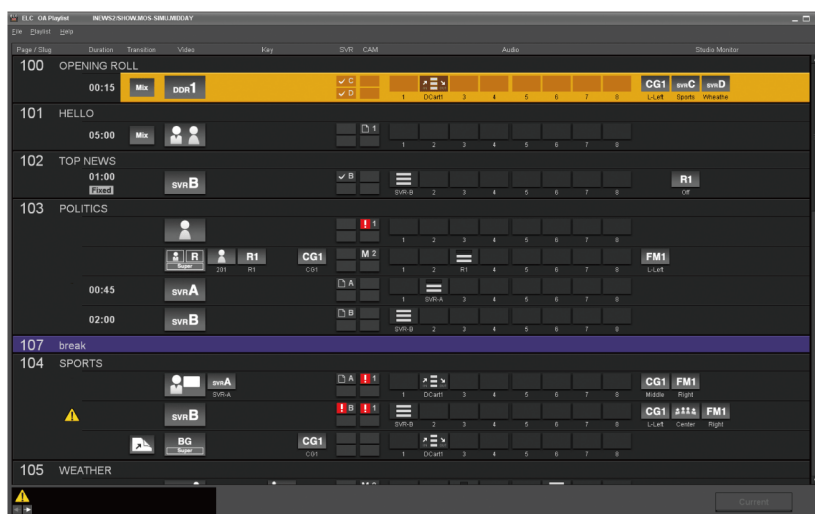
4 Check the image on the Next monitor, and press the TAKE button on the shot box module.

The first cue goes on the air. The OA monitor displays the image of the first cue. The audio level is automatically adjusted to the one specified for the cue.

- **On the playlist**
  The background color of the first cue turns to green, indicating that the cue is now going on the air (OA cue). When the NEXT cue is not ready, the second cue flashes in yellow. Then it lights in yellow when it is ready. When the duration has been specified to the cue, countdown starts.
- **On the shot box module**
  The TAKE button lights in green during fade in/out of audio and/or a transition of video, and then lights in orange.

- **On the audio fader panel**
  The moving faders corresponding to the Audio Icons for the cue move automatically, according to the specified audio levels.

Duration indication with the "Fixed" mark
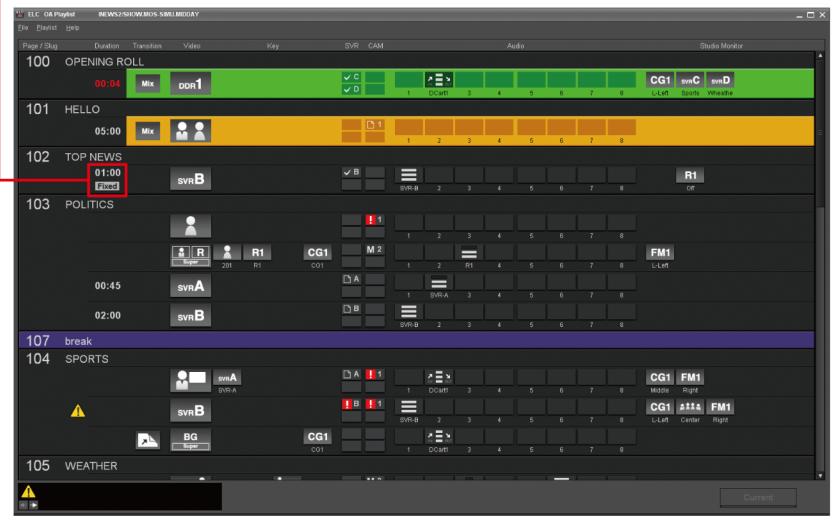
If a "Fixed" mark appears under the duration indication of a cue, the next cue will be automatically taken after the specified duration elapses. (Step **5** is not necessary for the next cue, in such a case.)

See also "Getting a Cue to Be Taken Automatically" on page 208.

5 Repeat step **4** to continue on-air operation.

6 To end on-air operation, select [Playlist] > [End] from the menu bar in the OA Playlist window.

> **Note**

The system may not switch audio/video of the current OA cue to the next, immediately. That is because some devices, such as a disk recorder, require some time (preroll) until a stable video image is output from the device.

Note on scrolling of the playlist during on-air operation
The OA Playlist application scrolls the playlist automatically so that the cue currently going on the air is displayed as the second cue on the screen.
You can view any other part of the playlist at any time, by manually scrolling the playlist using the scroll bar and mouse wheel.
Click [Current] in the OA Playlist window or press the F12 key to reactivate automatic playlist scrolling.

To change the Side Flag settings for the NEXT cue

You can change the Side Flag setting for the NEXT cue by pressing the button on the shot box module to which this function is assigned. Pressing the button toggles the Side Flag setting for the A bus or B bus (depending on the button) of the NEXT cue between on and off.

For details, see "Assigning Functions to the Shot Box Module Buttons" on page 65.

Manual operations available during on-air operation

During on-air operation, the ELC-MVS01 software allows some manual operations using the shot box module and audio fader panel.

For details on these manual operations, see
- *"Assigning Functions to the Shot Box Module Buttons" on page 65,*
- *"To toggle the duration of the OA cue between fixed/unfixed" on page 208,*
- *"Controlling Downstream Keys Manually" on page 212,*
- *"Controlling Keys Manually" on page 214,*
- *"Controlling the Audio Level Manually" on page 215,*
- *"Switching Multiple Snapshots Manually (2Box)" on page 222,*
- *"Switching Images Manually (Manual Switching)" on page 224,*
- *"Outputting GPI Trigger Pulses" on page 226,*
- *"Getting Cues Assigned to Shot Box Module Buttons on the Air" on page 227,*
- *"Enabling/Disabling Robotic Camera Control" on page 229,*
- *"Enabling/Disabling Audio Mixer Control" on page 230,*
- *"Overriding the Transition Settings for the NEXT Cue" on page 231,*
- *"Switching a Video Device to Its Backup" on page 232, and*
- *"Switching an Audio Device to Its Backup" on page 233.*

To close the playlist

In the OA Playlist window, select [File] > [Close] from the menu bar.

The playlist disappears, and the shot box module buttons turn off.

Getting a Cue to Be Taken Automatically

The ELC-MVS01 software supports automatic TAKE operations.
Specify "fixed" duration for a cue on the Cue Edit tab of the ELC Plug-in window.

For details, see "Specifying the duration for a cue" on page 131.

When fixed duration is specified for a cue, a "Fixed" mark appears under the duration indication of the cue on the playlist. In such a case, the next cue will be automatically taken when the duration countdown for the cue reaches zero.

"Fixed" mark under the duration indication
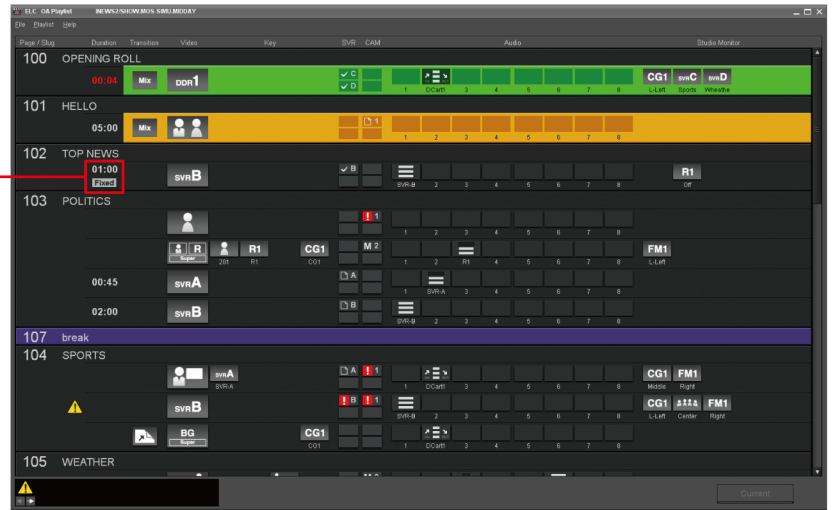
The ELC-MVS01 software also allows you to toggle the duration of the OA cue between fixed/unfixed during on-air operations. This function can be assigned to a button on the shot box module of the system. The Initial Setup application is used to assign this function to a button in advance.

