



## User Guide v1.0



FULL USER GUIDE (PDF) AVAILABLE  
UNDER THE **HELP** MENU IN THE PROGRAM



### **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.



## Introduction to A-LIST STREAMSTER

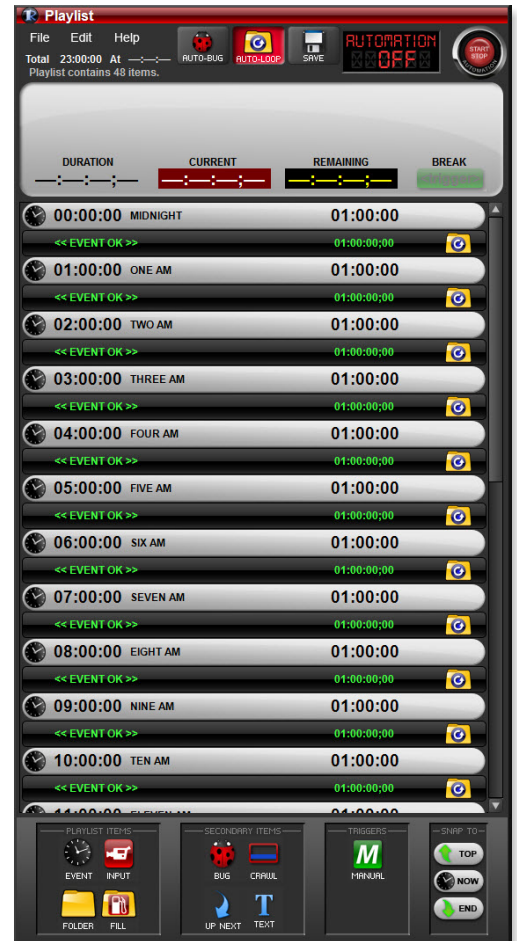
A playlist is a simple, useful mechanism that lets you specify WHAT you want to happen ... and WHEN it happens. Once a Playlist is created, automation takes over, following the rules you've defined in the playlist.

In general, A-LIST Broadcast Automation utilizes Drag-and-Drop and Cut, Copy and Paste 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 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.

A-LIST Prep is an included utility that simultaneously runs on the system and lets you create and/or edit playlists at any time, except for the one that's currently running with the Streamster AUTOMATION ON. You can make changes on the Streamster playlist up to about 15 seconds before the next item or Event is scheduled to occur.



Traditional automation content typically includes two types of sources: (1) **MEDIA FILES**: file playback of locally stored digital media, both clips and graphics (e.g. mp4, MPEG-2, JPG, BMP, PNG), and (2) **"LIVE" signals** from a production source such as a studio or remote venue.

Since there are no 'baseband' (BNC, HDMI) inputs or outputs on the Streamster, it uses a network connection for sources other than the clips and graphics stored internally on the Solid State Drive.



When you play clips accessible via a URL link (such as YouTube), you are essentially playing back selected files over a network – the Internet. As with all networks there is some latency to be expected, and the quality and continuity of your playback very much depends on the quality and speed of your network connection to the Internet.

And remote servers DO go down from time to time, and when they do you'll not have access to certain files for as long as your connection is disrupted. That said, let's jump into the Streamster!

# QUICK START GUIDE



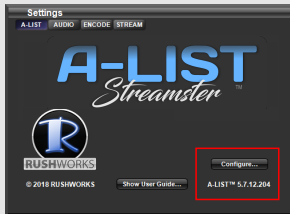
## 1. Connect

The A-LIST Streamster is a network-attached computer. Connect the keyboard, mouse, monitor and network switch before connecting the power cables.



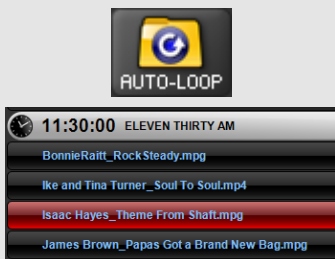
## 2. Power Up

With power connected and the Streamster connected to your network switch, press the POWER button and the system will boot up.



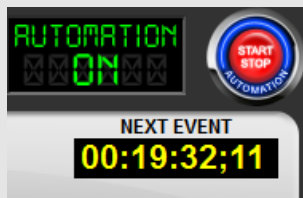
## 3. Configure

After the system boots, the A-LIST software application will automatically start. The default output resolution is 720p. Click the **Configure** button to see your operating options.



