



# A-LIST™

## User Guide v6.0



# A-LIST™

## INTRODUCTION TO A-LIST

A Playlist is a simple, useful mechanism that lets you specify **WHAT** you want to happen ... and **WHEN** it happens. Once a Playlist is created, automation takes over, following the rules you've defined in the Playlist.

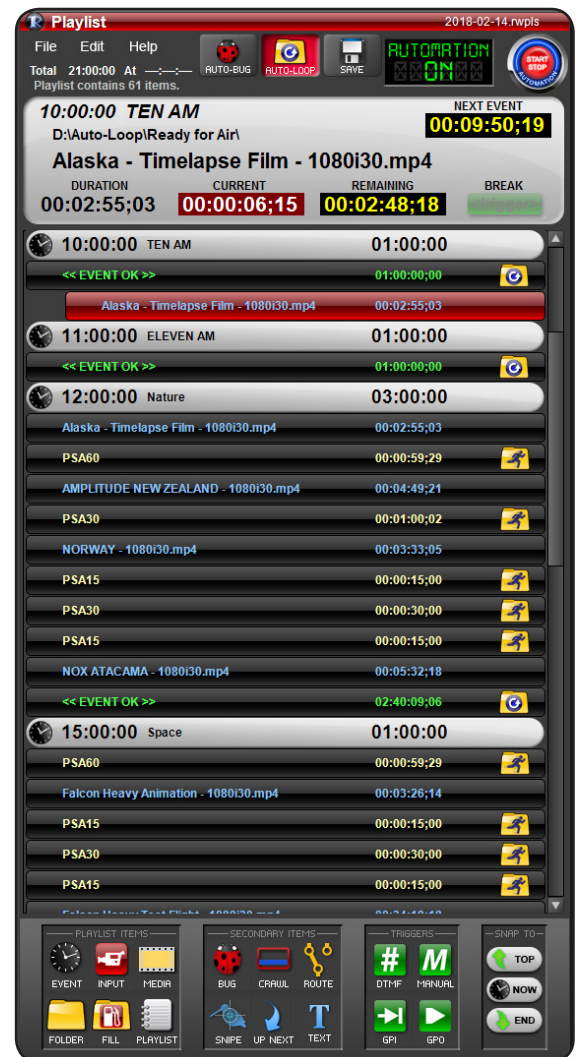
In general, A-LIST Broadcast Automation utilizes (1) **Drag-and-Drop**, (2) **Cut, Copy and Paste**, or (3) **Traffic Import** to build your Playlists.

Your presentation can be as simple as repeating the contents of one or more folders ... or as complex as scheduling Events with playback accuracy down to the second while sending or receiving triggers and communicating with other devices over your network.

A-LIST supports a myriad of formats, styles, and schedule types, letting you manage and produce the content presentation that best fits your information display requirements and visual style.

The ability to display clip and graphic content in Zones on the screen makes A-LIST a media hybrid, combining a sophisticated scheduling system with bulletin board style playback that is ideal for PEG channels and many digital sub-channel presentations.

A-LIST Prep lets you create and/or edit a Playlist at any time, except for the one that's currently running. You can make changes on the current list up to about 15 seconds before the next item or Event is scheduled to occur.



### WARNING

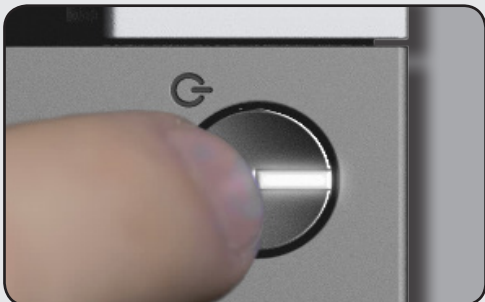
As with all electrical items caution must be taken when installing and handling this system. It is recommended that all connections be made before connecting the power cable and powering up the system. Whenever working on computer systems a grounding strap is recommended.

# QUICK START GUIDE



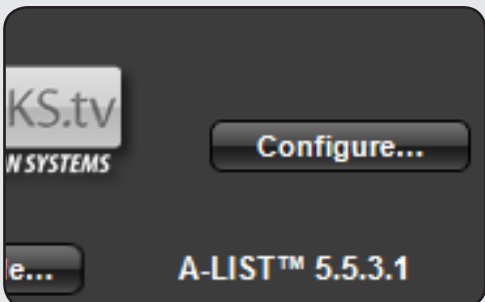
## 1. Connect

The A-LIST system is basically a computer with a video input and output card. Connect the keyboard, mouse, monitor, network, and SDI before connecting the power cables.



## 2. Power Up

Now that everything is connected you can power up the system. Hit that big power button and the system will do the rest.



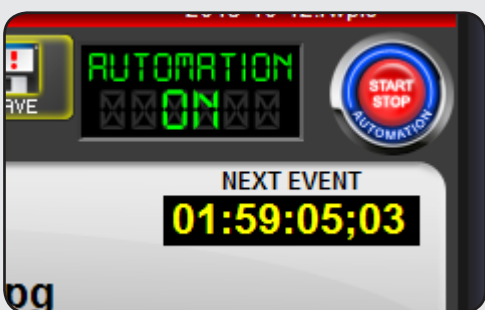
## 3. Configure

After the system boots, the A-LIST software will automatically start. Click "Configure" then set your video resolution, connect your router, and set any preferences.



## 4. Add Media

Drag and drop media into the Auto-Loop folder and skip to step 5, or organize files under the Media folder, and then drop it right into the Playlist.



## 5. Go On Air!

Click the "Start Automation" button and watch your content roll!

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# A-LIST HARDWARE OVERVIEW

The standard A-LIST package will include the following. Most systems require some sort of customization so your shipment may vary.



## A-LIST System

The A-LIST Broadcast Automation System is based on a powerful Dell Precision Workstation with a 3-year next business day on site warranty.



## Full HD Monitor

The system includes a 22" 1920x1080 monitor with the latest Display Port connection for perfect digital clarity. A second monitor is optional.



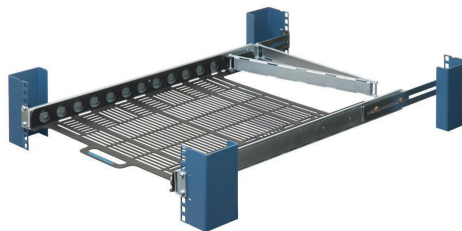
## Keyboard & Mouse

Also included is the standard Dell USB keyboard and mouse. PS2 connections are available for legacy hardware compatibility.



## Cables

The required cabling to connect the system and monitor are included. Cables required to integrate into your facility are not included.



## Rack Shelf

The A-LIST can sit on a desktop or in a four post rack with the included Rack Solutions' sliding computer shelf with a cable management arm.



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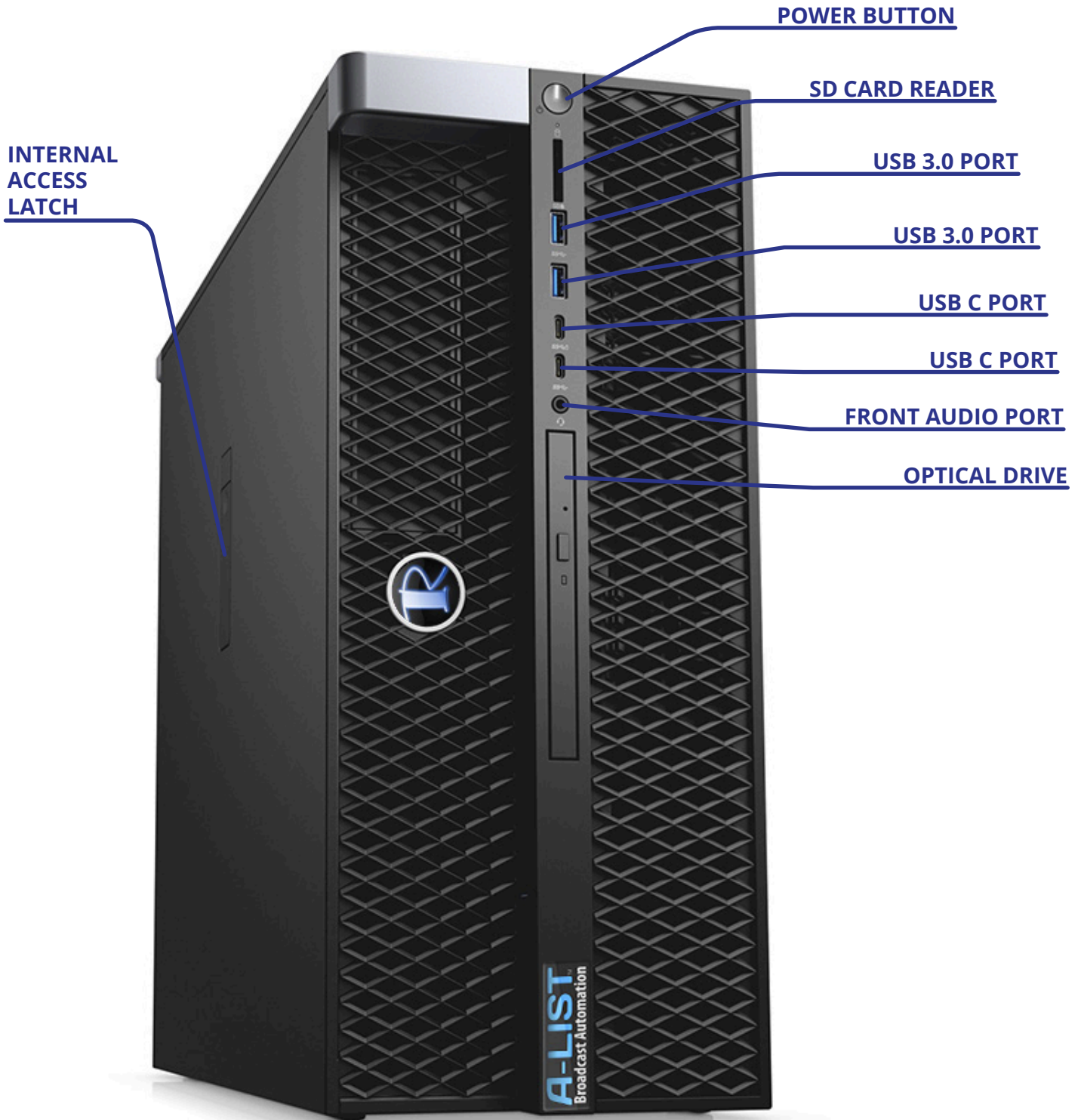
## Accessories (Optional)

RUSHWORKS can help you with as much or as little integration as you require. Items purchased with the A-LIST will be included in your shipment.

- The A-LIST is a turn-key automation system ready to be integrated into your facility. Should you need any additional components or ever require a replacement part, please contact RUSHWORKS at 888.894.7874.

# COMPUTER CONNECTIONS (FRONT)

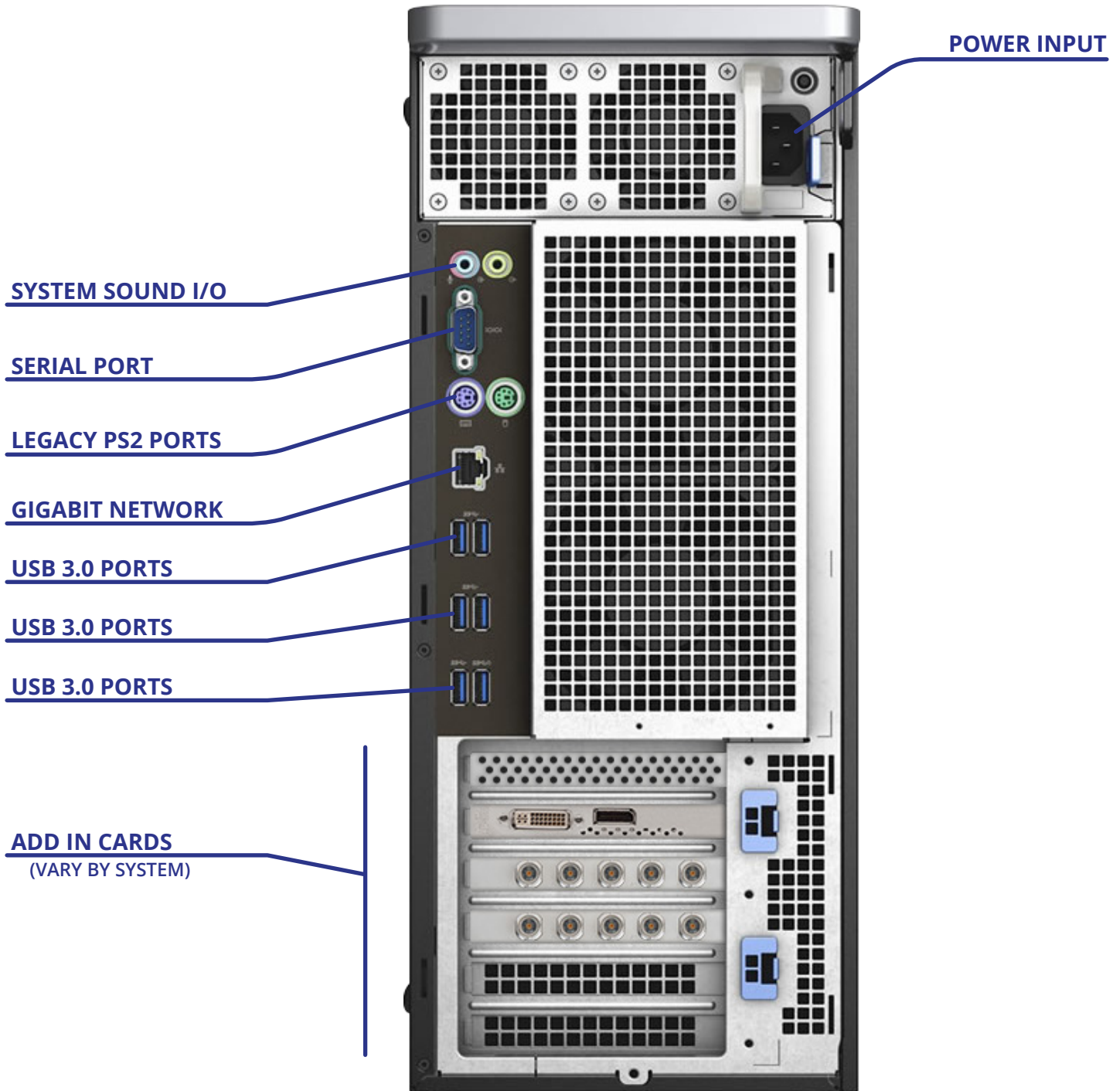
The A-LIST Broadcast Automation system is built on a Dell Precision Workstation with a Xeon processor and RAID array and a standard 3-year, next business day on-site warranty.



Hardware subject to change without notice.

# COMPUTER CONNECTIONS (REAR)

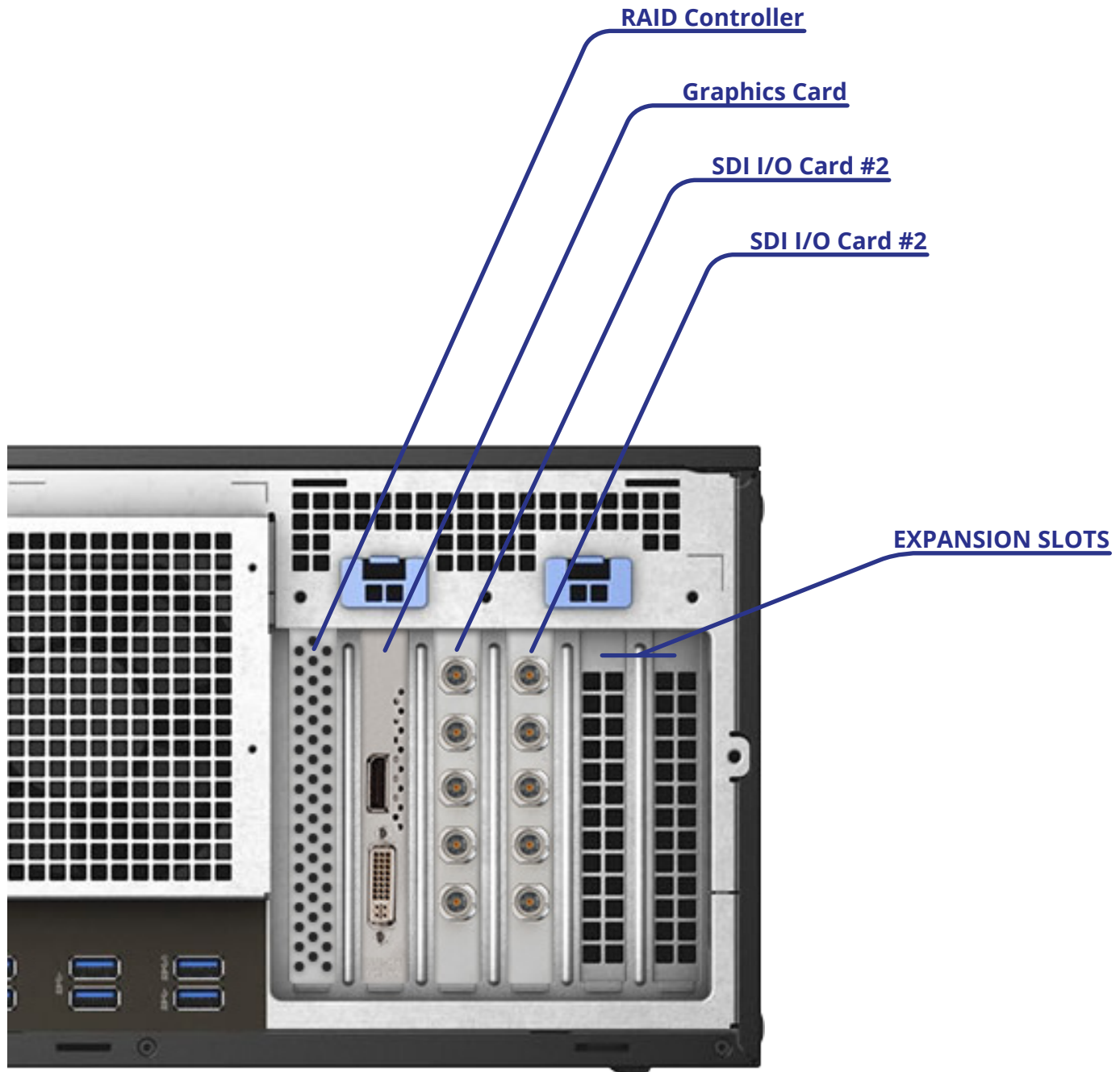
All A-LIST models have SDI standard. Configurations may vary, but all systems include a connection guide for their specific configuration.



Hardware subject to change without notice.

# AUDIO & VIDEO I/O

Every A-LIST Broadcast Automation system has SDI in and out connection. Some models have a breakout cable with other connections available. These will be detailed on sticker on top of the system so you can easily connect it the way that best fits your facility.



Hardware subject to change without notice.



# A-LIST OPTIONAL ACCESSORIES

If ordered with the system these optional accessories can be setup at our facility so it's ready to go upon arrival at your station.



## GPIO Module

This allows external triggers to be sent and received. With six outputs and two inputs you can interface almost any device. Need more? Just add another module.



## SDI ROUTER

A-LIST can control a large number of popular AV Routing switchers via serial and IP interfaces. Find the complete list on page XXX.



## NAS

If you need more storage or want a shared solution for your facility, we can build a Network Attached Storage system to compliment your A-LIST.



## DTMF Decoder

Dual-Tone Multi-Frequency triggering is old, but still a common and reliable method for spot insertion. We use the CircuitWerkes DT-232 for this.



## Custom Cables

Don't have the tools needed or an in house engineer to connect your system? We can ship any number or type of cables to help you get on the air.



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## Full Custom Build

For those needing more comprehensive support, our team of system engineers can design and build your facility for you.

- The A-LIST is a turn-key automation system ready to be integrated into your facility. Should you need any additional components or ever require a replacement part, please contact RUSHWORKS at 888.894.7874.

# A-LIST SOFTWARE

## A-LIST User Interface Overview



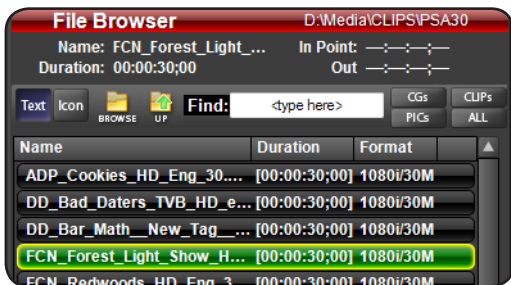
### • Main A-LIST Screen

There are nine windows that make up the A-LIST User Interface. The next few pages will cover these windows in detail.

- (1) File Browser
- (2) PREVIEW Window
- (3) Playlist
- (4) PROGRAM Window
- (5) Automation Clock
- (6) Audio Window
- (7) Routing Switcher
- (8) DSK Window
- (9) System Info Panel.

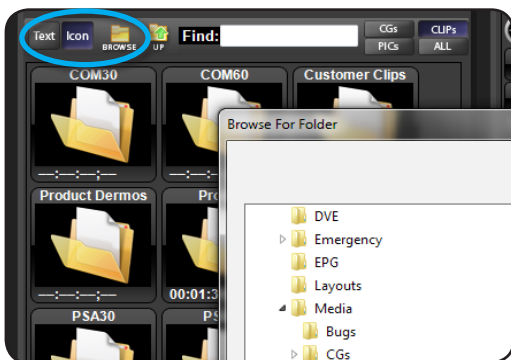
## 1. File Browser

The A-LIST File Browser works very much like Explorer or any other file browser you're accustomed to. However, there is a specific folder structure included as the default, with a Media folder at the root of the D drive. Inside that folder are four sub-folders with general classifications as follows: ALL (Default view), CLIPs, PICs, and CGs. This is generally a useful starting point for helping you organize your media library.



### A. Text/Icon View

By clicking the Text or Icon view buttons, the files will be displayed according to your preference.

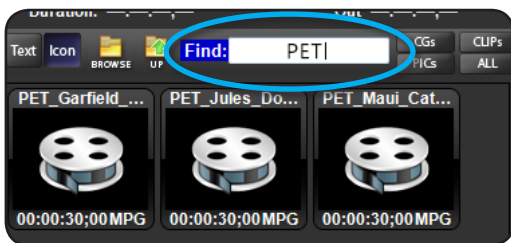


### B. Browse Button

When you click the **BROWSE** button, a Browse For Folder window will open to assist in locating files. You can use the **UP** button to move vertically upwards through hierarchical folders as you browse.

### C. Find: full text search entry

The A-LIST File Browser supports a fast, full-text search engine that let's you quickly locate files with matching search criteria as you enter each new letter. The backspace key will delete a character and widen the search again. Delete the text to eliminate filtering the displayed files.

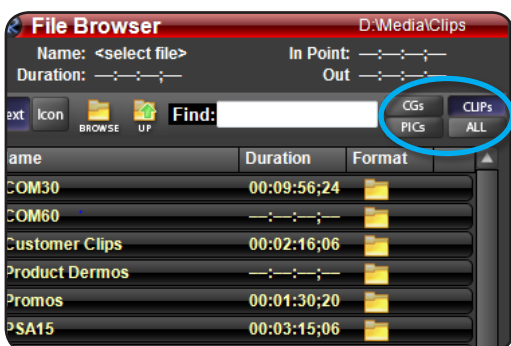


**NOTE:** The search is confined to the folder contents currently displayed in the window, and NOT the entire drive.

### D. Media Sub-folders

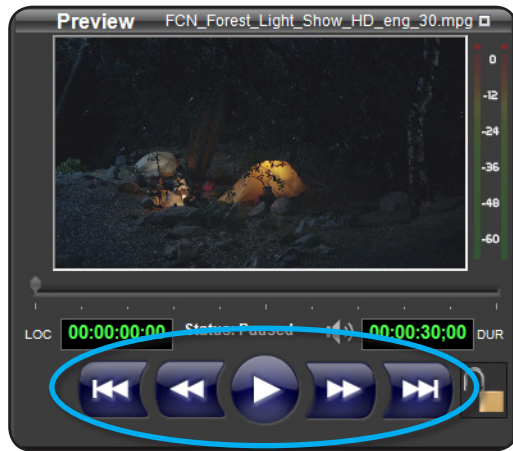
When the **ALL** button is clicked, you'll see the contents of the D:\Media folder. Although there are default folders present when the system is configured, you can add as many sub-folders as you wish to the D:\Media folder structure at any time.

