

LIVEMEDIA SERVER

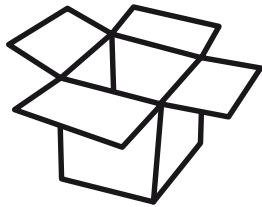


USER MANUAL






 LiveXpert

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Included with your package:

-  LiveMedia Server 1RU chassis
-  Keyboard
-  Mouse
-  USB Jog-shuttle Shuttle Pro V2
-  Power cable

1 - INSTALLATION

Thank you for purchasing LiveMedia Server from LiveXpert. This flexible and versatile Player/Recorder comes as a turnkey system.

Get started:

Unpack the LiveMedia Server

Connect a monitor to the DVI connector at the rear of the rack

Connect the keyboard and the mouse to the USB connector at the rear of the rack

Connect the Shuttle ProV2 to a third USB connector at the rear of the rack.

Power on the system.

Audio/video connection:

LiveMedia Server supports 2 SD/HD SDI video inputs and 2 SD/HD SDI video outputs with embedded audio.

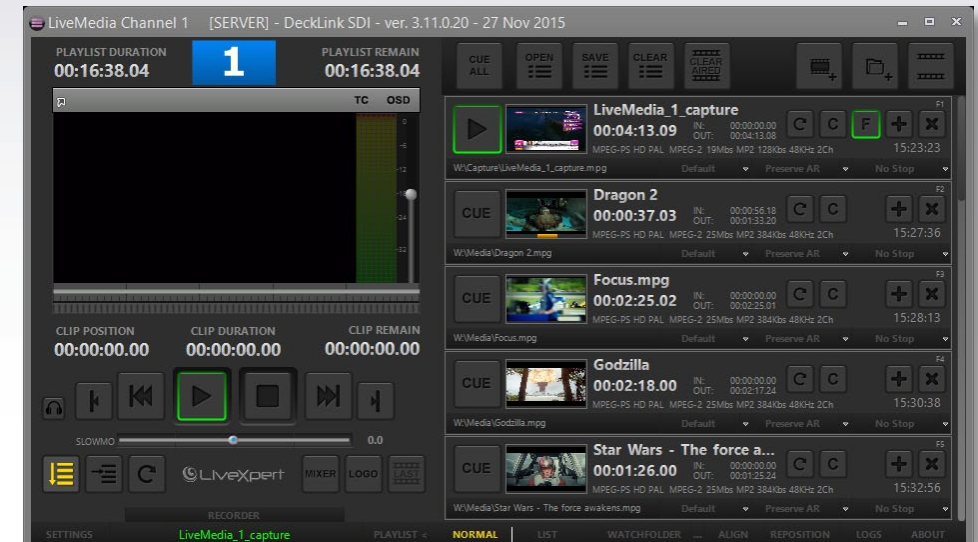
2 - HOW TO USE LiveMedia Server

2.1 - RUN THE SOFTWARE

Each video channel has a dedicated icon called LiveMedia 1 and LiveMedia 2 available from the Desktop. You can start one channel after the other in order to launch the two channels.



When you double-click on the LiveMedia 1 icon, it will show the following screen



When starting the 2 channels for the first time, the display could appear like this:



Use the Reposition button located at right on the bottom toolbar from one of the channel to automatically re-organize your desktop in full screen.



By default, LiveMedia 1 and 2 channels will open as player. Each channel can be independently set as player or recorder. Use the Recorder button to switch on channel from Player mode to Recorder mode.



Player Interface



Recorder Interface

Organizing your desktop:

Depending on the use of each channel, you should not need to display the Playlist. The Playlist button allows you to display the user interface of each channel in a full or compact mode:

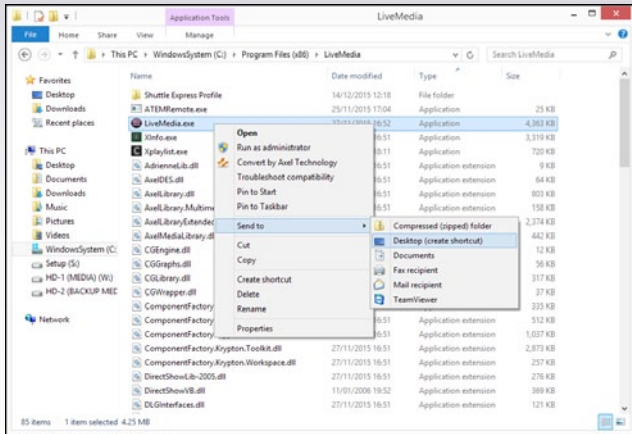


2.2 - ADDING A PREVIEW CHANNEL

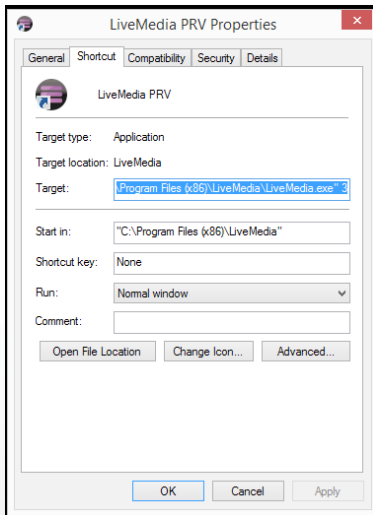
LiveMedia Server can handle an additional channel for preview purposes. This channel can be used to display clips on the computer screen connected to the LiveMedia Server.

Configuration process: this process has to done one time only.

Open the windows file explorer and browse to c:\Program Files(x86)\LiveMedia



Right click on LiveMedia.exe and create a new copy of the desktop icon.
From the Desktop, right click on the new icon and rename it as you prefer.
Right click again and select Properties



Replace the text in Target requester by:
"C:\Program Files (x86)\LiveMedia.exe" 3

Click OK.

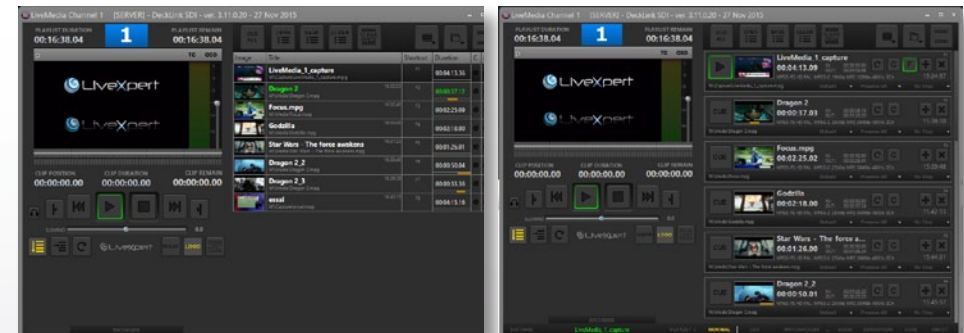
You can now start the 3 channels of LiveMedia Server and drag and drop files between each of them.



2.3 - MANAGING THE PLAYLIST

Display modes of the playlist

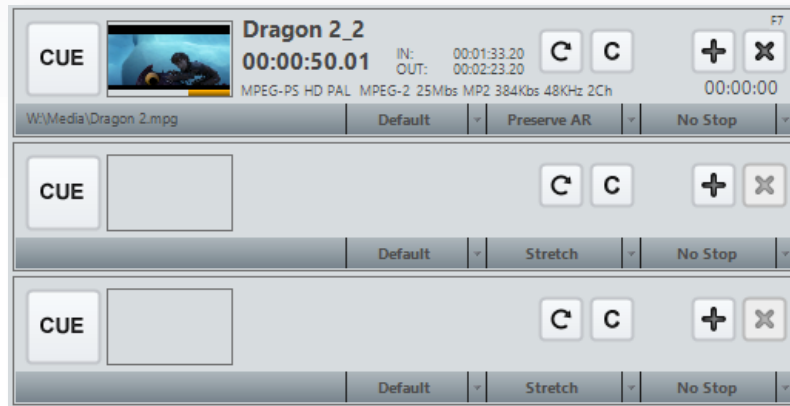
The LiveMedia Server playlists can be displayed in two modes: List and Normal. You can switch from one mode to another at any time by pressing the List or Normal button located at the bottom left of the toolbar above the playlist.



The Normal mode offers a better control over each individual clip during a live production. The List mode offers a more compact display for automatic operation.

There are six different ways to add a clip to the list:

1. Click on the « + » button from an empty event in the playlist then browse the clip in windows mode. The selected clip will be inserted into the empty event.
2. Click on the « + » button from an existing clip event in the playlist then browse the clip in windows mode. The selected clip will be inserted before the current clip.

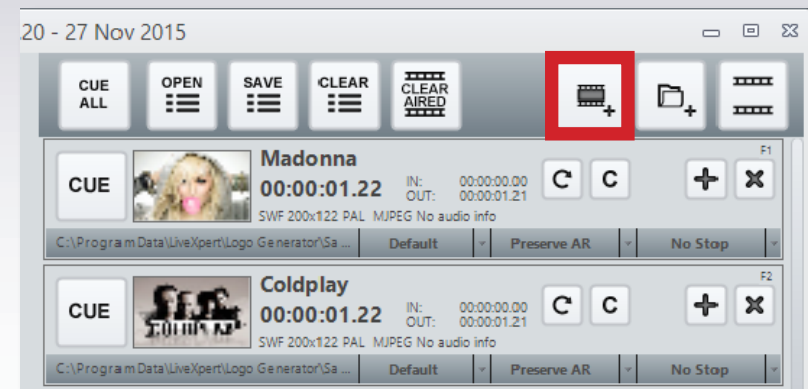


3. Open the clip folder by using the Windows file Explorer, then drag and drop it into the playlist space

If you drag it on top of an existing clip, the new clip will be inserted just before the existing one. If you drag it into an empty clip, it will fill it.