For details on the Initial Setup operations, see "Assigning Functions to the Shot Box Module Buttons" on page 65.

To toggle the duration of the OA cue between fixed/unfixed

During on-air operations, you can toggle the duration of the OA cue between fixed/unfixed by pressing the button corresponding to this function on the shot box module.

1 On the shot box module, select the bank for the button corresponding to the function, by pressing the corresponding bank button.

The name indicating the function assigned is shown on each button.

Note

When this function is not currently available, the button turns off, with only the function name displayed.

2 Press the button corresponding to the function that toggles the duration of the OA cue between fixed/unfixed.

Each time you press the button, the "Fixed" mark under the duration indication of the OA cue appears and disappears alternately.

Selecting a Cue to be Brought On the Air Next

The OA Playlist application enables you to select a cue to be played next, that is, you can change the playout order of the cues on the playlist. This function is helpful when a problem occurs with a satellite channel and you have to skip a series of cues, for example, or when you have to change the playout order of the stories to get some time for quick editing of late-breaking news clips.

Tip

In this section the iNEWS windows are used for explanations. The windows in this section may differ from those you will see if you are using ENPS.

1 Double-click the desired cue on the playlist.
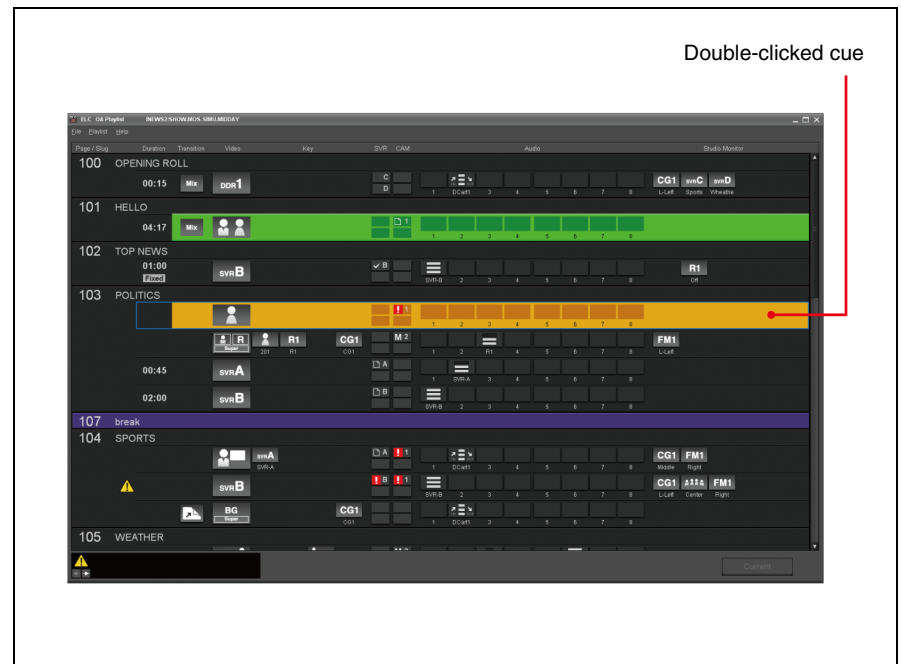
Double-clicked cue

The system makes the first cue on the playlist ready for on-air play. The background of the first cue flashes in yellow.
Then the yellow background stops flashing, indicating that the cue has become the NEXT cue.
The Next monitor shows the image of the cue.

2 Check the image on the Next monitor, and press the TAKE button on the shot box module.

The selected cue goes on the air. The OA monitor displays the image of that cue.
On the playlist, the background color of the selected cue turns to green, indicating that the cue has become the "OA cue." The system gets the NEXT cue ready, and the background color of the NEXT cue flashes in yellow.

Notes

- When you skip several cues using the procedure described above, you may have to change the standby events on the playout server and CG/still store system playlists by yourself, as these two are outside the ELC-MVS01 system.
- The OA cue, that is, the cue currently on the air, cannot be selected as the NEXT cue.

Controlling Downstream Keys Manually

Downstream key operations can be assigned to the buttons on the shot box module of the ELC-MVS01 system. The Initial Setup application is used to assign functions to the buttons in advance.
During on-air operations, you can control downstream keys manually by pressing the button corresponding to the desired operation.

For details on the Initial Setup operations, see "Assigning Functions to the Shot Box Module Buttons" on page 65.

Note

The ELC-MVS01 system does not provide an automatic downstream key control function.
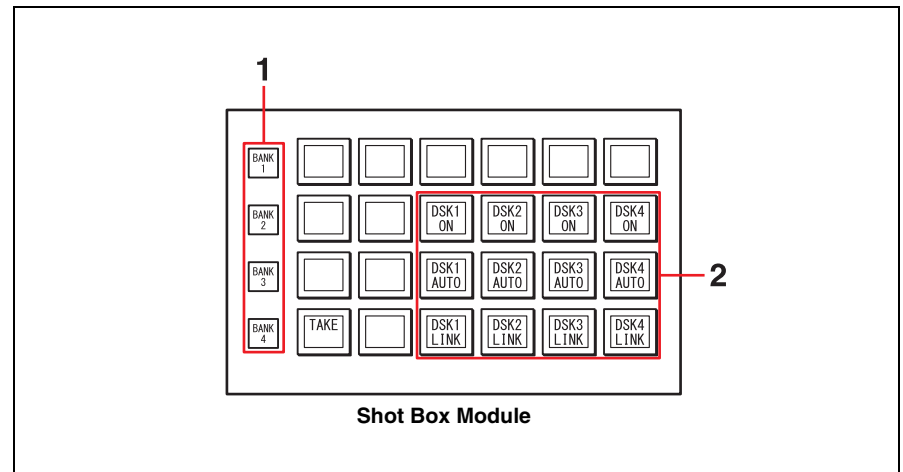
Shot Box Module

1 On the shot box module, select the bank for the button of the desired downstream key control operation, by pressing the corresponding bank button.

  The buttons to which functions are assigned light in orange or green, depending on the functions assigned. The name indicating the function assigned is shown on each button.

  For details on the functions and colors of the buttons, see "Downstream key control functions that can be assigned to the shot box module buttons" (next).

2 Press the button corresponding to the desired downstream key control operation.

  The color of the button you pressed changes, and the downstream key control assigned to the button starts.