## 4. Add Media

Copy clips and graphics into the AUTO-LOOP folder ... OR ... organize files in subfolders in the **D:\Media** folder, then drag and drop your clips, pictures and input selections into a Playlist.



## 5. Start Automation

Click the "START/STOP" button and start sending your stream to your destination. The output can be set to 480p, 720p or 1080p, and be NDI, HLS or MPEG-DASH ... with more to come.

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The standard A-LIST Streamster bundle includes the following:



### **A-LIST System**

The A-LIST Streamster System is configured in a Dell Micro Workstation with a three-year ProSupport warranty that provides next business day on-site service as/if required.



### **Full HD Monitor**

The system includes a 22" 1920x1080 monitor with the latest Display Port connection for stunning digital clarity.



### **Keyboard & Mouse**

Also included is the standard Dell USB keyboard and mouse.



### **Monitor Cable**

The system includes one Display Port cable for connecting the chassis to the monitor.



### **10' Ethernet Cable**

This is used to connect the chassis to your network switch as the data portal for both output and input signals.



### **You will need ...**

Internet access with enough bandwidth to support the level of streaming quality you want to generate.

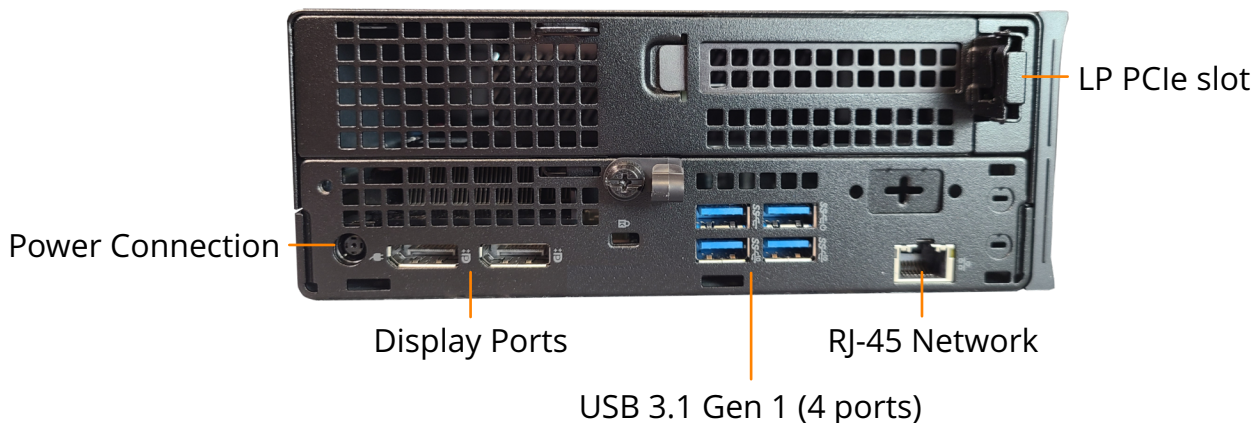
A-LIST Streamster is a turn-key scheduling and playback system. Should you need any additional components or require a replacement part, please contact RUSHWORKS at 888.894.7874.

The **A-LIST Streamster** system features a Dell Precision 3240 Compact with an Intel i9-10900 processor, 16GB of RAM, a 256GB NVMe boot drive, and a 1TB SSD storage drive.