When the **CLIPs** button is clicked you'll see the contents of the CLIPS folder at D:\Media\CLIPs. You can organize as many sub-folders as you wish to provide quick and logical access to your clip content. This function is the same for each of the four buttons and their relative folders. Compatible Media Formats are covered later in this document.



**NOTE:** For maximum system stability the minimum duration of a clip scheduled for playback should be three seconds (:03).

# A-LIST SOFTWARE



## 2. PREVIEW Window

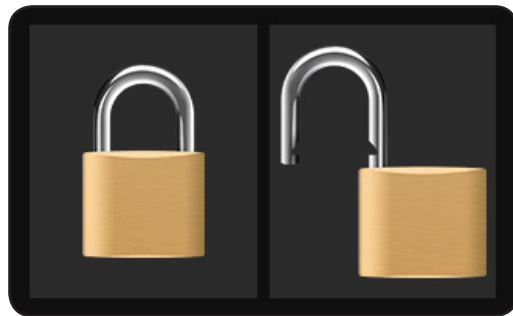
### A. Motion Controls

This window is used to preview **video clips** and **image files without alpha channels** when they are selected in the File Browser or Playlist. When a clip or graphic is selected, it turns GREEN in the Browser/Playlist and is loaded into this window. Use the motion controls to **Play, Fast Forward, Fast Rewind, Go To File Beginning** and **Go To File End**. The shuttle slider handle is used to scrub the video forward and backward. This control is disabled while Automation is turned ON. The current frame of the selected file's LOCATION and its total DURATION are displayed in the timecode boxes. The Preview player's status is also displayed in this area.

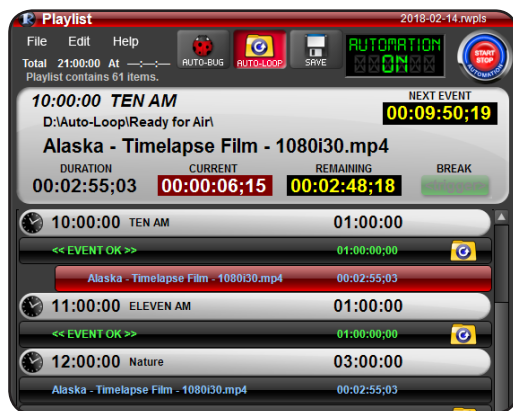
**NOTE:** CG files (PNG with transparency) are NOT previewed in this window, but rather in the DSK (Down Stream Keyer) display in the User Interface.

### B. File lock status indicator

Since this window is associated with Playlist file cueing, it is unavailable for user interaction several seconds prior to the playback of the next file in the playlist. During that period of time, the graphic padlock will show 'closed'. When it is open as shown here, files can be previewed at any time.



**NOTE:** When Automation is ON and a clip is playing, use of the shuttle function is prohibited.



## 3. PLAYLIST Window

### A. Header Information

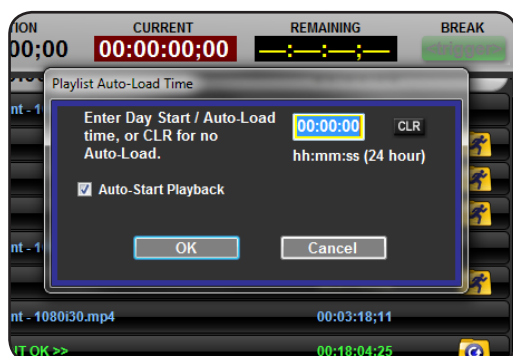
The Playlist header tells you everything you need to know at a glance:

- The number of items in the list
- The currently playing file name
- The file path (location) of the playing file
- The duration, current time code and time remaining of the playing file
- Time until the Next Event
- AUTO-LOOP on/off status
- AUTOMATION ON/OFF status

### B. Automation Auto-Run & Auto-Load

The system Default is to automatically open and run A-LIST when the system is started up. The Auto-Load function locates the appropriate Playlist (DAY or DATE) and jumps to the exact point where the system should be automating relative to the system clock. This feature is called "Resume In Progress", so if Automation is turned off for any reason and then turned back on, "RIP" will start playing at precisely the appropriate time.

If Auto-Start is NOT the configured start-up mode, the application will open, load the appropriate list, but wait for operator instructions.



# A-LIST SOFTWARE (PLAYLIST WINDOW CONTINUED)



## C. Media Item Color Codes

A-LIST utilizes colors to help you identify processes, procedures and status indicators as the automation progresses.

**Blue text on black background:** The file is longer than two minutes and two seconds (00:02:02)

**Indented with White text on black background:** The file is shorter than two minutes and two seconds (00:02:02)

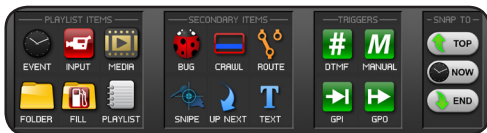
**Red Background:** The currently playing file.

**Green Background:** The currently cued file (a few seconds prior to playing)

**Gray Background:** The file has already played in the Playlist.

**Yellow text on black Background:** File Error. Generally indicates MISSING or RENAMED.

**Indented Files under a Folder Item:** Files played/playing in an AUTO-LOOP, AUTO-FILL, or any scheduled folder.



## D. Drag-and-Drop Icon Palette

These icons represent the methods used to define virtually all the elements you drag-and-drop to create the Playlist schedule.



## E. Drag-and-Drop PLAYLIST ITEMS

**EVENT:** Drag the clock icon into the list and drop it where you want a new time Event to be. A window will open where you specify its properties.

**INPUT:** Drop the INPUT icon in the list where you want to insert a live signal. At that point the input to the A-LIST I/O card will pass through (closed captioning included if present). You can add branding graphics or other overlays to the INPUT signal.

**MEDIA:** Drag the MEDIA icon to the list to insert a placeholder for a file you want to schedule, but may or may not have been transferred to the Media inventory. When you drop the icon a naming window will open where you will enter the exact name of the file you're expecting.

**FOLDER:** Drop in the FOLDER icon to insert any of three types of FOLDERS:

- (1) **NORMAL** - Any combination of video clips and graphics.
- (2) **ROS** (Run of Station) - Specified # of files to play in sequential or random order at scheduled time.
- (3) **SLIDESHOW** - Folder containing graphics and audio files (mp3 and/or WAV).

**FILL:** Drag this icon to the end of a SHORT Event, and browse to a "FILL" folder that will fill remaining time with playout (looping if necessary) of its content.

**PLAYLIST:** Drag the PLAYLIST icon into an Event where you want to insert a separately prepared sub-playlist with clips, graphics, folders, live inputs, etc.



## E. Drag-and-Drop SECONDARY ITEMS

Secondary Items require a clip or input item to anchor to. When you add these items to the Playlist they will appear as icons on the right hand side of the parent item.

**BUG:** Drop this icon on the clip or input item that you want to display a graphic over. This will need to be a PNG with alpha channel. A dialog lets you enter Start and End offsets.

**CRAWL:** Drag this in where you want to display a crawling message. A dialog lets you determine if it is Crawl 1 or Crawl 2, as well as Start and End offsets or # of repeats.

**ROUTE:** Drag this icon into the playlist where you want to schedule a secondary route command. A dialog will let you specify timing and source/destination selections.



# A-LIST SOFTWARE (PLAYLIST WINDOW CONTINUED)



## F. Drag-and-Drop SECONDARY ITEMS (Continued)

**SNIPE:** Drag this icon in to display an animated graphic overlay – with or without audio.

**UP NEXT:** Drop this on a file or input item to automatically display EVENT NAME and TIME text from the next upcoming Event header.

**TEXT:** When dragged on top of a Playlist clip or input item, you can manually enter one or more lines of text to overlay the item. You can specify the offset when the text appears and disappears and how long it displays.

See *Creating and adding TEXT* in this Guide for instructions on how to use this feature.



## G. Drag-and-Drop TRIGGERS

Triggers (except for GPO) are always associated with an input item. When you add these to an input the system will wait for the specified trigger before proceeding to the item in the Playlist.

**DTMF:** This will use an external DTMF decoder to listen for a specific sequence to trigger.

**MANUAL:** The <trigger> button at the top of the Playlist window will be active and waiting for the user to click it before continuing to the next Playlist item.

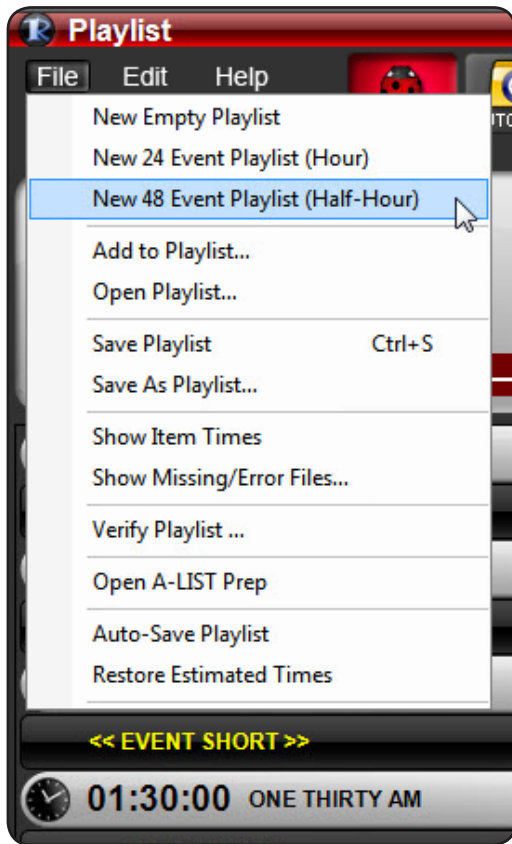
**GPI:** As with DTMF, when a contact closure is made the Playlist will move to the next item.

**GPO:** Drop this on any media or input item to SEND a trigger to an external device.

All TRIGGER properties are set in the CONFIGURATION window.



# A-LIST SOFTWARE (PLAYLIST WINDOW CONTINUED)



## G. PLAYLIST File Menu

These items are fairly self-descriptive as they pertain to A-LIST operations:

**New Empty Playlist** creates a playlist with NO Events or items.

**New 24 Event Playlist (Hour)** and **New 48 Event Playlist (Half-Hour)** both load templates for creating new schedules. They are populated with Events but no content. These are a great place to start when creating a schedule from scratch.

**Open Playlist ...** Brings up a file browser window for you to select a playlist to load. The system must STOP AUTOMATION to do so.

**Show Item Times** when checked will show the start time of each playlist item instead of the duration.

**Show Missing/Error Files ...** scans the current playlist for any missing items or items containing errors, then creates and opens a text file containing that list.

**Verify Playlist** is designed for use as a file verification tool. It will run A-LIST in a special mode that plays the first ten seconds of each file in order to verify that all clips are playable and error free. This mode can't run while automation is on, but it can be run in A-LIST Prep at any time.

**Open A-LIST Prep** will launch the separate application named A-LIST Prep. This application enables editing of future playlists while A-LIST runs your current playlist.

**Auto-Save Playlist** when checked, a modified playlist (add, delete, reorder, etc.) is automatically saved at an interval defined by "Set Auto-Save Interval."

**Restore Estimated Times** resets Event and Flex Input times after a Break Trigger (with or without Delay and/or Join In Progress Events). Actual Times are restored to the original Estimated Times, so you can re-use the unmodified original Playlist for another day's list.

## H. PLAYLIST Edit Menu

All these operations are supported in A-LIST, along with their keyboard shortcuts. These include the system standards:

**Cut: Ctrl + X**

**Paste: Ctrl + V**

**Copy: Ctrl + C**

**Delete: Del**

**Repeat Untimed Playlist** runs the current list of files in loop mode when there are no scheduled Events. A-LIST will continue to play the list in a loop until automation is turned off manually.

**Events Default to Zone Mode** specifies whether newly created Events are set to Zone Mode or Full Screen.

**Auto-Fill Defaults to Zone Mode** determines if Zone Mode is enabled during Auto-Fill.

**Adjust Playlist Zone** lets you trim the location of the zoomed back picture when you're displaying in Zone Mode. Zone Mode is described later.

**Configure** opens the settings panel.

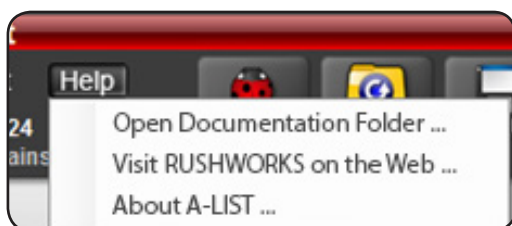
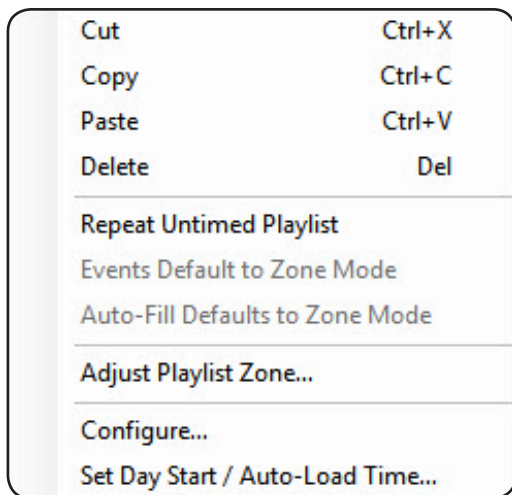
**Set Day/Start / Auto-Load Time** opens the Auto-Load settings window.

## I. PLAYLIST Help Menu

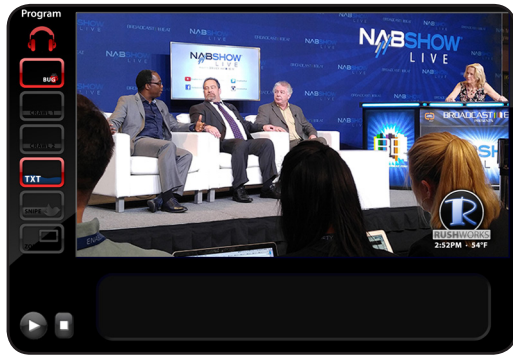
**Open Documentation Folder ...** Select this option to open the Documentation folder, which contains the User Guide and training videos.

**Visit RUSHWORKS on the Web ...** Select this to go to the RUSHWORKS Web site, [www.RUSHWORKS.tv](http://www.RUSHWORKS.tv), if you are connected to the Internet.

**About A-LIST ...** Select this for information about the currently installed application Version.



# A-LIST SOFTWARE



## 4. PROGRAM Window

A-LIST features a large and versatile Program Display that is used for monitoring the Program output, and for an operator to initiate several manual real-time functions without having to make changes to the Playlist. These include a BUG, two independent Crawls, Text Layer, animated Snipe, and a Zone/DVE control. If you have an EAS system configured, you will also see that control here.

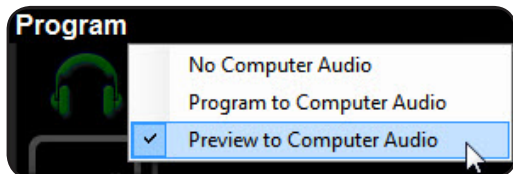
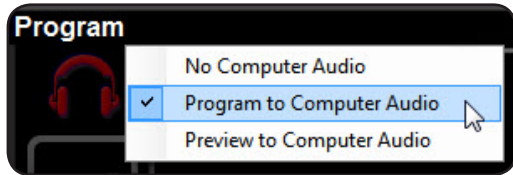
### A. PROGRAM / PREVIEW Audio Monitoring

The Program audio from A-LIST will always be present on all output connections on your I/O card. Depending on the model, this may be balanced analog audio (XLR), embedded SDI audio (BNC), HDMI, or AES/EBU (BNC) or all four. In addition to these connections, you can monitor both Program and Preview output using the system sound Line Out connector along with any other audio present on the system's (Windows) Volume Mixer. It's generally useful to connect headphones or powered speakers to the Line Out for flexibility in monitoring the signals.

When **No Computer Audio** is selected, the headphones icon is grayed out, and no audio is sent to the Line Out connector.

When **Program to Computer Audio** is selected, the headphones icon turns red indicating that the output is monitoring the Program audio.

When **Preview to Computer Audio** is selected, the headphones icon turns green indicating that the output is monitoring the Preview audio.



### B. Bug On/Off (manual)

You can display a BUG (usually a 'branding graphic') at any time by clicking once on the BUG button. It will illuminate (glow RED) and the currently selected graphic - a PNG file - will fade on. Click again to turn off the BUG. The button will dim out, and the currently displayed graphic will fade off. If AUTO-BUG is enabled it will automatically control this button.



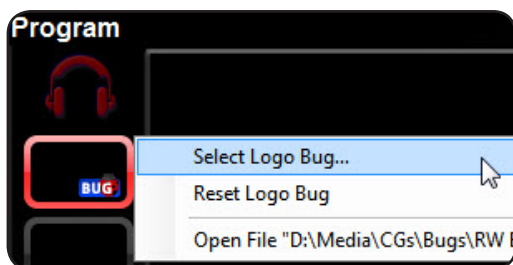
### C. Bug selection

To select the graphic associated with the BUG, right-click on the BUG button. This bug will also be used for AUTO-BUG.

**Select Logo Bug ...** A browser window will open, revealing the contents of the BUGS folder. Select the desired graphic, and click OK. When you click the Bug button to activate it, the attached graphic will fade on.

**Reset Logo Bug ...** removes the current bug file association, so nothing will be displayed with you click the Bug button.

**Open File ...** opens the currently associated Bug graphic for verification.

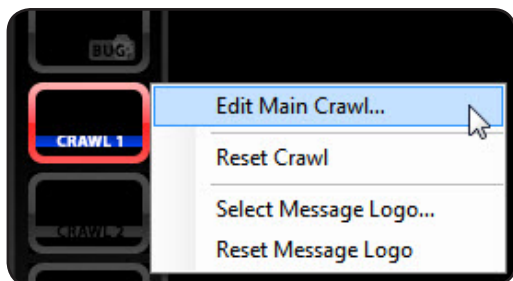


### D. Crawl 1 & 2 Controls (Main and Auxiliary)

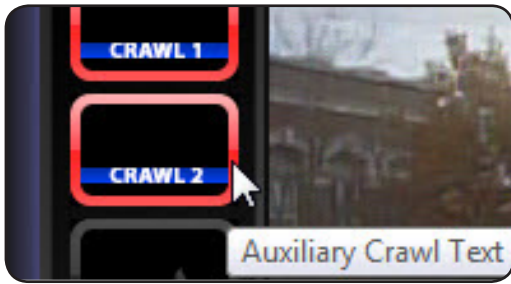
Just like the BUG control, a left click will display the corresponding Crawl on the Program Output, and a right click will bring up a context menu for editing the crawl. To enter crawl text associated with Crawl 1 (Main Crawl), right-click on the Crawl 1 icon.

Select **Edit Main Crawl ...** and enter the text you want to display, and enter the number of repetitions of the crawl message you want to display (1-50), or enter 0 to crawl continuously until you manually click on the Crawl 1 icon on the Program Display to deactivate it.

**Reset Crawl** will clear the currently entered crawl text. (continued)



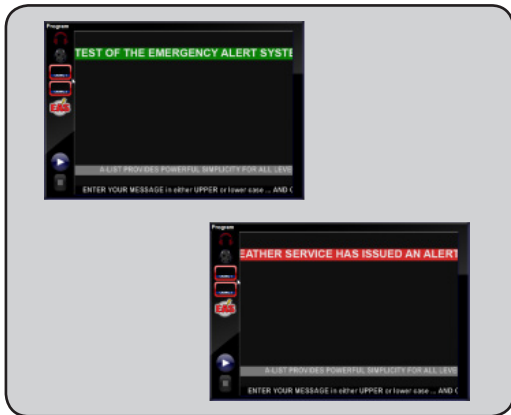
# A-LIST SOFTWARE (PROGRAM WINDOW CONTINUED)



## E. Crawl 1 & 2 Controls (continued)

**Select Message Logo ...** to open the BUGS folder where you should keep your branding logos – both large and small. When selected, the Message Logo can appear between lines in crawls.

**Crawl 2** is a completely independent crawl layer, so just follow the procedures above for Crawl 1. You can display either or both Crawl 1 and Crawl 2 at any time.

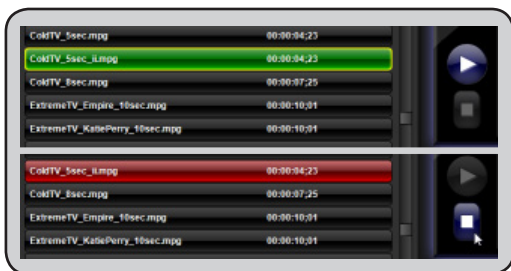


## F. EAS Crawl

The **EAS** (Emergency Alert System) crawl layer is a third independent layer that is not user-addressable. It automatically appears when the system is configured with an EAS receiver that is connected to A-LIST via RS-232 or IP, depending on the manufacturer.

The crawl appears near the top of the Program screen, with white letters over a RED background in accordance with the defined requirements of the FCC regarding EAS crawling text display.

The FCC also requires certain regularly scheduled tests of the EAS functionality. If those tests require visual confirmation, the crawl message is displayed on a GREEN background as shown.



## G. Manual File Player Controls

When Automation is **OFF**, you can manually select and play any file to the Program output.

Select a file in the playlist. It will cue (green). The Play arrow will become active (blue). Click the arrow (PLAY) and the file will play.

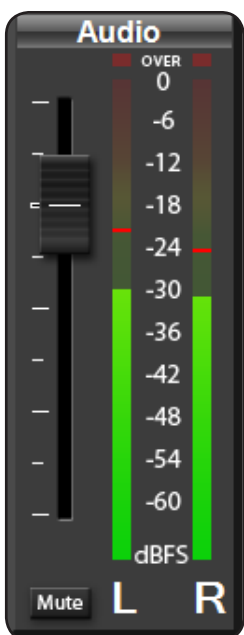
While the file is playing (red) you can stop playback at any time by clicking the square button (STOP).

When Automation is **ON**, these controls are grayed out and not available.



## 5. Automation Clock

This clock reflects the current computer system clock time. Delivered systems are set to synchronize to Internet time (NIST) once every hour. You can toggle between 24 hour time (military) and AM/PM by simply clicking on the yellow time display. The clock also has a 'stopwatch' style timer for convenience. Just use the Click for Timer button to start ... and Reset to set the timer back to zero.



## 6. Audio Window

This control actively changes the output level of the Program audio. The two vertical LED style meters show the current audio output level.

If you click the Mute button, the Program output will no longer be sent to the system outputs.

# A-LIST SOFTWARE



## 7. Router Control Panel

A-LIST controls external routing switchers via RS-232, RS-422 or IP communications. The control panel uses the Destination/Source control model, allowing you to manually send any source to any output. You can enter custom names for all inputs and outputs.

For routing switchers larger than 8x8, the bank selection buttons become active to allow scrolling between banks of eight at a time. There is also a FAVORITE button that stays visible during bank scrolling. You can assign any one of the router inputs to this button for quick assignment to the main router output.

See **Configure a Routing Switcher** on Page XX in this Guide for instructions on how to name and save your virtual router cross points, and how to connect and display the QC monitor window



## 8. DSK Window

All PNG graphic files with transparency are displayed as 'overlays' to the PGM stream, and are loaded into and generated by the DSK (Down Stream Keyer) window.