Downstream key control functions that can be assigned to the shot box module buttons
The following downstream key control functions can be assigned to the shot box module buttons using the Initial Setup application:

- **DSK1 - 4 On/Off**
  Cuts the downstream key in or out alternately.
  The button lights in green when the downstream key is inserted, or orange when the downstream key is deleted.
- **DSK1- 4 Auto Transition**
  Inserts or deletes the downstream key alternately, with a transition effect. The transition type and rate currently specified on the switcher are used.
  The button lights in green during transition, and turns to orange after the transition is complete.
- **DSK1 - 4 Link**
  Associates turning the downstream key on and off for the TAKE operation.
  The button lights in green when "DSK link" is on, or orange when "DSK link" is off.
  When "DSK Link" is not available, the button light turns off, with only the function name displayed.
  When "DSK link" is on, so that the button lights in green, the downstream key currently inserted will be deleted upon the next TAKE operation. If the downstream key is not inserted now, it will be inserted upon the next TAKE operation, with a transition effect. The transition type and rate currently specified on the switcher are used.

Note

The names indicated on the buttons may be different from the function names described above, as the Initial Setup application enables a technical director to name the buttons on the shot box module.

For details, see "Specifying the Name of a Button" on page 70.

Controlling Keys Manually

Key operations can be assigned to the buttons on the shot box module of the ELC-MVS01 system. The Initial Setup application is used to assign functions to the buttons in advance.

In addition to automatic key control operation according to the playlist, you can control keys manually by pressing the button corresponding to the desired operation during on-air operations. When a key is specified in a cue with the "key on" mode set to Auto, the key will be automatically inserted upon a TAKE operation, then the operator can control the key manually after that. When a key is specified with the "key on" mode set to Manual, the key will not inserted automatically. The operator can control the key manually, using the buttons on the shot box module.

For details on the key on mode settings, see "Setting Keys" on page 124.
For details on the Initial Setup operations, see "Assigning Functions to the Shot Box Module Buttons" on page 65.

1 On the shot box module, select the bank for the button of the desired key control operation, by pressing the corresponding bank button.

 The buttons to which functions are assigned light in orange or green, depending on the functions assigned. The name indicating the function assigned is shown on each button.

 For details on the functions and colors of the buttons, see "Key control functions that can be assigned to the shot box module buttons" (next).

2 Press the button corresponding to the desired key control operation.

 The color of the button you pressed changes, and the key control assigned to the button starts.

Key control functions that can be assigned to the shot box module buttons

The following key control functions can be assigned to the shot box module buttons using the Initial Setup application:

• **Key1 - 4 On/Off**
 Cuts the key in or out alternately.
 The button lights in green when the key is inserted, or orange when the key is deleted.
• **Key1- 4 Auto Transition**
 Inserts or deletes the key alternately, with a transition effect. The transition type and rate specified in the cue are used.
 The button lights in green during transition, and turns to orange after the transition is complete.

Note

The names indicated on the buttons may be different from the function names described above, as the Initial Setup application enables a technical director to name the buttons on the shot box module.

For details, see "Specifying the Name of a Button" on page 70.

Controlling the Audio Level Manually

In addition to the automatic fader control function, the OA Playlist application enables you to control the audio level, and to turn audio channels on/off manually during on-air operation. You can also enable a Mix-minus setting for certain channels.

For details on the Initial Setup operations, see "Making the Audio Mixer Settings" on page 57.

On the audio fader panel, each fader is used to control two channels, so that the eight faders can control 16 channels. For example, the leftmost fader controls channel 1 and channel B1. Channels 1 to 8 are associated with the Audio Icons for automatic fader control, and channels B1 to B8 (back faders) are used for manual fader control.

The source buttons located above the faders are used to switch these two. The button is green when the channel for automatic fader control (channels 1 to 8) is selected, and magenta when the channel for manual fader control (channels B1 to B8) is selected.

The name of the channel currently selected appears on the source button.

Source buttons
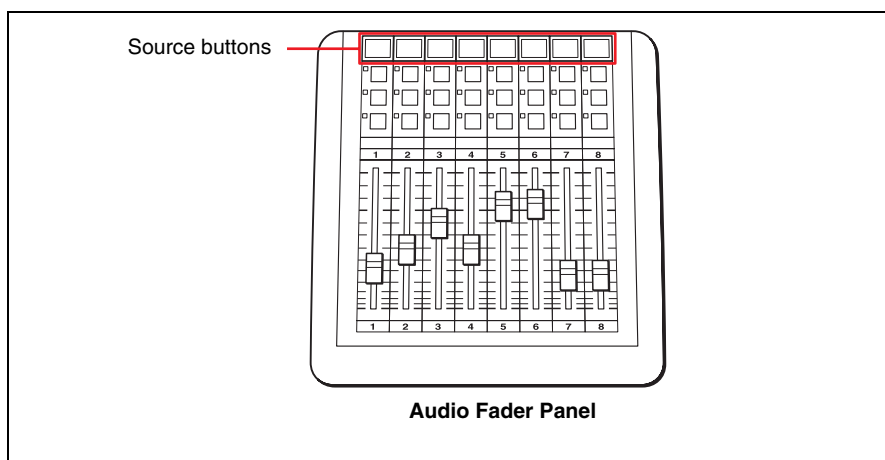
Audio Fader Panel

Note

Use the Initial Setup application to modify associations between the back fader numbers (B1 to B8) of the audio fader panel and the devices.

This is helpful in urgent situations, such as when there is breaking news.

Adjusting the Audio Levels
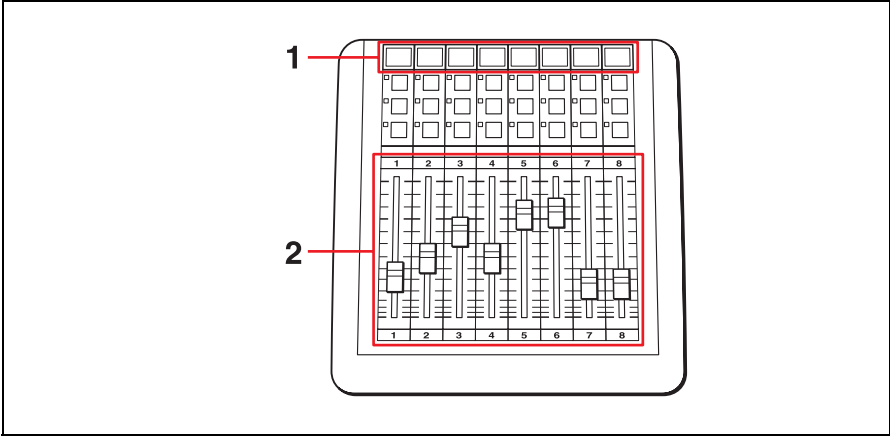
1 On the audio fader panel, check the name indicated on the source button and its color. The source buttons are green when the faders for automatic fader control (1 to 8) are selected, while they are magenta when the back faders for manual fader control (B1 to B8) are selected.
Press the corresponding source button to toggle the selection, if necessary.

2 Adjust the audio level by using the moving fader for the desired channel.

Once you touch a moving fader for automatic fader control (channel 1 to 8), the audio level specified for the cue is cancelled. For example, if you keep the moving fader at the $-\infty$ dB position, no audio will be output even when the NEXT cue is taken.

Note

Each source button indicates the audio device name assigned to the channel for channels 1 to 8. For channels B1 to B8, the source name imported from the audio mixer or the fader number is indicated.

To apply the current audio level to an audio level option for the same audio device

After adjusting the audio level, you can apply the adjusted audio level to one of the three audio level options for automatic fader control, so that the audio level of any other cues that use the same Audio Icon will be changed to the current level.

Adjust the audio level as described in *"Adjusting the Audio Levels"* above, then hold down the source button corresponding to the OA cue, and press the desired function button for the channel.

Function Buttons	Descriptions (See also *page 63* and *page 127*)
Top row	Sets the audio level for audio level option 3.
Second row	Sets the audio level for audio level option 2.
Bottom row	Sets the audio level for audio level option 1.

