Viz Content Pilot

User's Guide

5.7

Disclaimer

Vizrt provides this publication “as is” without warranty of any kind, either expressed or implied.

This publication may contain technical inaccuracies or typographical errors. While every precaution has been taken in the preparation of this document to ensure that it contains accurate and up-to-date information, the publisher and author assume no responsibility for errors or omissions. Nor is any liability assumed for damages resulting from the use of the information contained in this document.

Vizrt’s policy is one of continual development, so the content of this document is periodically subject to be modified without notice. These changes will be incorporated in new editions of the publication. Vizrt may make improvements and/or changes in the product(s) and/or the program(s) described in this publication at any time.

Vizrt may have patents or pending patent applications covering subject matters in this document. The furnishing of this document does not give you any license to these patents.

Technical Support

For technical support and the latest news of upgrades, documentation, and related products, visit the Vizrt web site at www.vizrt.com.

Last Updated

01.04.2016

Table of Contents

1 Introduction

This is the user's guide for Viz Content Pilot version 5.7.

This section contains information on the following topics:

See Also

- About Viz Content Pilot

1.1 About the Guide

This *Viz Content Pilot User's Guide* is designed to fit people with no or little experience in using Viz Content Pilot. The purpose of this document is to help new users of Viz Content Pilot become familiar with the system.

This section contains information on the following topics:

1.1.1 Document Structure

The Introduction and Viz Content Pilot introduce the manual and Viz Content Pilot's work flow and latest features.

The Requirements section describes the software requirements for Viz Content Pilot and some of the most common integration points (e.g. Media Sequencer and Viz Engine).

The Storage and Backup Recommendations section gives some generic recommendation on storage and backup.

The Installation and Configuration sections describe the installation and configuration options and procedures, while the Getting Started section describes how to get started with Viz Content Pilot.

The Main Menu, Status Bars, Resource Panel and Playlist Window sections describe the user interface and also provides procedures on how to perform specific tasks such as searching for media content and creating a play list and populating it with data elements.

The Newsroom Integration, Thumbnail Generation, Database Administration, Data Server and Preview Server sections are stand-alone sections that describe how to configure and use Viz Content Pilot's integrated components. For information on Viz Template Wizard and Viz Object Store, see separate user guides.

1.1.2 Related Documents

1. How to create and organize templates in Viz Template Wizard User's Guide
2. How to store and retrieve images from the image database in Viz Object Store User's Guide
3. How to configure and calibrate virtual sets in Tracking Hub User's Guide
4. How to create scenes and use the Device manager in Viz Artist User's Guide

1.1.3 Conventions

The following typographic conventions are used in this document:

- **Bold Text: Bold is used to indicate emphasized text.**
- **Italic Text:** *Italic is used to indicate text that should be typed, or variables that should be entered. Italic is also used to refer to related documents.*
- **Cross References:** The color blue is used to indicate cross-references.
- **Numbered Paragraphs:** Numbered paragraphs are used to indicate tasks that need to be carried out. Text in paragraphs without numbering represent ordinary information.

1.2 Words and Expressions

The following are a number of common words and expressions used throughout the documentation:

- **Component:** In Viz Template Wizard, components are used to create text fields, buttons, drop-lists, database connections etc.
- **Control Plug-ins:** A graphics scene can contain all sorts of objects that can be controlled from a template such as text, back plates, images, colors and more. The graphics designer uses control plug-ins to expose objects to make them editable in a template. When importing the scene to Viz Template Wizard the exposed objects with control plug-ins appear as list items with check boxes.
- **Control Object:** Every scene with control plug-ins must have one instance of the control object plug-in at the root level of a scene tree. Control Object reads the information from all other control plug-ins. When a scene is imported to Viz Template Wizard, it reads the information about other lower level control plug-ins through Control Object.
- **Data element:** A data element is a template that is filled with data. A data element holds a reference to its template (original) just as the template holds a reference to its scene. A data element is contains a set of data and references to where data (e.g. images and video clips) can be found. In most cases it is the data element that gets played out on-air, and not the template.
- **Newsroom Component:** In a Newsroom Computer System (NCS), the Newsroom Component (NrC) is used to add data elements to a story. The user is typically a journalist working on a story. The NrC is an embedded application in the NCS that connects to a database of templates. The templates can be filled with text, images, video and maps.
- **Scene:** A scene is built in Viz Artist. It can be a single scene, or one part (layer) of a combination of scenes (transition logic).
- **Template:** A template is a customized interface created in Viz Template Wizard. The template is used in Viz Content Pilot or the Newsroom Component to create

data elements that are added to a playlist for playout. A template is based on one or several (transition logic) Viz Artist scenes.

- **Transition Logic Scene:** A set of scenes built in Viz Artist. It contains one scene that controls the state of or toggles a set of scenes (layers). The layered scenes are used by the controlling scene to toggle in and out the layered scenes, using pre-configured or customized transitions effects, without the need to take scenes already on-air, off-air. For example; A lower third may be on-air at the same time as a bug, and the lower third may be taken off-air without taking the bug off-air or reanimating it.
- **Viz Artist:** The design tool where the graphics scenes and all animations are created.
- **Viz Engine:** The output engine used for playout of graphics, video, images, SDI sound and sound effects.

1.3 Customer Feedback and Suggestions

We encourage suggestions and feedback about our products and documentation.

To give feedback and, or suggestions, please identify your local Vizrt customer support team at www.vizrt.com.

1. Click on **Contact** (top of page).
2. The Vizrt office which is nearest to your location will be shown, or select from the list of Vizrt offices.
3. Click on the Contact button for the office you want.
4. Complete the required details in the window that opens.

Note: If this message is for Customer Support, and there is a Support Contract in place, then click on the 'For support requests, please visit our support portal' link in the message window.

A Vizrt representative will contact you as soon as possible.

1.4 Customer Support Requests

Support Requests are supported by Vizrt if customers have a valid Service Agreement in operation. Customers who do not have a Service Agreement and would like to set up a Service Agreement should contact their regional sales representative (see Customer Feedback and Suggestions).

When submitting a Support Request, relevant and correct information should be given to Vizrt Support, to make sure that Vizrt Support can give the quickest and best solution to your Support Request.

This section contains information on the following topics:

1.4.1 Before Submitting a Support Request

Before a Support Request is submitted make sure that you:

Read:

- The relevant User Guide or Guides
- The release notes

and Check:

- That the system is configured correctly
- That you have the specified hardware, tested and recommended versions

Always refer to your Vizrt Service Level Agreement document.

1.4.2 Submitting a Support Request

When completing a Support Request, add as much information as possible.

Content of a Support Request

The report should contain information about these topics:

- **Problem description:** Include a good description of what the problem is and how to reproduce it. Specify your workflow. Remember to use simple English.
- **Screen shots and illustrations:** Use these to simplify the message. These are extremely useful for Vizrt Support.
- **Software configuration:** Add exact versions of software (-build) used. This is also extremely important information.
- **System locale:** Specify the Region and Language settings of the system.
- **System log files:** Send the system log files (see Viz Log Files).
- **Crash log files:** Send the error report and crash log files (see Crash Log Files).
- **System Config file:** Send the system config files (see Viz Config Files).
- **Hardware configuration:** Add exact versions of hardware used, especially for Viz Engine.

Optional:

- **System setup:** Describe differences in the installation, if any, from the recommended setup.
- **System Network:** Add a description of how the network, bandwidth, routers, and switches are configured.

Always refer to your Vizrt Service Level Agreement document.

To submit a Support Request:

1. On the www.vizrt.com page, click on Support.
2. Click on **Report a case**.
3. Click on **LOG IN** to login to the Customer and Partner portal.
4. At the top of the Case Management page, click on **Report a Case**.

5. In the online form complete the required minimum information (shown by a red asterisk) and click **SAVE**.
6. In the saved Support Case that opens, complete the various text boxes and upload any required documents, files, etc. (see Content of a Support Request).

To **track the status** of open support tickets, login to the Customer and Partner portal. Add information or communicate about the cases directly with the support team.

1.4.3 Viz Log Files

VCP log files

The default location of Viz Content Pilot log files is:

- Windows 7: `%LOCALAPPDATA%\Vizrt\VCP\logs`
- Windows XP: `C:\Documents and Settings\Administrator\Local Settings\Application Data\Vizrt\VCP\logs`

Note: If this path is empty, check the ContentPilot.ini Settings, as the default path may be overridden by settings in the Pilot section of the ini file.

See Also

- View Log

Database log files

The alert logs for the Oracle VCP database are generally found in the following locations, although this may differ slightly on your system:

- `C:\oracle\diag\rdbms\<dbname>\<SID>\alert\log.xml`
- `C:\oracle\diag\rdbms\<dbname>\<SID>\trace\alert_<dbname>.txt`

See Also

- Database Error Logs

Other log files

The Thumbnail Generator has it's own log files, as described in the section Thumbnail Generator Logging.

Other useful log files include the Media Sequencer logs, and the Viz Engine logs.

See Also

- Thumbnail Generator Logging

1.4.4 Crash Log Files

Eureka log files (.elf)

Eureka Log files for VCP, TW and NrC can be found here:

- Windows 7: **%LOCALAPPDATA%\VirtualStore\Program Files (x86)\Vizrt\Viz Content Pilot 5.x**
- Windows XP: **C:\Program Files\Vizrt\Viz Content Pilot 5.x**

Crash Dumps

If using Windows 7 or later, it is possible to generate crash dumps automatically, by setting certain registry keys, as described in Collecting User-Mode Dumps.

1.4.5 Viz Config Files

VCP config files

Most Viz Content Pilot clients use the **ContentPilot.ini** file. The Thumbnail Generator creates its own **ThumbnailGenerator.ini** file and Viz Object Store may use its own **objectstore.ini** file.

The original version of the INI files are stored here:

- Windows 7: **C:\Program Files (x86)\Vizrt\Viz Content Pilot 5.x**
- Windows XP: **C:\Program Files\Vizrt\Viz Content Pilot 5.x**

However, in Windows 7 and later, it is not possible for a user to edit or save files directly in the program folder, so subsequent edits are made to copies stored in the VirtualStore:

- **%LOCALAPPDATA%\VirtualStore\Program Files (x86)\ Vizrt\Viz Content Pilot 5.x**

See Also

- Initialization Files

Viz Engine config files

The Viz Engine files are stored here:

- Windows 7: **C:\Program Files (x86)\Vizrt\Viz3**
- Windows XP: **C:\Program Files\Vizrt\Viz3**

Media Sequencer config files

The **default.xml** files are stored here:

- Windows Vista and 7: **C:\ProgramData\Vizrt\Media Sequencer Engine**
- Windows XP: **C:\Documents and Settings\All Users\Application Data\Vizrt \Media Sequencer Engine**

See Also

- Media Sequencer

2 Viz Content Pilot

Viz Content Pilot provides an optimal environment to create, manage and deliver high volumes of top-quality content to live and taped news, sports, election and other broadcast productions, independently of the design department.

Viz Content Pilot can serve as the core content control system for broadcasters that require speed, consistent look, and a streamlined workflow for their graphics and video content.

Graphics templates that are used in Viz Content Pilot are built in Viz Template Wizard. Vizrt's superior 3D renderer, Viz Engine, is the output source for Viz Content Pilot driven graphics, video embedded in graphics and fullscreen video.

Viz Content Pilot has two main roles in the broadcast production line:

- **Content Creation:** Viz Content Pilot provides a unique and easy solution for the creation of graphics and video content. Data can be entered directly into Viz Content Pilot, or through our Newsroom Integration using our Newsroom Component. Data can then be added to a playlist for playout automation.
- **Playout Automation:** The playlist in Viz Content Pilot allows playout of graphics and video in a seamless way. Elements can be triggered in Viz Content Pilot's user interface, through GPI or third party integrations. Playlists are typically created in newsroom systems or Viz Content Pilot itself, and can be monitored and played out using Viz Content Pilot or other third party control applications.

This section contains information on the following topics:

2.1 New Features in Viz Content Pilot 5.7

Viz Content Pilot has the following changes and enhanced features:

Important notes for Crop Service in VCP 5.7.1 and later

From VCP 5.7.1, the Crop Service has been split off into its own process. It is now a 64-bit application, and must be installed on a 64-bit version of Windows.

Also, the value of the VCP parameter **`crop_service_uri`** MUST be changed in order for Crop Service to be used. Please seeTo configure the Crop Service for more information.

General

- When searching for media in multiple Viz One systems that are set up with replication, only the first hit for each item is shown.
- VOS searches now support searching for images by person name.
- The Filter buttons in the media search can not be set to an invalid combination.
- It is possible to disable the built-in VOS search. This is useful when moving to the new RESTful VOS search API, or if only using Viz One for asset storage.

- Viz Video Hub (VVH) is no longer supported. Any customer using VVH that is upgrading to VCP 5.7 will also need to upgrade their VVH to Viz One.
- The image component in templates includes any available person information.
- Image controls on template forms use tool tips to communicate errors.
- Feedback is given if an image has been set up with a required keywords list, and one or more of the required keywords are no longer available.

Viz Content Pilot client

- Added new macro ’playlist:open_playlist_by_name_ex’ which will allow multiple instances of the playlist to be opened.
- A new macro for pasting an element into a group has been added.
- Several new macros for playlist manipulation have been added. e.g. expand, collapse, create_group, select_next_group, select_prev_group, and edit_selected_item.
- Post render device settings are persisted between recordings for Viz3.
- It is possible to set a poster frame of a video using Timeline editor, for systems that support it.
- Videos used in templates can be previewed by right-clicking on the control and selecting "Preview".
- Auto previewed elements can be previewed without synchronizing the transition logic scene with the program channel before taking the element.
- The data element save dialog is re-sizable, and the size is persisted between sessions.
- Images dragged directly from Explorer into the playlist will have their thumbnail resized, in order to reduce memory consumption.
- The Timeline Editor supports multiple tracks.
- The TimeCode (TC) monitor has been replaced with a new version.

Newsroom Component

- A warning dialog will be shown if the user tries to connect to a database that has a version less than 5.7.0.
- Videos used in templates can be previewed by right-clicking on the control and selecting "Preview".
- The default channel of a template can be exposed to an external automation system via MOS.
- When opening a video in the Timeline Editor, the user can set mark-in and mark-out positions which are honored during playout of the created MOS item.
- The data element save dialog is re-sizable, and the size is persisted between sessions.
- The Timeline Editor controls are disabled until the video and accompanying timeline is downloaded.

Viz Template Wizard

- Made it possible to select multiple items at once in the template list.
- Change scene feature will now also work for single scene transition logic templates.
- Added "Cue" to the list of possible actions of an update script.
- TW now includes support for setting tags on templates.

- A new property on the image control allows templates to prevent users from selecting an image which contains disallowed keywords.
- Renamed two of the image sources options on the image component. isVideohub is now isVideoMediaSearch and isDatabase is now isImageMediaSearch. These changes are backwards compatible so old templates and scripts will still work.

Viz Content Pilot Data Server

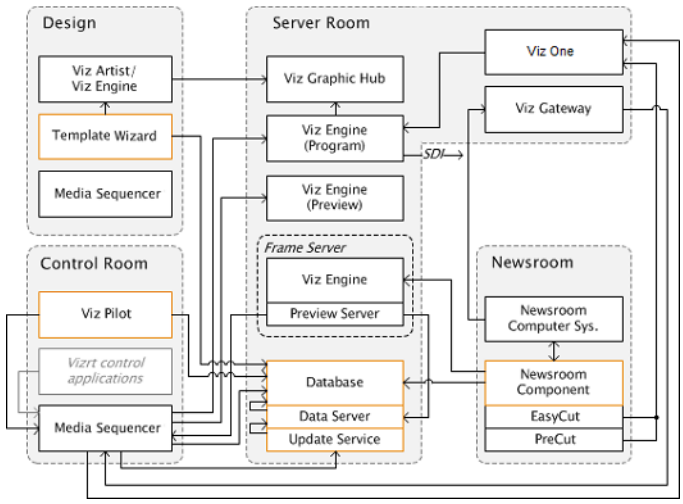
- The Crop Service has been improved and now has its own installer since it is a 64-bit application.
- Now includes a web page to manage tags (create, rename and delete).
- The installer allows the user to specify the database connection information at install time.
- The two services are now renamed to "Viz Content Pilot Data Server" and "Viz Content Pilot Script Runner".
- A Start Menu short cut opens a web browser at the Data Server settings page.
- Default values for model documents now work for old format templates.
- Keyword search is supported when searching in asset search providers.
- A configuration setting is available for limiting the maximum size of crops.

Media Search

- The search results view has a details view which displays detailed information about the currently selected item.
- The icons for media search types have been updated.
- A warning is shown when no Required Keywords are selected for a template that has Required Keywords Mode set to Require One.

Note: For a complete overview of new features and bug fixes, please see the release notes.

2.2 System Overview



New to this release is the enhanced Newsroom Component that now has its own Timeline Editor for adding graphics to video clips fetched from Viz One. The Viz One integration enables playout of fullscreen and/or embedded video clips in graphics on the same renderer.

The overview also shows a newsroom setup using the MOS protocol (ref. Viz Gateway). Other protocols are of course supported as well (e.g. Intelligent Interface and Video Disk Control Protocol).

Note: Connections to different components depend on the system setup, hence, not all possible combinations of connections are shown in the *overview*.

2.3 Workflow

A common workflow using Vizrt's MOS integration can be described as follows:

1. A user add stories to the newsroom system using the newsroom system client
2. In addition to creating stories, graphics, video clips and images can be added to the stories using the Newsroom Component
   - New data elements created by the Newsroom Component are added to the VCP database
   - The newsroom system client adds the data element information to the story
3. Whenever a newsroom playlist is monitored by a control application, the newsroom system is requested to send information about the playlist to Viz Gateway which sends the playlist to the Media Sequencer
4. Based on the information received from the newsroom system, the Media Sequencer is able to retrieve data elements from the VCP database, created by the Newsroom Component, and present them as a playlist to the control client
   - When a playlist is made available to the control client it can monitor the playlist and receive all changes to it from the newsroom system and the VCP database
5. Once the playlist is monitored the control client operator can take the graphics on air

Note: Media Sequencer stores all playlists/shows making it available to all control applications.

3 Requirements

This chapter describes general requirements, such as hardware, software, access rights and policies for a number of software components in your Viz work flow.

For more in-depth system information, see the relevant sections in your respective user and/or administrator guides.

IMPORTANT! Always check release notes for information on supported versions.

This chapter contains information on the following topics:

3.1 General Requirements

There are some general requirements for any Vizrt system to run. These requirements apply when setting up a complete system with integration to other Vizrt and third party software products:

- All machines should be part of the same domain.
- Users of the Vizrt machines should ideally be separated in at least two groups, administrators and designers/operators.
- Most machines running desktop applications must be logged in with sufficient privileges to run Vizrt programs, while services by default do not require users to be logged in.
- Vizrt servers must have static IP addresses.

  Caution: Third party systems that provide Vizrt systems with files must only use Microsoft Windows operating system compatible characters as the file name.

- Vizrt has license restrictions on all Viz Engine and Viz Artist instances. To have an output of Vizrt generated graphics (preview and program channels), either an USB or a parallel port dongle on the renderer machine is required.

3.2 Hardware Requirements

Hardware requirements vary depending on the system purchased; however, every system delivered by Vizrt has an accompanying hardware specification sheet that, for a new system, matches the Software Requirements.

For older hardware that are used with newer versions of Vizrt software, such as Viz Engine, it is always recommended to check against the current hardware specifications for the new software version to make sure that the latest software can run on the old hardware specification.

Additional hardware must always be checked to see if it is compatible with existing hardware. For example, the GPI cards supported by Vizrt must fit in the Media Sequencer servers.

For more information on hardware specifications, please contact your local Vizrt customer support team.

3.3 Software Requirements

The following sections describe software requirements for the product described in this manual and a range of components that may be integrated with it. For more information see the following topics:

- Viz Anchor
- Viz Artist
- Viz Content Pilot System
- Viz Engine
- Preview Server
- Viz Gateway
- Viz Graphic Hub
- Viz One
- Media Sequencer
- Viz Multichannel
- Viz Trio
- Vizrt Maps
- EVS Video Server Control

3.3.1 Viz Anchor

Viz Anchor is a Vizrt application targeted at the presenter in the studio. The application runs natively on Apple's iPad and allows users to control playlists with video and graphics directly from the handheld device.

Viz Anchor specifications

Software	Viz Anchor 1.0 or later, Media Sequencer 1.22 or later
Operating system	Apple iOS 3.2 or later
Network access	Uses the Bonjour protocol to automatically discover the Media Sequencer and Preview Server if the wireless router/switch allows it.
Hardware	Apple iPad 1, 2 or 3

3.3.2 Viz Artist

Viz Artist is an advanced real-time motion graphics authoring system for the creation of stunning real-time graphics. Built with an elegant and easy to use drag-and-drop user interface and sophisticated 3D animation and modeling tools, Viz Artist enables

the digital artist to produce complex and engaging visual content for broadcast, virtual sets, and visualization in less time and with greater creative freedom.

Viz Artist specifications

Software	Viz Engine 3.5.1 or later, or Viz Engine 2.8 PL5 HotFix3 Viz World Client 12.0 or later (see Vizrt Maps) Viz DataPool 2.10 or later Extra Viz 2 plug-ins (for Viz 2.x) *Optional*: Mediaftp and Fsmon are used for the Viz One integration. Installers are bundled with Viz One. *Optional:* Viz Content Pilot with Viz Template Wizard, Media Sequencer, Viz Multiplexer and Thumbnail Generator. *Note*: Viz Engine 2.8 is not compatible with Viz One.
Executable(s)	viz.exe VizGui.exe vizSend.exe
Ports and Connections	TCP: 6100 (preview and playout) 14300 (Viz Multiplexer) 50007-50009 (multiplexing).
Local drive access	Read and write access to Windows 7: **`C:\%LOCALAPPDATA%\VirtualStore\Program Files\vizrt\viz3\`** Windows XP: **`C:\Program Files\vizrt\viz3\`**
Network access	Mapped drive to VOS still store folder and Viz Engine data root (see Shared Data)
Operating system	Windows XP SP2/SP3 (32-bit) and Windows 7 (64-bit)

The Viz Artist design machine should preferably have the same specifications as the Viz Engine playout renderers, especially if the designers need to test performance issues on demanding scenes.

If designers are creating templates for Viz Content Pilot System (VCP), it is recommended that VCP is installed on a separate machine for more accurate playout emulation on Viz Engine .

3.3.3 Viz Content Pilot System

Viz Content Pilot (VCP) is built on a client-server software model where the VCP client connects to the Viz Content Pilot Database (Oracle database server) for templates and content, and the Media Sequencer for playout.

- VCP requires an Oracle database as the back-end server.
- VCP requires a Media Sequencer for communication with Viz Engine and other systems.

On the server side, the database serves all clients storing and retrieving content data for the control, delivery and playout of videos, maps, audio, graphics and so on, on the Viz Engine.

This section contains information on the following topics:

- Viz Content Pilot Client
- Viz Content Pilot Database

- Viz Content Pilot Database Administrator
- Viz Content Pilot Newsroom Component
- Viz Content Pilot Thumbnail Generator
- Viz Template Wizard
- Vizrt Pilot Data Server
- Script Runner Service
- Crop Service

Viz Content Pilot Client

The shown below are machine specifications for a typical newsroom system setup, where VCP is the control application receiving the playlist.

Software	Viz Content Pilot 5.7 Media Sequencer 1.23 or later Oracle 10g Instant Client 32-bit Microsoft .NET Framework 4.0 (Full) *Optional*: Oracle 11g Instant Client 32-bit *Optional*: Oracle 11g or 10 g Runtime Client 32-bit *Optional*: Viz World Client, VCP TimeCode Monitor, Viz PreCut. *Optional:* If you are using a local Viz Engine to preview video clips from Viz One, Viz Engine must be installed with video codecs (e.g. MPEG-4 codec and Haali Media Splitter). *Optional:* Windows Media Player 11 for video clip preview in Viz Object Store.
Executable(s)	VizContentPilot.exe vizPreviewEngine.exe (local preview)
Local drive access	Access to Oracle client files and folders Read and write access to Windows 7: **`C:\%LOCALAPPDATA%\VirtualStore\Program Files\vizrt\`** Windows XP: **`C:\Program Files\vizrt\`**
Network access	Mapped drive to Viz Object Store still store folder *Optional:* If local preview using Viz Engine 2 is chosen, a mapped drive to Viz Engine's data root is needed Also see Shared Data
Operating system	Windows 7 Professional 64-bit (recommended) Windows 7 Enterprise 64-bit Windows 7 Ultimate 64-bit Windows XP Professional 32-bit Windows 8

The Viz Content Pilot client gets its Viz One connection parameters from the VCP database.

Vizrt recommends the use of remote preview that has no need for a local Viz Engine or graphics cards on the client machine.

Viz Content Pilot Database

The VCP database is an Oracle database server. Usually two database servers are installed where one is used for manual failover and to hold the Viz Engine 2.x data root. Viz Engine 3.x graphics data is stored on the Viz Graphic Hub .

Software	Oracle 11g Database 64-bit Oracle 11g Administrator Client 64-bit (standard edition) *Optional*: Oracle 10g Database and Administrator Client 64-bit
Executable(s)	Please refer to official Oracle documentation.
Ports and Connections	1521 (queries)
Service(s)	Oracle database service TNS listener service
Local drive access	A shared folder on the second server (failover) has to be accessible for all machines showing the rendered graphics.
Operating System	Windows 2008 R2 Server 64-bit (with 8GB RAM or more)
Oracle Documentation	Oracle Database Documentation Library: 11g: http://www.oracle.com/pls/db112/homepage 10g: http://www.oracle.com/pls/db102/homepage

Viz Content Pilot Database Administrator

The Viz Content Pilot Database Administrator tool (VCP DBA) is a small application used for installing, upgrading, exporting, importing, and setting various parameters for the Viz Content Pilot Database . It is purely a DBA tool, and should therefore only be used by database administrators.

Software	Viz Content Pilot DBA tool Oracle 10g Administrator Client 32-bit *Optional*: Oracle 11g Administrator Client 32-bit
Executable(s)	VCPDBA.exe
Service(s)	Oracle database service TNS listener service
Operating system	Windows Server 2003 32-bit Windows XP 32-bit Windows 7 32-bit or 64-bit

Viz Content Pilot Newsroom Component

The newsroom client machine specification describes a basic setup for journalists and editors. For a more detailed view on available software options, see the Viz Content Pilot and other administrator guides for descriptions on different types of setup.

Software	VCP's Newsroom Component 5.7 Viz Object Store 5.7 Viz World Client 12.0 or later (see Vizrt Maps) Oracle 10g Instant Client 32-bit Microsoft .NET Framework 4 Newsroom system client *Optional*: Oracle 11g Instant Client 32-bit *Optional*: Oracle 11g or 10 g Runtime Client 32-bit *Optional:* If you are using a local Viz Engine to preview video clips from Viz One, Viz Engine must be installed with video codecs (e.g. MPEG-4 codec and Haali Media Splitter) *Optional:* Viz EasyCut or Viz PreCut for video clip editing.
Executable(s)	VCPAxFiller.ocx VCPAxNle.exe (NLE) viz.exe VizObjectStore.exe
Local drive access	Read access to Oracle client files and folders

	All users of machines installed with Viz Engine must have read and write access to: Windows 7: **C:\%LOCALAPPDATA%\VirtualStore\Program Files\vizrt** Windows XP: **C:\Program Files\vizrt**
Network access	Mapped drive to VOS still store folder. *Optional:* If local preview using Viz Engine 2 is chosen, a mapped drive to Viz Engine's data root is needed. Also see Shared Data .
Other	Registry settings for preview Registry settings for the MOS ID
Operating system	Windows 7 Professional 64-bit (recommended) Windows 7 Enterprise 64-bit Windows 7 Ultimate 64-bit Windows XP Professional 32-bit Windows 8

Vizrt recommends the use of remote preview that has no need for a local Viz Engine on the client machine; hence, local preview is not recommended.

The Newsroom Component gets its Viz One connection parameters from the VCP database.

Note: Newsroom Component's timeline editor does not work on *virtual machines*.

Viz Content Pilot Thumbnail Generator

VCP's Thumbnail Generator is an optional addition to a VCP setup that generates data element snapshots used as thumbnails to visualize graphics and video elements in the VCP client's playlist.

It is recommended to install Thumbnail Generator on the Viz Graphic Hub or Viz Content Pilot Database machine.

It is also recommended to configure Viz Thumbnail Generator to fetch scene snapshots from one of the newsroom Viz Engine preview machines. If installed on a local Viz Engine, see also Viz Engine .

Caution: Do not use an on-air Viz Engine to generate thumbnails.

Software	Oracle 10g Instant Client 32-bit Viz Content Pilot's Thumbnail Generator 5.7 *Optional*: Oracle 11g Instant Client 32-bit *Optional*: Oracle 11g or 10g Runtime Client 32-bit
Executable(s)	ThumbnailGenerator.exe
Operating system	Windows 7 Professional 64-bit (recommended) Windows 7 Enterprise 64-bit Windows 7 Ultimate 64-bit Windows XP Professional 32-bit Windows 2003 32-bit.

Viz Template Wizard

Viz Template Wizard (TW) is an easy-to-use software wizard, visual template editor, design and scripting tool. It is used to create, manage and categorize templates for graphics, with images, maps and video. Viz Template Wizard can also be used to create control templates for Viz Trio and Viz Ticker3D.

TW can be installed as a stand-alone product for editing and running VCP templates without a Viz Content Pilot DB server, for example for use with Viz Trio or Viz Ticker3D. In this case no Oracle Client is required, and the **`use_database`** setting in the ContentPilot.ini file (under the [TEMPLATE_WIZARD] section) must be set to 'n'.

It is possible to install Viz Template Wizard on the same machine as Viz Artist ; however, it is recommended to install it on a separate design client for template designers.

Software	Oracle 10g Instant Client 32-bit Media Sequencer 1.23 Viz Template Wizard 5.7 Microsoft .NET Framework 4 *Optional:* Oracle 11g Instant Client 32-bit *Optional:* Oracle 11g or 10g Runtime Client 32-bit *Optional:* Windows Media Player 11 for video clip preview in Viz Object Store.
Executable(s)	scheduler.exe (when running in Console mode) VizTemplateWizard.exe
Operating system	Windows 7 Professional 64-bit (recommended) Windows 7 Enterprise 64-bit Windows 7 Ultimate 64-bit Windows XP Professional 32-bit Windows 8

Viz Template Wizard connects to the Media Sequencer for testing and previewing of template graphics. The Media Sequencer connection defaults to *localhost*. To use a different host set the command line option *-mse <host>* in Viz Template Wizard's target path.

Vizrt Pilot Data Server

The Data Server is installed as an application layer on top of the Viz Content Pilot database. It acts as an application server for accessing VCP's database and other services. The Data Server may be asked to handle requests from scripts to provide information on data elements, or to provide preview servers the information needed to resolve which scene and data is to be rendered by the preview server.

Software	Data Server 1.3 or later Oracle 11g Instant Client 32-bit (bundled with Data Server) Microsoft .NET Framework 4
Executable(s)	C:\Program Files (x86)\Vizrt\Vizrt Pilot Data Server \PilotAppServerHostService.exe
Service(s)	Viz Content Pilot Data Server
Ports and Connections	8177
Operating system	Windows 7 Professional 64-bit Windows 7 Enterprise 64-bit Windows 7 Ultimate 64-bit Windows XP Professional 32-bit Windows 2008 server 32-bit Windows 2008 R2 Server 64-bit (recommended) Windows 2008 Server 64-bit Windows 2008 R2 Server 32-bit

Script Runner Service

The Script Runner Service provides users with a simple way to use the Update Service without needing to create their own service.

For more information on the Update Service, see the *Viz Template Wizard User's Guide*.

Software	Comes packaged with the Vizrt Pilot Data Server software
Executable(s)	C:\Program Files (x86)\Vizrt\Vizrt Pilot Data Server \VCPScriptRunnerHostService.exe
Service(s)	Viz Content Pilot Script Runner
Ports and Connections	1981
Operating system	Same as Vizrt Pilot Data Server

Crop Service

The Crop Service is a tool that allows for basic cutting, zooming and rotating of images, and allows users to quickly add new images to a data element.

Software	Comes packaged with the Vizrt Pilot Data Server software. Microsoft .NET Framework 4
Executable(s)	C:\Program Files\Vizrt\Viz Content Pilot Crop Service \CropServiceHost.exe
Service(s)	Viz Content Pilot Crop Service
Ports and Connections	8178
Operating system	Windows 7 Professional 64-bit Windows 7 Enterprise 64-bit Windows 7 Ultimate 64-bit Windows 2008 R2 Server 64-bit (recommended) Windows 2008 Server 64-bit

3.3.4 Viz Engine

Viz Engine is an extremely powerful rendering engine and at the core of Vizrt's real-time graphics solutions. 2D and 3D animated scenes designed in Viz Artist are rendered in real-time as high-end animations, and the output can be SD or HD video. Viz Engine systems work with all other Vizrt products to provide users with the total solution for producing on-air graphics content.

This section also contains information on the Preview Server options for Viz Engine.

Note: Viz3.x is the standard and recommended Viz Engine to be used with VCP5.7 and later. Information specifically for Viz2.x users is listed in the Appendix of the *Viz Content Pilot User's Guide*.

To run Viz Engine as a program or preview (optional) machine, the following software and configuration is needed:

Viz Engine specifications

Software	Viz Engine 3.5.1 or later (or Viz Engine 2.8 PL5 HotFix3) Viz DataPool 2.10 or later Viz World Client 12.0 or later (see Vizrt Maps) Extra Viz 2 or 3 Plug-ins (only for Viz 2.x) *Optional*: When used for local preview of video clips from Viz One, Viz Engine must be installed with video codecs (e.g. MPEG-4 codec and Haali Media Splitter)
Hardware	Licensed dongle
Executable(s)	viz.exe
Ports and Connections	6100 (program and/or preview) 6800 (program when running two instances of Viz Engine on the same machine. Requires two graphics cards) 14300 (Viz Multiplexer) 50007-50010 (multiplexing)
Local drive access	*Local preview:* Read and write access to folder: Windows 7: **`C:\%LOCALAPPDATA%\VirtualStore\Program Files\vizrt\`** Windows XP: **`C:\Program Files\vizrt\`**
Network access	Mapped drive to VOS still store folder *Local preview:* Mapped drive to Viz Engine data root Also see, Shared Data
Operating system	Windows XP SP2/SP3 (32-bit) and Windows 7 (64-bit)

Machines setup for local preview need an OpenGL compatible graphics card and at least 512MB of memory (RAM) in addition to a reasonably new processor. Some graphics features on a preview machine will not be shown exactly as on a Viz Engine renderer. This is limitations in the OpenGL features on the graphics cards, and not related to Vizrt's software.

3.3.5 Preview Server

The Preview Server option is used in situations where one or more Viz Engines provide frames for snapshot/thumbnail generation. A typical use case is where the Preview Server is used by Viz Trio or the Newsroom Component to fetch previews of overlay graphics for the Timeline Editor. The Preview Server can run on the same machine as a Viz Engine, but it is also possible to specify additional Viz Engines in order to spread the load. The pool of Viz Engines is configured on the Preview Server Web Interface

Viz Engine Preview Server specifications

Software	Preview Server 3.0 or later Microsoft .NET Framework 4 Viz Engine 2.8 or Viz 3.2 and later
Hardware	Licensed dongle
Executable(s)	Preview Server-<version>.msi

Ports and Connections	54000 is used when connecting over http using the REST interface.
Network access	Uses the Bonjour protocol to announce available services.
Operating system	Windows XP 32-bit Windows 7 32-bit or 64-bit

3.3.6 Viz Gateway

Viz Gateway (GW) is Vizrt's implementation of the MOS Protocol. It enables users of a Newsroom Computer System (NCS) to perform instant updates on playlists in Vizrt's control applications (Viz Trio and VCP).

The Viz Gateway is a framework built to help in newsroom integration tasks. Currently GW support NCSs based on the MOS Protocol that is supported by the leading NCS vendors.

Via Gateway 2.0 is in principle an extension to the Media Sequencer; hence, any GW supported version of the Media Sequencer may be configured to run as a GW server using the Viz Gateway configuration tool.

Viz Gateway specifications

Software	Oracle 10g Runtime Client 32-bit Viz Gateway 2.0 Version 1.0.10 (beta) *Optional*: Oracle 11g Runtime Client 32-bit
Executable(s)	scheduler.exe (if running in Console mode) (GW 2.0)
Ports and Connections	10540 - 10541 (MOS lower and upper port) 10640 (DB event port) 10002 (Viz Gateway Controller Client)
Service(s)	vizgwservice.exe (GW 2.0)
Local drive access	Access to Oracle client files and folders. Read and write access to folder: Windows 7: **`C:\%LOCALAPPDATA%\ VirtualStore\Program Files\vizrt\`** Windows XP: **`C:\Program Files\vizrt\`**
Operating system	Windows 2003 32-bit (recommended) Windows XP 32-bit

3.3.7 Viz Graphic Hub

Viz Graphic Hub is delivered as a pre-installed system with recommended hardware and software. Viz Graphic Hub must be installed as a separate server; hence, it is not recommended to install anything else on the server that will cause the system to lose performance.

Note: The database directory cannot reside on a remote machine.

Viz Graphic Hub specifications

Software	Viz Graphic Hub 2.3 or later
Executable(s)	VizDbNamingService.exe VizDbTerminal.exe
Ports and Connections	19392-19396 (in most cases the ports are configurable).
Local drive access	Read and write access to database folders (configurable).
Operating system	Windows XP 32-bit

IMPORTANT! Do not run firewall or antivirus scanning software on the server.

3.3.8 Viz One

Viz One allows users to ingest images and video clips for use in graphics and as full screen video, supporting both SD and HD output.

Viz One can be used for finding and adding images and video to graphics using a range of different control applications for both preview and playout on Viz Engine.

IMPORTANT! Before Viz One is used the first time, it is important to decide upon the playout format. Ingesting and storing other formats on Viz One may lead to an undefined behavior if they are different from what is configured on Viz Engine.

Software	Viz One 5.2 or later

3.3.9 Media Sequencer

The Media Sequencer is middleware software primarily used by control applications to connect to for example render engines, newsroom systems and video server (e.g. Viz One) systems.

More concrete the Media Sequencer is a framework for defining and executing media elements. The media elements are defined in a tree-based schedule that the sequencer interprets. The schedule is saved as an XML file (named **default.xml**). The XML file, in short, contains the configuration settings and the playlists saved to it by the control application.

The Media Sequencer's scheduler has a high-resolution timer that manages a Virtual Document Object Model (VDOM) that contains the schedule. The scheduler also performs the actual execution of the schedule by interpreting elements describing actions from the VDOM. The communication between end user products and the Media Sequencer mostly goes through a protocol named TreeTalk.

Media Sequencer specifications

Software	Oracle 10g Runtime Client 32-bit Media Sequencer 1.23 *Optional*: Oracle 11g Runtime Client 32-bit
Executable(s)	scheduler.exe (if running in Console mode)

Ports and Connections	8580 (REST), 8594 (Media Sequencer TreeTalk)
Service(s)	scheduler.exe
Local drive access	Access to Oracle client files and folders. Read and write access to the following folders: Windows 7: **C:\%LOCALAPPDATA%\VirtualStore\Program Files\vizrt** Windows XP: **C:\Program Files\vizrt** **C:\Documents and Settings\All Users\ Application Data\Vizrt\Media Sequencer**
Network access	Uses the Bonjour protocol to announce available services.
Operating system	Windows 2003 32-bit (recommended) Windows XP 32-bit

3.3.10 Viz Multichannel

The Viz Multichannel client is used by the traffic department to schedule programs that are controlled by automation systems in the master control room. It has a TCP connection to a Media Sequencer . The client gives the user access to creation, editing and playout of pages with graphics and video clips.

Viz Multichannel specifications

Software	Microsoft .NET Framework 4.0 or higher Windows XP Service Pack 1 or higher, or Microsoft Windows 7 (recommended) Viz Engine 3.5.1 or higher (lower versions do not support the Viz One integration). If you are using a local Viz Engine to preview video clips from Viz One, Viz Engine must be installed with video codecs (e.g. MPEG-4 codec and Haali Media Splitter) Viz One 5.4 or higher Media Sequencer 1.23 or higher Viz Multichannel 2.7 client Extra Viz 2 or 3 Plug-ins (only for Viz 2.x)
Executable(s)	PlaylistImporter.exe viz.exe VizRundown.exe
Service(s)	Viz Multichannel Schedule Collector
Operating system	Windows XP SP3 32-bit Windows 7 32-bit or 64-bit

3.3.11 Viz Trio

The Viz Trio client is the CG operator's user interface. It has a TCP connection to a Media Sequencer . The client gives the user access to creation, editing and playout of pages with graphics. A Viz Engine for local preview renders the graphics within the Viz Trio client.

Viz Trio specifications

Software	Microsoft .NET Framework 4.0 or higher Windows XP Service Pack 1 or higher, or Microsoft Windows 7 (recommended) Viz Engine 3.6 or higher (old versions do not support the Viz One integration). If you are using a local Viz Engine to preview video clips from Viz One, Viz Engine must be installed with video codecs (e.g. MPEG-4 codec and Haali Media Splitter) Viz One 5.4 or higher Media Sequencer 1.23 or higher Viz Trio client 2.12.1 or higher Viz World Client 12.0 or later (see Vizrt Maps) Extra Viz 2 or 3 Plug-ins (only for Viz 2.x) *Optional*: Local Media Sequencer and Oracle 11g or 10g Runtime Client for connecting to the Viz Content Pilot Database .
Executable(s)	trio.exe trionle.exe viz.exe
Operating system	Windows XP SP3 32-bit Windows 7 32-bit or 64-bit

3.3.12 Vizrt Maps

Vizrt provides map solutions that offer branded maps and geographic animations using Viz World Classic and Viz World Client and Server.

Viz World Classic

Viz World Classic (previously known as Viz Curious Maps) is ideal for designers, program researchers, and producers who need to create high-quality map animations for news, documentary, promotional videos, and online. It is designed to be simple and intuitive to use, so that users with no specific training in computer graphics, or video editing, can create professional maps on demand and at short notice.

Viz Curious Maps specifications

Software	Viz Curious Maps 13.0 or later
Executable(s)	WorldMaps.exe
Ports and Connections	80, 8080 (Microsoft Bing and Imagery on Demand) 1947 Sentinel HASP Run-time Environment
Operating system	Windows XP 32-bit

It is possible to run the server and design machine at the same time on the same machine, but it is likely that this will impact the server performance.

Note: Requires a minimum screen resolution of 1280x1024, and display size of 96 DPI.

Viz World Client and Server

Viz World Client and Server integrates Viz World Classic mapping ability and database into Viz Artist and Viz Engine graphics. By utilizing a set of geographic referencing plug-ins and the maps produced by WoC, the creation of location based graphics using maps, 3D objects, texts, and so on, is seamless.

Viz World Client and Server specifications

Software	Viz World Client 12.0 or later Viz World Server 12.0 or later
Executable(s)	AxMapsClient.ocx (embedded editor) MapBuilder.exe MapConfigClient.exe ServerAllocator.exe ServerLauncher.exe
Ports and Connections	101, 102, 103 80, 8080 (Microsoft Bing and Imagery on Demand).
Operating system	Windows XP 32-bit (client and server) Windows Server 2003 32-bit (server)

See Also

- Viz World Client and Server documentation

3.3.13 EVS Video Server Control

An EVS Control Plug-in lets the Viz Engine control an EVS video server (like a tape deck over RS422). This gives Viz Engine the ability to load and control playback of EVS video server clips.

This section contains information on the following topics:

Set Up Requirements

- The computer which runs the Viz Engine must be equipped with an RS422 controller that maps the controller ports to the Windows COM ports.
- The RS422 port must be connected to an RS422 remote controller port of the EVS video server.
- The EVS player, controlled by the RS422 port, must be set up to use the protocol *XtenDD35* (No other protocol is currently supported).

RS422 and XtenDD35 Setup

1. You need a RS422 controller that installs the RS422 port as a new COM port in Windows.
2. Set up the *XtenDD35* protocol on the used remote port of the EVS video server.

   IMPORTANT! This must be done before an attempt to connect.
3. Manually set the Windows COM port settings to:
   - *38400 baud*
   - *8 bytes*
   - *one stop bit*
   - *odd parity*

   IMPORTANT! This must be set before Viz Artist is started.

4. Usually, a special RS422 cable is required to connect the controller to the EVS video server. It is recommended to use a connector cable to connect the RS422/ DB9 connector to a standard RS422 cable. The RS422 cable should work with a normal EVS video server controller.
5. Every RS422 controller has a different pin-out setting and requires a different connector cable. The table below shows which signal of the RS422 controller must be connected to which pin on the EVS side:

RS422 pin-out for the connector cable

Signal type of RS422 controller	Cable pin on EVS side
RxD B+ (in)	7
TxD B+ (out)	3
TxD A- (out)	8
RxD A- (in)	2
Sig Ref / Gnd	1

RS422 Controller Set Up Examples

The connection of a RS422 controller to the EVS is always different for each controller. Here are just two examples:

Bluestorm LP

Setup for a Bluestorm LP RS422 PCI card

Viz Engine side (Bluestorm LP card)		EVS side	
Signal type	**Pin**	**Pin**	**Signal type**
TxD+	2	3	RxD+
TxD-	3	8	RxD-
RxD-	4	2	TxD-
RxD+	1	7	TxD+
Sig Ref	5	1	Sig Ref

ExSys EX-1303 USB to RS422

Setup for a ExSys EX-1303 USB to RS422 connector

Viz Engine side (ExSys EX-1303)		EVS side	
Signal type	**Pin**	**Pin**	**Signal type**
TxD+	2	3	RxD+

Viz Engine side (ExSys EX-1303)		EVS side	
TxD-	1	8	RxD-
RxD-	4	2	TxD-
RxD+	3	7	TxD+
Sig Ref	5	1	Sig Ref

3.4 Shared Data

Vizrt recommends that customers who use remote shares for storing data use UNC (Universal Naming Convention) paths directly in the configuration, instead of mapped drives.

Example: \vosstore\images

3.5 Ports and Connections

This section contains information on the following topics:

- Port Numbers
- Multiplexing Port

3.5.1 Port Numbers

The table below lists all default server and listening port numbers that are used. It is, if possible, recommended to run the system on a network without a firewall.

Listening port numbers

Listener	Port(s)	Descriptions and Comments
Viz World Server	102-103	102 (TCP) is a Viz World Server listener port for Viz World Client connections when Server Allocator is not in use or only has one Viz World Server running. 103 (TCP) is a Viz World Server listener port for configuration tool connections to the first Viz World Server instance (as configurations are controlled by the first server instance). See also Vizrt Maps .
Microsoft Bing and Imagery on Demand	80, 8080	Web interface and client software. For download of Microsoft Bing and Imagery on Demand images. (service: HTTP)
Viz One Delivery	554	Real Time Streaming Protocol (service: TCP).
Oracle database	1521	For clients that connect to the Viz Content Pilot Database .

Sentinel HASP Run-time Environment	1947	Used to communicate with local and remote components. This relates to hardlock dongles used with Viz Curious Maps.
VCP Script Runner	1981	Used to communicate with the Update Service.
Video servers	5250	MVCP and Xlator control port for video servers. Note: this port is only necessary in combination with the video server extension (service: AVCP).
Viz Engine	6100 6700 6800	Ports are used by Media Sequencers that connect to a Viz Engine program and/or preview channel. Viz Engine's default program and preview port is 6100. In a single channel setup where both program and preview output is on the same machine, the default preview port is set to 6800 to separate the program and preview channels. In a dual channel setup, the default program ports are 6100 and 6800 for channel 1 and channel 2, respectively. In a dual channel setup, when used for stereo production, the default program ports are 6700 and 6800 for channel 1 (left eye) and channel 2 (right eye), respectively.
Viz Trio	6200 6210	6200 is used for controlling the Viz Trio client over a socket connection. 6210 is used by the Viz NLE plugin to establish a connection to Viz Trio.
Newsroom Component	6220	Used by the Viz NLE Plugin to establish a connection to Viz Content Pilot's Newsroom Component.
Viz NLE Editor	6230	Used by the Viz NLE Plugin to establish a connection to the Viz NLE Editor (on Mac).
Viz NLE Config	6240	Used by the Viz NLE plugin to establish a connection to the Viz NLE Configuration tool (on Mac).
Ticker Service	6300 6301	Ticker handler in Media Sequencer connects to port 6300 for feedback from Ticker Service. Ticker handler in Media Sequencer connect to port 6301 when controlling the ticker via a socket connection.
Viz Content Pilot	6484	Socket connection used for controlling Viz Content Pilot using macro commands.
Viz Preview License server	7452	For the Newsroom Component using an unlicensed Viz Engine for local preview with a connection to the Viz Preview License server (is not the same as the Preview Server).
Viz Content Pilot Data Server	8177	Used when connecting over http using the REST interface.

Media Sequencer	8580 8594	For clients connecting to the Media Sequencer . 8580 is specifically used when connecting over http using the REST interface.
Viz Gateway	10001 10002 10540 10541	For DB notification events. For Viz Gateway controller clients. For MOS object updates. For MOS playlist updates.
Viz World Server	10100 10200	10100 (TCP) is a Server Allocator listener port for Viz World Client connections, and is only used for clients to get connection details about Viz World Server(s). The first client connection will always be diverted to port 102. In case of multiple server instances port numbers are assigned according to a predefined schema (i.e. 10101, 10102 for server instance 2 and 3 and so on). In case there is no Server Allocator, Viz World Server will itself switch to port 102. 10100 (UDP) is a Viz World Server listener port for Server Allocator communication. 10200 (UDP) is a Server Allocator listener port for Viz World Server communication. Both UDP ports are internal ports used between the servers. For more information, please see the Viz World Client and Server 11.1 User's Guide and later. See also Vizrt Maps .
Viz Content Pilot	10640	Used by Viz Gateway to establish a connection to Viz Content Pilot to send and receive updates on MOS messages (e.g. elements and playlists).
Viz Engine	14300	Alternative port used to avoid conflicts with port 6100 (e.g. when using Viz Multiplexer). Port 6100 is normally used by renderers that are on air, hence, it is (e.g. when running Viz Content Pilot version 4 or Viz NLE Plugin towards Viz 2.x) recommended to use another port. Port 14300 is an optional port. The default 6100 may also be used if the renderer is not used on air.
Viz Graphics Hub	19392-19396	Ports in use when connecting to different Viz Graphics Hub components.
Viz Connection Broker	21098	Connection to the Viz Connection Broker configuration interface (e.g. http://localhost:21098/)
Viz Engine		Ports 50007 - 50009 are all Multiplexing Port that enable Viz Engine to work on other scenes in sessions that are used for preview purposes:
	50007	**MUX Isolated port:** All connections to this port get its own session.

	50008	**MUX Shared port:** All connections from one single host shares one session.
	50009	**MUX Fixed port:** Same as shared port except that allocated resources are never cleared from memory.
	50010	**Still Preview port:** Enables a user to request a preview of the next scene to be put on air while another scene is on air.
Preview Server	54000	Used when connecting over http using the REST interface.

3.5.2 Multiplexing Port

Multiplexing Ports

Ports	**Viz Engine**
All other ports	
Still Preview Port	
MUX Isolated Port MUX Shared Port MUX Fixed Port	

The multiplexer functionality is an integral part of Viz Engine. When using Viz Engine a session management takes place internally, with one default session for the GUI and internal/external commands, and additional sessions created on-demand for the multiplexing ports or the preview port.

With multiplex ports, other than the MUX Still Preview port, the Viz Engine state is only switched when a command is received, which means a new session is created; hence, ten consecutive commands from a client will only result in one state switch on the first command.

With the MUX Still Preview port the state is switched when a command is received and immediately switched back to the main session such that on air rendering will not be hindered in any way.

The MUX Fixed port is traditionally used by Viz Content Pilot 4’s Newsroom Component, and is the same as the MUX Shared Port, except that allocated resources are never cleared from memory. To avoid memory overload, it is recommended to clean up the Viz Engine regularly when this port is used.

The MUX Shared Port is a shared port where all connections from one single host shares one session. It is most often used by Viz Trio and the Newsroom Component to display preview frames.

The MUX Isolated Port is an isolated port where all connections get their own session. It is used, for example in an NLE setup, to deliver frames to the host NLE-system when rendering or scrubbing video clips with graphics. Using this port will also suppress bounding box commands.

Note: The MUX Isolated Port cannot be used by the Newsroom Component.

Note: All multiplexing ports are supported by all Viz Engine versions

4 Storage and Backup Recommendations

This section gives some general recommendations on storage and usage of data which can be divided in two main parts;

- Graphics, image and video storage and settings
- Control room and newsroom configuration storage and settings

The following sub sections divide these parts into more user specific areas in order to give an overview of what is stored where and what is important to maintain for each installation.

This section contains information on the following topics:

4.1 Graphics Data

Graphics data is where the scenes, images, fonts, objects, materials and animations are stored.

It is *important* to regularly take backups of the data as data is basically stored in a normal Windows directory structure.

Data is organized by graphics designers using Viz Artist. Data can also be organized using the Viz Graphic Hub Manager tool. Graphics data is structured as file objects on Viz Graphic Hub.

Default location for data is:

- Windows 7: **`%LOCALAPPDATA%\VirtualStore\Program Files (x86)\vizrt\VizDb`**
- Windows XP: **`C:\Program Files\vizrt\`**

IMPORTANT! In Windows 7 and later, it is not possible for a user to edit or save files directly in the program folder (**`C:\ Program Files)`**, so data must be stored in the VirtualStore (**`%LOCALAPPDATA%\VirtualStore`**) and appropriate backup and restore operations must be done on those files.

The location of the data root is configured by Viz Engine's Viz Config tool, while the location of the database is configured by the Viz GH Terminal. Both data sets should ideally be placed on a dedicated machine.

IMPORTANT! Only offline backup operations are allowed as the server must be shut down during a backup process.

See Also

- *Viz Graphic Hub User's Guide*

4.2 Viz Content Pilot

In addition to information stored on the Media Sequencer and VCP's database, VCP's INI files and playlists are important to backup when needed. INI files are used for local configurations for the application itself, third party integrations, and overrides of database settings. All VCP playlists, both local and newsroom playlists, can be exported and imported for backup and transfer to other VCP installations.

The INI file *ContentPilot.ini* is used by VCP, Viz Template Wizard, and Viz Object Store. VCP's Thumbnail Generator has its own INI file named *ThumbnailGenerator.ini*.

Original versions of the INI files are stored in the program folder during installation

- Windows 7: **`C:\Program Files (x86)\Vizrt\Viz Content Pilot 5.x`**
- Windows XP: **`C:\Program Files\Vizrt\Viz Content Pilot 5.x`**

However, in Windows 7 and later, it is not possible for a user to edit or save the file directly in the program folder, so subsequent edits are made to a copy stored in the VirtualStore:

- **`%LOCALAPPDATA%\VirtualStore\Program Files (x86)\Vizrt\Viz Content Pilot 5.x`**

IMPORTANT! If using Windows 7 or later, backup and restore operations must be done to the INI files in the VirtualStore.

4.3 Media Sequencer

The file default.xml is a Media Sequencer file.

Microsoft Windows XP:

- C:\Documents and Settings\All Users\Application Data\Vizrt\Media Sequencer

Microsoft Windows Vista and 7:

- C:\ProgramData\Vizrt\Media Sequencer

The file holds a stored copy - of the memory held information - over control application client settings, user data for graphics templates, references to scenes on the database, stills in the still store and video clips.

For a backup it is recommended to set up the system, then save a copy of the *default.xml* remotely to more easily set up a new build of a similar machine in the event of a system failure.

The default.xml file stores all persistent data, and at regular intervals the Media Sequencer creates a backup file named default.xml.1, which again replaces the file default.xml.2. In a failure situation where default.xml may get corrupted, default.xml.1 is used to create a new instance of default.xml. If default.xml.1 is also corrupted it will try to use default.xml.2.

4.4 Viz Trio

Unlike Viz Content Pilot (VCP), Viz Trio does not use an INI file or a database (by default). Viz Trio is dependent on the Media Sequencer to keep local client specific configurations intact. The only exception is command line options used locally for each client. As with VCP, Viz Trio is able to export and import shows (similar to VCP’s playlists).