4. Open the clip folder by using the Windows file Explorer, then drag and drop it on the preview windows. The new clip will be inserted just after the current clip selected in the preview window. This can be done while the playlist is being displayed.

5. Use the APPEND CLIP button from the Playlist tool bar located at the top of the Playlist.



Then browse the clip in windows mode and select the clip you want to append to the Playlist. The new clip will be added at the end of the Playlist.

6. Drag and drop a clip from another LiveMedia Server channel. If you keep pressed the CTRL, the clip will be copied and past, otherwise the clip will be moved for one channel to the other.

2.4 - PLAYLIST MANAGEMENT OPTIONS

From the Playlist toolbar located on top of the playlist:

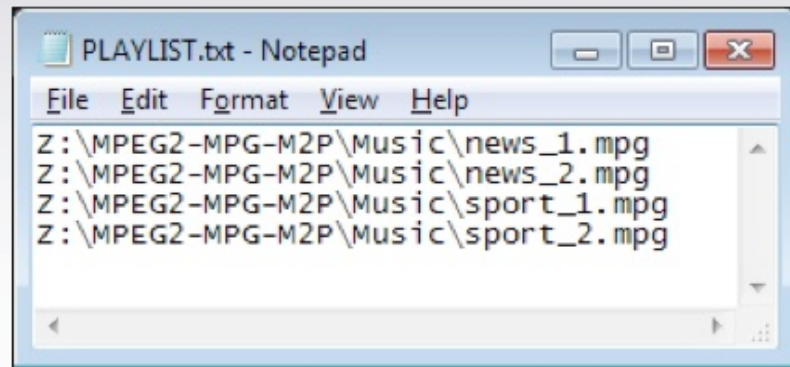


OPEN: to load a previously saved playlist

LiveMedia Server can handle several playlist formats. The playlist format that can be used are:

.TXT – It is possible to edit manually the playlist using a notepad and listing the paths of the clips

Example of a .TXT playlist:

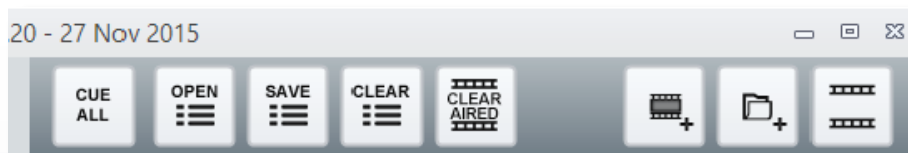


.LST – Playlist format. When you save a playlist with LiveMedia Server, it will be in .LST format

.XSC – Playlist made with Xscheduler (scheduler software of XTV suite by Axel Technology)

.FCPXML – Playlist made with Final Cut Pro

.XML – Playlist made with Final Cut



SAVE: to save the current playlist. It opens a Windows requester in order to select the existing file or to enter a new file name.

CLEAR: Delete all the clips from the current playlist

CLEAR AIRED: If enabled, every clip will be removed from the current playlist display after being played. The clips are not removed from the playlist file if it has been saved previously.

CUE ALL: When enabled this button changes the status of all clips to Ready for playing.



Append Folder Content: Press this button to select a folder and add the contained files to the playlist. The clips will be added at the end of the playlist.



Append Watch Folder content: When the Watchfolder option is activated, this button allows to append the new clips dropped into the watchfolder into the playlist. It also displays the number of new clips available into the watchfolder. Just click on the button to add the new clips at the end of the playlist.

From the Playlist toolbar located at the bottom of the playlist:



WATCHFOLDER...: click on the 3 points “...” to select a folder to be watched over by LiveMedia Server. Every time a new file will be copied into this folder, the operator will be prompted through the “Append Watch Folder” button. See above.

WATCHFOLDER: When activated, LiveMedia Server scans the selected folder for new clips. This is useful to add new contents to a program..

ALIGN: when pressing this button, it changes the playlist display so the clip that is currently On Air will be shown on top of the list. It does not affect the playlist itself.

2.5 - HOW TO PREPARE A CLIP TO BE PLAYED

In Normal display mode, each event includes the clip to be played and a complete tools set to manage the rundown.



: Status button for each clip.

When adding a new clip to the playlist, its default status is set to CUE. When clicking on the CUE button, the icon status changes to PLAY. The clip will be the next one to be displayed.

When in Play status, a different colour gives information about the clip:

GREEN = Ready

YELLOW = Preparing

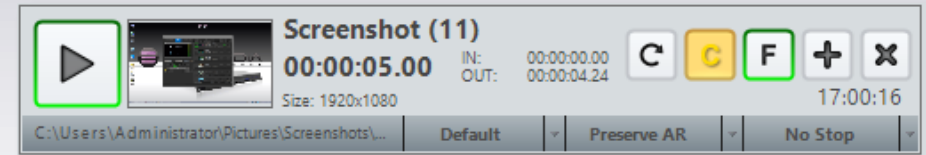
RED = Error

All the clips with the green button are ready to be played. When the clip is playing the status button changes to PAUSE. It allows the operator to pause the clip either by clicking on the status button from the clip event toolbar or from the Pause button from the Player toolbar. In both case, the status button will change to PLAY after pausing the clip.

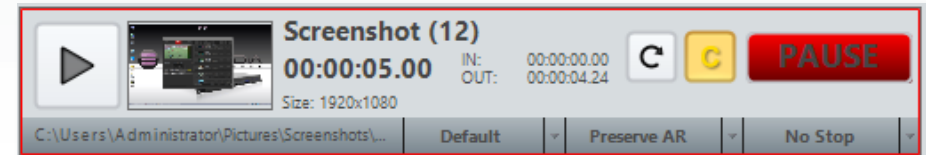
CUEING SEVERAL CLIPS:

If the playlist contains up to 10 clips, it is possible to CUE all the clips by clicking on the CUE ALL button from the Playlist toolbar at the top of the playlist. This will ensure each clip to start without delay when clicking on the PLAY button.

It is also possible to select several clips to be ready by clicking on the button:

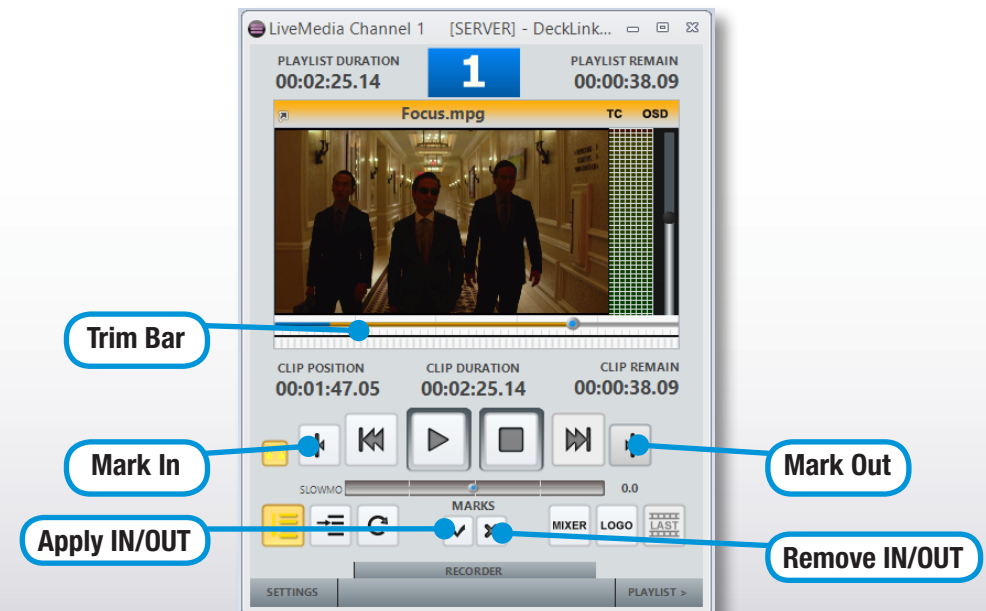


This clip has been selected as Cued clip. Its status button changed to Play mode. At the same time a new F button appeared at the right of the C button. The F button allows you to display the first frame of the clip and keep the clip in Pause



The F button has been pressed. LiveMedia Server displays the first frame of the clip and waits in Pause mode.

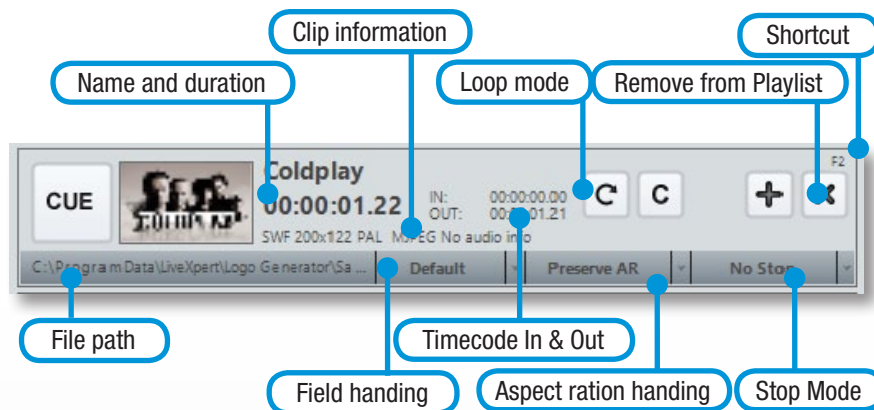
TRIMMING A CLIP



Select a clip and press Play/Pause. The Trim bullet appears at the beginning of the Trim bar as well as the two MARKS buttons. Hold on the bullet to navigate into the clip. Click on the Mark In button to set the new In point. Do the same for the Out Point by using Mark Out button. To apply In and Out marks to the clip into the Playlist click on the Apply IN/OUT button. To modify the mark, just trim again by using the bullet and click again on the Mark In or Mark Out button depending on the mark you need to change. If you want to remove the IN/OUT points, just click on the Cross button.