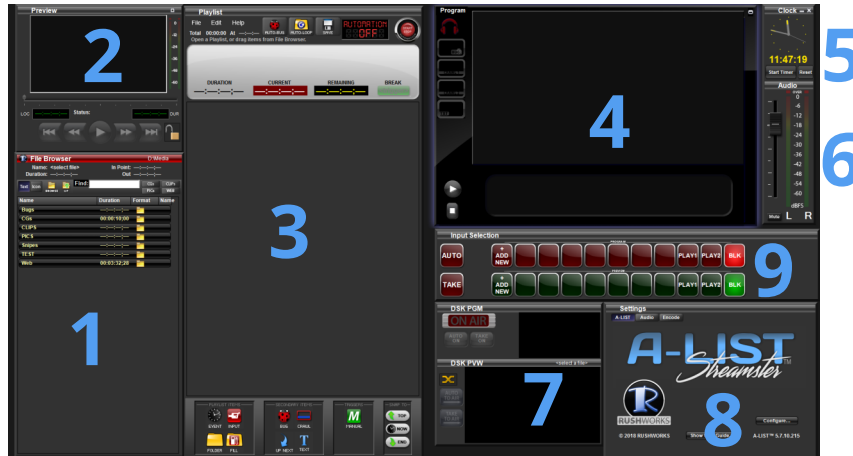
## Hardware Connections - Front



## Hardware connections - Rear



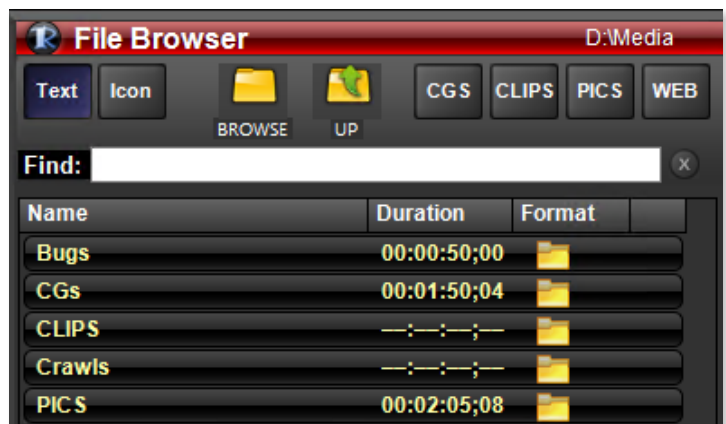
## Main A-LIST Screen



There are nine (9) windows in the A-LIST User Interface.  
The following pages describe these windows, their features and functions.

- (1) File Browser
- (2) PREVIEW Window
- (3) Playlist Window
- (4) PROGRAM Window
- (5) Automation Clock
- (6) Audio Window
- (7) DSK Window
- (8) Settings Panel
- (9) Virtual Input Selection

### 1 File Browser Window



#### Text/Icon View

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

#### Browse & UP Buttons

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.

#### Find: full text search entry

The A-LIST File Browser supports a fast, full-text search engine that lets 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. Click the X button to clear the entry window.

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

#### Media Sub-Folders

The A-LIST File Browser works very much like Explorer or any other file browser. However, there is a specific folder structure included as the default, with a Media folder at the root of the D drive (**D:\Media**).

Inside that folder are six sub-folders, with four accessible by the button shortcuts: **CLIPS**, **PICS**, **CGS** and **WEB**. Two more sub-folders, **BUGS** and **CRAWLS**, are also included in the Media folder for your convenience. You can add as many sub-folders as you wish to the D:\Media folder structure at any time. This file structure is generally useful as a starting point for organizing your media library.

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



## 2 Preview Window

### 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.*

### File Lock Status Indicator

Since this window is associated with Playlist file cueing, it is unavailable for user interaction seven 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.



## 3 Playlist Window

### Header Information

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

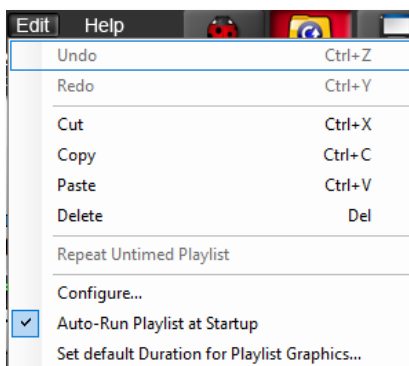
- The number of items in the list
- The currently playing file name
- The file path (location) of the playing file
- The duration, current time code and time remaining of the playing file
- Time until the Next Event
- AUTO-LOOP on/off status
- AUTOMATION ON/OFF status



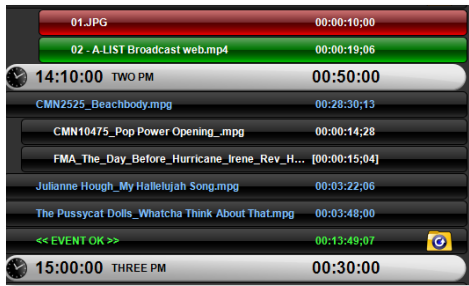
### Automation Auto-Run & Auto-Load

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 (RIP)", 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-Run Playlist at Startup is NOT checked, the application will open and load the appropriate list, but will wait for operator instructions.



## PLAYLIST Window (cont'd)



### 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 (00:02:03)

**Indented with White text on black background:** The file is shorter than two minutes and two seconds (00:02:03)

**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 the file is MISSING or has been RENAMED.

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

### 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 created. A window will open where you specify its properties.

**INPUT:** Drag the INPUT icon in the list where you want to insert a network-available signal. At that point the input will pass through (closed captioning included if present). You can add branding graphics or other overlays to the INPUT signal.