Generally it is recommended to do regular show exports in order to preserve the show if something is corrupt. A show export is performed using Viz Trio to create an archive of the show, its graphics templates, pages, settings and so on. For more information, see Viz Trio’s user guide on show export and import and the available options. For graphics export or archiving, see Viz Artist’s user guide.

It is also recommended to backup, at regular intervals, the Media Sequencer’s *default.xml* file as it stores a lot of the data used by Viz Trio and other control applications, except graphics data and external files, such as file scripts. This enables the system to be restored to a previous state. If the system must be reset entirely, a new default.xml file will be created. The latter requires that the Media Sequencer is shut down, the default.xml file deleted or removed, and the Media Sequencer restarted. This also requires that all configurations, shows with graphics and script references are setup.

If Viz Trio is used in combination with Viz Content Pilot, see the Viz Content Pilot User’s Guide for further information on use of VCP’s database and still store.

5 Installation

This section describes how to install the Viz Content Pilot (VCP) product family, and how to choose between the different setup types and components. In addition, it describes how to run VCP's database scripts.

Before installing a VCP system make sure that the correct hardware and latest software is available. Software is accessible on Vizrt's FTP server, and contains the latest official releases of all Vizrt software.

This section contains information on the following topics:

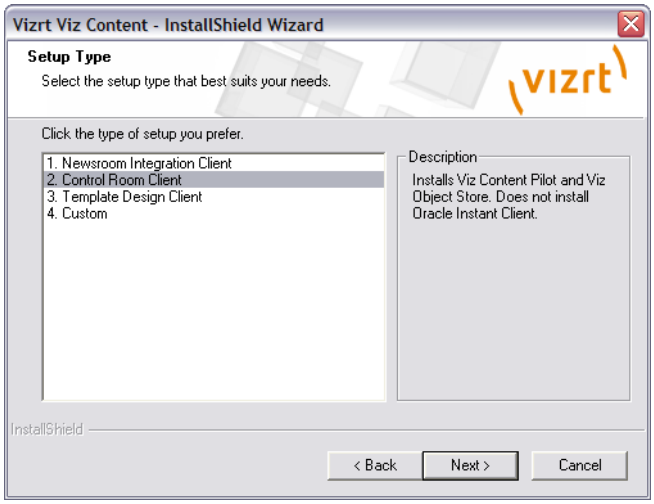
5.1 Viz Content Pilot Installation

This section describes the installation steps for the Viz Content Pilot (VCP) applications.

To install Viz Content Pilot

1. Start the VCP installer
   - *Optional*: On Windows 7 run the installer from command line with **RunAs** parameters or by using the context menu option **Run as administrator**
2. Click **Next** in the Welcome screen.
3. Enter **Customer Information**, and click **Next**.
4. Click **Yes** to accept the single End-User License Agreement (EULA).

5. Select **destination folder** where the setup program will install the files, and click **Next**. Default is C:\Program Files (x86)\Vizrt\Viz Content Pilot 5.x\



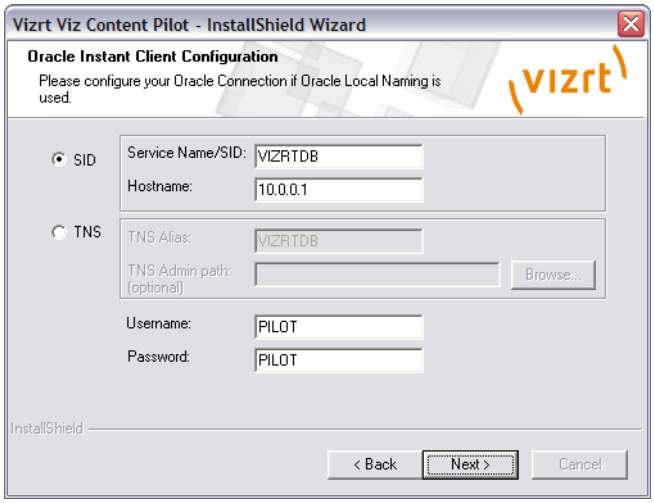
6. Select setup type:
   - Newsroom Integration Client
   - Control Room Client
   - Template Design Client
   - Custom

   Note: For local preview, select Custom installation and Viz Engine Preview Plugin.

7. Review the selected settings, and click **Next** to install.
8. Click **Yes** to add program shortcuts to the desktop.

   After the installation has finished, VCP's database connection, Viz Engines, and, if selected, the Newsroom Component (NrC) must be configured. This is all part of the same installer, and will continue right after the installer has finished copying files to the computer.

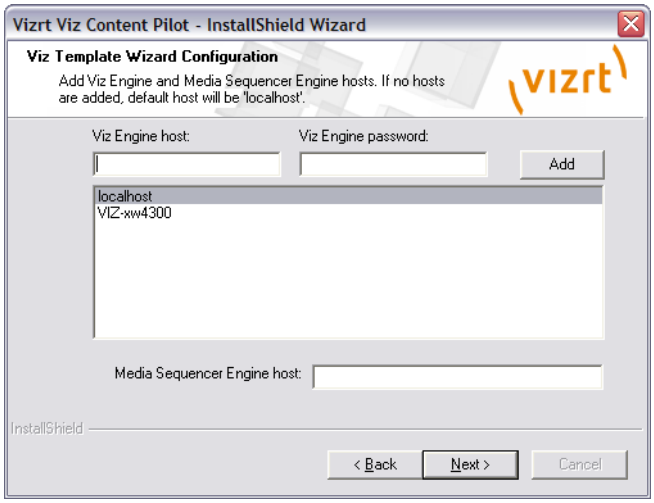
   In order to use VCP's database locally, an Oracle Instant Client can be configured during installation.



9. *Optional:* Configure VCP's database connection.

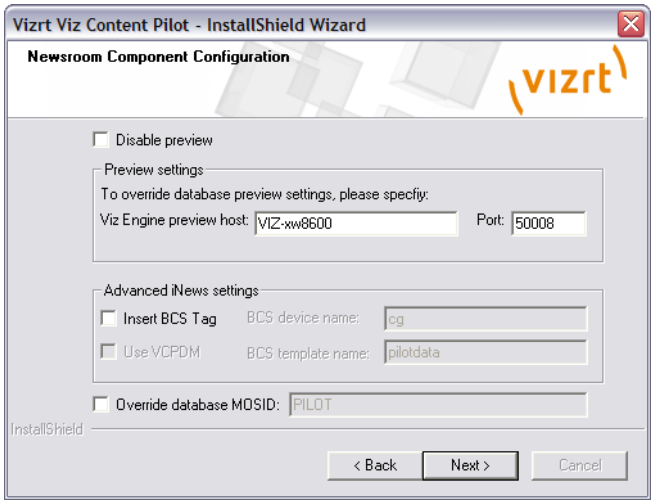
- Select the **SID** option to configure a connection string, and enter a valid SID/ Service name and hostname, or
- Select the **TNS** option to configure a TNS connection, and enter a valid TNS name alias and directory path for the *tnsnames.ora* file. See Database TNS Alias.
- Enter database **Username** and **Password**. If left empty, it will default to PILOT/PILOT.

Note: If the default port number (1521) is not used, add it as an extension to the hostname: *<hostname>:<port number>*.



10. In the Viz Template Wizard Configuration dialog box add **Viz Engine hosts** and a **Media Sequencer host** (default is localhost), and click **Next**.
    - Enter password for the Viz Engine host if needed.

Note: Program and preview channels are configured in VCP's profile configuration.



Configuring the preview settings will add the settings to your local machine's registry. If you have *multiple newsroom clients* it also possible to have all clients use the preview host settings by adding them to your Database Parameters. If the latter is required leave the preview settings blank.

11. Configure the NrC, and click **Next**
    - Enter the Viz Engine preview hostname or IP address.
    - Enter the port number. If remote preview is used, use port 50008. If local preview is used, use port 6100.
    - To obtain the same preview settings for multiple Newsroom Components you should also add the same settings to the database.

    Note: Multiple renderers can be defined as a comma separated string. For example *<host>, <host>, ...* or *<host>:<port>,<host>:<port>, ...* . If hosts are defined without a trailing port number, it is recommended to set the default port in the Port field. If no port number is set, it will default to 6100.
12. *Optional:* Set Advanced iNEWS settings if needed
13. *Optional*: Obtain, and enter, a valid MOS ID from the newsroom system.
14. Click **Finish** to end the installation.

    Note: Database settings can be configured after installation in the Viz Content Pilot Preferences window.

    Note: For manual configuration of MOS ID, see the ContentPilot.ini's MOS section.

5.2 Silent Installation

The VCP silent installer option is used to automate responses used for software installations. A normal installation receives the input from the user as responses to dialog boxes. However, a silent installation does not prompt the user for input. A silent installation must get its user input from a different source. That source is the InstallShield Silent response (*.iss*) file.

The format of response files resembles that of an *.ini* file, but response files have *.iss* extensions. A response file is a plain text file consisting of data entry sections.

The InstallShield's silent response file must be manually created. After the file has been created, a command line with a few arguments is required to execute the installer with the response file.

Note: A sample ISS file is included in VCP's installation directory.

This section contains information on the following topics:

5.2.1 Creating the Batch File

Users who are accustomed to the use of silent installers usually create batch (*.bat*) files that are run from the command line with the arguments for the VCP installer package. Usually two are created: One batch file to install the VCP package, and one batch file to uninstall the VCP package.

The batch file to install the VCP package looks like this:

- Filename example: *install_vcp.bat*
- Content example: **`VCP_x.x.xxxxx.exe /s /z"ANSWERFILE:setup.iss"`**

The batch file to uninstall the VCP package looks like this:

- Filename example: *Uninst_vcp.bat*
- Content example: **`VCP_x.x.xxxxx.exe /s /z"ANSWERFILE:setup.iss"`**

5.2.2 Creating a Response File

The following examples cover the sections and installation options required to perform a successful silent installation of VCP.

Note: A sample ISS file is included in VCP's installation directory.

The response property to install VCP:

```
UNINSTALL_EVERYTHING=no
The response property to uninstall VCP:
UNINSTALL_EVERYTHING=yes
```

The rest of the response file looks like this:

```
[INSTALLATION]
UNINSTALL_EVERYTHING=no
ALLUSERS=yes
USERNAME=Username
COMPANYNAME=Company
INSTALLDIR=C:\Program Files\Vizrt\Viz Content Pilot\
SILENTINSTALL=yes
IconsOnDesktop=yes
ORACLESID=vizrtdb
ORACLEHOST=vogon
ORACLETNSADMINPATH=
```

For a visual reference, see Viz Content Pilot Installation.

```
Newsroom_PreviewDisabled=no
Newsroom_PreviewHost=preview
Newsroom_PreviewPort=6100
Newsroom_insertBCSTag=no
Newsroom_UseVCPDM=no
Newsroom_UseUTF8=yes
Newsroom_BCSDeviceName=
Newsroom_BCSTemplateName=
Newsroom_DatabaseUsername=pilot
Newsroom_DatabasePassword=pilot
Newsroom_MOSID=PILOT
```

```
[UPGRADE_RESPONSES]
UninstallNewerInstalledVersion=no
ModifyCurrentInstallation=no
UpgradeOlderInstallation=yes
[INSTALL_PROGRAMS]
VizContentPilot=yes
VizTemplateWizard=yes
VizTemplateManager=yes
VizObjectStore=yes
VCPEXP=yes
VizScribe=yes
VizVirtualSet=yes
Newsroom=yes
VizPreviewEngine=yes
GPI_Drivers=yes
VizArchiveDistributor=yes
PreviewGenerator=yes
TCMonitor=yes
TrioDataResource=yes
CuriousPlugin=yes
OmneonPlugin=yes
```

For reference, see Component Descriptions

```
; these are not essential, but included anyway
BDE=yes
Examples=yes
; new from 5.1
OracleInstantClient=yes
ActiveXNle=yes
QuickCG=yes
```

OracleInstantClient installs Oracle's Instant Client which can be used in those cases where a runtime or administrator client is not needed (see the Database Client and Database Administration sections for further details).

ActiveXNle installs the Newsroom Component (see the Newsroom Integration Client and Newsroom Component sections for further details). QuickCG installs the QuickCG tool (see the Quick CG section for further details).

```
; new from 5.2
Spellcheck=yes
VCPNLE=yes
```

Spellcheck enables you to add spell-checking functionality to your templates. VCPNLE enables you to use VCP's Newsroom Component for adding Vizrt graphics to your NLE tool's timeline.

```
[VIZ_MACHINES]
Machine1=preview
Pwd1=
Machine2=localhost
Pwd2=
```

For a visual reference, see Viz Content Pilot Installation

5.3 Plugin Installation

When using the VCP client or the Newsroom Component to preview graphics, a Viz Engine connection is needed.

All Engines used as program or preview servers should have the same plugins installed. The required plugins are normally installed by default.

If using a local Viz Engine to preview graphics, you must install the Viz Engine Preview Plugin which can be selected during a Custom installation.

All plugins are available on the Vizrt FTP, either as part of the VCP or Viz Artist installer or as separate plugin packages.

Note: If plugins are not installed preview might not work or look as expected.

See Also

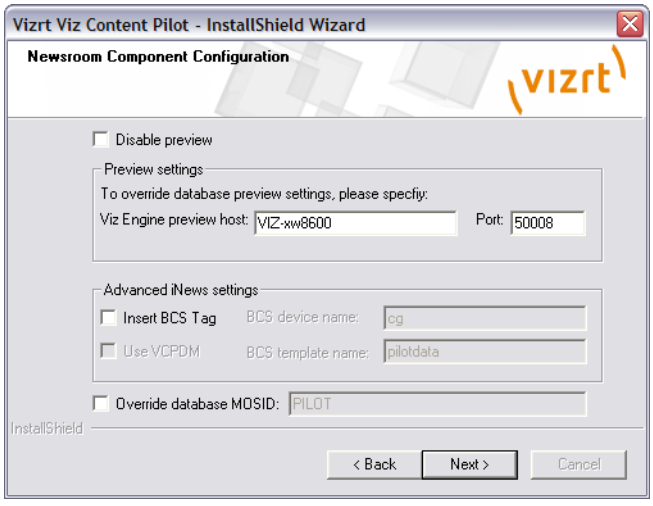
- Custom
- Vizrt FTP

5.4 Newsroom Integration Client

The Newsroom Integration Client option installs Viz Content Pilot's Newsroom Component (NrC) which is normally used by newsroom users (e.g. journalists and editors) and by editors using Non-linear editing (NLE) tools. The software is normally integrated to newsroom systems as an embedded component.

When installing the Newsroom Component for use in a Java or web based newsroom system, the Oracle Instant Client should not be installed (i.e. use the Custom install option).

As most newsroom computers running the Newsroom Component does not have administrator rights you could optionally install it using **RunAs** parameters, installing the software from the command line or use the **Run as administrator** context menu option available to Windows 7 users. Note that you need to have administrator rights for this to work.



The newsroom integration client is normally installed for journalists and NLE system user.

The newsroom integration client installation includes the following components:

- Oracle Instant Client
- Viz Content Pilot Newsroom Component
- Viz Content Pilot Non-linear Editing plug-in
- Viz Content Pilot Spell Checker
- Viz QuickCG

Note: Installs a Newsroom Component Test page in the program menu to simulate template filling in a newsroom system.

NrC allows for preview of template graphics in two ways; remote snapshot preview using a remote Viz Engine (recommended) and local preview using a locally installed Viz Engine (requires a Viz license).

The Preview Settings defines if the Newsroom Component should use preview or override the database settings. Database settings apply to all clients that does not have preview configured locally.

- **Disable Preview:** Disables both local and remote preview for the Newsroom Component.
- **Viz Engine preview host:** Overrides the database settings and sets a locally configured preview host.
- **Port:** Sets the port number for the locally configured preview host. Default port is 50008.

Note: If performing a custom installation, do not select *Viz Engine Preview plug-in* as this is intended for local Viz Engine preview.

The Advanced iNEWS settings should be used if Avid's iNEWS Control Air is being used. There are two ways of using the NrC in conjunction with iNEWS Control Air.

1. It can be used for filling VCP data elements (same as MOS integrations), or
2. It can be used for returning character generated (**cg1 my_template tab1 tab2)* elements based on custom templates designed to return tab fields like image paths and so on.

- **Insert BCS Tag:** This option should be checked for both cases as described above. *BCS device name* is the Avid iNEWS Control Air device name that by default is set to *cg1*.
- **Use VCPDM:** Check this option if VCP elements are used. *BCS template name* is by default set to *pilotdata*.
- **Override database MOSID:** Overrides the default MOS ID (PILOT).

See Also

- Viz Content Pilot Installation

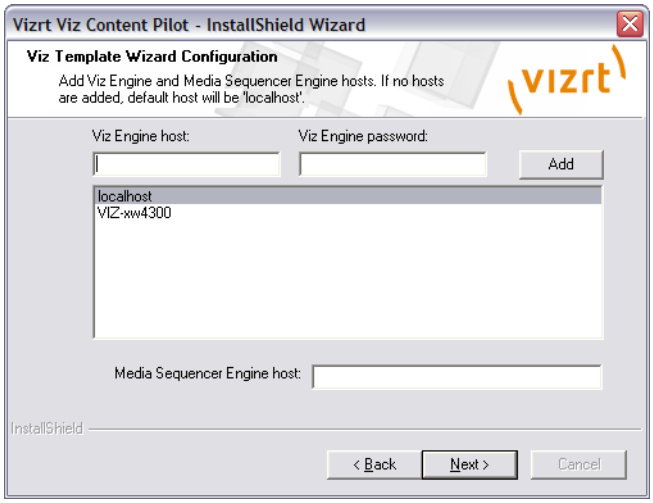
5.5 Control Room Client

The Control room client installation is normally installed for control room operators that manage the playlists for playing out graphics on air.

The control room installation includes the following components:

- Viz Content Pilot Client
- Viz Content Pilot Examples
- Viz Content Pilot Export and Import plug-in
- Viz Content Pilot NLE plug-in
- Viz Content Pilot Spell Checker
- Viz Object Store Client
- Viz QuickCG
- Viz Template Wizard Client

5.6 Template Design Client



The Template design client installation is normally installed for template designers that creates and manages the graphics templates.

The Viz Template Wizard configuration dialog box is used to add Viz Engine hosts and a Media Sequencer host for use with Viz Template Wizard.

Note: Default hosts are localhost.

The template design client installation includes the following components:

- Oracle Instant Client
- Viz Content Pilot Client
- Viz Content Pilot Examples
- Viz Content Pilot Export and Import plug-in
- Viz Content Pilot Newsroom Component
- Viz Content Pilot Spell Checker

- Viz Object Store Client
- Viz Template Wizard Client

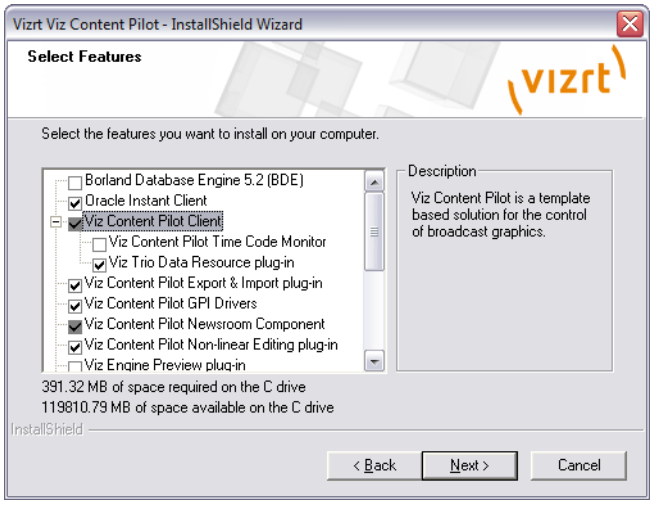
Note: Installs a Newsroom Component Test page in the program menu to simulate template filling in a newsroom system.

5.7 Custom

Custom installation is for advanced users only, and can be used to select or unselect specific components that are or are not needed.

The custom installation includes all options listed in Component Descriptions.

Note: The option to select features is only available when Custom installation is selected.



Some options are dependent on each other, and these are as follows:

- The following components cannot be installed without VCP:
  - VCP Export and Import Plug-in, VCP Time Code Monitor, Viz Trio Data Resource and Viz Virtual Set Plug-in.
- The Viz Virtual Set plug-in cannot be installed without VCP.
- The VCP Non-linear Editing Plug-in cannot be installed without the Newsroom Component.

TW can be installed as a stand-alone product for editing and running VCP templates inside Viz Trio, on a Viz Trio system with no VCP . In this case the Oracle Instant Client is not required, but TW must run in NODB mode (set NODB in the Registry Settings).

5.8 Video Codecs

If you are previewing proxy versions of video from Viz One using VCP's Newsroom Component (i.e. Timeline Editor) or Viz Engine (i.e. Viz Engine installed on your control

client machine) you will have to install video codecs. These are not part of Vizrt's standard installation.

IMPORTANT! Due to licensing requirements, Vizrt does not provide the codecs required for local preview. Users must obtain and install their own codecs.

Note: Codecs are only required when local preview is done, as in the cases above. Playout of the high resolution versions do not require a codec installation.

The following procedures will guide you through the necessary installation steps:

- Installation Options
- To install codecs for local preview
- To set a preferred decoder

Installation Options

Codecs are available from several suppliers. The list below includes several suggestions:

- FFDShow MPEG-4 video decoder and Haali Media Splitter
- LAV Filters video decoder and splitter
- MainConcept video decoder and splitter

IMPORTANT! On Windows 7 machines, the default installation of the LAV filters results in the *LAV splitter* and the *Windows video decoder* being used. This can lead to problems using the Timeline Editor, so customers must avoid this situation by ensuring that the *LAV decoder* is selected using the Windows 7 filter tweaker tool. See how To set a preferred decoder.

Note: The display accuracy of the Timeline Editor can be effected by the type of codecs installed.

Some video decoders function in a way that limits the accuracy of the Timeline Editor when displaying frames. This must be taken into account in workflows that involve accurate placement of data elements, mark-in and mark-out points, and poster frames using the Timeline Editor.

If using the **FFDShow** video decoder, the displayed frame for the poster frame, mark-in and mark-out features may be up to 0.5 seconds away from the position the marker is at. Customers that need a high level of frame accuracy should consider using other solutions.

The video decoders from **MainConcept** and **LAV** operate in a different way, meaning that the Timeline Editor displays frames accurately when using either of these video decoders.

Previewing videos in the Timeline Editor works accurately, regardless of the video decoder used.

To install codecs for local preview

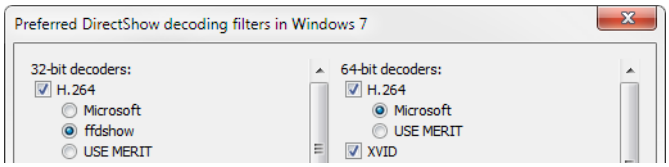
The example below sets up support for h.264 playback using the FFDShow MPEG-4 codec package and a Matroska Splitter from Haali.

Note: You need to have your own license for clip playback as FFDShow does not come with a decoding license.

1. Make sure you do not have any other codec packages installed on the machine that interfere with FFDShow or the media splitter.
2. **Download** the Matroska Splitter from Haali
3. **Download** the Windows 7 DirectShow Filter Tweaker
4. **Download** the FFDShow MPEG-4 Video Decoder
   - Make sure you have a license to use the codec
   - Make sure you download a 32-bit version of the codec
5. **Uninstall** older **64-bit** versions of the **MPEG-4 codec**
6. **Install** the **Matroska Splitter from Haali**
7. **Install** the **Windows 7 DirectShow Filter Tweaker**
8. **Install** the **FFDShow MPEG-4 codec**
   - After installing the FFDShow codec package make sure that no applications are excluded, especially Viz Engine (there is an inclusion and exclusion list in FFDShow).
9. Set your **MPEG-4** 32-bit decoder to **FFDShow** (see how To set a preferred decoder)
   - You should now be able to preview video clips from Viz One

To set a preferred decoder

1. **Run** the **Windows 7 DirectShow Filter Tweaker**
2. In the appearing dialog box click **Preferred decoders**



3. Set your **MPEG-4/H.264** 32-bit decoder to **FFDShow** and click **Apply & Close**
4. Click **Exit**

See Also

- Working with Viz One
- Working with Local Viz Preview
- Working with Remote Viz Preview
- Working with the Timeline Editor
- *Viz Engine 3.x Administrator's Guide*

5.9 Component Descriptions

The table below describes the main components that can be installed as part of a VCP installation.

Viz Content Pilot Components

Type	Description
Borland Database Engine 5.2	The Borland Database Engine 5.2 is used for legacy templates that use BDE's data access components such as *TDataSource*, *TQuery* and *TDatabase*. For details, see *Viz Template Wizard User's Guide*.
Oracle Instant Client	The Oracle Instant Client is used for accessing VCP's database.
Viz Content Pilot Client	Template based solution for the control of broadcast graphics
Viz Content Pilot Export & Import plug-in	The VCP Export & Import plug-in is a tool for export and import of templates and playlists along with associated Viz Artist graphics.
Viz Content Pilot GPI Drivers	The General Purpose Input (GPI) drivers allow for external control of VCP.
Viz Content Pilot Newsroom Component	The NrC integrates into the newsroom system allowing journalists to add graphics to the story.
Viz Content Pilot Non-linear Editing Plug-in	The VCP NLE plug-in uses the NrC to add graphics to an NLE timeline.
Viz Content Pilot Spell Checker	Installs a set of default dictionaries that uses the Hunspell spell checker. By default the installer includes the following OpenOffice.org dictionaries: Arabic (both North Africa and Middle East), English (both United Kingdom and United States of America), French, German, Norwegian (both Bokmaal and Nynorsk), Russian and Spanish. Dictionaries are UTF-8 formatted by Vizrt.
Viz Content Pilot Time Code Monitor	The Time Code Monitor is used to monitor the progress of video playout.
Viz Object Store Client	The VOS Client helps store and retrieve images, sounds and video clips to and from the file share (stills and person information), and VCP's database (thumbnails), for use in templates.
Viz Engine Preview plug-in	Preview a scene in VCP and the NrC. Requires a local installation of Viz Engine.
Viz Quick CG	A system tray application that allows quick creation of character generated (CG) data elements.

Type	Description
Viz Template Wizard Client	Viz Template Wizard is used to create templates for use within the VCP system, and in some cases for Viz Trio and Viz Ticker3D. It is possible to save a template created in Viz Template Wizard and run it as a graphical user interface, including scripts, either: - inside Viz Trio (called "Active TW template") or, - inside Viz Ticker Client, instead of the default message editor (called "presentation file").
Viz Thumbnail Generator	Viz Thumbnail Generator generates thumbnails for all saved data elements.
Viz Trio Data Resource plug-in	The Data Resource plug-in displays Viz Trio shows and pages that can be added to a playlist.
Viz Virtual Set plug-in	The Viz Virtual Set plug-in is a tool for controlling a virtual set.

5.10 Data Server

Viz Content Pilot's Data Server acts as an application server for accessing VCP's database and other services.

The Data Server is required in the following use cases:

- Using the Timeline Editor.
- Using the Update Service (see Viz Template Wizard's User Guide).
- Searching for and using images and videos from Viz One.
- Searching for Persons
- Adding and updating Tag Settings for use in Viz Template Wizard.
- Using the new Crop Service. (Note that in VCP 5.7.1 and later, Crop Service requires a separate installer, see Crop Service).
- Using the Data Server's REST API to allow third party systems to read and fill templates and data elements from the VCP database.

Note: That is, the Data Server must be installed in order to make the most of features such as the new Crop Service, Template Tagging, Update Service, Person Search, searching on a Viz One system, and Timeline Editor.

If your system does not require any of these components you do not need to install the Data Server.

To install the Data Server

1. Run the installer **`VizContentPilotDataServerInstaller-<version>.msi`**
2. Click **Next**.
3. *Optional*: Select the location of the installed files.
4. Click **Next**.

5. *Optional*: Specify the database connection information: Connect string, Username and Password.
6. Click **Next**
7. Click **Install** to start the installation process.
8. Click **Close**.

Note: When installing the Pilot Data Server on a new system, the default database configuration setting points to **`localhost/VIZRTDB`**.

5.11 Crop Service

The Crop Service installer is required for using the Crop Service.

In VCP 5.7.0, Crop Service is included with the Data Server installer, however in VCP 5.7.1 and later, Crop Service requires a separate installer. In order to use Crop Service, the Data Server must also be installed.

Note: Crop Service is a 64-bit application so must be installed on a 64-bit machine.

To install the Crop Service

1. Run the installer **`VizContentPilotCropServiceInstaller-x64-<version>.msi`**

   Note: Make sure the CropServiceInstaller has the same version as the DataServerInstaller.
2. Click **Next**.
3. *Optional*: Select the location of the installed files.
4. Click **Next**.
5. Click **Install** to start the installation process.
6. Click **Close**.

5.12 Preview Server

Preview Server is required in situations where Viz Engine must provide frames for snapshot or thumbnail generation. The Preview Server is used by the Newsroom Component to fetch previews of overlay graphics for the Timeline Editor.

To install or upgrade the Preview Server

1. Run the installer **`Preview Server-<version>.msi`**
2. Click **Next**.
   - *Optional*: Select the location of the installed files.
3. Click **Next**.
4. Click **Install** to start the installation process.
5. Click **Finish**.

6 Getting Started

Viz Content Pilot consists of multiple applications, but you can divide the main areas of use into three; control room, newsroom and template design.

In addition you have the Viz Object Store (image database), the Viz Thumbnail Generator, the update script service and more; however, you can think of these as service providers to the main areas of use.

The Viz Content Pilot (VCP) client depends on several systems to be able to function in a control room. Most important are the Media Sequencer and the VCP database. Without these two the VCP client will not start.

The basic setup therefore consists of a connection to a Media Sequencer and the VCP database. For actual playout you will further need a Viz Engine with a connection to a Viz Graphics Hub for content creation and graphics playout.

A common setup is also to run the VCP client with a newsroom system connection. A newsroom connection allows VCP to fetch playlists made available by the newsroom system. This effectively means that the VCP client operator will only monitor and control the playout of the playlist elements, and not create them.

Additionally, for playout of video clips a connection to Viz One for search and transfer of video clips to Viz Engine can be used.

Note: The Media Sequencer is, amongst other things, used to configure connections to External Interfaces. The Media Sequencer may be installed locally or on a separate server (see Startup Options).

To start Viz Content Pilot client

1. Start Media Sequencer.
2. Configure the VCP client's Database parameters in the local initialization file to connect to the VCP database.
3. Double-click the icon on the desktop, or
4. Select the program from the Start menu (All Programs > Vizrt > Viz Content Pilot > Viz Content Pilot 5.x)

Note: Default installation path: C:\Program Files\vizrt\viz content pilot 5.x.

See Also

- Newsroom Integration
- Thumbnail Generation
- Database Administration
- Viz Object Store User's Guide
- Viz Template Wizard User's Guide

7 Configuration

This section describes how to configure Viz Content Pilot (VCP). In order to have a working VCP system, most of the applications must be configured to use a Media Sequencer, a database and a Viz Engine for playout and preview.

This section contains information on the following topics:

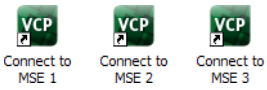
See Also

- Software Requirements reference

7.1 Startup Options

The Media Sequencer is used to create, store and play out Viz Content Pilot's (VCP) data elements.

A Media Sequencer can be installed on a separate machine, but it is recommend to run it on the same machine as the VCP client.



For failover or backup you can specify which Media Sequencer the VCP client should use, it is recommended that a unique desktop shortcut is created for each Media Sequencer that can be used.

Edit the properties of each shortcut, and add the following:

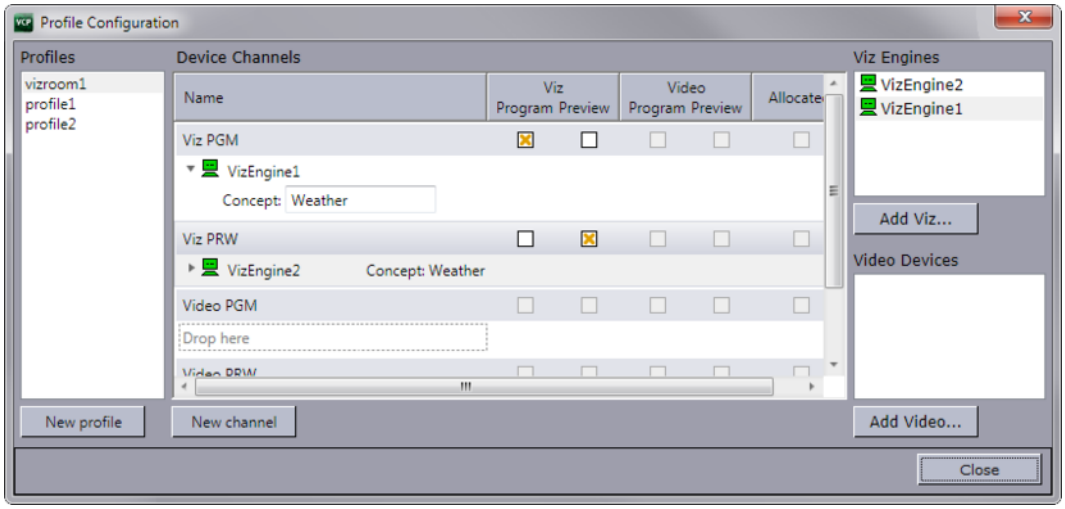
- -mse <hostname>

In a scenario where it is needed to switch from one Media Sequencer to another, it is useful to have the same profile setups on each Media Sequencer so that fail situations are easier to handle.

See Also

- Configuration
- Getting Started
- Command Line Options

7.2 Profile Configuration



An important part of the profile configuration is to create profiles for different purposes. For example; Profile Setups can be created where different channels have the program and preview function. This makes it fast and easy to switch between different output settings.

This section contains information on the following topics

- Categories and Channels
- Profile Setups
- Forked Execution

See Also

- Working with the Profile Configuration

7.2.1 Categories and Channels

When setting categories and channels to filter playlists, it is important to note that the channel configuration configured in Viz Template Wizard (see template manager tool) corresponds with the actual channel name.

IMPORTANT! Legacy templates that do not use Control Object are unable to assign itself to the correct program channel; hence, it will always default to the

default program channel in the profile configuration, and disregard information in the Categories and Channels setup.

To set the default channel for a template

A default channel can be set for a template.

1. In Viz Template Wizard, add a category and channel (see Categories & Channels in the Viz Template Wizard User’s Guide).
2. Map the new category to the desired channel.
3. In Viz Template Manager, edit a template variant and select the required Category from the drop-down list. (see Working with Variants in the Viz Template Wizard User’s Guide)
4. In VCP, create a data element from the template and drag it to the playlist.
   - The default channel of the item is the channel selected in step 2.

Tip: The default channel can also be passed on to a newsroom system if required. See To get the data element’s default channel.

7.2.2 Profile Setups

Profile	Program	Preview
Main	A	B
Backup	B	

A typical example for when it makes sense to use different profiles would be a backup configuration where a switch from a main to a backup renderer is needed. For example if two output renderers are named A and B, where A is program and B is preview, a profile named “Main” will then have channel A as program and channel B as preview.

A profile named “Backup” could, if the renderer acting as program (A) in the “Main” profile fails, have channel B as program.

Note that a channel can be designated as a Program or Preview channel by selecting the check box in the appropriate columns (Program or Preview); however, the program and preview channels are reciprocally exclusive - only one channel can be set to program, and only one channel can be set to preview. If for example A is set to program and B is set to preview, and then C is set to program, A will no longer be set as program.

GPI

Another example of typical use of profiles is when playout is controlled through a General Purpose Input (GPI), for instance through hardware such as a vision mixer.

When GPI is enabled, the external cursor (the GPI system’s cursor) will be displayed/ shown in any client that is using the same profile as the external system (a yellow arrow). A typical setup would be that one Viz Trio client is in the same profile as the GPI system, and functions as a “prepare station” for the producer sitting at the vision mixer desk. Data elements are then made ready and displayed on a preview visible to the producer, and then the elements are triggered from the vision mixer. This configuration

needs a separate "GPI" profile that is not used by other control application clients. Other clients can be in other profiles and produce content to the same output channels. However, they need to be on other transition layers or on another Viz layer so that they will not interfere with the graphics controlled by the external system.

VDCP

If you are browsing the Cliplist for clips on other video devices (that support the Multiport Video Control Protocol (MVCP)) you may add these clips for manual playout in any playlist regardless of the profile configuration.

See Also

- Forked Execution
- Playlist Cursors

7.2.3 Forked Execution

This section describes how forked execution can be used with Standalone scenes and Transition logic scenes. Forked Execution also replaces the execution of Visible containers.

Standalone scenes

Forked execution supports standalone scenes by executing the same graphics with different concepts on two or more render engines. Concepts are defined per channel in when Working with the Profile Configuration tool.

As an option you can also use this setup to handle fail situations by having the same graphics concept rendered on both engines.

Transition logic scenes

As with Standalone scenes, forked execution supports setting concepts for Transition Logic scenes. In addition Transition Logic scenes, by defining channels with different render engine setups, can show different states of the same scene on a per engine basis. All states are synchronized for all engines (at all times) in order to achieve an artifact-free and smooth morphing of the graphics from one state to the other.

If for example you have three render engines you can set up a range of channels with different combinations of render engines per channel.

Channel and Engine Combinations

Channel	Viz Engines
A	1,2,3
B	1,3
C	1
D	2,3
E	2

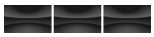
If for example you have a scene with four layers each layer can be controlled separately from the other layers (see table below). By setting a state per layer you can achieve a varied output depending on the channel used and how that channel is configured in terms of render engines (see table above).

- Layer 1: Shows and hides a geometry (e.g. a cube)
- Layer 2: Shows and hides a geometry (e.g. a cube)
- Layer 3: Positions the geometries.
- Layer 4. Animates the layer 1 geometry by showing the next image or a logo.

States for layer 1	**States for layer 2**	**States for layer 3**	**States for layer 4**
Show cube	Show text	Position left	Next image
Hide cube	Hide text	Position right	Show logo
<ignore>	<ignore>	Position center	<ignore>
		<ignore>	

With the aforementioned scene layers and configured channels you can have the following output on each of the three engines.

Channel	**Layer state**	**Output on Viz Engine 1, 2 and 3**
Channel C (Viz 1)	Show cube Pos left Show text Show logo	
Channel D (Viz 2,3)	Show cube Pos right Show Text Show Logo	
Channel E (Viz 2)	Pos center Hide text	
Channel A (Viz 1,2,3)	Next image	
Channel A (Viz 1,2,3)	Next image	
Channel A (Viz 1,2,3)	Show text Next image	
Channel A (Viz 1,2,3)	Show logo	
Channel B (Viz 1,3)	Hide cube	

Channel	Layer state	Output on Viz Engine 1, 2 and 3
Channel E (Viz 2)	Hide cube	

Visible containers

Viz Content Pilot still supports, though it is considered **deprecated**, a behavior similar to that of forked execution. By designing a standalone scene where each root container is a variant of the other, you can configure each render engine To render specific scene containers (by name). In effect a scene with two or more root containers can have one or several containers assigned and rendered visible by one render engine.

Due to potential performance issues when using large textures (e.g. HD) this option is no longer recommended. Concept and variant design of standalone and transition logic scenes is therefore the recommended design convention.

See Also

- Profile Configuration
- Working with the Profile Configuration
  - To render specific scene containers
- Viz Artist's user guide on Transition Logic

7.3 Working with the Profile Configuration

This section contains information on the following procedures:

- Configuring Profiles
- Configuring Channels
- Configuring Devices

See Also

- Working with Local Viz Preview
- Working with Remote Viz Preview
- Preview Port Numbers

7.3.1 Configuring Profiles

This section contains information on the following topics:

- To open the profile configuration
- To add a new profile
- To rename a profile
- To delete a profile

To open the profile configuration

1. Select **Tools** from the main menu, and then **Profile Configuration (CTRL+M)**, or

2. Right-click the profile on the status bar (lower-left) and select **Profile Configuration...** from the appearing context menu.

To add a new profile

- In the Profile Configuration window click the **Add profile** button, and in the appearing text field enter a new unique profile name, and press **Enter**.

To rename a profile

1. Right-click the profile and from the appearing context menu select **Edit Profile Name**, or simply double-click it and enter the new name.
2. When finished editing the name, press **Enter** or click the cursor outside the Profiles list.

To delete a profile

- Right-click the profile and from the appearing context menu select **Delete Profile**, or simply select it and press the **Delete** button.

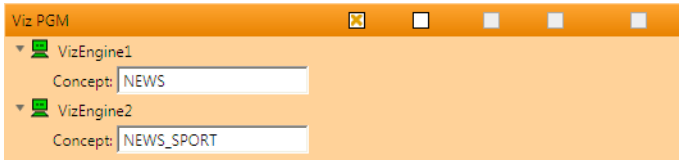
7.3.2 Configuring Channels

This section contains information on the following topics:

To add an output channel to the Channels list

- Click the New Channel button, or drag and drop a Viz Engine or video device to the Channels list.

To add a concept override for a channel's output device



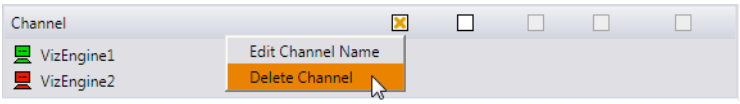
1. **Expand** the channel's output device and append the concept name.
   - This will override any concepts set elsewhere
2. Click **OK**

Caution: Note that concept names are case sensitive.

To rename an output channel in the Channels list

- Right-click the channel and select Edit Channel Name from the appearing context menu, or double-click the name.

To remove an output channel from the Channels list



- Right-click the channel entry and select Delete channel from the appearing context menu, or select the channel and press the Delete button.

To remove an output from the Channels list

- Right-click the Viz Engine or video device and from the appearing context menu select **Delete Output**, or simply select it and press **Delete**.

7.3.3 Configuring Devices

This section contains information on the following topics:

To add a Viz Engine

1. Click the **Add Viz...** button in the Profile Configuration window to open the Configure Viz Engine dialog box.
2. Enter the hostname and port (default port is 6100).
3. *Optional*: Select **Mode**
   - **Scene Transitions**: See how To enable scene transitions
   - **Still Preview**: See how To enable scene transitions
4. *Optional*: Select a Viz One storage (**VME Storage**)
5. *Optional*: In Deprecated Settings, select Visible containers and/or Font Encoding
6. Click **OK**.
   - A status indicator will show if the renderer is on-air.

Note: The VME Storage drop-down lists the available Viz Engine storage points where the Viz One files can be sent for playout.

To add a video device

1. Click the **Add Video...** button in the Profile Configuration window to open the Configure Video Device dialog box.
2. Select the video server **Type**
3. Enter the **Host** or **IP address** and the **port**
   - Default port for MVCP is 5250
   - Default port for Viz Engine is 6100
4. Select **VME Storage.** Select a publishing point from the list, so that clips or data elements are transferred to the right location (the specified Viz Engine) for playout
5. Enable/Disable **Fullscreen** mode
   - When Fullscreen is **enabled**, which is the default behavior, stand-alone video clip elements are played out full screen in the back layer. Graphics in the middle or front layer will still play.
   - When Fullscreen is **disabled** stand-alone video clip elements will only replace the current video clip without triggering animations or transition effects.
6. Select **Clip Channel** (only relevant for Viz Engine)

   Note: Viz 3.6 supports up to 16 clip channels which can be used for playout. A clip channel might be unavailable for various reasons, for example, it is configured to be inactive in Viz Config, or the license only covers a limited number of clip channels.
7. Select whether or not to **Use Transitions**
8. *Optional:* Enter the **Fullscreen Scene**
9. Click **OK**.
   - A status indicator will show if the video device is on-air or online.

To edit a Viz Engine or video device

- Right-click the device and select **Edit** from the appearing context menu, or simply **double-click** it.

To delete a Viz Engine or video device

- Right-click the device and select **Delete** from the appearing context menu, or simply select it and press the **Delete button**.

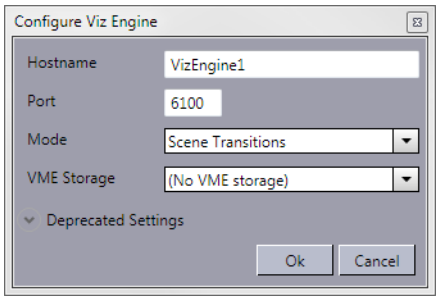
To add an output to the Channels list

- Simply **drag and drop** a Viz Engine or video device onto the channel in the Channels list, or select it and from the appearing context menu select **Add to profile** (creating a new channel) or **Add to selected channel**.

To enable scene transitions

Transition Effect scenes are made in Viz Artist and can be applied to data elements to create custom transition effects from one scene to the other. If an effect is specified,

the effect will be shown when the scene is taken on-air. Effects are typically wipes, dissolves, alpha fades and so on.



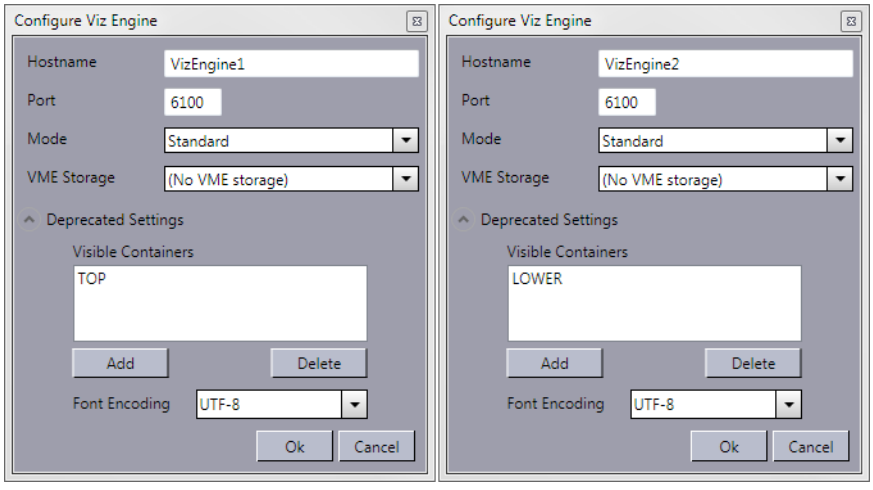
1. Configure the Viz Engine settings as seen in how To add a Viz Engine
2. Set the **Mode** to **Scene Transitions** to allow the renderer to copy (or snapshot) the scenes to create a transition effect between them.
3. Click **OK**
4. Add the program renderer to the program channel

Note: To see the effects the program channel must be configured and on-air.

To enable still preview

See how To configure remote still preview

To render specific scene containers



Before configuring your Viz Engines to render specific scene containers it is recommended to read the Forked Execution section for further explanation.

1. Configure the Viz Engine settings as seen in how To add a Viz Engine
2. Click the **Deprecated settings** button to expand the editor
3. Click the **Add** button to enter the scene's container name that should be rendered visible
4. *Optional*: Repeat step 3 to **Add** other containers
5. Click **Ok**

To set a different font encoding

1. Configure the Viz Engine settings as seen in how To add a Viz Engine
2. Click the **Deprecated settings** button to expand the editor
3. Select the **Font encoding**
   - **Font encoding**: Sets the font encoding of the Viz Engine. The encoding can either be set to UTF-8 or ISO-8859-1. Default is UTF-8.
4. Click **Ok**.

See Also

- Profile Configuration reference
- Working with Local Viz Preview
- Working with Remote Viz Preview
- Playlist - General filters
- Viz Template Wizard on Categories and Channels.

7.4 Preview Configuration

There are several preview options available; however, they also represent different areas of use.

Local preview uses a local Viz Engine; however, it is not a recommended setup if the machine does not meet the hardware requirements.

Remote preview uses a remote Viz Engine. This can either be a real time or a snapshot preview. The real time preview option uses a reference monitor, and is the recommended solution for graphics designers, template designers and control room operators. The snapshot preview option uses a shared Viz Engine, and is the recommended solution for multiple simultaneous users (e.g. for thumbnail generation and newsroom and non-linear editing users).

In general it is recommended to add the **pilot1** (lowercase only) tag on the scene's default (main) director in order to set a specific preview or generation point. The same goes for transition logic scenes that must have the tag set for the foreground scenes.

Note: The **pilot1** tag is case sensitive and MUST be lowercase.

See Also

- Preview Port Numbers
- Working with Local Viz Preview
- Working with Remote Viz Preview
- Profile Configuration on how to configure Viz Engines
- Local Viz Preview and Remote Viz Preview on how to preview graphics

7.5 Preview Port Numbers

By default Viz Engine uses port number 6100 for both program and preview rendering. If a port number is changed Viz Engine must change its communication port as well.

Use Viz Config to set the new communication port number. Note that this is not required for the multiplexing ports (50008 or 50010, see Ports and Connections)

For local preview it is recommended to configure a Viz Engine to use the default port 6100. If local preview is a requirement, it is recommended to use the Viz Preview License server to minimize the need for hardware license dongles.

For remote preview there are several options; however, the recommended option is to configure a second Viz Engine to use the default port 6100 (which will give you a real-time preview on a reference monitor).

For remote preview where you want to support multiple users a remote Viz Engine can be configured to use preview port 50008 (which will give you a client-side still/snapshot preview).

For remote preview where you need to use the same Viz Engine for both program and preview rendering you can use port number 50010 (which will give you a still/snapshot preview on a reference monitor (see Working with Remote Viz Preview)).

Note: Do not use a program renderer for snapshot preview using port 50008.

Viz has a built-in multiplexing functionality which connects to Viz Engine using port 6100 or the multiplexing port 50008.

Note: In control rooms it is recommended to use a stand-alone Viz Engine with a reference monitor for full graphics and video preview.

See Also

- Ports and Connections

7.6 Working with Local Viz Preview

Local preview requires Viz Content Pilot client's preview plugin and a Viz Engine with plugins (see the Plugin Installation section). The local Viz Engine used for preview rendering should preferably have the same configuration and hardware setup as the Viz Engine used for program renderer i ng.

If you are using Viz Engine to preview video clips from Viz One, Viz Engine must be installed with Video Codecs.

By default the VCP installer will not install the preview plugin; however, this can be done by performing a Custom installation.

IMPORTANT! Users must configure Viz To automatically login to Viz Graphics Hub (database) as the Viz Content Pilot client is unable to do this.

This section contains information on the following topics:

- Configuring Local Preview of Graphics
- Configuring Local Preview of Video Files

7.6.1 Configuring Local Preview of Graphics

This section contains information on the following topics:

To configure local preview

- Perform the same steps as shown in how To configure remote preview and make sure you add **localhost** as your hostname

To enable local preview

If you are running a Viz Engine locally, you need to install Viz Content Pilot client's Preview plugin

- Select the Viz Engine Preview plug-in during Custom installation. In addition a Viz Engine must be installed on the same machine.

To use local preview

1. From the main menu select **Viz Engine** > **Local Viz Engine Preview**, or press **CTRL+P**
2. Right-click in the playlist and from the appearing context menu select **Auto Preview** (which allows preview to be sent as soon as an item in the list is selected)
3. Select (by left-click) an item and it will be sent to the preview window

To automatically login to Viz Graphics Hub

1. Start **Viz Config**
2. In the **Database** section enable **Auto Login**
3. Click **Save** and close Viz Config

See Also

- Working with the Profile Configuration
- Local Viz Preview reference
- Custom installation
- Plugin Installation
- Viz Engine 3.x Administrator's Guide

7.6.2 Configuring Local Preview of Video Files

If you are previewing proxy versions of video clips from Viz One using Viz Engine (i.e. Viz Engine installed on your control client machine) you will have to install Video Codecs that are, for Viz Engine 3.5, not part of the Viz Engine installation.

Note that the setup procedures of Video Codecs are only relevant for Viz Engine 3.5 when used for previewing low resolution versions of video clips stored on Viz One. In most cases this happens when you are using a control application to for example

preview a full screen clip. Playout of the high resolution versions do not require this codec.

See Also

- Video Codecs
- Working with the Profile Configuration
- Local Viz Preview reference
- Viz Engine 3.x Administrator's Guide

7.7 Working with Remote Viz Preview

Remote preview can be done in several ways; using a Viz Engine with a reference monitor for animated and snapshot still previews or as a snapshot preview on the client side with the option of showing stills, animations and preview points.

Using a reference monitor is the recommended **remote preview** option. This option works best using an additional Viz Engine as this will give you an option to pass through your video input. As an alternative to the extra Viz Engine you may also run two Viz Engine instances on one physical machine provided you have two graphics cards (in a dual channel setup). As a final alternative you may also configure the Viz Engine used for program output to feed **still previews** using port 50010 (see Port Numbers). This kind of remote preview can be configured from the Profile Configuration window.

If using a reference monitor is not an option, you may use the Viz Content Pilot client's built in Remote Preview (CTRL+P) window for a **snapshot preview**. This option is configurable from the Preferences window and must not be confused with Viz Content Pilot's Preview plugin which requires a local Viz Engine (see Working with Local Viz Preview). The snapshot preview option allows you to see a frame by frame preview. Either selected frames or frames of preview points added to the scene by the graphics designer. This option does not support preview of your video input.

This section contains information on the following topics:

- To configure remote preview
- To configure remote still preview
- To configure remote snapshot preview
- To enable remote snapshot preview

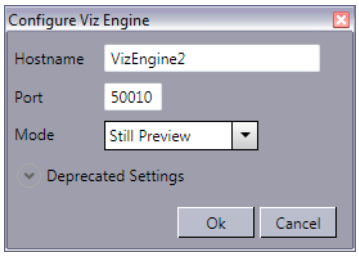
To configure remote preview

1. First, see how To add a Viz Engine, and then perform the following steps:
2. **Add** the newly created Viz Engine **to your channel** and check the Viz Preview check-box
3. Click **Close**

To configure remote still preview

Still Preview allows you to use the program output to get a still preview, typically on a reference monitor. To achieve this the Media Sequencer creates a copy of the

scene being read and sends commands to your program output renderer asking for a snapshot of the scene while the current scene on air is being rendered.



1. Create two channels, one for program and one for preview
2. Configure the same render engine twice as seen in how To add a Viz Engine
3. For the second render engine set **Port** to **50010** and the **Mode** to **Still Preview**
4. Click **Ok**
5. Add the program renderer to the program channel and the still preview renderer to the preview channel

Warning: This setup requires sufficient ring buffer on the program renderer in order for the rendered still preview not to cause the scene on air to drop frames; hence, this setting is deprecated.

To enable remote snapshot preview

Note: This operation is only needed if you already installed Viz Content Pilot client's preview plugin for local preview.

1. Start **Add or Remove Programs**.
2. Select Vizrt Viz Content Pilot and click the **Change/Remove** button
3. In the appearing dialog box click **No** to uninstall the installation to start the Custom installation process
4. Select **Viz Content Pilot Newsroom Component**
5. Deselect **Viz Engine Preview plug-in**
6. Click **Next** to restart the installation process

To configure remote snapshot preview

1. Start the Viz Content Pilot client
2. Select Preferences from the **Options** menu
3. Select the **Remote Preview** option in the Preferences window
4. Enable the **Use this server** option to override the database settings
   - Host: <hostname>
   - Port: 50008
5. *Optional*: Enable the **Always show "Animate" button** option, and set a preferred poll interval (seconds) for how often images should be retrieved from Viz
6. *Optional*: Configure size and position of the remote preview window

Note: If the Viz Engine Preview plug-in is installed (custom installation), local preview will start and not remote preview (snapshots).