2.6 - CLIPS OPTIONS

Here is a description of the options that can be applied to the clips from the playlist



Clip information: it displays automatically the video and audio information from the clip: resolution, codec, format.

File Path: it displays automatically the path where the file is located

Field Handling: to set the field priority between Top and bottom field or Progressive Mode. Click on the button to select the option. By default LiveMedia Server uses the built-in parameter from the clip.

NB: It is possible to change the fields order of the clip while the clip is on air

Timecode In and Out: By default it displays the built-in information from the clip. This information is updated if the clip is trimmed using the player toolbar.

Aspect ratio handling: to modify Aspect Ratio and Stretch Mode of a single clip without changing the default settings

NB: It is possible to change Aspect Ratio and Stretch mode of the clip while the clip is on air

Stop Mode: This mode is available when the channel is in Playlist mode. It allows setting a Pause at the end of a clip.

No Stop: LiveMedia Server will not stop at the end of the clip and will display the next Cued clip.

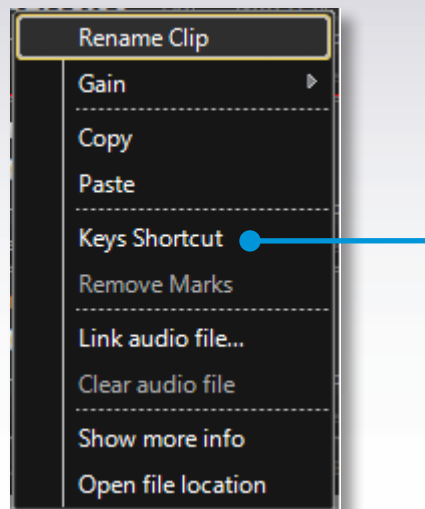
Stop At End: LiveMedia Server will stop at the end of the clip and it will display a black signal while waiting for an action from the operator.

Stop Last Frame: LiveMedia Server will stop at the end of the clip and it will display the last frame of the clip while waiting for an action from the operator.

Stop Next First Frame: LiveMedia Server will stop at the end of the clip and it will display the first frame of the next clip in the playlist while waiting for an action for the operator.

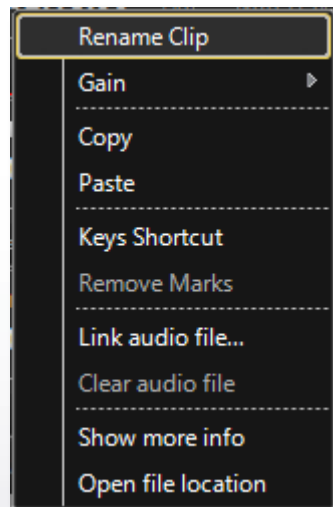
Loop Mode: When activated, the clip will be played in Loop until the operator releases the mode by deactivating the Loop mode. He can also click Play on the next Cued clip. This way the previous clip will remain in Loop Mode for the next execution of the Playlist. The Loop mode can be set while a clip is on air.

Shortcut: By default the first 12 clips are associated to F1 to F12 of the LiveMedia Server keyboard. Each clip can be triggered by hitting the corresponding key. It is possible to assign different shortcut to these clips as well as to assign new shortcut to any clip in the playlist: pull down the Clip menu by right-Click on the clip. Select "Keys Shortcut" and type a key.



CLIP DROP DOWN MENU

Right click on a clip on the playlist to access to more options for clips:



Rename Clip: This will not change the name of the file itself but only the name of the clip event into the playlist.

Gain: to adjust the audio level of the clip

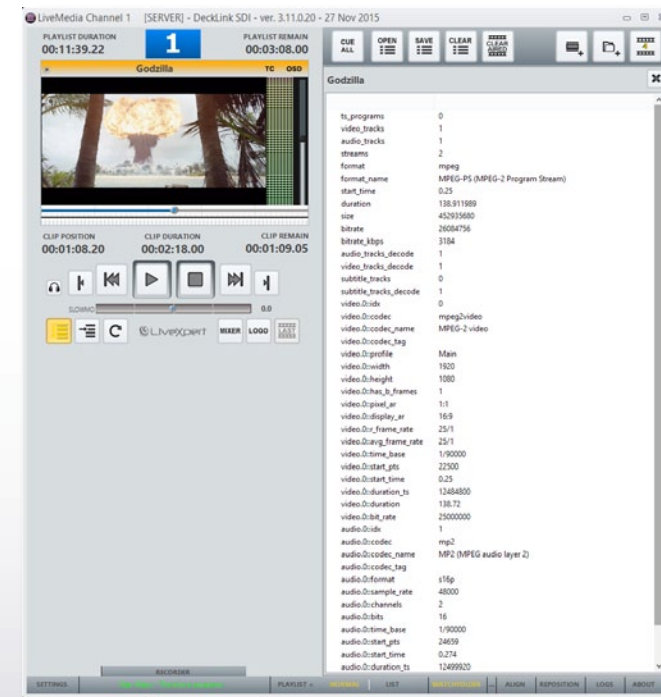
Copy/Past: to copy and paste clips

Keys Shortcut: to assign a shortcut key to an event clip. The clip could be then played at any time by pressing the key. See above.

Remove Marks: if the clip has been trimmed, this function reset the Mark In and Mark Out point to the first frame and last frame of the original file.

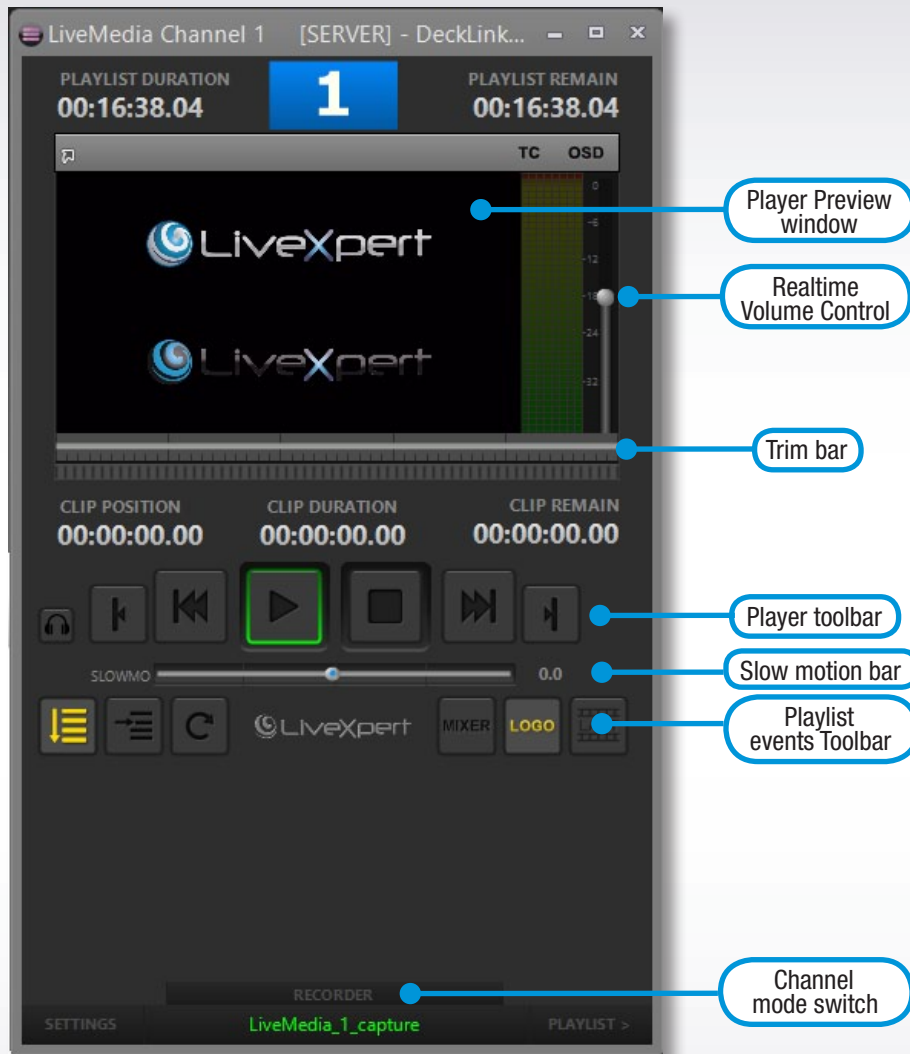
Link / clear audio file: This option allows to load an audio file that will be played in sync with a video clip. If the clip already includes audio tracks, the new loaded audio clip will replace the original audio tracks in this playlist. This does not affect the original file on drive. Use "Clear audio file" to remove the audio file.

Show more info: This option will show all the available information about the clip



Open file location: Open the Windows file explorer at the location where the clip is stored on drive.

2.7 - PLAYOUT OPTIONS



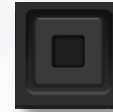
The Player interface in compact mode

The playout options are:

PLAYER TOOLBAR DESCRIPTION



Plays the clip. This button switches to PAUSE while the clip is playing.