**FOLDER:** Drag the FOLDER icon in the list, and you'll be presented with the option of inserting two types of FOLDERS:

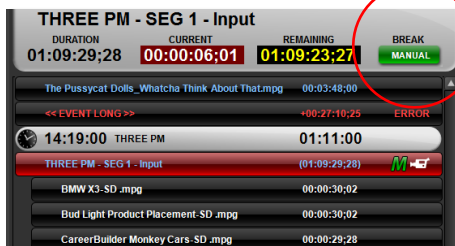
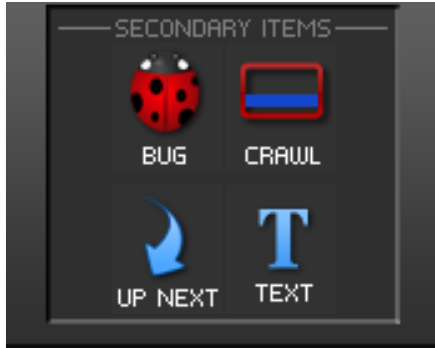
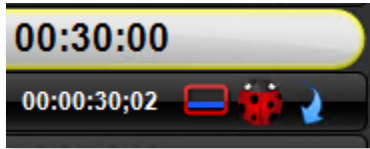
- (1) **NORMAL** – Any combination of video clips and graphics.
- (2) **SLIDESHOW** – Folder containing graphics and audio files (mp3 and/or WAV).

**FILL:** Drag this icon to the end of a SHORT Event, and browse to any folder you choose. The contents of that folder, including clips and pictures, will fill remaining time with playout (looping if necessary) of its content.



**NOTE:** if AUTO-LOOP is active and displaying the AUTO-LOOP folder icon at the end of events, if you drag and drop a FILL folder above the AUTO-LOOP folder, it will replace the AUTO-LOOP function FOR THAT EVENT ONLY.

## PLAYLIST Window (cont'd)



### Drag-and-Drop Secondary Items

Secondary Items must anchor to a **File** or **Input** item (the “parent” item). When you add these items to the Playlist they will appear as icons to the right of the duration display on the parent item.

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

**CRAWL:** Drag this above the item where you want to display a crawling message. An entry window lets you determine if it is Crawl 1 or Crawl 2, and lets you enter Start and End offsets and # of repeats.

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

**TEXT:** When dragged on top of a file 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.

### Drag-and-Drop Manual Trigger

The **MANUAL BREAK** button, typically used to start playback of one or more files (a “BREAK”) during a ‘live’ event, is active and waiting for a user click during an INPUT event. After the files in the BREAK have played, the LIVE pass-through resumes.

## Playlist File Menu

**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.

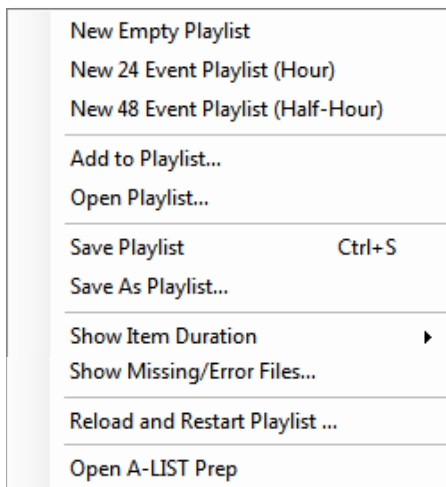
**Add to Playlist ...** opens the D:/Media folder and lets you browse for files and/or folders you wish to add.

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

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

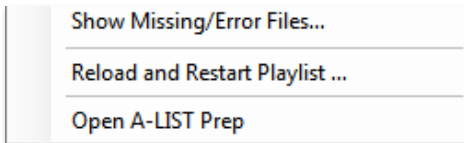
**Save As Playlist ...** Brings up a file browser window for you to select a playlist to load. The system must STOP AUTOMATION to do so.

**Show Item Duration** flyout opens a menu that lets you select if you want to show the Duration of the item, the Time the item will play, or both Time and Duration.