Supported graphic file format for the DSK is PNG with Alpha.

While Automation is ON, you can select any graphic in the File Browser. It will appear in the DSK PVW window. Click the AUTO to AIR (fade on) or TAKE to AIR (cut on) ... and that graphic will be placed over the Program output.

When any graphic is being displayed over Program output, the ON AIR indicator will glow RED, and the graphic will show in the DSK PGM window. To remove the graphic, click AUTO OFF (fade out) or TAKE OFF (cut out).



## 9. Settings Panel

There are three tabs in the upper left of this panel:

**A-LIST, Audio, and Encode.**

### A. A-LIST Tab

The default display is the A-LIST tab. On this tab you can quickly verify the currently running program Version (lower right), click the **Show User Guide** button to open that document, and click the **Configure...** button to open the System Configuration set up window.

### B. Audio Tab

Click the Audio tab to display the audio mixer.

**LIVE** controls the input level of audio coming directly into the I/O card.

**PLAY** controls the playback level of clips. Green indicates the clip is playing on the PVW buss. Red indicates it is playing on the PGM buss.

**BGND** controls the playback level of the MP3 or WAV audio files in the D:\ Audio folder OR a second audio-only input (CD, MP3, satellite music, etc) if such a device is connected and you have selected external audio as the BGND source.

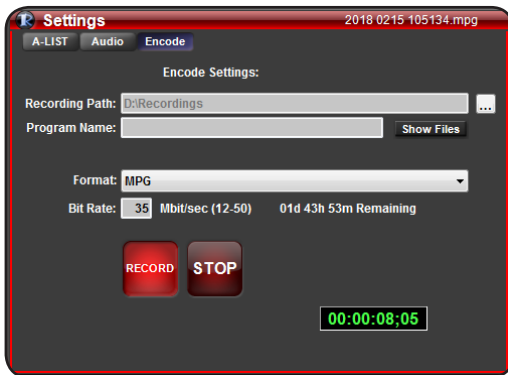
**SNIFE** controls the audio level of an animated sequence (file) if that file has audio.

**VO** controls the level of narration files – usually MP3 or WAV – associated with a specified graphic file.





# A-LIST SOFTWARE (SETTINGS PANEL CONTINUED)



## C. Encode Tab

Click the Encode tab to open a window where you can define parameters for manually encoding anything on the main output of the A-LIST system. You can provide a Program Name, File Location, File Format, and Bit Rate. There is also a display for the remaining space available on the drive and the duration of the current recording.

A-LIST will automatically add a time stamp to the file name so that it is impossible to accidentally overwrite a recording.

## 10. CONFIGURE

To access the Configure window just click on the **Configure...** button on the settings window. This will pop up a new window with tabs down the left side for each category.

### A. HARDWARE Tab

The Hardware Tab includes all settings for configuring the audio and video portion of your system. Some of these are used for troubleshooting so in general the settings should be left as is unless you are specifically changing something you understand. Changing some settings will require a restart.

The **Hardware Status** box will show the model of I/O hardware configured in your system.

**Configure on startup** allows testing of the software without configuring the I/O hardware.

**Display Program Video** enables the display of system output on the Program monitor in the A-LIST interface.

Checking the box for **Enable Streaming** will turn on the virtual streaming device which allows Flash Media Live Encoder to stream the output.

If your hardware supports it, **Mirror Output** will enable the second output on your I/O hardware.

**Video Resolution** allows selection of one of the supported output resolutions for your hardware. It is important to note that while A-LIST can scale many video clip resolutions to this output resolution, the live input must match the output resolution setting.

**Video Input** is disabled on most systems as they are SDI only. Some systems have analog inputs allowing you to select the input you are connecting.

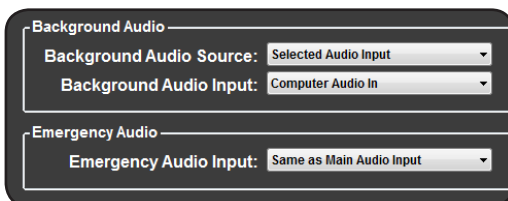
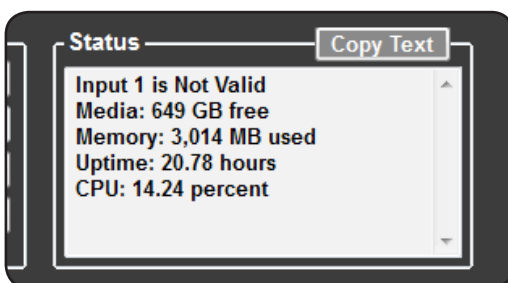
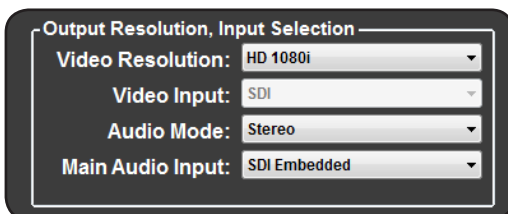
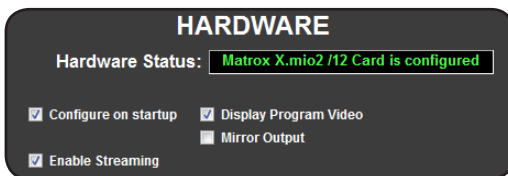
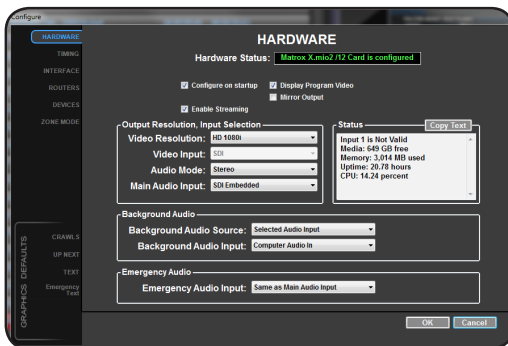
**Audio Mode** lets you select the number of audio channels you wish to use.

The **Main Audio Input** drop down provides selection between available audio input sources on your hardware.

The **Status** box shows the current status of your I/O hardware, including the format and validity of the input signal. This is very useful for troubleshooting input format issues.

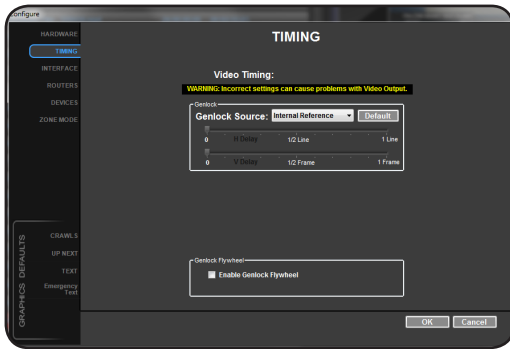
The **Background Audio** section is a two stage selection. You can select the **Audio Folder** to have the system play mp3 files from D:\Audio during slides. The **Silence** option will play nothing during slides. The last option, **Selected Audio Input** enables the **Background Audio Input** selection so you can select the input to use during slides.

**Emergency Audio Input** will be used if you use the Emergency Graphic to display critical information during emergency situations.



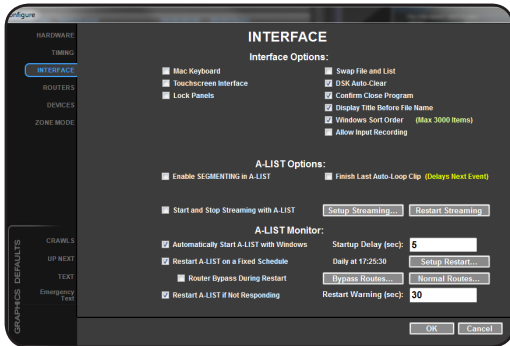


# A-LIST SOFTWARE (CONFIGURE CONTINUED)



## B. TIMING Tab

The Timing Tab is for configuring the **Genlock Source** and enabling the **Genlock Flywheel** if needed. There are also **H Delay** and **V Delay** sliders that will be enabled when using external reference. If you do not know whether or not you have a reference source it is best to leave these at the default settings. To reset to the default settings you can click the button labeled **Default**.



## C. INTERFACE Tab

On the Interface Tab you'll find checkboxes for various **Interface Options**. **Lock Panels** will prevent users from moving any of the A-LIST interface windows.

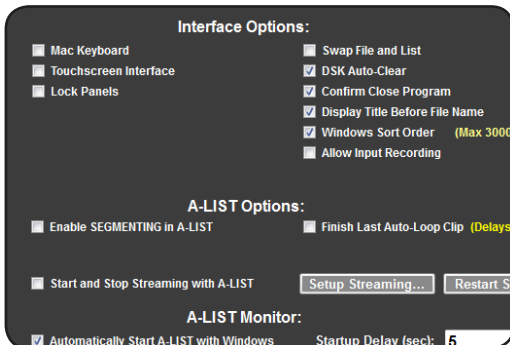
**DSK Auto-Clear** is for when using the DSK manually. It clears DSK selections after taking them to air.

**Confirm Close Program** asks the user for confirmation after clicking the X to close the A-LIST software.

**Display Title Before File Name** adds traffic title field to Playlist display before file name.

**Windows Sort Order** uses Windows file sorting order in the File Browser. Note that performance degrades when displaying a folder that contains more than 3000 items.

**Allow Input Recording** enabled recording of the clean input instead of the composited output as displayed on the Program Monitor.

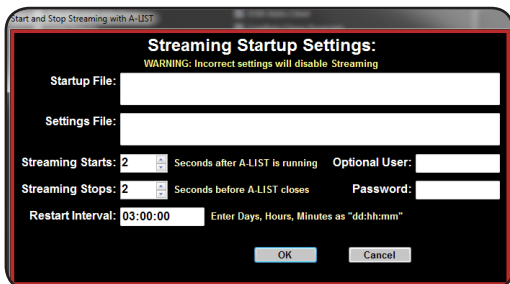


Under the **A-LIST Options** section are more check boxes and some settings.

**Enable SEGMENTING in A-LIST** enables segmenting functions in A-LIST that are normally only in A-LIST Prep (not recommended).

**Finish Last Auto-Loop Clip** enables playing complete clips when an upcoming Event time hits. A-LIST will complete the current clip before moving on to the Event which will delay that next Event.

**Start and Stop Streaming with A-LIST** enables automatic streaming functions with A-LIST using Flash Media Live Encoder (FMLE). These settings will require assistance from RUSHWORKS Support staff.



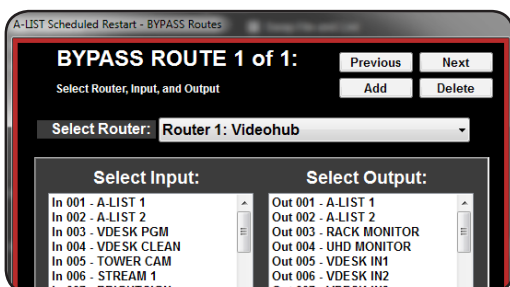
The last section is **A-LIST Monitor**.

**Automatically Start A-LIST with Windows** will enable A-LIST startup X number of seconds after Windows starts up.

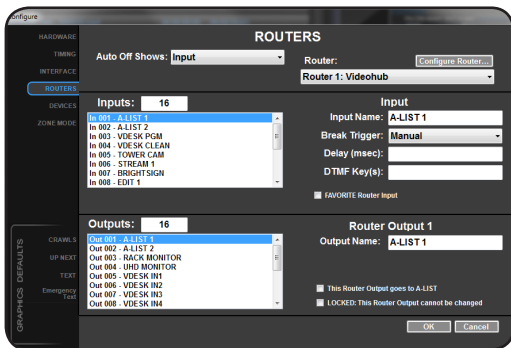
**Restart A-LIST on a Fixed Schedule** allows a timed software restart on a daily, weekly, or monthly basis at a specific time.

Linked to the above setting is **Router Bypass During Restart** adds automatic routing switches during a scheduled restart.

**Restart A-LIST if Not Responding** enables the RW Utilities application to monitor the status of A-LIST and force a restart of the application if it isn't responding for any reason.



# A-LIST SOFTWARE (CONFIGURE CONT)



## D. ROUTER Tab

Next is the **Router tab**. The first item on this window is a special control for setting what happens when you turn Automation Off using the large button at the top of the Playlist Window. This setting is called **Auto Off Shows** and has a drop down selection. This selection will also affect what happens at the end of an Event during unscheduled time if Auto-Loop is turned off.

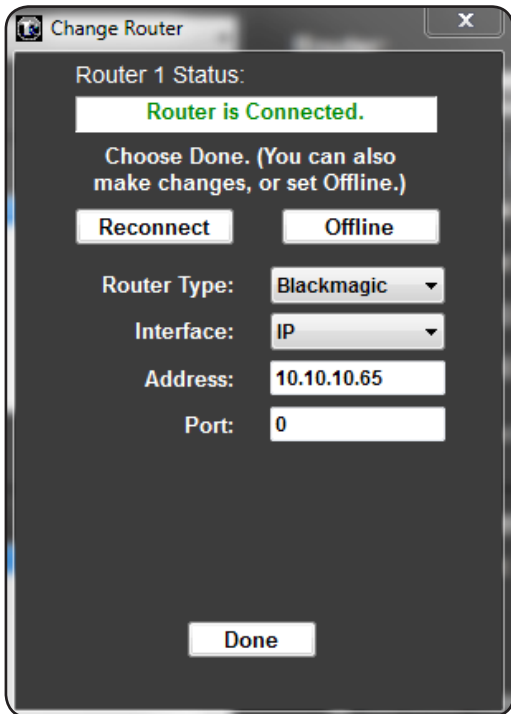
If you select **Black** then the output of the system will be black video and silence whenever automation is turned off.

With **Input** selected turning automation off will show whatever signal is fed to the input of I/O card on the A-LIST for that channel.

Selecting **Router Input** will allow you to specify which router input gets passed through to air when automation is off.

If you select **Graphic** then a second box will appear for you to select a JPG, PNG, or BMP to display any time automation is turned off.

*\*A router is not required for the other options but in order to select and specify a router input you must have a router configured.*



If you have an audio/video routing switcher connected to your A-LIST, click **Configure Router** to setup communication with that router so A-LIST can control it. The Change Router panel will open and allow you to select your **Router Type** from the drop down set the **Interface** connection type. Once that is done you can assign it an **Address** and/or **Port** (the default for IP connections is 80) based on protocol used to control it. Next click **Connect** and you will see the connection status display at the top under **Router 1 Status**. If you get an error, verify your settings, test with the manufacturer's control software, and verify the connections on both ends, then try again.

## Naming Inputs and Outputs

Naming your Ins and Outs, often called crosspoints, makes it much quicker and easier to make appropriate routes using the Router Control Window and when scheduled routes in the Playlist.

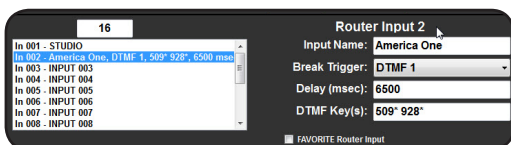
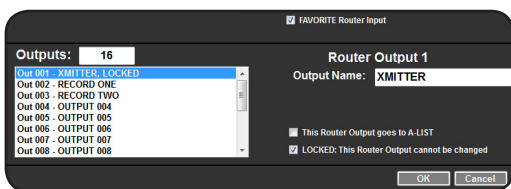
Select **Output 001** and rename it in the **Output Name** field. Here we've called it XMITTER. Use this same procedure to give a descriptive name to all your Inputs and Outputs.

If you are using content providers that use **DTMF** trigger tones (e.g. America One, FamilyNet, etc.) you can enter specific properties associated with this input which are used in the automation workflow making Playlist creation much faster.

Using America One as our example, we'll select **DTMF 1** from the Break trigger drop down. Enter the trigger offset delay in milliseconds. In the DTMF Key(s) field enter any unique tones we expect to receive from the network. In this case these are the Break Start and local ID tones, 509\* and 918\*, respectively.

Later, when you drag and drop an INPUT segment into the Playlist and specify the router cross point, the DTMF trigger information is automatically recognized during Events where that cross point is active. This provides seamless, unattended automation during periods of satellite program delivery.

Other configurations are covered in the Triggers section on page XX.

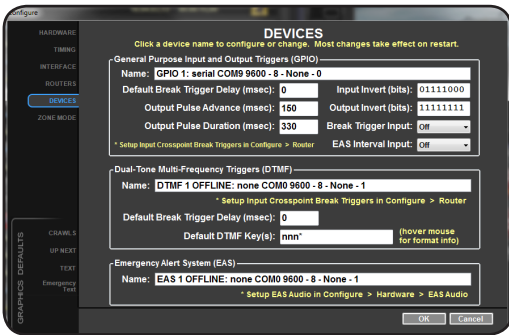


# ROUTER CONFIGURATION (CONTINUED)

- To assign one of the inputs as a FAVORITE, just select (highlight) the input and click the FAVORITE Router Input checkbox. This crosspoint will remain displayed as you scroll through banks on routers larger than 8 x 8.
- To insure reliable automation, select the output that you always want to send to the Input of A-LIST.
- To LOCK any router output from user changes, select the output(s) and check this box

<b>RUSHWORKS A-LIST Supported Routers</b>			
<b>Router Type</b>	<b>Brand</b>	<b>Model</b>	<b>Interface</b>
<b>Autopatch</b>	Autopatch		Serial
<b>Blackmagic</b>	Blackmagic Design	All Videohub Models	IP
<b>GVG</b>	Grass Valley	Various Models	Serial
<b>TEN-XL</b>	Grass Valley	TEN-XL	Serial
<b>Kramer</b>	Kramer Electronics	Most Models	Serial
<b>Knox</b>	Knox Video	RS-Series	Serial
<b>Leitch</b>	Leitch / Harris	Panacea	Serial
		16x16	
<b>Matrix</b>	Matrix Switch Corp.	MSC-HD42L 4x2	Serial
<b>Miranda</b>	Miranda	NVISION Compact	IP
		Expandable	
<b>PESA</b>	PESA	Various Models	Serial
<b>Pro-Bel</b>	Snell	Sirius 600	Serial
<b>Remote</b>	RUSHWORKS	Used for Multichannel	IP
<b>Sierra Lassen</b>	Sierra Video	Lassen Models	Serial
		Aspen Models	IP
		Open Gear 8x1	
<b>Sigma</b>	Sigma Electronics	HPX 16x16	Serial
<b>Utah Scientific</b>	Utah Scientific	UTAH-400	IP
		Expandable	
<b>Ward-Beck</b>	Ward-Beck	POD 6x1	Serial

# A-LIST SOFTWARE (CONFIGURE CONT)



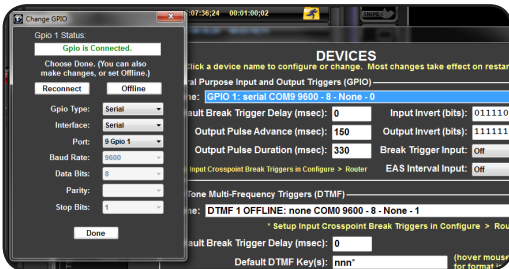
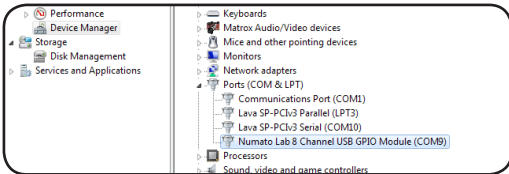
## E. DEVICES Tab

The **Devices Tab** is where you configure **GPIO**, **DTMF**, and **EAS** devices on COM and LPT ports. Some devices might use USB connections, but that will typically be a built in USB to serial converter. In these cases it will still be seen as a serial device to A-LIST.

With all of the serial devices you will need to know the **COM** port number, which you can get from Device Manager. With LPT ports you will need the base address, which is a bit deeper.

In Windows **Device Manager** scroll down until you see the Ports section, then expand it and look for your device. As an example, the **RUSHWORKS MULTI-GPIO** device has a built in USB to serial converter that shows up as a Numato device. In this example it appears as **COM9** as shown in parenthesis.

Once you know the COM port number you can jump back over to the Configure window and double click the **Name** field to setup the device. Select **GPIO Type**, **Interface**, and **Port**, then click **Connect**. The status will appear above in the **GPIO 1 Status** box.



**DTMF** setup is similar. Determine the COM port the DTMF decoder is connected to and configure it on the Device tab. Here you also can configure the **Trigger Delay** and **Default Keys**. These can also be set on the Router tab for each input specifically.

## F. ZONE MODE Tab

The next tab is for **Zone Mode**. Since A-LIST is a “hybrid” automation engine that supports both traditional full-screen playback and MultiZone bulletin board style display and functionality, you can create up to four independent zones for playing graphics.

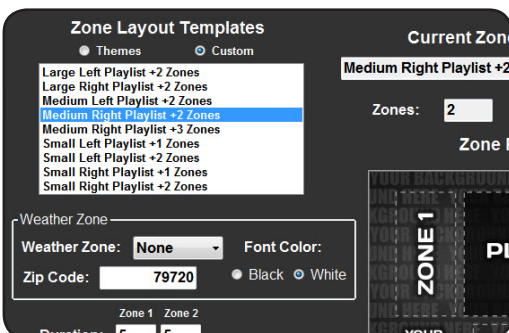
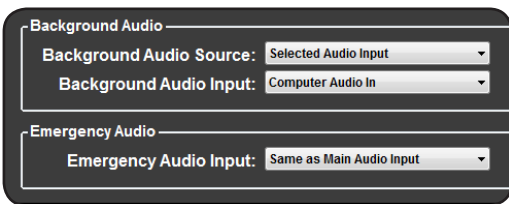
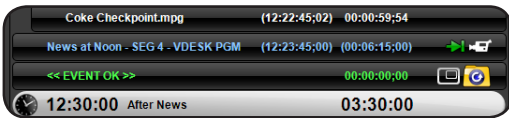
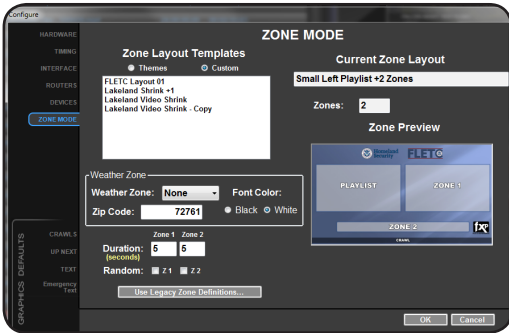
Just create graphics using PowerPoint Templates Included (or use your favorite design software) and place the exported JPG, BMP, or PNG files in a folder for looping playback.

Zone display is associated with an Event in the playlist. You can create as many Events as you wish, scheduled at any time you wish. Many simple billboards have one Event, with content playback repeating throughout the day starting at midnight. More structured playlists may contain scheduled Events every half hour. When you drag a new Event into a Playlist (or edit an existing Event) you can select the Zone Mode Options on that screen. When an Event is set to Zone Mode, or AUTO-LOOP is set to Zone Mode, the Zone Mode Icon appears over those items in the Playlist.

A Zone Event displays the contents of the current playlist in a Playlist Zone on the screen, with user defined graphics surrounding that zone. If the playlist is playing a clip, the audio from that clip will be the program audio output. If the playlist is running slides, or clips set to use Background Audio [bga], the setting from the Hardware Tab for Background Audio will apply.