Stops the clip while playing. The next Cued clip is ready to be played.



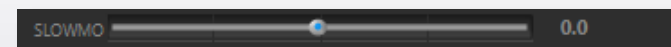
Cue again the clip/Back to the previous clip. This button is active only while on-air. Clicking once on this button will stop playing the current clip and cue it again at the first frame that will remains on-air. Clicking twice on this button will stop playing the current clip and it will cue the previous clip in the Playlist. A black frame will be displayed until Play button is pressed.



Play next clip. This button is active only while on-air. Clicking once on this button will start playing the next cued clip in the playlist. Clicking twice will stop playing the current clip and it will cue the next clip after the next cued one. A black frame will be displayed until Play button is pressed.



This option enables the audio preview connector at the rear of the LiveMedia Server. Click on this button to listen to the audio from the clip On-air. Release it if you don't want to monitor the audio.



The Slowmotion bar allows changing the clip speed in real time from -200% to +200%.

- Scrub the bullet to the right to apply a realtime slowmotion to the clip until the

+1.0 value which is 100% of the original clip speed. Scrubbing over this value will perform accelerated play until two times the original speed of the clip.

- Scrub the bullet to the left allows to play the clip backwards with realtime slowmotion or acceleration from 0 to 200%.

PLAYLIST TOOLBAR



Playlist mode: when enabled, LiveMedia Server plays the whole playlist continuously, but always respecting the stop and loop mode set per clips.



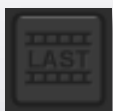
Clip by clip mode: when enabled, LiveMedia Server stops playing at the end of each clip waiting for the operator. **WARNING:** when this option is enabled, all the stop mode of the clips will be disabled and the No Stop option on the clips will be hidden.



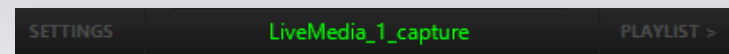
Loop mode: when activated, LiveMedia Server will play the entire playlist in loop mode, until the operator stops playing or changes the playlist mode.



Show or hide the logo on top of the video. (see SETTINGS to know how to set a logo). It can be activated or deactivated at any time during On Air operation.



Last frame stop: Available only with the clip by clip mode enabled. When enabled, it stops the clip on the last frame. NB It can be enabled only if Clip by Clip mode is enabled.



Shows the name of the next clip cued in the playlist

2.8 - MANAGING AUDIO AND VIDEO RECORDS

2.8.1 - The Recorder interface

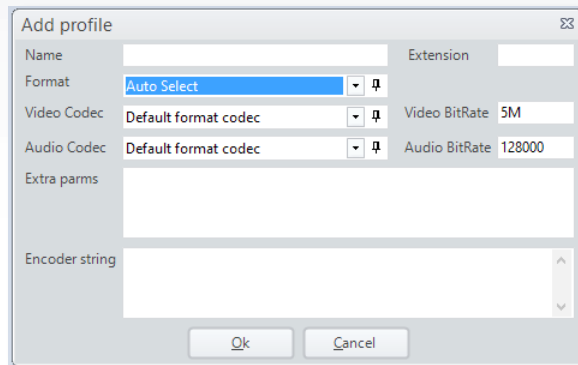
The screenshot shows the LiveMedia Recorder interface. At the top, it displays 'TOTAL 00:00:17.60', a large red '2' in a box, and 'SEGMENT 00:00:17.60'. Below this is a video preview window labeled 'LiveRec' showing a multi-camera view. To the right of the preview are labels for 'TC' and 'OSD'. Below the preview is a timeline with labels 'IDR', 'ADR', 'LEFT TIME', and 'LEFT DISK'. Further down are icons for 'SWITCH', a red record button, and a stop button. Below these are fields for 'FILE NAME' (LiveRec), 'PROFILE' (Apple ProRes 422), and 'TARGET FOLDER' (W:\Capture). At the bottom are 'SETTINGS' and 'PLAYLIST >' buttons. On the right side, several callouts point to specific features: 'Video input monitoring' points to the video preview; 'Audio input monitoring' points to the audio waveform; 'Audio level control' points to the audio level meters; 'Buffer Memory status' points to the buffer status indicator; 'Available storage capacity on specified drive' points to the 'LEFT DISK' label; 'Recording statistics' points to the 'STATS' button; 'Recording format profile' points to the 'PROFILE' dropdown; and 'Path to recorded files location' points to the 'TARGET FOLDER' field.

Video Input: LiveMedia Server automatically detects a video signal when connected to the physical video input. It switches automatically to the native video resolution and frame rate from the input signal, whatever the default settings are in the Capture Settings – See chapter 3.4 Capture Settings.

Audio Level Control: allows controlling the input audio level in real time.

Recording Profile: This list displays the settings programmed in the Capture Settings menu – See chapter 3.4 Capture Settings. Click here to select an existing profile from the list.

It is possible to create a new profile directly from this interface by clicking on the + button. This will open the Add Profile interface.



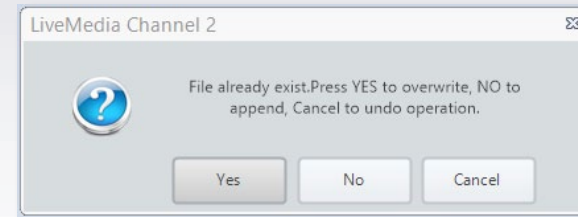
Enter a name for this new setting. Choose a video format from the Format list and then choose one of the available codec from the Video Codec list. Set also the Audio Codec from the Audio Codec menu. You can modify the default Video Bitrate and Audio Bitrate from the two available options.

Target Folder: Click here to choose the folder where the recorded files will be stored.

Buffer Memory status: This blue line appears while recording. It monitors the available memory buffers. When the line is blue from left to right, all the buffers are available. The more it decreases to the left, the more buffers are used. If there are not enough available buffers, there could be some dropped frames during capture. The number of buffers can be increased if necessary from the Capture Settings – See chapter 3.4 Capture Settings. Default value is 250 and is suitable for most of the recording application.

Stat button: LiveMedia Server keeps track of all capture parameters. This information is available at any time, including during capture, by clicking on the stat button.

File Name: Enter a name that will be used for the next record. If you don't change the name after each record, you will be prompted with 3 options:

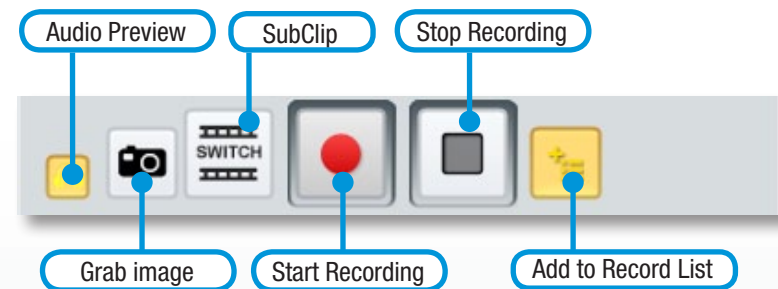


Yes to overwrite the last recorded file

No to record the next file under the same name but with automatic incremental number -00x

Cancel to return to the menu to change the name.

2.8.2 - RECORDER TOOLS BAR



Audio Preview: This option enables the audio preview connector at the rear of the LiveMedia Server. Click on this button to listen to the audio from the input source. Release it if you don't want to monitor the audio.

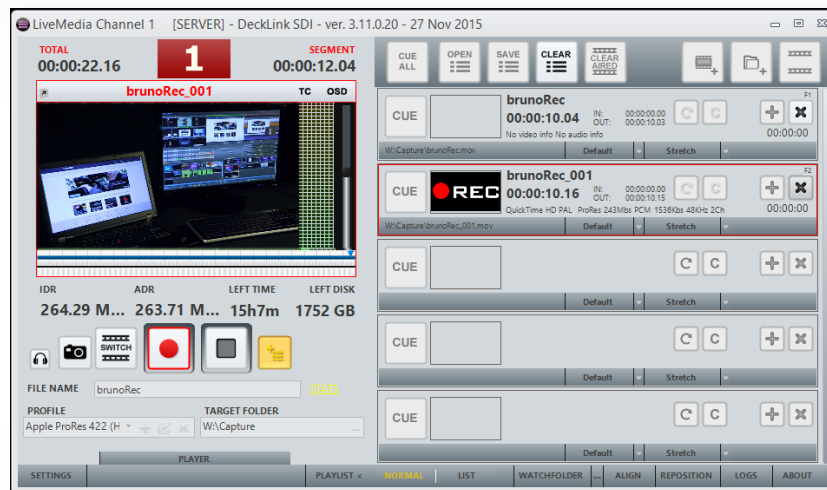
GRAB Image: This function creates an instant grab of the input video signal and stores it as a bitmap. You can set the name, location and default duration of the still image in Default Settings menu – See chapter 3.2 Default Settings.

Record: Press this button to start recording.