## PLAYLIST Window (cont'd)

### PLAYLIST File Menu (cont'd)



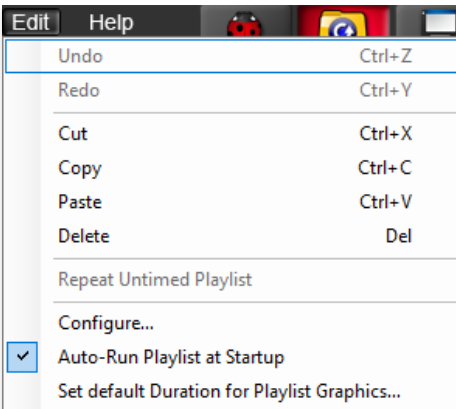
**Show Missing/Error Files ...** scans the current playlist for any missing items or items containing errors, then creates and opens a text file containing that list.

**Reload and Restart Playlist...** loads the most recently active playlist and starts playing at the current Time of Day.

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

### Playlist Edit Menu

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

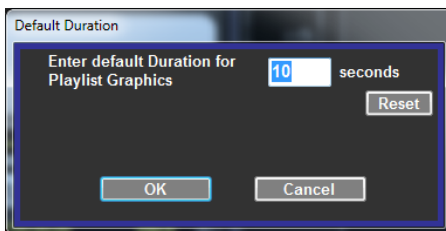


- Undo: Ctrl+Z**
- Redo: Ctrl+Y**
- Cut: Ctrl+X**
- Copy: Ctrl+C**
- Paste: Ctrl+V**
- Delete: Del**

**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.

**Configure...** opens the Configure panel.

**Auto-Run Playlist at Startup** When checked (default), the automation will automatically begin when the application is started. Uncheck this selection and you'll need to click START AUTOMATION when you're ready.



**Set default Duration for Playlist Graphics ...** opens a window where you set the duration for how long a graphic is visible in a playlist. The default is ten seconds (:10).

**NOTE:** You can override the default duration on a graphic file (BMP, JPG, TIF) by renaming the individual file - usually residing in the PICS folder in the D:\Media partition.

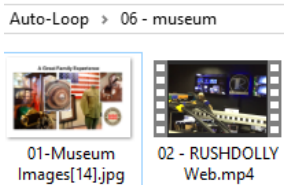
#### Example:

Sunrise.jpg (default duration during playback = 10 seconds)

Sunrise[15].jpg (specific duration during playback = 15 seconds)

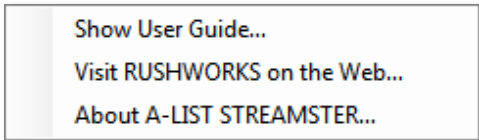
Use left and right brackets [ ] before the .extension.

This applies to renamed graphics in any folder, including AUTO-LOOP, as well as files scheduled in the playlist.



## PLAYLIST Window (cont'd)

### Playlist Help Menu

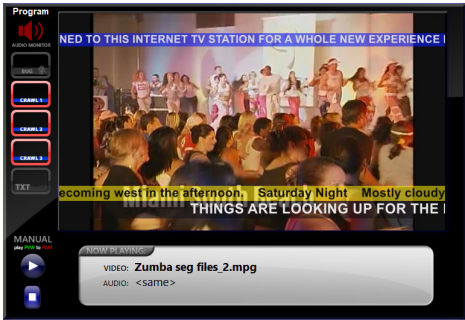


**Show User Guide ...** Select this option to open the User Guide PDF

**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 STREAMSTER ...** Select this for information about the currently installed application Version.

## 4 Program Window



**NOW PLAYING** indicates the video and audio sources for what is currently playing in the Program window (Streamster output)..

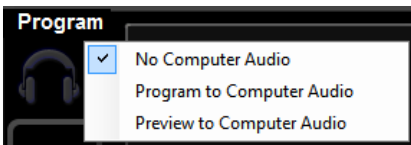
A-LIST features a large and versatile Program Display that is used for monitoring the Program output, and for an operator to initiate several manual real-time functions without having to make changes to the Playlist. These include a **BUG**, **two independent Crawls** and **two independent Text** layers.

### Program / Preview Audio Monitoring

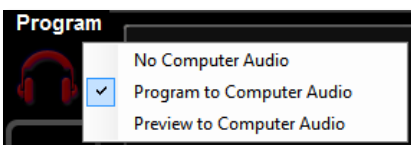
The Program audio from A-LIST will always be present on the output you've selected, which will be either an NDI or RTMP stream.