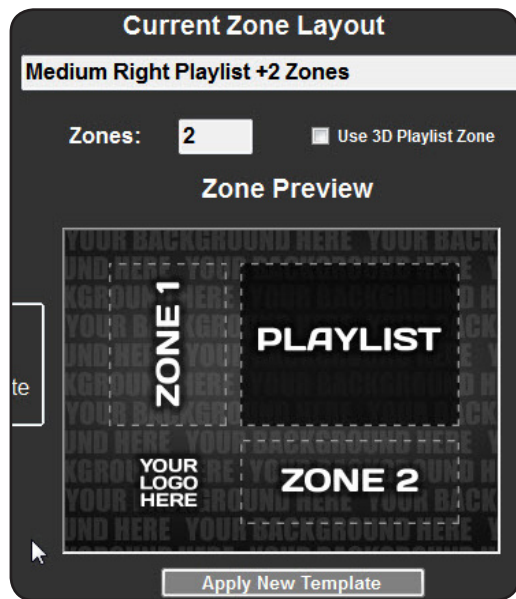
Select the **Themes** or **Custom** radio button to view the thumbnails of all the available Zone Layout Templates. Themes are ready to air styles, where Custom Templates are designed so you can drop in your own background that will work well with the number of zones and their screen placement. We can also design or customize a layout that incorporates your branding style.

When you apply any of the Zone Templates the associated PowerPoint Template will be placed in the corresponding Zone folder - **D:\Zones\Zone01** and so on. Use these templates to create all your zone content on any computer on which PowerPoint is installed.





# A-LIST SOFTWARE (CONFIGURE CONT)



## F. ZONE MODE Tab (Continued)

After you've previewed the Themes and Custom template options, select the one you want to use and click the **Apply New Template** button beneath the preview of your selection. You'll receive a prompt confirming that you want to make that selection. The name of the selection will appear beneath the Current Zone Layout label as shown here.

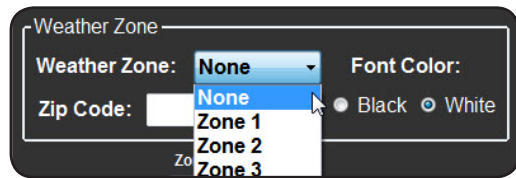
Notice that the Playlist display isn't considered a zone as such. When you are in Zone Mode the normal full screen playback moves into the position defined by the Zone Layout you've selected. In this example there are actually TWO zones, each with corresponding folders and associated PowerPoint presentation templates.

To display your branding logo you can either incorporate it into a Custom background so it always displays in Zone Mode ... or you can use the Bug function in A-LIST to fade your logo on and off based on length of playback content. In that case you'll need to create a PNG graphic with the logo sized and positioned to appear in the desired place when the Bug fades on and off.

The interface indicates the number of Zones in your selected layout. You can enter the **Duration**, in seconds, that you want each of the graphics to display before dissolving to the next graphic. The graphics will be played in the order based on Windows rules for sorting: alphanumeric - using numbers first.

If you want the graphics to play randomly (no automatic sort), check the **Random** checkbox for the desired zone(s).

*Tip: You can control the order in which graphics play by adding numbers to the beginning of the file name ... and you can override the default Duration by inserting a bracketed number at the end of the file name and before the extension.*



If you want to display local weather information in one of your zones, select that zone from the **Weather Zone**: dropdown ... and enter your **Zip Code** in the entry field. Use the radio button selection to display the weather font overlay in either **Black** or **White** based on the color of the background of the Zone Template you're using.

## G. CRAWLS Tab

The group at the lower left of the Configure Window is for setting your **Graphics Defaults**. The first tab in this group is for setting up **CRAWLS**.

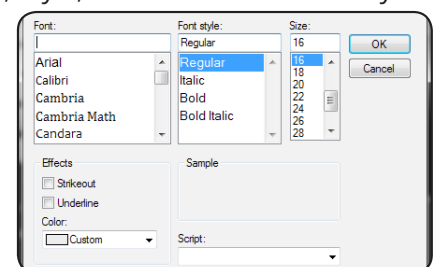
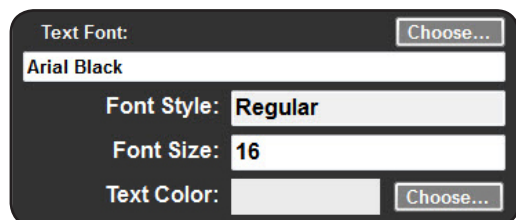
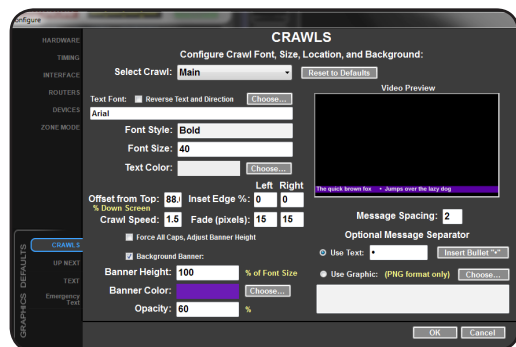
A-LIST supports three independent crawls: Main, Auxiliary and EAS. By using the **Select Crawl** dropdown you can choose between them to change your preferences. Please see the section on setting up CRAWLS later in this Guide for more details.

First, use the **Select Crawl** dropdown to choose the crawl you wish to customize - either **Main**, **Auxiliary** and **EAS**.

Click the **Choose ...** button to the right of the **Text Font**: label to open the font selection panel. Your current Font, Style, Size and Color will always be displayed in this section.

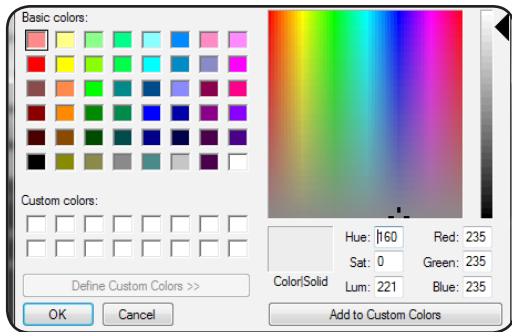
The font selection panel is a standard Windows selection dialog, so choose the attributes you want to use for the crawl display.

You can also select the Script format ... as well as the Color from the standard drop-down menu.





# A-LIST SOFTWARE (CONFIGURE CONT)



## G. CRAWLS Tab (Continued)

If you click the **Choose ...** button to the right of the displayed text color, it will open a color selection palette with many more options. You can click the **Define Custom Colors** button to open an even more versatile color selection tool. This also gives you the ability to enter a text color with a specific value in either HSL (Hue, Saturation, and Luminance) or RGB (Red, Green, and Blue).

The **Offset from Top** is the vertical distance from the top of the screen to where the crawl is positioned. This is calculated as a percentage. So to put the crawl in a typical position near the bottom of the screen, you might start with a value of 80 and see if you like it.

Change the values of the **Inset Left %** and **Inset Right %** to adjust where the crawl starts and stops, horizontally, on the screen.

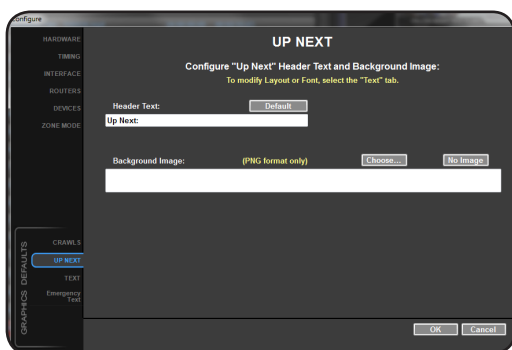
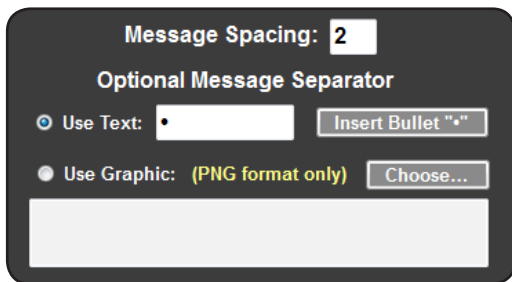
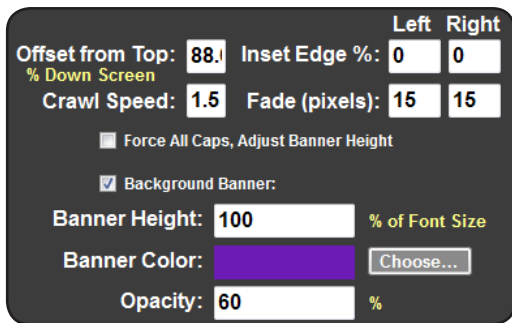
Set the **Crawl Speed** to whatever looks good relative to the font style and size you've chosen. You can even force all letters to be displayed as capital letters by checking the **Force All Caps** button. This action automatically adjusts the Banner Height as necessary if a Background Banner is used.

The **Background Banner** is also calculated as a percentage of the Font Size. Click the **Choose ...** button to select a banner color – and enter a value for the Opacity (transparency) of the banner. A value of 100 means there is no transparency, and the banner will display as a solid color. If the Background Banner checkbox is NOT checked, none of the other field information will be displayed.

Use a **Message Separator** to place Text and/or insert a Bullet between lines of text created in a New Crawl entry. There the individual lines are created by entering ENTER between lines. Use the Message Spacing value to control the spacing between the messages on the crawl.

If you choose **Use Text**, you can enter any characters as separators. If you click the **Insert Bullet** button, that character will be added. You can enter text and bullets if you wish.

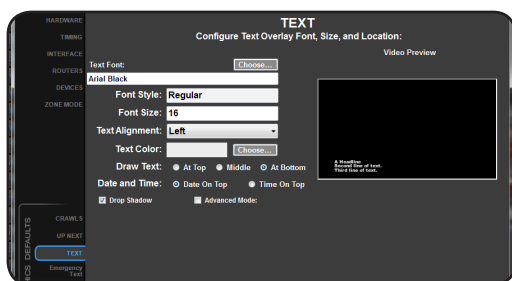
If you choose **Use Graphic**, click the **Choose...** button and browse to a graphic, like your branding logo, to use as the separator between crawl messages.



## H. UP NEXT Tab

The next tab is **UP NEXT**. This is where you set up the behavior of the onscreen display that appears before the next scheduled Event. It uses the title of that Event for the text, and allows you to create a line of Header text as shown in the example on the right. You can also use a Background Image (PNG only) in association with the displayed text.

The style for Up Next is defined on the Text Tab, covered next.



## I. TEXT Tab

The next tab is **TEXT**. This allows you to set the style and alignment of any scheduled text blocks that will appear based on when you drag them into the Playlist. A common use for this function is to display the current Date and Time as an overlay. You can configure where you want them to appear over the output image, as well as the order in which they are displayed.

# CUSTOMIZING GRAPHICS AND OVERLAYS

## I. TEXT Tab (Continued)

Settings to define the font, style, size, alignment, color, screen position, and the “Title Safe” boundaries for Horizontal and Vertical are available here.

The system defaults to TWO different font sizes. The Top Line Size is specified as a percentage of the defined font size, making the first line of text larger than the following lines.

Click the **Choose ...** button to the right of the **Text Font:** label to open the font selection panel. Your current Font, Style and Color will always be displayed in the four fields in this section.

Use the **Draw Text** choices to determine if your lines of text start displaying from the top of the screen (within Title Safe) or from the bottom. By manipulating text lines with Top/Bottom placement, Alignment, and appropriate uses of carriage returns and spaces when creating your text, you can position lines of text virtually anywhere on the screen. If you choose to display **Date and Time** as a Text item in the playlist, here you can select whether the Date or Time is displayed on top of the two line rendering.

The font selection panel is a standard Windows selection dialog, so choose the attributes you want to use for the crawl display.

You can also select the Script format ... as well as the Color from the standard drop-down menu.

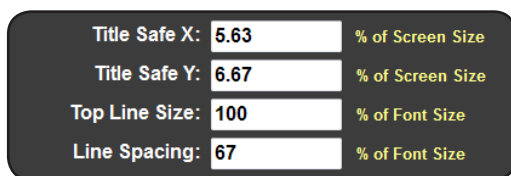
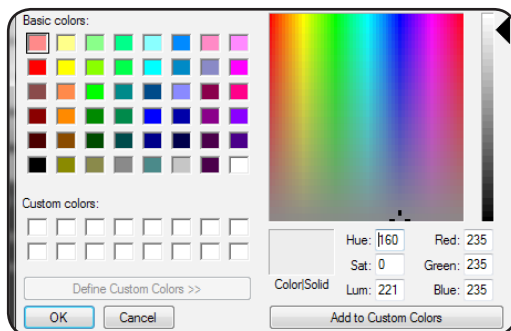
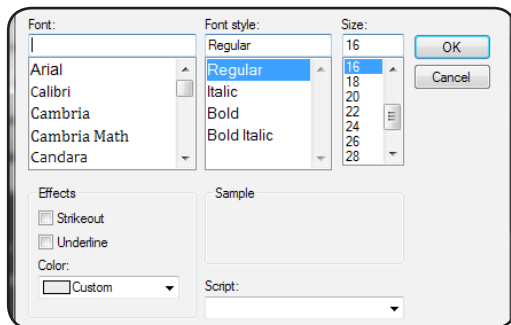
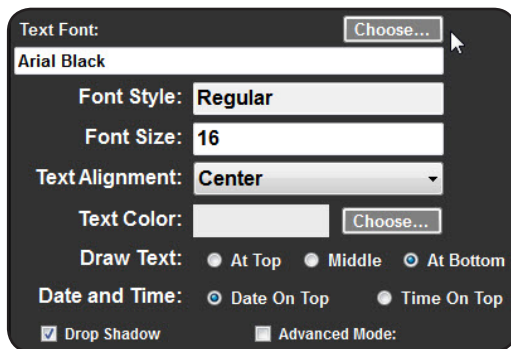
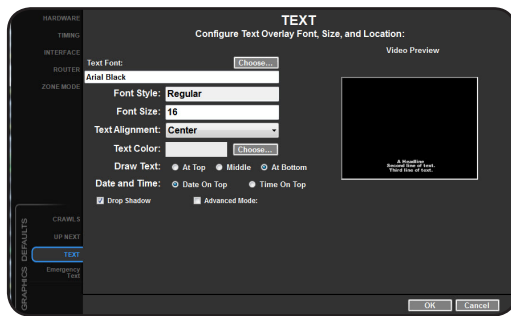
Click the **Text Alignment** drop-down menu to choose between Left, Right, and Center alignment on the screen

If you click the **Choose ...** button to the right of the displayed text color, it will open a color selection palette with many more options. You can click the **Define Custom Colors** button to open an even more versatile color selection tool. This also gives you the ability to enter a text color with a specific value in either HSL (Hue, Saturation, Luminance) or RGB (Red, Green, Blue).

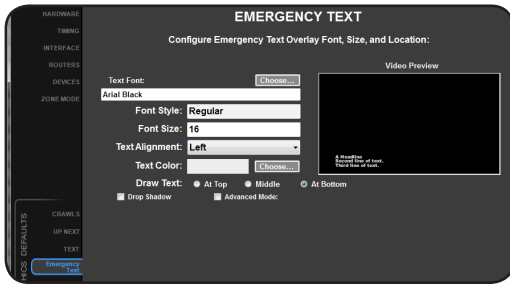
There is a single style of drop shadow available, which is generally useful when you are displaying light colored text over a video background. Check the Drop Shadow checkbox to activate it for all Text displays.

If **Advanced Mode** is checked, you'll see the Title Safe, Top Line Size and Line Spacing entry fields. “Title Safe” comes from a SMPTE defined percentage of the viewing area – specifically the top, bottom and sides – that may be hidden due to individual TV set display capabilities. In many applications there will be both “Title Safe” and “Action Safe” with the former being 20% and the latter 10%. For most current LCD, LED and Plasma wide screens the Action Safe area is acceptable for most titles in both X and Y (horizontal and vertical) dimensions.

The system defaults to TWO different font sizes. The Top Line Size is specified as a percentage of the defined font size. If you set this value at 100%, all the lines of text will be the same size.



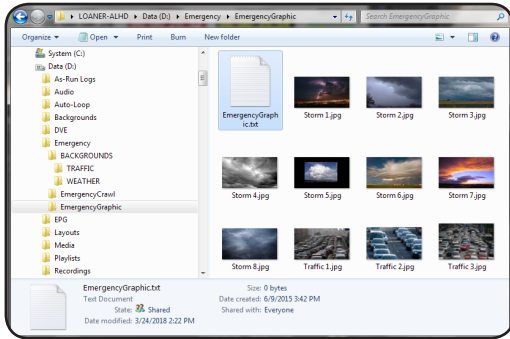
# A-LIST SOFTWARE (CONFIGURE CONT)



## J. EMERGENCY TEXT Tab

The last tab on the Configuration panel is **EMERGENCY TEXT**. This is displayed over a background graphic when you modify the text file in the **D:\Emergency\EmergencyGraphic** folder on your system. Double-click to open the empty text file and enter lines of text as you would want them to display. When you Save the file, it will appear on the Program output of A-LIST in about three seconds (:03).

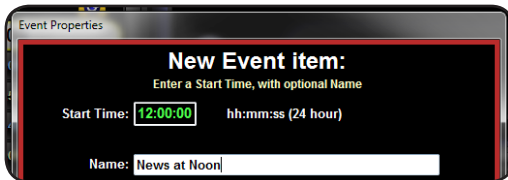
You can keep a number of background files in the folder, and A-LIST will automatically select the first file in alphabetical (Windows sorting) order. So in the example to the left the file "Storm 1.jpg" would be selected. If there was a traffic emergency you could rename "Traffic 3.jpg" to "\_Traffic 3.jpg" and that file would be used for the background behind the emergency text.



# PLAYLIST EXAMPLE

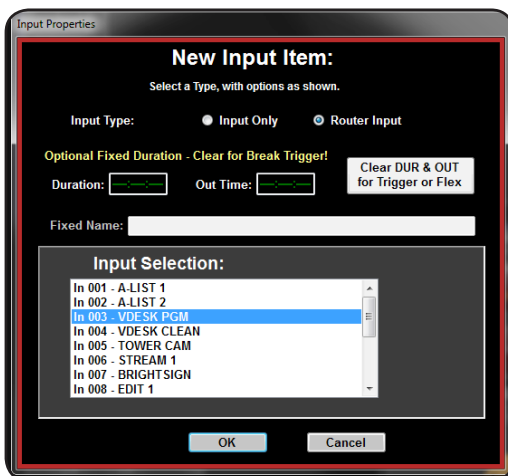
## Build a Half-Hour Newscast

The following exercise shows how to create a quick Playlist for a 30 minute Newscast. This includes how INPUT (live) segments without specified durations “flex” within an Event. This would be appropriate for newscasts, live sporting events, etc. In this case you will generally know in advance how many commercial ‘breaks’ you want to create. After this we’ll go into more detail on how Playlists work.



### 1. Create the Event

Schedule an Event at 12:00 named “News at Noon” and then create a second Event at 12:30 to make the first event 30 minutes in duration.

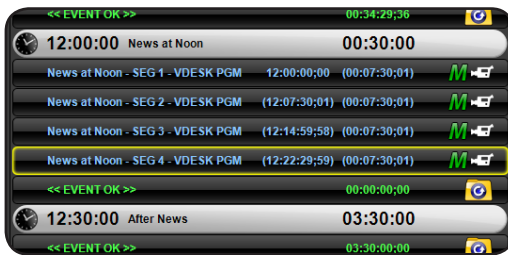


### 2. Populate with Input Segments

Now drag the INPUT icon into that Event, and in the Input Event Properties window specify Input Only or an appropriate Router Input. In this example we have named input 003 on the routing switcher to STUDIO, which makes the input selection intuitive, simple and quick.

Since there are no other files currently in the Event, A-LIST will switch to the specified input at exactly 12:00, and display the input signal for thirty minutes. By default it expects a Manual trigger for each spot break, as indicated by the M next to the input icon.

**NOTE:** There are two other ways to assign triggers to an INPUT segment. You can use the method that's most appropriate for you. (1) drag and drop the trigger icon above the INPUT segment; or (2) right-click the INPUT segment and select the assignment from the fly-out menu.



To add the next three INPUT segments, right-click the input segment, select Copy, then select Paste or use the keyboard shortcuts, Ctrl+C and Ctrl+V. This will create the second INPUT segment, retaining the same name and trigger type, but automatically increment the segment number.

Use Paste two more times to create the third and fourth INPUT segments. When you create a new INPUT segment, the total time of the Event is divided by the number of INPUT segments.

**NOTE:** With 'flex' segments, durations are relative ... not absolute. If you specify DURATION for INPUT segments, automation will execute the instruction at a precise time of day in the playlist.

**You should now have an Event where each of the four segments shows a duration of 00:07:30:00.**



### 3. Fill the Break

In the File Browser, select the clips you want to include in the first Break, then drag and drop them under the first INPUT segment. Repeat this procedure for the remaining three INPUT segments to populate the Breaks for each segment.

And there you have it. This is what you can expect your playlist to display for ‘live’ events using manually triggered FLEX input segments.

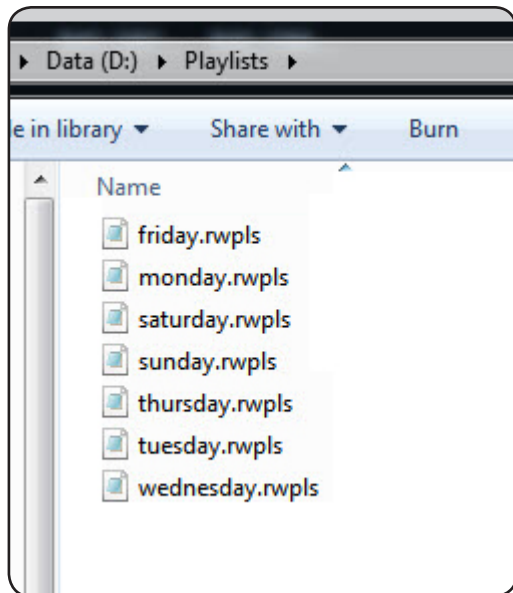
**NOTE:** You can have as many flex or fixed INPUT segments as you wish within an Event.

As with all Events, if they are LONG, the last file or segment ‘playing’ when the next Event time is reached will fade out one second before the next Event begins. Your News program is now ready to run!



# CREATING AND EDITING PLAYLISTS

## The Basics of Playlists



### 1. Naming and Rules

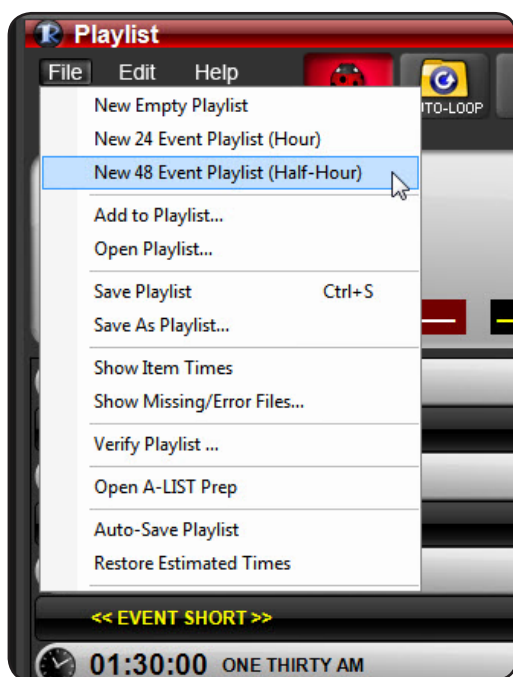
A-LIST uses a simple, yet powerful naming hierarchy that can handle special events, holidays, any many other special exceptions with ease.

**1. Single List Mode:** A single, endlessly looping, 24-hour playlist. If you remove any dated or day-named playlists from the Playlist folder and save the list you want to loop in that folder your list will play over and over until you change it. This is useful for channels with mainly AUTO-LOOP content.

**2. Weekly mode:** Seven daily playlists, one for each day of the week. These are named MONDAY through SUNDAY (the full name of each day) with the extension .rwpls. These lists will auto-load at the specified day change time (default is midnight). This mode is great for channels where the schedule is mainly the same each week with new episodes replacing the previous week's.