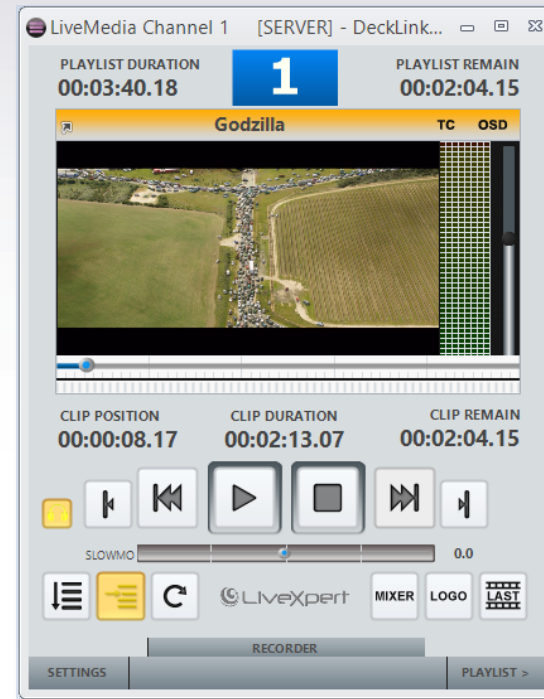
SubClip: This button allows creating subclips while recording. Each time this button is pressed a new clip is created and saved on drive without stopping the record. The first clip is named using the default name entered in the File name requester. The next clips will keep the same name with automatic indexation Filename-001, Filename-002...

Stop Recording: Press this button to stop recording.

Add to record list: when activated, LiveMedia Server creates and show a record event in the Recorder playlist. This event can be drag and dropped into a player playlist to be broadcasted during recording.



3 - SETTINGS



Click on the SETTINGS button to configure LiveMedia Server.

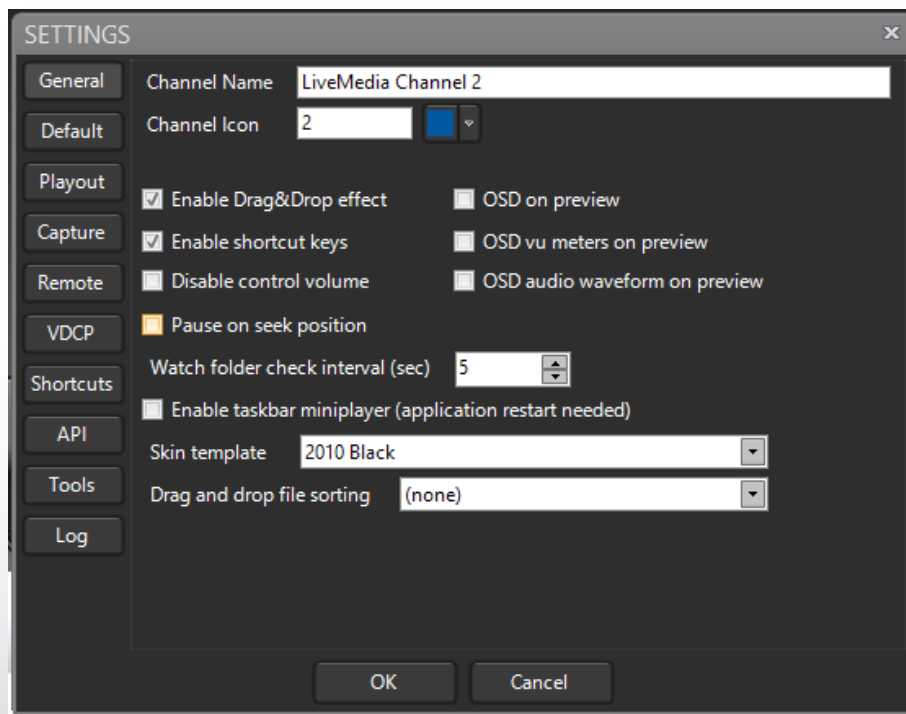
There are ten different settings panels:

- **General:** to configure the look and feel of the player GUI
- **Default:** to set default parameters for the clips when added into a playlist
- **Playout:** global parameters for the playout channel including format, overlay logo, frame rate...
- **Capture:** global parameters for the recorder channel including format and codecs
- **Remote:** settings to configure the connection to an external video mixer and GPI triggering

- **VDCP:** parameters to set-up a remote control of LiveMedia Server from an external device using VDCP protocol.
- **Shortcuts:** includes the complete list of commands that are available from the keyboard. This list is useful to customize the Jog-Shuttle interface delivered with LiveMedia Server.
- **API:** select the port used to send IP commands to LiveMedia Server.
- **Tools:** remove temporary files
- **Log:** select actions to be collected in the log file

3.1 - GENERAL SETTINGS

This section explains how to configure the look and feel of the player GUI as well as several generic parameters.



CHANNEL NAME: Type a name for this channel that will be displayed at the top of the LiveMedia Server window.

CHANNEL ICON: Choose the background color and up to 2 characters that will be displayed on the top of the Preview window of the LiveMedia Player interface. It is useful in multichannel mode to customize each channel.

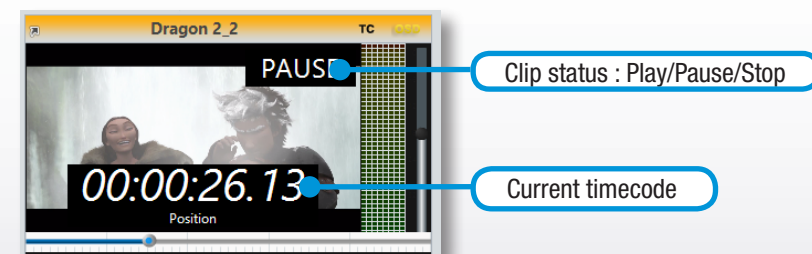
ENABLE Drag&Drop EFFECT: Enables drag and drop actions between the different channels

Enable shortcut keys: Enables the use of shortcut keys. When activated, the shortcut key applied to clips can be used to start playing them. If not activated, the keyboard can't be used to trigger the clip play. This does not affect the commands from the Jog-Shuttle.

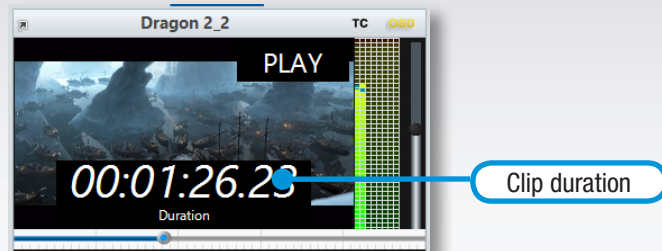
Disable volume control: This option disables the volume control bar from the player to avoid any modification by the user.

Pause on seek position: When a clip playing, the user can seek in the clip by using the bullet in the player timeline tool. If this option is activated, LiveMedia Server will pause while you drag the bullet and display the current position as you move around. If deactivated, LiveMedia Server will go on playing the clip always starting for the current position the user seeks.

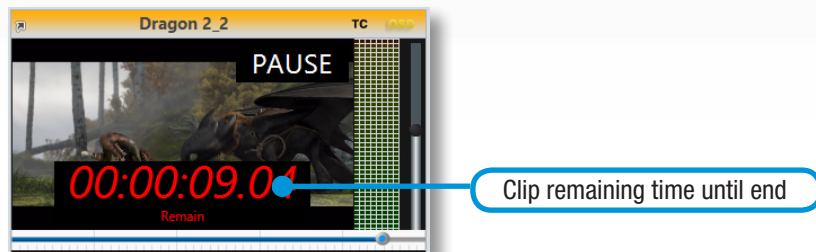
OSD on preview: This option allows to display the clip status as an overlay in the preview windows.



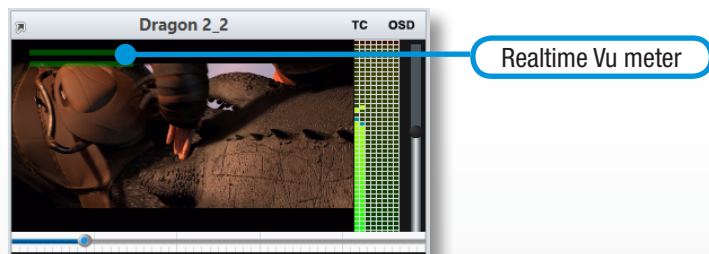
Clicking once on the preview window changes the displayed information



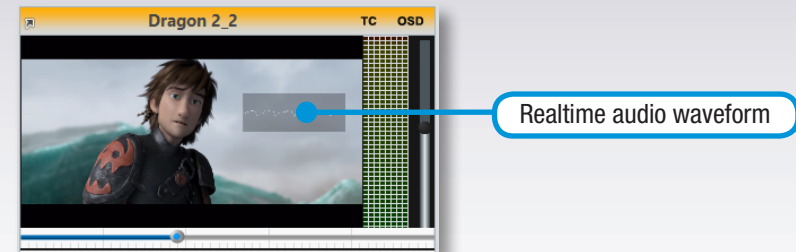
Clicking twice on the preview window changes the displayed information



OSD vu meters on preview: This option displays the audio Vu Meter as an overlay on the preview window.



OSD audio waveform on preview: This option displays the audio waveform as an overlay on the preview window.

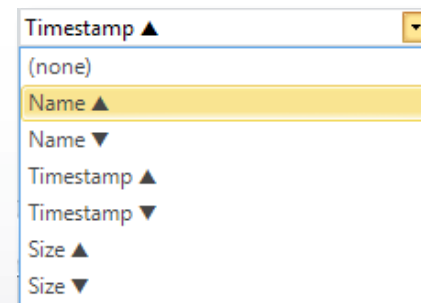


Watch folder check interval (sec): Enters here the time frequency you want LiveMedia Server to check if new files have been dropped into the Watch Folder.