The function button goes off once and lights again to show that the audio level has been changed. Then, press the source button, which is flashing, to end the setting operation.

Hold down the source button

Press one of the three function buttons for the channel.
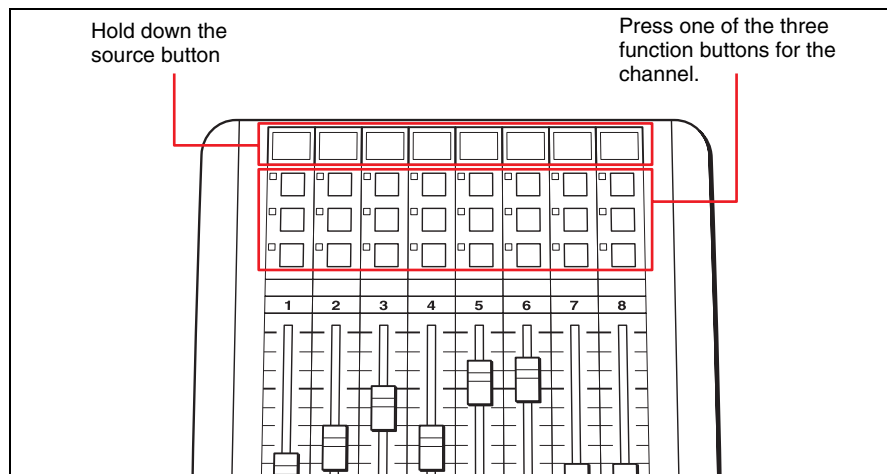
The modified audio level is kept until the playlist closes.

The audio level of a cue that uses the same Audio Icon and is specified with the same audio level option will be set at the level that is set in this operation. If this operation is done on a cue in which a "Mic1" Audio Icon and the "2" audio level option are specified, for example, each of the following cues in the playlist with the same Icon and audio level option specified will be affected.

To enable the pre-fader listen (PFL) function

To monitor the pre-fader sound of the audio material, make sure that the LED for the function button on the second row is not lit, and hold down the top function button for the channel associated with the desired audio device.

The indicator should not be lit.

Hold down the button for the desired channel.
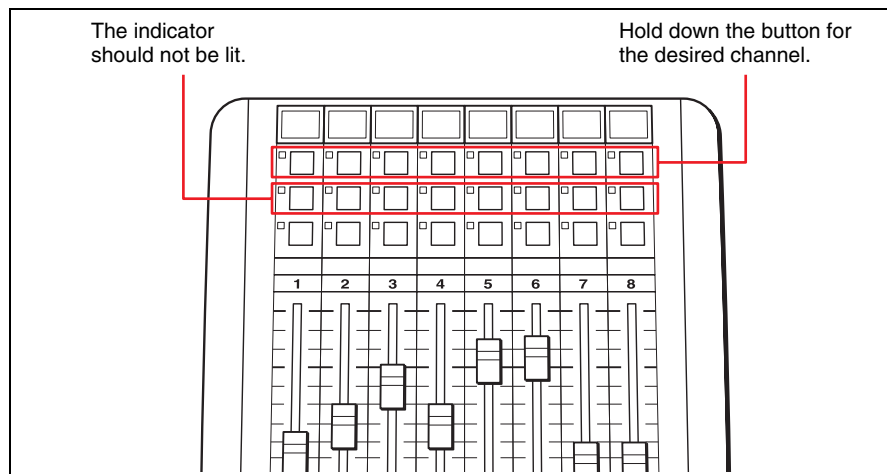
Turning an Audio Channel On and Off
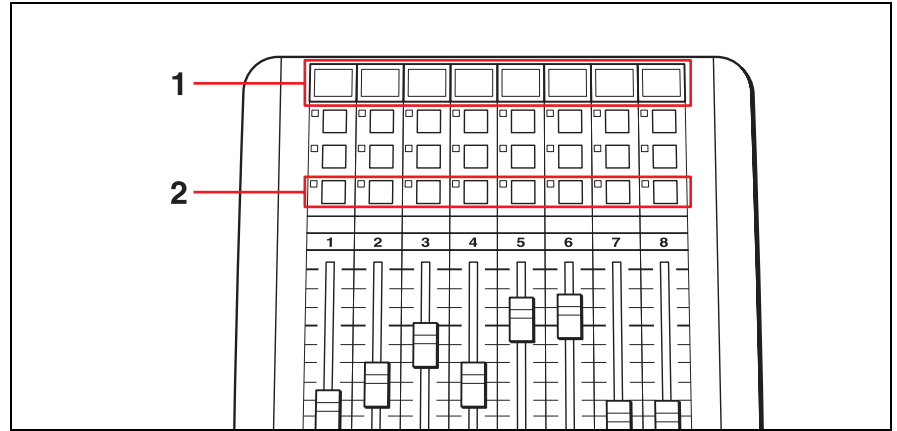
1 On the audio fader panel, check the name indicated on the source button and its color.

The source buttons are green when the faders for automatic fader control (1 to 8) are selected, while they are magenta when the back faders for manual fader control (B1 to B8) are selected.
Press the corresponding source button to toggle the selection, if necessary.

2 Make sure that the LED for the function button on the second row is not lit, and press the button on the third row for the desired channel.

Pressing the button alternately turns audio output of the corresponding channel on and off.
The LED for the button lights while the channel is turned on. The LED does not light when the channel is turned off.

Enabling the Mix-Minus Setting

Using the audio fader panel, you can enable the Mix-minus setting for a certain channel. When the Mix-minus setting is enabled for a channel, sound from that channel will be removed from the master audio output upon being sent to a certain AUX bus.
This setting is often used for a reporter at a remote location, so that he/she will not hear his/her own voice.
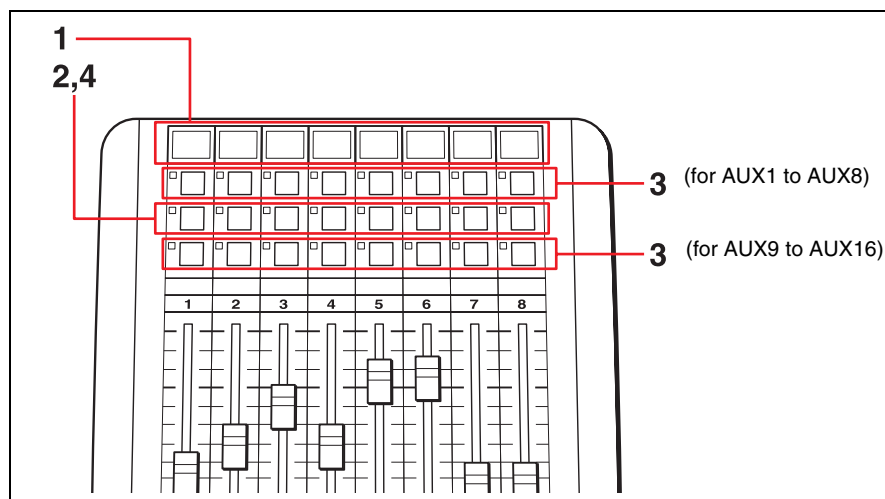
1 On the audio fader panel, check the name indicated on the source button and its color.

The source buttons are green when the faders for automatic fader control (1 to 8) are selected, while they are magenta when the back faders for manual fader control (B1 to B8) are selected.
Press the corresponding source button to toggle the selection, if necessary.

2 Press the function button on the second row for the desired channel, so that the LED for the button lights.

This enables the Mix-minus setting for the selected channel.