See Also

- Working with the Profile Configuration
- Newsroom Integration Client
- Remote (snapshot) preview Preferences
- Remote Viz Preview using the VCP client
- Remote Viz Preview using the Newsroom Component

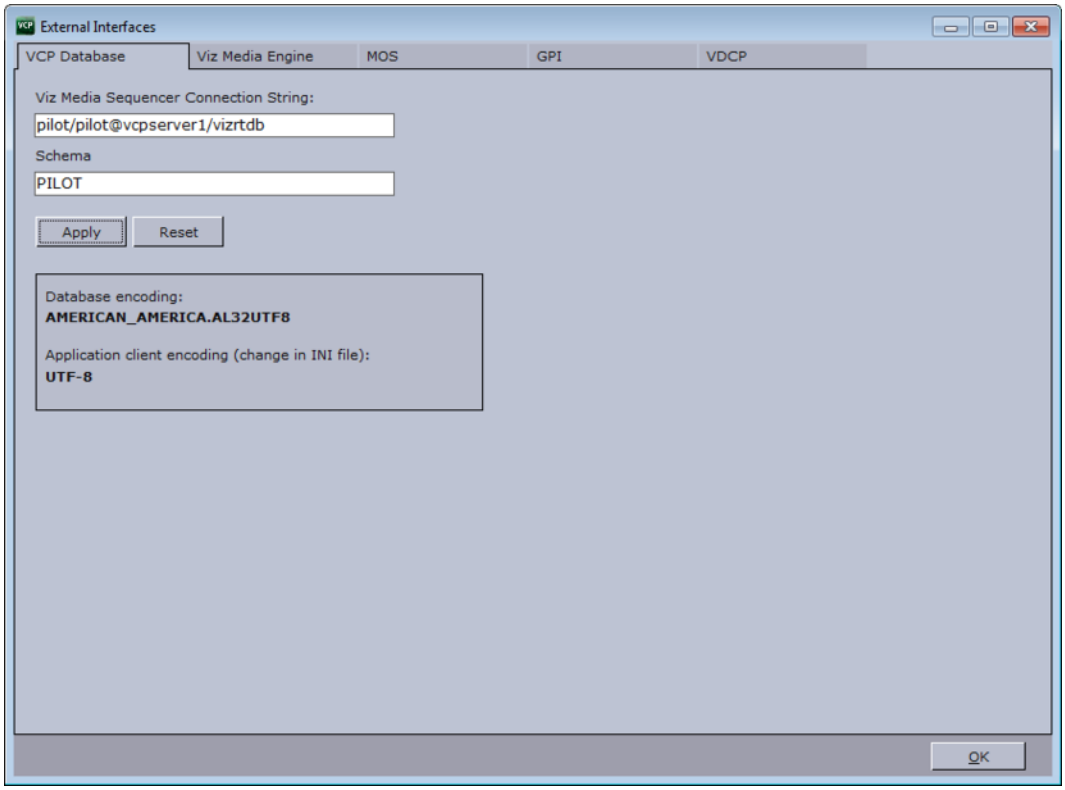
7.8 External Interfaces

The External Interfaces window is used to configure the Media Sequencer enabling VCP to connect to other devices. This can for example be a newsroom integration with connections to Viz Gateway, a connection to the VCP database, a GPI configuration of a GPI card on the Media Sequencer and so on.

This section contains information on the following topics:

- VCP Database
- Viz One (VME)
- MOS
- General Purpose Input (GPI)
- Video Disk Control Protocol (VDCP)

7.8.1 VCP Database



The VCP Database option sets the database connection for the Media Sequencer. If the information was added during the Viz Content Pilot Installation the information is made available in the External Interfaces window; however, it must be manually applied.

IMPORTANT! Media Sequencer requires the Oracle 11g Runtime Client.

The VCP Database tab also shows the current database and application client encoding settings. The application encoding settings can be changed in the ContentPilot.ini file if the database has another Unicode encoding than UTF8; however, it is recommended to use Unicode encoding UTF8 on both ends.

This section contains information on the following topics:

Properties and Parameters

- **Connection string:** Use a regular connection string or a TNS name alias.
  - Example 1: pilot/pilot@<hostname>/<SID>
  - Example 2: pilot/pilot@<tnsname alias>
- **Schema:** PILOT

To apply the VCP Database settings

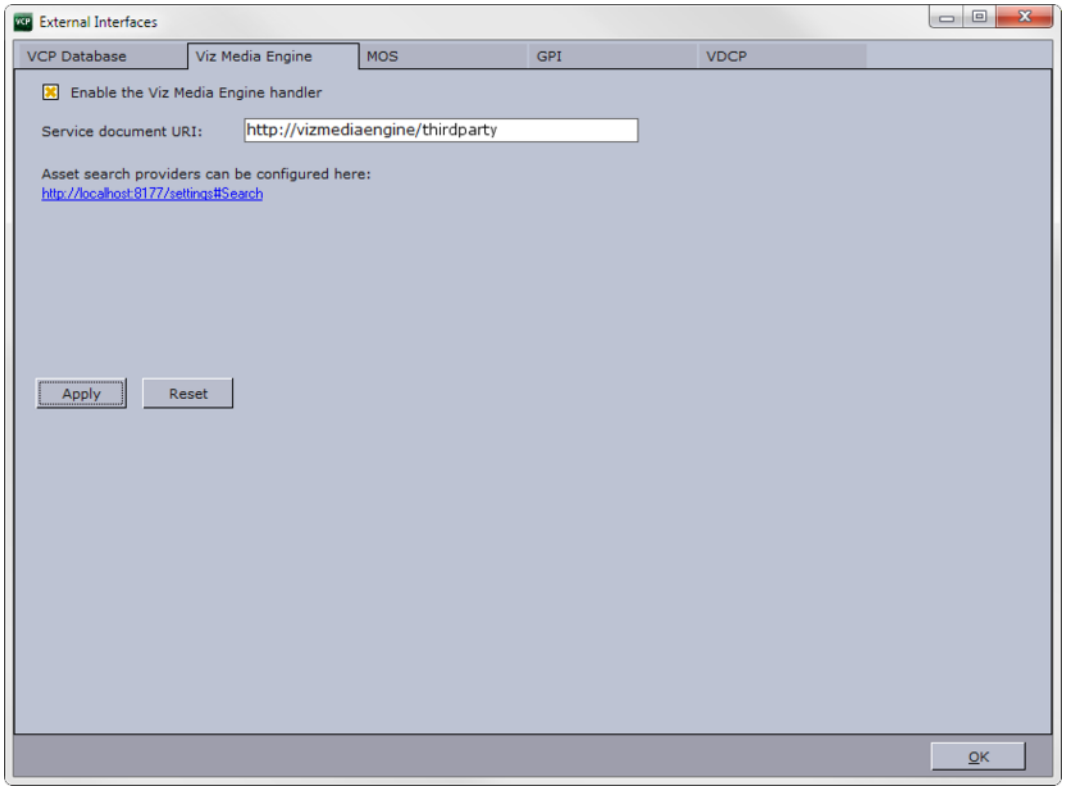
1. Select the **External Interfaces** option from the **Tools** menu.
2. Select the **VCP Database** tab, and enter the database settings.

3. Click **Apply**.

See Also

- Database Configuration
- External Interfaces
- Database TNS Alias

7.8.2 Viz One (VME)



The Viz One (VME) option sets the Viz One connection for the Media Sequencer. The Viz One connection enables the Media Sequencer to request transfer of media to Viz Engine for playout.

Note: The Viz Content Pilot client and Newsroom Component gets its Viz One connection parameters from the VCP database.

This section contains information on the following topics:

- Properties and Parameters
- To apply the Viz One settings

Properties and Parameters

- **Enable the Viz One handler:** Enables Media Sequencer to handle Viz One transfer requests.
- **Service document URI:** Sets the service document URI which describes the services the search will provide.

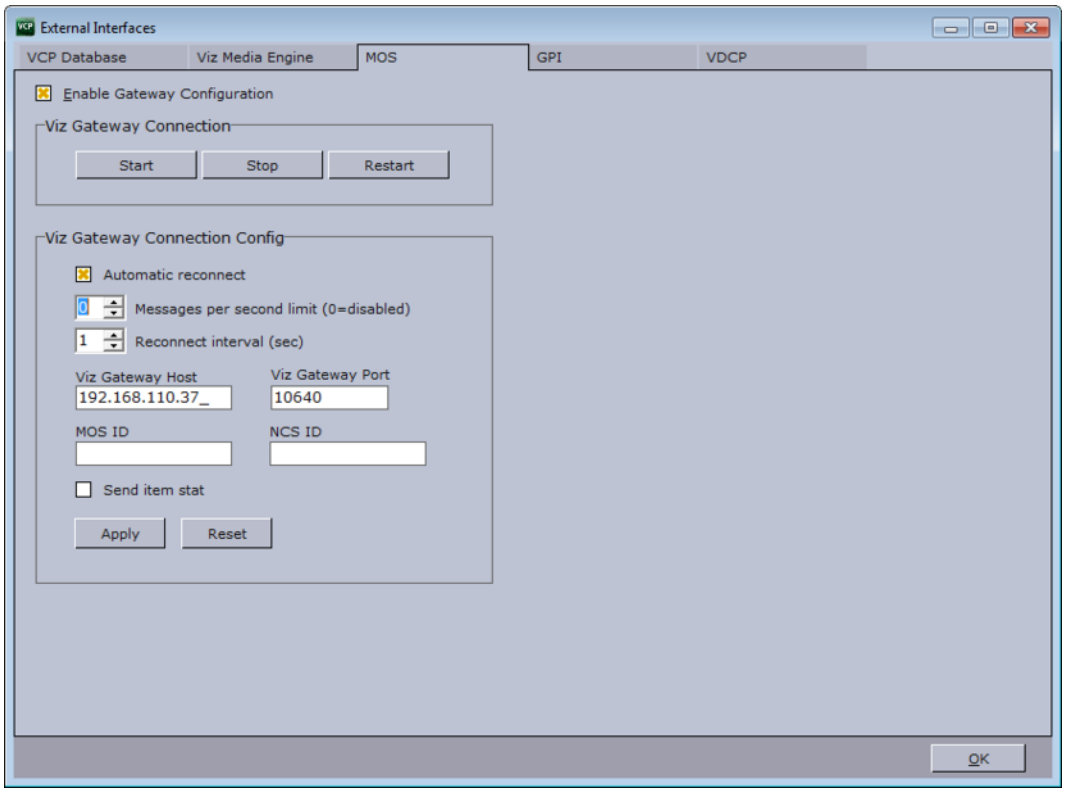
To apply the Viz One settings

1. Select the **External Interfaces** option from the **Tools** menu
2. Select the **Viz One (VME)** tab
3. Click the asset search provider link
4. From the appearing web page (under Search Providers) copy the relevant asset search provider URL and paste it into the **Service document URI** field seen in the External Interfaces' window
5. Click **Apply**.

See Also

- To configure search providers (Viz One) on your Data Server
- Working with Viz One

7.8.3 MOS



The MOS tab enables the Media Sequencer to connect to Viz Gateway. If configured to use Viz Gateway 1.0, the newsroom system and Viz Gateway must be pre-configured with an NCS ID and MOS ID. For connections to Viz Gateway versions 2.0 and later, only the Viz Gateway host and port number is needed.

Note: MOS IDs are configured on the NCS server, and are usually case sensitive.

This section contains information on the following topics:

- Properties and Parameters
- To configure a Viz Gateway connection

Properties and Parameters

- **Start:** Starts a connection to Viz Gateway.
- **Stop:** Closes a connection to Viz Gateway.
- **Restart:** Restarts a connection to Viz Gateway.
- **Automatic reconnect:** Starts the Viz Gateway connection automatically when starting or resetting the Media Sequencer.
- **Messages per second limit (0=disabled):** Sets the number of MOS messages from a newsroom system that will be forwarded by Viz Gateway to the Media Sequencer per second. 0 (zero) disables this throttling mechanism allowing unlimited messages per second.
- **Reconnect interval (sec.):** Specifies the number of seconds that the Media Sequencer should wait, when the connection is lost, before trying to reconnect to Viz Gateway.
- **Viz Gateway Host:** Shows the IP address of the Viz Gateway host.
- **Viz Gateway Port:** Shows the port number on the Viz Gateway host.
- **MOS ID:** Shows the ID of the connecting MOS device.
- **NCS ID:** Shows the ID of the Newsroom Control System (NCS).
- **Send item stat:** Sends feedback to the NCS via MOS, for example information about the availability of the elements/items in a MOS playlist (running order).

IMPORTANT! A database connection must be established in order for the MOS integration to work. See how To apply the VCP Database settings for details.

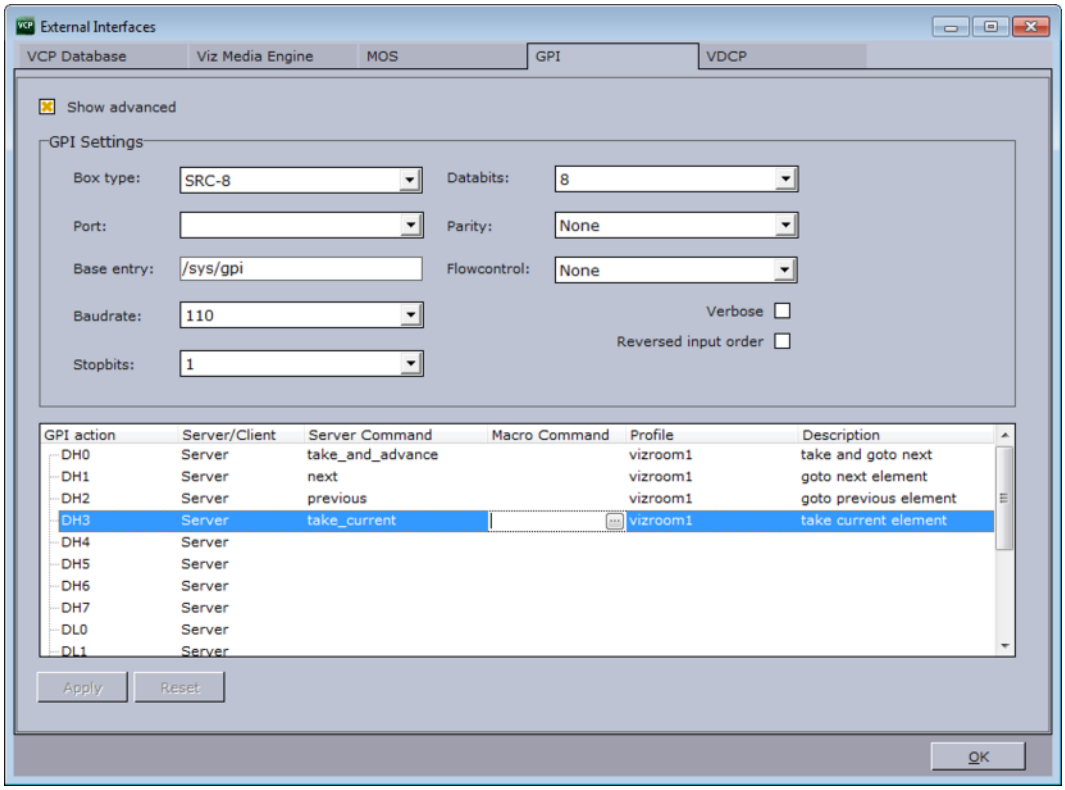
To configure a Viz Gateway connection

1. Start VCP.
2. Select **Profile Configuration** from the **Tools** menu (see External Interfaces).
3. Click the MOS tab, and enter the appropriate settings collected from the newsroom system and the Viz Gateway host.
4. Click **OK** and check that the status indicator (G) appears in the lower right of VCP's status bar.
5. Click the Playlists button in the Resource Panel, and check that MOS Playlists are added to the list of available playlists.

See Also

- MOS (reference)
- Viz Gateway Administrator's Guide

7.8.4 General Purpose Input (GPI)



The GPI settings allow the Media Sequencer to be configured to handle GPI commands. The commands can be handled by the Media Sequencer itself (Server Command) or forwarded to the VCP client (Macro Command).

Both server and client side commands are profile specific, meaning that the profile determines which VCP client and potentially which Viz Engine(s) that should execute a client and/or server command. It is therefore very important to assign the correct profile for each GPI action as they refer to unique profiles configured per VCP client.

For example; A VCP client has its own profile with two Viz Engines (program and preview) and receives a client command from a GPI on the Media Sequencer. The command executes some logic on the VCP client that issues commands to the program renderer. If the correct profile is not set, such commands might end up on the wrong VCP client and potentially on the wrong program renderer. The same would happen if the GPI action was defined as a server command; however, it would then trigger commands from the Media Sequencer to the Viz directly and not through the VCP client.

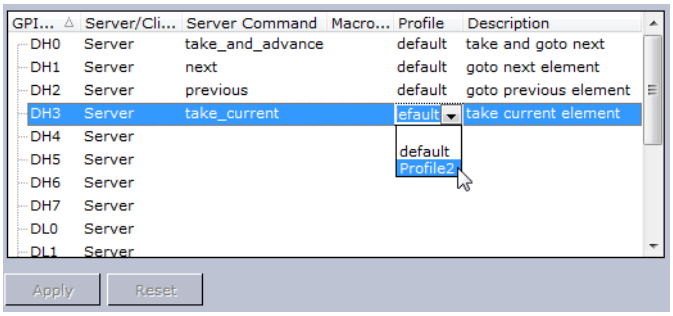
This section contains information on the following topics:

Properties and Parameters

- **Show advanced:** Displays all the settings in the GPI Settings frame.

- **Box Type:** Select the type of GPI box that is being configured. The Box Type can be set to SRC-8, SRC-8 III or SeaLevel.
- **Port:** Sets the port that the GPI box is connected to. The Port can be set to COM1-COM17, or None.
- **Base Entry:** This is the node in the Media Sequencer’s data structure where the systems look for the GPI actions. The base entry is by default set to /sys/gpi.
- **Baudrate:** Sets the maximum rate of bits per second (bps) that you want data to be transmitted through this port. The Baudrate can be set to 110-921600. It is recommended to use the highest rate that is supported by the computer or device that is being used.
- **Stopbits:** Sets the interval (bps) for when characters should be transmitted. Stopbits can be set to 1, 1.5, or 2.
- **Databits:** Sets the number of databits that should be used for each transmitted and received character. The communicating computer or device must have the same setting. The number of databits can be set to 5, 6, 7 or 8.
- **Parity:** Changes the type of error checking that is used for the selected port. The communicating computer or device must have the same setting. The parity can be set to:
  - **Even:** A parity bit may be added to make the number of 1’s in the data bits even. This will enable error checking.
  - **Odd:** A parity bit may be added to make the number of 1’s in the data bits odd. This will enable error checking.
  - **None:** No parity bit will be added to the data bits sent from this port. This will disable error checking.
  - **Mark:** A parity bit set to 0 will be added.
  - **Space:** A parity bit set to 1 will be added.
- **Flowcontrol:** Changes how the flow of data is controlled. The Flowcontrol can be set to:
  - **None:** No control of dataflow.
  - **XonXoff:** Standard method of controlling the flow of data between two modems. XonXoff flowcontrol is sometimes referred to as software handshaking
  - **Hardware:** Standard method of controlling the flow of data between a computer and a serial device. Hardware flowcontrol is sometimes referred to as hardware handshaking.
- **Verbose:** If enabled, Media Sequencer’s GPI handler outputs log information. This information is useful for debugging.
- **Reversed Input Order:** Note that this check box is only available if Box Type is set to SRC-8. If enabled, the signal line that originally triggered GPI action DL0/DH0 will now trigger GPI action DL7/DH7, the signal line that originally triggered GPI action DL1/DH1 will now trigger GPI action DL6/DH6, and so on.

Commands and actions list:



- **GPI action**: Shows a list of the available GPI actions.
- **Server/Client**: Shows a drop-down list box in every row. This determines whether the selected GPI action will apply to the Media Sequencer (Server option) or the local Viz Content Pilot (Client option).

Note: The server and client actions are reciprocally exclusive.

Note: GPI actions for the Client option will only work if the VCP client is running.

- **Server Command**: Shows a drop-down list box in every row, where the action to be performed on this GPI line can be selected. Server commands are GPI actions that apply to the Media Sequencer. When right-clicking an item in the playlist, the Playlist menu opens. In this menu, select Cursors, and then Set Next. A yellow arrow appears next to the selected element in the playlist, which indicates that this is the current GPI cursor. The server commands can be set to:
  - **take_and_advance:** Runs the Start operation on the current element, and then shifts to the next element in the playlist.
  - **take_current:** Runs the Start operation on the current element (the element with the cursor).
  - **next:** Shifts to the next element in the playlist.
  - **previous:** Shifts to the previous element in the playlist.
  - **continue:** Runs the Continue operation on the current element.
  - **out_current:** Runs the Take Out operation on the current element.
- **Macro Command**: Macro commands are silent GPI actions. Clicking the ellipsis (...) button opens the Add Command window.
- **Profile**: Sets the profile to be used for the GPI action. This profile must match the profile set for the playlist that is to be triggered by the GPI actions. The drop-down list shows the profiles configured on Media Sequencer.

Description: Shows the description of the GPI action, as it was specified in the Add Command window.

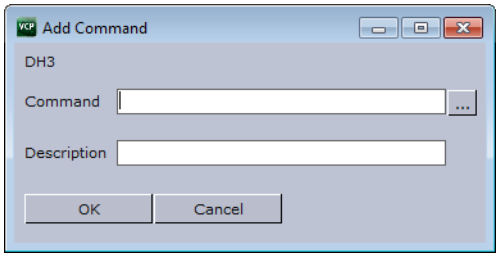
To assign a Server Command

1. Select a GPI action, and select **Server** in the Server/Client column.
2. Select a **Server Command**.
3. Select a **Profile**.
4. Click **Apply**.

To assign a Client Command

1. Select a GPI action, and select **Client** in the Server/Client column.
2. Select or create a **Macro Command**.
3. Select a **Profile**.
4. Click **Apply**.

To add a macro command

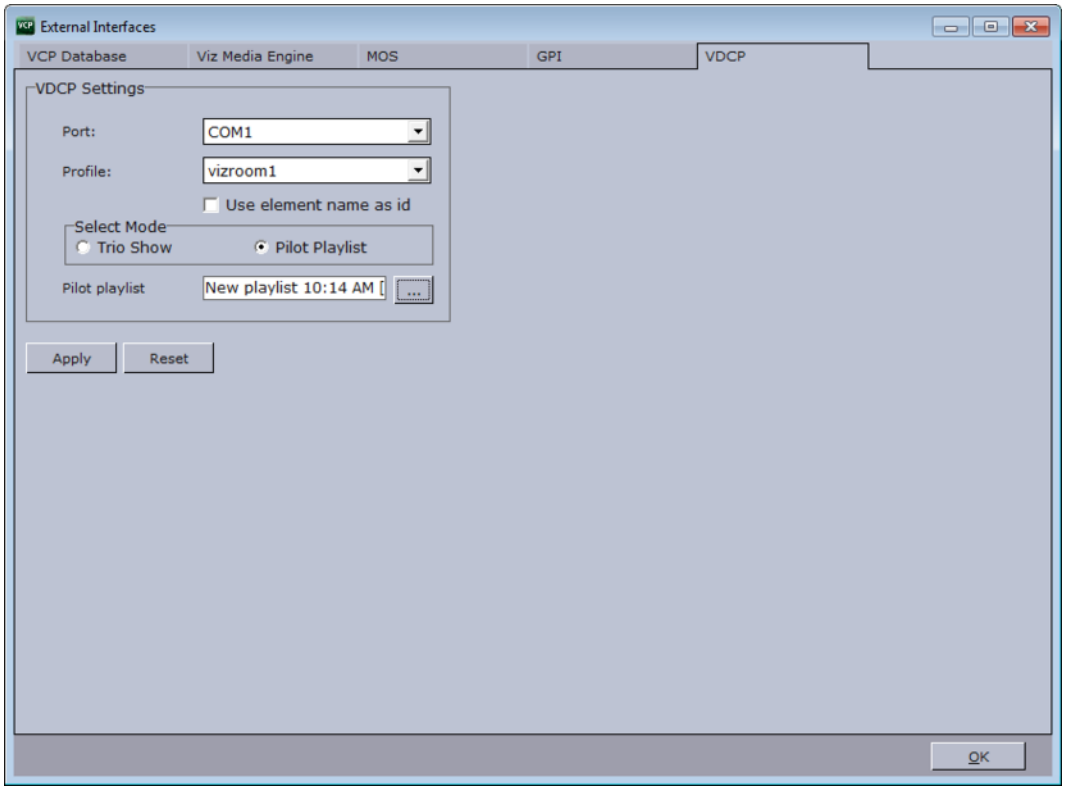


1. Select the **Macro Command** column, and click the small ellipse (...) button to open the Add Command dialog box.
2. Enter the command in the **Command** text field, or alternatively click the ellipse (...) button to open the Predefined Functions window.

See Also

- Profile Configuration
- Keyboard Configuration on the VCP client
- General Purpose Input (GPI) reference
- Predefined Functions

7.8.5 Video Disk Control Protocol (VDCP)



The Video Disk Control Protocol (VDCP) configuration allows a VDCP connection for Media Sequencer to be established in order to externally control a Viz Content Pilot playlist or Viz Trio show.

With VDCP the Media Sequencer acts like a server that controls the graphics through the VDCP protocol. It sets up a serial connection, and on the other end of the connection typically a video controller is placed. Over this connection VDCP commands are sent, and in this way the video controller is able to control the playlist/show.

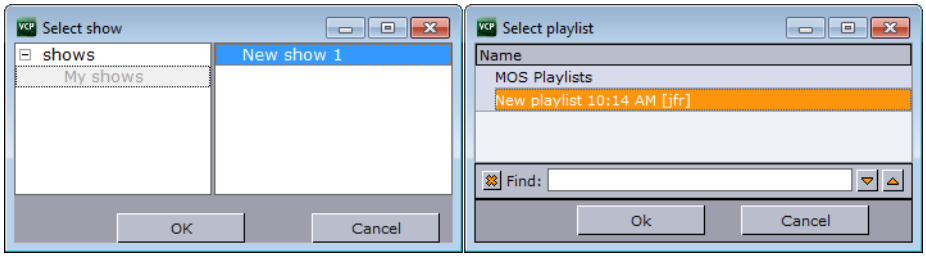
The configuration of the Media Sequencer is twofold. There are the general VDCP settings, and there is the configuration for which playlist to control.

The VDCP protocol defines recommended serial settings, but if you for some reason need to use different settings please refer to the Media Sequencer manual’s VDCP section, and in particular the section on "Electrical and Mechanical Specifications", for information on how to configure this.

This section contains information on the following topic:

- Properties and Parameters

Properties and Parameters



- **Port**: Select the appropriate COM port for the communication
- **Profile:** Select the profile to use.
- **Use element name as ID**: Specifies if the VCP element's save name should be used as VDCP IDs.
- **Select Mode:** Select a Viz Trio show or a Viz Content Pilot playlist path mode.
- **Trio show / Pilot playlist:** Sets the base directory for the VDCP integration. Video clips will be placed here.

7.9 Working with Viz One

Viz Content Pilot 5.6 and later is able to connect to media providers/repositories such as Viz One that support VCP's Data Server REST API.

In order to successfully connect to Viz One do the following:

1. Install and configure your media provider (e.g. Viz One)
2. Install and configure your Data Server by configuring Viz One as a search provider
3. Configure Viz Content Pilot's Viz One (VME) connection (see External Interfaces) in order for Media Sequencer to request transfer of video files from Viz One to your configured Viz Engine for playout
4. Configure your Viz Engine to enable transfer of video files over FTP from Viz One to Viz Engine for playout
5. Configure your Viz Content Pilot client's output channels in order to playout video clips from the Viz Engine storage points where Viz One files are sent for playout (see Working with the Profile Configuration).

In case you are using Viz Engine to preview video clips from Viz One locally you also need to install Video Codecs (e.g. MPEG-4 codec and Haali Media Splitter).

See Also

- Viz One (VME)
- Working with the Profile Configuration
- Working with Local Viz Preview
- *Viz Engine Administrator's Guide*
- *Viz One User's Guide*
- *Viz One Administrator's Guide*
- Viz Object Store User's Guide

7.10 Database Configuration

This section describes how to manually configure the database connection, it contains information on the following topics:

- Database Configuration During Installation
- Database Setup Options
- Database Initialization File Configuration
- Database Registry Settings
- Database Parameters
- Database Service Names and SID
- Database TNS Alias
- Database Client

7.10.1 Database Configuration During Installation

Database Parameters for all Viz Content Pilot (VCP) clients and its Newsroom Component (NrC) can be set during the Viz Content Pilot Installation .

Note: The VCP Database option sets the database connection for the Media Sequencer.

When running the VCP installer, the following database configuration parameters can be set:

- SID/Service name or TNS alias or Connect Descriptor
- Hostname or IP address
- Username (default PILOT)
- Password (default PILOT)

Note: Hostname is not needed during installation when using a TNS alias or Connect Descriptor.

The VCP installer configures the database connection parameters in the registry for the NrC. As the NrC does not use an INI file, all changes and additions must be made to the registry after installation.

For VCP, Viz Object Store (VOS) and Viz Template Wizard (TW) a common initialization (INI) file is created during installation. Connection settings can be configured using a TNS name alias, a full connect descriptor, or by using Oracle's easy connect naming method (EZCONNECT). The database connection type should ideally be the same for all applications.

All database connections for VCP 5.x should all use UTF-8 character encoding.

Note: Administrator rights are needed to change registry settings.

See Also

- Database Configuration

- Database Service Names and SID
- Database TNS Alias

7.10.2 Database Setup Options

There are several ways to configure the database connection settings. The following sections describe the configuration options for the Viz Content Pilot (VCP) client and the Newsroom Component (NrC). Configurations for the VCP client also applies for Viz Template Wizard (TW) and Viz Object Store (VOS).

This section contains information on the following topics:

- Initialization File
- Initialization File and Registry
- Initialization File and Environment Variable
- Registry

Initialization File

A initialization file (INI) is used by all the VCP applications. The only exception is the Newsroom Component (NrC) that uses registry settings. Since it is possible to connect to the VCP database by **only using an INI file**, the `tnsnames.ora` file may be omitted.

The INI file can be opened with the Inifile Editor (located in the program folder) or a regular text editor.

The original version of the INI file is stored in the program folder during installation

- Windows 7: `C:\Program Files (x86)\Vizrt\Viz Content Pilot 5.x`
- Windows XP: `C:\Program Files\Vizrt\Viz Content Pilot 5.x`

However, in Windows 7 and later, it is not possible for a user to edit or save the file directly in the program folder, so subsequent edits are made to a copy stored in the VirtualStore:

- `%LOCALAPPDATA%\VirtualStore\Program Files (x86)\Vizrt\Viz Content Pilot 5.x`

If the database username and password is changed (default is *PILOT*/*PILOT*), they too must be set under the *Database* section.

Initialization File and Registry

The combination of an initialization (INI) file and registry settings, allow the use of a TNS alias. This is helpful if the database setup is used by more than one application.

For more information see Database TNS Alias.

Initialization File and Environment Variable

As with the Initialization File and Registry combination, an INI file and an environment variable allows the use of a TNS alias.

However, this could potentially affect the use of Database TNS Alias es for other database clients. If more than one *tnsnames.ora* file is used, it is recommended that the files are merged when setting the *TNS_ADMIN* as an environment variable. If this is not desirable, add the *TNS_ADMIN* to the registry.

Registry

Only the NrC can use database Registry Settings alone.

See Also

- Database Configuration
- Database Initialization File Configuration

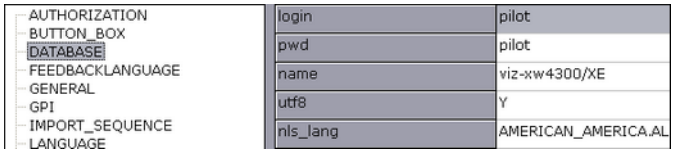
7.10.3 Database Initialization File Configuration

When setting up VCP and Newsroom computers, two initialization (INI) files are mainly in use as the table below depicts, however, other application specific INI files can be used.

Initialization files

Computer Type	Applications	Initialization Files
Newsroom	Newsroom Component Viz Object Store	ContentPilot.ini
Control Room	Viz Content Pilot Viz Object Store	ContentPilot.ini
Template Design	Viz Object Store Viz Template Wizard	ContentPilot.ini
Thumbnail Generator	Viz Thumbnail Generator	ThumbnailGenerator.ini

Note: For a VCP computer, the *ObjectStore.ini* is no longer needed.



The above image depicts a database connection configuration to a remote database. The setup is done with an INI file without the use of a TNS name alias. To edit an INI file, it is recommended to use the *Inifile Editor* (see example path below). The *Inifile Editor* is not available as part of the NrC installation.

Example: C:\Program Files\Vizrt\Viz Content Pilot 5.x\InifileEditor.exe

IMPORTANT! If using Windows 7 or later, it is not possible for a user to edit or save files directly in the program folder (`C:\Program Files)`, so edits are made to copies stored in the VirtualStore (`%LOCALAPPDATA%\VirtualStore`).

This section contains information on the following topics:

- To edit an INI file

- To set the database properties for the INI file

To edit an INI file

1. Start the Inifile Editor.
2. Select the INI file to edit, and click Open.
3. Select the Database section and enter the following parameters:
   - **login:** database login string (*pilot*)
   - **pwd:** database password string (*pilot*)
   - **utf8:** Sets the VCP client encoding for all database communication. Set Y (Yes) to use the recommended and default UTF-8 encoding, or N (No) to use the local Oracle client's encoding setting.
   - **nls_lang:** define the NLS_LANG environment variable here.
   - **name:** database name (either the TNS name or the SID).

The SID can be combined with a hostname *<hostname>/<SID>*. This is useful because the database host is, in most cases, not the same host as for the client applications.

When using a *tnsnames.ora* file, use the Database TNS Alias (default: VIZRTDB).

To set the database properties for the INI file

1. Open the **ContentPilot.ini** file located in the Viz Content Pilot 5.x folder:

- Windows 7: `%LOCALAPPDATA%\VirtualStore\Program Files (x86)\Vizrt\Viz Content Pilot 5.x`
- Windows XP: `C:\Program Files\Vizrt\Viz Content Pilot 5.x\`

2. Search for and edit the **Database** section's **name**, **login** and **pwd** properties.
   - name: VIZRTDB (default)
   - login: PILOT (default)
   - pwd: PILOT (default)
3. Save the INI file.

Note: VIZRTDB is often used as a default TNS name alias.

See Also

- Database Configuration
- Database Setup Options
- Database Registry Settings
- Initialization Files
- To set the database properties for the INI file

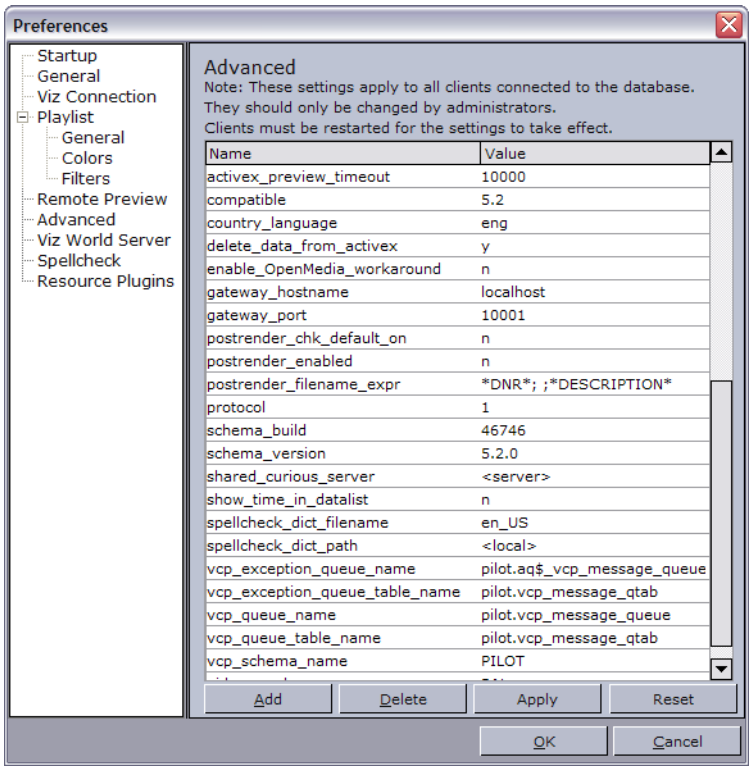
7.10.4 Database Registry Settings

If connection properties are entered during installation, all applications will have their Registry Settings set for each application.

See Also

- Registry Settings
- Database Configuration
- Database Setup Options
- Database Initialization File Configuration

7.10.5 Database Parameters



The Advanced configuration section, available in VCP's Preferences window, allows the user to configure settings for VCP applications. This requires a database connection to the VCP database. Applied changes in most cases requires the affected application to be restarted.

Tip: You can access all database parameters from your Data Server (i.e. `http://<hostname>:8177/settings`).

- **Add:** Adds a new parameter to the database.
- **Delete:** Deletes a parameter on the database.
- **Apply:** Applies changes to the database.
- **Reset:** Resets changes before Apply is clicked.

Caution: Settings should only be changed by administrators.

This section contains information on the following topics:

- Properties and Parameters
- To add a new database parameter

Properties and Parameters

VCP Database Parameters

Name	Description
activex_preview_timeout	Sets the time in milliseconds the Newsroom Component will wait for a remote preview Viz Engine connection before continuing. Default is 10000. Can be overridden by the local registry setting PreviewTimeOut.
activex_preview_socket_timeout	Sets the time in milliseconds the Newsroom Component will wait for a local preview Viz Engine connection before continuing. Default is 10000. Can be overridden by the local registry setting PreviewSocketTimeOut.
ActiveXShowClipsTab	Enables or disables the Clips tab for the Newsroom Component. Allowed parameters are 1 or 0. Default is *On* (1).
ActivexShowStillsTab	Enables or disables the Stills tab for the Newsroom Component. Allowed parameters are 1 or 0. Default is *On* (1).
ActivexShowTemplatesTab	Enables or disables the Templates tab for the Newsroom Allowed parameters are 1 or 0. Default is *On* (1).
app_server	Sets the Data Server URI.
ax_dataelement_timer_enabled	Sets the default behavior for showing or hiding the graphics event timing options in the Newsroom Component when saving a data element. When enabled (1) it will show the timing editor, and when disabled (0) it will hide the timing editor. This setting can be overridden by enabling the *ShowGraphicEventTiming* setting for the *Template Info* component in Viz Template Wizard on a template by template basis.
ax_disable_data_overwrite	When enabled (1) this setting will disable the Newsroom Component's Save button; hence, only the Save As button is active. When enabled, this also unchecks the *Add to Library* checkbox in the Template Save Dialog Box for all saved elements.
ax_enableMediaSendToRundown	Enables (1) the Add to Rundown context menu option when adding media elements to the rundown. This is only useful if the newsroom system does not support drag and drop operations.

Name	Description
ax_use_custom_gui_dlg	Enables (1) the Viz World Map Editor (WME) to be embedded within the Newsroom Component's user interface. This parameter is by default not set in the database.
crop_service_uri	Sets the URI of the Crop Service.
croptool_max_image_area	Sets maximum size of a cropped image that will be served by the Data Server. Anything larger will be resized, while still respecting the aspect ratio of the crop. Maximum size applies even if no cropping is done.
delete_data_from_activex	If set to Y (yes) it will enable the user to delete data elements using the Newsroom Component. Default is Y.
image_share	Specifies the path the Resource Panel (for templates) should use when saving a cropped image (**<UNC or Windows path>**)
postrender_enabled	Enables or disables the Post Render checkbox in the Template Editor - Save Dialog.
shared_curious_server	Sets the hostname or IP address of the Viz World Server. It is not configured when set to *<server>*. See also the VCP client's Viz World Settings preferences.
spellcheck_dict_filename	Sets the filename for the dictionary and affixation for the spell check option. Default is en_US.
spellcheck_dict_path	Sets the path to the dictionary files. Use a full path, mapped drive or UNC path if the files are not located under its default location. If it is located under its default location, it should be set to *<local>*.
vos_allow_edit_from_dll (optional)	Enables or disables the toolbar in Viz Object Store. When disabled it will disallow registering and editing of images and person information when VOS is used with the Newsroom Component and Viz Template Wizard. This option can be added to the database. Values are *Y* for allow edit and *N* for disallow edit.
VOS_PASSWORD	Shows the encrypted VOS password that is used to enforce access control when using the VOS Settings window. Is only visible if access control has previously been enabled. This setting can be used to reset the password by deleting it; however, it cannot be used to change the password. For details, see Viz Object Store's User Guide on General settings.

To add a new database parameter

1. Select Preferences from the **Options** menu.
2. Select the **Advanced** option in the Preferences window.
3. Click the **Add** button.
4. Enter the **name** (e.g. **`ax_preview_port`**) of the new property, and add its parameter (e.g. **`50008`**).
5. Click **Apply** to save the new property and its parameter to the database.
6. Click **OK** to exit the Preferences window.

See Also

- Database Registry Settings

7.10.6 Database Service Names and SID

A SID is a unique name that uniquely identifies the database instance where as a service name is the Database TNS Alias that is given when users remotely connect to the database. The Service name is recorded in the **tnsnames.ora** file on the clients and it can be the same as the SID, and it can also be given any other name.

A service name is a feature in which a database can register itself with the listener. If a database is registered with a listener using a service name then the service name can be used as a parameter in the tnsnames.ora file. Otherwise a SID can be used in the tnsnames.ora file.

With Oracle Real Application Clusters (RAC) there will be different service names for each database instance.

Service name specifies one or more names for the database service to which this instance connects. It is possible to specify multiple service names in order to distinguish among different uses of the same database. It is also possible to use service names to identify a single service that is available from two different databases through the use of replication.

So, SID is a unique database system identifier while service name is an alias.

If VCP is running without a tnsnames.ora file all database connection parameters must be specified in the initialization (INI) file. Database configuration can be done during the Viz Content Pilot Installation .

Note that the Newsroom Component (NrC) does not use an INI file, hence the database connection parameters must be applied during installation or by editing registry settings (the latter is not recommended).

- **Local database:** <SID>
- **Remote database:** <hostname>/<SID>
- **Remote database:** <hostname>/Service name

See Also

- Database Configuration
- Database TNS Alias
- Database Registry Settings
- Database Service Names and SID

- Database Initialization File Configuration

7.10.7 Database TNS Alias

Oracle's Transparent Network Substrate (TNS) technology provides a network of applications above the existing networks of computers. Although TNS technology can be complex to set-up, it is useful when more than one machine connects to a particular database, and makes switching over to another database instance more efficient. Switching can be done manually, or automatically as part of a standby database system.

The TNS technology is configured in a tnsnames.ora file, that can be placed locally, or in a centralized location to manage all of the VCP system's database connections. It contains connection information for one or more databases.

In order to make use of TNS, a combination of VCP initialization file settings and registry settings are used.

This section contains information on the following topics:

- The tnsnames.ora file
- INI File Settings for TNS alias
- Registry Settings for TNS alias
  - To set TNS_ADMIN in the registry
  - To set TNS_ADMIN as a local variable

The tnsnames.ora file

The tnsnames.ora file itself contains client side network configuration parameters, and defines incoming database requests. It contains all service names. This file also describes each domain name, with protocol, host, and port information.

A tnsnames.ora file maps TNS names to connect descriptors (usually ADDRESS and CONNECT_DATA). The TNS name usually becomes a shorter and more readable alias for the somewhat cumbersome service name.

Note: A *tnsnames.ora* file can contain more than one TNS name.

Note that when using an Oracle Instant Client a tnsnames.ora file needs to be created manually. Place the file in a directory with read access. For other Oracle clients, the default tnsnames.ora file can be found in the Oracle client folder.

Example: C:\Oracle\product\10.1.0\Client_1\NETWORK\ADMIN \

A client needs a connect descriptor in order to connect to an Oracle instance. The tnsnames.ora file can define more than one database so that a backup database can be used in a fail situation. Oracle uses the normal TCP communication between the clients and the database.

- **Local database:** <SID>
- **Remote database:** <hostname>/<SID>
- **Remote database:** <hostname>/Service name

The example below uses two hosts. These settings are needed if the database server is set up with a standard Oracle failover mechanism. When failing over a standby solution (not Data Guard) both servers will for a short period of time be unavailable. To avoid disconnect problems on clients a configuration is needed to make sure clients try to reconnect long enough to get reconnected. This can be accomplished with a connect descriptor as shown below.

Note: Always check with the current Oracle documentation for current recommendations regarding failover setups.

Example of a *tnsnames.ora* file for a standby failover setup:

```
# Generated by Oracle configuration tools.
VIZRTDB =
  (DESCRIPTION =
    (ADDRESS = (PROTOCOL = TCP)(HOST = SomeHost1)(PORT = 1521))
    (ADDRESS = (PROTOCOL = TCP)(HOST = SomeHost2)(PORT = 1521))
    (CONNECT_DATA =
      (SERVER = DEDICATED)
      (SERVICE_NAME = SomeName)
      (FAILOVER_MODE =
        (TYPE = SESSION)
        (METHOD = BASIC)
        (RETRIES = 180)
        (DELAY = 5)
      )))
```

- **Host:** Preferably host, or an IP address
- **Service name:** Database service name (e.g. **`VIZRTDB.tvchannel.place`**)

The **`ADDRESS_LIST`** property lists the server addresses. When a server is in standby mode the database is not open and does not register the service name with the listener. This means that if the client tries to connect to the standby server it will be rejected and try the other server instead.

```
(ADDRESS_LIST =
  (ADDRESS = (PROTOCOL = TCP)(HOST = SomeHost1)(PORT = 1521))
  (ADDRESS = (PROTOCOL = TCP)(HOST = SomeHost2)(PORT = 1521))
)
```

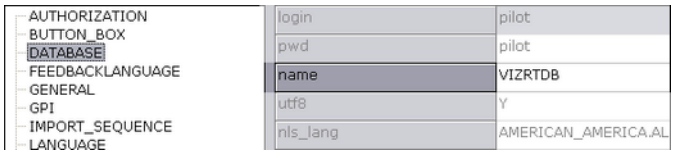
The **`FAILOVER_MODE`** property tells the Oracle client to fail over the session and ignore any currently open cursors. The sub-parameters say that it will use basic failover (not preconnect) and at failover time will retry 180 times waiting 5 seconds between each retry (15 minutes). This should be enough time for the switch to happen.

```
(FAILOVER_MODE =
  (TYPE = SESSION) (METHOD = BASIC) (RETRIES = 180) (DELAY = 5)
)
```

IMPORTANT! A failover situation will not be initiated until the user tries to access the database.

INI File Settings for TNS alias

The TNS alias name must be set in the name property under the Database section in the ContentPilot.ini file (see Database Initialization File Configuration).



IMPORTANT! In order for the TNS settings to work for the VCP client, Viz Template Wizard and Viz Object Store, the name key must contain the **same** TNS name alias as in the tnsnames.ora file (e.g. VIZRTDB).

Registry Settings for TNS alias

In addition to the INI file, a TNS_ADMIN string must be added to the registry. This allows all of the Viz Content Pilot system's clients (that is, the VCP client, Viz Template Wizard, Viz Object Store and the Newsroom Component) to use the tnsnames.ora file, and avoids potential conflicts with other applications using a local environment variable.

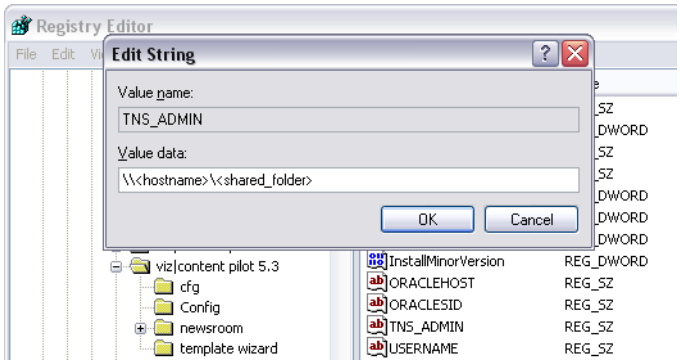
The TNS_ADMIN string holds the path to the tnsnames.ora file. It can be added either:

- during installation by selecting "TNS" in the Oracle Instant Client Configuration. See Viz Content Pilot Installation, or,
- by adding it manually using the Registry Editor. See how To set TNS_ADMIN in the registry.

An alternative option is To set TNS_ADMIN as a local variable, which is also described below.

To set TNS_ADMIN in the registry

The TNS_ADMIN setting can be added during installation by selecting "TNS" in the Oracle Instant Client Configuration, or by adding it manually using the Registry Editor, as follows:



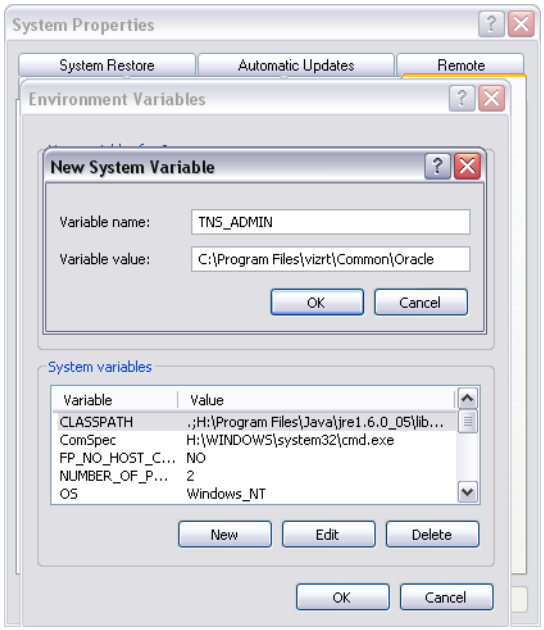
1. Open the Registry Editor.
2. Add the **TNS_ADMIN** registry string to the **viz|content pilot 5.x** key.
   - Windows 32-bit: **HKEY_LOCAL_MACHINE\SOFTWARE\[vizrt]\viz|content pilot 5.x**
   - Windows 64-bit: **HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\[vizrt]\viz|content pilot 5.x**

3. In the TNS_ADMIN field, specify the path to the tnsnames.ora file (i.e. a UNC path)
   - Example path to a local file: `C:\Program Files\vizrt\Common\Oracle`
   - Example path to a remote file: `\<hostname>\<directory>`
4. Click **OK**.

Note: If an invalid path is specified, an Oracle (ORA) error will occur when the VCP client is started. VCP can continue without a database connection, but major areas of functionality will be unavailable. Check that the correct path has been specified.

To set TNS_ADMIN as a local variable

An alternative to using registry settings is to add a local Windows environment variable called TNS_ADMIN, with the same value as the registry option. The difference is that the registry setting will only affect the VCP system, while the environment variable will affect all applications on the machine using an Oracle client. Also see how to make best use of theInitialization File and Environment Variable.



See Also

- Database Configuration
- Database Service Names and SID
- Database Initialization File Configuration

7.10.8 Database Client

By default the Oracle Instant Client is installed when installing Viz Content Pilot (VCP). A separate installation of an Oracle client is not needed, and the database configuration for VCP and the Newsroom Component (NrC) can be done during the installation.

If Oracle's Runtime Client is already installed, it is not necessary to install Oracle's Instant Client, and if the NrC is embedded in a Java-based newsroom system it is recommended to use Oracle's Runtime Client.

By default all VCP applications will use the Instant Client found under "`...\vizrt\Common\Oracle`", so no registry entries are needed unless it is desirable to disable the use of the Instant Client and use a full Runtime Client.

Note: Media Sequencer must use the Oracle 11g Runtime Client.

The Instant Client does not create a tnsnames.ora file so a file must be created if it is to be used. In order to use a tnsnames.ora file, a registry entry or a system environment variable, called TNS_ADMIN, must be entered.

Note: It is possible to choose Custom , and uninstall the Instant Client if a Runtime Client is already installed.

This section contains information on the following topics:

To use a tnsnames.ora file with Instant Client

1. Open Registry
2. Search for the registry key
   - Windows 32-bit: **`HKEY_LOCAL_MACHINE\SOFTWARE\[vizrt]\ viz|content pilot 5.x`**
   - Windows 64-bit: **`HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\ [vizrt]\viz|content pilot 5.x`**
3. Add the following string value to **TNS_ADMIN**
   - Windows 32-bit: **`C:\Program Files\vizrt\Common\Oracle`**
   - Windows 64-bit: **`C:\Program Files (x86)\vizrt\Common\Oracle`**
   - This sets the path to the location of the tnsnames.ora file.

To disable Instant Client and use Runtime Client

1. Open Registry
2. Search for the registry key
   - Windows 32-bit: **`HKEY_LOCAL_MACHINE\SOFTWARE\[vizrt]\ viz|content pilot 5.x`**
   - Windows 64-bit: **`HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\ [vizrt]\viz|content pilot 5.x`**
3. Add the integer value **IGNORE_IC** with `1` as parameter.
   - If set to 1 the application will ignore the Instant Client (if installed) and just use the Runtime Client (if installed).

To override the default Oracle client

1. Open Registry
2. Search for the registry key
   - Windows 32-bit: **`HKEY_LOCAL_MACHINE\SOFTWARE\[vizrt]\ viz|content pilot 5.x`**

- Windows 64-bit: **HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\[vizrt]\viz|content pilot 5.x**

3. Add the following string value **ORACLE_HOME**:
   - Windows 32-bit: **C:\Program Files\vizrt\Common\Oracle**
   - Windows 64-bit: **C:\Program Files (x86)\vizrt\Common\Oracle**
   - ORACLE_HOME will be added as an environment variable, and the Oracle client this path points to will be used.
4. Add the following string value **OCIDLL**:
   - Windows 32-bit: **C:\Program Files\vizrt\Common\Oracle\oci.dll**
   - Windows 64-bit: **C:\Program Files (x86)\vizrt\Common\Oracle\oci.dll**
   - The OCIDLL string can be used to specify which library the application will use.

IMPORTANT! An override should only be set if Viz Content Pilot requires a different version of the Oracle client than other programs residing on the same machine.

See Also

- Database Configuration
- Database TNS Alias

7.11 Initialization Files

Most Viz Content Pilot clients use the **ContentPilot.ini** file; however, the extent of the use varies. Note that the Thumbnail Generator creates its own **ThumbnailGenerator.ini** file and that Viz Object Store may use its own **objectstore.ini** file for reading and connecting to the VCP database.

The original version of the INI files are stored in the program folder during installation:

- Windows 7: **C:\Program Files (x86)\Vizrt\Viz Content Pilot 5.x**
- Windows XP: **C:\Program Files\Vizrt\Viz Content Pilot 5.x**

However, in Windows 7 and later, it is not possible for a user to edit or save files directly in the program folder, so subsequent edits are made to copies stored in the VirtualStore:

- **%LOCALAPPDATA%\VirtualStore\Program Files (x86)\ Vizrt\Viz Content Pilot 5.x**

The INI files can be opened with the recommended Initialization File Editor, or a regular text editor.

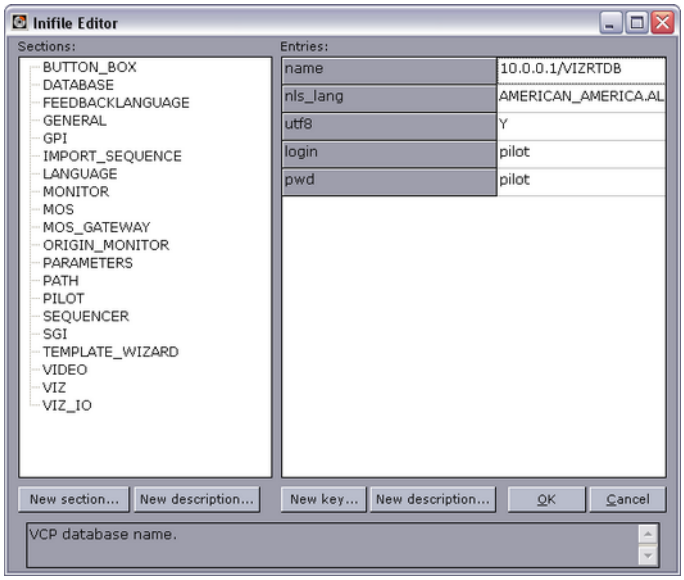
This section contains information on the following topics:

7.11.1 Initialization File Editor

To edit the ini files, it is recommended to use the IniFile Editor located in the VCP program folder.

Example: C:\Program Files\Vizrt\Viz Content Pilot 5.x\InifileEditor.exe

However, in Windows 7 and later, it is not possible for a user to edit or save files directly in the program folder, so edits must be made to a copy of the ini file stored in the VirtualStore (**`%LOCALAPPDATA%\VirtualStore\Program Files (x86)\ Vizrt\Viz Content Pilot 5.x`**).



The left pane displays the sections, which organise the entries into logical groups. The right pane displays the entries within each section. The entries are also known as keys.

- **New section ...:** Adds a new section to the INI file.
- **New key ...:** Adds a new entry (key) to the section.
- **New description ...:** Adds a new description to the section or key.
- **OK:** Confirms any changes made and closes the editor.
- **Cancel:** Cancels all changes and closes the editor.