Enable taskbar miniplayer: Enable DWM (see http://en.wikipedia.org/wiki/Desktop_Window_Manager for details)

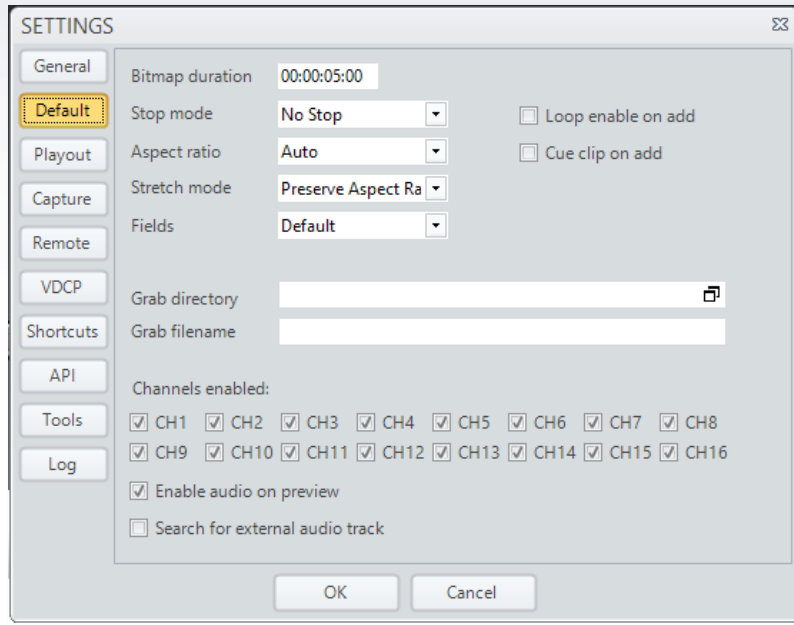
Skin template: Select from this list the user interface skin. You can select one different skin per channel to get a clear presentation on screen.

Drag and Drop file sorting: this function allows choosing how the files will be automatically sorted in the playlist when loading several files at a time. Either by dropping files or collecting several files. Files can be sorted by name, date of creation (Timestamp) or size.



3.2 - DEFAULT SETTINGS

This section explains how to set default parameters for the clips when added into a playlist.



Bitmap duration: set the default duration applied to a still image when added to a playlist.

Stop mode: set the default Stop Mode when adding a clip to a playlist. See chapter 2.5 – Clip Options

Aspect ratio: set de default setting for Aspect ratio when adding a clip to a playlist. See chapter 2.5 – Clip Options

Stretch mode: set de default setting for Stretch mode when adding a clip to a playlist. See chapter 2.5 – Clip Options

Fields: set de default setting for field order when adding a clip to a playlist. See chapter 2.5 – Clip Options

Loop enable on add: When activated, all clip added into a playlist will have the loop mode enabled. See chapter 2.5 – Clip Options

Cue clip on add: When activated all clip added into a playlist will get the Cued status activated. It will be ready to go on-air. See chapter 2.5 – Clip Options

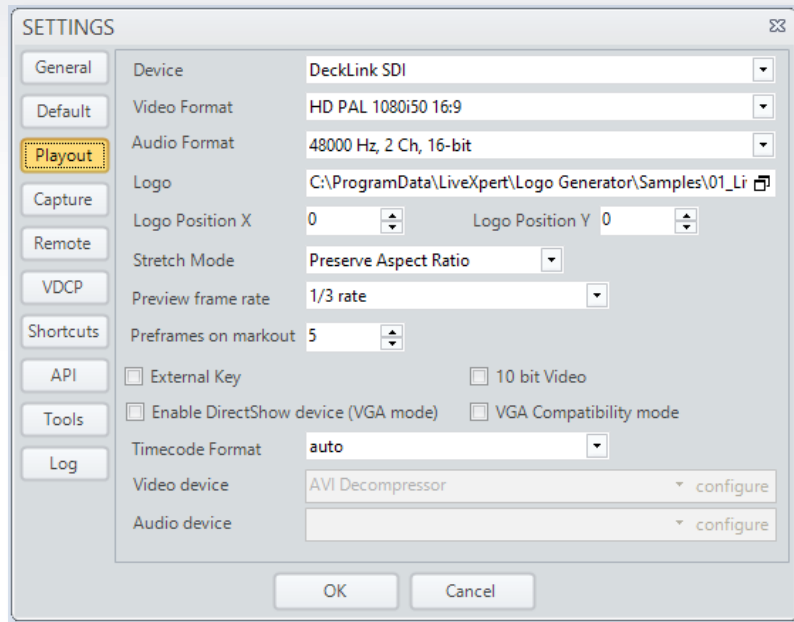
Grab Directory: Click on this menu to browse your drive and select a folder where the grabbed files will be stored. The Grab function is available when the LiveMedia Server Channel is in recorder Mode. It allows to grab one frame as a still image file with a duration set by using the Bitmap duration setting.

Grab filename: Type in here the generic name for the files being grabbed. Each file will be indexed during the same session. Example: if you type Test as Grab filename, the files will be named Test-Grab001, Test-Grab002...

Channels enabled: select which audio channel is enabled in the SDI stream. This setting applies to audio In and Out.

3.3 - PLAYOUT SETTING

This section explains how to set global parameters for the playout channel including format, overlay logo, frame rate...



Device: This setting is used to allocate the right hardware device the each LiveMedia Server channel. If the channel is being used as a video player or a recorder this parameter should be set to Decklink SDI or Decklink SDI (2). Each video channel should use a separate device. If the channel is used as a VGA preview channel, this parameter should be set to "No video output (free VGA mode)".

Video Format: Select from this list the requested video resolution to be used by the LiveMedia Server Channel, from SD resolution to HD 1080p resolution.

Audio Format: Select from this list the requested audio format to be used by the LiveMedia Server Channel

Logo: LiveMedia Server can overlay a logo on top of the video signal being displayed. This logo can be a bitmap image in one of the following formats: .bmp, .jpg, .tga, .png or an animation file in .swf format. You can also load a complete graphic page created using LiveCG Composer that is delivered with LiveMedia Server, available from Desktop.

Logo PositionX/Logo Position Y: This setting allows positioning the logo over the video screen. Coordinates start from top-left of the video.

Stretch Mode: Default settings for Stretch Mode when adding a new clip to the playlist

Preview frame rate: adjust the frame rate for the preview in the player window. Full rate is 25 frames per second.

Preframes on markout: adjust how many frames before mark out of the clip before the player will play the next clip in Playlist mode.

Enable DirectShow device (VGA mode): This setting is available only when the Device setting is set to VGA. In this case, it creates a direct show virtual device to allow the connection of LiveMedia Server to any other card.

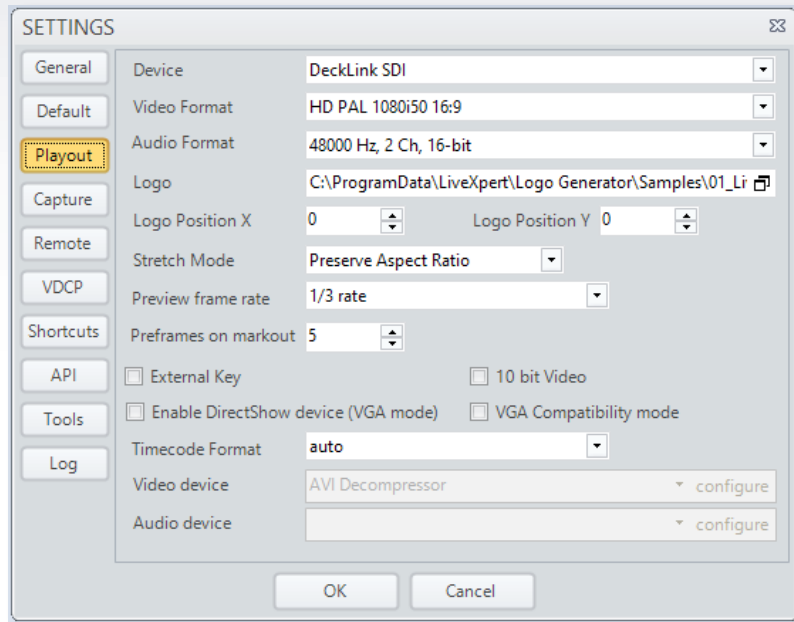
Video/audio device: Enabled only if Enable DirectShow device is activated. It allows selecting the video and audio codec used for the direct show virtual device.

VGA Compatibility mode: Change the video preview in order to be compatible with particular remote connection software(e.g. remote Desktop)

Timecode Format: this settings gives access to a selection of different Timecode formats.

3.4 - CAPTURE SETTINGS

This section explains Capture how to set the global parameters for the recorder channel including format and codecs



Video Device: This setting is used to allocate the right hardware device the each LiveMedia Server channel. If the channel is being used as a recorder this parameter should be set to Decklink SDI or Decklink SDI (2). Each video channel should use a separate device.

Video Line: This parameter is automatically set when the Video Device is selected.

Video Format: Choose from this drop down list the standard, resolution and frame rate for the files to be recorded.

Audio Device: This parameter is automatically set when the Video Device is selected.

Audio Line: not used in the current version of LiveMedia Server.

Audio Format: Select the audio sampling and the number of audio channels to be recorded.

Default Filename: Enter a default name for the next files to be recorded. This option allows keeping the same name with automatic indexation of the different recorded files.

Free space on HDD (GB): Set a value for the minimum remaining storage capacity on drive. This parameter allows keeping a safety limit on drive. When the remaining capacity on drive is lower than this limit, the user will be prompted and the record will not start.

Timecode Format: Choose the timecode format between local PC time and rp188.

Max Buffer: Value by default is 250. It can be increased to allocate more memory during capturing process with some codecs requiring higher performances, such as ProRes or XDCAM.

Profiles: This menu is used to prepare and store recording settings per profile, as presets. The list of Profiles created from this menu will appear in the Recorder user interface. The selection of the profile can be done directly from the Recorder menu to be able to switch from a format file to another without entering the Settings menu.