3 Select the AUX bus to which the Mix-minus audio should be sent, by pressing one of the function buttons.

AUX bus	Button
AUX1 - AUX8	Top function buttons for fader 1 to fader 8.
AUX9 - AUX16	Function buttons on the third row for fader 1 to fader 8.

The LED for the pressed button lights, and the Mix-minus audio is sent to the corresponding AUX bus.

Notes

- Depending on the audio mixer you are using, there may be restrictions on using the AUX Bus.
- The Mix-minus audio is sent to one AUX bus only.
  If you select another AUX bus, the Mix-minus audio will be sent to the newly selected AUX bus and is no longer sent to the old one.

4 When the Mix-minus audio becomes unnecessary, press the function button on the second row for the channel, so that the LED for the button goes off.

This cancels the Mix-minus setting for the selected channel.

Editing Cues in the OA Playlist or Playlist Viewer Window

Both the OA Playlist and Playlist Viewer application enable you to edit cues. You can edit a cue displayed in a playlist, even during on-air operation, without using the ELC Plug-in application for the NRCS client window. To add, delete, or move a cue in a playlist, however, the ELC Plug-in application should be used.

Notes

- When you are using iNEWS, version 3.0 or a later version of iNEWS is necessary to use this function.
- The OA cue cannot be edited. If you edit it, the revisions made are not reflected in the NRCS.

1 In the OA Playlist or Playlist Viewer window, right-click on the cue to be edited, and click [Edit] from the menu displayed.
Or, select the cue to be edited, then press the Enter key.

The Cue Edit window appears, showing the data of the selected cue.
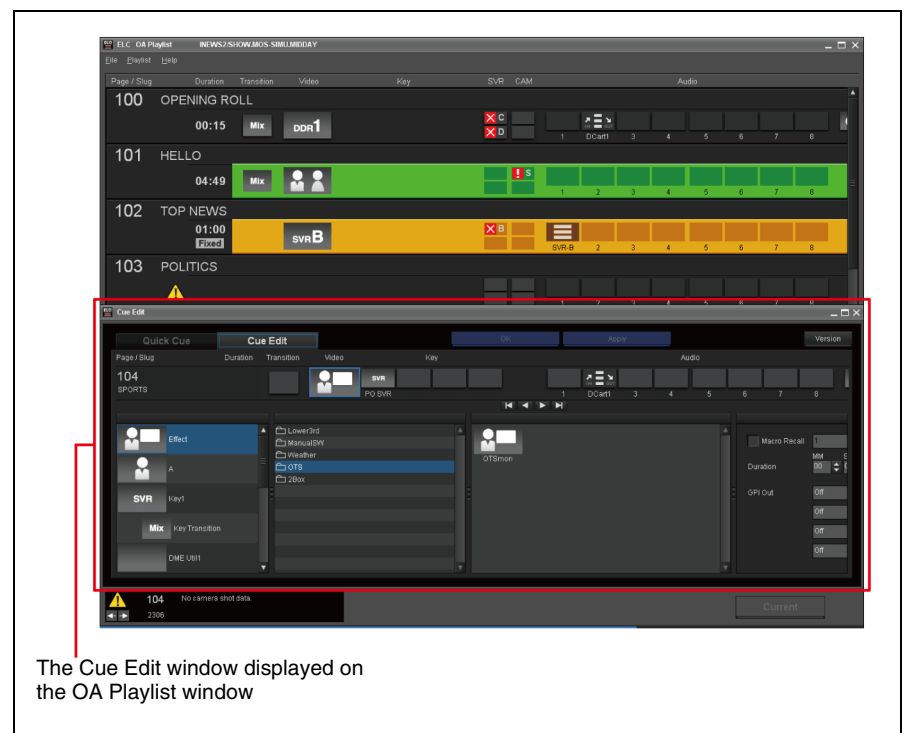
The Cue Edit window displayed on the OA Playlist window

2 Edit the cue.
The edit procedures are the same as those in the ELC Plug-in window.

For details, see "Details of Settings" on page 119.

3 Click either of the following two buttons to confirm the editing.

- **Apply:** The revisions take effect.

- **OK:** The revisions take effect and the Cue Edit window is closed.

On the playlist, the mark appears for the edited cue until the revisions are reflected in the NRCS. When the revisions are registered in the NRCS, the mark will disappear and the display of the edited cue on the playlist is updated.

Note

If the mark does not disappear, the corresponding story may be locked in an NRCS client window. Check the story, and unlock it, if necessary.

To cancel editing

Click on the upper right of the Cue Edit window.
Or, press the Esc key.

The Cue Edit window closes. The revisions do not take effect.

Advanced or Occasional Manual Operations

Switching Multiple Snapshots Manually (2Box)

During on-air operations, you can recall and switch multiple snapshots manually. This function is useful when you want to switch to a person at the studio and to another at a different location alternately, and also when showing both persons in a separate two-panel (2Box) window as shown in the following example.
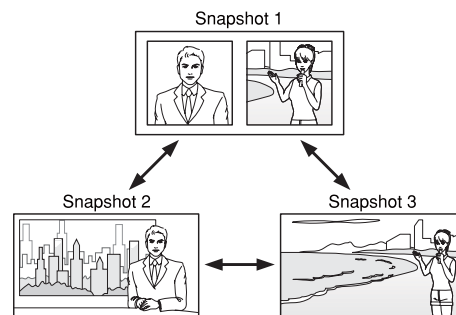
By allocating three pieces of video material (snapshots) to three buttons of the shot box module, you can easily switch scenes with buttons when the cue is on the air.

Required preparations
Before starting operation for multiple snapshots, do the following:
- Assign snapshots to buttons of the shot box module (Initial Setup)
- Create an Effect Icon for manual switching of the snapshots (Icon Manager)
- Set the cue containing the Effect Icon for switching multiple snapshots, and add it to the NRCS rundown (ELC Plug-in)

For details, see "Preparing for Switching Multiple Snapshots Manually (2Box)" on page 137.

Operations

1 Start the OA Playlist application and start the on-air operation.

After you completely switch to the video and audio of the assigned cue, all the buttons of the groups set with the Icon Manager are enabled and light in orange. Among those buttons, the button assigned to the Standby Group source materials lights in yellow.

2 Press the button on the shot box module to which the desired snapshot is assigned.

You can manually switch among the assigned snapshots and switch cuts by pressing the relevant buttons.

Each time you press the button, the relevant button lights in yellow.

Assigned buttons on the Shot Box Module
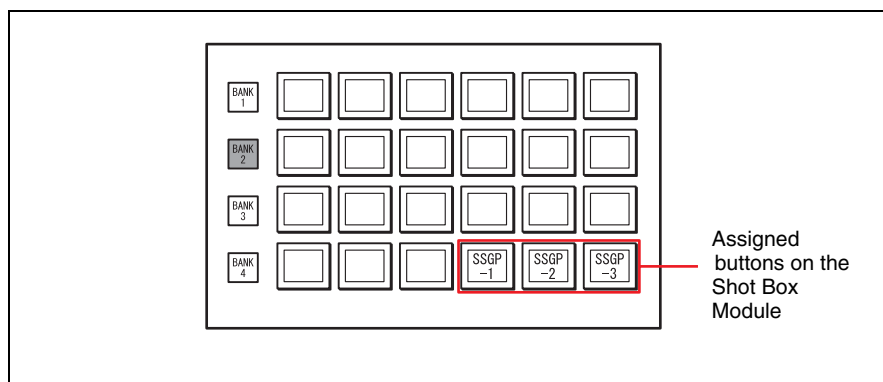
After the on-air operation of the subject cue is completed, the buttons become disabled and turn off.