7.11.2 ContentPilot.ini Settings

ContentPilot.ini contains many settings, organized into the following sections:

- Button Box
- Database
- General
- GPI
- Import Sequence
- Language
- Path
- Sequencer

- SGI
- Viz
- Viz IO

Note: Some settings that are present in the INI file are not described here because they are deprecated settings which are only valid for versions older than VCP 4.x.

Button Box

Settings pertaining to the use of a button box with VCP.

- **enabled:** Set Y or N to enable or disable button box.

Database

- **login:** User ID for the database connection
- **pwd:** Password for the database connection
- **utf8:** Sets whether the program and database should use UTF8 font encoding.
- **nls_lang:** If UTF-8 is used for the database, the NLS_LANG environment setting must be here.
- **name:** This entry must contain the connection string for the database in the form: "hostname/instance name". If a database client (e.g. Oracle Client) is used enter the TNS name.

General

- **diff_tool:** The path to a text compare tool executable can be entered here. This will enable the possibility to compare script files when conflicts between local scripts and repository scripts appear.
- **imageheight:** Sets the default thumbnail image height generated by TnG.

GPI

This section contains settings dealing with GPI triggering of the VCP client.

- **enabled:** Enable GPI triggering? Y or N.
- **poll:** Number of milliseconds between each poll of the GPI port.
- **delay_interval:** Number of milliseconds before repeating a GPI trigger.
- **use_lpt:** Use the LPT port for GPI triggering? Y or N.
- **send_to_cockpit:** Send the trigger to the cockpit? Y or N. If set, VCP will send a recall message to the Viz IO when a GPI received.
- **allow_combination:** When sending a trigger to the cockpit, the allow_combination specifies if for instance GPI 3, should be sent as GPI 1, and GPI 2.

Import Sequence

Settings for enabling import of playlists from file (advanced).

- **enabled:** If set to Y it will enable the menu Playlists.
- **default_file:** Sets the default file to import.

Language

- **font:** Sets the application’s template and data list font. By default this setting will be set using the operating system font; however, in many cases other fonts, such as Arial Unicode MS, are used for language localization purposes (for example Arabic, Hebrew or Cyrillic).

Note: The font setting does not affect the Newsroom Component which has its font settings configured in the registry.

Path

This section specifies a set of file and folder paths that VCP needs to know about.

- **picture:** Defines the picture archive path.
- **production:** The directory where the images for today’s production are placed - excluding the date.
- **autosave:** The directory where automatically saved template records are stored.
- **tmpbmp:** The directory where temporary bitmaps are stored.
- **scene_node:** Specify a node that should automatically be selected when viewing the scene tree from Viz Engine in VCP.
- **image_node:** Specify an image that should automatically be selected when viewing images from Viz Engine in VCP.
- **object_node:** Specify an object that should automatically be selected when viewing objects from Viz Engine in VCP.
- **sounds:** The directory where WAV files are initially looked for.
- **shared:** The directory where the shared image disk is mounted on the Unix system. Used for specifying the Unix path to the shared image server. For instance on windows the drive is often mapped as K:\ but on a Unix system it would be \shared \images.
- **fileopen:** Sets the default folder when opening image files.

Pilot

These settings have to do with the general behavior of VCP.

- **restrict_characters:** Restrict characters when saving data.
- **legal_characters:** The characters that will be permitted in the names of saved data if "restrict_characters=Y". If this value is empty then there is no restriction on the data name regardless of the "restrict_characters" setting.
- **liveupdate_timer:** The time in milliseconds between each time a template’s Live Update event-handler is called. (If the template has Live Update.)
- **dateformat:** The date format for saved data.
- **unique_names:** Whether or not it is permitted to save several data elements with the same name.
- **autostart_preview:** When set to Y, pilot will automatically start viz [preview engine] if it is installed.
- **plugins:** The directory where the plug-ins for VCP are located. Normally, this value is empty, otherwise it should be the path to the directory.
- **UTF8:** Set to Y for UTF8 support in VCP.

- **logcount:** Number of rolling log files (default 0). Affects both VCP log and macro log files.
- **logsize:** Maximum size of the log file in bytes (default 512000). Affects both VCP log and macro log files.
- **logfile:** Override the VCP log file name (default **`vcp_yyyymmddThhmmss.log`**).
- **logdir:** Override the directory the VCP log files are put in. Default locations are:
  - Windows 7: **`%LOCALAPPDATA%\Vizrt\VCP\logs`**
  - Windows XP: **`C:\Documents and Settings\Administrator\Local Settings \Application Data\Vizrt\VCP\logs`**
- **macrologfile:** Override the macro log file name.
- **macrologdir:** Override the directory the macro log files are put in.

Sequencer

- **hostname:** Sets the hostname of the Media Sequencer when one is specified during installation. If no host is specified it is set to *localhost*.
- **locktoprofile**: When set to a specific profile users will not be allowed to select other profiles or open the profile configuration in the Viz Content Pilot client.

Note: If you perform a custom installation the hostname will also have an effect on the Viz Content Pilot client.

SGI

The SGI section can be used to add new Viz Engine's that can be used by Viz Template Wizard. Click the New key ... button in the Inifile Editor and enter the new key value, e.g. machine2 and so on.

- **machine1:** The host name of the Viz Engine to connect to. More machines can be added to the list: machine2, pwd2 etc.
- **pwd1:** On air password for the Viz Engine.

Viz

These settings have to do with how Viz Content Pilot interacts with Viz Engine.

- **onairpwd:** Sets the Register ON AIR password for the Viz Content Pilot client users.
- **host:** Viz Engine hostname or IP address (used by the Thumbnail Generator).
- **port:** Set a listener port to be used by Viz Engine when creating thumbnails. This is used by the Viz Engine's built in multiplexer (used by the Thumbnail Generator).
- **icon_timeout:** Sets the timeout in milliseconds for the Viz Thumbnail Generator. If nothing is received from Viz Engine within X seconds, it continues to request thumbnails for the next data element (used by the Thumbnail Generator). Default is 2000 milliseconds (2 seconds).
- **data_timeout**: Sets the Viz Engine connection timeout in milliseconds for receiving data from Viz Engine. Default is 60000 milliseconds (60 seconds). This is helpful if you are loading a scene that is very complex or loads a lot of data that will take time to render (e.g. a map scene).

Viz IO

Viz IO (input/output) specific settings.

- **enabled:** Enables the Viz IO connection. Y or N.
- **host:** The machine hostname (or IP) of the Viz IO machine.
- **port:** The Viz IO communications port.
- **auto_reconnect:** In case the connection to the Viz IO is cut, this flag indicates whether to automatically try and re-establish the connection. (It will try after 30seconds, then after 1 minute, then after 2 minutes, then after 4 minutes.)
- **offset:** Used to offset the incoming triggers by a fixed number.

7.12 Registry Settings

The table below shows the default registry settings and some others that might be useful for the Viz Content Pilot client and the Newsroom Component. Before altering registry settings it is recommended to check with a local Vizrt representative or support person. It is also recommended to test changes before applying them to a production system.

Registry settings that are not covered are either legacy settings and no longer supported or not to be changed. The table below covers those settings that can be changed during installation or manually using the Registry Editor.

Start Windows' registry editor and open the following path to edit your parameters:

- Windows 32-bit: **`HKEY_LOCAL_MACHINE\SOFTWARE\[vizrt]`**
- Windows 64-bit: **`HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\[vizrt]`**

Registry Settings

Key	Name	Description
ActiveX\ DataBroker	DatabaseName	Sets the database name for the Newsroom Component. Supported values are TNS name alias, connection string or a full TNS connection string.
	Password	Sets the database username
	UserName	Sets the database username
ActiveX\ TemplateFiller	BCSDeviceName	Sets the name for the device that is connected to the Avid iNEWS Control Air (formerly known as iNEWS Broadcast Control System (BCS)). Default device name is *cg*.
	BCSTemplateName	Sets the template name. Default is *pilotdata*. This must be configured in Avid iNEWS. See also BCSDeviceName.
	insertBCS	Set this to 1 to insert the BCS s in the iNEWS production cue. If using MOS, set this to 0. See also BCSDeviceName.
	mosID	are created by Newsroom Computer System administrators.

Key	Name	Description
	NODB	Disables (1) the database connection. Default is enabled (0).
	PreviewDisabled	Disables (1) preview. Default is enabled (0).
	PreviewHost	By default set in the database. This setting will override the database settings, and can be hostname or IP address.
	PreviewPort	By default set in the database. This setting will override the database settings. Default port is 50008.
	PreviewSizeX	By default set by Viz Engine. This setting overrides the aspect ratio set by Viz Engine.
	PreviewSizeY	By default set by Viz Engine. This setting overrides the aspect ratio set by Viz Engine.
	PreviewSocketTimeOut	The Newsroom Component will wait for a socket connection to the local Viz Engine before continuing. By default the "activex_preview_socket_timeout" setting would be set in the database if needed; however, the same setting can also be set in the registry to override the database setting. Recommended default value is 10000 ms.
	PreviewTimeOut	By default set in the database. This setting overrides the database parameter setting for "activex_preview_timeout". Default value is 10000 ms.
	StartBlank	Enables (1) the Newsroom Component (NrC) to start without fetching the data elements for each template; hence, this setting can be used load and start the NrC faster. Default is disabled (0).
	use_utf8	Enables (1) or disables (0) the use of UTF8 when writing to the database. It is NOT recommended to disable UTF8 if the database configured to use UTF8. Default is enabled (1).
	UseVCPDM	Enables (1) the Newsroom Component to be used with the Viz Device Manager. Default is disabled (0).

Key	Name	Description
Preview Engine	ShowConsole	Enables (1) the Viz Engine console to always be visible when using local preview. This setting will override the user preference. Default is disabled (0).
Viz Content Pilot	ORACLEHOST	Oracle database hostname. Note that INI file settings will override registry settings.
	ORACLESID	Oracle database SID. Note that INI file settings will override registry settings.
	TNS_ADMIN	Alternative to a full connection string. If a TNS name file is configured, setting the path may be used to set a different location than Oracle's default location, and to avoid conflicts with similar database connections defined as a local environment variable.

7.13 Command Line Options

The following command line options are supported by some or all of the Viz Content Pilot applications. Command line options are added to the program's target path.

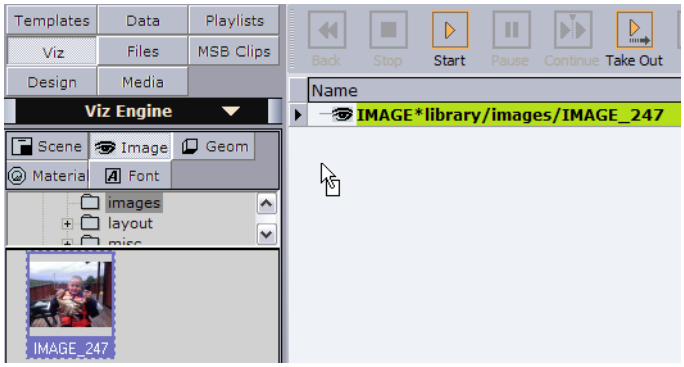
- **All:** Viz Content Pilot client, Viz Object Store client, Viz Template Wizard client and Viz Thumbnail Generator.
- **VCP:** Viz Content Pilot Client.
- **TnG:** Viz Thumbnail Generator.
- **TW:** Viz Template Wizard.

Command Line Options

Command	Default	Apps.	Description
-viz <hostname>	localhost	TnG	Specifies the Viz Multiplexer host used for thumbnail generation
-port <port>	50008	TnG	Specifies the Viz Multiplexer port
-db <tnsname> -db <connect string>	VIZRTDB	All	Specifies the database to connect to. Use a TNS alias or connect string. Uses the TNS alias VIZRTDB if nothing else is specified.
-timeout <sec>	20	TnG	Specifies the timeout on the connection to Viz Multiplexer in seconds.
-disable_auto_open_ recent_playlists		VCP	Disables automatic loading of the last opened playlists on startup

Command	Default	Apps.	Description
-dologging		TnG	Enables VCP thumbnail generator logging.
-logpath <path>	<none>	TnG	Enables VCP thumbnail generator logging and specifies path of the log file: **`viz_thumbnailgenerator.log`**.
-inifile <filename>	localhost	VCP TW	VCP and TW support both full path references and single file names. The latter assumes that the ini file is located in the Program Files folder or, for Windows 7 and later, the %LOCALAPPDATA%\VirtualStore folder.
-mse <hostname>	localhost	VCP	Sets the Media Sequencer to be used. If no parameter is defined it will try to use a local Media Sequencer.
-showcommands	<none>	VCP	Displays the VCP Commands window. See also Show VCP Commands.

7.14 Fullscreen Stillstore Images



When searching for still images within VCP, whether it is media from Viz Object Store, Viz One, Viz Engine or just from the file system, VCP allows the user to *drag and drop* any still image into the playlist for playout without the need for a graphics template.

However, current limitations with VCP's Viz Graphics Hub (GH) integration require a default stillstore scene to be present in order to enable playout of fullscreen stillstore images. The stillstore scene must be named *vizrt_stillstore*, and must be placed in GH's *data* (root) directory.

This section will explain how to Create a Stillstore Scene in Viz Artist with the required elements and parameters, and how to Move the Stillstore Scene to the Viz Graphics Hub Root to GH's *data* (root) project folder.

This section contains information on the following topics:

- Create a Stillstore Scene in Viz Artist
- Move the Stillstore Scene to the Viz Graphics Hub Root

7.14.1 Create a Stillstore Scene in Viz Artist

Vizrt provides a basic stillstore scene which can be imported and used, however, in order to get the look and feel required to match the overall theme it is recommended to further improve the scene.

In addition it is also recommended to utilize Viz Object Store's functionality to add keywords to images that are used for fullscreen playout. Fullscreen images also have a fixed ratio to comply with the final design and desired output.

The scene example below describes the required elements and parameters for the stillstore scene.

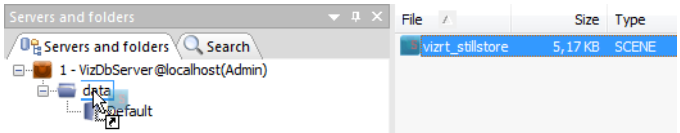
To create a stillstore scene

1. Start **Viz Artist**
2. Add a **Group** container to the scene tree
3. Click **Built Ins** on the main menu, and then press the **CTRL+2** keys to open the **Container Plugins** view
4. Select the **Control** folder
5. Add the **ControlImage** plugin to the **group** container
   - Set ControlImage's **Field identifier** attribute to **1**.
   - Adding a control plug-in automatically adds the **ControlObject** plug-in to the **group** container.
6. Add an image to the container
7. Rename the **group** container to **object** (lower case)
8. *Optional*: Design your scene
9. Save the scene as **vizrt_stillstore**
10. Continue To move the stillstore scene to the Viz Graphics Hub root using the Viz Graphics Hub Manager

See Also

- Move the Stillstore Scene to the Viz Graphics Hub Root
- *Viz Artist User's Guide*
- *Viz Object Store User's Guide*

7.14.2 Move the Stillstore Scene to the Viz Graphics Hub Root



Viz Graphics Hub (GH) is the graphics database where all scenes created in Viz Artist 3.x are stored and fetched for play out on Viz Engine. GH also has a tool named Viz Graphics Hub Manager (GHM) that is used to manage the database(s).

To move the stillstore scene to the Viz Graphics Hub root

1. Start Viz Graphics Hub Manager
2. Login as **admin**
   - The standard out-of-the-box password for administrators is **VizDb**
3. Open the project or folder containing the **vizrt_stillstore** scene
4. Select the scene, press **CTRL** and drag and drop it onto Viz Graphics Hub's **data** (root) project folder
   - Alternatively copy and paste it using the keyboard keys or context menus

Note: VCP's stillstore scene is located in the *scenes_to_be_dragged_to_root* project folder.

See Also

- To create a stillstore scene
- *Viz Graphics Hub User's Guide*

7.15 Display Font

The template and data list font settings for the Viz Content Pilot client is set in the initialization (INI) file ContentPilot.ini, but in registry for the Newsroom Component (NrC).

- **font:** Sets the font for the Viz Content Pilot. This parameter by default set to MS Sans Serif, but can be changed.
- **ListDisplayFont:** Sets the font for the Newsroom Component. This string value is not set by default, and can therefore be used to override the operating system defaults.

This section contains information on the following topics:

- To set the display font for the Viz Content Pilot client
- To set the display font for the Newsroom Component

To set the display font for the Viz Content Pilot client

1. Open the **ContentPilot.ini** file
2. Select the **LANGUAGE** section and set a new Unicode **font** parameter.
3. Save the file, and restart Viz Content Pilot client for the changes to take effect.

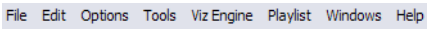
To set the display font for the Newsroom Component

1. Open Registry
2. Search for the key:
   - Windows 32-bit: **`[HKEY_LOCAL_MACHINE\SOFTWARE\[vizrt]\ActiveX\ TemplateFiller]`**
   - Windows 64-bit: **`[HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\ [vizrt]\ActiveX\ TemplateFiller]`**

Add the string value **ListDisplayFont** with the desired font name as parameter.

8 Main Menu

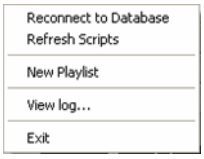
The Main menu is positioned in the upper left corner of the window, and has the following appearance:



This section contains information on the following topics:

8.1 File

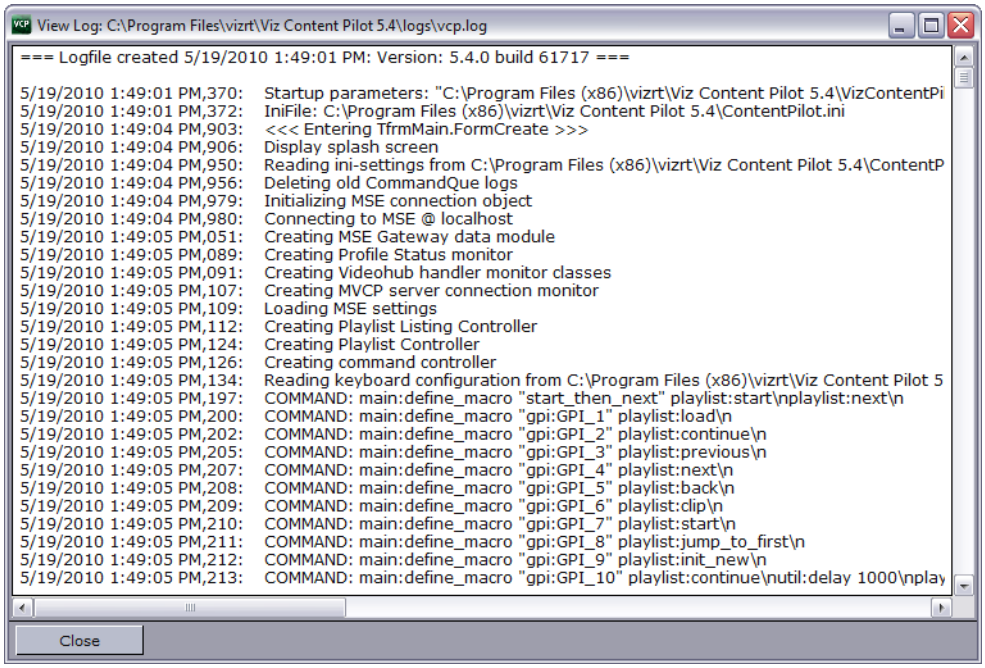
The File menu has the following appearance:



The File menu contains the following commands:

- **Reconnect to Database:** If the connection to the database for some reason is lost, and the connection should be re-established, click Reconnect to Database. It is also advisable to reconnect if the application has been running unattended for a long time.
- **Refresh Scripts:** Reloads all the scripts in the database.
- **New Playlist:** Creates a new Playlist Window.
- **View log:** Opens the View Log dialog box.
- **Exit:** Shuts down Viz Content Pilot.

8.1.1 View Log



The View Log window displays the log messages that have been generated by the system. Individual log messages are also displayed as Status Information in the Errors Window.

Tip: Check the View Log window frequently when troubleshooting the system.

The full log file can be accessed. Default log file locations are as follows:

- Windows 7: **`%LOCALAPPDATA%\Vizrt\VCP\logs`**
- Windows XP: **`C:\Documents and Settings\Administrator\Local Settings\Application Data\Vizrt\VCP\logs`**

Modifying the log file settings

The default location can be overridden using the LOGDIR and LOGFILE settings in the contentpilot.ini file. See ContentPilot.ini Settings.

The maximum size and number of rolling log files can also be configured in the ini file (LOGSIZE, LOGCOUNT).

The log level can be changed by using the following command line parameters:

- **`noverbose`** sets log level to low.
- **`extra_verbose`** sets log level to high

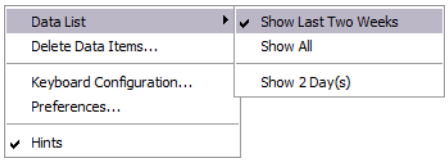
8.2 Edit

The Edit menu has the following appearance:

- Cut: Moves the highlighted text to the Clipboard. Alternatively, use the keyboard shortcut CTRL+X.
- Copy: Copies the highlighted text to the Clipboard. Alternatively, use the keyboard shortcut CTRL+C.
- Paste: Pastes the information from the clipboard to where the pointer is located. Alternatively, use the keyboard shortcut CTRL+V.

8.3 Options

The Options menu has the following appearance:

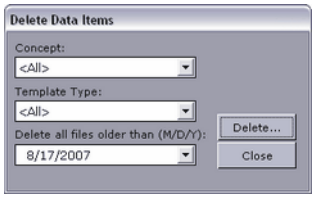


- Data List: Displays the data elements in the database:
  - **Show Last Two Weeks:** Displays data elements created the last two weeks.
  - **Show All:** Displays all data elements.
  - **Show X Day(s):** Displays data elements that has been used the last X days.

  Note: X number of days is set under the General tab in the Preferences window.
- Delete Data Items: Opens the Delete Data Items dialog box.
- Keyboard Configuration: Opens the Keyboard Configuration dialog box.
- **Preferences:** Opens the Preferences dialog box.
- **Hints:** Displays Hints in the Status bar.

This section contains information on the following topics:

8.3.1 Delete Data Items



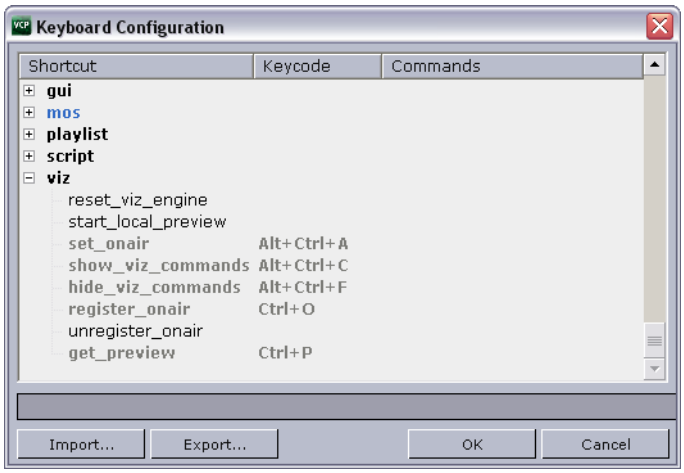
This function will permanently remove data elements from the database that are not tagged as Library elements. Library elements must be deleted manually.

- **Concept:** Sets the concept from where the data elements should be deleted. Selecting All consequently deletes all data elements of all concepts for all templates that are not saved as library elements.
- **Template type:** Sets the template type from where the data elements should be deleted. Selecting All consequently deletes all data elements of templates that are not saved as library elements within the selected concept.
- **Delete All Files Older Than:** Deletes data elements, except those tagged as Library elements that are older than the given date. This date is by default set one week back in time.

See Also

- Template Save Dialog Box

8.3.2 Keyboard Configuration



The Keyboard configuration window allows the user to define macros assigned to specific key combinations, pre-defined functions and VB Scripts. The latter is an option to further enhance and adapt the commands. It is also possible to configure specific key combinations to trigger GPI actions from the Viz Content Pilot (VCP) client.

Select **Keyboard Configuration** from the **Options** menu to open this window, which displays a selection of the configured commands. A full list of the Predefined Functions is available by selecting the Add Macro option in the context menu.

The recommended alternative to GPI triggering using the LPT ports on the VCP client is to add a GPI card to the Media Sequencer machine. This allows the user to trigger client side macros and pre-defined functions forwarded by the Media Sequencer to

the VCP client or server side commands to the Media Sequencer using its pre-defined commands.

This section contains information on the following topics:

Keyboard Configuration Window

The Keyboard Configuration columns:

- **Shortcut:** Displays the macro name.
- **Keycode:** Displays the keyboard shortcut.
- **Commands:** Displays the shortcut command.

The Keyboard Configuration buttons:

- **Import:** Opens the Open window where a previously exported KBD (keyboard) file can be imported.
- **Export:** Opens the Save As window where the current settings can be exported as a KBD file.
- **OK:** Saves the keyboard shortcut configurations, and closes the window.
- **Cancel:** Closes the window.

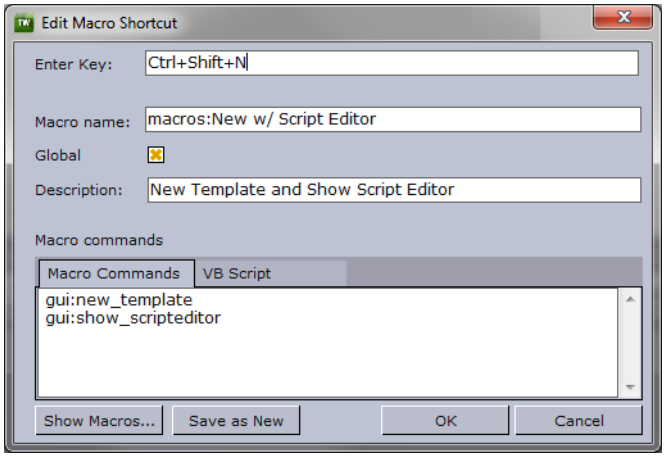
The context menu contains the following options:

- **Add Macro:** Opens the Macro Shortcut window, where a new macro can be created.
- **Delete Macro:** Deletes the currently selected macro. Alternatively, click the keyboard shortcut CTRL+Delete.
- **Remove Shortcut:** Deletes the shortcut key code of the currently selected macro. Alternatively, click the keyboard shortcut Delete.

To work with macros and shortcuts

- To add a macro command, select **Add Macro...** .from the context menu to open the Macro Shortcut window, then enter the key combination, macro category:macro name and commands
- To edit a macro command, double-click it to open the Macro Shortcut window.
- To delete a macro command, select it and then either press the **CTRL+DEL** keys, or select **Delete Macro** from the context menu
- To remove a macro command shortcut, select the macro and then either press the **DEL** key, or select **Remove Shortcut** from the context menu

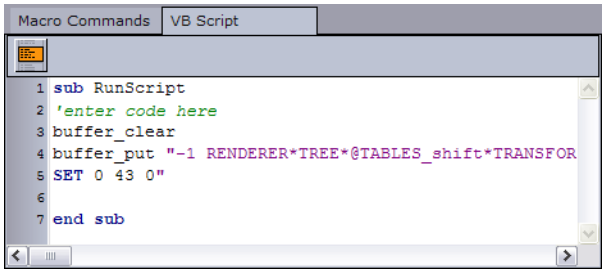
Macro Shortcut



The New/Edit Macro Shortcut window is opened by selecting Add Macro from the Keyboard Configuration Window context menu, or double-clicking an existing macro.

The Macro Shortcut window contains the following fields and buttons:

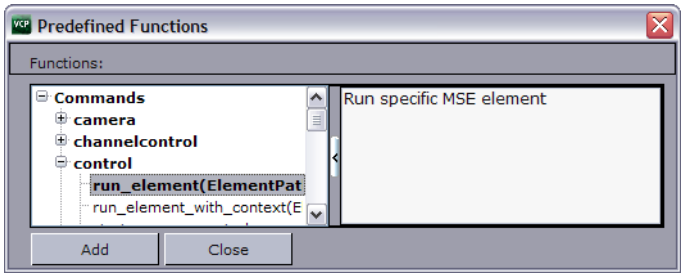
- **Enter Key:** Sets the keyboard shortcut for the macro.
- **Macro Name:** Displays the macro category (e.g. macros:, gui:, viz:) and the name of the macro. If a folder was selected when the Macro was opened, the category name will automatically be displayed in the Name text box. The category name can be set or changed in the Name field by adding the category and macro name separated by a colon (<macro category>:<macro name>).
  - Note: If a category is not added to the name it will be placed in the macros category. It is also possible to add new categories by defining them in the macro (e.g. foo:bar).
- **Global:** Makes the macro work also when no playlist is open.
- **Description**: Description of the macro.
- **Macro Commands:** The names of the selected Predefined Functions are displayed.
- **VB Script:** A text field where script code can be entered. This provides the possibility to further enhance and adapt the commands.



IMPORTANT! The function stub named *RunScript* must be used as the main script or entry point for other scripts; hence, it cannot be renamed or removed.

- **Show Macros:** Opens the Predefined Functions window.
- **Save As New:** Saves the macro as a new instance.
- **OK:** Saves the macro, either as a new or modified macro.
- **Cancel:** Closes the window, without saving any changes.

Predefined Functions



In the Predefined Functions window a list of functions is accessible to the user. Additional information is displayed in the right-hand column.

Tip: User information for each language is stored under **`%programfiles% \vizrt \Viz Content Pilot x.y\scriptdocs\`**

See Also

- Show VCP Commands
- General Purpose Input (GPI) for the Media Sequencer

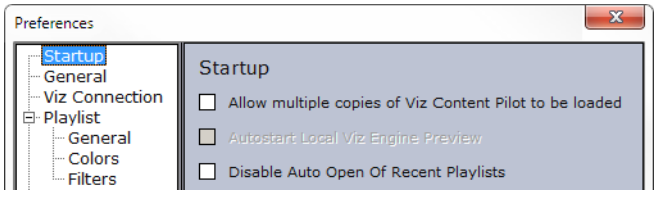
8.3.3 Preferences

Selecting Preferences on the Options menu opens the Preferences window. The Preferences dialog is used to set parameters for Viz Content Pilot and the Viz Content Pilot database.

This section contains information on the following topics:

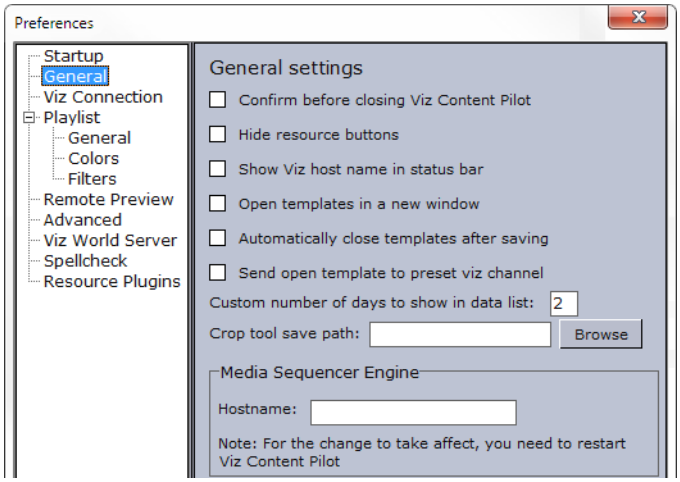
- Startup
- General
- Viz Connection
- Playlist - General
- VizBoldPlaylist - Colors
- VizBoldPlaylist - Filters
  - To create a new playlist filter
- Remote Preview
- Advanced
- Viz World Settings
- Spellcheck
- Resource Plug-ins

Startup



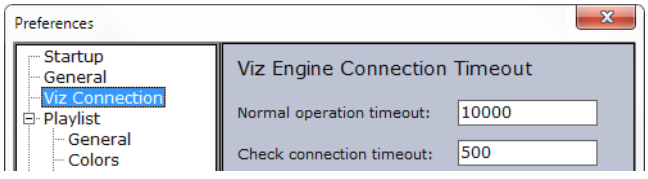
- **Allow multiple copies of Viz Content Pilot to be loaded:** If enabled, multiple copies of Viz Content Pilot can be loaded simultaneously.
- **Autostart local Viz Engine preview:** If enabled, a local instance of Viz Engine will automatically start when Viz Content Pilot is launched.
- **Disable Auto Open Of Recent Playlists**: When checked, any opened playlist(s) will not be opened when restarting Viz Content Pilot.

General



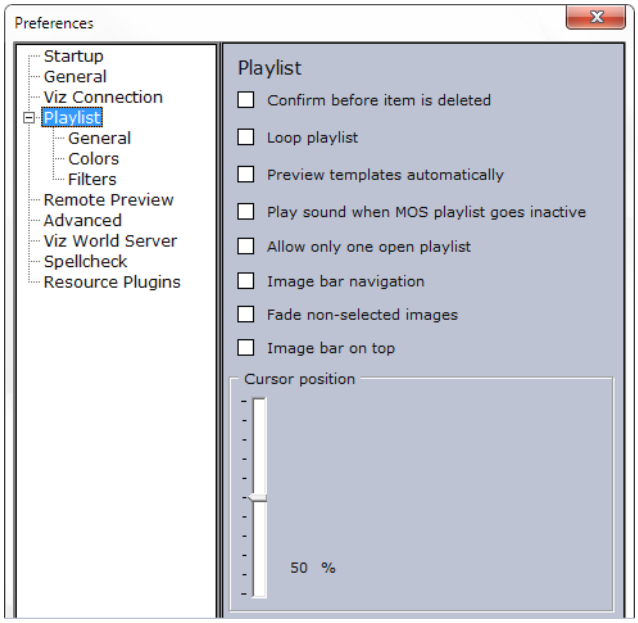
- **Confirm before closing Viz Content Pilot:** If enabled, the user must confirm that Viz Content Pilot should close.
- **Hide resource buttons:** If enabled, the buttons on the Buttons panel will be hidden. The different views can still be selected through the Drop-Down list.
- **Show Viz host name in status bar:** Shows the Viz Engine hostname on the status bar.
- **Open templates in a new window:** If enabled, the template will be opened in a separate window.
- **Automatically close templates after saving:** If enabled, templates will be closed automatically when being saved.
- **Send open template to preset viz channel:** Sends the open template to the preset Viz Engine channel.
- **Custom number of days to show in data list:** Shows data items that has been used the last number of days.
- **Crop tool save path:** Sets the path for the image saved when using the Paste and Crop tool in the Newsroom Component. Images can be added to a template or data element if the *ImageSources.isPaste* property is set for the template. For details, see the *Viz Template Wizard User's Guide*.
- **Media Sequencer:** Sets the hostname of the Media Sequencer machine.

Viz Connection



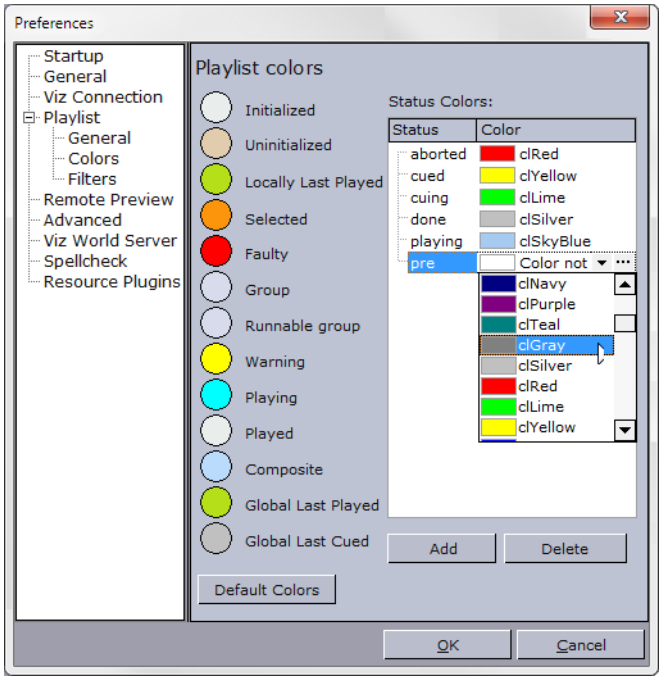
- **Normal operation timeout:** When browsing for data from Viz, and if Viz is not sending a response within X ms, an error report will be displayed. By default the Normal Operation Timeout value is set to 10.000 ms (10 sec).
- **Check connection timeout:** Right-clicking the Viz Connection icon on the Status bar, makes the Check Connection operation available. If Viz Engine does not respond within X ms after checking the connection, the Viz Engine connection icon turns red. By default the Check Connection Timeout value is set to 500 ms.

Playlist - General



- **Confirm before item is deleted-** If enabled, the user must confirm that the delete operation should be carried through.
- **Loop playlist:** Loops all the elements in the playlist.
- **Preview templates automatically:** Opens the selected element in the playlist automatically.
- **Play sound when MOS playlist goes inactive:** Plays a sound whenever the newsroom (MOS) playlist goes inactive.
- **Allow only one open playlist:** Makes sure that only one playlist can be open at a time. When opening a playlist, other open playlists will be closed.
- **Image bar navigation:** Selects the corresponding element in the playlist when a thumbnail on the Image bar has been selected.
- **Fade non-selected images:** Fades all images, except for the selected thumbnail.
- **Image bar on top:** Shows the Image bar at the top of the playlist.
- **Cursor position:** When the playlist's cursor is active (see playlist Playlist Context Menu), it decides where in the window the cursor stays in the situations described above. The position can be adjusted by moving the slider control.

Playlist - Colors



The Colors window displays status colors of the different elements in the playlist. The element colors can be customized. To change the color of an element, click the colored circle adjacent to an element label. In the Color window that opens, pick a color, and then click the OK button.

Some of the notable Playlist Colors that can be configured are:

- **Runnable group**: Refers to timeline editor groups (runnable groups). Makes it possible to color video timeline groups in the playlist differently than other groups.
- **Global Last Played/Cued:** Refers to data elements played or cued by the Media Sequencer based on commands issued by other control clients or through a GPI.
- **Default Colors:** Loads the default color settings.

The **Status Colors** list refers to the Status column in the playlist. To add a color to an Media Sequencer status, click the Add button. Select the Status column of the new entry that appears in the Status Colors list, and then type the appropriate status name. Then select the Color column of the entry. In the drop-down list that appears, select a color.

- **Add:** Adds a new color to a Media Sequencer status.
- **Delete:** Deletes a color.

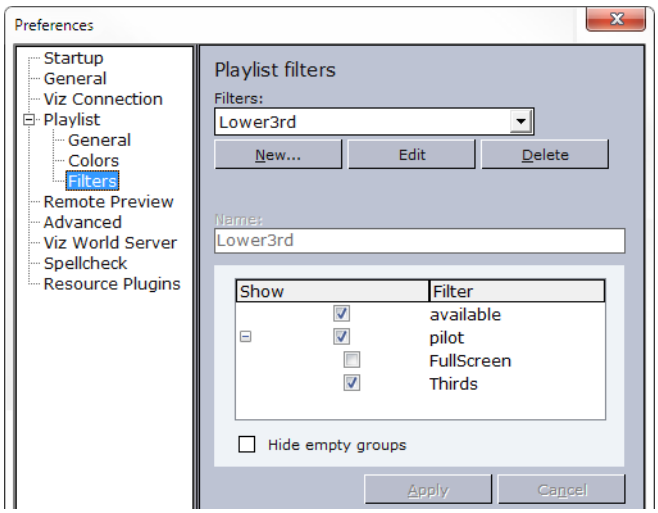
Alternatively, click the ellipsis (...) button to select a color using the Color Picker.

Note: Close and reopen playlists to see the color change take effect.

When creating a category in Viz Template Wizard, it is possible to use that category to set which category a template belongs to, and eventually which channel it is played out on. Note that the channel name configured in Viz Template Wizard must correspond with the profile configured for Viz Content Pilot. For details on Categories and Channels, see the *Viz Template Wizard User's Guide*.

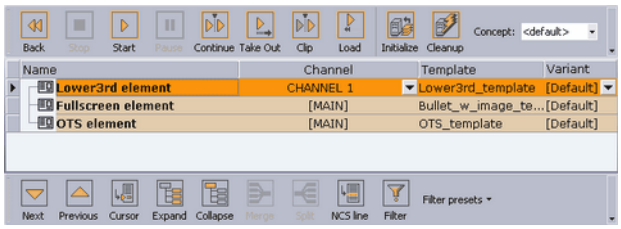
A category can be used to filter the different template variants. For example a Lower third (straps) filter, or a fullscreen filter. In some cases the graphics are played out on different renderers. Thus the channel configuration adds a usable feature to differentiate the output.

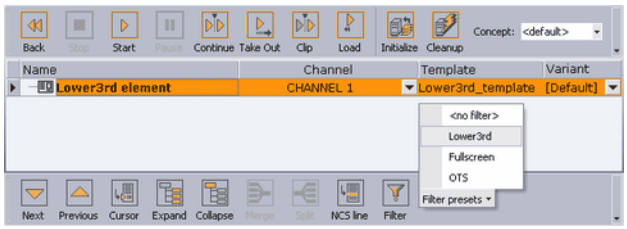
Playlist - Filters



- **Filters:** Displays the available operator defined filters.
- **New:** Makes the categories and Name field available to create a new filter.
- **Edit:** Makes the settings belonging to the selected filter editable.
- **Delete:** Deletes the selected filter.
- **Name:** Displays the name of the filter.
- **Hide empty groups:** Hides empty groups.
- **Apply:** Applies the new or modified filter settings.
- **Cancel:** Cancels the recent filter settings.

The images below depict the same playlist. The first shows a playlist with three data elements. The second shows the same playlist with the Lower3rd filter (see Playlist Toolbar) turned on.





To create a new playlist filter

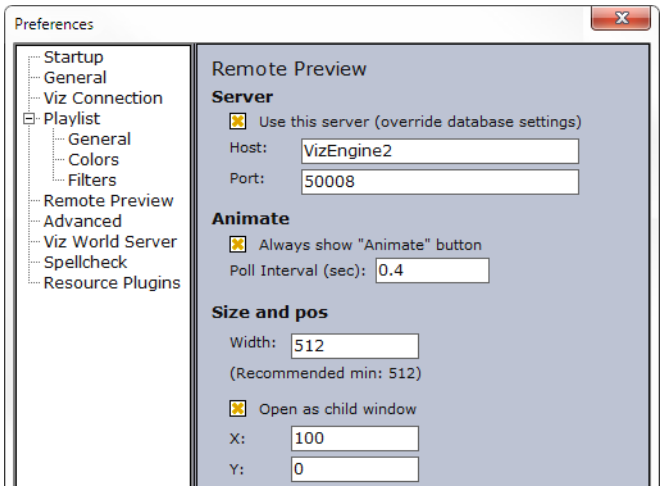
Note: Create categories and channels in Viz Template Wizard.

1. Select the Preferences option on the **Options** menu.
2. Select **Filters** under the **Playlist** category.
3. Click **New ...** to add a new filter.
4. Select the category, or categories, which the filter applies to.
5. Click **Apply**, and confirm the dialog to save the new filter.

Note: All category and channel configurations are saved to the VCP database. Filter configurations are saved to the Media Sequencer.

Warning: If the Media Sequencer is reset, all filter settings are removed.

Remote Preview



Remote preview is a feature that is used to see snapshots of scenes rendered on a remote Viz Engine, and should not be mistaken for the preview channel.

Note: If the Viz Engine Preview plug-in is installed (custom installation), then local preview will start rather than remote preview (snapshots).

- **Use this server:** Enables the user to set host and port parameters locally in order to override the remote preview configurations on the database.
- **Host:** Defines the external Viz Engine host name.
- **Port:** Sets the external port number. Recommended port is 50008.
- **Always show "Animate" button:** Enables the Animate button in the Remote Preview window.
- **Poll Interval (sec):** Sets how often Viz Engine is polled for a new snapshots of the previewed scene.
- **Width:** Sets the width of the preview window.

Note: For optimal preview, use the Viz Engine Output Format as a preference.

- **Open as child window:** Opens the window within the Work area.
- **X:** Sets the X coordinate. *0* is the value in the upper left corner.

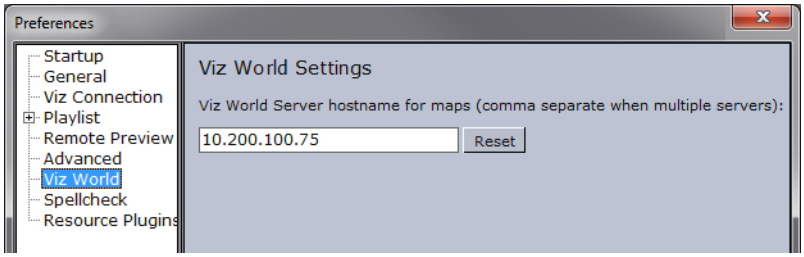
Note: Y: Sets the Y coordinate. *0* is the value in the upper left corner.

For more information see also the Working with Remote Viz Preview configuration.

Advanced

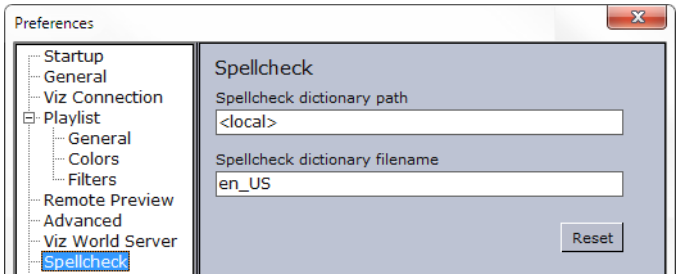
The advanced section should only be used by system administrators only as it is used to configure Database Parameters for all clients connected to the database.

Viz World Settings



- **Viz World Server:** Sets the hostname or IP address of the Viz World Server.

Spellcheck



- **Spellcheck dictionary path:** Sets the path to the dictionary files. The parameter *<local>* refers to the local default path (see example below). Use a UNC path to use a dictionary file on a remote machine or server.
- **Spellcheck dictionary filename:** Sets the filename of the dictionary files. For example en_US refers to the affix file *en_US.aff* and dictionary file *en_US.dic*.

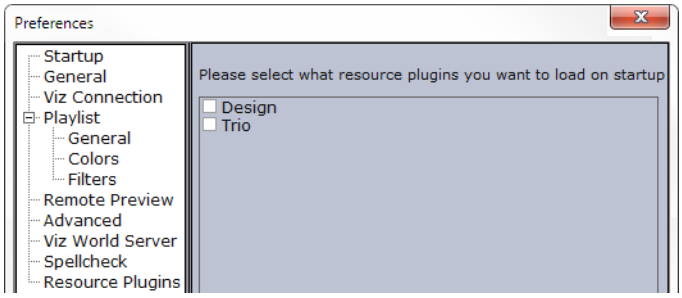
Several dictionaries have been included as part of the VCP installation. The dictionaries are installed in the Common folder under Vizrt. For example:

```
C:\Program Files\vizrt\Common\dicts\
```

Other dictionaries can be downloaded from OpenOffice; however, these must be UTF-8 formatted. Take contact with your local Vizrt representative if there is a need to convert and use another dictionary for spell checking purposes.

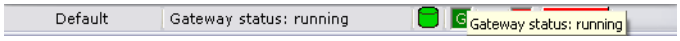
Note: Spell checking can only be enabled for TTWUniMemo and TTWUniEdit components. See the *Viz Template Wizard User's Guide* for more information.

Resource Plug-ins



- **Trio:** Enables the Trio resource panel.

8.3.4 Hints

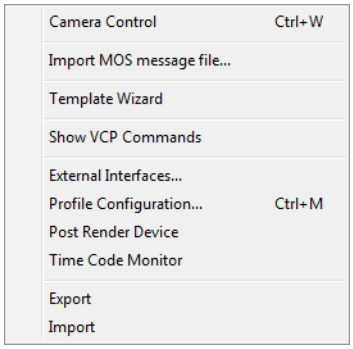


Hints are displayed in the left sided text field of the Status Bars when the pointer is positioned at screen items containing hint information, for example the Viz Gateway connection icon. Hints are enabled by default.

To enable or disable hints

- From the Options menu select **Hints** to enable or disable hints.

8.4 Tools



- **Camera Control (CTRL+W):** Opens the Camera Control dialog box.
- **Import MOS message file...:** Opens the Select MOS Message File To Import dialog box. For details about this dialog box, see Import MOS message file.
- **Template Wizard:** Opens Viz Template Wizard. This option is only available if Viz Template Wizard is installed. For details, see the *Viz Template Wizard User's Guide*.
- **Show VCP Commands:** Opens the VCP Commands window, see Show VCP Commands.
- **External Interfaces:** Opens the External Interfaces window.
- **Profile Configuration... (CTRL+M):** Opens the Profile Configuration window.

- **Post Render Device:** Opens the Post Render Device window.
- **Time Code Monitor:** Opens the Time Code Monitor window.

  Note: The Time Code Monitor menu option is only available if video playout is integrated.

- **Export:** Opens the Export window.
- **Import:** Opens the Import window.

This section contains information on the following topics:

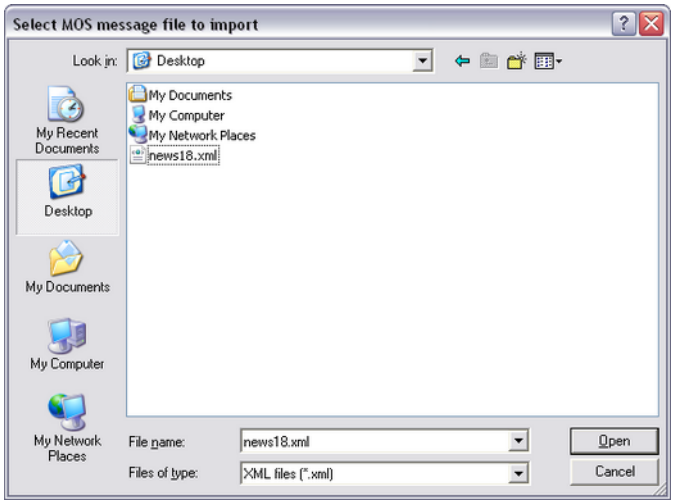
8.4.1 Camera Control

Virtual cameras are set up in Viz Artist. The Camera Control in Viz Content Pilot controls the virtual cameras, so that image sequences may be used together with the templates. In a virtual studio system, this window will call matrix setups as they are defined in the Viz IO setup. If no virtual studio is available, button 1: 16 will cut between virtual cameras 1: 16.

To open the camera control

- Select **Camera Control** on the **Tools** menu, or press the **CTRL+W** keys to use the Camera Control.

8.4.2 Import MOS message file



This option enables users, that need to manually export a playlist from a newsroom system, to have the playlist sent to the Media Sequencer through Viz Content Pilot.

To import a MOS Message File

1. Select **Import MOS Message File** on the **Tools** menu to open the *Select MOS Message File To Import* window.
2. Browse for and select the exported newsroom playlist to be added to the Media Sequencer, and click **Open**.

8.4.3 Template Wizard

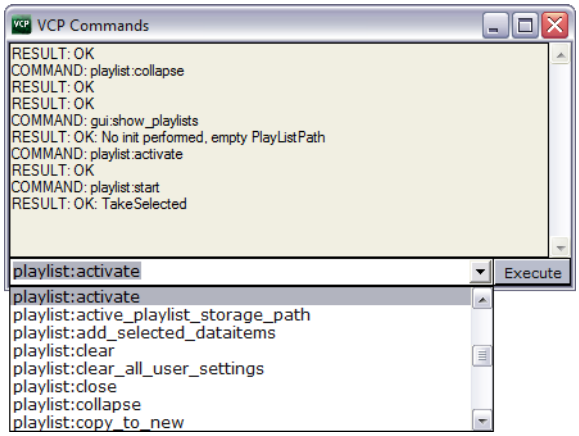
This menu option is enabled when Viz Template Wizard (template design tool) is installed alongside the Viz Content Pilot (VCP) client, and allows the user to start Viz Template Wizard from within VCP.

For details, see the *Viz Template Wizard User's Guide.*

See Also

- Templates
- Data

8.4.4 Show VCP Commands



The VCP Commands window can be used to see the macro commands that are executed when different user operations are performed. The window is also helpful in learning the different macro commands.

To show VCP commands

- Select **Show VCP Commands** from the **Tools** menu.

To run a command

- Enter the name of the command (e.g. **`gui:new_playlist`**) in the combo box, and then click the **Execute** button to run the command.

To lookup commands using apropos

The VCP Commands window has a lookup function named **apropos** that is helpful when searching for information about a command.

1. **Open** the **VCP commands** window
2. Enter e.g. **`apropos run_element`** and press **Enter**
   - The following result should appear:

```
COMMAND: main:apropos run_element
RESULT: control:run_element(restString ElementPath) : Run specific MSE
 element
control:run_element_with_context(string ElementPath, string ContextName,
 string ContextValue) : Run specific MSE element where ContextName is a
 comma separated list of Names and ContextValues their values
```

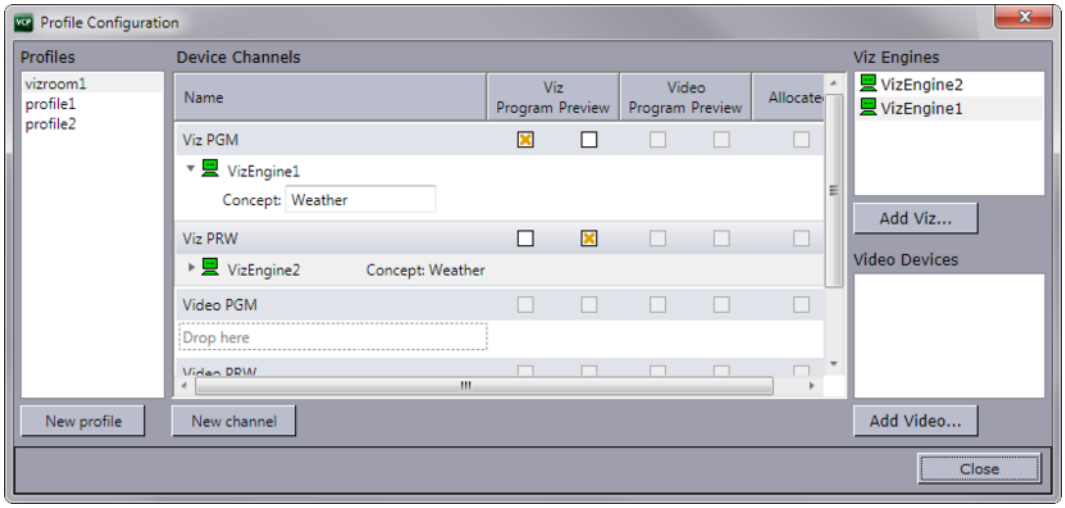
See Also

- Keyboard Configuration

8.4.5 External Interfaces

Selecting External Interfaces in the Tools menu opens the External Interfaces window. All configuration options available through this window are stored on the Media Sequencer.

8.4.6 Profile Configuration



Profile Configuration is used to configure the Viz profiles that are used for playing out graphics and video.

- **Profiles**
  - **Profiles:** Displays the available profiles.
  - **New profile:** Adds a new profile to the Profiles list.
- **Device Channels**
  - **Name:** Shows the name of the output channel.
  - **Viz Program Preview:** Allows you to set the Viz Engine as a program or preview renderer for the current channel.
  - **Video Program Preview:** Allows you to set the Video device as a program or preview renderer for the current channel.
  - **Allocated:** Allocates video devices for the clips in the playlist. For two channels with a video device each, the Media Sequencer will enable transfer of all clips to all video devices. The clips in the playlist are, based on the allocation, played out in a given order (e.g. A, B, A, B) to allow back to back playout. For video devices that is able to playout back to back this allocation is not necessary.
- **Viz Engines:** Shows the hostname or IP address of the selected Viz Engine host.
- **Add Viz...:** Opens the Configure Viz Engine dialog box for adding a Viz Engine hostname and port number.
- **Video Devices:** Shows a list of the available hosts.
- **Add Video... :** Opens the Configure Video Device dialog box for selecting video device, setting hostname and port number.
- **Close:** Closes the profile configuration editor.

Note: The Media Sequencer requires a profile to be present in the system. If all profiles are deleted, an empty vizroom1 profile is automatically added.

See Also

- Profile Configuration on how to configure your output

8.4.7 Post Render Device

Post rendering is used to create images or video files of graphical scenes. The files can be used for playout on Viz Engine. Selecting a video plugin will create one file; however, selecting an image plugin will render an image according to the configured frame rate. For example; Rendering a scene for five seconds will result in 125 images if the frame rate is 25 frames per second (fps).