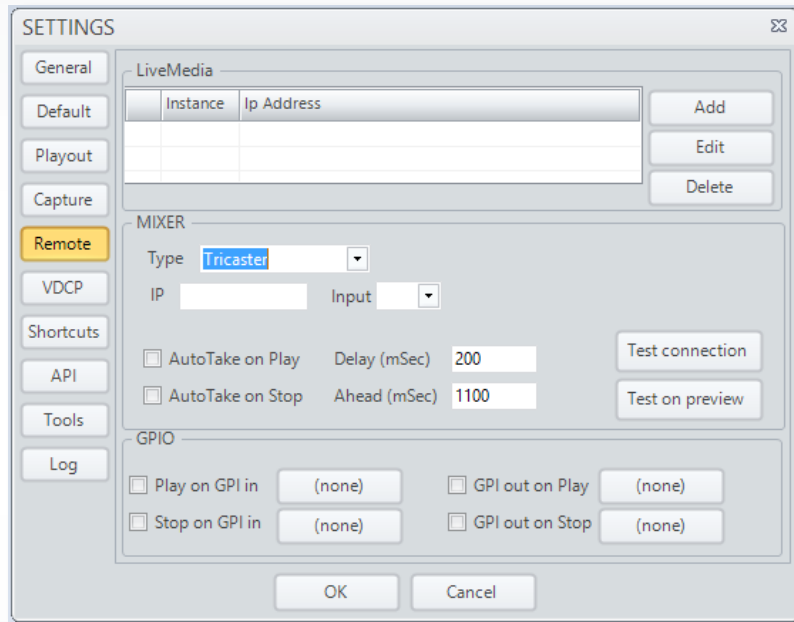


3.5 - REMOTE SETTINGS

This section explains how to control an external video mixer and GPI triggering.

In order to control an ATEM switcher, the ATEM Software Control must be previously installed on the LiveMedia Server. Refer to the ATEM user manual for installation process.

Controlling a TriCaster does not request extra installation.



MIXER Section:

LiveMedia Server controls Atem switchers and TriCaster live production system. Systems have to be connected through Ethernet protocol.

Type: Drop down menu to select which kind of switcher will be controlled.

IP: Collect the IP address of the switcher you want to control and copy it in this field.

Input: Select from the list the input number of the switcher which the output of the LiveMedia Server is connected to.

Click on Test connection button to check if LiveMedia Server and the switcher are correctly connected through IP.

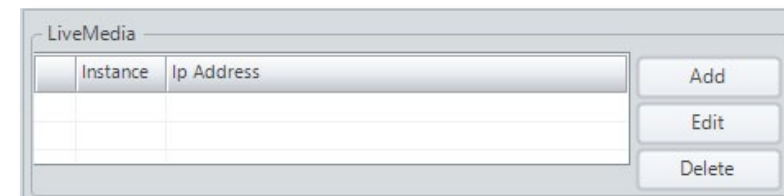
This function will perform a Ping and return the response.

AutoTake on Play: when activated, LiveMedia Server will send a command to switch the input On-Air when starting to play a clip.

AutoTake on Stop: when activated, LiveMedia Server will send a command to switch the input OFF-Air when stopping a clip.

Use Delay and Ahead parameters to allow a delay for the command to be executed.

LiveMedia section: This section can be used to store settings for different switchers available in the network.



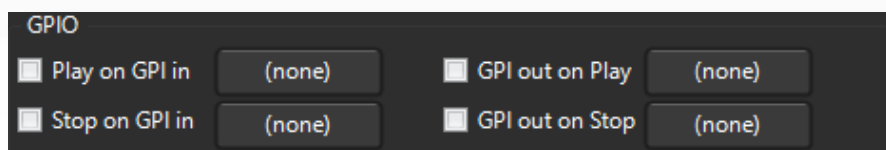
GPI Section:

This menu allows to configure GPIO commands from playout to external device (e.g. relay contact) and from external device to playout (e.g. tally from mixer).

It is possible to set three different devices: LiveControl Box, MOXA and RS232. Configuration process consists of entering the parameters from the GPI interface: IP address or serial port.

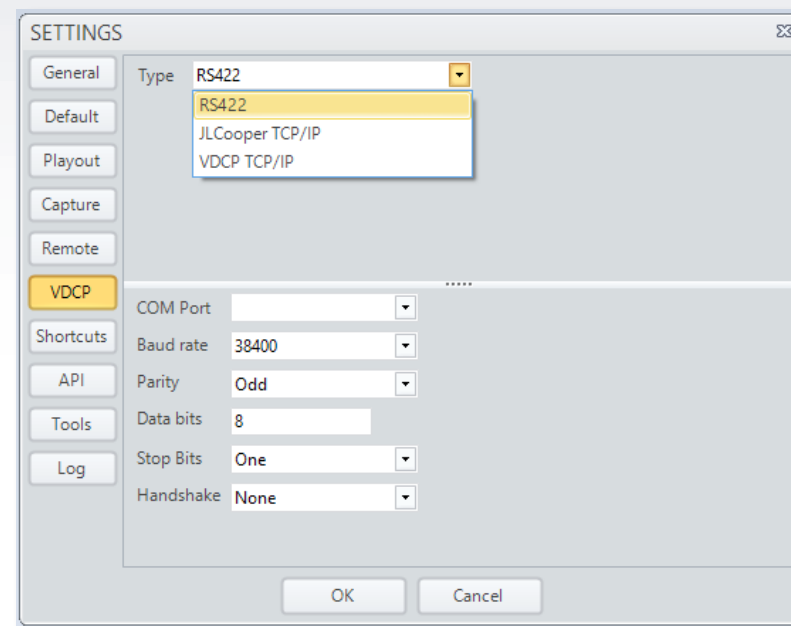


Once configuration is completed, the following menu is used to assign GPI trigger to the requested action:



3.6 - VDCP SETTINGS

This section describes the parameters to set-up a remote control of LiveMedia Server from an external device using VDCP protocol.



The VDCP setting panel is to control LiveMedia Server by an external controller.

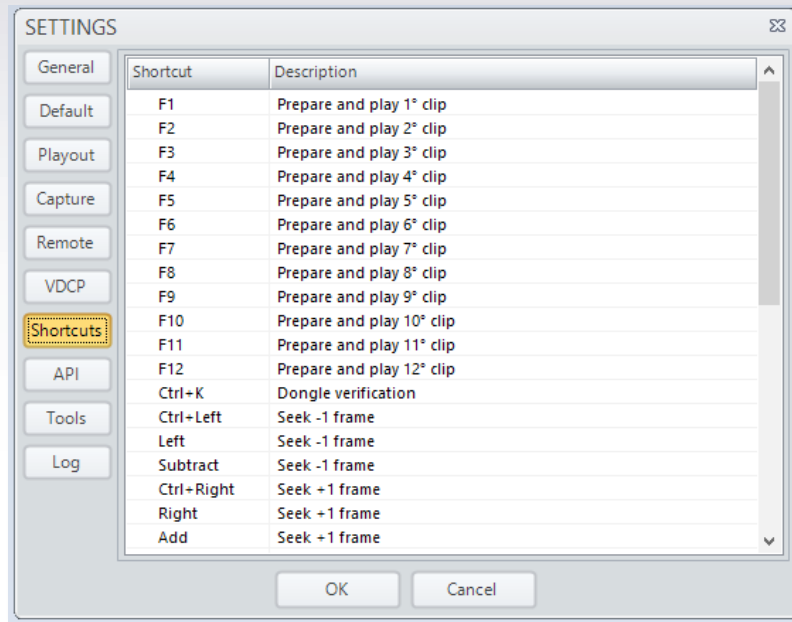
From the Type menu, select what kind of connection to be used:

RS422: Serial connection. Set the parameters as per the requests from the external controller.

JL-Cooper: TCP/IP connection. Set the IP address and ports as per the requests from the JL Cooper device.

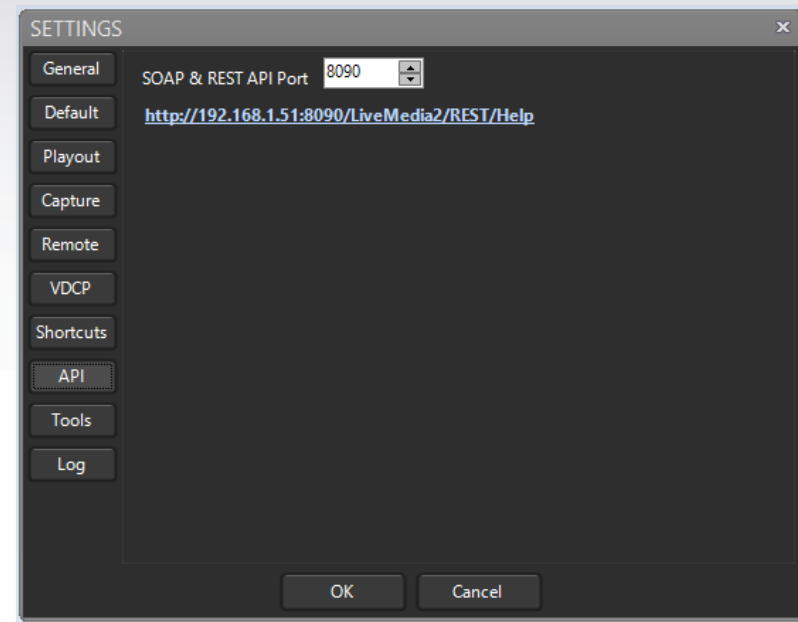
VDCP: TCP/IP connection. Set the port number as per the request from the VDCP device.