Switching Images Manually (Manual Switching)

During on-air operations, you can switch images at random using the manual switching function, while in conventional on-air operations the image transition is fixed.

This function is useful when images from multiple cameras have to be switched alternately, or when you should switch only one of multiple portions of an image. The following examples show how this function is used.

Example 1: A shot is switched from camera 1 to camera 2 within a cue.

Camera 1 shot   Camera 2 shot
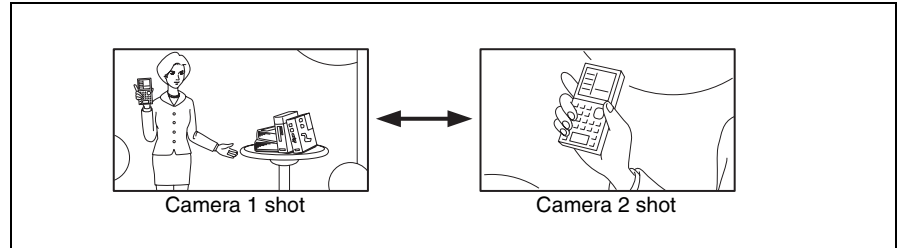
Example 2: The image in an inset screen is switched while the rest of the image remains in Picture in Picture mode.

While showing an image from a news studio, only the images in the background insert screen switch.
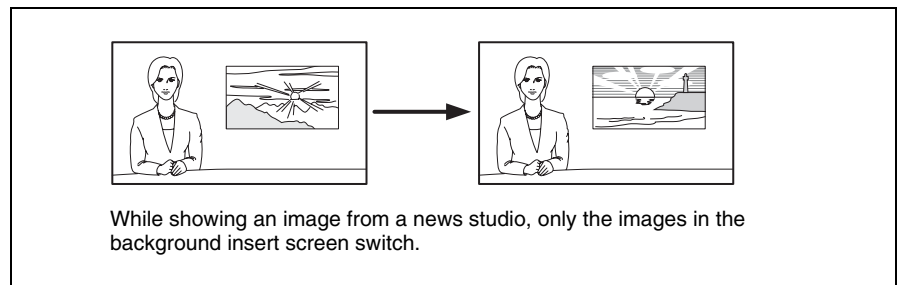
Required preparations

Before using manual switching, do the following:
- Assign materials used for manual switching to buttons of the shot box module (Initial Setup)
- Create an Effect Icon for manual switching (Icon Manager)
- Set the cue containing the Effect Icon for manual switching, assigning a maximum amount of materials to the Icon, and add the cue to the NRCS rundown (ELC Plug-in)

For details, see "Preparing for Manual Switching" on page 143.

Operations

1 Start the OA Playlist application and start the on-air operation.

After you completely switch to the video and audio of the assigned cue, all the buttons for the Manual Switching sources set with the Cue Edit window are enabled, and all but one light in orange. Among those buttons, the button for the standby source lights in yellow.

2 To switch to the images, press the button on the shot box module to which the desired materials are assigned.

You can manually switch among the assigned materials by pressing the relevant buttons.

Each time you press the button, the relevant button lights in yellow.
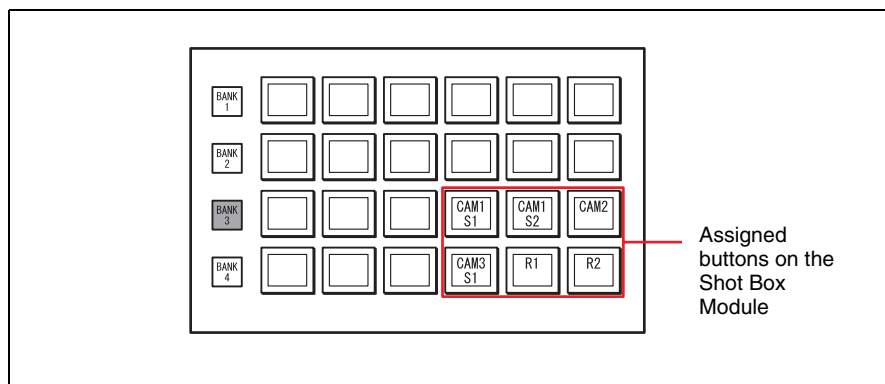
After the on-air operation of the subject cue is completed, the buttons become disabled and turn off.

Outputting GPI Trigger Pulses

GPI trigger pulses are used to control a device outside of the ELC-MVS01 system.
There are two types of GPI pulse output: automatic output and manual output.

Required preparations
To output GPI pulses, do the following:

For automatic output:
• Create a cue for which up to four ports from which GPI pulses should be output are specified (ELC Plug-in)

For manual output:
• Assign ports ("GPIn," where n is the GPI port number defined in the System Setup application) from which GPI pulses should be output to buttons of the shot box module (Initial Setup)

For details, see "Preparing for GPI Trigger Pulse Output" on page 151.

Note

The System Setup application is used for setup related to the GPI pulse output ports, such as names of the ports and specifications of the output pulses.

Operations

For automatic output:
No operations are required to output GPI pulses. Pulses will automatically be output from the specified port(s) in the cue when a cue is brought to the air by a TAKE operation.

For manual output:

1 Start the OA Playlist application and start the on-air operation.

When the shot box module buttons to which the GPI output function is assigned are enabled, the buttons light in orange.
If some of those buttons are disabled, the button lights turn off, with only the function names displayed.

2 Press the button on the shot box module to which the function of GPI output from the desired port is assigned.

Each time you press the button, the relevant button lights in green and a GPI pulse is output.

Getting Cues Assigned to Shot Box Module Buttons on the Air

The ELC-MVS01 software enables you to use up to 24 cues assigned to 24 buttons of the shot box module for on-air operation. Any one of the 24 cues can be assigned as the NEXT cue regardless of the playlist by pressing the corresponding buttons of the shot box module.

Required preparations
To get cues randomly on the air, do the following:
- Create a folder, and make it a shot box candidate cue folder for this operation (ELC Plug-in)
- Create the desired cues in the newly created folder (ELC Plug-in)
- Assign the cues in the newly created folder to buttons (Cue 1 - 24) of the shot box module (Initial Setup)

See "Assigning Individual Cues to Shot Box Module Buttons" on page 154 for details.

Operations

1 Start the OA Playlist application and start the on-air operation.

2 Click [Tools] > [Shot Box Folder], and select the cue folder to be used from the listed candidates.
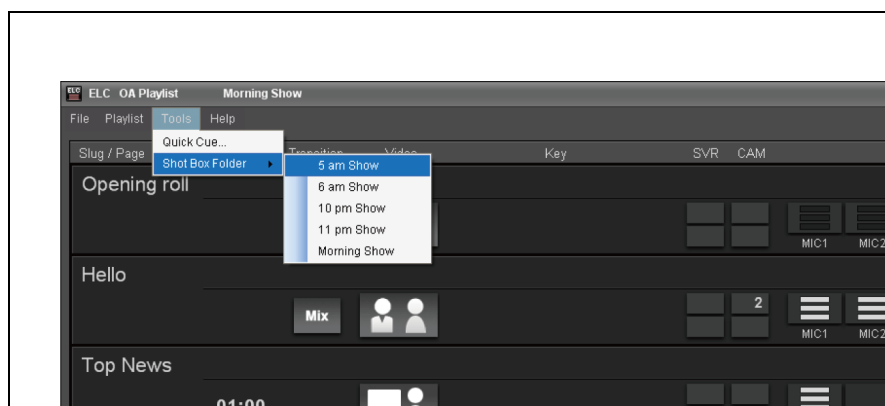
When cues in the selected cue folder, which has been specified as a shot box candidate, are assigned to the buttons on the shot box module, the buttons light in orange, and the names of the cues are shown on the corresponding buttons.