**3. Daily Mode:** New list for every day. For stations requiring the most control over their content and commercial billing, dated playlists are the way to go. These are formatted YYYY-MM-DD.rwpls. You can create these as far into the future as you like. These are often created by traffic software and imported to A-LIST using our TrafficImport application.

If you use Weekly Mode, you can create DATED playlists to override the DAY NAME playlist. When loading the next day's Playlist the system will automatically check for a DATED list before loading a DAY NAME list. This will allow you to have a normal, weekly schedule that runs indefinitely, while scheduling special events or holidays to override on specific dates.



### 2. Choosing a Playlist Template

If your operations model is more closely aligned with traditional Time of Day (TOD) scheduling – such a broadcast TV station – there are two templates you can use to create playlists. One of them features 24 one-hour Events, and the other provides 48 half-hour Events.

In A-LIST, **EVENTS are defined as a Exact Time-of-Day markers.** You can automate using only a single Event if you wish ... starting at midnight every day. Or you can create as many Events as you wish at any times you choose.

In A-LIST, **ITEMS are defined as a files, folders, graphics, or "LIVE" input segments inserted under an Event banner.** A playlist generally consists of one or more EVENTS, each with multiple ITEMS between them.

You can **Add, Delete** or **Modify** any of the time-specific Events at any time after you've opened and named a Playlist file from a template, so these templates simply provide an appropriate starting point for adding content to your schedule.

From the dropdown menu select **New 24 Event Playlist** or **New 48 Event Playlist**. The selected template will open a new, unsaved Playlist.

Click the File menu again and select Save or Save As. When the dialog box opens just name the list. It will automatically be saved in the D:\Playlists folder.

# BUILDING YOUR SCHEDULE

## Setting Your Playlist Preferences



### 1. AUTO-BUG (Automatic Channel Branding)

That little logo at the bottom corner of a television program that tells you what station you are watching is called a “bug”. We’ve made it as easy as possible to add yours to A-LIST. Turn on AUTO-BUG and A-LIST will automatically overlay your BUG over any program length (> 2:20) clip or input segment. Three seconds in it will fade up, and three seconds before the end it will fade out. Set it once and forget it. You can schedule exceptions any time you don’t want it displayed.



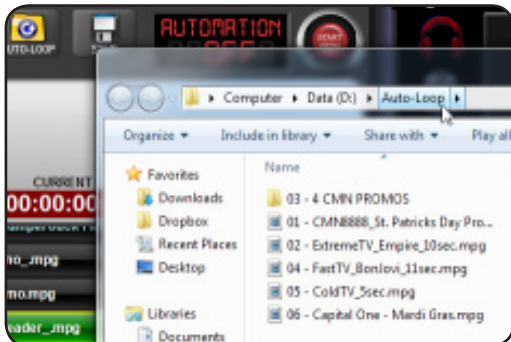
### 2. AUTO-LOOP (Automatic Unscheduled Time Filler)

Drop some content in the AUTO-LOOP folder, enable it, then turn on Automation and you can be on the air without scheduling a single item. This feature is designed to fill any unscheduled time with an endless loop of however many files you want to add. Did your meeting end early? Forgot to schedule that last commercial break? Then AUTO-LOOP will have you covered so you never have dead air.

If your content is primarily looping playback of clips and/or graphics – with relatively few videos that need to be scheduled to play at specific times – this feature makes managing your Playlist virtually effortless.

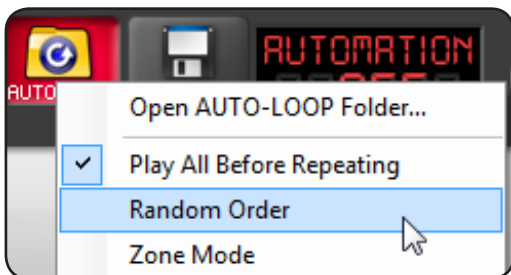
You can find the AUTO-LOOP folder the root of the D drive or by right-clicking on the AUTO-LOOP button at the top of the Playlist window and selecting Open AUTO-LOOP Folder. You can drag and drop the content you want to play into this folder.

The contents can include clips and graphics, either in the root or in sub-folders. The order in which the content plays is based on the normal Windows sort order of the file and folder names.



#### A. AUTO-LOOP Options

Right click the AUTO-LOOP folder to (1) Open the AUTO-LOOP Folder to view the contents, (2) check or uncheck the **Play All Before Repeating** function, and (3) check or uncheck the **Random Order** playback function. **Play All Before Repeating** means that automation ‘remembers’ what has played in the AUTO-LOOP folder, and the next instance where AUTO-LOOP plays files will resume with the file after the last played file. If Random Order is checked, it will pick another previously unplayed file. If **Zone Mode** is checked, whenever AUTO-LOOP is active the current playlist will be displayed in the Video Zone, revealing any background graphics Zones you’ve created.



*NOTE: If you do NOT have Auto-Save Playlist checked in the File menu, the Playlist changes WILL NOT BE SAVED until you click the SAVE icon at the top of the Playlist header. It will automatically be highlighted in YELLOW when you’ve made any changes and haven’t saved them. Click on the AUTO-LOOP icon to activate it. If you have NO Events in the playlist ... or any number of Events with no files or segments ... when you click the AUTOMATION ON ‘keyless ignition’ button, the contents of the AUTO-LOOP folder will play continuously, 24/7.*

# BUILDING YOUR SCHEDULE

## Setting Your Playlist Preferences (Continued)

```
001 - playday.mpg
002 - ARCHANGELS (SUB-FOLDER)
    01 - vincente.jpg
    02 - raphael.png
    03 - arturo.mpg
003 - council.mpg
004 - city sunset (10).jpg
005 - HOLIDAY FIREWORKS (SUB-FOLDER)
    001 - event banner (9).jpg
    002 - opening ceremony.mpg
    003 - event calendar (15).jpg
```

### B. AUTO-LOOP File Naming Tips

If you prefer to control the order in which the files and subfolders play, you can use standard Windows file-naming techniques to assign leading numbers to each of the content items. This example is a hierarchical arrangement for playback of files, sub-folders and various graphics in the AUTO-LOOP folder, and is based on a user-defined numbering structure. Graphic files have a default duration of five seconds (:05) which can be changed under the Edit menu > Set default Duration for Playlist Graphics.

You can override the default on individual graphics by adding a markup tag to the end of the file before the extension in [brackets], e.g. **vincente[12].jpg**, where 12 inside [brackets] indicates the duration, in seconds, that the graphic will display.

### C. AUTO-LOOP Rules

When the contents of the AUTO-LOOP folder are playing, the individual files cue and play in order, appearing sequentially as indented playlist items under the AUTO-LOOP folder placeholder. The currently playing file is indicated in RED. The next file always cues seven seconds (:07) before it plays, and will be displayed as GREEN while it is cued.

**Note:** You can NOT make changes to the active playlist when a file is in the 'cued state' for seven seconds.

### D. AUTO-LOOP Example

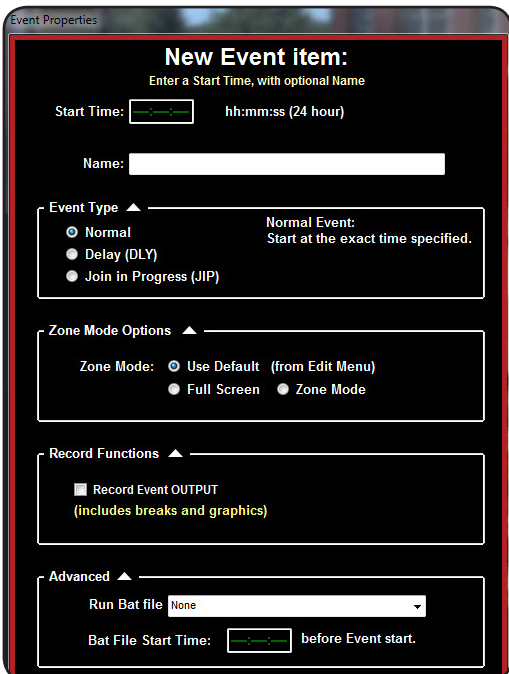
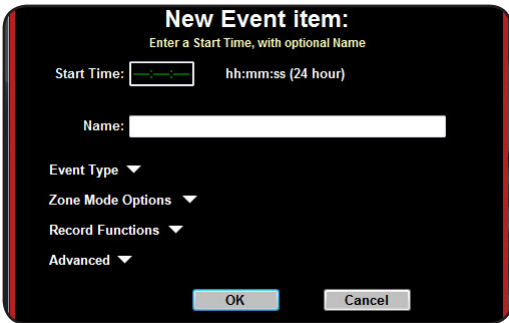
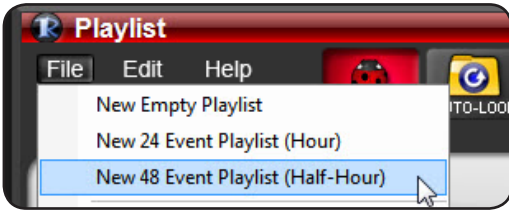
In this example, a program was scheduled at 8PM with the last clip ending at 18:55:41;36. The Event is SHORT by 4:18;24, but since AUTO-LOOP is enabled the Event shows as OK and indicates the time will be filled by AUTO-LOOP. After the last scheduled clip plays, the AUTO-LOOP function will take over according to the current settings. If Play All Before Repeating is checked, the system will scan the folder for the next clip in order and start playing there and continue until the next Event time. Whatever clip or graphic file is playing at 7PM will fade out the video and audio one second (:01) before the beginning of the next Event.

**SUGGESTION:** You may find it helpful to keep a shortcut to the AUTO-LOOP folder (D:\AUTO-LOOP) on your local system's desktop so you can add or delete AUTO-LOOP files quickly. It is also helpful to share the AUTO-LOOP folder on your network so that any authorized users can manage content without being at the system. You can delete any files from the folder except for the currently playing file.



# BUILDING YOUR SCHEDULE

## Adding Scheduled Events to the Playlist

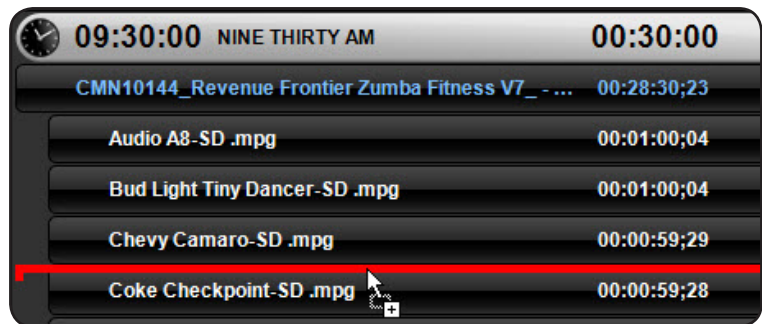


### 1. Adding Events

If you're building a playlist "from scratch", you can start with one of the templates from the **File Menu** and then add, delete, or modify Events.

To add individual scheduled Events to a playlist, just start with a **New Empty Playlist** and drag Events into the playlist and select the Event types and specify the Event times. You can also add Events between existing Events. Be sure to specify a time between the preceding and following Events.

If you already have content in your list you can drag the Event into the middle of an existing Event. This will create a new Event at this location.



When you release the mouse, a dialog opens. There are four dropdown arrows that reveal option settings for the following:

#### A. Event Types

**Normal** - Start at the exact time specified.

**Delay** - Start after previous Event completes, with final break triggered and played.

**Join in Progress** - Previous Event has priority. JIP Event will begin from the point it would be at if it had started on time.

#### B. Zone Mode Options

**Use Default** - Uses the default selection from the Edit Menu.

**Full Screen** - Always plays Event content Full Screen (no Zone).

**Zone Mode** - Always plays Event content in the Playlist Zone.

#### C. Record Functions

**Record Event OUTPUT** - Enables recording the PGM output in two modes:

**Include Breaks and Graphics** - Records everything on the PGM output into one file for the duration of the Event.

**Live Pass-through Only** - Records only the input signal segments of the Event. This also includes any graphics superimposed on the input signal, including a Bug and/or crawls. This mode creates individual files for each input segment and places them in the D:\Recordings folder with file names containing the Event Name, Segment number and timestamp. You can offset the timestamp from 0 to 32 days. This is used if you want the file to contain the date you want the file to run. It's just for convenience in managing your file inventory.



# BUILDING YOUR SCHEDULE & EVENT TYPES

## Adding Scheduled Events to the Playlist (Continued)



### D. Advanced

**Run Bat file** – You can select a preprogrammed windows Bat file that sends a command to another computer/device when the Event time is reached. This function is not recommended to use with technical support.

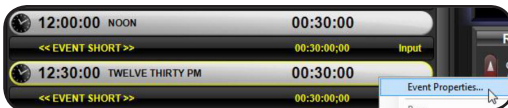
## Event Types In Detail NORMAL • DELAY • JOIN IN PROGRESS

A-LIST supports three distinct **Event Types**, two of which are specifically designed to help you manage “LIVE” playlist items that run longer than the time scheduled in A-LIST. This is common when scheduled sporting events run longer than anticipated.

The Event Types are Normal, Delay (**DLY**) and Join in Progress (**JIP**). At a glance you can determine which Event Type is currently selected by the color of the Event banner ... as well as the three-letter abbreviation (DLY or JIP) in the oval icon at the far right of the banner.

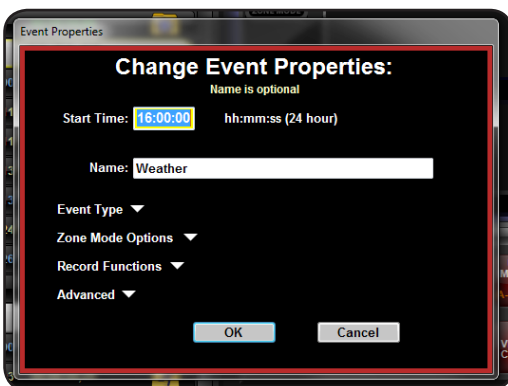
**NOTE:** In all cases every playlist **MUST** begin with a **Normal Event**.

## NORMAL EVENTS



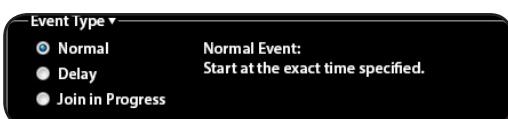
### 1. Edit Event

To change or edit the Event Type, right-click on the Event banner you want to change (or double-click the banner) and select Event Properties... from the drop-down menu.



### 2. Event Properties

Here you can change the Start Time for the Event, give the Event a custom Name, and use the four arrows to expand the respective options for each function: Event Type, Zone Mode, Record and Advanced.

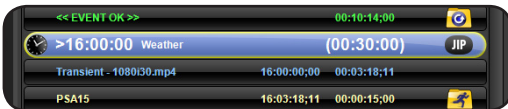
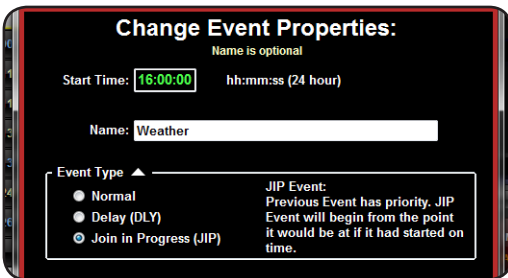
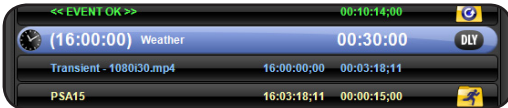
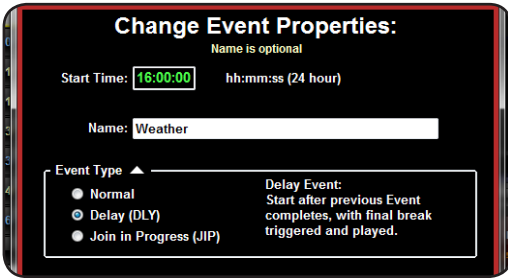


### 3. Set Event Type to Normal (default)

This is not Normal Events begins exactly at the scheduled and displayed time.

# EVENT TYPES (CONTINUED)

## Delay and Join In Progress



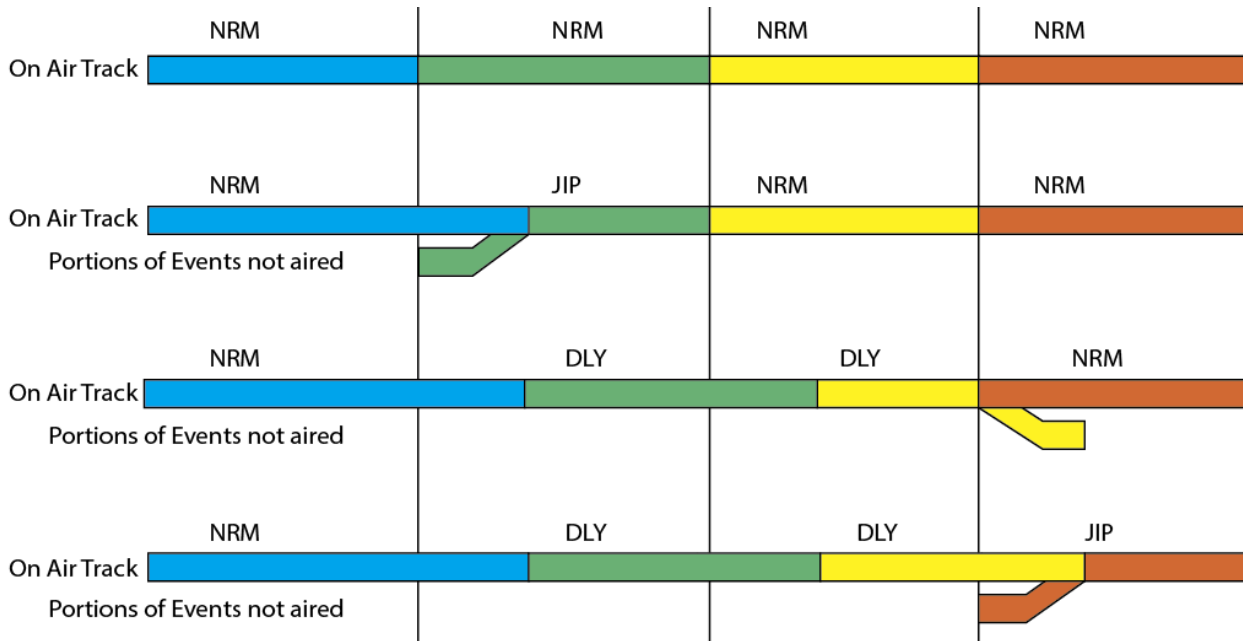
### 1. Delay (DLY) Event

Delay Events will not start at their exact start time. They will begin after all items in the previous Event have played, or after the final break of the previous Event has been triggered and played. The original scheduled start time is contained by (parentheses) and will be updated to the actual time when the delayed Event starts. The parentheses are replaced by an asterisk which indicates that the time has been modified due to the DLY or JIP.

### 2. Join in Progress (JIP) Events

Join in Progress Events rely on their originally scheduled start time, even if that start time has passed. These Events will only begin once the previous Event has completed. Instead of starting at the beginning, they start at the place they would be if they had started on time, the difference being the time offset between the scheduled and the actual join time.

The start time remains the same, but displays a greater than sign > to the left of the time, indicating the originally scheduled time was overrun by the previous event. The duration displays the remaining time of the Event when it is Joined in Progress.



This illustration shows what happens during various Event type combinations. The “On Air Track” is the portion of the program that is actually played, while the lower track is the portion not played because of the adjustments in the schedule.

In ALL cases, if a program runs long the time must be made up at some point in the schedule by a Normal or JIP Event. If the Playlist contains a DLY Event as the last Event, then the first Event of the next day’s Playlist will be the Normal Event that cuts off the end of that DLY Event since all Playlists must begin with a Normal Event.

# EVENT TYPES (CONTINUED)

## Operations Scenarios

20:00:00	MONDAY NIGHT FOOTBALL	03:00:00
MONDAY NIGHT FOOTBALL - SEG 1 - Input	(00:17:59;29)	M
MONDAY NIGHT FOOTBALL - SEG 2 - Input	(00:18:00;02)	M
MONDAY NIGHT FOOTBALL - SEG 3 - Input	(00:17:59;29)	M
MONDAY NIGHT FOOTBALL - SEG 4 - Input	(00:18:00;02)	M
MONDAY NIGHT FOOTBALL - SEG 5 - Input	(00:18:00;02)	M
MONDAY NIGHT FOOTBALL - SEG 6 - Input	(00:17:59;29)	M
MONDAY NIGHT FOOTBALL - SEG 7 - Input	(00:18:00;02)	M
MONDAY NIGHT FOOTBALL - SEG 8 - Input	(00:17:59;29)	M
MONDAY NIGHT FOOTBALL - SEG 9 - Input	(00:18:00;02)	M
MONDAY NIGHT FOOTBALL - SEG 10 - Input	(00:18:00;02)	M
<< EVENT OK >>	00:00:00:00	Input
23:00:00	LOCAL NEWS	00:30:00
LOCAL NEWS - SEG 1 - Input	(00:10:00;00)	M
LOCAL NEWS - SEG 2 - Input	(00:10:00;00)	M
LOCAL NEWS - SEG 3 - Input	(00:10:00;00)	M
<< EVENT OK >>	00:00:00:00	Input
23:30:00	ELEVEN THIRTY PM	00:30:00

When scheduling a typical “live” sporting event, you’ll create break ‘segments’ by first adding a number of INPUT items, each followed by a group of clips representing the ads, PSAs, IDs, etc. you’ll play in each break.



If you are using a commercial traffic and billing system and import a playlist, all the INPUTS and spots will simply appear without the need to drag and drop playlist items and clips into the playlist. In this illustration the M signifies a Manual trigger by the operator to ‘fire’ each break. The green arrow indicates a GPI trigger will be used. DTMF tones can also be used to trigger the ‘break’.

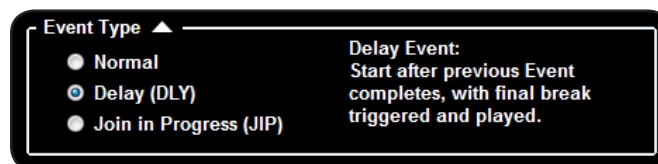
In any case the trigger will switch from the live pass-through to the next group of clips, play those clips, then automatically switch back to live pass-through mode.

This example is typical of how the segments appear when populated with clips associated with each LIVE input item.

You can create as many INPUT segments as you wish ... and copy/paste or drag in clips at any time. In this example, when it’s obvious that the Event will be extending past the 11 o’clock LOCAL NEWS ... and you want to view the news in its entirety ... just double-click the 23:00:00 Event banner and select the Delay Event type.