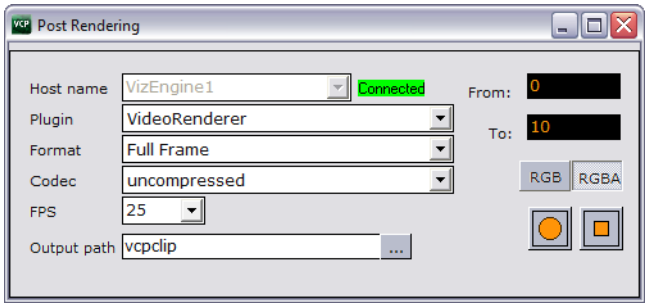
Rendered data elements can be fullscreen graphics or graphics with Alpha values such as *lower thirds* and *over the shoulder* graphics.

Note: Only scene-based data elements can be post rendered.

This section contains information on the following topics:

- Post rendering window
- To post render a scene
- To setup a render device

Post rendering window



The post render devices are automatically setup and do not need any configuration. Any changes to the device settings will be maintained between recordings.

- **Host name**: Displays the render engine that is configured in the profile configuration. To change the render engine, open the Profile Configuration.
- **Plugin:** Sets the renderer device. Options are defined by the installed codecs on the render engine.
- **Format:** Sets the format of the clip. Available options are Full Frame, Fields Top, Fields Bottom, Full Frame/Interlaced Top and Full Frame/Interlaced Bottom.
- **Codec:** Sets the codec to be used.
- **FPS:** Sets the frames per second. Available options are 25, 30, 50, 60, 29.97 and 59.94.
- **Output path:** Sets the filename. A full or relative path can be added. If no path is given, the file is stored in the Program Files folder, or, for Windows 7 and later, the VirtualStore folder on the rendering machine (%LOCALAPPDATA%\VirtualStore \Program Files\Vizrt).
- **From**: Sets the start time in seconds.
- **To**: Sets the end time in seconds.
- **RGB:** Sets the pixel format to RGB.
- **RGBA:** Sets the pixel format to RGBA which includes the alpha channel (blending/ transparency).

- **Record button (circle):** Starts the rendering process of the selected data element. Clicking the Record button will run the recording process according to the duration interval set using the From and To parameters. Controlling the data element is possible during the recording.
- **Stop button (square):** Stops the rendering process before the configured stop time.

To post render a scene

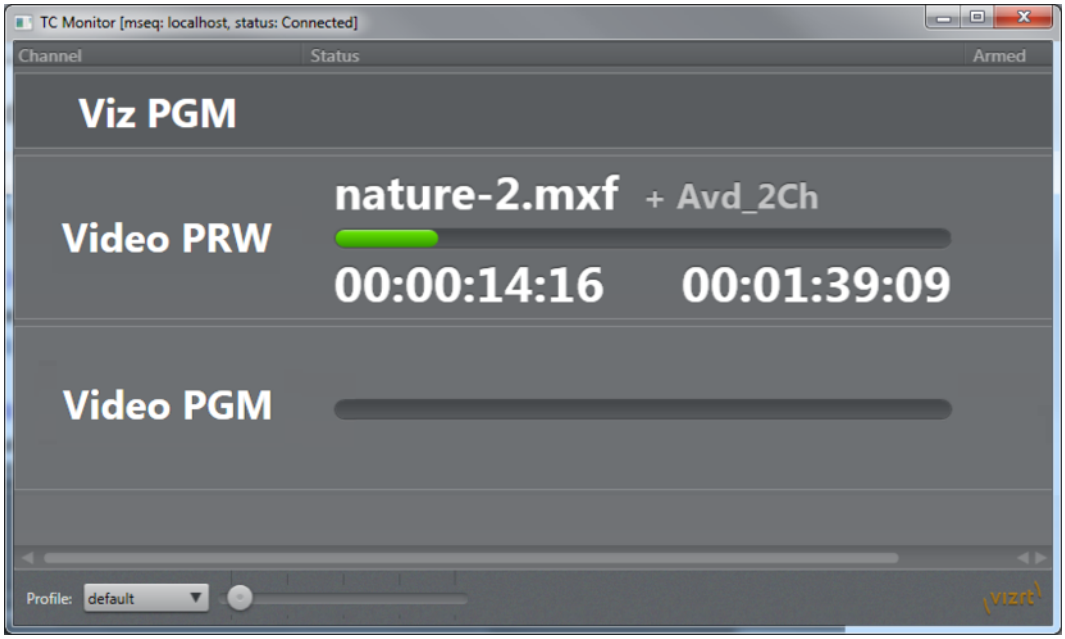
1. Open a data element.
2. Open the Post Rendering window.
3. Set the output parameters.
4. Click the record button.

To setup a render device

- Rendering is automatically configured.

Note: For more information about how to use the Device Manager in Viz Artist, see the *Viz Artist 3.x User's Guide*.

8.4.8 Time Code Monitor



Selecting Time Code Monitor on the Tools menu opens the TC Monitor window. TC monitor monitors the time code and the video server channels; hence, it will only work if the system is configured to be integrated with a video server or Viz Engine. The VCP client uses the Multiport Video Control Protocol (MVCP) to communicate with a translator (Xlator) which again communicates with the video server.

For more information on supported video server setups, please contact Vizrt (see Customer Feedback and Suggestions).

The Timecode Monitor displays three columns: Channel, Status and Armed.

- **Channel:** Name of the Channel. Video channels appear as light grey rows, with progress information in the Status column. Non-video channels are shown as dark grey rows without status.
- **Status:** The name of the current item, followed by any cued item, is displayed above the progress bar. Current Location time and Remaining time are shown below the progress bar. The progress bar changes colour to indicate status:
  - *Green:* Video playing
  - *Red:* Video playing, less than 10 seconds remaining
  - *Blue:* Video finished
- **Armed:** Displays the armed state of an element on a channel. This feature is not used in Viz Content Pilot.

The rows in the list can be shown or hidden using the context menu on each item:

- **Hide:** Hide the selected channel
- **Show All:** Show all channels

At the bottom of the window is the zoom function to adjust the display size, and the Profile selector which displays the current profile name, and allows selection of other profiles.

The Timecode Monitor opens in full screen by default. Press the ESC key to exit full screen mode.

IMPORTANT! In order to monitor video clips that are embedded in graphics, the Viz channel must also be defined as a video device channel.

8.4.9 Export

In the Export window playlists and templates can be exported to file. This option supports export of all the included templates, concepts, scripts, standalone and transition logic scenes. Playlists and all parts of the templates are exported to an XML file, and the related scenes are exported as a Viz archive file.

This section contains information on the following topics:

Export Folders

Export of templates and scenes will, unless a **shared export folder** is mapped on both the control and render machines, be exported to different folders. Normally, the XML file will be placed on the user's machine, and the Viz archive file placed on the Viz Engine (see Example paths and archives).

When exporting graphics, a preview channel must be configured and used.

Example paths and archives

Path	Filename	Comments
C:\temp\	archive.xml	**Viz Content Pilot export filename**. In this example, the temp folder must be present on the users machine, and the user must have write access.
C:\temp\	archive.via (archive) (archive.eva)	**Viz Engine archive filename**. The Viz Engine archive path automatically defaults to match the Viz Content Pilot export path, above. In this example, the temp folder must be present on the Viz Engine machine, and the Viz user must have write access. If the file extension is missing Viz will automatically add one (e.g. archive.via). If the file extension is not correct according to Viz, Viz will simply replace the extension with the correct one (e.g. archive.txt will become archive.via).
Not specified	archive.via	Viz Engine archive filename. In this example, the archive will be placed on the Viz Engine, in the Viz default folder, that is, the Viz 3.x program folder: Windows 7: **`%LOCALAPPDATA%\VirtualStore\Program Files\Vizrt\Viz3`** Windows XP: **`C:\Program Files\Vizrt\Viz3`**
\host\	archive.via	Viz Engine archive filename. The Viz machine must have write access to the UNC path.

IMPORTANT! The path chosen must already exist on the target machine, otherwise the export file will not be created.

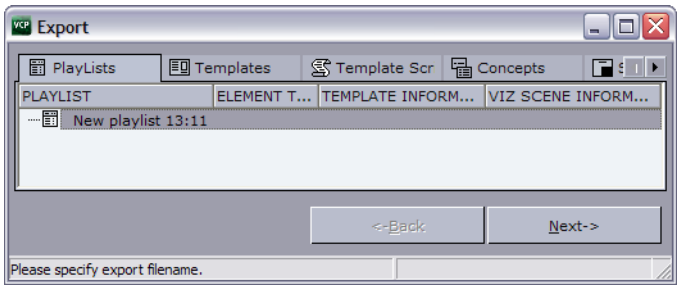
IMPORTANT! The Viz Engine archive file can only be created if the Viz Engine is connected and On Air.

Note: In Windows 7 and later, it is not possible for a user to edit or save files directly in the program folder (**`C:\ Program Files)`**, but data can be stored in the VirtualStore (**`%LOCALAPPDATA%\VirtualStore\Program Files (x86)\`**).

Note: Export of playlists created by newsroom systems, stored on the Media Sequencer, is only supported by Viz Content Pilot versions 5.1.6 and later.

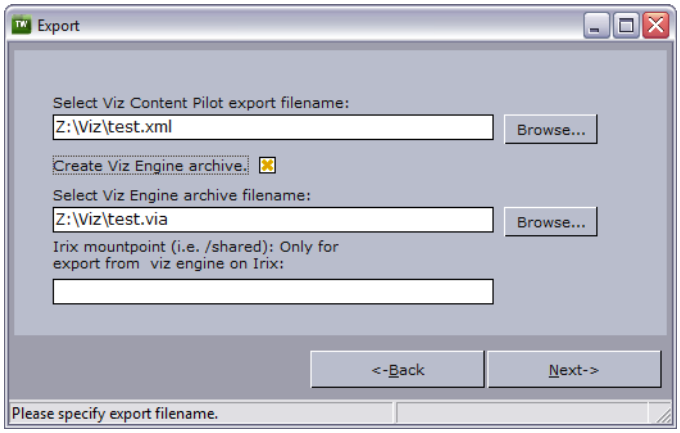
Export Window

Pane 1of the Export Window



- **PlayLists:** Shows a list of playlists that are ready for export.
  - **Playlist:** Shows the names of the playlists.
  - **Element Type:** Shows the element types.
  - **Template Information:** Shows information about the templates.
  - **Viz Scene Information:** Shows information about the Viz scenes.
- **Templates:** The Templates tab shows a list of the templates that are ready for export.
  - **Template Name:** Shows the names of the templates.
  - **Template Information:** Shows template information, for example if the template has been generated by the Wizard in Viz Template Wizard.
  - **Viz Scene Information:** Shows Viz scene information.
- **Template Scripts:** Shows the script name.
- **Concepts:** Shows the concept name the template belong to.
- **Scenes:** Shows the scene name and path.
- **Transition Scenes:** Shows the transition logic scene(s).
  - **Transition Scene Name:** Shows the name and path of the transition logic scene(s).
  - **Background Scene Name:** Shows the name and path of the transition logic background scene(s).
- **XML Source:** Shows a preview of the XML source that will be generated when the playlist is exported.

Pane 2 of the Export Window



- **Select Viz Content Pilot export filename:** Sets the path and filename for the exported XML file.
- **Select Viz Engine archive filename:** Sets the path and filename for the exported Viz archive.
- **Irix mountpoint:** Sets the shared mountpoint on Irix (only used for Viz 2.x installations).
- **Browse...:** Enables the user to search for and select a specific directory (see Example paths and archives).

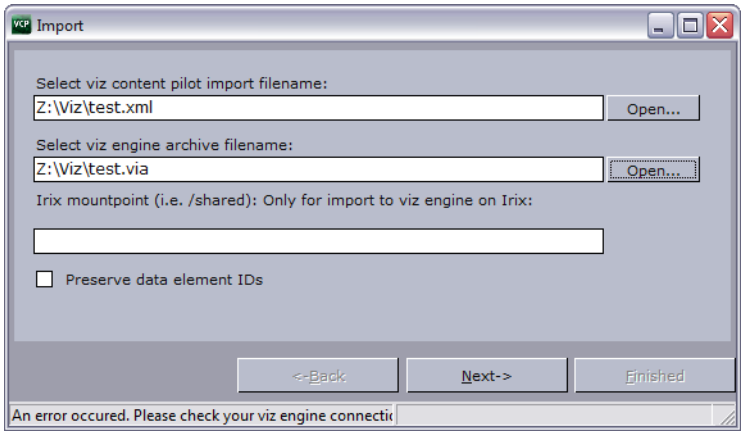
To export

1. Configure a Viz preview channel in the Profile Configuration.
2. Select Export from the Tools menu.
3. Drag Playlists and Templates from the Resource Panel onto Pane 1of the Export Window, and click **Next**.
4. In Pane 2 of the Export Window enter a path and filename (See Example paths and archives).
5. *Optional*: Check the **Create Viz Engine Archive** option to export Viz scenes. Enter a path and filename. (See Example paths and archives).
6. Click **Next**.
7. Click **Export**.
8. Click **Finish**.

See Also

- Tools
- Import

8.4.10 Import



In the Import window, playlists (includes templates, concepts, scripts and transition logic scenes) and scenes can be imported from file. Playlists and templates are exported as an XML file, and scenes as a Viz archive.

Import of playlists and scenes must, unless a shared import folder is given, be imported from different machines. For more information see the Export section and Example paths and archives.

Note: The network drive mappings that are used for the templates must be the same in the import environment as in the export environment. Also, as some template elements use file paths to access resources, the resources (such as images etc.) must be accessible in the import environment.

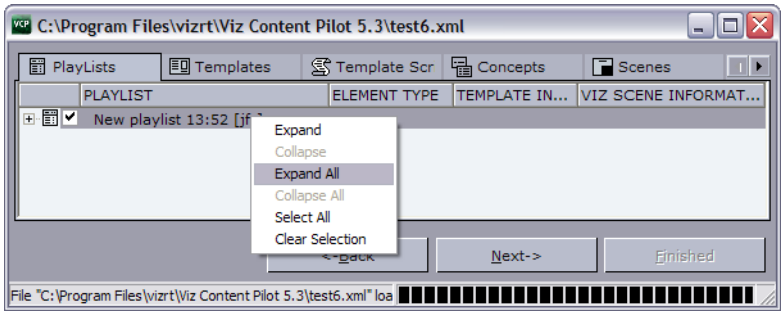
- **Select Viz Content Pilot Import Filename:** Sets the name and path of the content (XML) file that should be imported. Either type the filename directly in the text box, or click the Open button to browse for available files.
- **Select Viz Engine Archive Filename:** Sets the name and path of the graphics (EVA) file that should be imported.

  Note: If the Viz Engine archive has the same name and is located in the same folder as the Viz Content Pilot import file, the name and path of the archive will automatically appear in the Select Viz Engine Archive Filename text box.

- **Irix Mountpoint (i.e. /Shared): Only For Import To Viz Engine On Irix:** If Irix is running, type the Irix mountpoint. This is only for Viz 2.x users.
- **Preserve Data Element IDs:** Preserves the data elements IDs. This will overwrite any other data element with the same IDs.

This section contains information on the following topics:

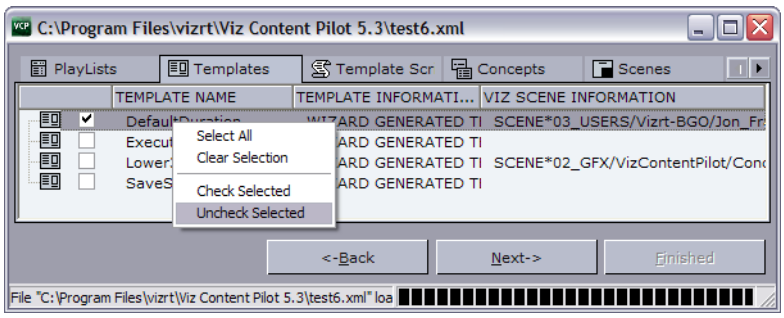
Context Menu



Context menu for the playlist tab columns:

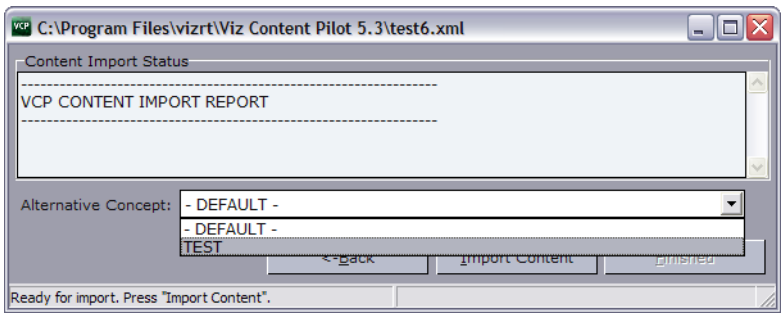
- **Expand:** Expands the selected node(s).
- **Collapse:** Collapses the selected node(s).
- **Expand All:** Expands all nodes.
- **Collapse All:** Collapses all nodes.
- **Select All:** Selects all nodes.

- **Clear Selection:** Clears the selection of nodes.



Context menu for the templates tab columns:

- **Select All:** Selects all templates.
- **Clear Selection:** Clears the selection of templates.
- **Check Selected:** Checks the selected templates.
- **Uncheck Selected:** Unchecks the selected templates.



Option(s) for the Content Import Status window:

- **Alternative Concept:** Sets an alternative concept for all imported templates before the content is imported.

To import playlists, templates and scenes

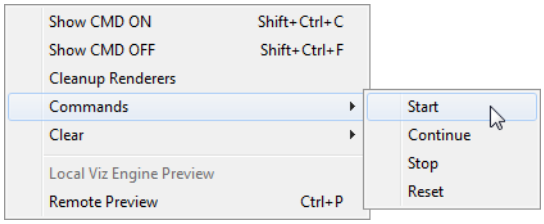
1. On the Tools menu, select Import to open the Import window.
2. Browse for and select the Viz Content Pilot archive file.
3. *Optional*: Browse for and select the Viz Engine archive file.
4. Click **Next**.
5. Select templates and playlists to be imported, and click **Next**.
6. Click **Import Content**.
7. Click **Next**.
8. Browse and select the location the graphics should be imported to (it is possible to exclude parts of scenes, for example fonts).
9. Click **Import Graphics**.
10. Click **Finish**.

See Also

- Export

8.5 Viz Engine

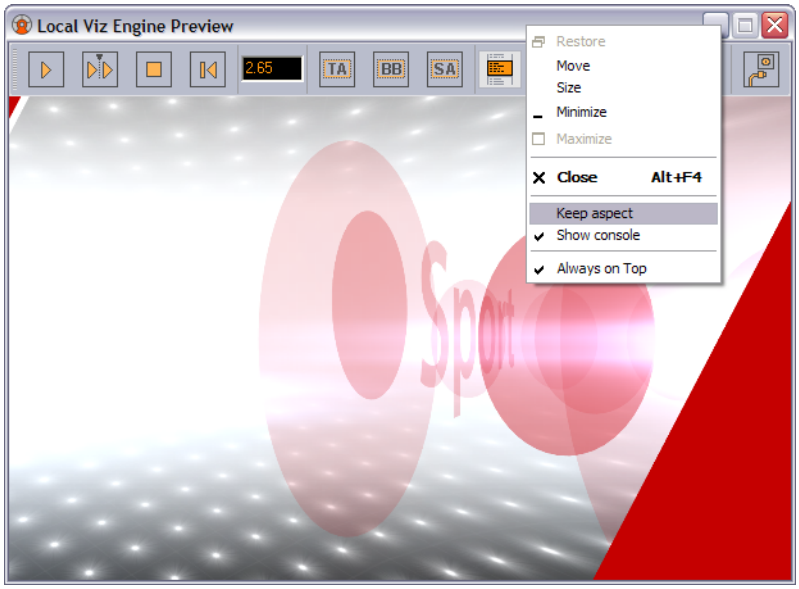
Viz Engine menu:



- **Show CMD ON (SHIFT+CTRL+C)-** Shows the Viz Engine console window on the program channel, and verbose all commands being sent and received.
- **Show CMD OFF (SHIFT+CTRL+F):** Hides the Viz Engine console window on the program channel.
- **Cleanup Renderers:** Unloads all scenes, images, and fonts from both program and preview channels, and resets them to their initial state.
- **Commands:** Controls the playout of the loaded scene:
  - **Start:** Runs the scene on the selected program channel.
  - **Continue:** If the scene contains stop points, and the current state is at a stop point, click Continue to run the animation from this stop point until the next.
  - **Stop:** Stops the running animation.
  - **Reset:** Resets the animation to its start state.
- **Clear:** Clears the layers of the loaded scene:
  - **All Layers:** Clears all layers.
  - **Front Layer:** Clears the front layer.
  - **Middle Layer:** Clears the middle layer.
  - **Back Layer:** Clears the back layer.
- **Local Viz Preview:** Opens a Local Viz Preview window.
- **Remote Viz Preview (CTRL+P):** Opens a Remote Viz Preview window.

This section contains information on the following topics:

8.5.1 Local Viz Preview



Local Viz preview means that a Viz Engine is installed locally on the VCP client machine for preview purposes. Local preview is a feature that must be selected during Custom installation of the VCP client by selecting the Viz Engine Preview plug-in.

This section contains information on the following topics:

- Properties and Parameters
- Context Menu
- To see a local preview

Properties and Parameters

- **Start:** Animates the scene.
- **Continue:** Continues to animate the scene to the next stop point or completes the animation of the scene.
- **Stop:** Stops the scene.
- **Step Backward:** Steps the scene backwards frame by frame when it is paused.
- **Time field:** Shows the current timeframe for the scene.
- **Title Area:** Shows the boundaries of the defined title area (green rectangle).
- **Bounding Box:** Shows the boundaries of the scene's objects.
- **Safe Area:** Shows the boundaries of the defined safe area (purple rectangle).
- **Show Commands:** Opens a console window that shows the Viz commands. The console window can be enabled by default by adding the ShowConsole registry setting.
- **Restart:** Restarts the local Viz Engine.

Context Menu

- **Keep aspect:** Sets and keeps the correct aspect ratio according to the Viz output format settings when the window is resized.

- **Show console:** Shows the Viz console, showing all commands sent to and processed by Viz.
- **Always on top:** Floats the preview window on top of all other application windows.

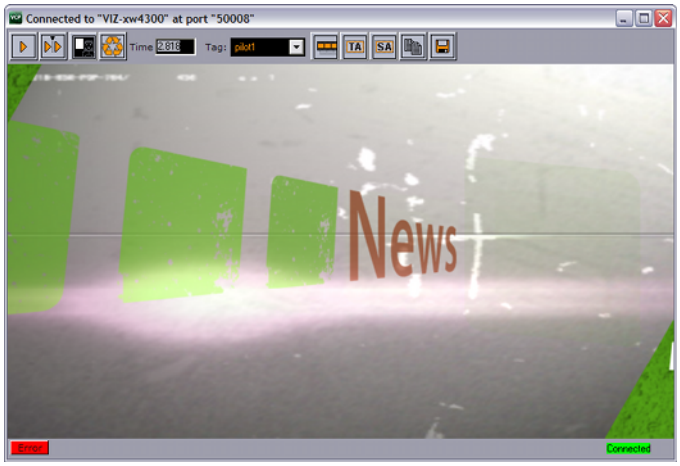
To see a local preview

1. Set a local Viz Engine (i.e. localhost) as the preview renderer in theProfile Configuration.
2. Select **Local Viz Engine Preview** from the Viz Engine menu to open the Local Viz Engine Preview window.
3. Open a playlist.
4. Right-click the playlist and from the appearing context menu check the **Auto preview** option.
5. **Left-click** a data element to see a preview.

See Also

- Remote Viz Preview using the Viz Content Pilot client
- Custom installation
- To enable local preview

8.5.2 Remote Viz Preview



This option allows you to see a remote "snapshot" preview (still or animated) of a template or data element. Animated means that a series of frames are fetched from the preview renderer on-the-fly; hence, it is not a real-time rendering. However, if you have a reference monitor connected to your Viz Engine's DVI/VGA output you may use the preview window's control buttons to play or scrub the graphics in real-time.

Note: Remote Viz preview means that a Viz Engine is installed remotely on another machine for preview purposes.

This section contains information on the following topics:

- Properties and Parameters
- To see a remote snapshot preview

Properties and Parameters

- **Start:** Asks Viz for a snapshot of the first frame or the first tag on the main (default) director. If the scene, or foreground scene in transition logic terms, has a **pilot1** tag it will by default jump to that tag on the director and show that frame.
- **Continue:** Asks Viz for a snapshot of the remaining tags on the default director.
- **Key:** Shows the key signal of the graphics.
- **Time field:** Shows the current timeframe for the scene. Allows the user to scrub the scene manually.
- **Tag field:** Shows the scene's director tags on the Default director. These tags are used for previewing the scene, and are not actual stop points. Proper stop points enable the use of Continue to trigger the animation and should not be used for creating tags for preview purposes.
- **Animate:** Asks Viz for a series of snapshots according to the Remote Preview configuration under Preferences this in turn is played out in sequence in the preview window in order to animate the scene.
- **Title Area:** Shows the boundaries of the defined title area (green rectangle).
- **Safe Area:** Shows the boundaries of the defined safe area (purple rectangle).
- **Copy:** Copies the current snapshot onto the Windows clipboard.
- **Save:** Saves the snapshot as a PNG file.
- **Error:** Shows the error log for the current session.
- **Connection:** Shows the current Viz connection status.

To see a remote snapshot preview

1. Right-click in the playlist and from the appearing context menu select **Auto Preview**
2. From the main menu select **Viz Engine** > **Remote Preview**, or press **CTRL+P**
3. Open an item in the playlist
   - This will send a preview to Viz asking for the first frame of the scene or the frame of the first preview tag

See Also

- Remote (snapshot) preview Preferences
- Working with Remote Viz Preview

8.6 Playlist

This menu option is only visible when a playlist is open. In the VCP client it is possible to import a playlist from a XML file. The XML file must be created with references to templates and data that will be inserted into the playlist, thus creating new data elements during import. A template reference is a reference to the external ID registered for a template using Viz Template Wizard's template manager tool.

- **XML Filler:** Displays two options (Open and Add).
  - **Open:** Creates a new playlist based on the content of the XML file.
  - **Add:** Appends the content of the file to a new or existing playlist.
- **Clear Playlist:** Clears the playlist by removing all elements in it.

- **Save to database**: Saves any playlist held by the Media Sequencer to the database. Imported playlists are added to the Media Sequencer that the VCP client is currently connected to.

This section contains information on the following topics:

XML example

The XML example below contains the name of the playlist, a group and three elements with an external ID (**templateID**). External IDs are configured in Viz Template Wizard's template manager tool per template.

```
<?xml version="1.0"?>
<playlist>
   <name>Name of playlist</name>
   <group visible="true" name="Group name">
      <event>
         <templateID>100</templateID>
         <dataName>Data Element Name 001</dataName>
         <comment/>
         <data>
            <field>FirstName LastName 001</field>
            <field>Designation 001</field>
         </data>
      </event>
      <event>
         <templateID>100</templateID>
         <dataName>Data Element Name 002</dataName>
         <comment/>
         <data>
            <field>FirstName LastName 002</field>
            <field>Designation 002</field>
         </data>
      </event>
      <event>
         <templateID>100</templateID>
         <dataName>Data Element Name 003</dataName>
         <comment/>
         <data>
            <field>FirstName LastName 003</field>
            <field>Designation 001</field>
         </data>
      </event>
   </group>
</playlist>
```

To import a playlist file

1. On the **Playlist** menu select **XML Filler** and then **Open ...** or **Add ...**.
2. Select the XML file and click **OK**.

To save a playlist to the database

1. **Open** a playlist
2. On the **Playlist** menu select **Save to database**
3. Enter a **name** in the appearing dialog box and click Save

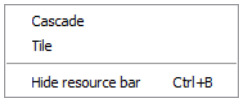
To import a playlist saved to the database

1. Open the **Playlists** tab in the **resource panel** and select **DB Exported**
2. Double-click the **exported playlist**
3. In the appearing dialog box click **Yes** to confirm the operation
   - Playlist is opened and listed under the Imported node displaying the its save name

See Also

- *Viz Template Wizard User's Guide* on Import components and use of external IDs.

8.7 Windows



The Windows menu options are commonly used to quickly cascade or tile the playlist windows.

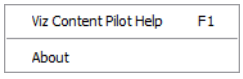
- **Cascade:** Arranges all open playlists into a cascaded stack, and displays the playlists in the Work area.
- **Tile:** Arranges all open playlists horizontally from the top of the screen to the bottom, and displays an equal part of all the playlists.
- **Hide resource bar (CTRL+B):** Hides the Resource Panel. Alternatively, use the keyboard shortcut CTRL+B. The Control panel is displayed by default.

Note: The Windows options affect other windows as well.

To hide or show the resource panel

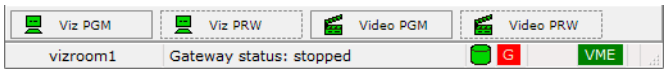
- Select **Hide resource bar** from the Windows menu, or use the keyboard shortcut **CTRL+B**.

8.8 Help Menu



- **Viz Content Pilot Help (F1):** Opens the Viz Content Pilot user's guide.
- **About:** Opens the About window that contains information about the installed Viz Content Pilot version. A link to the list of Third Party Component Credits is also available.

9 Status Bars



The Status bar is positioned at the bottom of the window, and consists of Status Information, Status Indicators and Profile and Channel Information.

This section contains information on the following topics:

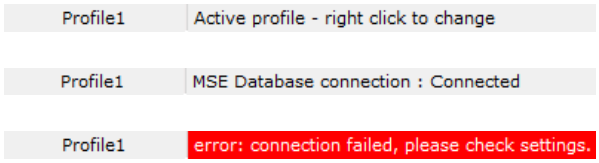
- Status Information
- Status Indicators
- Profile and Channel Information

See Also

- Playlist Status Bars

9.1 Status Information

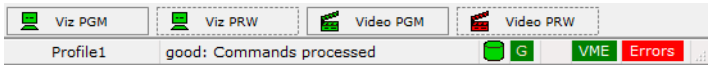
Status information is positioned to the lower left.



Status information gives feedback on different objects in the Viz Content Pilot user interface and from connected systems. The information is divided in the following two categories:

- **General information:** General information is displayed when a pointer is positioned over objects in the user interface that contain information relevant to the user. When the Hints area displays general information, it remains its default color (grey).
- **Error information:** Error information is displayed if errors occur. When the text field displays error information, the text field background color turns red. Error information is also displayed in the Errors Window.

9.2 Status Indicators



Status Indicator Items

Item	Description
	**Database:** Green if the Media Sequencer is successfully connected to the Viz Content Pilot database (see the External Interfaces configuration window). Red if there is no connection.
	**Viz Gateway:** Green if the Media Sequencer is connected to Viz Gateway. Red if there is no connection. Clicking the indicator when it is disconnected (status: red) makes the system try to reconnect (see the External Interfaces configuration window).
	**Matrix:** Green if Viz Content Pilot is connected to Viz IO. Red if there is no connection. Clicking the indicator when it is disconnected (status: red) makes the system try to reconnect.
	**VME (Viz One)**: Green if the Media Sequencer is successfully connected to Viz One. Red if the configuration is not working properly (e.g. failed Viz One search). In serious situations, where the Viz One is unavailable, an additional pop-up error message will appear. In this case, videos that have already been transferred to Viz will still work, but any new videos will not be transferred. Double-clicking the indicator opens the External Interfaces configuration window.
	**Errors:** Turns red when errors occur. Clicking the button opens the Errors Window. Errors that occur are saved in the Errors log, and displayed in the Errors window.
	**Viz Channel:** Displays the status of the Viz channel's Viz Engine(s). See Profile and Channel Information.
	**Video Channel (clapperboard):** Shows whether the Media Sequencer is successfully connected to a Viz Video Engine, Viz Engine or other video servers for video playout. See Profile and Channel Information.

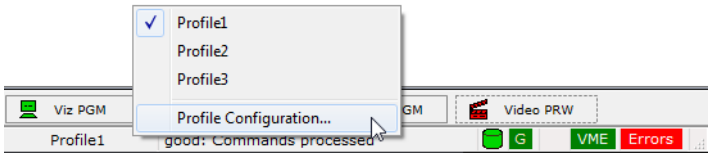
Errors Window

The Errors window contains two buttons.

- **Close :** Closes the Errors Log dialog box.
- **Clear Log:** Removes all the error messages from the log window, but not from the log file. The Errors window also closes, and the Errors button is hidden until there is new error log information to display.

9.3 Profile and Channel Information

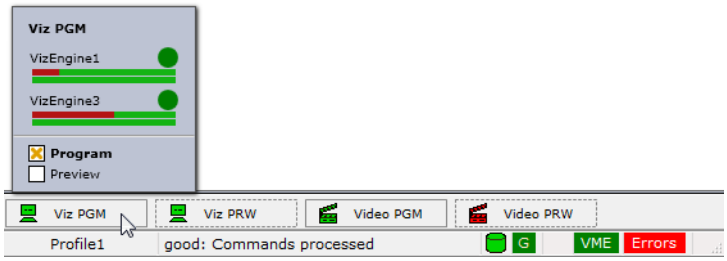
Profile Context Menu



Right-clicking the profile name will open the Profile Context Menu:

- **Profile(s):** Shows the available profile name(s), and indicates the current profile.
- **Profile Configuration**: Opens the Profile Configuration window.

Channel Context Menu



Right-clicking the Viz Channel will display a context menu for setting the channel as a program or preview channel. In addition it will display the Viz Engines that are configured for that channel and their current status.

Clicking on the Viz Engine name refreshes the status indicator and current memory usage bars.

Clicking the Channel indicator when it is disconnected (status: red) makes the system try to reconnect (see the Profile Configuration window).

10 Resource Panel

Viz Content Pilot can be configured to access up to nine (9) different resources. The resource panel is positioned to the left in the main program window, and provides an overview of available resources. The buttons and the drop-down list open various resource panels.

Selecting Templates and Data give access to all templates and data elements stored on the Viz Content Pilot database. Templates are created by the template designer, while data elements are based on the templates and created by the user (e.g. a journalist or an operator).

Selecting Playlists give access to all playlists stored on the Media Sequencer. Playlists can be created using VCP, or monitored by VCP when they are created using a newsroom system.

Selecting Viz and Files give access to objects on Viz Engine and files stored locally on the computer, respectively.

Selecting Trio gives access to Viz Trio’s show folders and shows that are stored on the same Media Sequencer that VCP is using. Accessing the shows enables the user to drag and drop Viz Trio pages into a VCP playlist.

Selecting Media gives you access to the VCP media repository Viz Object Store and the Viz One. The Media tab enables the operator to search for and add media items directly into the playlist or to the templates/data elements through drag and drop.

Selecting Cliplist gives you access to clips on video servers that support the MVCP protocol.

Note: Audio cannot be added directly to the playlist.

This section contains information on the following topics:

10.1 Templates

Templates are built using Viz Template Wizard. Templates are used to add content to the graphics and to a certain extent control the look and feel.

This section contains information on the following topics:

10.1.1 Template Resources Panel

Data stored on the VCP database with references to a template and scene is, when it is displayed in VCP, called a Data element. Data elements added to a Playlists are stored on the Media Sequencer for playout, and are consequently stored with references to the templates and scenes.

A template is used to populate one or many Data elements in order to have elements with differing content (e.g. text, images, video), and differing control parameters than another Data elements.

Additionally, a template, and consequently a data element, may belong to one or many concepts (e.g. Sports and News scenes) and belong to one or many variants of a scene (e.g. Sports lower and top thirds).

Note: All (<All>) templates are listed the first time Viz Content Pilot is started. The next time Viz Content Pilot is started it will remember which concept was selected and start with that concept template listing.

Context Menu - Templates

Context menu for the columns:

- **Auto Width:** When enabled (selected) Auto Width expands the columns and distributes them evenly.
- **Enable Sorting:** When enabled (selected) Enable Sorting enables the user to sort the list (ascending/descending).

Context menu for the resources:

- **Edit Template:** Opens the template in Viz Template Wizard for editing.
- **Find:** Displays the Resource Search.
- **Show Images:** Adds the Image column to the Template list, and shows thumbnails of the scenes in this column.

Working with Templates

To open a template

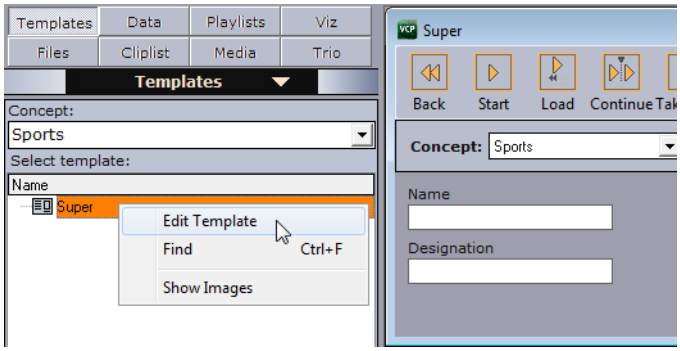
- Double-click a template to open it, or right-click and select Open from the appearing context menu.

To select a concept and variant

1. Open a template from the resource panel.

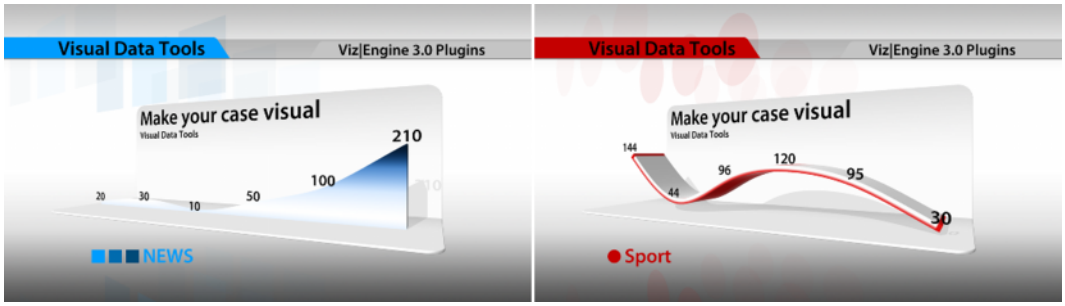
2. In the template's window click the Concept and Variant drop-list, and select a concept and variant.

10.1.2 Concepts and Variants



Tip: The template list is alphabetically ordered (ascending). Click the *Name* column to reverse the order (descending).

The concept drop-down list in the resource panel displays all available concepts, and is basically used to filter the templates that belong to each concept. When saving a template, the data element will be stored with the selected concept and variant. These can be changed later on by the operator when the data element is added to the Playlists or by opening the Data element and selecting a different concept and variant.



Concepts are essentially a means of reusing content for graphics that have the same properties. Having the same properties enables the template designer to create one template for several scenes that have the same properties. The operator is then able reuse the parameters saved with the data element and switch concepts and variants without re-entering the data for each Data element in the Playlists.

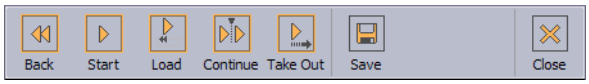
When using a newsroom system for story creation the journalist is able to select which concept or variant a specific story is to be aired with. This will save time before a story is put on air, and consequently pushes the deadline for when a story is ready for playout to near real-time.

In addition the control room operator has the freedom to override these settings, in order to reuse any content, as long as the template supports the concept and variant to be used.

Note: Concepts and variants are created and organized by the template designer using Viz Template Wizard. Templates are stored on the VCP database.

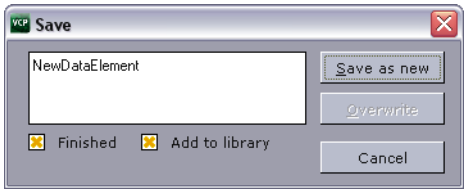
10.1.3 Template Control Buttons

Each template has the same set of control buttons and options.



- **Back:** Rewinds the scene to frame 0.
- **Start:** Runs the scene from the current frame
- **Load:** Loads the scene.
- **Continue:** Continues the scene from the stop point.
- **Take Out:** Takes the scene to the out state stop point. If the scene is based on transition logic, the scene is cleared.
- **Save:** Opens the save dialog saving the current data added to the template. Will also open the spell checker before the save dialog if spell checking is enabled and misspelled words are used.
- **Close:** Closes the template.

10.1.4 Template Save Dialog Box



- **Description:** In the text box, type a description that uniquely identifies the data element.
- **Finished:** If the settings are final, select the Finished check box. This information will be stored on the database. If a data element is finished it can be shown in the Finished column in the playlist displaying either *1* for finished and *0* for not finished.
- **Add to library:** Select this checkbox if the data element will be used often and you want to prevent it from being deleted. The data element will be saved as a *library element*, and all concept and variant information is kept. This prevents the data element from being deleted when using *Options > Delete Data Items*. Library elements can still be deleted manually, and if the original template is deleted in Template Wizard, all data elements based on the template will also be deleted, including library elements.

  Note: If the data element should be post rendered, the data element must have post rendering start and stop points defined. For more information, see Viz Engine .

- **Save as new (Alt+S):** Creates a new data element.
- **Overwrite (Alt+O):** Updates a previously created data element. If the data element is new, the Overwrite button will not be available.
- **Cancel:** Cancels the save operation.

10.1.5 Template Spell Checker

The template spell checker processes the text as part of the save operation. If spell checking is enabled the spell checker dialog will appear.

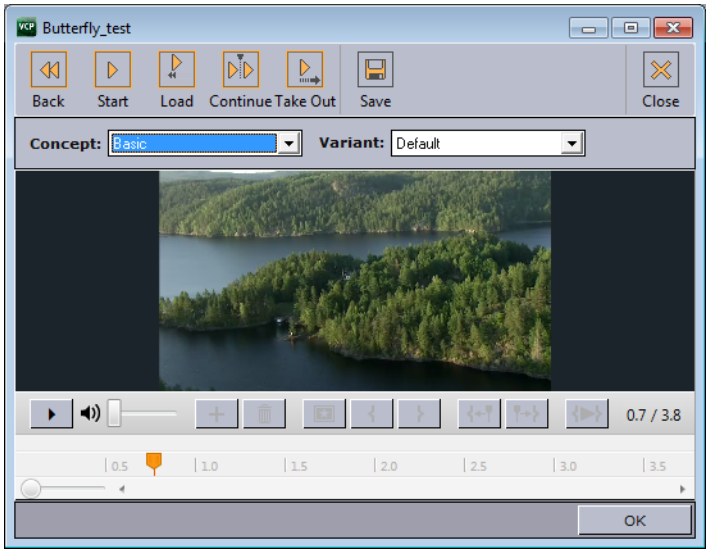
Spell checking is enabled by the template designer using Viz Template Wizard. See *Viz Template Wizard User's Guide* for information on how to enable spell checking for Unicode Edit and Unicode Memo text fields.

- **Change:** Changes the marked (red) word with the suggested word moving on to the next misspelled word. When done the spell checker opens the save dialog.
- **Change All:** Changes all misspelled words that are the same as the checked word in one operation moving on to the next misspelled word. When done the spell checker opens the save dialog.
- **Skip:** Skips the marked (red) word moving on to the next misspelled word. When done the spell checker opens the save dialog.
- **Skip All:** Skips all misspelled words and opens the save dialog.
- **Cancel:** Stops the spell checking operation going back to the template editing view. The save dialog is not opened.

Note: When creating multiple data elements based on the same template (without closing it), the spell checker will remember previous spelling corrections and automatically apply them to new data elements before they are saved.

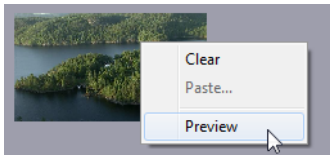
10.1.6 Timeline Editor Preview

Timeline Editor Preview in VCP



A basic version of the Timeline Editor is available for previewing video elements from within a template or data element. Video preview and scrubbing is available, however the controls for timeline manipulation are disabled.

Context menu for a video in a template or data element



The Preview option is available from the context menu of the video control.

Preview is only available if the image component in the template lists isVideoMediaSearch in it's ImageSources, and is only enabled if a video asset is actually selected.

See *Viz Template Wizard User's Guide* for information on image components.

10.2 Data

The data elements view enables the user to see a list of all data elements or see a filtered view by selecting concept and/or template from the drop-lists.

Note: A concept that is selected in the Templates view is reflected in the Data view, and conversely.

Data elements are described with name, template name, date of creation and a thumbnail (if the Thumbnail Generator is used).

Data elements are based on templates and can be created by the VCP operator; however, in most cases data elements are created using the Newsroom Component (e.g. by journalists). Data elements are then used to populate the playlist.

This section contains information on the following topics:

Context Menu

Context menu for the columns:

- **Date:** Shows the date and time the data element was created.
- **Template:** Shows the template the data element is based on.
- **Auto Width:** When enabled (selected), Auto Width expands the columns and distributes them evenly.
- **Enable Sorting:** When enabled (selected), Enable Sorting enables the user to sort the list (ascending/descending).

Context menu for the resources:

- **Open:** Displays the selected data element in the Work area.

- **Refresh:** Refreshes the elements in the Data list.
- **Show Library Items:** Shows elements that have been created in previous versions of Viz Content Pilot, and that are stored in the library.
- **Find:** Displays the Resource Search.
- **Delete:** Deletes the selected data element. A confirmation dialog box appears when trying to delete library elements.
- **Show images:** Displays the Image column.
- **Show templates:** Displays the Template column.
- **Show dates:** Displays the Date column. This column is displayed by default, and the data elements are sorted by date. Clicking the title area of the Date column reverses the sorting.

To create a data element

1. Open a template from the Templates resource list.
2. Fill the template with data (e.g. images, text and so on).
3. Click the **Save** button.
4. Enter a name in the Template Save Dialog Box and click the **Save as new** button.

To edit a data element

1. Double-click the data element, or
2. Right-click it, and from the appearing context menu select **Open**.

To delete a data element

1. Select the data element and press the **Delete** button on the keyboard, or
2. Right-click it, and from the appearing context menu select **Delete**.

See Also

- Resource Panel
- Resource Search
- Templates
- To add a data element to a playlist

10.3 Playlists

The Playlists panel displays the available playlists on the Media Sequencer.

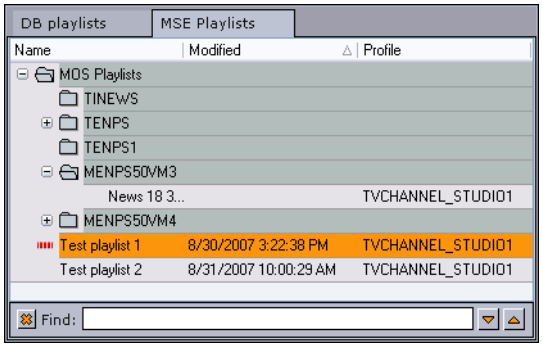
This section contains information on the following topics:

- Playlists Resources Panel
- Context Menu
- Working with the Playlists Panel

See Also

- Resource Panel
- Playlist Window

10.3.1 Playlists Resources Panel



Media Sequencer playlists can be created in VCP; however, in most cases playlists are created by newsroom systems that are monitored and played out by the VCP client or other control applications such as Viz Trio or Viz Multichannel.

The newsroom playlists are stored on the Media Sequencer, and updated through the Viz Gateway or Viz Device Manager. Viz Gateway supports most newsroom systems that support the MOS protocol. Viz Device Manager only supports Avid iNEWS Control Air.

- **Modified:** Shows the date and time of when the playlist was modified.
- **Name:** Shows the name of the playlist. Name is enabled by default.
- **Profile:** Shows which profile each playlist is configured to use.
- **State:** Shows if the playlist is active or inactive. When set to active, and the playlist contains video clips, the Media Sequencer will trigger transfer of video clips to Viz.

Note: Viz Content Pilot 4 compatible playlists are no longer supported by VCP versions 5.4 and later.

10.3.2 Context Menu

Context menu for the columns:

- **Created:** Displays the Created column. This column shows the date and time that the playlist was created.
- **Name:** Displays the Name column. The name column shows the name of the playlist. Name is enabled by default.
- **Profile:** Displays the Profile column. The column shows which profile each playlist is configured to use.
- **State:** Displays the State column. Possible states are Active or Inactive.
- **Auto Width:** When enabled (selected), Auto Width expands the columns and distributes them evenly.
- **Enable Sorting:** When enabled (selected), Enable Sorting enables the user to sort the list (ascending/descending).

Context menu for the resources:

- **New Playlist:** Creates a new playlist in the Playlists resource list.
- **New Folder:** Creates a new folder in the Playlists resource list.
- **Open:** Displays the selected Playlists.

- **Open in New Window:** Displays the selected playlist in a separate window.
- **Activate in current profile:** Activates and monitors the selected playlist in the current profile, and enables the Media Sequencer to trigger transfer of video clips to Viz.
- **Deactivate:** Deactivates and stops monitoring of an activated playlist.
- **Find:** Displays the Resource Search.
- **Rename:** The selected playlist may be renamed.
- **Delete:** Deletes the selected playlist. Alternatively, use the keyboard key Delete (Del).

Note: New Playlist, New Folder, Rename and Delete operations can only be performed on VCP client playlists or folders that group VCP playlists.

10.3.3 Working with the Playlists Panel

This section contains information on the following topics:

To create a new playlist

1. Right-click the Playlists Resources Panel, and from the appearing Context Menu select **New Playlist**, or
2. Select **New Playlist** on the **File** menu.
   - This will set the focus on the new playlist.

To open a playlist

1. Double-click a playlist name in the Playlists resource list, or
2. Right-click the Playlist entry, and from the appearing Context Menu select **Open**.

To add a data element to a playlist

1. Select the Data resource panel.
2. Drag and drop the data element(s) onto the playlist.
   - If the element is dropped over an existing element, the new element is positioned above the existing.
   - If the element is dropped in an empty section of the Playlist, the new element is positioned at the bottom of the list.
3. Arrange the order of the elements by drag and drop.

To set the same concept for the whole playlist

1. Open the Playlists.

2. Select the concept from the Item Toolbar's **Concept** drop-list.

Note: Data elements that do not support the selected concept will be colored yellow.

To select a concept and variant using the playlist

1. Open the Playlists where the Data element was added.
2. Select the Data element, and then select the new concept and variant from the element's **Concept** and **Variant** column.

See also how To select a concept and variant.

To convert VCP 4 playlists

1. Install and start a **VCP client version 5.0-5.3**.
2. From the main menu select **Options**, and then **Preferences** to open the Preferences window.
3. Select the **Playlist** (General) option, and then check the two options **Show DB playlists** and **Open DB playlists in MSE**.
4. Click **OK** to close the Preferences window.
5. Click the **Playlists** button to display the available playlist resources.
6. Select the **DB Playlists** tab to display the available DB playlists.
7. Double-click a DB playlist, or right-click and select **Open** from the appearing context menu.
8. Select the **MSE Playlists** tab and see that the DB playlist is recreated and added to the MSE Playlists resource list.

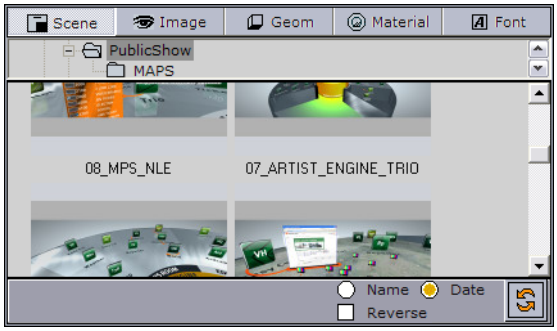
10.4 Viz

The Viz button refers to the currently configured Viz Engine preview channel and its Viz Graphic Hub connection. Clicking the Viz button the Viz Content Pilot client is able to show the different scenes, images, objects, materials and fonts available to Viz Engine.

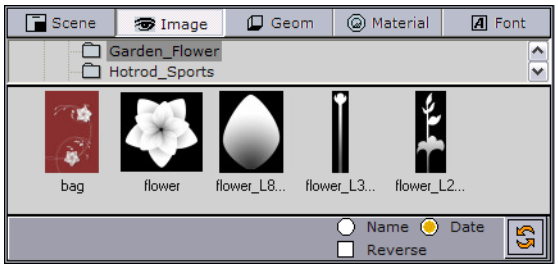
The Viz panel (aka the treeview browser) also has a range of buttons/tabs that displays different views of different items/objects available to Viz Engine. The display area shows the directory and the contents of the currently selected folder. Below there are some options for refreshing the views and sorting the order of the listed items.

Note: Viz images can be played out as Fullscreen Stillstore Images; however, this requires a still store scene.

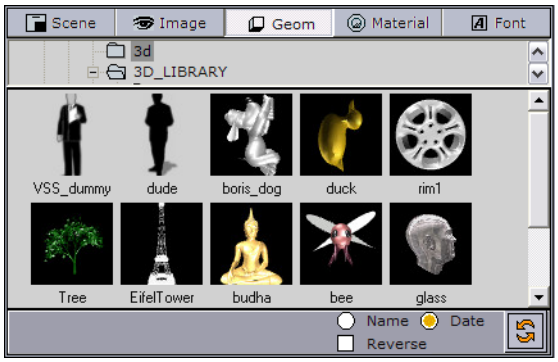
- **Scene:** Shows available Scenes in Viz Graphics Hub. Server relates to the Server - Scenes option in Viz Artist.



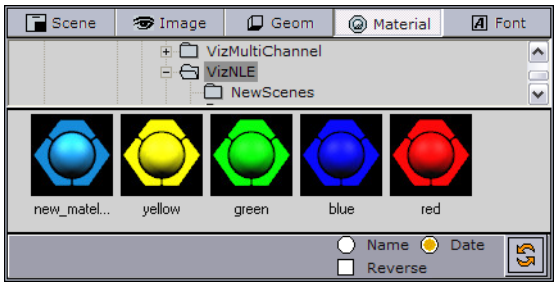
- **Image:** Shows available Images in Viz Graphics Hub. Image relates to the Server - Images option in Viz Artist.



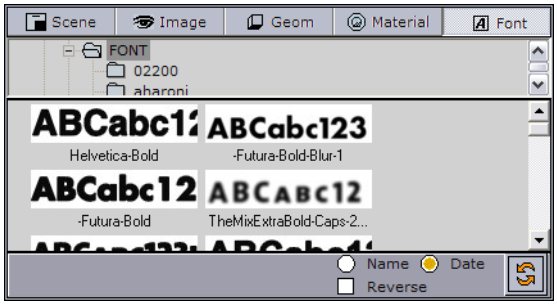
- **Geom:** Shows available Geometry Objects on Viz Graphics Hub. Geom relates to the Server - Objects option in Viz Artist.



- **Material:** Shows available Material (colors) on Viz Graphics Hub. Material relates to the Server - Material and - Materials Advanced options in Viz Artist.

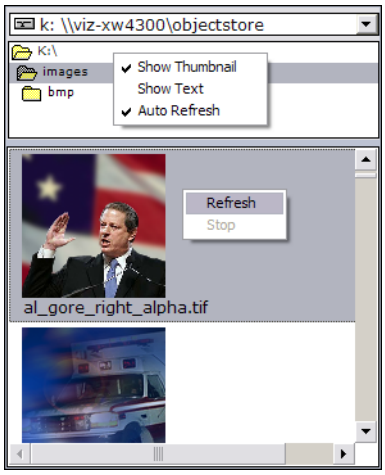


- **Font:** Shows available Fonts in Viz Graphics Hub. Font relates to the Server - Fonts option in Viz Artist.



Note: Geom, Font and Material folders can be placed anywhere on the Viz Graphics Hub.

10.5 Files



The Files view allows the user to use external images from local and remote locations. The drop-down list basically shows the local drive and whatever drives are mapped to the computer. The display area shows the external images found for each location.

Double-clicking an image will open a preview of the image.

Context Menu

- **Show Thumbnail:** Displays thumbnail images instead of text.
- **Show Text:** Displays textual information regarding picture instead of thumbnails.
- **Auto Refresh:** Automatically displays the content of the folder selected in the Folder list.

Note: External images can be played out as Fullscreen Stillstore Images; however, this requires a still store scene or *Image with Name and Title Linking* component.

Tip: An alternative to using the Files browser is to use isFileOpen in an image component instead.

See Also

- Resource Panel

10.6 Trio

Viz Trio resources can be used in a VCP playlist. Viz Trio has all its shows and pages (similar to VCP's data elements) stored and organized on the Media Sequencer.