3 Press the button on the shot box module corresponding to the desired cue.

The cue assigned to the pressed button becomes the NEXT cue, and the button lights in yellow. The Next monitor shows the image of the cue.
In the OA Playlist window, the yellow background color for the NEXT cue disappears because now the NEXT cue is not listed on the playlist.

4 Check the image on the Next monitor, and press the TAKE button on the shot box module.

The corresponding cue in the selected cue folder, which is not on the playlist, goes on the air. The OA monitor displays the image of that cue, and the relevant button on the shot box module lights in green.
In the OA Playlist window, the cue that was originally the NEXT cue before step **3** becomes the NEXT cue, and appears with a yellow background color, again.

5 Repeat steps **3** and **4**, as necessary.
On-air operation continues without using the playlist.

Tip

If you stop repeating the operation, the NEXT cue on the playlist will automatically go on the air upon the next TAKE operation.
If necessary, however, double-click the cue to be the NEXT cue on the playlist. The background of the cue flashes in yellow, then stops flashing as it becomes the NEXT cue.

Enabling/Disabling Robotic Camera Control

During on-air operations, the ELC-MVS01 software usually controls robotic cameras in the system. You can toggle this robotic camera control function between enabled/disabled by pressing a button on the shot box module.

Required preparations

To disable/enable robotic camera control, do the following:

• Assign the camera control enable/disable switching functions to buttons of the shot box module (Initial Setup)

Function Group	Function	Description
Camera Control	CAMn* Control	Disables/enables robotic camera control from the ELC-MVS01 system.

* Only the numbers specified for functions (n) for camera control assigned in the System Setup application are available.

See "Assigning Functions to the Shot Box Module Buttons" on page 65 for details.

Operations

1 Start the OA Playlist application and start the on-air operation.

When control of a robotic camera is enabled, the relevant shot box module button lights in green. When control from the system is disabled, the relevant button lights in orange.

2 Press the button on the shot box module to enable/disable control of the robotic camera from the system.
A single button enables and disables control of robotic camera alternately.

Each time you press the button, the relevant button lights in green (control enabled) or orange (control disabled).

Enabling/Disabling Audio Mixer Control

During on-air operations, you can toggle the audio mixer control function of the ELC-MVS01 software between enabled/disabled by pressing a button on the shot box module.

Required preparations

To disable/enable audio mixer control, do the following:

• Assign the audio mixer control enable/disable switching function to a button of the shot box module (Initial Setup)

Function Group	Function	Description
Mixer Control	Mixer Control	Disables/enables audio mixer control from the ELC-MVS01 system.

See "Assigning Functions to the Shot Box Module Buttons" on page 65 for details.

Operations

1 Start the OA Playlist application and start the on-air operation.

When control of the audio mixer is enabled, the relevant shot box module button lights in green. When control from the system is disabled, the relevant button lights in orange.

2 Press the button on the shot box module to enable/disable control of the audio mixer from the system.
A single button enables and disables control of the audio mixer alternately.

Each time you press the button, the relevant button lights in green (control enabled) or orange (control disabled).
When control of the audio mixer is enabled, the system starts control of the audio mixer from the next TAKE operation.

Overriding the Transition Settings for the NEXT Cue

Although the way a cue transitions from its previous cue is specified in the cue using a Transition Icon, the ELC-MVS01 software allows the operator to use different transitions during on-air operation, overriding the setting of the NEXT Cue.

Required preparations

To override the transition settings, do the following:
- Assign the following functions to buttons of the shot box module (Initial Setup)

Function Group	Function	Description
Transition Override	PRESET	Returns the transition type of the NEXT cue to the one specified in the cue.
	CUT	Makes the transition type of the NEXT cue Cut-in, regardless of the transition type specified in the cue.
	MIX	Makes the transition type of the NEXT cue Mix, regardless of the transition type specified in the cue.
	Transition Rate 1 - 4	Applies the transition rate that has been set for the "1" - "4" options in the Initial Setup application to the NEXT cue, overriding the transition rate specified in the cue. *For details on the transition rate options, see "Specifying the Transition Rate Options" on page 56.*

See "Assigning Functions to the Shot Box Module Buttons" on page 65 for details.

Operations

1 Start the OA Playlist application and start the on-air operation.

When a cue becomes the NEXT cue, the shot box module buttons corresponding to its transition type and transition rate light in yellow, and other buttons relevant to transition settings light in orange.
The buttons that cannot be used turn off, with only the function names displayed.

2 Press the shot box module button corresponding to the desired transition type or transition rate.
To change the transition type to "cut" or "mix," or to return the transition type to that preset in the cue, press the corresponding button on the shot box module.
To change the transition rate, too, press the corresponding button on the shot box module.

Each time you press the button, the relevant button lights in yellow.

Note

This function is not available for a cue specified with a fixed duration.

Switching a Video Device to Its Backup

During on-air operations, you can switch a video device to a backup specified using the Initial Setup application.

This feature is useful when a problem occurs on a video device, such as a DDR(VDCP). By switching to the backup, the ELC-MVS01 software uses the switcher to output the video signal from the backup device instead of the signal from the original video device, without editing the playlist.

Note

The ELC-MVS01 software does not control the backup device in place of the original device, though.

Required preparations

To switch a video device to its backup, do the following:
- Specify the backup for the desired video devices (Initial Setup)
- Assign the backup video switching function for the video device to a button of the shot box module (Initial Setup)

For details, see "Preparing for Switching a Video Device to Its Backup" on page 158.

Operations

1 During on-air operations, press the button for the desired video device on the shot box module, which lights in green, to switch to its backup.

Tip

The buttons light in the following colors.
Buttons for switching to the backups: Green
Buttons for switching to the original devices: Orange

Switching an Audio Device to Its Backup

During on-air operations, you can switch an audio device to a backup specified using the Initial Setup application.
This feature is useful when a problem occurs on an audio device, such as a microphone. By switching to the backup, the ELC-MVS01 software uses the audio mixer to output the audio signal from the backup device instead of the signal from the original audio device, without editing the playlist.

Note

The ELC-MVS01 software does not control the backup device in place of the original device, though.

Required preparations

To switch an audio device to its backup, do the following:
- Specify backup for the desired audio devices (Initial Setup)
- Assign the backup audio switching function for the audio device to a button of the shot box module (Initial Setup)

For details, see "Preparing for Switching an Audio Device to Its Backup" on page 162.

Operations

1 During on-air operations, press the button for the desired audio device on the shot box module, which lights in green, to switch to its backup.

Tip

The buttons light in the following colors.
Buttons for switching to the backups: Green
Buttons for switching to the original devices: Orange

Appendix

This section contains additional information.

Appendix

Glossary

Audio Fader Panel
The JL Cooper fader panel, which allows you to register audio input controlled by the ELC-MVS01.
The following features are available:
- Display and adjustment of audio level with the Auto Fader feature
- Mix-minus setting
- Channel On/Off
- PFL (Pre Fader Listening) setting (Cue)

Audio Icon
An Audio Icon represents audio materials from an audio or video server. It is used to change audio materials.