20:00:00	MONDAY NIGHT FOOTBALL	03:00:00
MONDAY NIGHT FOOTBALL - SEG 1 - Input	(00:17:32;29)	M
Acura - TSX Sport Wagon-SD .mpg	00:00:29;29	
On The Border - Endless Enchiladas-SD .mpg	00:00:29;26	
Skechers Shape Ups-SD .mpg	00:00:30;00	
MONDAY NIGHT FOOTBALL - SEG 2 - Input	(00:17:33;00)	M
Cooper - Mini Countryman-SD .mpg	00:00:29;29	
Snickers Loggers-SD .mpg	00:00:30;01	
Trailer - Mars Needs Moms-SD .mpg	00:00:30;03	
MONDAY NIGHT FOOTBALL - SEG 3 - Input	(00:17:33;00)	M
E-TRADE - baby and cat-SD .mpg	00:00:30;00	
Telafiora Faith Hill-SD .mpg	00:00:30;01	
Cars.com - Experience-SD .mpg	00:00:29;29	

MONDAY NIGHT FOOTBALL - SEG 10 - Input	(00:17:26;00)	M
Cooper - Mini Countryman-SD .mpg	00:00:29;29	
Snickers Loggers-SD .mpg	00:00:30;01	
CMN10484_Green Bay ID Van Halen .mpg	00:00:09;28	
<< EVENT OK >>	00:00:00:00	Input
<b>(23:00:00)</b>	<b>LOCAL NEWS</b>	<b>00:30:00</b>
LOCAL NEWS - SEG 1 - Input	(00:10:00;00)	M
LOCAL NEWS - SEG 2 - Input	(00:10:00;00)	M
LOCAL NEWS - SEG 3 - Input	(00:10:00;00)	M



The Event banner will turn blue, and you’ll see the DLY icon on the far right. The parentheses around the scheduled time indicate that this is no longer a fixed time, but will change depending upon when the prior Event ends and the delayed Event begins. Throughout the course of the game, and within the Normal Event, you’ll trigger your sequential breaks using any of the following methods:

- (1) click the **Manual** trigger button
- (2) send a **GPI** command from a switcher or other device
- (3) send a **DTMF** tone

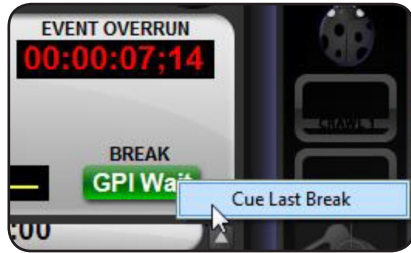
When you know the game will run long, change the next Event to **DLY** or **JIP**, depending on which type of playback behavior you want. When the automation reaches the DLY or JIP Event, the **NEXT EVENT** timer label changes to **EVENT OVERRUN**, and the timer displays red numbers counting up, indicating how long you’ve been in the delayed condition.

Generally you will create more Input segments/breaks than you need since you don’t know when the game will end. So we’ve provided two methods for triggering the LAST break at the end of the game when you’re ready to move to the next Event.

# EVENT TYPES (CONTINUED) AND CONTENT

## Operations Scenarios (Continued)

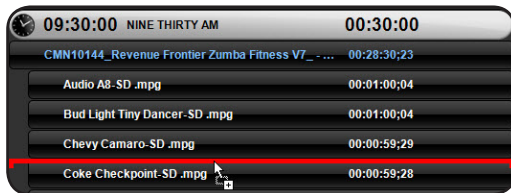
When the game ends, right-click the BREAK button to select one of these actions:



**Cue Last Break:** If you're using a GPI or DTMF trigger, selecting this action actually places the current time in the last INPUT segment, so when the GPI or DTMF is fired the clips in the LAST SEGMENT will play and the playlist will automatically sequence to the next Event.

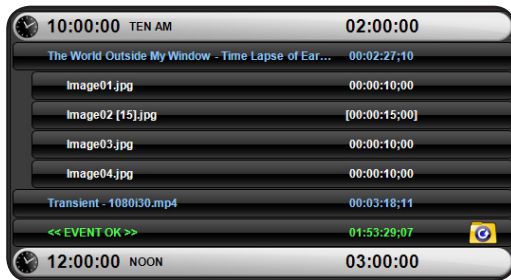
**Play Last Break:** If you've specified a MANUAL trigger, selecting this action immediately fires the clips in the LAST SEGMENT, and the playlist will automatically sequence to the next Event.

## Scheduling Media in an Event



### 1. Drag Clips into Events

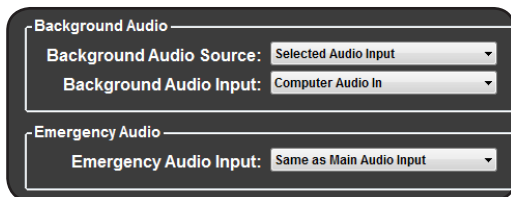
Once you've created one or more Events, drag files from the File Browser into an Event. If an individual file length is greater than two minutes the file name appears in blue to provide a visual differentiation between generally longer program segments and short-form commercials, promos, IDs, etc.



### 2. Drag Pictures into Events

In addition to video clips, non-transparent graphic files (JPG/BMP/PNG) can be dragged into a playlist. The default duration for graphic file playback is ten seconds (:10). Contiguous graphics will transition between each other with a 15 frame dissolve.

You can change the default duration and/or customize the duration for each graphic by adding the desired number of seconds between brackets before the file extension, e.g. "Image02 [15].jpg"



Based on your configuration under Background Audio, anytime graphics are displaying you'll either hear MP3 files from the **D:\Audio** folder - or if you've selected External Audio, you'll hear whatever source you've connected to the external audio device(s). Examples of external audio devices include MP3 players, CD players, cable receiver music channels, etc.

When the next playlist item is a clip or LIVE insert, the last graphic file will fade to black, along with the audio file, providing a seamless transition to the next non-graphic playlist item or Event.

**NOTE:** RUSHWORKS includes a number of audio files in the D:\Audio folder with each system. These files have no copyright use restrictions. You can delete these files at any time, or add your own audio files to the folder.



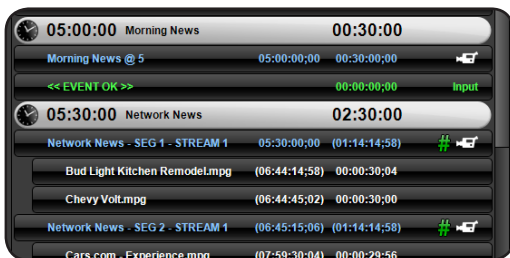
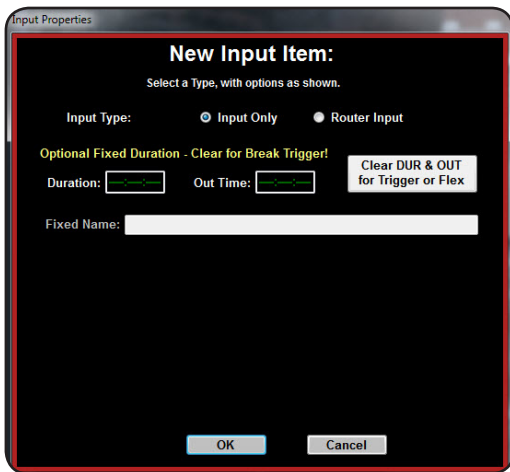
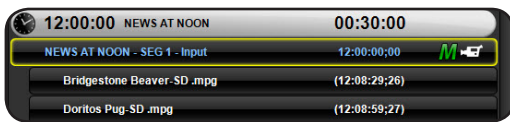
### 3. Drag in the Media Placeholder

If you are needing to schedule items but you don't have a specific file yet, you can drop the Media placeholder in to time things out. Add the exact file name and duration, then when the file is added to the system it will automatically appear as ready in the Playlist.



# SCHEDULING LIVE CONTENT

## Live Input Items



## 1. Dragging an INPUT (live) item into a playlist

The A-LIST processing engine supports both input and output, with graphic overlays on both “live” pass-through and file playback.

You may have just one external source, such as a studio or single satellite receiver, so you can connect that source to the input and schedule times to pass that signal.

Or you may have a routing switcher with several input sources that can be selected for switcher output to the A-LIST input.

A-LIST supports both scenarios, allowing you to schedule a “live” segment by internally switching to the input only, or by automated selection of an input on your routing switcher which is outputting to the A-LIST engine.

Just drag the INPUT icon where you want it to occur within an Event. When the entry window appears, click Input Only or Router Input. With Router Input active, use the Input Selection list to choose any input currently configured on your routing switcher.

## 2. Specifying FIXED or FLEX input segment durations

In the window for creating an Input Event you can also enter a NAME for the segment, and a DURATION. If you specify a Fixed Duration, that amount of time is added to the total duration of the segment, so all the rules of LONG, SHORT, AUTO-LOOP and AUTO-FILL will apply, just as if it were a file duration.

If you do NOT specify a DURATION, the INPUT segment becomes a “flex” item, filling any time remaining in the Event after calculating all the file and graphic durations.

Unlike the AUTO-FILL folder that can only be placed at the end of a SHORT Event, an INPUT segment with no specified duration (FLEX) can be placed anywhere in the Event, and can be dragged up or down between other Event elements.

In the 5AM Morning News example on the left, a FIXED DURATION input has been created. Notice that no Segment identifier (e.g. SEG 1) is in the description – and that there are no parentheses around the displayed duration.

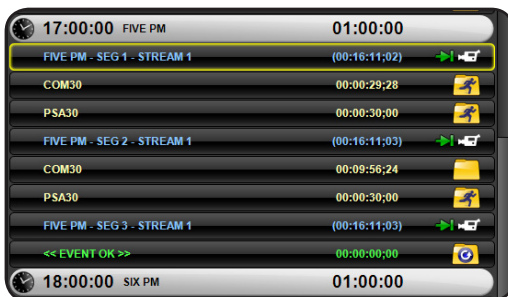
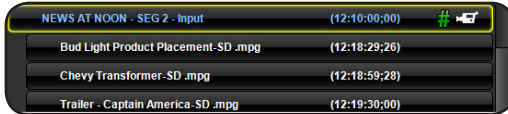
In the 5:30 Network News example, notice the Segment identifier (SEG 1) is shown – along with the name (STREAM 1) of the router cross point. The duration can FLEX as indicated by the parentheses around the duration. And the DTMF icon indicates the segment is waiting for a satellite delivered tone signal to trigger playback of any subsequent clips.

# SCHEDULING LIVE CONTENT (CONTINUED)

## Adding Break Triggers

BREAK triggers are typically used in association with “live” Events, where you are passing through a video signal that you want to interrupt with spot playbacks, i.e. “breaks” in the live Events. We’ll use the playlist example on the right, with variations, to indicate how triggers are used.

This Event was created by dragging the INPUT icon into the 12 o’clock Event (NEWS AT NOON) three times. Each INPUT item is automatically named using the Event Name we’ve given, followed by a linear Segment number and the type of playlist item (INPUT) it is.



### 1. Scheduling a MANUAL trigger

Drag this icon onto an INPUT segment to identify the segment as a live event where BREAKS will be triggered manually by an Operator. You can press the F5 key or the Manual break button to switch from INPUT to BREAK playback and back to INPUT automatically, sequencing through the BREAKS with single keystrokes throughout the Event.

### 2. Scheduling a DTMF trigger

If you are using satellite-delivered program services that provide DTMF trigger tones (e.g. America One, FamilyNet, etc.) you can enter specific properties associated with this input which are used in the automation workflow.

Using America One as our example, we’ll select DTMF 1 from the Break trigger dropdown. Enter the trigger offset delay in milliseconds. In the DTMF Key(s) field enter any unique tones we expect to receive from the network. In this case these are the Break Start and local ID tones, 509\* and 918\*, respectively.

When you drag and drop an INPUT segment into the playlist and specify the router cross point, the DTMF trigger information is automatically recognized during Events where that cross point is active. This provides seamless, unattended automation during periods of satellite program delivery.

### 3. Scheduling a GPI (Input) trigger

Drag this icon onto an INPUT segment to identify the segment as a ‘live’ event where BREAKS will be triggered by an Operator clicking the F5 key or the Manual break button to switch from INPUT to BREAK playback and back to INPUT automatically, sequencing through the BREAKS with single keystrokes throughout the Event.

# SCHEDULING LIVE CONTENT (CONTINUED)

## Adding Output (GPO) Triggers



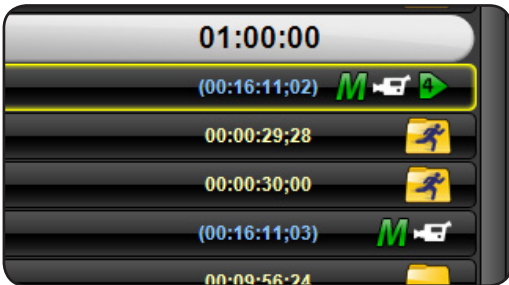
The selected GPO output sends a TTL contact closure using the on-board DB25 parallel port connection or the optional **RUSHWORKS MULTI-GPIO** box. There are three ways to schedule an output trigger.



### 1. Drag and Drop

Drag the GPO Trigger Out button above the item where you want the trigger to 'fire'. The red line indicates the drop point. When dropped into the list, the Edit GPO Properties window opens, where you can select the desired output trigger.

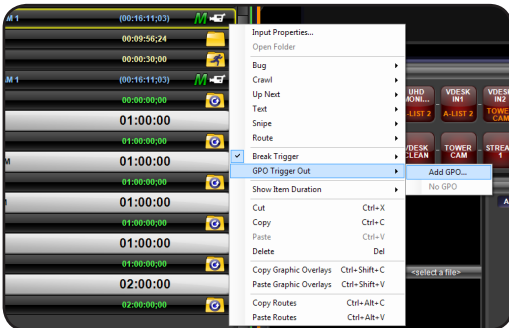
The current trigger will be highlighted. In this case, nothing is assigned, so the output is None.



### 2. Select and Click

The second way to schedule the GPO is to click on the file you want to associate with the GPO ... then click the GPO icon at the bottom of the playlist. The Edit GPO Properties window will open for output selection. Select the output you want to use for that insertion, then click OK ... or Cancel.

When you click OK, the GPO icon appears at the right of the playlist item ... and displays the number of the GPO assigned to that output. The trigger will be generated at the beginning of the item.

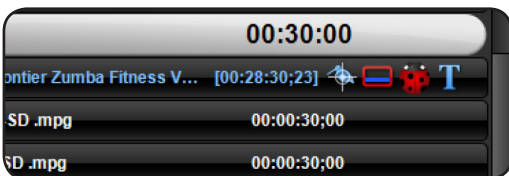


### 3. Right Click

The third way to schedule a GPO is to right-click the file you want to associate with the trigger. A fly-out menu will appear. Select GPO Trigger Out ... and the Edit GPO Properties window will open for output selection.

To remove a GPO from an item ... right-click on the item. It will display the currently assigned GPO. Select None, then click OK.

The GPO display icon will disappear from the item in the playlist.



### 4. Multiple Instructions Per File

You can schedule several different actions for association with a file. These may include a Bug, Crawls, Input, Text, GPIO, etc. Each time you add an instruction, its icon is added to the right side of the item placeholder in the Playlist.

When you add more than three instructions (icons), the Duration/Show Item Times (Hit Times) time code display is shifted LEFT to accommodate. This also truncates the display of the Item Name.

**NOTE:** You can use EITHER a TEXT overlay OR an UP NEXT overlay ... but not both simultaneously.

# USING FOLDERS IN PLAYLISTS



## Scheduling and Managing Folders

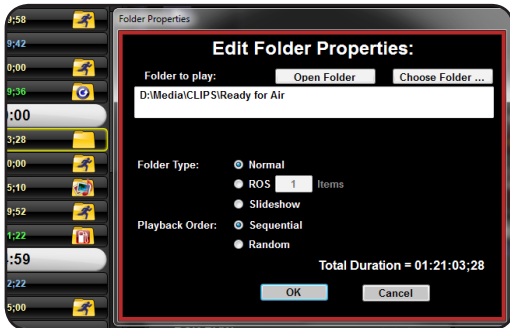
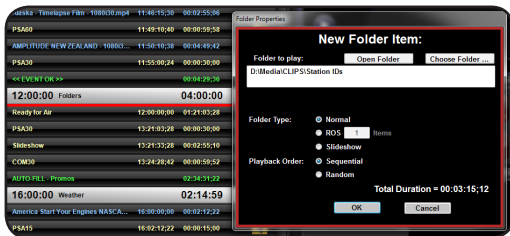


When organizing content it's often convenient to use a large number of folders to organize groups of files before scheduling them in a Playlist. There are three ways to add a folder (and its sub-folders, if any) to a Playlist.

1. From the File Browser window, locate the folder you want to add to the playlist, and simply drag it to the desired position in the list.
2. Drag the normal Folder button from the PLAYLIST ITEMS group beneath the Playlist.
3. Drag a folder in from Windows Explorer and drop it in the schedule.

In either case, when you drop in the Folder, a dialog opens where you define the folder characteristics and behavior.

Choose Folder ... Click to open the "Browse for Folder" window select the folder you want to insert in the playlist, and click OK.

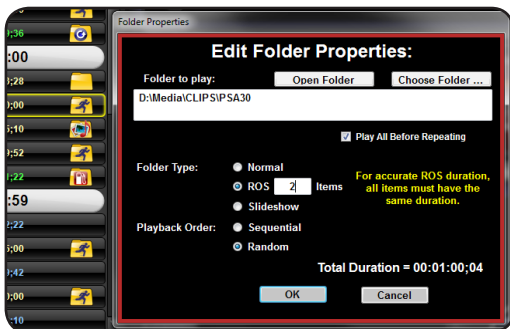


## 1. Normal Folders



This is the default selection, which means that all files will be played using a Windows alphanumeric sort from the top down. The **Total Duration** of the folder contents is displayed at the bottom right of the window.

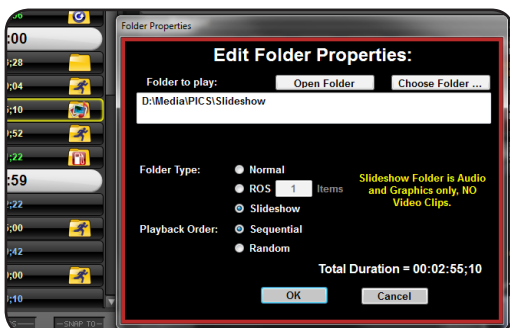
In the playlist these are displayed as a plain yellow folder with the duration shown.



## 2. ROS Folders



This acronym stands for **Run of Station** or **Run of Schedule**. It's based on broadcasters selling 'avails' for advertiser spots that aren't tied to specific times of day or specific programs. These ROS items fill out breaks throughout the day. A-LIST can do this for you with the ROS folder. Specify **ROS** from the list and enter the number of items you wish to play in that slot. The order can be set to **Sequential** or **Random**, and the option to **Play All Before Repeating** is available. If all items in the folder are the same length you will see an accurate **Total Duration** displayed in the lower right hand corner. Once added to the playlist they will show a folder with small running man icon.



## 3. Slideshow Folders



This is an easy way to automatically display a collection of pictures with a specific audio track or song playing under them. As indicated in yellow, these folders are restricted to **audio files and pictures**, and NO video clips. Place one or more audio files (.wav or .mp3) into a folder with any number of images (JPG or BMP) and the total length of the audio clips is divided by the number of graphics to create a display duration for each graphic. These items are displayed as folder with pictures and a music note on top. Here's a simple example of slideshow folder contents and the resulting timing:

**Audio file(s) = :60**  
**10 x graphic files**  
**:60 / 10 = :06 display per 'slide'**

When audio playback starts, the first graphic fades from black, with dips to and from black between each of the remaining graphics. The Slideshow fades out the last graphic at the end of audio playback.



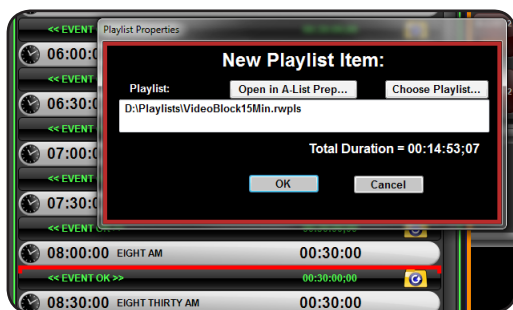
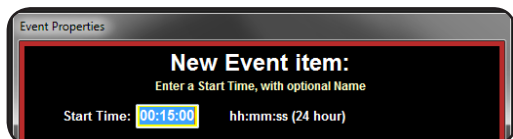
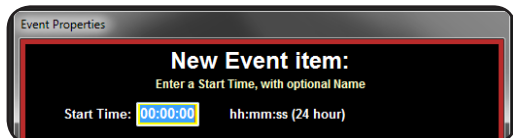
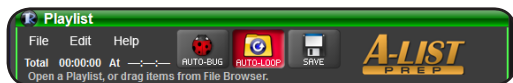
# INSERTING PLAYLISTS



## Create and Insert a Playlist

Using A-LIST Prep you can create as many playlists as you wish. You can also create short lists and insert them into your daily playlist. You may schedule, or “insert”, these sub-playlist to play multiple times in the daily list. When you edit the sub-playlist the changes automatically propagate throughout the main schedule.

In this example we'll create a 15 minute music video block with commercials inserted between each video.



## 1. Create a New, Empty Playlist

Click **File**, and select **New Empty Playlist**, then drag in an **EVENT** from the PLAYLIST ITEMS group on the insertion palette. This opens the New Event item window, where we'll specify a Start Time of midnight (00:00:00).

Then drag in a second **EVENT** and give it the time that represents the length of the list you want to insert. In this example it is 15 minutes.

**NOTE:** *The Event Times in Inserted Playlists are used to help time your playlist and will be IGNORED when you insert the list into a playlist.*

Now you have two Events in your playlist. Remember: the second Event is only there to assist with accurately timing the length of the first Event

## 2. Add Content

Next we'll drag and drop three videos into the first Event. We see the calculated **EVENT SHORT** indication of 00:04:01:10. Now we'll drag in files (commercials, promos, IDs, graphics, etc.) as desired between each of the music videos, continually monitoring the length. It will display one of three states: **EVENT SHORT** (yellow), **EVENT LONG** (red), and **EVENT OK** (green). The OK status appears if your content total is less than two seconds before the beginning of the next Event.

## 3. Save and Insert Playlist

Finally, choose Save Playlist or Save As Playlist ... to create a name for the playlist and put it in an appropriate folder. If you use Save Playlist it will always save it at the root of the D:\Playlists folder.

We've named this one VideoBlock15min.rwpls. To insert it into a daily playlist, drag the PLAYLIST icon into the EVENT you want to populate. When this window appears, click the Choose Playlist ... button. It will open the D:\Playlists folder where you can select the file for insertion.

# MANAGING SHORT AND LONG EVENTS

## EVENT OK, EVENT SHORT, and EVENT LONG

When scheduling content in your Events you will see a line as the last item before the next Event indicating how much unscheduled time is remaining. What happens during this time is determined by a combination of settings.

12:00:00	Nature	00:30:00
Alaska - Timelapse Film - 1080i30.mp4	12:00:00:00	00:02:55:06
PSA60	12:02:55:06	00:00:59:58
AMPLITUDE NEW ZEALAND - 1080i30...	12:03:55:08	00:04:49:42
PSA30	12:08:44:54	00:00:30:00
PSA15	12:09:14:58	00:00:15:00
NORWAY - 1080i30.mp4	12:09:29:58	00:03:33:10
<< EVENT SHORT >>	00:16:56:52	Input
12:30:00	Space	03:30:00

### 1. Event Short

While dragging content into an Event the available remaining time displays in a placeholder at the bottom of the Event. As long as the total duration of the content is shorter than the duration of the Event, the placeholder will indicate << **EVENT SHORT** >> in yellow, as well as the amount of time needed to exactly fill the Event. The far right of the placeholder indicates what will show on air during this time. In this example it will show whatever source is currently connected to the channel's input.

Alaska - Timelapse Film - 1080i30.mp4	12:16:15:30	00:02:55:06
PSA60	12:19:10:40	00:00:59:58
AMPLITUDE NEW ZEALAND - 1080i30...	12:20:10:38	00:04:49:42
PSA30	12:25:00:24	00:00:30:00
NORWAY - 1080i30.mp4	12:25:30:24	00:03:33:10
PSA15	12:29:03:38	00:00:15:00
The World Outside My Window - Tim...	12:29:18:38	00:02:27:20
<< EVENT LONG >>	+00:01:45:54	ERROR
12:30:00	Space	03:30:00

### 2. Event Long



By adding a few more items to the schedule we can see the total file duration is now longer than the Event time, and the placeholder indicates << **EVENT LONG** >> in red, as well as the amount of time that exceeds the total time of the Event.

If you do NOT shorten the total file duration that exceeds the Event duration (LONG), playback of the currently playing file will automatically be terminated at the end of the Event, fading video and audio to black one second before the beginning of the next Event.