This section contains information on the following topics:

- Trio Resources Panel
- Context Menu

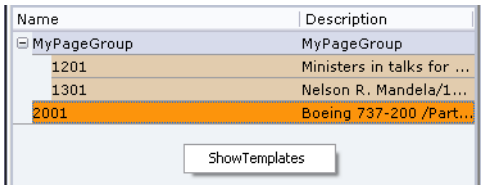
10.6.1 Trio Resources Panel

Show view

When clicking the Trio button, the Show tab is selected by default. The left pane displays the folder(s) that organizes the different shows stored on the Media Sequencer. The right pane lists the show(s) organized under each show folder. A show contains pages (data elements).

Tip: Hide the Show pane by clicking the vertical oblong arrow button.

Elements view



10.6.2 Context Menu

Context menu for the columns:

- **Name:** Shows the names of the elements.
- **Description:** Shows a description of the elements.
- **Auto Width:** When enabled (selected), Auto Width expands the columns and distributes them evenly.
- **Enable Sorting:** When enabled (selected), Enable Sorting enables the user to sort the list (ascending/descending).

Context menu for the resources:

- **Show Templates:** When selected, Show Templates will display all templates in the currently selected show as well as all the pages.

To open a show

- Double-click a show (e.g. Viz Trio Show.show) to see its pages (data elements).

To add elements to a playlist

- Drag and drop pages (data elements) from the Elements view onto the playlist.

10.7 Media

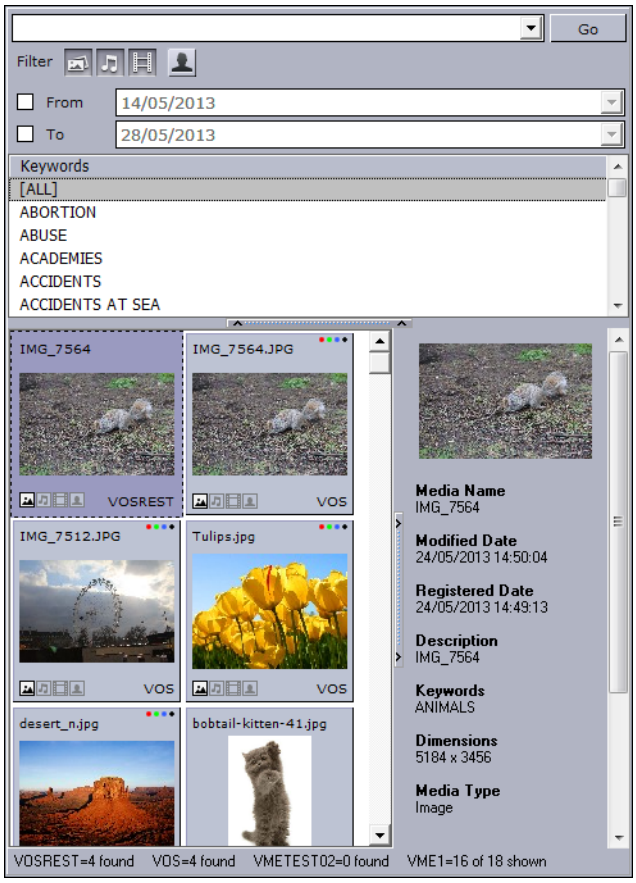
The Media tab allows users to search for media assets (i.e. still images and video clips) that can be added directly to the story (e.g. a full screen video clip).

Media information resides on storage systems such as Viz Object Store and Viz One. Viz Object Store traditionally stores still images and person information. Viz One traditionally stores video, audio and video stills. The Media tab combines the sources into one.

This section contains information on the following topics:

Media Tab

Media Tab with search results list and Details View:



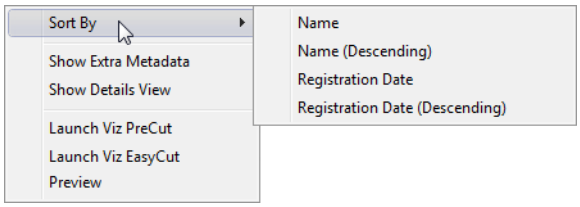
The top pane shows the Search and Filter Options and a list of categories, while the bottom pane displays the search results and, optionally, the item details.

Search results are limited to a 100 hits per source (e.g. Viz Object Store or Viz One) in order to reduce network load and to increase the speed of the search. The most recent assets are displayed first. If your results exceed a 100 hits it is recommended to refine the search.

Note that searching Viz One currently only supports free text search, while Viz Object Store search supports free text, setting from and to dates and use of one or multiple keywords.

Note: Viz Content Pilot does not support the use of audio files.

Context Menu for Search Results



Media search results context menu:

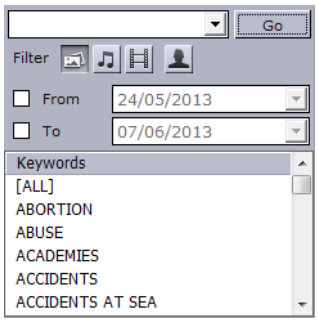
- **Sort By:** Displays a sub menu with sort options.
  - **Name/Name (Descending):** Sorts by name in ascending and descending order.
  - **Registration Date / Registration Date (Descending)**: Sorts by registration date in ascending and descending order.
- **Show Extra Metadata:** Switches the media icons to display metadata such as complete filename, creation date, clip length and so on.
- **Show Details View:** Displays metadata of the selected media item in a pane next to the Media pane.
- **Launch Viz PreCut:** Opens the selected video clip(s) in Viz PreCut for editing.
- **Launch Viz EasyCut:** Opens the selected video clip(s) in Viz EasyCut for editing.
- **Preview:** Previews images using the Windows Picture and Fax Viewer. Is only available for Viz Object Store items.

Context Menu for Details View

The Details View is made available by selecting Show Details View from the context menu in the search results. The Details View also has a context menu, as follows:

- **Show on right:** Places the Details View to the right of the search results.
- **Show on bottom:** Places the Details View at the bottom of the search results.

Search and Filter Options



Both Viz Object Store searches and Viz One searches support free text, keywords and from and to dates.

- **Search field:** Combo box for entering a search criteria. Previously entered search criteria are remembered per session.
- **Stills, Audio, and Video Filters:** Filters the search result displaying only images, audio or video, according to which filters are enabled/disabled.

  Note: Viz Content Pilot does not support the use of audio files.

- **Person Filter**: Filters the search result displaying only pictures that are defined as person (i.e. profile) images in Viz Object Store. See also Filter Media by Person Name.

  Note: The Person Filter button is only available if a RestVOS Search Providers is configured. If using standard VOS, search for person name by typing in the Search field.

- **From/To:** Filters the search result based on From and To registration dates. For Viz One searches, the default date used to search is the CreationDate (date the item

was created in the Viz One), however this can be configured to use other dates from the metadata (e.g. news.eventDate, asset.recordingDate, asset.publicationDate, asset.retentionDate).

- **Keywords:** Filters the search result based on keywords. Templates that use the RequiredKeyWords property will have the relevant keywords pre-selected in the list. Keywords are configured for each Service Provider.

Tip: Combine the use of filters, text search and keywords to narrow down your results.

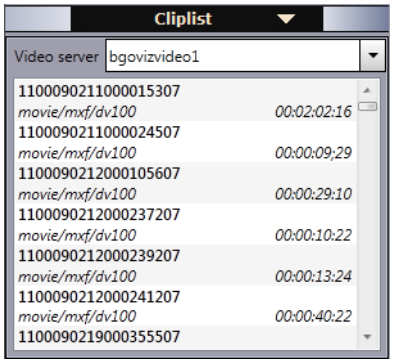
Still store images can be played out as Fullscreen Stillstore Images; however, this requires a still store scene.

If multiple Viz One systems are in use, all of them will be searched and the search results will be combined according to the ID of the clip. i.e. If the same clip is available on multiple Viz One systems, it will only appear once in the search results.

See Also

- *Viz Template Wizard User's Guide* on use of Required Keywords
- *Viz Object Store User's Guide* on configuring Keywords

10.8 Cliplist



Viz Content Pilot is able to monitor clips on a video device (that supports the Multiport Video Control Protocol (MVCP)). With MVCP support, operators can add clips to any playlist, trigger the clips manually for playout, and monitor the playout status using the Time Code Monitor. The TC monitor displays the time code, video server channels and clip duration. Video servers are added using the Profile Configuration.

See Also

- To add a video device

10.9 Resource Search

Typing the first letters of the name of a resource in the search area, marks the resource that correspond to the letters in the list.

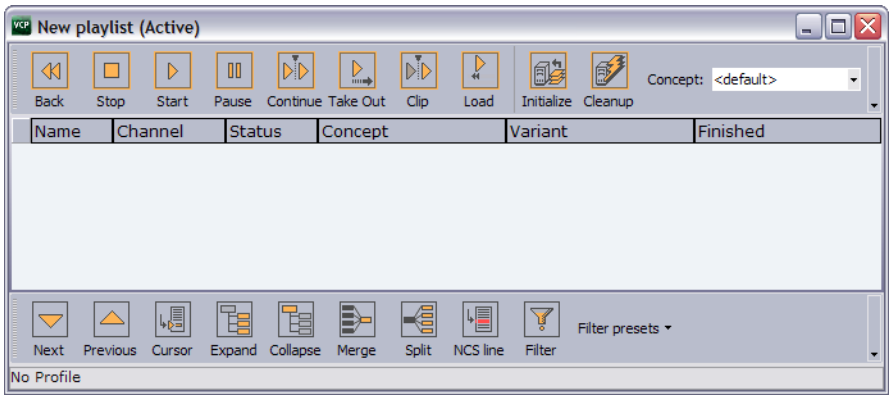
The resource search applies to the Templates, Data, Playlists and Trio.

To show the Search Area

1. Right-click a resource list, and from the appearing context menu select **Find**, or
2. Press the keyboard shortcut keys **CTRL+F**
3. Enter the search criteria, and navigate up and down with the arrow buttons to find the next or previous resource matching the search criteria.

Note: The resource search is always enabled for the Viz Trio elements tab.

11 Playlist Window



The playlist window is used to add data elements, fullscreen images and videos for playout. From the playlist window it is possible to configure the playlist as a whole, and down to the smallest details concerning each element in it. The playlist is used to initialize the playlist on Viz Engine and to have direct control over its groups and elements.

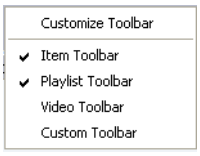
See Also

- Playlist Toolbars
- The Playlist
- Playlist Status Bars
- Playlist - General preferences
- To create a custom button

11.1 Playlist Toolbars

There are several toolbars available which can be displayed or hidden using the Toolbar Context Menu.

Toolbar Context Menu



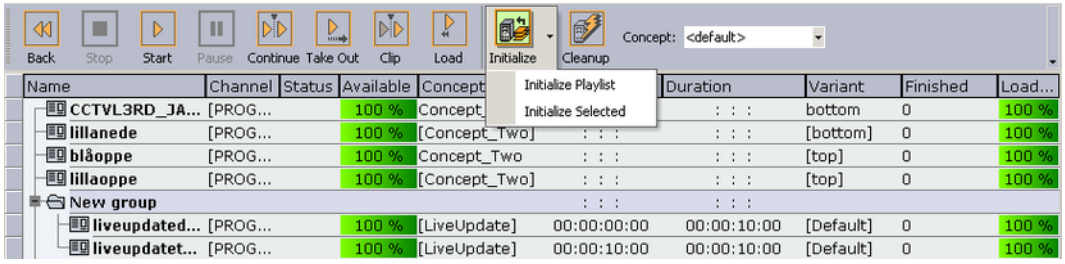
To access the Toolbar Context Menu, right-click on the toolbar.

- **Customize Toolbar:** Opens the Button Configuration dialog box. For details about this dialog box, see Custom Toolbar.
- **Item Toolbar:** Displays the Item Toolbar (enabled by default).
- **Playlist Toolbar:** Displays the Playlist Toolbar (enabled by default).
- **Video Toolbar:** Displays the Video Toolbar (disabled by default).
- **Custom Toolbar:** Displays the Custom Toolbar (disabled by default).

See Also

- To create a custom button

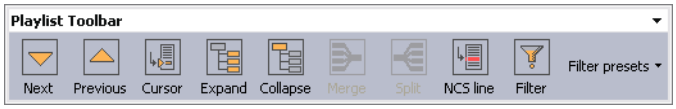
11.1.1 Item Toolbar



At the top of the playlist window is the Item toolbar:

- **Back:** Rewinds the selected scene (represented as a Viz Content Pilot template) to frame 0. This button has no effect for transition logic templates.
- **Stop:** Cancels a playlist item that has been scheduled to run. Stop is only relevant when groups with elements with time code set have been triggered.
- **Start:** Runs the scene from the current time frame.
- **Pause:** Pause the scene at the current time frame. Pause is only relevant for clip playback.
- **Continue:** Continues to play the scene from the current time frame. To be able to use the Continue function, the scene must either have been affected by the Pause function or have a stop point.
- **Take Out:** Clears a scene based item, and takes a transition logic based scene to the out state stop point.
- **Clip:** Ignores the animation and takes the scene to a defined Clip point. A Clip point is defined by adding a tag named *noanim*. To learn more about adding Clip points, see the Tag points section of the *Viz Artist User's Guide*.
- **Load:** Loads the scene into Viz Engine.
- **Initialize:** Initializes or re-initializes the entire playlist. Scenes are loaded in memory for the channel that is defined per data element (see the channel column in the playlist). A status indicator at the bottom of the playlist is displayed while initialization is in progress.
  - **Initialize Playlist:** Initializes or re-initializes the entire playlist (default).
  - **Initialize Selected:** Initializes the selected items in the playlist.
- **Cleanup:** Unloads all scenes that are loaded in memory for the defined channel(s) in the playlist (see the channel column in the playlist).
- **Concept:** Sets a concept for the whole playlist. If the value is set to *default*, all data elements will use the concept that is set in the Concept column (see also Playlist Concept).

11.1.2 Playlist Toolbar



At the bottom of the window is the Playlist toolbar:

- **Next:** Selects the VizBoldCurrent Item cursor (black pointer) to the next element in the playlist.
- **Previous:** Selects the VizBoldCurrent Item cursor to the previous element in the playlist.
- **Cursor:** Jumps the VizBoldCurrent Item cursor to the location of the VizBoldExternal GPI cursor (yellow arrow).
- **Expand:** Expands the groups in the playlist.
- **Collapse:** Collapses the groups in the playlist.
- **Merge:** Merges the current folder, so that the subfolders become unavailable.
- **Split:** Splits a folder that is merged.
- **NCS line:** Displays the NCS red line in the playlist.
- **Filter:** Opens the Filter dialog box.

The Filter window is used to enable or disable playlist filters. Each playlist can enable or disable different filters. Filters are based on how templates are categorized in Viz Template Wizard.

See Also

- *Viz Template Wizard User's Guide* on Categories and Channels.

11.1.3 Video Toolbar

The Video toolbar is not displayed by default, and is only available for MVCP integrations.

When selected, the Video toolbar is by default positioned below the Playlist toolbar.

Note: The Video Toolbar settings only work if the system is configured to be integrated with a video server.

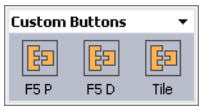
- **On Air:** Sets the playlist in On Air mode. When the playlist is set to On Air an On Air icon appears in the MSE Playlists list.
- **Allocate:** Automatic channel allocation starts, the first clips are cued up, and the VizBoldExternal GPI cursor is set to the first story that contains a video clip.
- **Off Air:** Sets the playlist in Off Air mode.
- **Auto Cue:**
  - **Enable Auto Cue:** Enables the automatic channel allocation.

- **Disable Auto Cue:** Disables the automatic channel allocation.

Example

If a playlist uses two channels (A and B) and the playlist is set in On Air mode, the first clips allocated to these channels will be cued. Channel A is taken On Air by a vision mixer GPI (advance and take). This also takes the studio tally (red light on monitors) high. This is received by the Media Sequencer as a GPI, and the TC (time code) monitor indicates high tally on that channel. The vision mixer cuts to camera or to another video source. This takes tally low on that channel, and Media Sequencer receives a GPI low signal. After 5 seconds, the tally goes low, and the next clip allocated to that channel will be cued.

11.1.4 Custom Toolbar

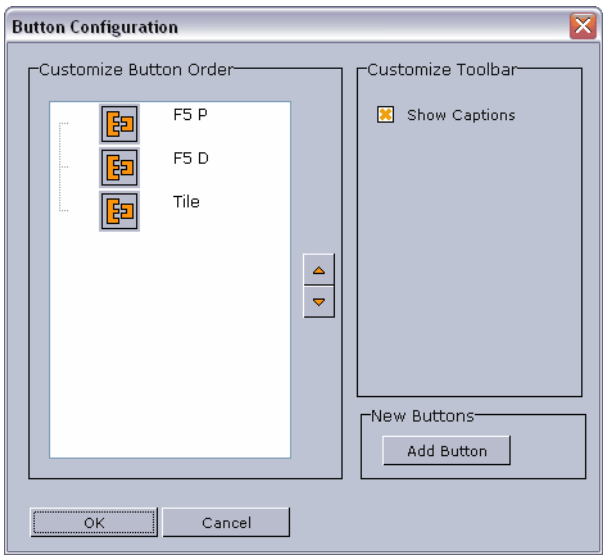


The Custom toolbar is not selected by default. When selected, the Custom toolbar is positioned above the Playlist toolbar.

This section contains information on the following topics:

- Configuring Buttons
- Add Command
- Example
- To create a custom button

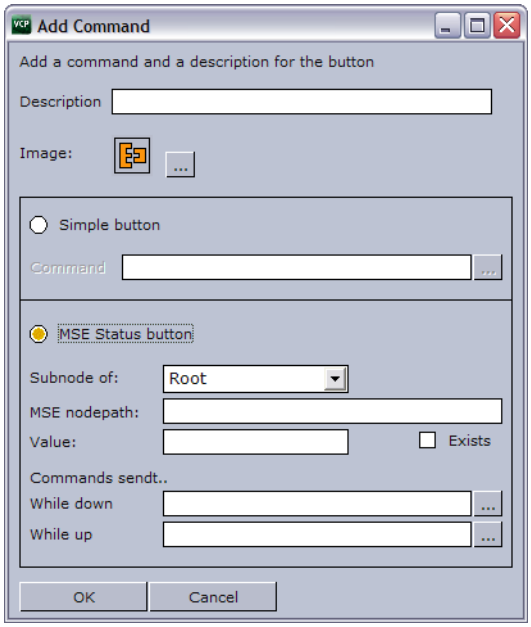
Configuring Buttons



Selecting Customize Toolbar from the Playlist Toolbars' Toolbar Context Menu will open the Button Configuration window as depicted above. The customized buttons list is empty by default. If the list contains two or more custom buttons, the order of the buttons can be rearranged with the Up and Down buttons.

If **Show Captions** is enabled, the buttons in all buttons in all toolbars will be displayed with their respective names.

Add Command



Clicking Add Button in the Button Configuration window will open the Add Command window.

- **Description:** Add a descriptive text to the new command button.
- **Image:** Add an image or icon to visualize the new command button.
- **Simple button:** Add a predefined function by clicking the ellipsis (...) button to use macro commands or Viz Engine commands (see image below).
  - **Command:** Click the ellipsis (...) button to open the Predefined Functions window. Select a function to add to the button.
- **MSE Status button:** Depending on the status of a button (i.e. "on" or "off"), it can have different behaviors and trigger different functions. An MSE button is defined to monitor the Media Sequencer.
  - **Subnode of:** Root, Profile or Playlist
  - **MSE nodepath:** Sets the relative path of the sub node.
  - **Value:** Any given value in the Media Sequencer.
  - **Exists:** When checked the button is turned "on" if the node exists. Independent of the value field.
  - **While down:** Command that is triggered while button is down
  - **While up:** Command that is triggered while button is up

Both the Simple and the MSE buttons can use Predefined Functions. The functions can be user defined or built-in functions.

Example

- **Example 1:** The button is "on" if the path "*/hello*" in the Media Sequencer has the value "*aaa*"

- Subnode of = Root
- MSE nodepath=”hello”
- Value=”aaa”

- **Example 2:** The button is “on” if the path “*/config/profiles/Studio/top/sub*” in the Media Sequencer has the value “*aaa*”.
  - Subnode of = Profile
  - MSE nodepath = “/top/sub”
  - Value = “aaa”

To create a custom button

1. Right-click a toolbar and from the appearing context menu select **Customize Toolbar**.
2. In the Button Configuration window click the **Add Button** button.
3. In the Add Command window enter a description for the button in the **Description** text field.
4. Select the Simple button option, and click the ellipse (...) button to add Predefined Functions.
5. Click **OK**.

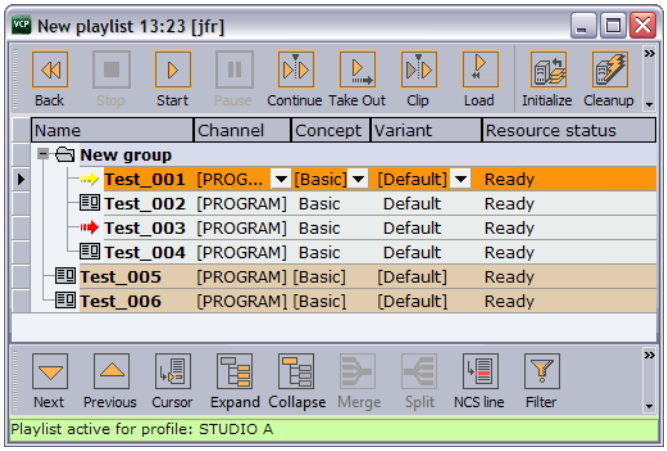
Note: When adding button images, use BMP images of approximately 30 x 40 pixels.

11.2 The Playlist

A playlist can contain various groups and elements. Each group and element is presented as a row in the Playlist.

This section contains information on the following topics:

11.2.1 Playlist Cursors



There are three cursors in the VCP playlist:

External GPI cursor

- Yellow arrow
- When GPI is enabled, the external GPI system's cursor will be displayed in any client that is using the same profile as the external system.
- The Cursor options in the Playlist Context Menu apply to this cursor.

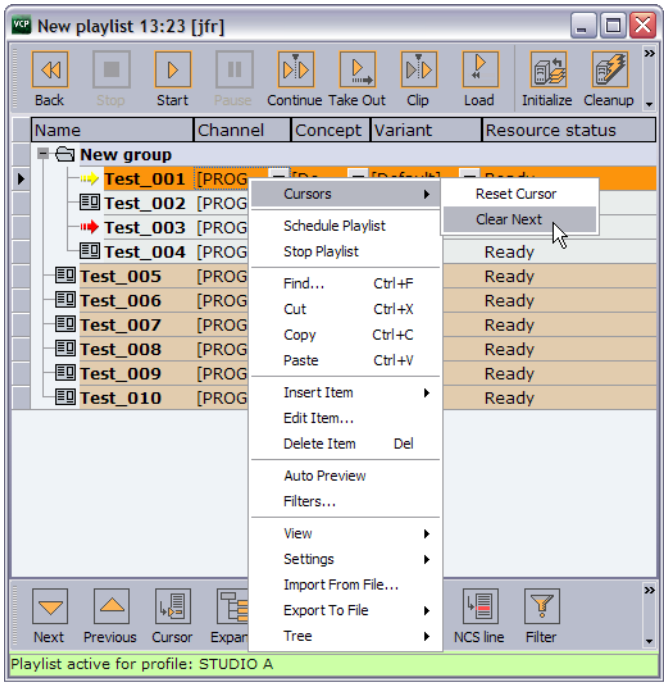
Current Item cursor

- Red arrow
- Indicates the current element that will be taken on-air.

VCP cursor

- Black pointer in the grey sidebar . This is the orange highlighted row.
- Shows the item that has been manually selected in the VCP playlist.
- The Next, Previous and Cursor buttons in the Playlist Toolbar apply to this cursor.

11.2.2 Playlist Context Menu



Playlist Context Menu

- **Cursors**: Shows three options for setting, clearing and resetting the VizBoldExternal GPI cursor (yellow arrow).
  - **Reset Cursor:** Sets the external cursor back to the point it was before a Set Next was executed.
  - **Set Next:** Sets the external cursor for a selected element. The cursor indicates the element that will be taken next if, for example, a "take and advance" General Purpose Input (GPI) action is executed.
  - **Clear Next:** Clears the Set Next cursor. This option is only available when clearing a cursor set with the Set Next option.
- **Schedule Playlist:** Activates the playlist. If for example Begin time has been set, the playlist must be scheduled before the changes take effect.
- **Stop Playlist:** Stops a previously scheduled playlist.
- **Find:** Shows the Playlist Search area below the Playlist.

  Typing the first letters of the name of a playlist element in the Find text box, marks the closest element in the playlist (either above or below the current element, depending on whether the Find Next or Find Previous button is clicked) that corresponds to the letters in the text box. The Find Next button is selected by default. Clicking the X button hides the Playlist Search area.
- **Cut:** Removes the current element from the playlist.
- **Copy:** Copies the current element in the playlist.
- **Paste:** Adds a copied element above the currently selected element in the playlist.
- **Insert Item**

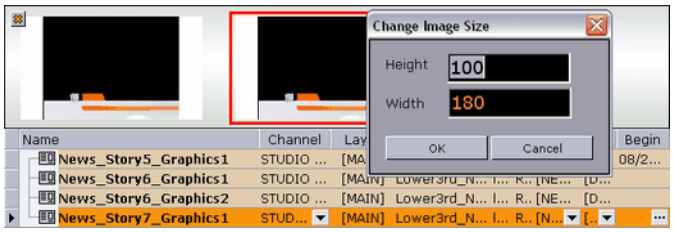
- **Group:** Adds a new group to the playlist, above the currently selected element. To place an element into the group, press the CTRL key, and then drag and drop the element onto the desired group. The action is indicated by an angled arrow. Groups can also be organized as sub-groups. See To group elements in a playlist.

- **Edit Item:** Displays the editable text elements in the item editor. Allows last minute changes to text in graphics.
- **Delete Item:** Deletes the current Playlist element. It is only removed from the playlist.
- **Auto Preview:** Automatically displays selected playlist elements using the preview channel.
- **Sync With Program Channel**: This is an option for the Auto Preview feature available above. If Auto Preview is on, this setting affects what is shown on the preview channel when a user selects a new element.
  - If **on**, the current state of the preview channel is synchronized with the program channel before the selected element is taken on it. This mainly affects transition logic scenes as this means that the selected element will be shown in-context with the same elements on-screen as in the program channel.
  - If **off**, the preview channel will be cleared before the current element is taken. For example, this means that a transition logic element will be shown alone on the preview screen regardless of what is shown currently on the program channel.

Note: Sync With Program Channel is permanently enabled in situations where the Media Sequencer does not support clearing before a take.

- **Filters:** Opens the Filter dialog box, where types of elements that should be hidden in the playlist can be selected.
- **View**
  - **Visible Toolbars:** Selects which toolbars are visible (Item Toolbar, Playlist Toolbar, Custom Toolbar).
  - **Show Item Editor:** Shows the Item editor at the right side of the Playlist list. The Item editor displays editable text for the selected graphics item in the playlist. The editor can be expanded, hidden or closed by clicking the arrow and X buttons in the upper right corner.

- **Show Image Bar:** Shows a bar with thumbnails of the elements in the playlist. To hide the Image bar, click the X button in the upper left corner. Right-clicking the Image bar opens the Change Image Size dialog box.



  - **Auto Width:** When enabled, the columns are minimized, so that they fit perfectly to the content. This setting stores the setting for the current playlist. See also the Store as Default option.
  - **Font:** Opens a dialog for setting font, font style, size and so on. The font settings change the text in the Playlist list.
  - **Image Size:** Sets the thumbnail images to the selected pixel size.
- **Settings**
  - **Store as Default:** Sets the current settings (selected columns, column widths, filters, etc.) as default for all new playlists. Remember to disable Auto Width for this function to work properly.
  - **Restore Default:** Restores the settings to the original setup.
- **Import From File:** Opens the Open dialog box, where a previously exported XML file can be searched for and imported.
- **Export To File:**
  - **Playlist:** Opens the Save As dialog box, where the entire playlist can be exported.
  - **Selected Items:** Opens the Save As dialog box, where the selected elements in the playlist can be exported.
- **Tree**
  - **Select All:** Selects all the items in the playlist.
  - **Expand All:** Expands all groups in the playlist.
  - **Collapse All:** Collapses all groups in the playlist.

To group elements in a playlist

1. Right-click the Playlist and select **Insert Item** -> **Group** from the appearing Playlist Context Menu.
2. Place an element in a group by holding the **CTRL** key down while performing a drag and drop operation. An angled arrow indicates that the element may be dropped.

11.2.3 Playlist Columns

Playlist columns can be displayed or hidden by using the Column Context Menu. Many of the columns are presented by default. Dragging and dropping the column headings changes the order of the columns. When columns are displayed, they are positioned to the right.

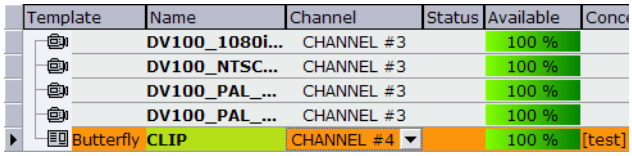
The columns that by default are displayed are; Name, Channel, Status, Available, Concept, Variant, Finished and Loaded.

Tip: F2 can be used to change the value of a data element's column setting.

This section contains information on the following topics:

Column Context Menu

- **Video:** Displays the video options.
- **Available:** Displays the status of external resources needed by the Viz Engine (e.g. transferred video, and if it is available on the video playout engines). This column was previously named Progress.



  - **Mark In:** Sets mark in times for video clips.
  - **Mark Out:** Sets mark out times for video clips.
  - **Postroll:** Sets postroll for video clips. When a video clip is played, the time and remaining time are shown in the TC Monitor. The remaining time; zero at clip-end if postroll is set to 0. Normally it is desirable with a few seconds of postroll so that the vision mixer can cut to another source without risking displaying a freeze frame. With a postroll of 3, the countdown/remaining time will be zero 3 seconds before clip end and count from zero and downwards for three seconds.
- **Misc**: Displays miscellaneous options. Begin, end, time code and duration can be set directly in the playlist. Some newsroom systems also propagate timing information to their control applications for monitoring and playout of newsroom playlists. Such information can for example be sent using the MOS protocol.

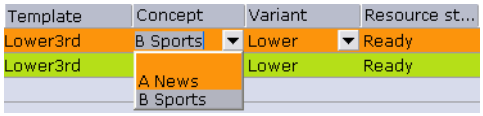
  Note: VCP is able to override timing information from newsroom playlists, however, this is not recommended.

  - **Begin:** Shows the start time of a group. Hence, begin and end times can only be set for groups and not elements of a group. To set time for elements, use the Timecode and Duration columns. See also the Playlist Time Editor section.
  - **Category:** Shows the category the Sub Category resides under. Default category for Viz Template Wizard templates is the *pilot* category.
  - **Channel:** Shows which output channel an element should be sent to. Various elements can be sent to different output channels. The output channels can be set directly in the column. By default the main (program) output channel is selected, but this can be overruled by setting an alternative channel in a template (that all data elements made from it will have). This column is presented by default.
  - **Duration:** Sets the length of the element. This time is relative to the Begin and Timecode parameters.

- **End:** Shows the end time for a group. See also the Playlist Time Editor section.
- **External Id:** The External Id can be set directly in the column. It attaches a data element execution to a specific external signal that comes from a button box or similar device. This column is presented by default. An External Id is used with the Quick CG feature for adding embedded MOS objects to a newsroom story.
- **Finished**: If a data element is checked off as finished when saved it can be shown in the Finished column in the playlist displaying either 1 for finished and 0 for not finished.
- **Loop:** Loops a fullscreen video clip on the video channel. Default behavior is to play once.
- **MOS ObjAir**: Marks if the newsroom element is marked as ready. The element can only be taken on air if it is checked (ready). Using the macros **`playlist:next_ready`** and **`playlist:previous_ready`** will skip those elements that are not ready. Do not use the macros **`playlist:next`** or **`playlist:previous`**.
- **Name:** Shows the element name as it was saved in the database.
- **Resource Status:** Indicates if an element is ready for playout. It will also show an error status if the element was not loaded or made available.
- **Status:** Shows the status for video clips; cuing, cued, playing, paused, or aborted.
- **Story #:** Shows the name or number of the Story as used in the NCS. This is an optional field originally intended for use by prompters.
- **Sub Category:** Shows the category a template is assigned to. See Categories and Channels in Viz Template Wizard.
- **Thumbnail:** Shows thumbnails of the scenes.
- **Timecode:** Sets the time code for the element. This setting affects both graphics and video elements. The time code can be set directly in the column. To trigger elements based on time code, the elements must be in a group, and the group must be executed. An element's time code must be set within the group's Begin and End time.

Note: To monitor video elements in graphics using the TimeCode monitor, the Viz Engine that renders graphics must also be defined in the profile configurations for video playout.

- **Graphics:** Displays the graphics options.



- **Concept:** Shows which concept(s) the data element is associated with.
- **Effect:** Displays transition effects that can be set per data element. When the effect is executed it will have an effect on the data element it was set for, and the next data element taken. See also how To enable transition effects.
- **Effect Image:** Displays an image of the transition effect scene.
- **Layer:** Allows loading of graphics in separate layers on Viz Engine (front, middle, back). For example, a lower third can be shown in front of a virtual studio set or any other background, or a bug can be shown in the front layer while a lower third is shown in the middle layer. This column is presented by default.

- **Loaded:** Shows the loaded status (in memory) of the scene and images used for a data element of that scene.
- **Template:** Shows the name of the template. This column is presented by default.
- **Variant:** Select a concept's variant from the drop-list (see the Concept column).

- **Index:** Sets an index number for each row in the playlist. This number will always be sorted either ascending (lowest to highest). If a row is moved or deleted the index changes accordingly.
- **Auto Width:** When enabled (selected), Auto Width expands the columns and distributes them evenly.

To enable transition effects

1. Configure a program channel that has a Viz in On-air mode.
2. Make sure the scene effects folder in Viz is named **transitions** and placed at the root level of the scene directory.

To add a transition effect

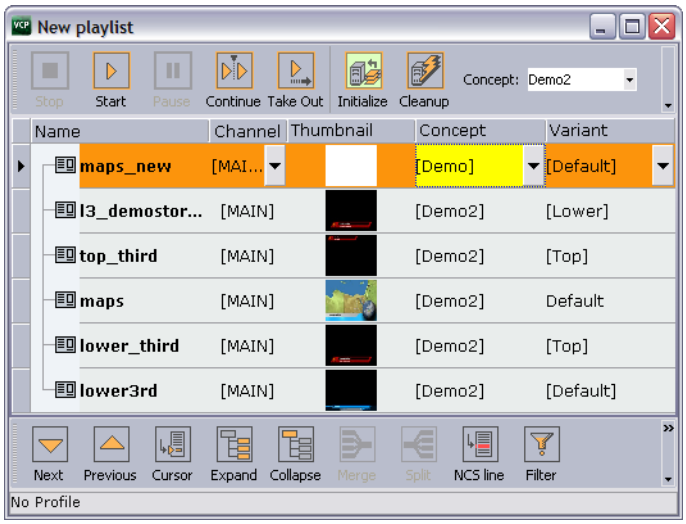
1. Right-click the playlist's column headers, and from the appearing context menu select Graphics, and then Effect and Effect Icon (last is only for visual reference)
2. Click the arrow button in the Effect column and select, from the appearing drop list, the transition effect.

See Also

- To create a custom button

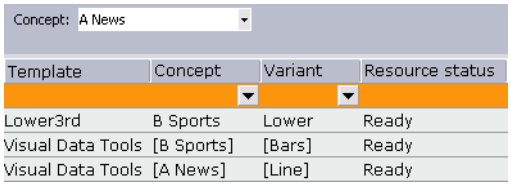
11.2.4 Playlist Concept

In most cases Viz Content Pilot (VCP) playlists are created in Newsroom Computer Systems (NCS). A playlist created using an NCS client, can consist of data elements within a specific concept. For example a News or Sports concept.



The VCP client is able to override a playlist's concept. Data elements, saved to a specific concept, can belong to several concepts. Thus, a data element that does not belong to the overridden concept is highlighted in yellow.

Some newsroom systems support the use of master concepts (e.g. ENPS) set by the newsroom system itself. A master concept is able to override a concept set when creating a data element.



When a concept is overridden, the playlist will, when opened in Viz Content Pilot for monitoring and playout, show all data elements with the concept they were saved with, but played out using the Master Concept. Hence, if a data element was saved with a Sports concept, and the master concept is News, the News concept is used.

If the Master Concept is changed, and the data elements are not part of the master concept, the data element's concept column will be highlighted with a yellow color.

If a data element's concept is manually changed in Viz Content Pilot, the master concept will not override the new concept, and a warning is not issued since the concept is manually overridden.

The concept a data element is saved with is depicted with square brackets **[ ]**. A data element's concept and variant, that are manually changed in Viz Content Pilot, do not show the concept and variant name with square brackets.

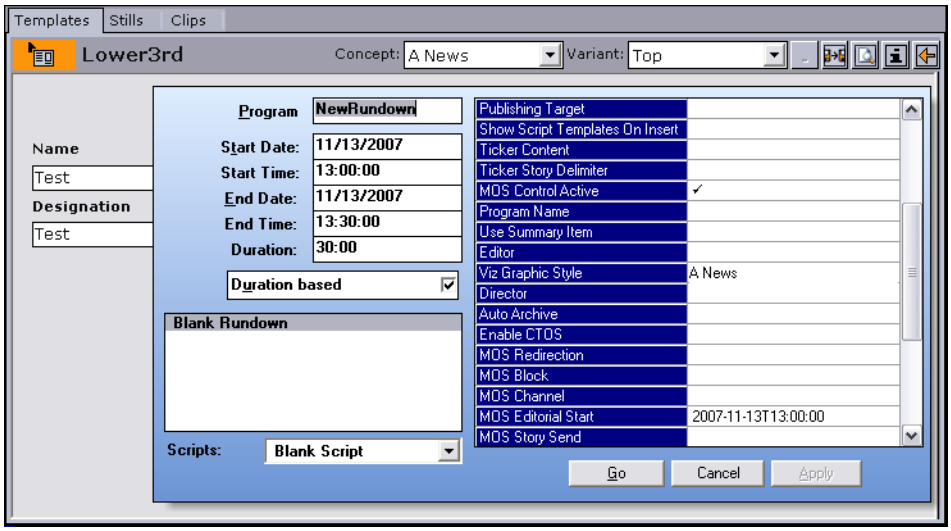
MOS Graphics Concept

The concept implementation of the MOS protocol, that is supported by Viz Content Pilot and Viz Gateway, can be used by any newsroom system that use the MOS protocol. However, the feature must be implemented.

Below is an excerpt of a MOS message sent from the newsroom system when a playlist is created with a master concept.

```
<mosExternalMetadata>
   <mosScope>PLAYLIST</mosScope>
   ...
   <mosPayload>
   ...
   <GraphicConcept>A News</GraphicConcept>
   ...
   </mosPayload>
```

```
</mosExternalMetadata>
```



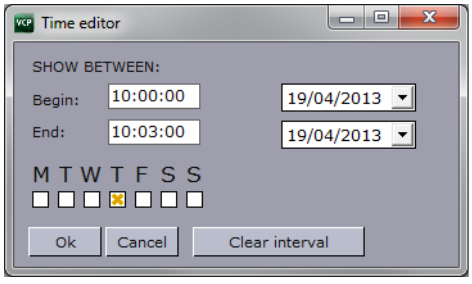
In ENPS it is possible to set the concept (or style) when creating a rundown (playlist). Set the rundown property *Viz Graphics Style* to the same as the graphics concept used.

Note: The naming convention must be the same for the scene design and the playlist created in the newsroom system.

See Also

- To create a custom button

11.2.5 Playlist Time Editor



The Time Editor is displayed when clicking the ellipsis (...) button in the Begin or End columns. In this window, a group can be set to run between a start- and stop date and time. It can also be set to run on specific weekdays. Once a start and stop time has been set, the date and time is shown in the Begin and End column.

11.3 Playlist Status Bars

The playlist displays two types of status bars at the bottom of the window, depending on the type of playlist that is open (VCP playlist or MOS playlist). These two status bars operate independently from one another.

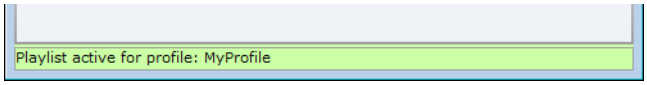
The Profile Bar is available for all playlists, while the Rundown Monitor Bar is only available for MOS playlists.

This section contains information on the following topics:

See Also

- Profile Status Bars

11.3.1 Profile Bar



The Profile Bar is available for all playlists. It shows whether the playlist is active or inactive, and if active, the name of the profile it is active in.

This information is stored in the Media Sequencer, so can be accessed by all VCP clients that are connected on the same profile.

Context Menu - Profile Bar

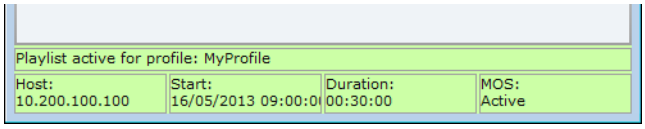
When a playlist is opened, it retains the active/inactive status it had before it was closed. The context menu can be used to change the status.

- **Activate in current profile:** Activates and monitors the selected playlist in the current profile, and enables the Media Sequencer to trigger transfer of video clips to all Viz Engines in the current profile.
- **Deactivate:** Deactivates and stops monitoring the playlist.

Note: If the active profile is changed or renamed, the playlist must be reactivated in the new profile by deactivating and then activating the playlist.

Cleanup and Auto Preview will work on playlists that are either active or inactive. Initialize will only work on active playlists.

11.3.2 Rundown Monitor Bar



The Rundown Monitor Bar is available for MOS playlists (also known as newsroom playlists). It is used in Vizrt's MOS integration, and shows the current MOS status for the playlist.

When a MOS playlist is first opened in VCP, it is empty. Monitoring needs to be requested using the context menu so that the playlist can be populated.

Once VCP requests the monitoring of a MOS playlist, it can be presented as a playlist in VCP. VCP can then monitor the playlist and receive updates from the newsroom system and the VCP . The operator can then take the graphics on air from VCP.

Status Information

The information available in the rundown monitor bar is as follows:

- **Host:** IP address of the Media Sequencer that has requested the playlist.
- **Start:** Playlist start time, according to the Newsroom system.
- **Duration:** Playlist duration , according to the Newsroom system.
- **MOS:** The current MOS status for the playlist (Active/Inactive).

Context Menu - Rundown Monitor Bar

- **Request:** Begin monitoring, and populate the VCP playlist with the elements from the newsroom system. Once the monitoring is active, all subsequent updates done to the newsroom rundown will be reflected in the **active VCP playlist**.
- **Release:** The VCP client will stop monitoring the newsroom system. A list of elements will still appear in the VCP playlist, but any subsequent updates to the Newsroom rundown will not be reflected in the **inactive VCP playlist**.

IMPORTANT! Any elements that are manually added to the playlist by the VCP client will disappear if a released playlist is requested again.

Note: If using VCP to take items on air, be mindful that the cursor position in VCP may change if the related item is deleted from the newsroom rundown. That is, the Current Element cursor would move to the following item, and the Next Element cursor would be removed.

Cleanup and Auto Preview and will work on playlists that are either active or inactive. Initialize will work once the MOS playlist has been populated with content.

Example Scenarios

If two VCP clients use the same Media Sequencer and MOS Gateway, and have the same playlist Requested, then they will both get all updates.

If two VCP clients use the same MOS Gateway, but different Media Sequencers, and they both activate the same MOS rundown. The last VCP client to activate the rundown will get any MOS updates that come from the Newsroom system.

See Also

- Profile Bar
- MOS Integration Workflow

12 Newsroom Integration

Newsroom integration is first and foremost about the Newsroom Component which is an embedded client that runs within the newsroom system client. An alternative is VCP's QuickCG tool for creation of *cg like elements which also can be installed on newsroom system clients.

Both are used by journalists to fill templates with content and store them as data elements. The data elements are then put into a running order/rundown, created using a newsroom client, and made available to the Viz Content Pilot client for monitoring and playout through Viz Gateway or Viz Device Manager.

Depending on the features selected during installation, the Newsroom Component allows for template, still image, audio and video clip searches. Templates can be opened and saved as data elements. Stills and videos can be searched for and added to templates; however, they can also be added directly into the newsroom story for fullscreen playout.

Preview of graphics and graphics with video is either available as local or remote preview. For remote preview, low resolution video clips are used instead of high resolution video clips.

The QuickCG tool is simpler, but more efficient when creating data elements that only contains text (e.g. lower thirds).

This section contains information on the following topics:

12.1 Newsroom Component

The Newsroom Component user interface enables the user, often a journalist, to fill templates with text, still image(s), video clip(s) and audio, or simply add them directly to the newsroom system for full screen graphics display, still image or video clip.

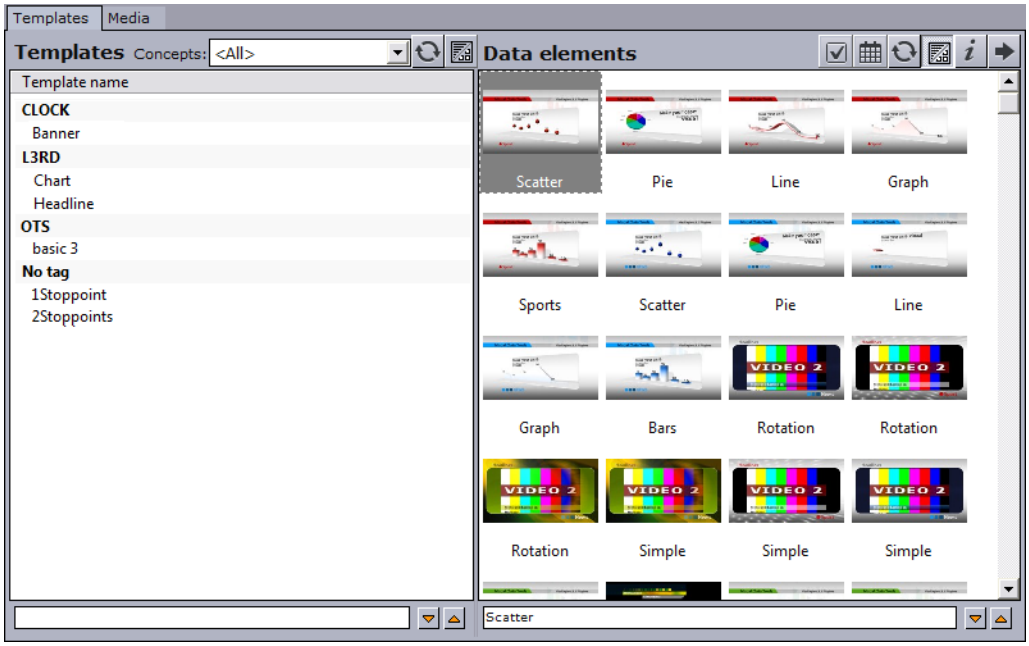
This section contains information on the following topics:

12.1.1 Template Search

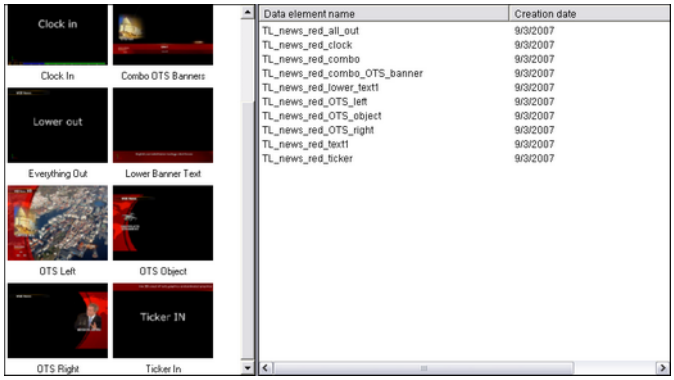
This section contains information on the following topics:

Template and Data Element Panes

Template pane (showing list view) and data element pane (icon view):



Template pane (icon view) and data element pane (list view)



The Template Search tab allows users to search for and open templates, and save them as unique data elements.

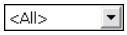
The **Template pane** (left) shows all templates based on the selection made in the concepts drop-list. Click the Switch View button to switch between a list or icon view.

Note: If template tags have been defined, then templates are grouped by tag name in the list view. Tags are defined on the Tag Settings page of the Viz Content Pilot Data Server Web Interface. Templates can be tagged in Viz Template Wizard.

The **Data Element pane** (right) shows all data elements based on the selected concept. Click a template to show data elements based on the selected template. Click the Switch View button to switch between a list or icon view.

Note: Media files that are added to a template are searched for through Viz Object Store and not by using the Media tab.

Functions

Function	Description
	The **Concepts** drop-list shows all template concepts available on the database. Select a concept to see icons for that concept.
	The **Refresh** buttons, for the template pane and data element pane, refresh the window, and reload all templates/data elements available on the database. Alternatively press the shortcut keys CTRL+SHIFT+R to refresh the window.
	The **Switch View** buttons switch the template pane and data element pane between list and icon view. When viewed as a list, templates are sorted by Tag name. When viewing all templates (Concept: <All>) generic icons are used.
	When the **Finish** button is enabled the data elements view will only show data elements that are not marked as finished when saved. Alternatively press the shortcut keys CTRL+SHIFT+N.
	The **Calendar** button exposes the start and end date fields. Alternatively press the shortcut keys CTRL+SHIFT+D.
	The **Information** button opens an "About" window which displays typical version information, the Newsroom Component's connection parameters to the VCP database, and a link to the list of Third Party Component Credits.
	The **Arrow buttons** switches to the template editor view, and back to the template and data element view. Alternatively press the shortcut keys CTRL+SHIFT+L to switch between the two views.

Context Menus

Context menu for templates pane:

- **Refresh:** Retrieves new and updated data elements from the database.
- **Sorting:** Sets the sorting for the template view. Options are; Sort by template name (CTRL+N).
- **Copy:** No available for the template view.

- **Show icon view:** Lists template icons instead of text items.
- **Show list view:** Lists template text items instead of icons.
- **Font ...:** Sets the font's type, style, size, effects, color and script.

Context menu for data elements pane:

- **Refresh:** Retrieves new and updated data elements from the database.
- **Sorting:** Sets the sorting for the data element view. Options are; Sort by data element name (CTRL+N) and Sort by creation date (CTRL+D).
- **Show only library elements:** Displays only data elements that are saved as library items. For details, see Save Dialog .
- **Copy:** Copies the data element's XML source such that it can be pasted into a newsroom story item or text editor.
- **Delete:** Deletes the selected data elements.
- **Show icon view:** Lists data element icons instead of text items.
- **Show list view:** Lists data element text items instead of icons.
- **Font ...:** Sets the font's type, style, size, effects, color and script.

Search bar

Below the template and data element panes there are two search fields. These are used to search what is displayed in the two panes. Typing into them will search the respective template or data element pane for matching templates or data elements.

When searching for templates, the Newsroom Component will automatically display all data elements related to a template. When searching the data elements, it will select the first element matching the search criteria.

Newsroom workflow without database connection

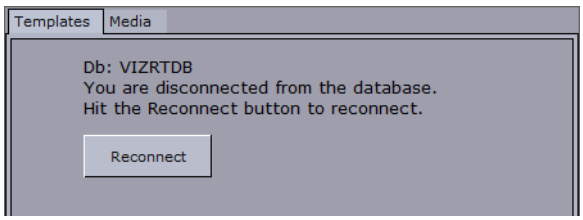
The video workflow using the newsroom component will still work if the connection to the VCP database is unavailable.

If the VCP database is unavailable, it is possible to:

- authenticate with a previously authenticated host (eg. Viz One),
- search for videos,
- add the video to a newsroom story,
- preview the video in timeline editor,
- open existing timeline items and make changes (no preview is available).

If the VCP database is unavailable, it is not possible to:

- add graphics to video elements using the timeline editor.



To attempt to reconnect to the database, close and open the ActiveX, and then click the Reconnect button in the Templates tab.

See Also

- Working with the Template View

12.1.2 Working with the Template View

This section contains information on the following topics:

- To filter the list on date
- To open a template in the Template Editor

To filter the list on date

1. Click the calendar button to enable the start and end date fields.
2. Select start and end date to view data elements created within the given period of time.

To open a template in the Template Editor

1. Double-click a template, or
2. Press the shortcut keys **CTRL+SHIFT+O** to open a template by name or **CTRL +SHIFT+I** to open a template by ID.

See Also

- Template Editor
- Media Search

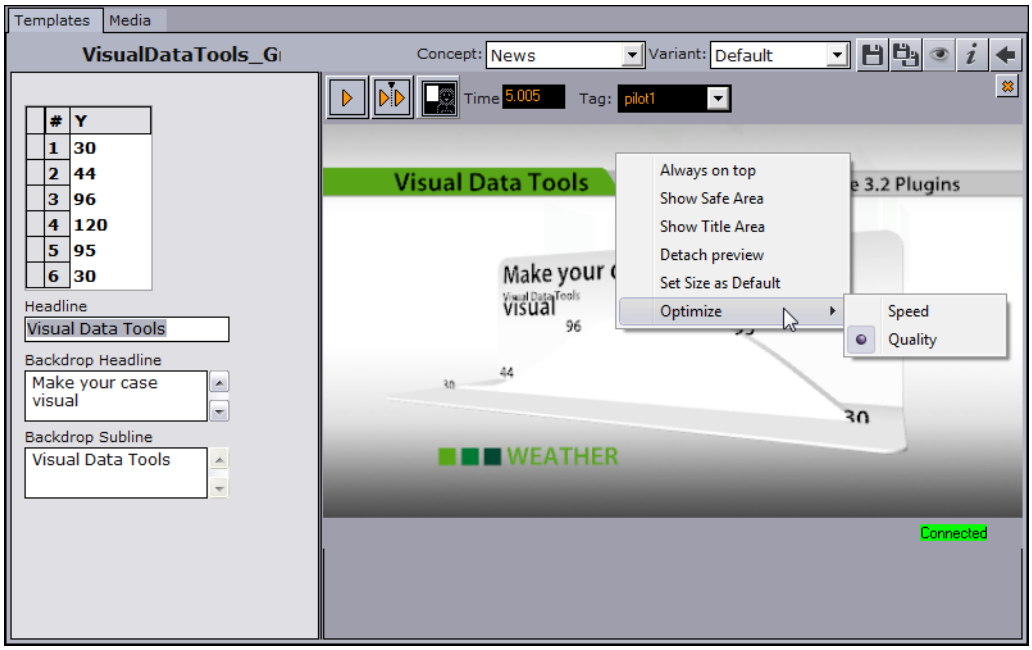
12.1.3 Template Editor

This section contains information on the following topics:

- Editor
- Functions
- Save Dialog
- Keyboard Shortcuts for Template Editor

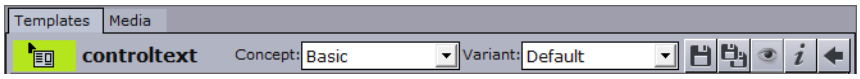
Editor

Saved data element with remote preview enabled:



The Template Editor allows data elements to be created from templates, and previewed.

The editor is divided in three; a control bar, template window, and preview window. Note that the preview window, when performing preview using a remote Viz Engine, can be detached giving more space for the template. Local preview is always detached from the Newsroom Component.



The left side of the control bar shows the status and the name of the template. The right side shows the available concepts and variants, the save options, preview, information and back buttons.

When the status of a saved data element is orange, the element is saved to the database and ready to be added to a running order/rundown in the newsroom system. Usually a drag & drop operation will add the data element to the news story; however, this may be different depending on the newsroom system.

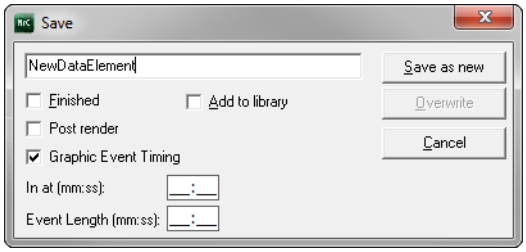
Functions

Template and data element editor functions

Function	Description
	There are two **save** buttons; Save and Save As. The Save button is only available if a data element is to be overwritten. When opening a template it is not possible to save the template without saving it as a data element. Hence, only the Save As button is enabled. Alternatively press the shortcut keys CTRL+SHIFT+S or CTRL+S to save, or CTRL+ALT+S to Save As.