Audio Server
A server that saves and plays audio files. An audio server does not have playlist function.

Auto Transition
A function assigned to a button on the shot box module. Pressing the Auto Transition button starts the DSK transition.

BKGD/ALL
A transition setting that allows you to select whether only a background image (A bus) among the images composing a cue is transitioned or the whole image of a cue is transitioned to the next cue.

CG (Character Generator)
The device that generates and plays characters or images. A server having a playlist function. The CG/Still Store controller type with a playlist function and a storage type without a playlist function can be a different device.

Class
A categorization of an Icon. According to the class selected, the menus show relevant options for the class.

Continuous
A function to be used when you continuously use the same material both in a cue currently on the air and a cue to be on the air next. To use the same material in two consecutive cues without repeating device control operations on a TAKE operation between the two cues, the Continuous Icon is used. There are several types of Continuous Icon provided, to be selected depending on the bus where the material will be played in the previous cue.

Cue
The minimum unit that can be put on the air by using the TAKE button. A cue, a frequently-used scene, is composed of Icons and their detailed settings.

Cue to be brought on the air next
Assigning a random cue to be used on the air next. To change the order of programs or skip a cue, you can change the order of TAKE operations from the OA Playlist. When you change the order from that of the OA playlist, note that synchronization with the CG, playout server, or other device may fail.

Cue Edit
The tool used to edit an ELC cue in the ELC Plug-in window or the Playlist Viewer window in the full-edit mode.
You can add, delete, or change components of a cue, and create a playlist.

Current Button
The button used to instantly display the cue currently on the air while scrolling the playlist manually.

Current Cue
The cue currently being edited, appearing at the top of the Cue Edit window.

DDR (SonyVTR)
A disk recorder that the ELC-MVS01 can control via the Sony VTR Protocol.

DDR (VDCP)
A disk recorder that the ELC-MVS01 can control via the VDCP (Video Disk Control Protocol). It contains daily-use video files. To use files in the ELC-MVS01 system, you should register the required files in a file list in advance. This recorder does not have a playlist function.

DSK (Downstream Key)
The key to be inserted in the last program output. By using buttons on the shot box module with the function assigned, you can insert or delete the key. To synchronize the DSK with a TAKE operation, use the DSK Link function and perform a TAKE operation.

DSK Link
Inserting and deleting the DSK simultaneously with a TAKE operation according to the switcher settings. To perform this operation, use a button on the shot box module to which the function is assigned.

Effect Icon
An Effect Icon represents video effect settings. The status of the video switcher is registered as a "snapshot" in the switcher and recalled to be used in the Effect Icon. This is used to set a video effect. By switching multiple snapshots, you can create a dynamic image effect. An effect Icon contains a Video Icon as an element. Create an Effect Icon after the Video Icon is created.

ELC Object
A cue dragged from the ELC Plug-in to an NRCS rundown, which is called "ELC Production cue" for iNEWS and "ELC Item" for ENPS.

ELC Plug-in
Plug-in software that the ELC-MVS01 supplies for users to create an ELC playlist. It works as part of the NRCS client window.

ELC Story
A group of cues.
If you are using iNEWS, cues having the same page number in the iNEWS rundown make a group.
If you are using ENPS, cues having the same slug in the ENPS rundown make a group.

ENPS
The News Room Computer System (NRCS) supplied by Associated Press.

ENPS Story
A line of an ENPS rundown.

Fixed Duration
Duration of a cue that is fixed. When a fixed duration is specified for a cue, the next cue will be automatically taken after the specified duration elapses (Auto TAKE).

Free M/E
A free M/E is an M/E in addition to the OA and NEXT M/Es on the switcher, hence it is not used for switching the OA and Next images. Using the output of a free M/E for a video bus adds one more layer for image composition, and that enables more intricate effects.

Icon
A graphic representing settings of a video switcher, audio mixer, or devices for materials including cameras, servers, and CG. It is used to create and edit a cue. The ELC-MVS01 provides Video, Audio, Transition, and Effect Icons.

iNEWS
The News Room Computer System (NRCS) supplied by Avid Technology, Inc.

iNEWS Story
A line of an iNEWS rundown.

Initial Setup
An ELC-MVS01 application that is used to perform setup for daily-operations.

Initial Snapshot
A snapshot used to initialize the Video Switcher for on-air operations, or to contain the settings made for the system. Users can select at random from Snapshots 1 to 99 of the System Setup application.

Key Memory
A function of the video switcher that allows the key settings to be stored automatically according to the pair number, so that the next time the same pair number is selected, these settings are recalled automatically.

Manual Switching
Function used to switch scenes at random, manually. You can register up to six video signals in the shot box module, and switch scenes by pressing the buttons on the shot box module. This function is assigned to an Effect Icon.

NEXT M/E
The M/E bank used for the NEXT Cue in the video switcher.

OA M/E
The M/E bank used for the OA Cue in the video switcher.

Pair No.
The combination expressed as a number of video signal and key signal assigned to a cross point. It is set by the video switcher.

Playlist

A list used to play each piece of material in order, created based on the rundown received from the NRCS. You can also create a playlist from scratch by using the Playlist Viewer application.

A server under the ELC control does not contain a playlist function, but the CG and playout server have their own playlists.

Playlist Viewer

The Playlist Viewer allows you to view playlists created with the ELC Plug-in application. (The software works as an application independent of the ELC Plug-in application.) While the ELC Plug-in application allows you to view only one cue, the Playlist Viewer application allows you to view the whole program structure. When a playlist created with the ELC Plug-in application is open, the Playlist Viewer is in the read-only mode.

The Playlist Viewer also enables you to create and edit playlists from scratch. When a playlist created from scratch is open, the Playlist Viewer is in the full-edit mode.

PO (Playout) Server

A playout server is a server having a playlist function. It can be used to handle daily-changing materials. The controller containing a playlist function and the storage without a playlist function can be a different device.

Program End

Ending an on-air operation.

Program Start

Starting an on-air operation.

Quick Cue

The tool used to create a playlist easily in the ELC Plug-in window or the Playlist Viewer window in the full-edit mode.

You can register frequently-used device settings as a cue and use it in creating a playlist. This allows you to create, delete, rename, and sort cues. You can also move cues between folders, and manage folders.

Robotic Camera

The camera system that allows you to control PTZE (Pan-Tilt-Zoom-Elevation) of cameras from a remote site. You can register the camera settings as a Shot in advance, and recall the shot later.

Shot

Function used to save a PTZE (Pan-Tilt-Zoom-Elevation) or other status set by a camera, recall it and reproduce the same status.

Shot Box Module

The MKS-8033A Utility/Shot Box Module for the Sony MVS-8000 Multi Format Switcher system. The shot box module is used for allocating a variety of manual operations while on the air, including TAKE operation, or insertion or deletion of the DSK.

Snapshot

The function to save a status set by the video switcher in the switcher memory, recall it and reproduce the same status. It has 99 registers for each region, block classified according to functions.

Studio Monitor

A monitor display in a studio that displays images output from an AUX bus of the video switcher.
It is used to display still or video images required for programs.

TAKE

Progressing on-air operation to the next cue on the playlist, making the NEXT Cue the OA Cue.

Transition Icon

A Transition Icon represents a video transition setting. Various video transition settings are registered as a "snapshot" in the switcher, and the Transition Icon represents the snapshot. It is used to make the transition from one cue to the next one.

Video Icon

A Video Icon represents video materials of cameras, video servers, CG, and DDR. It is used to change video materials.

V/K

Video signal and Key signal.

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Numerics

Sony Corporation