### 3. Filling Unscheduled Time

If the total file duration is less than the Event time, the remaining time will be filled based on the following user actions:

- 1) The screen will display either the default **Input** signal or **Black**. If you have a routing switcher connected, you can specify a default input cross point to be selected and automatically displayed if an Event is short.
- 2) If **AUTO-LOOP** is enabled, the content will automatically play, fading out the video and audio one second (:01) before the next Event begins.
- 3) Drag and drop the **AUTO-FILL** icon at the end of the Event and select any folder the contents of which you want to play during a 'short' condition. Playback will fade out one second (:01) before the next Event begins.

<< EVENT SHORT >>	00:16:56:52	Input
<< EVENT SHORT >>	01:00:00:00	Black
<< EVENT OK >>	05:00:00:00	
AUTO-FILL - PSA15	01:00:00:00	

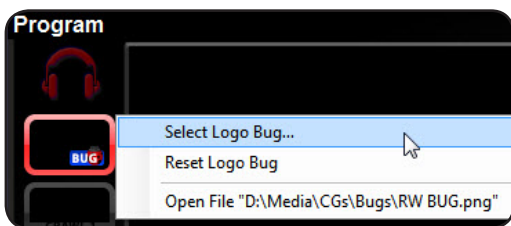
**NOTE:** You can NOT add an AUTO-FILL folder to an Event that is displaying << **EVENT LONG** >>

If AUTO-LOOP is enabled, the AUTO-LOOP icon and functionality will disappear if an Event is displaying << **EVENT LONG** >>

# ADDING GRAPHICS TO PLAYLISTS



## Displaying a Bug



### 1. Manually displaying a Bug

Right-click the BUG icon on the Program monitor bezel, and choose **Select Logo Bug**. This opens a dialog where you can select the graphic you want to use for the primary BUG. Most often this will be a branding graphic that's typically displayed in the lower right corner of the screen.

Once that association is made, whenever you click the BUG icon it lights up, and the selected graphic fades on. It will stay active (displayed) until you click the bug icon to deactivate it. When you click the bug icon the graphic will fade off.



### 2. Using AUTO-BUG

To enable or disable **AUTO-BUG**, just click on the AUTO-BUG button at the top of the playlist window. When the button shows active and red the currently selected bug will be displayed automatically over any clips longer than two minutes and three seconds. To disable this feature simply click the button again and it will deselect, turning gray.

When the AUTO-BUG feature is active, the selected graphic will fade on and be displayed over any file or Event duration over two minutes and three seconds long (00:02:02:00). It will automatically fade off when the next file or event is less than that duration. When the graphic is being displayed, the BUG icon on the Program monitor bezel will glow red. Manually turn off the bug at any time by clicking on the icon.



**NOTE:** For Bugs (and other graphics with transparency) use **PNG** files with a size of **720 x 480** for Standard Definition (SD), and **1920 x 1080** for 1080i HD and **1280x720** for 720p HD.

### 3. Scheduling a Bug

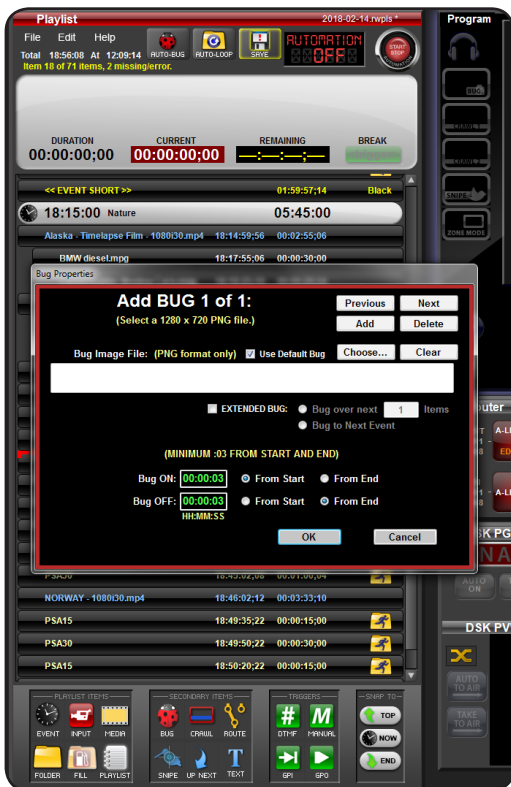
Whereas AUTO-BUG fades the main Bug on and off over files that are longer than 00:02:02:00, a scheduled Bug is associated with a specific file or files. You can schedule multiple bugs (but not overlapping) over the duration of an item. There are three ways to schedule a Bug relative to a file.

1) Drag the **BUG** icon above the item where you want the bug to appear. The red line indicates the drop point. When dropped into the list, the **Add BUG** window opens. Click the **Choose ...** button to open the D:\Media\Bugs folder where you can select the desired Bug graphic.

2) The second way to schedule the Bug is to click on the file you want to associate with the Bug ... then click the BUG icon at the bottom of the playlist. The **Add BUG** window will open where you can select the desired Bug graphic, as well as the display properties of that graphic.

3) The third way to schedule a Bug is to right-click the file you want to associate with the Bug. A fly-out menu will appear. Select **Add Bug ...** and the Add BUG window will open for output selection.

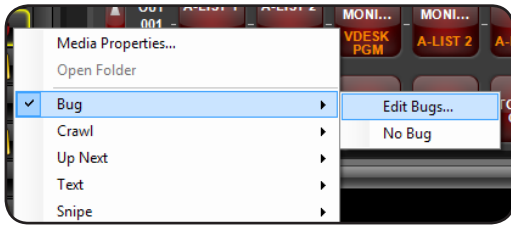
To remove a Bug ... select No Bug from the right-click fly-out menu.



# ADDING GRAPHICS TO PLAYLISTS (CONTINUED)



## Displaying a Bug (Continued)

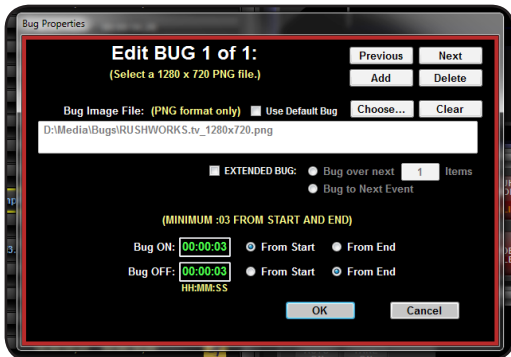


## 4. Advanced Bug Options

### A. Editing existing Bug Properties

To review and/or edit a currently scheduled Bug, right-click on the file to open the Properties drop-down menu. Select the Bug fly out menu and select **Edit Bug ...** to open the Edit Bug Properties window. You can also select **No Bug** to remove it from the schedule.

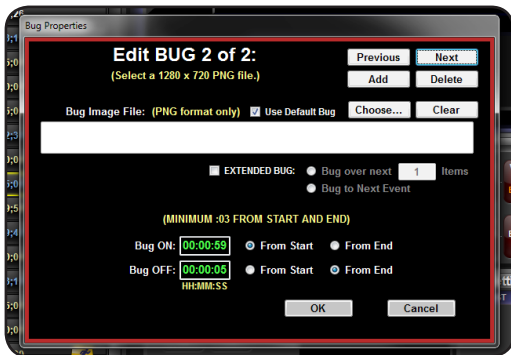
This window is identical to the Add BUG window except for the title. It lets you make changes to an already scheduled Bug graphic assignment. Just follow the procedures in the preceding paragraphs to Clear, Choose, or change the Bug ON and OFF timing properties relative to the associated file.



### B. Creating multiple Bugs

If you've defined a Default Bug by right-clicking the Bug icon on the PGM monitor then selecting a Bug graphic, that will also be the Default for multiple Bug display. To use that same graphic just be sure the Use Default Bug checkbox is checked.

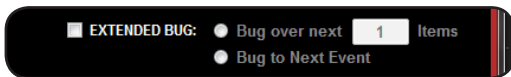
Otherwise click the Choose ... button and select the appropriate Bug graphic for each Bug you schedule. To add more than one Bug, after you've specified the ON/OFF relative times for the first Bug, click the Add button in the upper right. Enter the ON/OFF relative times for the 2nd Bug, and use either the Default Bug or Choose another one. Continue to click the Add button to add as many Bugs as you wish. If any of the Bugs happen to overlap, you will receive a notification as indicated here. You'll need to correct that condition before adding another or clicking OK to save the Bug information.



### C. Extend the Bug over multiple items

Check this box and select EITHER the number of items over which you want to display the Bug ... OR display the Bug until the next timed Event.

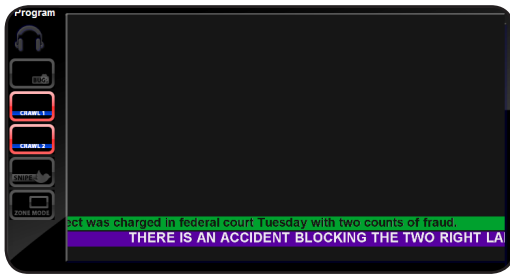
Once you've selected your Bug graphic and entered the desired display and ON / OFF properties, click OK. The Bug icon will appear on the right of the file display.





# ADDING GRAPHICS TO PLAYLISTS (CONTINUED)

## Displaying a Crawl



### 1. Manually displaying a Crawl

A-LIST supports TWO independent USER crawls and a third crawl that defaults to EAS display. **Crawl 1** and **Crawl 2** can be turned on at any time by clicking their corresponding buttons on the Program Window.

To prepare your first crawl message, right-click on the **Crawl 1** button. Choose Setup Main Crawl and the Setup window will appear.

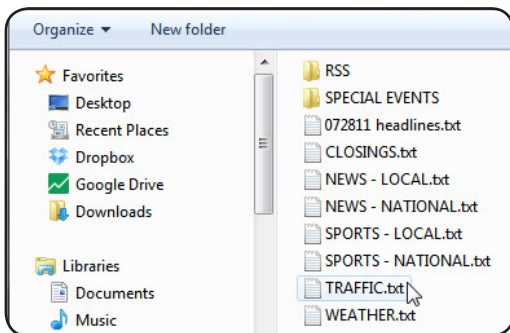
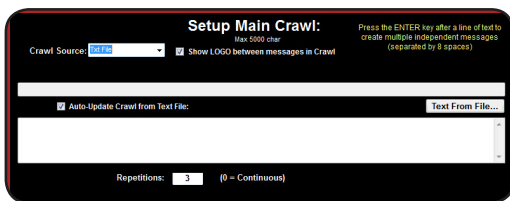
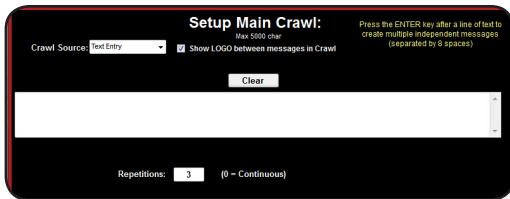
You have three drop-down selection options for your Crawl Source:

1. Text Entry
2. Txt File
3. RSS Feed

Choose the Source you want to use for your Crawl display. Following is a description of the functions of each of Crawl Source entry windows.

The default Crawl Source is **Text Entry**. Just place the cursor in the scrolling text box and enter your message.

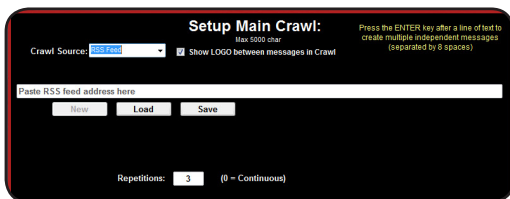
***NOTE:** When you press the **Enter key** you create a line break that the software interprets as a separator between messages. Depending on your crawl configuration setting, the separator can be spaces, a bullet (\*), a small logo, or any combination of characters. So to create a continuous crawl comprised of several messages, just press **Enter** to create separators between multiple messages.*



The default number of Repetitions is 3. Change this value to the number you wish, or enter 0 to create a Continuous crawl that will display until you click the active Crawl icon on the Program bezel to deactivate it.

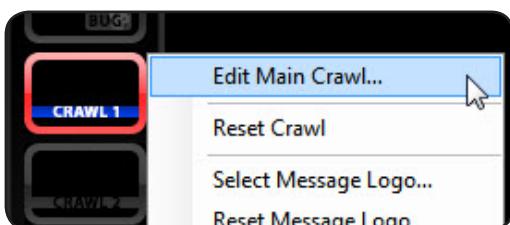
If you select **Text File** in the Crawl Source drop-down, the window changes slightly. To browse for the text file you want to use for your crawl, click the **Text from File ...** button at the right.

The file path of the selected text file displays in the line at the top, and the text appears in the scrolling window as formatted in the text document. If you want the crawl to constantly check the text file for changes and update the crawl after the current repetition, check the **Auto-Update Crawl from Text File** box.



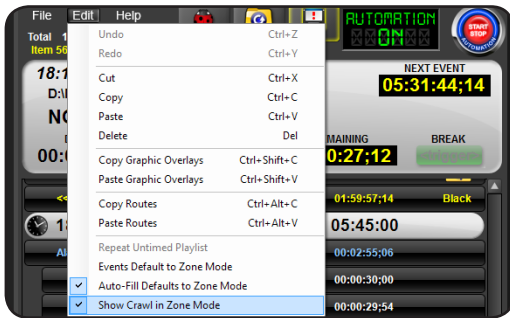
If you select **RSS Feed** in the Crawl Source drop-down, the window displays a single entry box where you can paste a copied URL for an RSS feed. If you want to save that address for later use, click the **Save** button after you've pasted in the link. To recall that or other addresses at any time just click the **Load** button. It will open a folder of saved addresses for your selection. To enter a new address, just click the **Clear** button to clear our the entry field so you can paste in a new link address or Load an existing one.

To review or make changes to current Crawl Source selections and text, right-click the crawl icon, select **Edit Main Crawl...** and make desired changes on the Edit Main Crawl form.



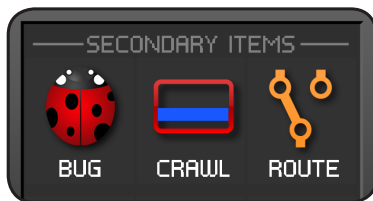
# ADDING GRAPHICS TO PLAYLISTS (CONTINUED)

## Displaying a Crawl (Continued)



## 2. Auto-display during Zone Mode

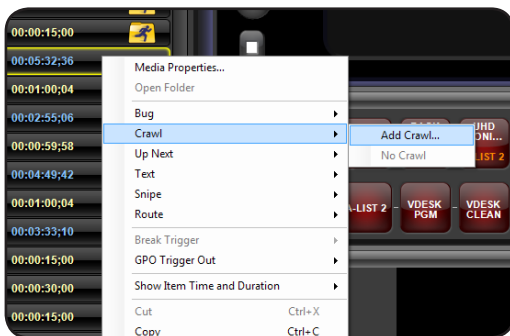
The Main Crawl (Crawl 1) can be set to automatically turn on and off when Zone Mode is turned on and off. Under the Playlist window's Edit menu, check the option for **Show Crawl in Zone Mode**. If you also have **Auto-Fill Defaults to Zone Mode** checked, any unscheduled time will be filled with Zone content, and your Main Crawl will be turned on. When the next Event starts, Zone Mode will turn off and the Crawl will go with it.



## 3. Scheduling a Crawl

You can also schedule a crawl to be associated with a specific file or files. There are three ways to schedule a Crawl relative to a file.

1. Drag the CRAWL icon above the item where you want the trigger to 'fire'. The red line indicates the drop point. When dropped into the list, the Add CRAWL window opens, where you can select the desired Bug graphic.
2. The second way to schedule the Crawl is to select the file you want to associate with the Crawl ... then click the CRAWL button at the bottom of the playlist. The Add CRAWL window will open where you can manually enter text you want to use for your Crawl message ... or select the desired CRAWL text file, as well as the display properties of that crawl message.
3. The third way to schedule a Crawl is to right-click the file you want to associate with the Crawl. A fly-out menu will appear. Select Add Crawl ... and the Add CRAWL window will open for output selection.

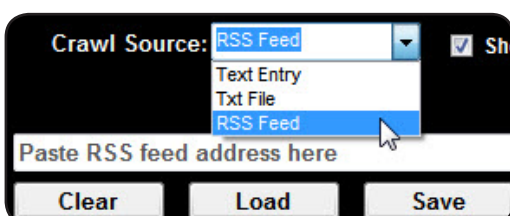
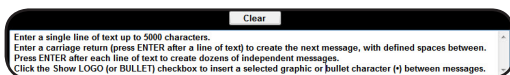
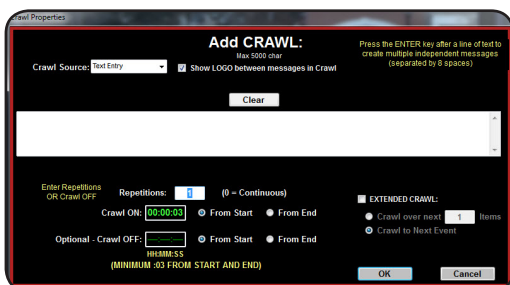


### A. The Add Crawl Window

Use this window to manually enter a Crawl message or select text from an existing text file. You will also enter the offset times when you want the Crawl to appear and disappear relative to the file you are associating with the Crawl display, and how many repetitions of the message you want to display.

In this example, what we've manually entered in the Crawl text field will actually be displayed using the description as written.

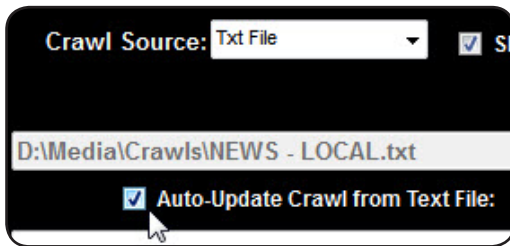
1. You can enter up to 5000 characters in a single entry, allowing the text to 'wrap' in the display. That message will display in its entirety as entered.
2. When you press the ENTER key after a line of text, the next text entry will follow the previous entry in the scrolling message, with the two messages separated by a user-defined number of spaces. The default is four (4) spaces.
3. If you check the Show BULLET (or LOGO) checkbox, each text entry will follow the previous entry in the scrolling message, separated by 3 spaces ... then a BULLET character (\*) or selected logo file ... and another 3 spaces. This can be customized on the Crawl setup window.



You can also browse to and display text from any number of sample text files that have previously been prepared. Or paste RSS feed links for crawl display, with the option to Save and Load links for your convenience.

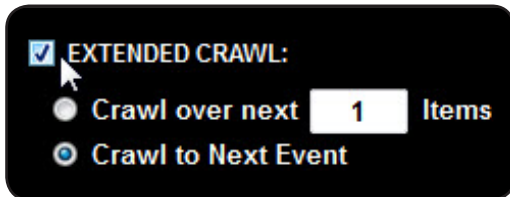
# ADDING GRAPHICS TO PLAYLISTS (CONTINUED)

## Displaying a Crawl (Continued)



### B. Auto-Update Crawl from Text File

When this box is checked, the system constantly monitors this file for changes, and will update the displayed message even while it's active. If a change is made to the file (and Saved) while the file is active, the text will update after the last displayed repetition.

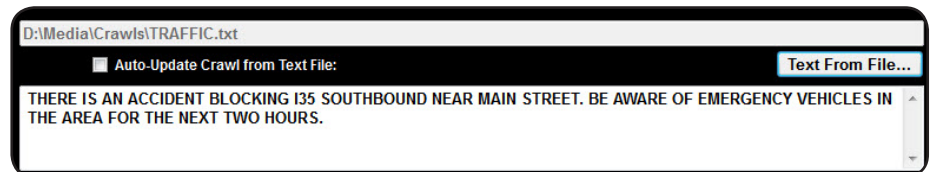
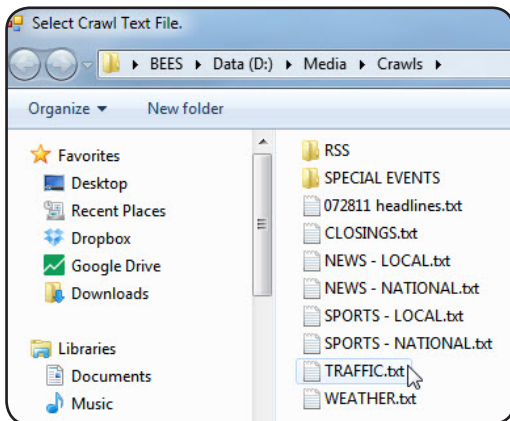


### C. EXTEND the Crawl over multiple items

When the **EXTENDED CRAWL** is checked, the Crawl duration is NOT limited to the length of the file with which it's associated. The crawl message (manual or from a text file) will continue to display until (a) the next scheduled Event in the playlist, or (b) until the number of specified files has been played ... whichever happens first.

Since the files and folders are managed in the standard Windows file system you can store your text files in the **Crawls folder** ... or create sub-folders that are associated with your unique automation content management.

In this example we'll select the **TRAFFIC.txt** file, and then click **Open ...** or just double-click the file.



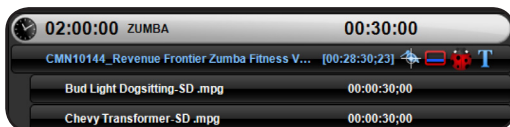
The selected file and file path are displayed in the **Text From File...** window.

### D. Setting the Crawl ON and OFF Times

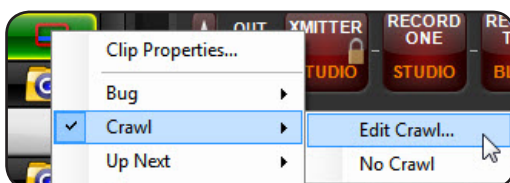
The default setting is to fade the **Crawl ON** three seconds after Start of file playback ... and fade the **Crawl OFF** three seconds from the End of file playback.

You can set the ON time and OFF time relative to the Start or End of the file. Enter a number in the **Repetitions** field to specify how many times you want the text message to repeat before going off. The default is 1. If you set it to 0, it will display continuously until the next Event scheduled in the playlist.

Once you've selected your Crawl text and entered the desired ON, OFF, Repetitions and EXTEND properties, click **OK**. The red Crawl icon will appear on the right of the item display.



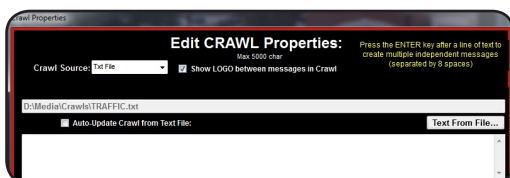
**NOTE:** Enter **EITHER** the number of repetitions you want to display **OR** a Crawl OFF time. 3 seconds is the minimum offset for each in order to preserve automation system operation integrity.



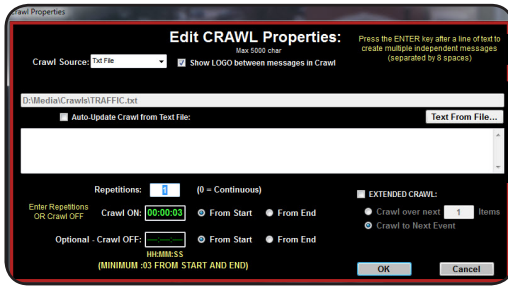
### E. Editing Existing Crawl Properties

To review and/or edit a currently scheduled Crawl, right-click on the file to open the Properties drop-down menu. Select the Crawl flyout menu and select **Edit Crawl ...** to open the **Edit CRAWL Properties** window. You can also select No Crawl to remove it from the schedule.

This window is identical to the Add CRAWL window except for the title. It lets you make changes to an already scheduled Crawl text or text file assignment. (Continued)



# ADDING GRAPHICS TO PLAYLISTS (CONTINUED)



## E. Editing Existing Crawl Properties (Continued)

Just follow the procedures in the preceding paragraphs to Clear, Choose, or change the Crawl ON, OFF, Repetitions and EXTEND timing properties relative to the associated file.