Function	Description
	The **Preview** button enables the preview. Depending on the preview configuration, it will open the local or remote preview window. Alternatively press the shortcut keys CTRL+SHIFT+P to open the preview window.
	The **arrow** buttons switch to the template editor view, and back to the template and data element view. Alternatively press the shortcut keys CTRL+SHIFT+L to switch between the two views.
	To **copy** a data element you can press the shortcut keys CTRL+ALT+C and paste it to your newsroom story

Save Dialog



The Newsroom Component has its own save dialog for setting additional properties.

If the Template Spell Checker has been enabled, the save operation will open the spell checker prior to the save dialog. Spell checking is enabled by the template designer using Viz Template Wizard.

- **Finished:** If the data element is made in different revisions and you want to indicate that this is the final one, select the Finished check box. This information will be stored in the database and can be shown in the Finished column in the playlist (1 for finished and 0 for not finished). This setting has no impact on the element, other than displaying the value in the Finished column.
- **Add to library:** Select this checkbox if the data element will be used often and you want to prevent it from being deleted. The data element will be saved as a *library element*, and all concept and variant information is kept. This prevents the data element from being deleted in Viz Content Pilot when using *Options > Delete Data Items*. Library elements can still be deleted manually, and if the original template is deleted in Template Wizard, all data elements based on the template will also be deleted, including library elements.
- **Post render:** Select this to create a post render job for the element. In order to be visible, this must be configured in the database (see **`postrender_enabled`** in Database Parameters).
- **Graphic Event Timing:** Select this to enable event timing. In order to be visible, this must be configured in the database (see **`ax_dataelement_timer_enabled`** in Database Parameters) as well as the Template Information component (see the *Viz Template Wizard User's Guide*). When checked, the following additional settings are available:
  - **In at:** Sets a start time (MOS-*itemEdStart*). Timing is relative to the story/group the element is a part of, and not the complete playlist. Time is given in minutes and seconds.

- **Event length:** Sets the duration (MOS-*itemEdDur*) which tells the newsroom system how long the graphics will be on air.

Keyboard Shortcuts for Template Editor

Shortcut keys for Template Editor

Keys	Description
CTRL+ALT+C	Copies a data element from the data element list and an open element in edit mode.
CTRL+ALT+S	Saves the data elements as a new data element.
CTRL+C	Copies a data element from the data element list. See also CTRL+ALT+C.
CTRL+D	In data element view you can sort according to a data element's creation date.
CTRL+N	In Template Search you can sort according to template name. In data element view you can sort according to data element name.
CTRL+SHIFT+D	Toggles the Calendar button, exposing the start and end date fields.
CTRL+SHIFT+I	In template view you can open a template by ID.
CTRL+SHIFT+L	Switches to the template editor view, and back to the Template Search and data element view.
CTRL+SHIFT+N	Toggles the Finish button, so that the data elements view will only show data elements that are not marked as finished when saved.
CTRL+SHIFT+O	Opens a template by name when in Template Search .
CTRL+SHIFT+P	Toggles the preview. See also Maps and Remote Viz Preview.
CTRL+SHIFT+R	Refreshes the template and data element panes, and reloads all templates/data elements available on the database.
CTRL+SHIFT+S CTRL+S	Saves the data elements. See also CTRL+ALT+S.
CTRL+SHIFT+1	Toggles the image search filter.
CTRL+SHIFT+2	Toggles the audio search filter.
CTRL+SHIFT+3	Toggles the video search filter.
CTRL+SHIFT+4	Toggles the filter.

See Also

- Template Search

- Working with the Template Editor
- Media Search

12.1.4 Working with the Template Editor

This section contains information on the following topics:

To create a data element

1. Double-click a template from the Template pane to open it in the editor.
2. Make the necessary changes to the data (e.g. text, images, video clips).
3. Click the Save button.
4. In the appearing Save Dialog, enter a name for the data element.
5. Click OK.

To rename a data element

1. Double-click to open a data element in the editor, and click the **Save As** button.
2. In the appearing Save Dialog, enter a name for the data element.
3. Click **Overwrite Existing**.

To edit a data element

1. Search for and select a data element and **double-click** it to open it in the editor.
2. Make the necessary changes to the data (e.g. text, images, video clips).
3. Click the Save button.
4. Click OK.

To add an open data element to the newsroom story

You basically have three options for adding a data element to a newsroom story:

1. Drag and drop the orange icon (top-left) onto your newsroom story, or
2. Press **CTRL+ALT+C** to copy it to your clipboard and paste it into your newsroom story, or

3. Open an already saved data element and drag and drop the **green icon** (top-left) onto your newsroom story

To copy an open data element

- Open a data element and press **CTRL+ALT+C** to copy it to your clipboard and paste it into your newsroom story

To copy a data element from the data element list

- Select a data element from the list and press **CTRL+ALT+C** (or **CTRL+C**) to copy it to your clipboard and paste it into your newsroom story

To delete a data element

- Select a data element in the Data element pane and press the **Delete** key, and click **OK** in the appearing confirmation dialog box.

To change a concept and/or variant

1. In the editor, simply use the **Concept** or **Variant drop-list** to select a new concept and/or variant.
2. Click **Save** to save the data element.

Note: Concepts and variants are created using Viz Template Wizard's template manager tool.

To preview a data element

1. Click the preview button (top right), or
2. Press **CTRL+SHIFT+P**

To preview a video in a template

Once a video item has been added to the video placeholder:

1. Right-click the video placeholder and select **Preview** from the context menu
2. The video and any graphics elements that have been added are previewed in the Timeline Editor Preview window.

To get the data element's default channel

A default channel can be set for a template, which can be passed to the newsroom system when items are added to the rundown.

1. Ensure that a default channel has been defined for the template (see To set the default channel for a template).
2. In Viz Content Pilot's Advanced Preferences or Pilot Data Server's VCP Parameters, set the VCP parameter **`ax_add_itemchannel`** to enabled.
3. Create a data element from the template and drag it to the rundown.

To turn off this feature, disable the parameter **`ax_add_itemchannel`**.

See Also

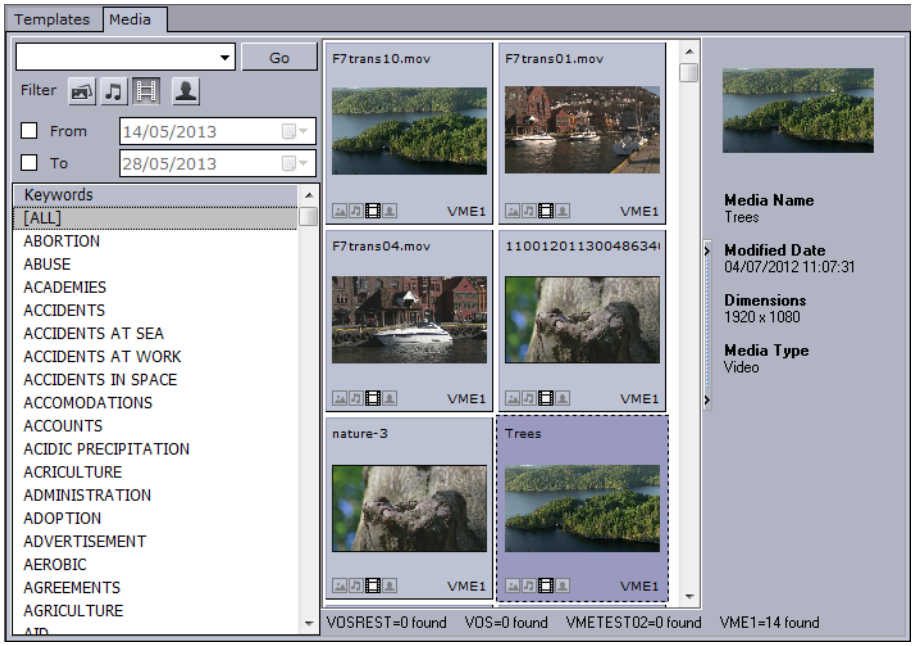
- Template Editor
- Template Save Dialog Box
- Template Spell Checker

12.1.5 Media Search

This section contains information on the following topics:

- Search and Result Panes
- Media Context Menu
- Context Menu - Details View
- Search and Filter Options
- Filter Media by Person Name

Search and Result Panes



The Media tab allows users to search for media assets (i.e. still images and video clips) that can be added directly to the story (e.g. a full screen video clip).

Note: Viz Content Pilot does not support the use of audio files.

Media information resides on storage systems such as Viz Object Store and Viz One. Viz Object Store traditionally stores still images and person information. Viz One traditionally stores video, audio and video stills. The Media tab combines the sources into one.

The left pane shows the Search and Filter Options and a list of categories, while the right pane displays the search results, and optionally, the item details.

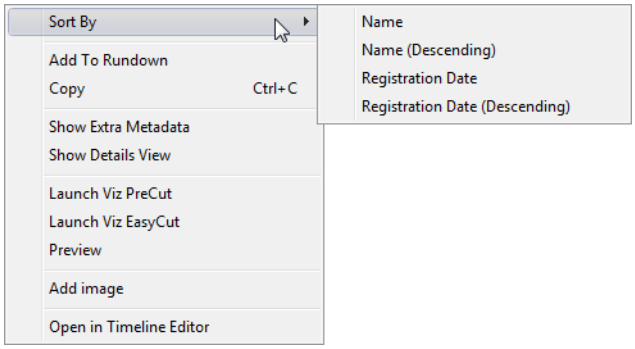
In order to reduce network load and to increase the speed of the search, the media search will display the first 15 results from each provider (e.g. VOS or Viz One) and

then ask for more if needed when scrolling. The most recent assets are displayed first. If the number of results is large, it is recommended to refine the search.

Note that searching Viz One currently only supports free text search, while Viz Object Store search supports free text, setting from and to dates and use of one or multiple keywords.

If multiple Viz One systems are in use, all of them will be searched and the search results will be combined according to the ID of the clip. i.e. If the same clip is available on multiple Viz One systems, it will only appear once in the search results.

Media Context Menu



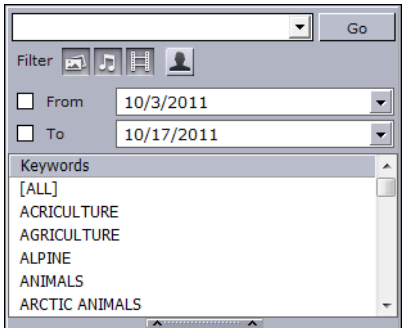
- **Sort By:** Displays a sub menu with sort options.
  - **Name/Name (Descending):** Sorts by name in ascending and descending order.
  - **Registration Date / Registration Date (Descending)**: Sorts by registration date in ascending and descending order.
- **Add to Rundown:** Enables newsroom systems, that do not support drag and drop operations, to add media elements to their rundown(s). In order to use this menu option, the database setting ax_enableMediaSendToRundown must be added to the database and enabled.
- **Copy (Crtl+C):** Copy the selected item. It can then be pasted to the rundown.
- **Show Extra Metadata:** Switches the media icons to display meta data such as complete filename, creation date, and clip length and so on.
- **Show Details View:** Displays meta data of the selected media item in a window at the bottom or side of the Media pane.
- **Launch Viz PreCut:** Opens the selected video clip(s) in Viz PreCut for editing.
- **Launch Viz EasyCut:** Opens the selected video clip(s) in Viz EasyCut for editing.
- **Preview:** Previews images using the Windows Picture and Fax Viewer or the default browser. Is only available for Viz Object Store and Viz One items.
- **Open in Timeline Editor**: Opens the Timeline Editor that enables you to add graphics placeholders to a video clip's timeline.

Context Menu - Details View

The Details View is made available by selecting Show Details View from the context menu in the search results. The Details View also has a context menu, as follows:

- **Show on right:** Places the Details View to the right of the search results.
- **Show on bottom:** Places the Details View at the bottom of the search results.

Search and Filter Options



Both Viz Object Store searches and Viz One searches support free text, keywords and from and to dates.

- **Search field:** Combo box for entering a search criteria. Previously entered search criteria are remembered per session.
- **Stills, Audio, and Video Filters:** Filters the search result displaying only images, audio or video, according to which filters are enabled/disabled.

  Note: Viz Content Pilot does not support the use of audio files.
- **Person Filter**: Filters the search result displaying only pictures that are defined as person (i.e. profile) images in Viz Object Store. See also Filter Media by Person Name.

  Note: The Person Filter button is only available if a RestVOS Search Providers is configured. If using standard VOS, search for person name by typing in the Search field.
- **From/To:** Filters the search result based on From and To dates. For Viz One searches, the default date used to search is the CreationDate (date the item was created in the Viz One), however this can be configured to use other dates from the metadata (e.g. news.eventDate, asset.recordingDate, asset.publicationDate, asset.retentionDate).
- **Keywords:** Filters the search result based on keywords. Templates that use the RequiredKeyWords property will have the relevant keywords pre-selected in the list. Keywords are configured for each Service Provider.

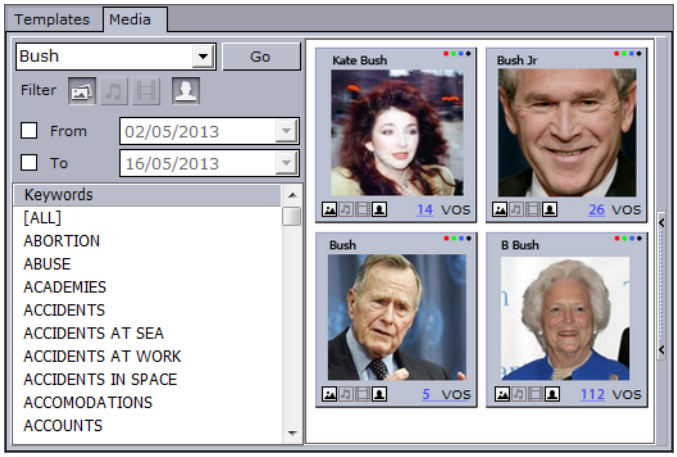
Tip: Combine the use of filters, text search and keywords to narrow down your results.

If multiple Viz One systems are in use, all of them will be searched and the search results will be combined according to the ID of the clip. i.e. If the same clip is available on multiple Viz One systems, it will only appear once in the search results.

See Also

- *Viz Template Wizard User's Guide* on use of Required Keywords
- *Viz Object Store User's Guide* on configuring Keywords

Filter Media by Person Name



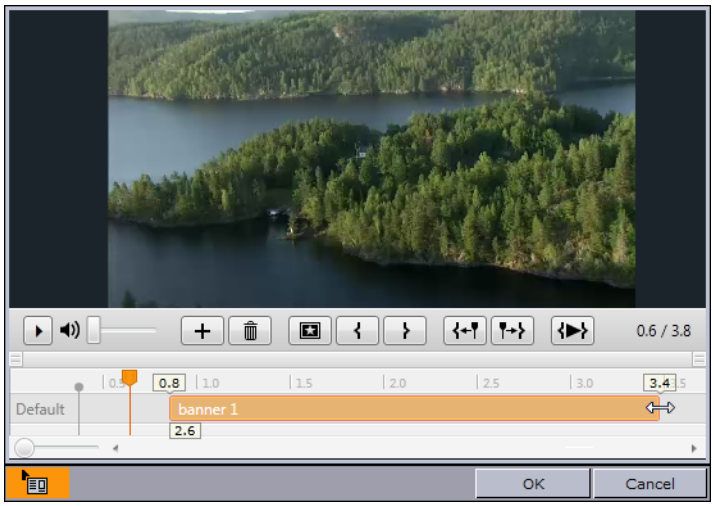
1. Click the **Person Search** icon.
2. Enter part or all of the person's name in the **Search field.**
3. Click **Go.**
   - The search results are grouped by person. The number of items found for each person is shown below the thumbnail.
4. Click the thumbnail of the desired person to view all of the images of that person.
5. Click **Back** to select a different person or to search again.

Note: This Person Filter function is only available if a RestVOS Search Providers is configured. If using standard VOS, search for person name by typing in the Search field.

See Also

- Template Search
- Template Editor
- Media search
- Viz Template Wizard's user guide on use of *required keywords*

12.2 Timeline Editor



The timeline editor is used to add graphics to a video timeline. The editor is available to Newsroom Component users.

In short you search for a video using the Newsroom Component and preview proxy versions of the video clips. When you have found/edited the video, it is possible to open the video in the Newsroom Component's built-in timeline editor. Note that in order to preview the proxy versions you also need to install Video Codecs.

The timeline editor offers basic functionality for adding graphics to the video timeline. The graphics are added using data elements that are saved down to the VCP database (normal graphics workflow).

When using data elements, the timeline editor will add them as placeholders on the video timeline. The placeholders will display snapshots of the graphics as video overlays (fetched from the Preview Server). The placeholders can of course be manually adjusted on the timeline.

A story item containing clip and graphics references from the timeline editor will appear as a group in the playlist. Issuing a **`Take`** command on the group will trigger the video clip and timed graphics.

This section contains information on the following topics:

- Timeline Editor Functions
- Working with the Timeline Editor
- Timeline Editor Preview Mode

12.2.1 Timeline Editor Functions

This section contains information on the following topics:

- Editor Control Bar Functions
- Multiple Tracks in the Timeline Editor
- Video Codecs
- Keyboard Shortcuts for Timeline Editor

Editor Control Bar Functions

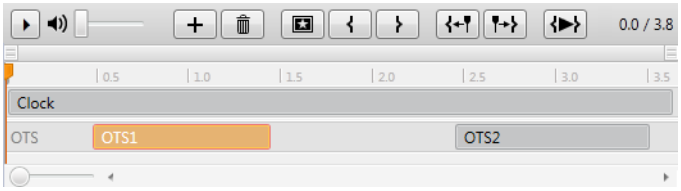
The editor is divided in two; a control bar and a preview window.

The control bar contains the following functions.

Timeline Editor functions

Function	Description
	Play or Pause the clip.
	Adjust the volume of the clip
	Add graphics to the timeline.
	Delete the currently selected graphics from the timeline.
	Scrub marker (cursor). Drag to scrub the clip.
	Click the poster frame marker to jump the cursor to the marker. The preview window will display the frame that will be used as the poster frame.
	Set the mark-in point to the current position of the cursor.
	Set the mark-out point to the current position of the cursor.
	Play from mark-in to mark-out.
	Jump the cursor to the mark-in point.
	Jump the cursor to mark-out point.
	Set the poster frame to the current position of the cursor.
	Drag the Zoom control to increase or decrease the time scale shown on the timeline.

Multiple Tracks in the Timeline Editor



The Timeline Editor in Viz Content Pilot 5.7 and later supports multiple tracks for transition logic scenes. This allows graphics to overlap and play out correctly, but requires that all data elements are based on the same transition logic set.

The tracks reflect the layers in the transition logic scene. A track is displayed in the timeline editor if an element using that layer has been added.

Graphics from the same layer should not be overlapped, and the timeline editor will indicate a possible conflict by coloring the graphics placeholders red

Video Codecs

If you are previewing proxy versions of video clips from Viz One using the Newsroom Component's timeline editor you will have to install Video Codecs that are not part of Viz Content Pilot's Newsroom Component installation.

Note that the setup procedures of Video Codecs are only relevant when using the timeline editor and not for the Newsroom Component as such. Playout of high resolution versions on Viz Engine do not require this codec.

See Also

- Installation of Video Codecs
- Working with Local Viz Preview

Keyboard Shortcuts for Timeline Editor

Key	Description
Mouse wheel	Zoom in and out
CTRL + '+'	Zoom in
CTRL + '-'	Zoom out
CTRL + '0'	Reset zoom
Insert	Add new graphics
Enter	Open selected data element for editing
Del	Remove currently selected graphics from timeline
Space	Play/Pause
Arrow	Move focus to next or previous graphic item
CTRL + Arrow	Move graphics in small steps back and forth on the timeline
CTRL + SHIFT + Arrow	Move graphics in big steps back and forth on the timeline
SHIFT + Arrow	Select multiple graphics
CTRL + ALT + Arrow	Increase or decrease duration of graphic by a small amount
CTRL + ALT + SHIFT + Arrow	Increase or decrease duration of graphic by a large amount

Key	Description
CTRL + L	Move the selected graphics next to the one to the left
CTRL + R	Move the selected graphics next to the one to the right
CTRL + ALT + L	Stretch the selected graphics next to the one to the left
CTRL + ALT + R	Stretch the selected graphics next to the one to the right
CTRL + H	Sets video position to start of the clip
CTRL + E	Sets video position to end of the clip
P	Set poster frame
I	Set mark-in
O	Set mark-out
SHIFT + I	Go to mark-in
SHIFT + O	Go to mark-out
SHIFT + Space	Play the mark-in to mark-out area.

Note: Media keyboard shortcuts for play, pause and mute should also work.

See Also

- Working with the Timeline Editor
- Timeline Editor Preview Mode

12.2.2 Working with the Timeline Editor

This section contains information on the following topics:

To add graphics to a video clip timeline

1. In the Newsroom Component, click the **Media** tab to search for videos.
2. Right-click the video item, and from the appearing context menu select **Open in Timeline Editor**.

3. To add graphics, click the **Add** button
   - This will open the Template and Data Elements' view.
4. Select a template or already saved data element, and click **OK**.
   - Clicking OK will prompt the template or data element to be saved.
   - After it is saved you will see a graphics placeholder on the timeline.
5. Adjust the placeholder to set the desired duration of the animation.
6. *Optional*: Repeat steps 3 and 4 to add more graphics.
7. Drag and drop the timed video and graphics onto your story.
   - **:** Depicts an item that can be added (by drag and drop) to a newsroom story.
   - **OK**: Saves a reopened story item back to the story.
   - **Cancel**: Cancels any changes.

Note: Graphics may be overlaid on the timeline; however, graphics that use the same layer (front, middle, back or transition logic layer) will not play out correctly.

To set the Poster Frame

1. In the Timeline Editor, scrub the cursor to the desired frame.
2. Click the **Set Poster Frame** button .

To view the Poster Frame

1. In the Timeline Editor, click the **Poster Frame Marker**.

To set the Mark-in or Mark-out point

1. In the Timeline Editor, scrub the cursor to the desired frame.
2. Click the **Set Mark-in** or **Set Mark-out** button.

To view the Mark-in or Mark-out point

1. In the Timeline Editor, click the **Jump to Mark-in** or **Jump to Mark-out** button.

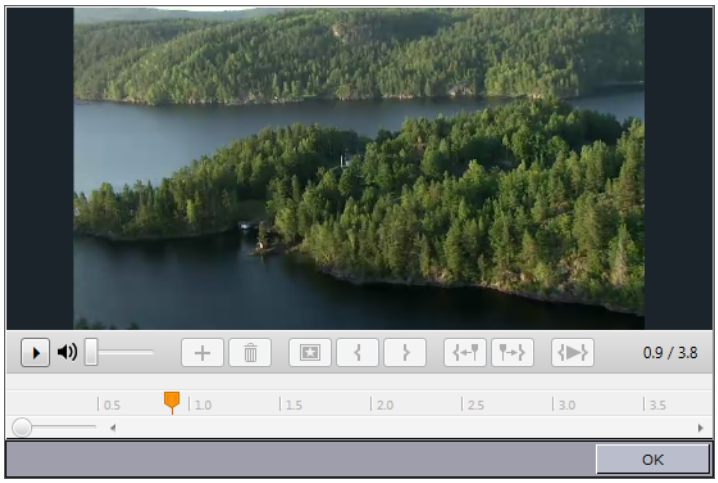
Known Limitations

- Graphics may be overlaid on the timeline; however, graphics that use the same layer (front, middle, back or transition logic layer) will not play out correctly. The timeline editor will always indicate a possible conflict by coloring the graphics placeholders red. To use overlapping graphics based on transition logic scenes, see Multiple Tracks in the Timeline Editor.
- Current limitations on the Media Sequencer will cause the following behavior:
  - If you issue a **`Take`** on a timed group (1), and while that group is played out issue a **`Take`** on an graphics in another layer (2), the Media Sequencer will, when issuing the timed **`Take Out`** command (for the timed graphics), take out the last taken element instead (2).
  - Hence, it is currently not recommended to take other data elements on-air while a timed group is being played out.

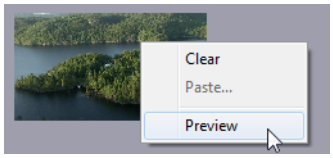
See Also

- Timeline Editor Functions
- Video Codecs (video preview requirement)
- Timeline Editor Preview Mode

12.2.3 Timeline Editor Preview Mode



A basic version of the Timeline Editor is available for previewing video elements from within a template or data element. Video preview and scrubbing is available, however the controls for timeline manipulation are disabled.



The Preview option is available from the context menu of the video element.

Preview is only available if the image component in the template lists isVideoMediaSearch in it's ImageSources, and is only enabled if a video asset is actually selected.

See *Viz Template Wizard User's Guide* for information on image components.

See Also

- Timeline Editor Functions
- Working with the Timeline Editor

12.3 Crop Tool and Crop Service

The Crop Tool and the Crop Service are tools that allow for basic cutting, zooming and rotating of images. They provide an efficient way for journalists and editors to quickly add new images to a data element.

The Crop Tool is a basic tool available in previous versions of Viz Content Pilot. It allows cropping of images from Viz Object Store. The Crop Tool will be deprecated in future versions of VCP (VCP 5.8).

The Crop Service is available in VCP 5.6 and later, and makes it possible to crop RestVOS images and images from any Viz One server. The Crop Service will be automatically used for all images except for those from the original VOS, which will still be handled by the Crop Tool.

This section contains information on the following topics:

12.3.1 Features of Crop Tool and Crop Service

Comparison of Crop Tool and Crop Service

Feature	Crop Tool	Crop Service
Supports images from Viz One	No	Yes
Supports images from RestVOS	No	Yes
Supports images from (legacy) VOS	Yes	No
Images are saved as PNG	Yes	Yes
Will re-size the image to template and image properties	Yes	Yes (*)
Will keep the aspect of the cropped area	Yes	Yes
Needs a shared drive/UNC path for storing stills	Yes	No
Can paste images directly from the clipboard into a template	Yes	No
Can rotate source images 90 degrees in both directions	Yes	No
Black will be used as filling to be able to use the whole image width or height	No	No
Re-crop of images is possible (as image source is linked in)	No	No

Note: (*) Where destHeight and destWidth are defined in the template then, in most cases, Crop Service will resize the image to match these properties. If the selection is smaller than destHeight or destWidth then a warning is shown, but the selection may still be used. Note that if destWidth*destHeight < 10,000 pixels 2, then the image is not resized, but the selection may still be used.

All edited images from both Crop Tool and Crop Service are saved as Portable Network Graphics (PNG) images, and saved with the same image and person information as the original image, if that exists. The new file is given a default prefix "*crop_paste_<random characters>*". Images with alpha or key values are preserved.

Crop Service caches cropped images on file on the Data Server, as well as on the Viz Engine.

Crop Tool saves the cropped image to the VOS-file-share, and from there it is handled the same as any other VOS image.

12.3.2 Setting up

Some configuration is required in order to make use of the Crop Tool or Crop Service.

This section contains information on the following topics:

- To set up the Crop Service
- To set up the Crop Tool
- To enable image cropping in a template (Crop Tool and Crop Service)

To set up the Crop Service

1. Prerequisite: A VCP Data Server must be installed, configured and running (one per separate schema used in the VCP Database).
   - See how To install the Data Server.

Note: The Crop Service does not need to be installed separately, as it is included in the Data Server installation package.

2. Viz One searches (video or stills) from the VCP client and Newsroom Components, require the relevant Viz One server connection to be set up.
   - See how To configure search providers (Viz One)
3. RestVOS searches from the VCP client and Newsroom Components, require the relevant VOS server connection to be set up.
   - See how To configure search providers (RestVOS)
4. Configure the system to use the Crop Service.
   - See how To configure the Crop Service

To set up the Crop Tool

1. Set the desired Crop Tool Save Path in General preferences.

To enable image cropping in a template (Crop Tool and Crop Service)

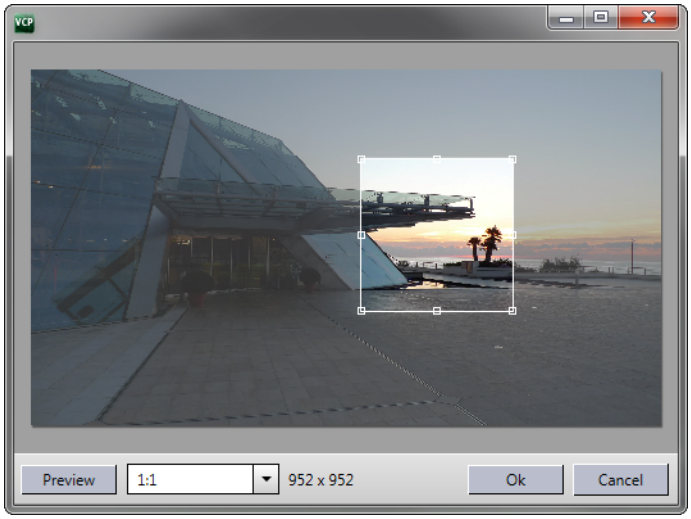
1. Start Viz Template Wizard.
2. Open a template with an **image component**.
3. Select the image component and set one or both of the following properties:
   - **AlwaysUseCropTool**: Enables the user to always use the crop tool/service when an image is added to the template.
   - **DestHeight** and **DestWidth**: When set to values greater than 0 (zero), it will enable the crop tool/service. The parameters set a fixed height and width for

the cropped image. Using this setting will force the user to use the configured height and width, and the aspect. Meaning, if the selection is greater than the actual height and width parameters, the image will be scaled to fit, allowing the user to select a greater area, and conversely.

4. Select one or several image sources.
   - **ImageSources**: Sets one or multiple image source locations. Valid sources for the crop tool are isImageMediaSearch, isFileOpen and isPaste.
5. **Save** the template.

Note: isPaste will only work with Crop Tool. If using isPaste, you need To set up the Crop Tool. To use an image from the clipboard with a Viz One or RestVOS and Crop Service, the image must first be ingested into the Viz One or RestVOS, and then used in Crop Service.

12.3.3 Crop Service



This section contains information on the following topics:

Crop Service Functions

The Crop Service is divided into two areas; a menu bar, and an edit area.

The menu bar contains the following functions:

- **Preview:** Opens a preview window to display the selected crop.
- **Target Ratio:** Select a ratio from the drop-down list and then select a crop in the edit area. (Manual ratio, Original ratio, 4:3, 16:9, 1:1).
- **Selection Size:** Displays the pixel dimensions of the selected crop.
- **OK:** Use the selected crop.
- **Cancel:** Resets editing and closes the Crop Service window.

The edit area allows the following functions:

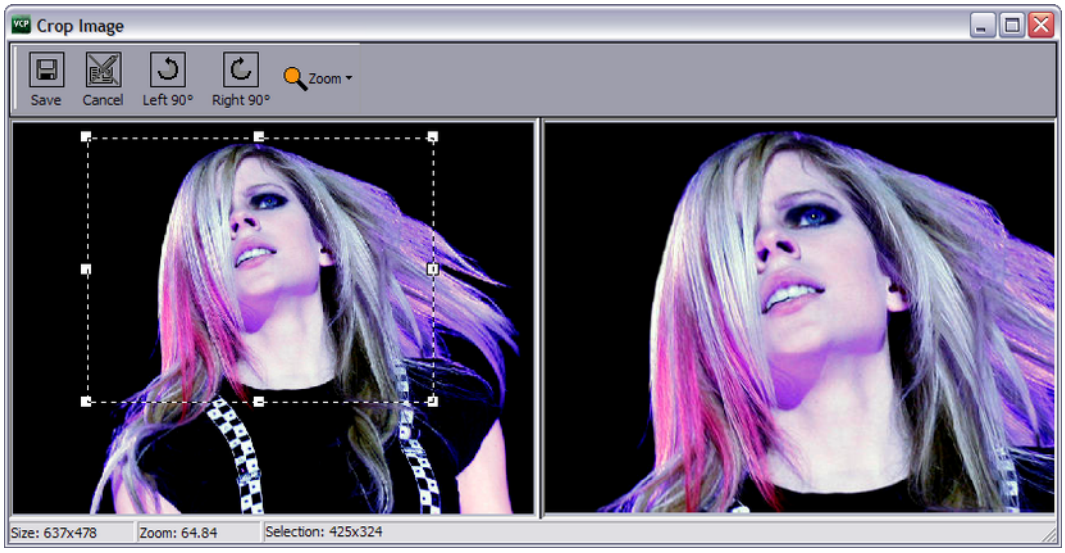
- **Drag** the anchored frame to move the selected crop area.
- **Resize** the anchored frame to change the selected crop area.

To crop an image with Crop Service

1. If **AlwaysUseCropTool** or **DestHeight** and **DestWidth** are set in the template, then Crop Service will open automatically when an image is dragged to the image placeholder.
2. Select the desired area
   - *Optional*: Click **Preview** to preview the selection
3. Click **OK** to confirm the selection

Tip: The maximum size of the images created by the Crop Service can be configured. Any crop that is bigger than this limit will be resized, respecting the aspect ratio of the crop. If the DestHeigth or DestWidth properties on the image component are used, then the smaller constraint will be used. Maximum size applies even if no cropping is done. For more information see how To configure the Crop Service or how to set VCP Database Parameters.

12.3.4 Crop Tool



This section contains information on the following topics:

- Images
- Crop Tool Functions
- To crop an image with Crop Tool
- To use an image from the clipboard

Images

Depending on the design of the template, the Crop Tool can make use of images from Viz Object Store (VOS), any local computer file location, or the Windows Clipboard.

Note: A cropped image can only be used once, that is, a user cannot re-crop or search for an already cropped image. To create a new cropped image, the user must find the original image and add it to the Windows Clipboard again

A crop tool is also used in Viz Object Store (VOS); however, when used within VCP or the Newsroom Component, images are not saved to the VOS database. Hence, even if an image from VOS is used, the original image in VOS will not be affected.

Note: Crop Tool images differ from VOS and Viz One images in that it is not possible to fully control what images are used, hence policies on using such things as copyrighted images must be clear.

Crop Tool Functions

The Crop Tool is divided in three areas; a menu bar, an edit area (left), and a preview area (right).

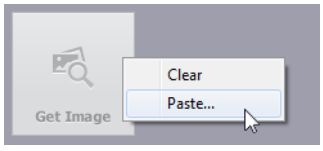
The menu bar contains the following functions:

- **Save:** Saves the image to the image directory set in the crop tool save path.
- **Cancel:** Resets editing and closes the Crop Tool window.
- **Left 90:** Rotates the image 90 degrees to the left.
- **Right 90:** Rotates the image 90 degrees to the right.
- **Zoom:** Zoom the editable version of the image to a size of; 500%, 200%, 150%, 100%, 75%, 50%, 25% and 10% of the original image size. In addition there is an option to Fit the image to the available space. Zoom can also be performed by using the mouse wheel. Zoom does not resize the saved image.

To crop an image with Crop Tool

1. Open a template or a data element.
2. Click the image placeholder
3. Search for a stored image.
4. Drag the image to the placeholder.
5. Adjust the anchored frame and/or rotation of the image, and click the **Save** (CTRL +S) button on the tool bar.

To use an image from the clipboard



Note: This procedure requires that the template's image component use the ImageSources.isPaste parameter.

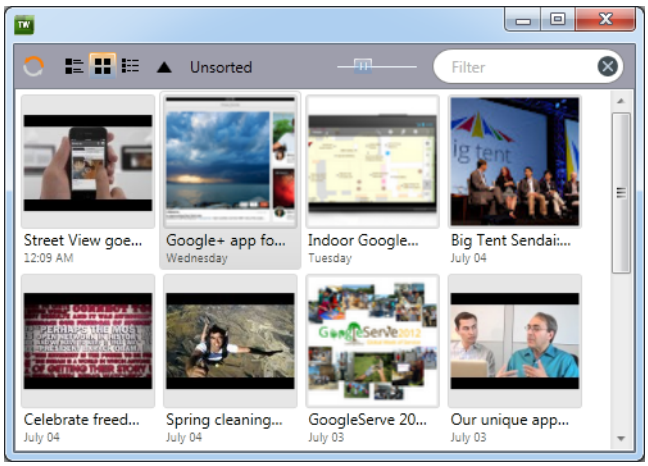
1. Open a template or a data element.

2. Search for and copy an image (e.g. web-based systems or file shares).
3. Right-click the image icon and from the appearing context menu select **Paste**.
4. Adjust the anchored frame and/or rotation of the image, and click the **Save** (CTRL +S) button on the tool bar.

See Also

- Features of Crop Tool and Crop Service
- Files
- General preferences - Crop Tool Save Path
- Fullscreen Stillstore Images
- Viz Object Store Crop Tool

12.4 Feed Browser



The Feed Browser window is opened when a Feed Linker button in a template is clicked.

The Feed Browser lists the items from the feed source defined in the template. When an entry is selected by the user, the data is mapped to fields in the template.

This allows the user to pick an item from a feed and have the corresponding data applied to fields in the template, instead of manually typing in information.

For more information about creating templates using the Feed Linker, see the Viz Template Wizard User's Guide.

Feed Browser Functions

The Feed Browser is divided into two areas; a menu bar, and a list area.

The menu bar contains the following functions:

- **Refresh:** Refresh the window with the latest feed items.
- **View:** Select between Tile view, Icon view and Detail view.
- **Order:** Increasing or decreasing.
- **Sort by:** Select from Unsorted, Sort by Title and Sort by Time.
- **Zoom:** Alters the size of items in the list area.

- **Filter:** Type to filter the feed items.

The list area allows the following functions:

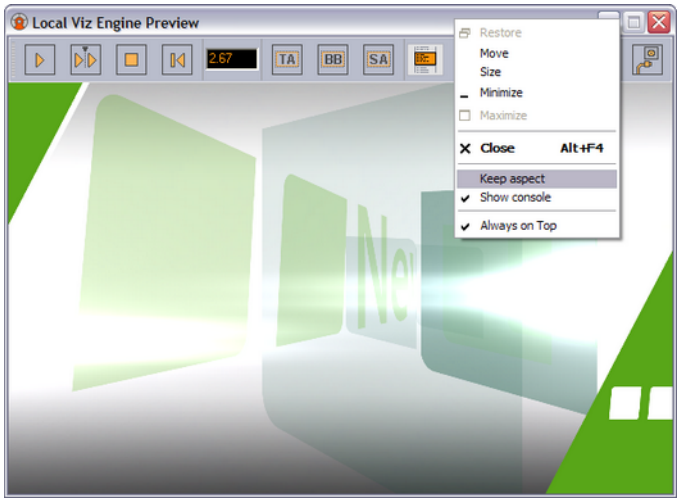
- **More:** Display more items from the feed in the list area.

12.5 Maps

The Newsroom Component also integrates with Viz World which allows you to add animated and/or still maps to your graphics.

For more information on how to work with maps, please read the *Viz World User's Guide*.

12.6 Local Viz Preview



Local preview is a feature that must be selected during Custom installation by selecting the Viz Engine Preview plug-in. For more information, see Local Viz Preview using the Viz Content Pilot client.

See Also

- Local Viz Preview using the Viz Content Pilot client
- Remote Viz Preview using the Newsroom Component
- Custom installation

12.7 Remote Viz Preview

Unlike Local Viz Preview and Remote Viz Preview using the Viz Content Pilot client, remote Viz preview using the Newsroom Component does not animate the scene. The scene, according to the time set in the scrub field, is rendered on a remote Viz Engine and snapshots are sent back to the Newsroom Component. For remote Viz preview, low resolution video clips are used instead of high resolution video clips.

If remote Viz preview is configured, it will open a preview within the newsroom component. The Newsroom Component configuration is performed during Viz Content Pilot Installation.

This section contains information on the following topics:

- Using Remote Preview
- Configuring Remote Preview

12.7.1 Using Remote Preview

This section contains information on the following topics:

- VizBoldMenu Bar
- Context Menu
- Registry Settings

Menu Bar

The menu bar contains the following functions:

- **Start:** Asks Viz for a snapshot of the scene from the first tag on the default director.
- **Continue:** Asks Viz for a snapshot of the remaining tags on the default director.
- **Key:** Shows the key signal of the graphics.
- **Time field:** Shows the current timeframe for the scene. Allows the user to scrub the scene manually.
- **Tag field:** Shows a list of the scene's director tags (not stop tags) on the Default director. These tags are used for previewing the scene.
- **Close (cross):** Closes the preview window.

Context Menu

- **Always on top:** If the preview window is detached from the newsroom component, this option enables the preview window to stay on top of other application windows.
- **Show Safe Area:** Shows the boundaries of the defined safe area (purple rectangle).
- **Show Title Area:** Shows the boundaries of the defined title area (green rectangle).
- **Detach preview:** Detaches the preview window from the newsroom component (see, Always on top).
- **Set Size as Default:** This option sets a new, customized, default preview window size.
- **Optimize:** Displays the optimization options.
  - **Speed:** Uses an algorithm for calculating the image resolution which results in low quality images that are faster across the network.
  - **Quality:** Uses an algorithm for calculating the image resolution which results in high quality images that are slower across the network.

Registry Settings

The Newsroom Component (NrC) use (in most cases) remote preview, and is by default configured during installation. It is therefore, under normal circumstances, no need to change registry settings for the NrC after installation. Registry settings should preferably be changed by reinstalling the NrC.

Newsroom Component registry path:

- Windows 32-bit: **`HKEY_LOCAL_MACHINE\SOFTWARE\[vizrt]\ActiveX 5.x \TemplateFiller\`**
- Windows 64-bit: **`HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\[vizrt]\ ActiveX 5.x\TemplateFiller\`**

Newsroom Component registry properties

Property	Parameter	Description
PreviewHost	<host> or <host>,<host>,<host> ... or <host>:<port>, <host>:<port> ...	The preview host is set during installation. For failover, PreviewHost can have more than one host and port number defined. <*host*> defines the Viz Engine hostname for remote preview. If <*host*> is set without a trailing <*port*> then the PreviewPort number must be set.
PreviewPort	<port>	Default ports are 50008 (multiple connections) and 6100 (single connection). <*port*> defines the Viz Engine port number for remote preview.
PreviewDisabled	0 or 1	Enables (0) or disables (1) both local and remote preview for the Newsroom Component.

Caution: Changing registry settings may cause the system to become unstable.

See Also

- Configuring Remote Preview

12.7.2 Configuring Remote Preview

This section contains information on the following topics:

To configure remote preview with registry settings

1. Open the **Registry Editor**
2. Locate the TemplateFiller key
   - Windows 32-bit: **HKEY_LOCAL_MACHINE\SOFTWARE\[vizrt]\ActiveX 5.x \TemplateFiller**
   - Windows 64-bit: **HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\ [vizrt]\ActiveX 5.x\TemplateFiller**
3. Add PreviewHost as a string
4. Add PreviewPort as a string
5. If preview has been disabled, set **PreviewDisabled** to **0**.

Note: If Maps has been used, the Newsroom Component should be reinstalled and the Viz Engine Preview plug-in removed.

To configure remote preview with database settings

1. Start the Viz Content Pilot client
2. Select Preferences from the **Options** menu.
3. Select the **Advanced** option in the Preferences window.
4. Add or edit the **ax_preview_host** and **ax_preview_port** parameters.
   - ax_preview_host: <hostname>
   - ax_preview_port: 50008
5. Click **OK**

Note: If the Viz Engine Preview plug-in is installed (custom installation), local preview will start and not remote preview (snapshots).

See Also

- Maps using the Newsroom Component
- Newsroom Integration Client
- Database Configuration

12.8 Quick CG

The Quick CG (character generator) is a small and easy to use tool to quickly create an embedded MOS object to be used in a newsroom story.

This section contains information on the following topics:

12.8.1 Quick CG Functions

- **Type CG data:** Use the External Id combined with the data needed to fill the text fields for the graphics. For example: **`200-FirstName/LastName/Designation`**. Use the delimiters dash (-) and forward slash (/).

Caution: Input must be made without blank spaces.

- **Auto-paste to Editor:** When selected, it enables the QuickCG to auto-paste the generated XML output to a previously selected editor (for example a newsroom story editor).
- **Settings (i):** Click the *i* symbol to open the Settings dialog box to configure another activation key. Available options are; Disabled, Ctrl, Alt, Shift, Home, End, Insert, Num Lock and Scroll Lock.
- **Minimize:** The minimize button minimizes the application to the taskbar. Reopen it by double-pressing the assigned activation key.
- **OK:** When clicked, the OK button will initiate the generation of the XML needed to create a proper MOS object that can be added to the newsroom system. If *Auto-paste to Editor* is selected, it will paste the XML directly to the previously selected editor (for example a newsroom story editor). The MOS object (XML data) is placed on the *clipboard*.

```
<mos>
<mosItemBrowserProgID>VCPAxFiller.VCPTemplateFiller</
mosItemBrowserProgID>
<mosItemEditorProgID>VCPAxFiller.VCPTemplateFiller</mosItemEditorProgID>
<mosID>PILOT</mosID>
<objID>EMBEDDED</objID>
<mosAbstract> FirstName LastName Designation</mosAbstract>
<createdBy>SomeUser</createdBy>
<created>2007-11-12T13:05:05</created>
<description> FirstName LastName Designation</description>
<mosExternalMetadata>
   <mosScope>PLAYLIST</mosScope>
   <mosSchema>http://www.vizrt.com/mosObj/embedded</mosSchema>
   <mosPayload>
      <embedded_item>
         <external_id>200</external_id>
         <fields>
            <field>FirstName</field>
```

```
            <field>LastName</field>
            <field>Designation</field>
         </fields>
      </embedded_item>
   </mosPayload>
</mosExternalMetadata>
</mos>
```

When the MOS object (XML data) is added to a newsroom story editor, it is possible to double-click it and save it as a data element using the Newsroom Component if needed.

Note: See the *Viz Template Wizard User's Guide* on how to set External IDs.

12.8.2 Working with Quick CG

This section contains information on the following topics:

- To open Quick CG
- To create a CG data element

To open Quick CG

- Double-press the assigned activation key (default is CTRL).

To create a CG data element

1. Enter the template's **External ID** followed by a dash.
2. Enter the **data** separated with a forward slash.
3. Select newsroom story editor, and click the **Auto-paste to Editor** button (first button (upper-right)).
4. Click OK to add the XML output to the editor, or
5. Paste it manually into the editor by pressing the **CTRL+V** keys.

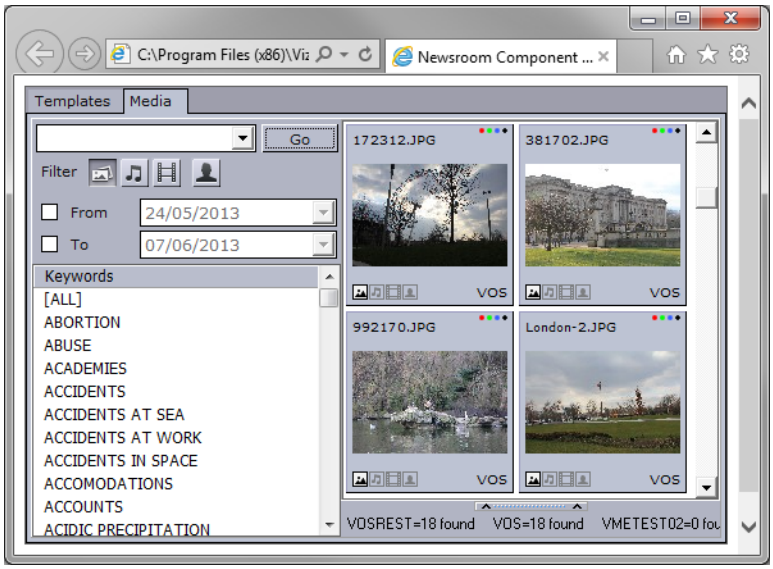
See Also

- Newsroom Component

12.9 Newsroom Component Test Page

In the program menu and in the program folder there is a file named Newsroom Component Test Page. This web page loads the Newsroom Component (NrC) within

Internet Explorer such that it can be used for testing the NrC connection properties and functionality.



To edit the connection settings either reinstall the NrC or use a registry editor (only for system administrators).

When the Newsroom Component Test Page is opened, Internet Explorer (IE) will issue a warning and ask the user to accept the ActiveX to run within IE.

To allow the test page to run without a warning

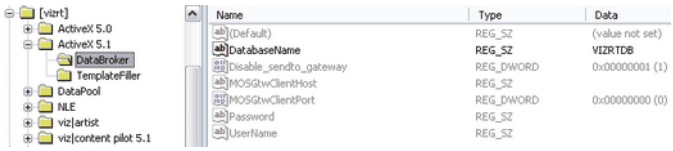
1. Start Internet Explorer, and from the **Tools** menu select **Internet Options**.
2. In the Internet Options window select the **Advanced** tab.
3. Under the **Security** category, check the **Allow active content to run in files on My Computer** option.

Warning: Check with the system administrator before enabling on this option.

See Also

- Newsroom Component

12.10 MOS IDs



The above image depicts the *ActiveX 5.x* registry key used by the NrC (on a Windows 32-bit machine). It shows the *DatabaseName* string with a TNS name alias (*VIZRTDB*).

- Windows 32-bit: **`HKEY_LOCAL_MACHINE\SOFTWARE\[vizrt]\ActiveX 5.x \DataBroker\`**

- Windows 64-bit: **HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\ [vizrt]\ActiveX 5.x\DataBroker**

Note that the *TNS_ADMIN* string that points to the *tnsnames.ora* file is not set; it must be added to the *Viz content pilot 5.x* key, or as an environment variable. The password and username is by default *pilot*/*pilot*. Leave the registry strings empty unless the username and password has been changed.

A *mosID* must be set for the NrC. Obtain the *mosID* from the Newsroom Computer System server. The *mosID* string can be overridden during the Newsroom Integration Client installation or by setting the *TemplateFiller* key manually. Note that by default the *mosID* is *PILOT*, but this is most likely not the correct *mosID* for a production system.

IMPORTANT! Most newsroom systems generate case sensitive MOS IDs.

See Also

- Newsroom Integration
- Newsroom Integration Client installation
- Registry Settings

13 Thumbnail Generation

The Viz Thumbnail Generator (TnG) is a stand-alone application that generates thumbnail images for data elements used in VCP and NrC for template recognition. Template thumbnails are stored on the VCP database.

Note: Thumbnails are also visible in Viz Trio newsroom playlists.

To create thumbnails the following are needed:

- A connection to VCP's database using an Oracle Runtime Client.
- A connection to Viz Engine.
- Standalone scenes, or front scenes for transition logic scenes, must have a tag on the director named **pilot1** (lowercase only).

Viz Engine must have the same setup and plug-ins as the playout engine. For this reason, a dedicated Viz Engine is recommended.

TnG sends Viz Engine commands for a saved data element to the Viz Engine, and a thumbnail is returned. The thumbnail is then saved back to the database.

Thumbnails can be used for a basic VCP client embedded still preview shown in VCP's thumbnail column and in the playlist's ImageBar column. It is also made visible in VCP's template and data element Resource Panel and NrC's template and data element panes.

From a scene design perspective, the scene designer needs to add a director tag named **pilot1** (lowercase only). This is treated as a "stop point" when previewing the scene, and a snapshot of the scene's state is sent back to the TNG. The same goes for transition logic scenes that must have the tag set for the front scenes.

This section contains information on the following topics:

See Also

- Preview Configuration

13.1 Getting Started - TnG

Start the TNG, in either of the following ways:

1. Double-click the icon on the desktop, or

2. Select the program from the Start menu (All Programs > Vizrt > Viz Content Pilot > Viz Thumbnail Generator)

Note: Make sure Viz Engine and Viz Multiplexer (if needed) is configured and running.

13.2 Configuration

The Thumbnail Generator - Settings window configures connection parameters for VCP's database and Viz Engine, and the thumbnail image height.

The database settings enable Viz Thumbnail Generator (TnG) to listen for Advanced Queuing messages from the database to automatically send requests to Viz Engine to create snapshots.

All settings are saved to an initialization (INI) file (ThumbnailGenerator.ini) that is stored locally.

The original version of the INI file is stored in the program folder during installation

- Windows 7: `C:\Program Files (x86)\Vizrt\Viz Content Pilot 5.x`
- Windows XP: `C:\Program Files\Vizrt\Viz Content Pilot 5.x`

However, in Windows 7 and later, it is not possible for a user to edit or save the file directly in the program folder, so subsequent edits are made to a copy stored in the VirtualStore:

- `%LOCALAPPDATA%\VirtualStore\Program Files (x86)\Vizrt\Viz Content Pilot 5.x`

This section contains information on the following topics:

To configure Viz Thumbnail Generator

1. Click **Settings** to open the Settings window.
2. Add the Thumbnail Generator - Settings as described in the User Interface section.
3. Click **Save** and restart TnG.

To set Viz Engine 2 in off-screen mode

1. Start Viz Config (Viz Engine's configuration tool).
2. Select **Render-options** , and set the **Video Output Window** option to **Off Screen**.

Note: Viz Engine 3 is by default configured to render in off-screen mode.

13.3 Command Line Options

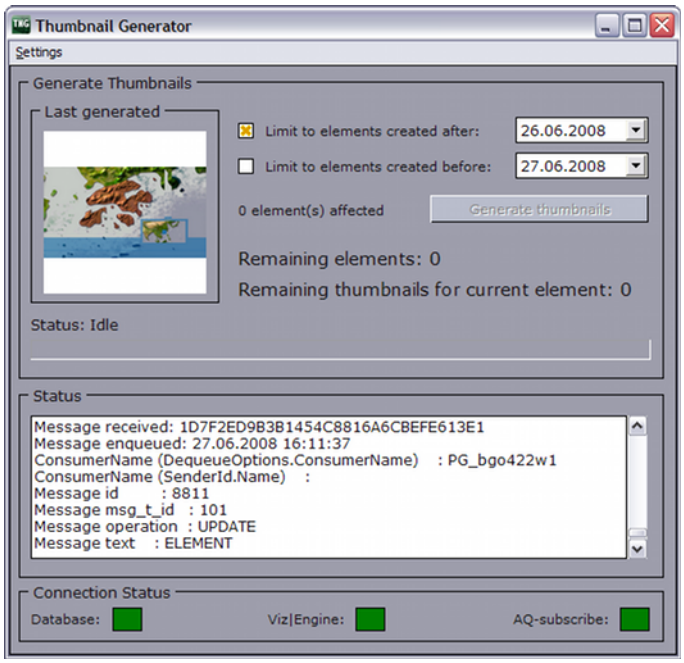
TnG can use command line parameters in the target path. For more information on different commands and parameters, see Command Line Options .

```
thumbnailgenerator.exe -viz <host> -port 50008 -db VIZRTDB -timeout 20
```

See Also

- Preview Configuration

13.4 User Interface



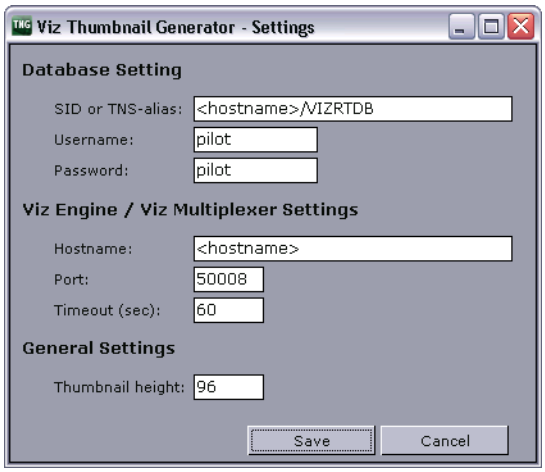
The TNG has a main user interface, and a menu option for configuring the TNG's connection parameters.

The main window shows the number of elements in the database that can be generated based on the selected date(s). In addition it shows a progress bar and status messages for each element that is updated or generated. TNG sends its requests to Viz Engine, based on messages received from the database. At the bottom of the main user interface a Connection Status bar shows the connection status for VCP database, Viz Engine and Advanced Queuing messages. The latter indicates that TNG is able to receive updates from the database whenever new elements are created.