3.7 - SHORTCUTS



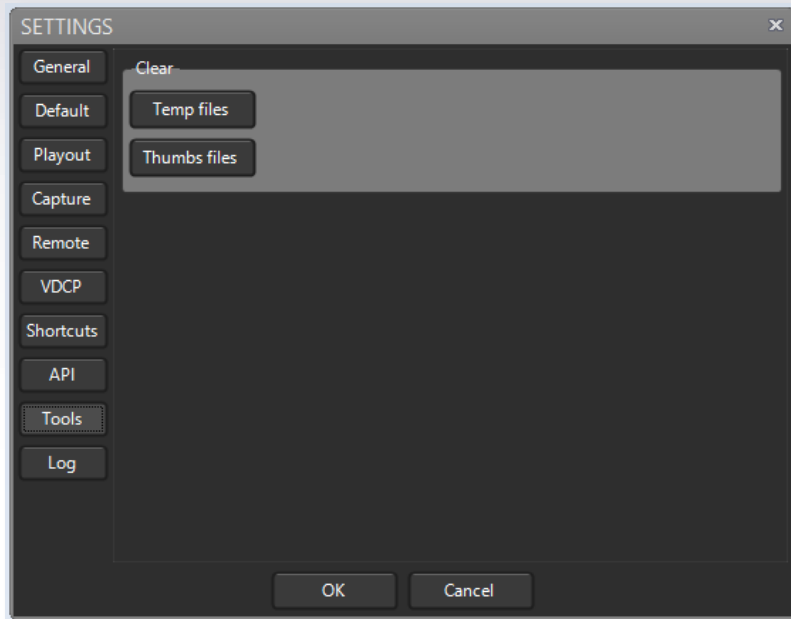
List of shortcuts used by the application. This list can't be modified. See section 2.5-Clip Option to create more shortcuts.

3.8 - API



SOAP & REST API Port: TCP port used to expose webservices and link to the webservice

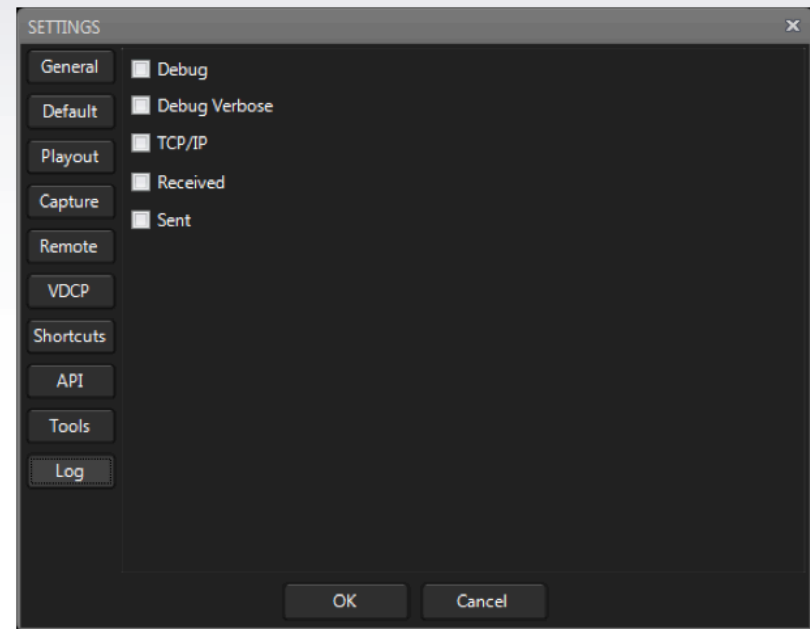
3.9 - TOOLS



Tools setting panel is used to clean all LiveMedia Server temporary files

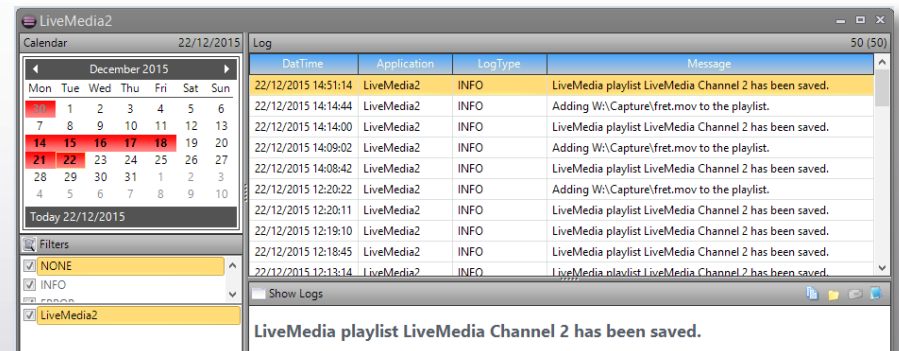
3.10 - LOG

This menu is used to select which actions will be collected in the log file.



The Log panel is accessible from the Player user interface, at the bottom right of the interface.

It allows making searches by dates and filters.



4 - CONFIGURING THE SHUTTLE PRO V2

1. Before connecting the device to the LiveMedia Server, download the required software here:

http://ergo.contour-design.com/download.ashx?file=/media/519123/cdi_shuttle_win_2.13.1.zip

2. Quit the LiveMedia server application and install the Shuttle Pro V2 software on the server.

Then, connect the controller.

3. Open the application, it is located in the taskbar, right click the icon and select 'Open Control Panel'

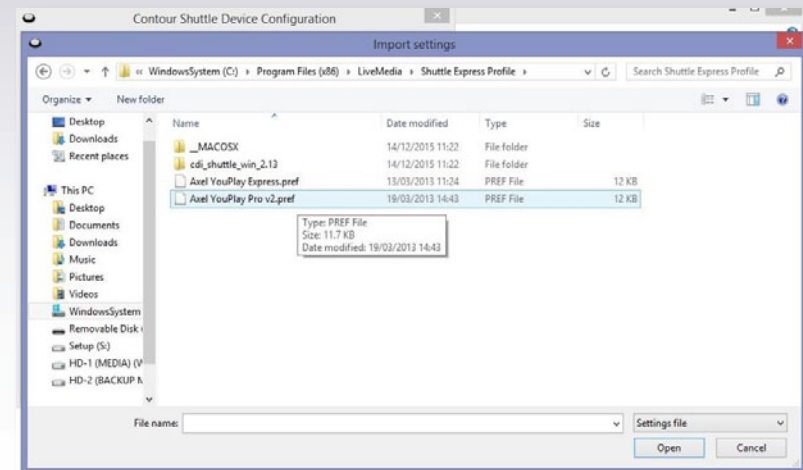
4. Once it is opened, click on 'Options' and select 'Import settings'



5. Browse to the following folder to find the configuration file:

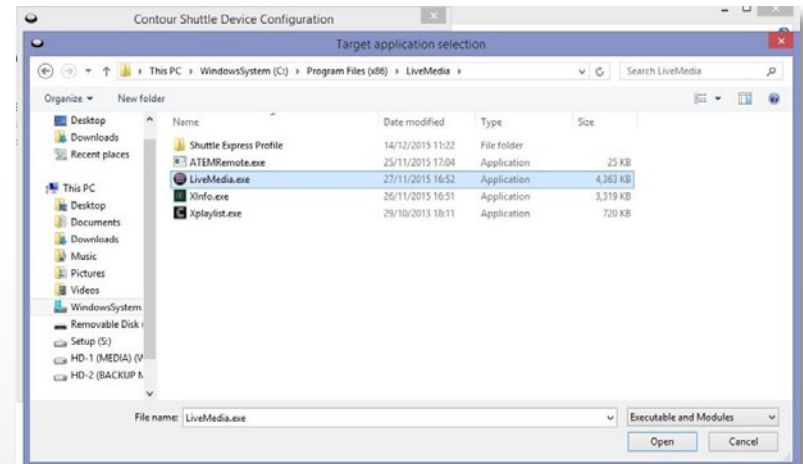
'C:\Program Files (x86)\LiveMedia\Shuttle Express Profile\'

and select 'AXEL YouPlay Pro v2.pref'



6. Once you have selected the configuration file, the software will ask you to point the application that will be used with this config file.

Browse to: 'C:\Program Files (x86)\LiveMedia' and select 'LiveMedia.exe'



7. Start your 2 channels and check if the controller is working fine. You can program different tasks to any buttons from the Shuttle ProV2. Open the Contour Shuttle Pro device, select the button you want to program from the User action drop list. Select Type Keystroke in the Computer response drop list and refer to the shortcuts list of LiveMedia Server (– See chapter 3.7 Shortcuts) to find the requested task to be assigned.

5 - 3D Storm Technical support

Warranty

In the event that a LiveMedia Server unit develops a fault due to a manufacturing error, our customers are covered by our Warranty System which ensures that the fault is resolved free of charge for a period up to a year after the date of purchase.

If a product develops a manufacturing fault during the warranty period then it must be returned to a 3D Storm approved repair facility where it will be repaired free of charge by authorised technicians. Your product will be returned to you when the repair is complete or a replacement will be given.

3D Storm Warranty management:

During the original warranty period for customers inside EEC, 3D Storm handles repair costs. Shipping costs are shared between 3D Storm and the owner. Shipment back to 3D Storm is paid by the owner while the repaired product will be sent back on 3D Storm expenses. 3D Storm customers may benefit from a special rate on product loan fees during the repair period.

**If you have any questions,
please telephone or fax us on
+33 (0) 5 57 262 262 or send an e-mail to tech@3dstorm.com**



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