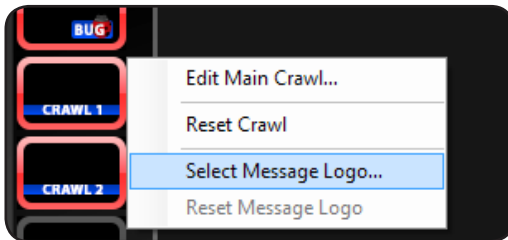
## F. Adding Crawl Separator Image

You can select a Message Logo to use instead of a BULLET separator. This is a global setting that applies to manually initiated crawls (from the Program bezel on A-LIST) as well as to scheduled crawls. Right-click the CRAWL 1 (or CRAWL 2) icon and choose **Select Message Logo...**

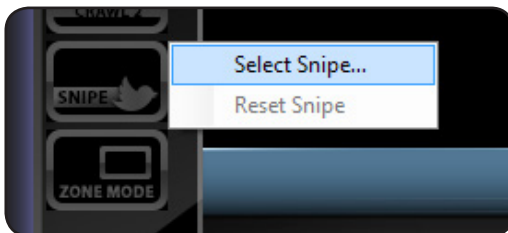
The Bugs folder will open in Windows Explorer – where you can browse for the logo you wish to use. Use the Bugs sub-folder in the D:\Meda folder to keep graphics you want to use for branding or crawl Message Logos.

Once you've assigned a Message Logo to the Main and/or Auxiliary Crawl, the "Show BULLET ..." changes to "Show LOGO" in the Add CRAWL or Edit CRAWL properties window.

To clear the logo assignment, right click the Main or Auxiliary Crawl icon and select Reset Message Logo.



## Displaying a Snipe (Animated Overlay)



## 1. Manually displaying a Snipe

As with the other overlay types, a **Snipe** can be manually selected and displayed by right-clicking the relevant button and selecting a file. Snipes must be **MOV** files containing a **QuickTime Animation with Alpha Channel** and match the output resolution of the system. Once a file is selected it can be played at any time by clicking the Snipe button.

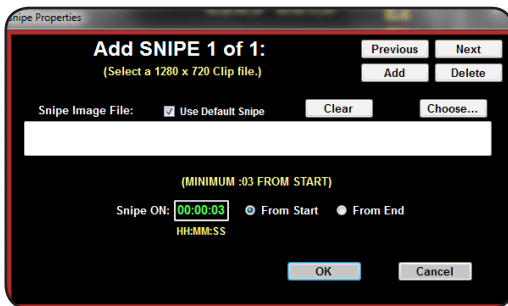
## 2. Scheduling a Snipe

A scheduled Snipe is associated with a specific file or Input item. You can schedule multiple snipes (but not overlapping) over the duration of an item. There are three ways to schedule a Snipe relative to a file.

**NOTE:** These procedures are identical to the ones you use for scheduling a Bug. Please refer to Pages 36 and 37 for step-by-step instructions.

### A. Drag and Drop

Drag the Snipe icon to the item where you want the Snipe to appear. The red line indicates the drop point. When dropped into the list, the **Add Snipe** window opens. Click the **Choose ...** button to open the **D:\Media\Snipes** folder where you can select the desired Snipe file. Be sure to use animation files created as MOV files that conform to the specifications required for use in A-LIST. The file resolution needs to matches your current system output: 720 x 486 (SD) • 1280 x 720 (HD) • 1920 x 1080 (HD)



### B. Select and Click

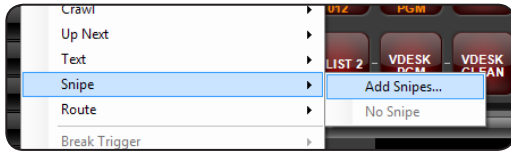
The second way to schedule the Snipe is to click on the file you want to associate with the Snipe ... then click the SNIPE button at the bottom of the playlist. The Add Snipe window will open where you can select the desired Snipe graphic, as well as the display properties of that graphic.





# ADDING GRAPHICS TO PLAYLISTS (CONTINUED)

## Displaying a Snipe (Continued)



### C. Right-Click Menu

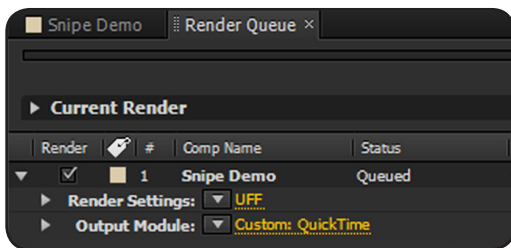
The third way to schedule a Snipe is to right-click the file you want to associate with the Snipe. A fly-out menu will appear. Select **Add Snipes ...** and the Add Snipe window will open for file selection.

## Creating a Snipe in Adobe After Effects



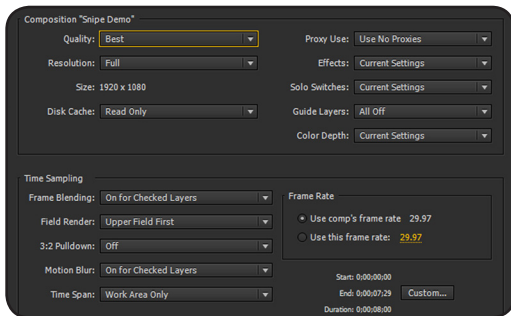
### 1. Create your animation

Using After Effects (AE), or other compositing and animation software that can output video with alpha channel, create an animation. This animation can cover any portion of the screen you wish. Anywhere you leave transparency the file you run the Snipe over will show through.



### 2. Add to the Render Queue

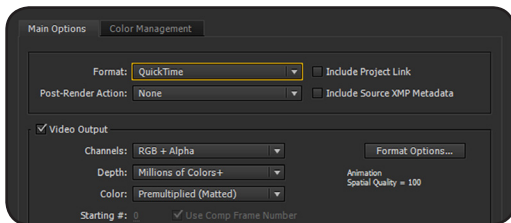
In AE hit Ctrl+M or go to Composition, then Add to Render Queue. This will show the Render Queue tab and allow you to change the settings show in steps 3-5 below. Return to this tab when done to start the render.



### 3. Edit Render Settings

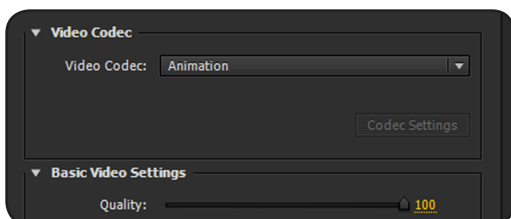
Click the underlined text to the right of "Render Settings" to bring up this window. This example shows the settings for 1080i, requiring Field Renderer settings changes. It is best to create your project in the resolution you intend to export. Snipes **MUST** match the resolution of the system output.

1080i: Upper Field First @29.97fps · 720p: Progressive @59.94fps · 480i: Lower Field First @29.97fps



### 4. Edit Output Module

Output Module Settings require QuickTime, RGB + Alpha, Millions of Colors+ and Premultiplied (Matted). Once these are set, click "Format Options..."



### 5. Verify, Render

Verify that "Animation" is set as the Video Codec and Quality is set to 100. Next click "OK", set your output location and file name, then render the project.

# ADDING GRAPHICS TO PLAYLISTS (CONTINUED)

## Displaying static Text Overlay

T  
TEXT



### 1. Scheduling a Text Overlay

Use the TEXT feature to display one or several lines of user-defined or imported text over a clip or live input ... or at the beginning AND end, as is typical of a music video. There are three ways to add TEXT to a playlist:

#### A. Drag and Drop

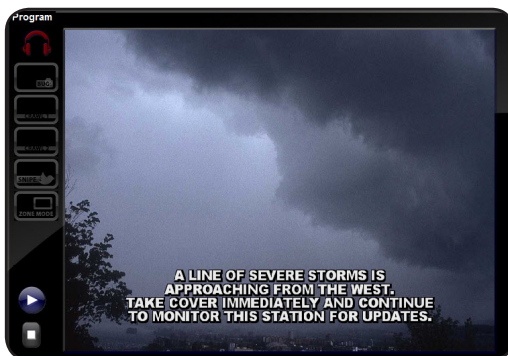
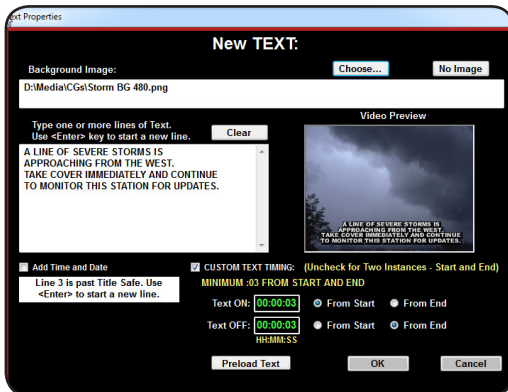
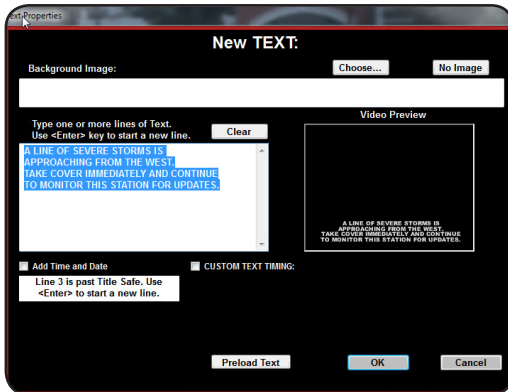
Drag and drop the TEXT button on top of the clip or input you want the text to appear over. This opens the text entry window where you can enter the desired message you wish to display.

#### B. Select and Click

Single-click to select the desired file or input item and then click the TEXT button at the bottom of the playlist to open the text entry window.

#### C. Right-Click Menu

The third way is to right-click on the file or input event, choose the TEXT fly out and select Add Text.



### 2. Creating Text and Timing

Once the text entry window is open, type one or more lines of text, using the Enter key to start a new line. You'll see the text appear in the Video Preview window as you type. This window simulates the actual system output to a TV screen. There is no limit to the number of lines you can enter. However, if a line length extends past "title safe" on the video display, a warning will appear below the entry window.

You can also specify a background image (PNG) that will be composited with the text for enhanced visual effect. Just click the Choose... button to browse for a desired image. When selected, the image immediately displays in the Video Preview window.

If you click **Preload Text**, the image will be loaded into the DSK PWW window, where you can AUTO to AIR or TAKE to AIR as you wish. Here is the text with background displayed on the DSK PGM output after an **AUTO to AIR** or **TAKE to AIR**.

This shows the composited DSK on the PGM (output) screen. If you are passing a LIVE signal or playing a clip and use a PNG that doesn't fill the screen, you'll see the LIVE or clip video behind the text - and PNG if chosen.

Here are the rules for TEXT visibility. Short clips have text at the beginning only. Longer clips display text at the beginning and at the end:

#### Single Text Clip Minimum - "00:00:15;00" duration

FrameOn "00:00:05;00" from start  
FrameOff "00:00:12;00" from start

#### Dual Text Clip Minimum - "00:01:02;00" duration

FrameOn1 "00:00:10;00" from start  
FrameOff1 "00:00:17;00" from start  
FrameOn2 "00:00:20;00" from end  
FrameOff2 "00:00:13;00" from end

*NOTE: You can define the font, font size 1, font size 2, font style, font color, horizontal screen position, vertical screen position, and vertical line spacing for font 1 and font 2 on the configuration window.*

# SUPPORTED MEDIA FORMATS

NTSC SD - 480i	
720x480 @ 29.97 fps LFF	
Extention	Specs
<b>.MP4</b>	V: H.264/AVC (Professional) A: AAC LC @ 48kHz
<b>.MPG</b>	V: MPEG-2 Program Stream* A: MPG Layer 2 @ 48 or 44.1kHz
<b>.MPEG</b>	V: MPEG-2 Program Stream* A: MPG Layer 2 @ 48 or 44.1kHz
<b>.AVI</b>	V: DV25 NTSC A: PCM (Uncompressed)
<b>.MOV</b>	V: DV25 NTSC A: PCM (Uncompressed)
<b>.MOV</b>	V: H.264/AVC (Professional) A: AAC LC @ 48kHz
<b>.DV</b>	V: DV25 NTSC A: PCM (Uncompressed)

NTSC HD - 720p	
1280x720 @ 59.94 fps Progressive	
Extention	Specs
<b>.MP4</b>	V: H.264/AVC (Professional) A: AAC LC @ 48kHz
<b>.MPG</b>	V: MPEG-2 Program Stream A: MPG Layer 2 @ 48 or 44.1kHz
<b>.MPEG</b>	V: MPEG-2 Program Stream A: MPG Layer 2 @ 48 or 44.1kHz
<b>.AVI</b>	V: Matrox MPEG-2 I-frame HD A: PCM (Uncompressed)
<b>.MOV</b>	V: H.264/AVC A: AAC LC @ 48kHz

NTSC HD - 1080i	
1920x1080 @ 29.97fps UFF	
Extention	Specs
<b>.MP4</b>	V: H.264/AVC (Professional) A: AAC LC @ 48kHz
<b>.MPG</b>	V: MPEG-2 Program Stream A: MPG Layer 2 @ 48 or 44.1kHz
<b>.MPEG</b>	V: MPEG-2 Program Stream A: MPG Layer 2 @ 48 or 44.1kHz
<b>.AVI</b>	V: Matrox MPEG-2 I-frame HD A: PCM (Uncompressed)
<b>.MOV</b>	V: H.264/AVC A: AAC LC @ 48kHz

\*SD MPEG-2 Files can be either 4:2:0 or 4:2:2  
(Main Profile @ Main Level or 4:2:2 Profile @ Main Level)

AVC = Advanced Video Coding  
AAC = Advanced Audio Coding

LC = Low Complexity  
PCM = Pulse Code Modulation

PAL SD - 576i	
720x576 @ 25 fps UFF	
Extention	Specs
<b>.MP4</b>	V: H.264/AVC (Professional) A: AAC LC @ 48kHz
<b>.MPG</b>	V: MPEG-2 Program Stream A: MPG Layer 2 @ 48 or 44.1kHz
<b>.MPEG</b>	V: MPEG-2 Program Stream A: MPG Layer 2 @ 48 or 44.1kHz
<b>.AVI</b>	V: DV25 PAL A: PCM (Uncompressed)
<b>.MOV</b>	V: DV25 PAL A: PCM (Uncompressed)
<b>.MOV</b>	V: H.264/AVC (Professional) A: AAC LC @ 48kHz
<b>.DV</b>	V: DV25 PAL A: PCM (Uncompressed)

PAL HD - 720p	
1280x720 @ 50 fps Progressive	
Extention	Specs
<b>.MP4</b>	V: H.264/AVC (Professional) A: AAC LC @ 48kHz
<b>.MPG</b>	V: MPEG-2 Program Stream A: MPG Layer 2 @ 48 or 44.1kHz
<b>.MPEG</b>	V: MPEG-2 Program Stream A: MPG Layer 2 @ 48 or 44.1kHz
<b>.AVI</b>	V: Matrox MPEG-2 I-frame HD A: PCM (Uncompressed)
<b>.MOV</b>	V: H.264/AVC A: AAC LC @ 48kHz

PAL HD - 1080i	
1920x1080 @25fps UFF	
Extention	Specs
<b>.MP4</b>	V: H.264/AVC (Professional) A: AAC LC @ 48kHz
<b>.MPG</b>	V: MPEG-2 Program Stream A: MPG Layer 2 @ 48 or 44.1kHz
<b>.MPEG</b>	V: MPEG-2 Program Stream A: MPG Layer 2 @ 48 or 44.1kHz
<b>.AVI</b>	V: Matrox MPEG-2 I-frame HD A: PCM (Uncompressed)
<b>.MOV</b>	V: H.264/AVC A: AAC LC @ 48kHz

\*SD MPEG-2 Files can be either 4:2:0 or 4:2:2  
(Main Profile @ Main Level or 4:2:2 Profile @ Main Level)

AVC = Advanced Video Coding  
AAC = Advanced Audio Coding

LC = Low Complexity  
PCM = Pulse Code Modulation

# FILE AND FOLDER NAME MARKUP TAGS

A-LIST uses markup “tags” that provide you with a lot of flexibility in managing playback of files or folders in both playlists and folders in both full screen and MultiZone mode. This is helpful when time sensitive content is a part of your scheduling.

The program uses specific characters enclosed in [brackets] as part of the file/folder name to apply several different rules for playback behavior. Multiple tags can append a file name, giving you a lot of control over the scheduling and display of your media assets.

Tag	Description
[#]	Set slide duration in <b>seconds</b>
[Z] or [F]	Display item as <b>Zone</b> or <b>Full Screen</b>
[mm-dd-yyS]	<b>Start date</b> the file will begin playing
[mm-dd-yyE]	<b>End date</b> the file will stop playing
[mm-dd-yy_mm-dd-yy]	<b>Start and End dates</b> for playing the file, inclusive
[hh.mms]	<b>Start time</b> the file begins playing each day
[hh.mme]	<b>End time</b> the file stops playing each day
[hh.mm_hh.mm]	<b>Start and End times</b> for playing the file, inclusive
[DDD][DDD][DDD] ...	Specified <b>days</b> of the week the file will play
[DDD_DDD]	<b>Range of Inclusive days</b> of the week the file will play
[bga]	<b>Background Audio</b> is unique to clips and will use the specified source for background audio instead of the audio from the clip. This source is defined on the Configure window's Hardware tab.

**NOTE:** Start and End times in Zone-LOOP folders are **approximate**. After all the contents play the list reloads (loops) and starts over. At that time the next Start time will be observed and played. So the accuracy of the start of playback is based on how many files and folders are in your Zone-LOOP folder.



# FILE AND FOLDER NAME MARKUP TAGS (CONT.)

- The date format is: mm-dd-yy ... followed by the START character (S) or END character (E)
- The time format is in hours and minutes only followed by S or E or a range
- Days of the week uses the first three letters of the day name

The following examples show how you can simply rename files and folders to accomplish this task:

## PER FILE NAME:

### **City Lights [12-31-04E].mpg**

The date in the brackets is the END DATE the file will be played.

### **City Lights [12-31-04S].mpg**

The date in the brackets is the START DATE the file will be played.

### **City Lights [12-01-04\_12-31-04].mpg**

The dates in the brackets indicate the INCLUSIVE DATES the file will be played.

## PER FOLDER NAME:

### **January Tour Of Homes [01-31-05E]**

The date in the brackets is the END DATE the contents of the folder will be played.

### **January Tour Of Homes [01-01-05S]**

The date in the brackets is the START DATE the contents of the folder will be played.

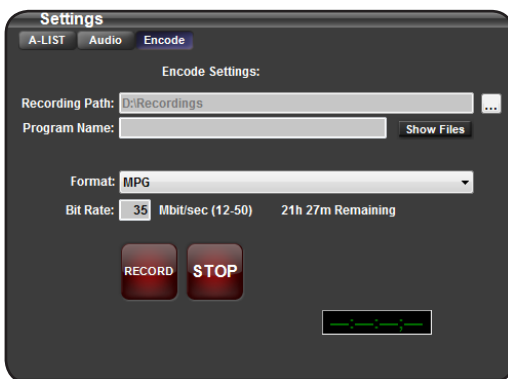
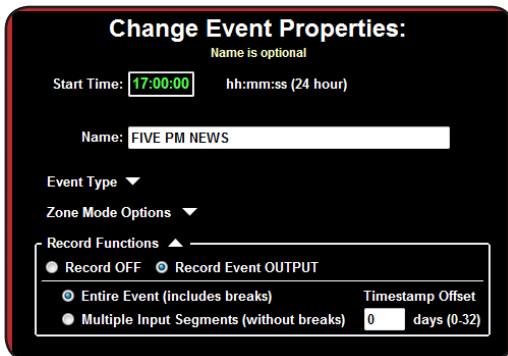
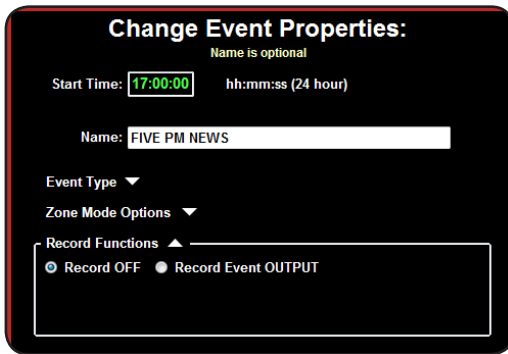
### **January Tour Of Homes [01-01-05\_01-31-05]**

The dates in the brackets indicate the INCLUSIVE DATES the contents of the folder will be played.

- You can use multiple tags in a file/folder name. The order in which they're created doesn't matter. All properly formatted markups will be recognized and executed. Folders with markup tags can also include subfolders and items with markup tags. This will be calculated based on the folder structure starting with the parent folders working its way down.

**NOTE:** Only legal characters are allowed in file and folder names. Illegal characters are \ / : \* ? " < > |

# RECORDING IN A-LIST



## 1. Record Scheduled Events

You can record any scheduled Event, regardless of the contents of that Event. The Event may include any combination of clips, graphics, or live input segments. By definition, live segments are those where video is fed to the input of the system, and passed through the automation engine to the card output for a specified duration. Typically these are originated in a local studio or satellite delivered segments from a network or other program provider, e.g. ABC or MeTV.

To record an existing Event, right-click the Event banner and select **Event Properties ...** or simply double-click to open the **Change Event Properties** window.

Expand the **Record Functions** box and click the Record Event OUTPUT radio button. Select the radio button that describes what you want to record. You can record either the Entire Event that includes all bugs, crawls, and other graphic overlays or you can record ONLY the live input sections of the Event. When you select this option, recording will automatically start and stop for the live pass-through portions, creating sequential named files in the D:\Recordings folder. No graphic overlays will be recorded, since this is an "Input only" record feature. This option is ideal when you want to air a program live with one set of ads, and rerun the program later with another set of ads.

Click OK, and you'll notice the **RECORD LED** indicator appears on the Event banner next to the Event locked icon. The recording will automatically start about a half second before the Event playback begins. You'll see the RECORD LED indicator glow bright red to indicate record-in-progress.

The **Settings** panel in the lower right will also be outlined in red with the file name of the currently recording file displayed in the upper right of the window title bar.

If you click the **Encode** tab in that window, you'll see the name of the file being recorded, a glowing red RECORD button, and a timer that indicates how long the file has been recording.

The file prefix is automatically copied from the Program Name of the scheduled Event ... followed by a date/time stamp in the complete file name. The encoding parameters, such as file type and data rate, are taken from the settings you have previously selected on the user-defined fields on the Encode tab.

## 2. Manual Recording

You can record the output at any time without having to schedule the recording. Here's what you do:

1. Click the Encode tab on the Settings window.
2. Verify the Recording Path. The default is the D:\Recordings folder.
3. Enter a Name that describes what you're going to record.
4. Select the desired Bit Rate.
5. Click the RECORD Button.

The duration counter will activate, and the name of the file will appear in the upper right of the title bar. Recording can be stopped at any time. Clicking stop will make the currently recording file available for playback. Clicking Record again will start a new file with a new timestamp.

# MULTI-CHANNEL OPERATION



## 1. Multi-Channel Monitoring

You can operate up to four (4) independent channels in a single chassis, depending on your configuration requirements. If you have more than one channel in your system chassis, when you doubleclick the A-LIST desktop icon to open the program, each channel will start as a separate application and you will see the MultiView channel display. Each channel displays its own playlist, providing a continuous overview of exactly what is playing on each channel.

On the right side of the screen is the A-LIST Multichannel selection interface. Here you can select any configured channel to display its interface full screen. Click the MultiView button to return to the Multichannel view at any time.



**NOTE:** MultiView is for viewing only. You cannot edit the playlist in any way. To edit any playlist, click the desired Channel number for the full-screen display. And remember: you edit the current playlist in A-LIST, and any other playlists using A-LIST Prep.

# Company Information

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