- **Last generated:** Displays the last generated thumbnail.
- **Limit to elements created after:** Sets the date limiting elements created after a certain date. When selected the field displays a date picker.
- **Limit to elements created before:** Sets the date limiting elements created before a certain date. When selected the field displays a date picker.
- **Generate thumbnails:** Starts the generation of thumbnails.
- **Remaining elements:** Shows new or updated elements that are not generated.

- **Remaining thumbnails for current element:** Shows remaining thumbnails to be generated for the current element. For example if a template has four variants, the remaining thumbnails will generate all four variants.
- **AQ and error status:** Shows information about created elements, connection status, and error messages.
- **Status:** Displays a progress bar showing the progress status of each generated thumbnail.
- **Connection Status:** Displays three indicators showing the connection status for VCP's database, Viz Engine and Advanced Queuing messaging queue.

Thumbnail Generator - Settings



- **SID or TNS-alias:** Database hostname and SID or TNS name alias.
- **Username:** Database username (default: *pilot*).
- **Password:** Database password (default: *pilot*).
- **Hostname:** Viz Engine or Viz Multiplexer hostname. Use Viz Multiplexer's hostname if it is used as it will forward requests to Viz Engine.
- **Port:** Set the port number used for communication with Viz Multiplexer or Viz Engine. Use Viz Multiplexer's port number if it is used as it forward requests to Viz Engine.
- **Timeout:** Set the timeout before TNG should stop waiting for response and continue requesting thumbnail(s) for the element.
- **Thumbnail height:** Sets the pixel height for the thumbnail: The width is automatically calculated based on the aspect of the scene set in the attached Viz Config.

13.5 Logging

Thumbnail Generator has its own log files (e.g. **`viz_thumbnailgenerator.log)`**.

The logfiles are normally located in the Program Files folder, or for Windows 7 and later, in the Virtual Store program folder (%LOCALAPPDATA%\VirtualStore).

Log files can also be placed in other directories using the **`-logpath <path>`** command line parameter (added to the program shortcut's target path).

To enable logging only, use the **`-dologging`** command line parameter.

IMPORTANT! In Windows 7 and later, it is not possible for a user to edit or save files directly in the program folder (`C:\Program Files)`, so data must be stored in the VirtualStore (`%LOCALAPPDATA%\VirtualStore`).

See Also

- Command Line Options

14 Database Administration

The database installation is a typical Oracle database server installation. For how to install an Oracle database server, see the related documentation supplied by Oracle.

Vizrt's standard installation of a VCP database uses the service name *VIZRTDB*. The SQL schema and table creation scripts add the user PILOT with password PILOT which makes up the schema name and the default credentials all VCP applications are configured to use. All this can be changed either during installation or after installation.

Database connection parameters

Oracle system identifier (SID/Service name)	VIZRTDB
All system users (default)	system/oracle sys/oracle
All users (default)	PILOT/PILOT
Database schema (default)	PILOT

VCP's database setup involves the use of Viz Content Pilot's Database Administrator tool (VCP DBA).

VCP DBA is a program that is used by database administrators (DBA) in order to install, maintain and upgrade the Viz Content Pilot database system.

VCP DBA also enables the database administrator to check the current status of the database.

IMPORTANT! Vizrt does not support installations on express edition (XE) databases.

This section contains information on the following topics:

14.1 Requirements

To run VCP DBA, the following software is required:

- VCP DBA client
- Oracle 11g Administrator Client.
  - Installs the management console, management tools, networking services, util, and basic client software.

VCPDBA and all script files are bundled into a zip file. Please unzip all files into one folder, for example, **`C:\temp\VCPDBA`**

This section contains information on the following topics:

Current Limitations

- VCP DBA's install path cannot contain spaces.
- VCP DBA can only logon with Oracle's *system* user.

Upgrade Considerations

As a general rule, the schema version should be upgraded to the same version as the Viz Content Pilot (VCP) client tools. Although, it is important to remember in which order to do the upgrade, and to do the actual schema upgrade work at a convenient time when the system is not in use.

Please refer to the VCP release notes for recommended schema version for a specific version of VCP System.

As the order is crucial for the functioning of the templates in the VCP system, the following order of upgrading is recommended. If instructions are not followed, and a newer version of Viz Template Wizard (TW) is used to save a template, the template will most likely not work inside the Newsroom Component (NrC) and VCP client.

1. Upgrade Viz Content Pilot system's schema in the VCP database
2. Upgrade all clients except the Viz Template Wizard client(s)
3. Upgrade the Viz Template Wizard client(s)

The order of 1 and 2 can be switched, but the last component to be upgraded should always be the TW. This is to avoid saving down templates with new functionality that may come with the version, which is not supported by older versions of the NrC or VCP client.

Test the versions of the NrC, TW and VCP client you want to upgrade to, at least on one non-live client of each. The test should involve at least opening all templates in each client, saving down one data element of each template in the NrC, and finally playing all those data elements out from the updated VCP client.

Contact local support team with information about the current state of the VCP database; for example which version the current VCP schema is on, what version you want to upgrade to so that support is aware that the upgrade is happening and can prepare second line and personal follow-up, if needed.

When you start the upgrade process any data elements or new templates saved after this time may be lost if the upgrade is not successful. The chances of this are small, but it may happen and it should be incorporated into the plans.

If you have a main and standby setup, check that they are synchronized. If this is not the case, Vizrt support must be informed and any schema upgrade cannot go ahead before this is rectified. If it cannot be solved, a full recreation of the standby server may be needed before continuing. Also, a set time is needed where you can break the synchronization between the two databases.

Upgrade Limitations

When upgrading from a VCP 4.x or older version it is advisable to contact a local Vizrt representative or support person so they can advise on how to proceed. Some features found in VCP 4.x are not available in VCP 5.x.

When upgrading from a previous VCP 5.x version it is advisable to upgrade the database schema to the latest schema version that is compatible with the software version. When upgrading the database, please use the Database Administration tool. For more information on supported schema version, please see the release notes.

14.2 Installation

There is currently no installer for Viz Content Pilot's Database Administrator tool (VCP DBA). The tool can be downloaded from Vizrt's FTP as a ZIP archive. It is located in the same directory as the VCP installer.

To install VCP DBA

1. Extract the ZIP archive to a preferred directory.
2. Create a shortcut for the desktop and/or the start menu.

14.3 Getting Started - DBA

Start the VCP DBA, either of the following ways:

1. Browse to the location where you extracted the VCP DBA files.
2. Double-click the VCP DBA executable file to start the application.

Note: Make sure Viz Engine is configured and running.

14.4 User Interface

Starting the client will open the Connect to DB window which is the initial screen of VCP DBA. This screen gives the user several options; the Database Login, different Management Options and Advanced Configuration of user levels.

This section contains information on the following topics:

- Connect to DB
- Database Login
- Advanced Configuration
- Schema Status
- Connection Status
- Error Logs

14.4.1 Connect to DB

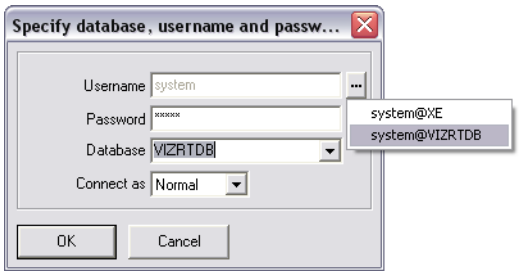
The Connect to DB tab is the initial startup window where the user can perform the Database Login, set user levels and initiate different Management Options.

- **Connect to DB/Change DB:** Enables the user to log on to the database.
- **Advanced Config ...:** Enables the user to select a default user level or create a custom user level.
- **Install New Schema:** Enables the user to install a schema on the specified database. See Install Schema.
- **Upgrade Current Schema:** Enables the user to upgrade the current version of the schema to a later version. See Upgrade Schema.

  Note: The application first scans the installed schema for critical errors and blocks the option to upgrade if any critical errors are found.

- **Show Schema Status:** Enables the user to see the status of the currently installed schema. See Show Schema Status.
- **Create complete db solution:** Enables the user to create a complete database solution. See Create Complete DB Solution.
- **Backup Schema:** Enables a user to export a database dump of the schema. See Backup Schema.
- **Restore Backup of Schema:** Enables the user to import a database dump of a schema. See Restore Backup of Schema.
- **Full Export of DB:** Enables the user to perform an export of the entire database. See Full Export of Database.
- **Imp. All Schemas in Dump:** Enables the user to import all schemas in dump. See Import All Schemas in Dump.

14.4.2 Database Login



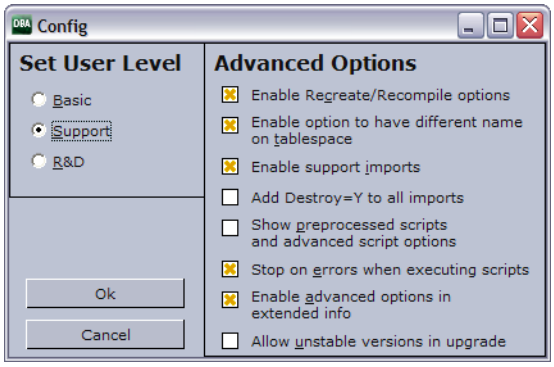
In order to successfully connect to a database, a local net service name must be configured for the Oracle database client using Oracle's Net Configuration Assistant.

- **Username:** Displays the pre-configured system user.
- **Password:** Sets the password for the system user.
- **Database:** Sets the database service name or connection string.
- **Connect as:** Sets the connection privileges. Available options are Normal, SYSDBA or SYSOPER.

See Also

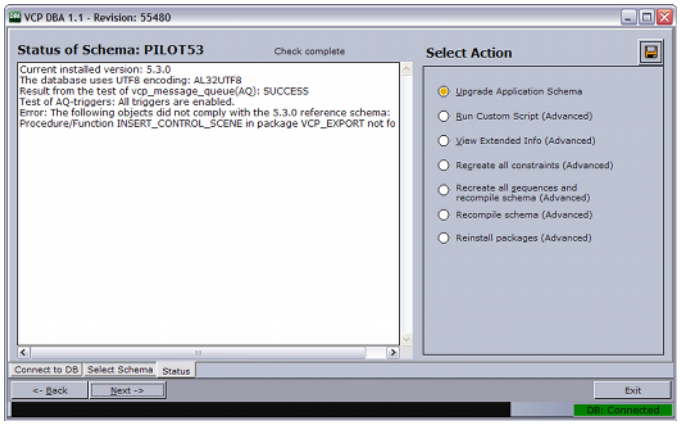
- Database Service Names and SID
- Database TNS Alias

14.4.3 Advanced Configuration



- **Set User Level:** Shows the available user modes.
  - **Basic:** This user level is for users who are doing regular maintenance and fresh installations or upgrades of the database schema.
  - **Support:** This user level is mainly used by Vizrt's support personnel and skilled administrators who are doing special customizations to an existing installation or fixing common errors found in schemas.
  - **R&D:** This user level is for use by Vizrt's R&D department when doing development or searching for bugs that is not solved by customer support.
- **Advanced Options:** Shows the available options.
  - **Enable Recreate/Recompile options:** This enables the Recreate/Recompile options in the Schema Status window and the button to recreate AQ tables in Extended Info-AQ & Purge Job.
  - **Enable option to have different name on tablespace:** Enables the user to select a different tablespace name. Default is the same as Schema name.
  - **Enable support imports:** Enables "support only"-version in the combo box for selecting version for import. This is to import a single schema without first installing a new schema, so that Vizrt can debug the schema. Also enables "Imp.All Schemas in Dump" option.
  - **Add Destroy=Y to all imports:** Overwrites tablespaces if already found.
  - **Show preprocessed scripts and advanced script options:** Shows an extra tab before executing the chosen script where the user can see through the pre-processed script or reload it.
  - **Stop on errors when executing scripts:** Stops the execution of scripts when errors occur. For versions 5.1.7 and later this option should be enabled. For older versions than 5.1.7 this option should be disabled.
  - **Enable advanced options in extended info:** Enables the buttons to activate/deactivate the AQ triggers and purge job, and the button to delete all entries in the errlog table older than 3 months.
  - **Allow unstable versions in upgrade:** Allows the schema to be upgraded to/installed as an unstable version, meant for R&D.

14.4.4 Schema Status



- **Save icon:** Creates a packaged file (zip) with debug information. The file can be sent to support for external help with the database.

  Note: If dump files are not created as expected, check that VCPDBA's installation path does not contain spaces.

- **Upgrade Application Schema:** Enables the user to upgrade to a new schema.
- **Run Custom Script (Advanced):** Enables the user to run a custom script, specific to the database.
- **View Extended Info (Advanced):** Enables the user to display extended information about the schema.
- **Recreate all constraints (Advanced):** Enables the user to execute a script that recreates all constraints in the schema. Typically needed after a "support only" import, or if some constraints for some reason are missing. Missing constraints are reported in the status window.
- **Recreate all sequences and recompile schema (Advanced):** Enables the user to recreate all sequences in the schema and then recompiles the entire schema. This is usually done by normal imports, but could be needed if something went wrong during the import, or if "support only" import was used. This will also fix problems that might appear if for some reason a manual import was done.
- **Recompile schema (Advanced):** Enables the user to recompile all packages, triggers, functions and procedures.
- **Reorganize LOB's (Advanced):** Enables the user to speed up SQL in older databases. This option will only be visible with older VCP installations (usually VCP 4 and some 5.1 versions). For example: The large object (LOB) columns of *Plakat_data* are stored in_row. If you have problems with slow SQL, reorganizing the columns could improve the SQL performance.

14.4.5 Connection Status

The connection indicator field at the bottom right shows the connection status for VCP DBA to the database. It is red when disconnected, and green when connected. If the connection is lost try clicking on this field to reconnect to the database.

See Also

- Newsroom workflow without database connection

14.4.6 Error Logs

Error!

When errors occur during operation, an indicator is shown in the lower right of VCPDBA's user interface. Clicking this warning indicator will open a log window with the following three logs:

- **VCPDBA.log:** Shows the main application log.
- **VCPDBA_SQL.log:** Shows the SQL output from the last script that was executed.
- **vcp_ora.log:** Shows the log for the internal Oracle module.

All log files are stored in the same directory as the VCP DBA application.

Note: All *vcp_ora.log* files are added to the *vcp_ora.log.old* file.

14.5 Management Options

This section describes the different database management options:

- Install Schema
- Upgrade Schema
- Show Schema Status
- Create Complete DB Solution
- Backup Schema
- Restore Backup of Schema
- Full Export of Database
- Import All Schemas in Dump
- Extended Information
- Database Test

See Also

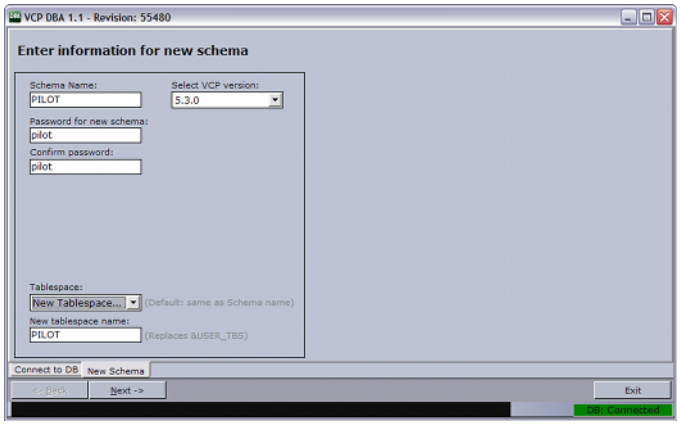
- Database Administration

14.5.1 Install Schema

Install New Schema enables the user to install a new schema, set a schema name, username and password, and a tablespace name.

If the user level is set to R&D mode (see Advanced Configuration) it is possible to install an unstable version of the database schema. This is typically the latest version in development, and is only recommended for testing.

To install a new schema



1. Click the **Install New Schema** button.
2. In the New Schema window, select the VCP version to be installed.
3. *Optional*: Enter the schema name and password
4. *Optional*: Enter the tablespace name. Setting a different tablespace name requires this option to be selected (see Advanced Configuration).
5. Click **Next** twice to start the installation.
6. Click **Next** when finished.

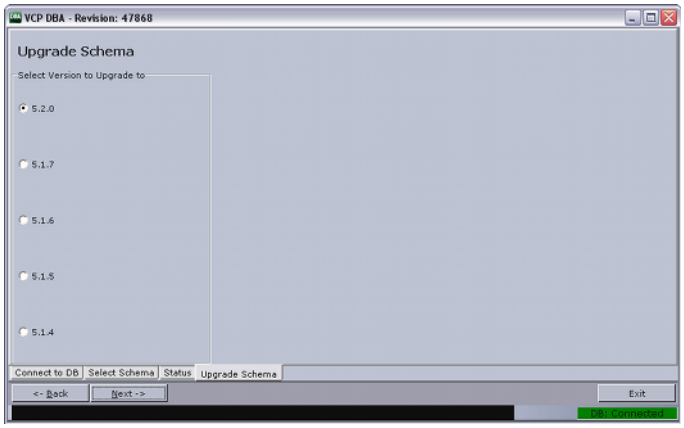
Note: If errors occur, see Error Logs .

14.5.2 Upgrade Schema

The Upgrade Schema option enables the user to upgrade the schema from the current version to new versions.

If the user level is set to R&D mode (see Advanced Configuration) it is possible to upgrade to an unstable version of the database schema. This is typically the latest version in development, and is only recommended for testing.

To upgrade to a new schema



1. Click the **Upgrade Schema** button.

2. In the Select Schema window, select the schema that should be upgraded, and click **Next**.
   - When VCP DBA has checked the status of the current schema, the Upgrade Schema window will list the available upgrade options.
3. Select the schema version, and click **Next** to see the script that will be executed.
4. When ready to upgrade, click **Next** to run the scripts.
5. Click **Next** when finished.

Note: If errors occur, see Error Logs .

See Also

- Upgrade Considerations
- Upgrade Limitations

14.5.3 Show Schema Status

Schema status shows the status of the selected database schema. The list gives status information on the following:

- The version of the currently installed schema.
- Text encoding of the database.
- Status of AQ.
- Whether the schema complies with a reference of the currently installed version.

If more than one schema is installed on the same database, a selection dialog is displayed before the status information window is shown.

The available options depend on the configured user level, see Advanced Configuration . Note that most features will be blocked if the database text encoding is not UTF-8.

Caution: With the exception of "View Extended Info", the "Advanced" options may stop the schema from working if an error occurs while running the scripts.

To see the schema status

1. Click the **Show Schema Status** button.
2. Select the schema and enter the schema password.
3. Click **Next**.

14.5.4 Create Complete DB Solution

Creating a complete database solution using VCP DBA ensures that the database is setup and configured according to our recommendations. It also installs the latest version of the PILOT schema.

The Oracle Standalone Server is a setup with a single server and no form of automated backup.

The Oracle Standby Server is a setup with two standard Oracle servers where one is working as the failover server in case the main server goes down.

The standby server's failover mechanism is manual, and the backup server is inactive for users when in standby mode. The standby server setup also requires that the main server is started before the backup server.

IMPORTANT! There is no instant synchronization between the servers.

The standby setup is meant to be used with new installations of standby servers. It is created to work with C: drive as the program disk and D: drive as the data disk.

To create a complete stand alone server

1. Click Advanced Configuration and select the support or R&D user level.
2. Click the **Create complete db solution** button.
3. Select the **Stand Alone Server (Windows)** option.
4. Select the drives for the software and the data files.
5. Enter the **hostname** if the hostname was not detected.
6. Click **Next**.
   - Clicking Next will launch the Oracle Universal Installer, and a separate command schell. The Oracle Universal Installer will install the database.
   - After the installation the Oracle Universal Installer will start to execute the configuration assistants (e.g. Oracle Net Configuration Assistant and so on).
7. In the separate command shell window click **any key** to continue after receiving the message "`The installation of Oracle Database 11g was successful.`" from the Oracle Universal Installer.
8. VCP DBA will now log itself on to the database and install the **PILOT schema**.
9. Check that the host information in **listener.ora** and **tnsnames.ora** use **hostnames** and not IP-addresses.

   Example: C:\oracle\product\10.2.0\db_1\NETWORK\ADMIN\

To create a complete standby server

- It is not recommended to perform this setup option without consulting your local Vizrt representative or support person.

14.5.5 Backup Schema

The database backup feature exports a database dump of the schema. If the backup does not produce an output, it is important to check that the VCP DBA install folder does not contain spaces, and that the Oracle 11g Administrator client is used.

To backup a schema

1. Click Backup Schema.
2. In the Select Schema window, select the schema that should be backed up, and click Next.
3. Click Next when finished.

14.5.6 Restore Backup of Schema

Restore a backup imports a database dump of a schema. If the schema name imported to is not the same as the schema name that was exported, it is possible to choose to import to a new schema, however, this also requires that the version of the schema that was dumped is known. The application will do a complete install of that schema version, truncate the tables and import the dump.

Setting the user level to *Support* will enable the option to select the VCP version *Support only*. This version allows a raw import of a database schema which in turn can be used for debugging. A schema imported this way will not have AQ, triggers or constraints enabled, and will therefore not be a schema one can use with the Pilot applications.

To restore a schema

1. Click the **Restore Backup of Schema** button.
2. In the Select Schema window, select the schema that should be imported to, and click **Next**.
3. In the appearing dialog, select the dump file to restore and click **OK**.
4. Click **Next** when finished.

14.5.7 Full Export of Database

Does an export of the entire database, this is mainly for Support and R&D purposes. This export contains all schemas in the database.

To create a full export of the database

1. Click the **Full Export of DB** button (Management Options).
2. In the appearing dialog, click **Yes** to confirm the backup.

   Example: exp_complete.dmp

The database dump file is saved in the VCP DBA installation folder.

14.5.8 Import All Schemas in Dump

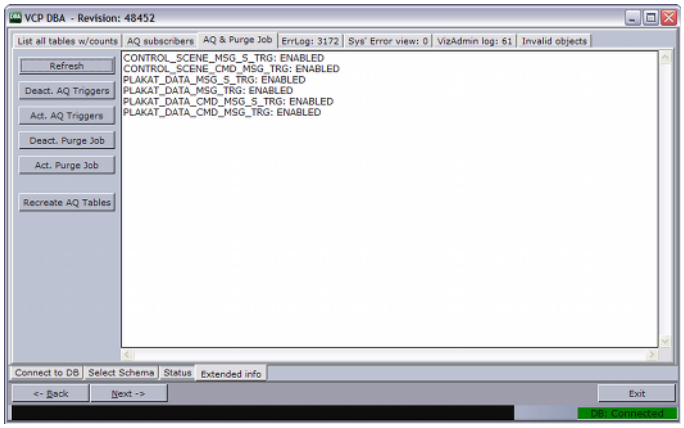
This option analyses a dump file to find all tablespaces and users before creating them and importing data from the dump file. Oracle default users and tablespaces are excluded from the imports.

This option is only available to Support and R&D users.

To import all schemas in a dump file to the database

1. Click the **Imp. All Schemas in Dump** button (Management Options).
2. In the appearing dialog, click **Yes** to confirm the backup.

14.5.9 Extended Information



Extended information can be viewed if the option *Enable advanced options in extended info* is enabled.

Caution: The different actions in these views could potentially stop the schema from working if an error occurs while running the scripts.

This section contains information on the following topics:

- Information Tabs
- Message Queue
- Purge Expired Messages
- To see extended information

Information Tabs

All information tabs have the option to refresh the database information result by clicking the *Refresh* button.

The following information and options are available:

- **List all tables with counts:** Lists all tables in the schema and the number of rows in each.
- **AQ Subscribers:** Shows a list of the message queue (AQ) Subscribers currently registered.
- **AQ & Purge Job:** Lists the status of and allows the user to activate/deactivate the AQ Triggers and the Purge Job. This view also has an option to recreate the AQ tables, which is done by deleting and recreating the tables.
  - **Deact. and Act. AQ Triggers:** Disables and enables the AQ system if this is working properly (see, Message Queue).
  - **Deact. and Act. Purge Job:** Disables and enables a scheduled job on the database that purges old messages from the AQ system to avoid these tables clogging the database with obsolete data. (see, Purge Expired Messages).
  - **Recreate AQ Tables:** Deletes all AQ tables and all data in them, and then creates new tables and register these with Oracle's AQ system. This option will **delete** all messages not received in the AQ tables, and if any errors occur the AQ system will not work afterwards. This option should therefore not be used by

users that do not know how to read to error logs and that are not able to fix AQ issues manually.

- **Errlog: (# items in the errlog):** Lists the last 100 entries in the errlog. It also gives the option to delete all entries older than 3 months.
- **Sys' Error view:** Lists all errors with the current schema as owner, in the sys' all_errors view.
- **VizAdmin log:** Shows the last 100 entries of the VizAdmin log table.
- **Invalid objects:** Shows all invalid objects in the database.

Message Queue

In order to enable the VCP notification mechanism utilizing "Oracle Streams and Advanced Queuing" for VCP versions prior to 5.1.3, some triggers need to be enabled.

Purge Expired Messages

When a journalist creates a new element of a template, a MOS message is sent from the database to Viz Gateway. All MOS messages are stored on the database which again takes up space on the database server. It is therefore convenient to purge expired messages from the VCP message queue. As expired messages are transferred to the exception queue, they need to be explicitly removed. This can be done by running a job at regular intervals (every day). By default this is done every day.

To see extended information

1. Click **Show Schema Status**.
2. Select schema, enter schema user password, and click **Next**.
3. Select **View Extended Info (Advanced)**, and click **Next**.
4. Select one of the tabs to view the extended information.

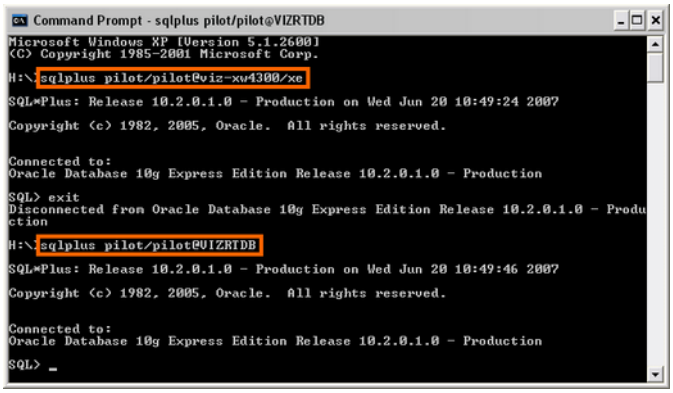
14.5.10 Database Test

Try connecting to VCP's database to test if the database is successfully installed and running.

Start a command-line tool, and then type the following:

- sqlplus userid/password@tnsname, *or*
- sqlplus userid/password@hostname/SID

SQLPlus connection:



Check that the output is something like the example output below:

```
C:>sqlplus pilot/pilot@viz-xw4300/xe
SQL*Plus: Release 10.2.0.1.0 - Production on Wed Jun 20 12:17:19 2007
Copyright (c) 1982, 2005, Oracle. All rights reserved.
Connected to:
Oracle Database 10g Express Edition Release 10.2.0.1.0 - Production
SQL>
```

The example output above shows that the database is placed on a remote machine, named *viz-xw4300*, thus the connection string *@viz-xw4300/xe* is needed (*hostname/SID*) or just the TNS name.

```
C:>sqlplus pilot/pilot@VIZRTDB
```

Note: The above screenshot and output example use the SID *XE*. This is the default SID for Oracle 10g XE, which is an Oracle 'test database'.

15 Data Server

Viz Content Pilot's Data Server acts as an application server for accessing VCP's database and other services.

Use Cases

A Viz Content Pilot setup has several possible use cases for using the Data Server:

- Using the Timeline Editor.
- Using the Update Service (see *Viz Template Wizard's User Guide*).
- Searching for and using images and videos from Viz One.
- Searching for Persons
- Adding and updating Tag Settings. Tags are assigned to templates in Viz Template Wizard, and then used in the Newsroom Component to organise templates.
- Using the new Crop Service (Note that in VCP 5.7.1 and later, Crop Service requires a separate installer, see Crop Service).
- Using the Data Server's REST API to allow third party systems to read and fill templates and data elements from the VCP database.

Note: That is, the Data Server must be installed in order to make the most of features such as the new Crop Service, Template Tagging, Update Service, Person Search, searching on a Viz One, and Timeline Editor.

If your system does not require any of these components you do not need to install the Data Server. For reference, see the System Overview.

This section contains information on the following topics:

See Also

- Working with Viz One
- Preview Server
- *Viz Template Wizard's User Guide* on Update Services

15.1 Installation and Configuration

This section describes the installation and configuration of the Data Server.

This section contains information on the following topics:

- To configure the VCP Update Service
- To modify the Data Server database settings
- Logging

VCP Database

Note that the Data Server requires a working **VCP database** with an installed schema **greater or equal to version 5.7.0**. Also note that you need a Data Server for each database instance, meaning, you cannot share a Data Server.

To install the Data Server

1. Follow the instructions for installing the Data Server.
2. In VCP 5.7.1 and later, if Crop Service is required:
    1. Follow the instructions for installing the Crop Service.
    2. Follow the instructions in To configure the Crop Service.

To setup the Data Server user account

The Data Server service can be run from two different user accounts, depending on where it will access files.

Note: By default, the Data Server service will run under the **LocalSystem Account**.

If the Data Server is used without any Viz Object Store (VOS) storage, or if the VOS storage is on the same computer as the Data Server, then set up as follows:

1. Run the Data Server service under the default **LocalSystem Account**.

Alternatively, if the Data Server requires access to remote files, and the computers are in a domain, then set up as follows:

1. Create a new **Domain User Account**. This needs to have:
    - Administrator access to the computer that runs the Data Server,
    - Share access on the computer that hosts the VOS files,
    - Filesystem access to the actual files in the share.
2. Change the service configuration to run the service as the Domain User.
3. Set a complex password for this user, and set it to never expire. If the password expires, the service needs to be reconfigured to run with the new password.
4. Run the Data Server service under the new Domain User Account.

Note: The scenario where the Data Server requires access to remote files, but the computers are not in a domain, is not supported.

To configure the VCP Update Service

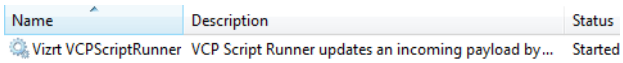
Update Services are mechanisms that allow template data to be updated right before going on air, e.g. stock values, player statistics etc. The VCP Update Service is called Script Runner.

Note: A customer can write Visual Basic scripts to modify the data, and these will run on the Script Runner. Or the customer can create their own external Update Service. For more information see "External Update Service" in the Media Sequencer Manual.

The VCP Update Service will use port 1981 by default. If this needs to be changed, do the following:

1. Start **Windows Explorer** on the machine Data Server is installed on.
2. Locate the **VCPScriptRunnerHostService.exe.config** file.
   - Windows XP: **`C:\Program Files\vizrt\Vizrt Pilot Data Server`**
   - Windows 7: **`%LOCALAPPDATA%\VirtualStore\Program Files (x86)\vizrt\Vizrt Pilot Data Server`**
3. If using Windows 7 or later, and the config file is not in the Virtual Store, create one by copying the original file from the Program Files folder:
   - **`C:\Program Files (x86)\Vizrt\Vizrt Pilot Data Server`**
4. Open the **VCPScriptRunnerHostService.exe.config** file in a text editing tool (e.g. Notepad)
5. Change the port by modifying the following line:

   ```
   <add baseAddress="http://localhost:1981" />
   ```

6. Save the file and **restart** the service **Viz Content Pilot Script Runner** from the Windows Services window.

To modify the Data Server database settings

1. Run the installer, and select the **Repair** option.
2. Update the database connection information:
   - Connect string, Username and Password.
3. Click **Close**.
4. **Restart** the service **Vizrt Pilot Data Server** from the Windows Services window

In VCP5.7 and later, the supported way to modify the Data Server's database settings is through the installer. Changes done to the database connection configuration outside of this process may be reverted during upgrade or repair.

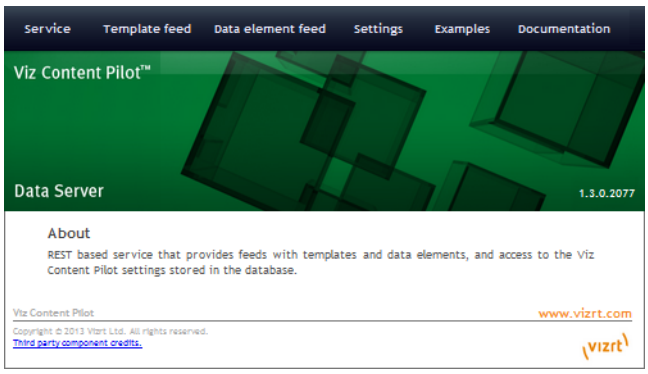
IMPORTANT! If database settings are changed in the configuration files manually, any subsequent changes done through the installer will overwrite the manual changes. It is strongly recommended that users do not manually change anything related to the database in the configuration file.

Logging

Both the VCP's Update Service and the Data Server service log information to the Event Log. The Windows **Application Event Log** can be used to see the information and errors logged. When the services are started, they will log a message to the Event Log stating where a more verbose log file can be found.

15.2 Data Server Web Interface

The Data Server has a Web Interface which can be used to access several of the Data Server's features, including the Service Document, Template and Data Element Feeds, VCP Settings and REST API documentation.



To access the Data Server Web Interface

- Select the **Data Server Web Interface** from the Start Menu (All Programs > Vizrt > Viz Content Pilot Data Server > Viz Content Pilot Data Server Web Interface)
- Alternatively, start the **Data Server** in a browser, using the host name of the machine running the Data Server, and port 8177.

  e.g. **`http://dataserver.example:8177`**

The Data Server Home page has links to the following resources:

- Service
- Template Feed
- Data Element Feed
- Settings
- Examples
- Documentation

15.2.1 Service

The Service Document resource (eg. **`http://<dataserver.example>:8177/service`**) is an Atom Service Document which can be used by a client to discover the capabilities of a Data Server and the locations of the available Atom Publishing Protocol collections hosted on it.

15.2.2 Template Feed

The Template Feed resource (eg. **`http://<dataserver.example>:8177/templates`**) is an atom feed which contains entries for each template stored in the Data Server.

Metadata may include details of the template such as description, creation date, link to a thumbnail image and link to the Viz Data Format (VDF) model document describing the template.

15.2.3 Data Element Feed

The Data Element Feed resource (eg. **http://<dataserver.example>:8177/dataelements**) is an atom feed which contains entries for each data element stored in the Data Server.

Metadata may include details of the data element such as description, creation date, link to thumbnails and link to the VDF payload document describing the data element.

15.2.4 Settings

The Data Server Settings page (eg. **http://<dataserver.example>:8177/settings**) is used to configure VCP Parameters, Search Providers and Tags.

See Also

- Setting Parameters using Data Server
  - VCP Parameters
  - Search Providers
  - Tag Settings

15.2.5 Examples

The Data Server Examples page (eg. **http://<dataserver.example>:8177/examples**) contains examples on how to interact with Viz Content Pilot.

15.2.6 Documentation

The Data Server Documentation page (eg. **http://<dataserver.example>:8177/help**) describes the REST API provided by the Data Server. It includes information on the Resource Types and Content Types that are used in the interface.

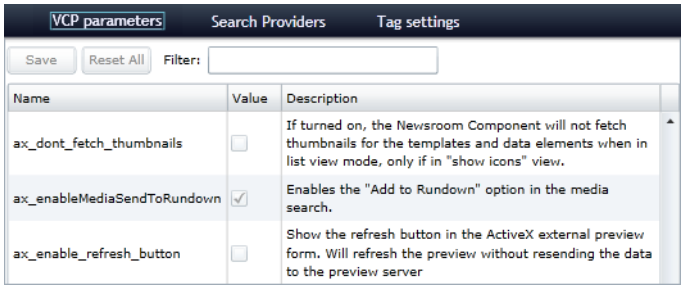
The API itself has several features, for example, getting template information, image search and person search. It provides a programming interface for other systems.

15.3 Setting Parameters using Data Server

The Settings tab is used to configure the following values:

- VCP Parameters
- Search Providers
- Tag Settings

15.3.1 VCP Parameters



The VCP Parameters page allows the user to configure settings for VCP applications. A description of useful database parameters is listed in Properties and Parameters.

Note: You can access the same Database Parameters from within the VCP client. From the VCP menu select Options -> Preferences, and in the appearing window select Advanced.

This section contains information on the following topics:

- To give applications access to the Data Server
- To give applications access to the Preview Server
- To give applications access to the Update Service
- To configure the Crop Service
- To disable the built-in VOS search

To give applications access to the Data Server

1. See how To access the Data Server Web Interface
2. Click the **Settings** link
3. Select the **app_server** setting, and add the parameter for the machine you installed VCP's Data Server on (i.e. **`<DataServer>:8177`**)
4. Click **Save**
   - This will give all applications with a connection to the database access to VCP's Data Server.

IMPORTANT! Firewalls must allow inbound communications on port 8177.

To give applications access to the Preview Server

1. See how To access the Data Server Web Interface
2. Click the **Settings** link
3. Select the **preview_server_uri** setting, and add the parameter for the machine you installed the Preview Server on (i.e. **`http://<hostname>:54000`**)
   - This machine, with Viz Engine and Preview Server installed, is typically identified as your *frame server*.
4. Click **Save**
   - This will give all applications with a connection to the database access to the Preview Server.

To give applications access to the Update Service

1. See how To access the Data Server Web Interface
2. Click the **Settings** link
3. Select the **script_runner_uri** setting, and add the parameter for the machine running the Update Service (e.g. `http://<hostname>:1981`)
   - This setting is needed if templates run scripts that use the update service.
4. Click **Save**
   - This will give all applications with a connection to the database access to VCP's Update Service.

IMPORTANT! If you change the **script_runner_uri** parameter (after setting it the first time) you need to restart the Media Sequencer for it to take effect.

To configure the Crop Service

1. See how To access the Data Server Web Interface
2. Click the **Settings** link
3. Select the **crop_service_uri** setting, and add the parameter for the machine you installed the Data Server on:
   - **For VCP 5.7.0**: `http://<` **dataserver** `>:` **8177** `/cropservice/`
   - **For VCP 5.7.1 and later**: `http://<` **cropservice** `>:` **8178** `/`
4. *Optional*: Set the **crop_ingest_uri** (only for RestVOS)
5. *Optional*: Set the **MediaSearch_ItemPerPage** = Number of items per page to get from MediaSearch. (VCP v5.7.0 and later).
6. *Optional*: Set the **image_share** = Crop Tool location on a shared drive or UNC path. (VCP v5.1.10 and later).
7. *Optional*: Set the **croptool_max_image_area** to adjust the maximum size of a cropped image that will be served by the Data Server. (Anything larger will be resized, while still respecting the aspect ratio of the crop. Maximum size applies even if no cropping is done).
8. Click **Save**

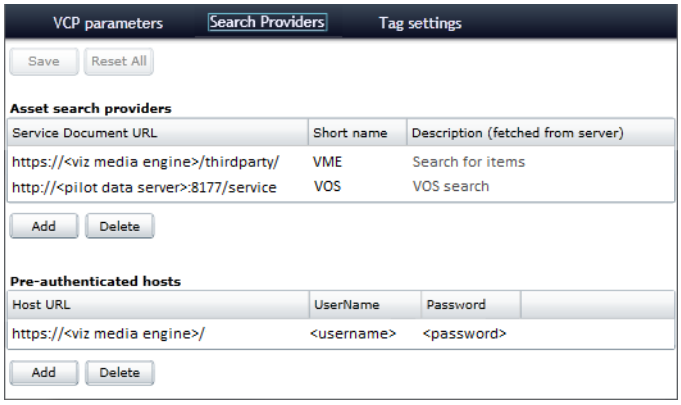
Note: These values can also be set in the Advanced section of VCP's Preferences window (see Database Parameters).

To disable the built-in VOS search

It is possible to disable the built-in VOS search. This is useful when moving to the new RESTful VOS search API, or if only using Viz One for asset storage.

1. See how To access the Data Server Web Interface
2. Click the **Settings** link
3. Select the **disable_built_in_vos_search** setting, and set it to true (checked or 'y')
4. Click **Save**

15.3.2 Search Providers



Both the Viz Content Pilot client and the Newsroom Component get their Viz One connection parameters from the VCP database. The Media Sequencer must be configured using your control application.

This section contains information on the following topics:

- To configure search providers (Viz One)
- To configure search providers (RestVOS)

To configure search providers (Viz One)

1. See how To access the Data Server Web Interface
2. Click the **Settings** link
3. Click the **Search Providers** link
4. Under **Asset search providers** click the **Add** button and enter the host's service document **URL**
   - For Viz One (VME) 5.4 and later: `https://<viz_one>/` **thirdparty /**
   - For Viz One (VME) 5.3: `https://<viz_one>/` **api /**

   Note: Make sure you enter the correct protocol. For example, if a Viz One is set up on https it will require an **https** URL.
5. Add a **Short name** to help identify the asset's location, for example in search results.
   - eg. `VizOne`

   Note: If you change the short name you need to restart the server for the changes to take effect (see To modify the Data Server database settings).

   The image below shows the Search Provider Short Name as displayed in search results:

6. Under **Pre-authenticated hosts** click the **Add** button and enter the host's **URL**, **username** and **password** in order to authenticate your search
   - URL of the host, e.g.: **`https://<viz_one>/`**
   - Username and password of the pre-configured user on the Viz One system (configured in the Studio admin web interface)
   - This is required for Viz One (not Viz Object Store)

   Warning: The username and password used here are available in clear text to anyone who has access to the Settings page. The Viz One user entered here should therefore be given as few rights on the Viz One as possible.
7. Click **Save**

To configure search providers (RestVOS)

Note: By default, VCP 5.7 uses the built-in VOS search. If the new RestVOS search is to be used, it must be configured as described here.

1. See how To access the Data Server Web Interface
2. Click the **Settings** link
3. Click the **Search Providers** link
4. Under **Asset search providers** click the **Add** button and enter the host's service document **URL**
   - Viz Object Store: **`http://<dataserver>:8177/service`**
5. Add a **Short name** to help identify the asset's location, for example in search results.
   - eg. **`RESTVOS`**

   IMPORTANT! If more than one Pilot Data Server are configured as search providers, they must have unique names.

   Note: If you change the short name you need to restart the server for the changes to take effect (see To modify the Data Server database settings).
6. Click **Save**

15.3.3 Tag Settings

The Tag Settings page is used for administering tags. The tags are assigned to templates in Viz Template Wizard, and then used in the Newsroom Component to organise templates.

To access the Tag settings

1. See how To access the Data Server Web InterfaceVizBold
2. Click the **Settings** link
3. Click the **Tag settings** link

Tag Settings functions

Function	Description
Add tag	Click the **Add Tag** button and enter a name for the new tag.
	Click the Rename icon to rename the selected tag
	Click the Delete icon to delete the selected tag. **Note:** Deleting a tag will not delete the templates that refer to that tag.

15.4 RestVOS

RestVOS versus conventional VOS access

The fundamental difference is the protocol used to search for images and deliver the results to the client.

When accessing a Viz Object Store in the conventional way, the client application goes directly to the database and the network share in order to get the data.

When using RestVOS, the client accesses the same images and storage, but via the Pilot Data Server. This uses the HTTP protocol, the same protocol that is used when talking to Viz One systems.

From the point of view of the client applications, accessing RestVOS is no different to accessing a Viz One or any other "asset search provider".

The existing Viz Object Store application is used to manage the images and storage, whether using standard VOS or RestVOS. For more information on managing the VOS data, see the *Viz Object Store User's Guide*.

Advantages of RestVOS

- Flexibility: HTTP is an easier protocol to use and manage. By using the Data Server and the OpenSearch protocol, other applications can also do the same searches, and there is no need to make the network share available on all clients.
- Extended features: Some features such as Crop Service and Filter Media by Person Name, are only available when using RestVOS.
- Future: As development on RestVOS continues, features such as load balancing and failover capabilities will be added, which will benefit image transfers. Once direct database access from the Newsroom Component is no longer required,

management of Oracle clients will not be needed. Conventional access to VOS will be phased out at some stage.

16 Preview Server

Preview Server is used in situations where Viz Engine must provide frames for snapshot or thumbnail generation. The Preview Server is used by the Viz Trio client and Viz Content Pilot Newsroom Component to fetch previews of overlay graphics for the Timeline Editor.

Preview Server can manage a pool of Viz Engines. Clients can query it for a Viz Engine that matches a specific video mode. It provides load balancing, video mode matching and can be used to create a redundant renderer pool.

This section contains information on the following topics:

See Also

- Preview Server requirements
- Data Server
- *Viz Engine Administrator's Guide* for information on installing Viz Engine.

16.1 Installation and Configuration

This section describes the Installation and Configuration of the Preview Server.

16.1.1 Installation

To install or upgrade the Preview Server

1. Run the installer **`Preview Server-<version>.msi`**
2. Click **Next**.
   - *Optional*: Select the location of the installed files.
3. Click **Next**.
4. Click **Install** to start the installation process.
5. Click **Finish**.

16.1.2 Configuration

Preview Server Service

The Preview Server is a Windows Service. It sets up an HTTP REST service on port 54000 on the host it is running on. This service accepts requests for graphical snapshots of playout elements from a Viz Engine.

Viz Engines

The Preview Server can run on the same machine as a Viz Engine (also used for the Newsroom Component data element preview), but it is also possible to specify additional Viz Engines in order to spread the load. Frame requests will be balanced

across available Viz engines in a way that will minimize the memory load of each engine.

The pool of Viz Engines is configured on the Preview Server Web Interface - Config page.

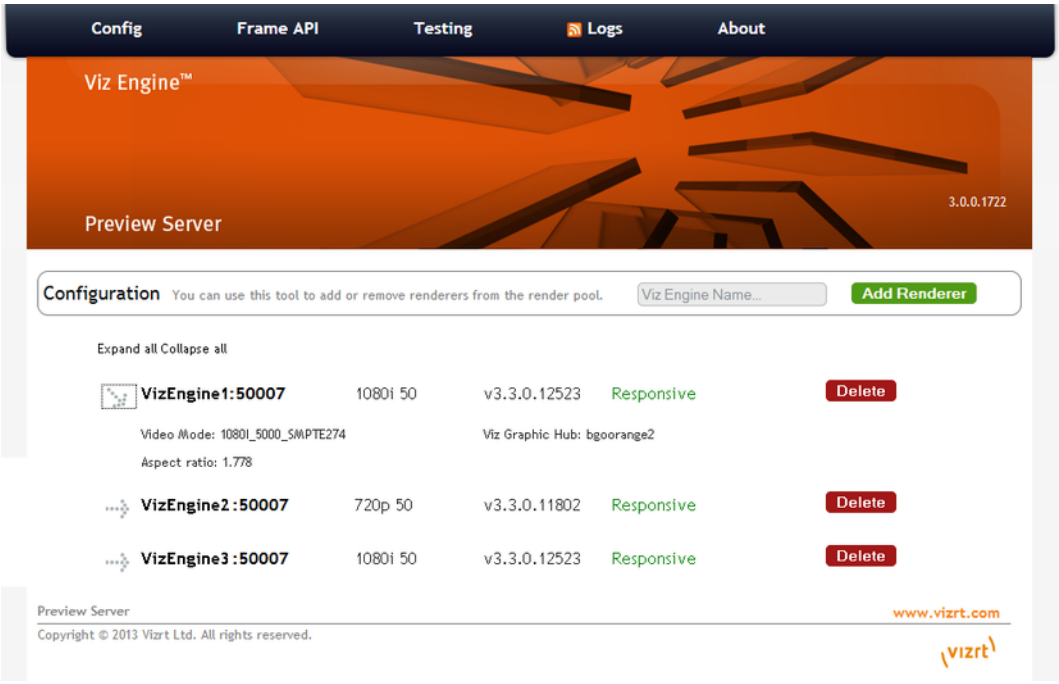
Scaling of the system should be monitored to avoid excessive client waiting time and potential overload of the Viz Engine(s).

Frame Cache

Frames are cached in memory, allowing quicker responses when requesting frames that have been requested previously. By default, frames will be cached for a maximum of one day. This behavior can be changed by modifying the **`CacheMaxAge`** setting in the **`Preview Server.exe.config`** file, which specifies the maximum number of seconds to retain cached results.

16.2 Preview Server Web Interface

The Preview Server has a web interface for accessing the Preview Server's features.



To access the Preview Server Web Interface

- Open the Preview Server Web Interface from the Start Menu (All Programs > Vizrt > Preview Server > Preview Server Config)
- Alternatively, navigate to the Preview Server Web Interface in a browser, using the host name of the machine running the Preview Server, and port 54000.

  e.g. **`http://<hostname>:54000/`**

The Preview Server home page has links to the following resources:

- Config

- Frame API
- Testing
- Logs
- About

16.2.1 Config

The Preview Server can interact with one or more Viz Engines. These can be configured on the home page of the Preview Server web interface.

http://<hostname>:54000/

To add a Viz Engine

- Enter the Viz Engine hostname or IP address in the Configuration field, and click Add Renderer.

Tip: Click the arrow next to the Viz Engine entity, or the Expand All link, to see information on video mode, aspect ratio and Viz Graphic Hub connection.

Note: If not specified, the Viz Engine will be added with default port 50007. When using Viz Engines in a so-called dual channel setup, it is possible to run multiple instances of Viz Engine on a single host. Each instance uses a unique port, which means that two Viz Engines should only be considered duplicates when both the hostnames and port numbers are identical. When referring to Viz Engines in a dual channel setup, type the port number after the host name (for example "VizEngine1:51007").

To remove a Viz Engine

- Click the Delete button next to the Viz Engine entity that is to be removed.

16.2.2 Frame API

The Preview Server REST API page documents the REST API (application programming interface) provided by the Preview Server. It includes information on the Resource Types and Data Types that are used in the interface.

http:// <hostname>:54000/doc/rest_manual

16.2.3 Testing

This page provides the following features:

- Snapshot Testing - Test snapshot service.
- Snapshot Set Testing - Test snapshot service with set of positions.

To use these features, enter the snapshot XML data, payload XML data and the path to a scene. When the **Test this data** button is pressed, a feed is returned containing links to the requested snapshots.

http:// <hostname>:54000/testing

16.2.4 Logs

This page provides a feed with links to Preview Server logs.

http:// <hostname>:54000/logs

16.2.5 About

Opens the About window that contains information about the installed Preview Server version. A link to the list of Third Party Component Credits is also available.

17 Appendix

This section contains supplementary information related to Viz Content Pilot:

- Viz Engine 2.x - Deprecated Functionality

17.1 Viz Engine 2.x - Deprecated Functionality

Viz3.x is the standard and recommended Viz Engine to be used with VCP5.7 and later. Information that is only relevant to users of Viz2.x can be found in this Appendix.

Information is listed by originating chapter:

- Storage and Backup
- Installation
- Configuration
- Main Menu
- Resource Panel
- Newsroom Integration
- Thumbnail Generation
- Database Administration

17.1.1 Storage and Backup

Graphics Data

For Viz 2.x versions data is structured as files, and are often referred to as the data root.

Default location for Viz 2.x data: **`C:\Program Files\vizrt\viz\data`**

See Also

- Graphics Data

17.1.2 Installation

Plugin Installation

If you are using Viz Engine 2.x you always need to make sure you install Extra Viz Plugins as it is a separate installer that contains the control plugins used to control the templates.

See Also

- Plugin Installation

17.1.3 Configuration

Preview Port Numbers

For Viz Engine 2.x users, a Viz Multiplexer is required for preview. Viz Multiplexer connects to Viz Engine using port 6100 or the multiplexing port 50008.

Working with Local Viz Preview

To configure Viz 2.x local preview

- Perform the same steps as shown in how VizBoldTo configure Viz 2.x remote preview and make sure you add **localhost** as your hostname

Working with Remote Viz Preview

To configure Viz 2.x remote preview

Note: These configurations are for Viz Engine 2.x using Viz Multiplexer.

1. First, see how To add a Viz Engine, and then perform the following steps:
2. **Add** the newly created Viz Engine **to your channel** and check the Viz Preview check-box
3. Click **Close**
4. Set Viz Multiplexer to NLE mode by adding the following to the target path:

   ```
   --nle-mode hostname:<listening port>
   ```

5. Set Viz Engine to *Off Screen* mode
   - See the *Render Options* section in Viz Engines configuration user interface, and set, for Viz Engine 2.x, *Video Output Window* to *Off Screen*

Initialization Files - Viz

These settings have to do with how Viz Content Pilot interacts with Viz Engine.

- **port:** Set a listener port to be used by Viz Engine when creating thumbnails. For Viz Engine 2.x this port is used by the Viz Multiplexer.

See Also

- Preview Port Numbers
- Working with Local Viz Preview
- Working with Remote Viz Preview
- Initialization Files - Viz

17.1.4 Main Menu

Export

Example paths and archives

Path	Filename	Comments
	archive archive.eva	The archive will be placed in the Viz default folder. For Viz 2.x it is the archive folder under the Viz data root.

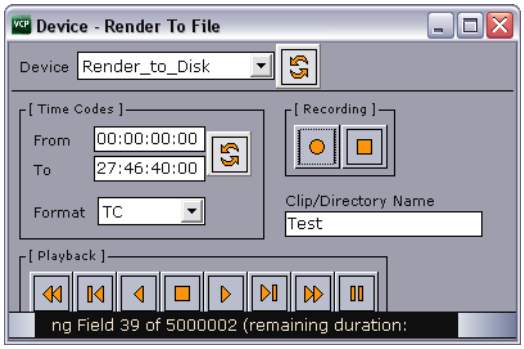
Export Window

- **Irix mountpoint:** Sets the shared mountpoint for Viz 2.x installations on Irix.

Import

- **Irix Mountpoint (i.e. /Shared): Only For Import To Viz Engine On Irix:** If Irix is running, type the Irix mountpoint. This is only for Viz 2.x users.

Post Render Device - Post rendering with Viz 2.x



- **Device:** Specifies the Viz Engine rendering device.
- **Time Codes:** Specifies the length of the clip:
  - **From:** Starts the recording at the specified time code.
  - **To:** Stops the recording at the specified time code.
  - **Format:** Sets the Time Code format to either TC (Time Codes), Fields, or Frames.
- **Recording:** Records the clip:
  - **Left Button:** Starts the recording.
  - **Right Button:** Stops the recording.
- **Clip/Directory Name:** Enter a filename for the clip.
- **Playback:** The functions in the Playback section control the playout of templates in the Viz Engine preview window. The Playout functions are from left to right:
  - **Backward:** Shuttles the clip backwards. Clicking the Backward button again, increases the shuttle speed. To reduce the speed, click the Forward button. To resume normal speed, click the Play button.
  - **Step Backward:** When the clip is paused, steps the clip backwards frame by frame.
  - **Play Backward:** Plays the clip backwards.
  - **Stop:** Stops the clip.
  - **Play:** Plays the clip.
  - **Step Forward:** When the clip is paused, steps the clip forwards frame by frame.
  - **Forward:** Shuttles the clip forwards. Clicking the Forward button again, increases the shuttle speed. To reduce the speed, click the Backward button. To resume normal speed, click the Play button.
  - **Pause:** Pause the clip.

To setup a render device for Viz 2.x

1. Start Viz Engine's configuration tool **Viz Config**, and specify a render device under the **Device Manager** section.
2. *Optional:* Set a new destination directory for the files.

Note: For more information about how to configure post rendering devices, see the *Viz Artist 2.x User's Guide*.

See Also

- Export
- Export Window
- Import
- Viz Engine

17.1.5 Resource Panel

Viz

For Viz 2.x there are default Geom, Font and Material folders in the Viz data root.

See Also

- Viz

17.1.6 Newsroom Integration

Remote Viz Preview

If Viz Engine 2.x is used for remote preview, a Viz Multiplexer is needed.

Registry Settings

Newsroom Component registry properties

Property	Parameter	Description
PreviewHost	<host> or <host>,<host>,... or <host>:<port>, <host>:<port> ...	*<host>* defines the Viz Multiplexer hostname for Viz Engine 2.x users, for remote preview.
PreviewPort	<port>	*<port>* defines the Viz Multiplexer port number for Viz Engine 2.x users, for remote preview.

See Also

- Remote Viz Preview
- Registry Settings

17.1.7 Thumbnail Generation

If connecting to a Viz Engine 2.x version remotely, a Viz Multiplexer is also needed.

See Also

- Thumbnail Generation

17.1.8 Database Administration

Getting Started

If you are using Viz Engine 2.x you will also need a Viz Multiplexer (which then will be your connection point).

See Also

- Getting Started - DBA