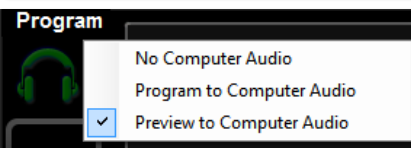
In addition, you can monitor both Program and Preview output using the system sound Line Out connector along with any other audio present on the system's (Windows) Volume Mixer. It's generally useful to connect headphones or powered speakers to the Line Out for flexibility in monitoring the signals. Click once on the icon to open the menu.



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



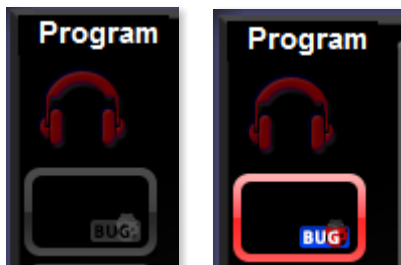
When **Program to Computer Audio** is selected, the headphones icon turns RED indicating that the output is monitoring the Program audio.



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

**Note:** after you've selected Program or Preview to Computer Audio, you can then toggle back and forth by clicking on the red or green headphone icon.

### Bug On / Off (manual)

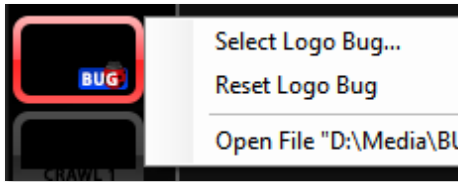


You can display a BUG (usually a 'branding graphic') at any time by clicking once on the BUG button. It will illuminate (glow RED) and the currently selected graphic - a PNG file - will fade on. Click again to turn off the BUG. The button will dim out, and the currently displayed graphic will fade off.

**Note:** If **AUTO-BUG** is enabled it will automatically control the selection and lumination of this button.

## Bug Selection

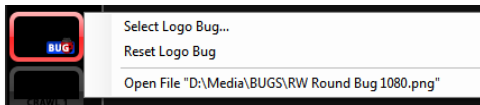
To select the graphic associated with the BUG, right-click on the BUG button. This bug will also be used for AUTO-BUG.



**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.

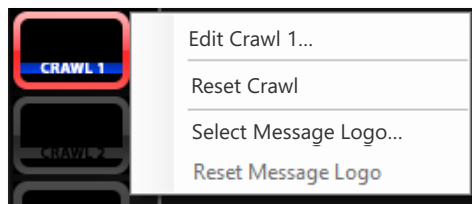
**Reset Logo Bug ...** removes the current bug file association, so nothing will be displayed with you click the Bug button.

**Open File "file name" ...** opens the currently selected Bug graphic file for verification.



## Crawl Controls (3 Crawls Available)

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 Crawl 1 ...** 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.

**Select Message Logo ...** to open the **CG** 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** and Crawl 3 are completely independent crawl layers, so just follow the procedures above for Crawl 1. You can display any or all the crawls at any time.

## MANUAL File Player Controls

When Automation is **OFF**, you can manually select and play any file in the **Preview** bus to the **Program** output (**PVW to PGM**).



Select (click) a file (clip or picture) in the Playlist OR the File Browser and it will cue (green). You'll see the cued file in the Preview window. The Play arrow on the PROGRAM Window 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).

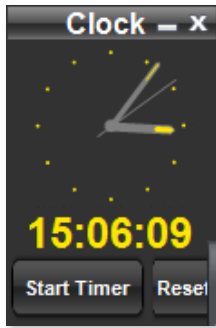
When Automation is **ON**, these controls are grayed out and not available.





## The User Interface

### 5 Automation Clock

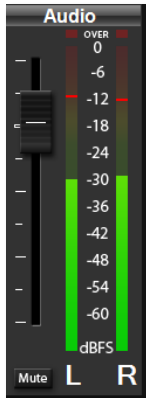


This clock reflects the current computer system clock time. Delivered systems are set to synchronize to Internet time (NIST) once every hour.

You can toggle between 24 hour time (military) and AM/PM by simply left-clicking on the yellow time display.

The clock also has a 'stopwatch' style timer for convenience. Just click the **Start Timer** button to start, click it again to **Stop...** and click **Reset** to set the timer back to zero.

### 6 Audio Window



This control actively changes the **Output level** of the Program audio. (**Input levels** are controlled on the Audio tab in the Settings window.) 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.

The default output level is -12dBFS. To restore the Master Fader to that level, just double-click on the sliding fader button.

### 7 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**, open the **CGS** folder in the File Browser and select a graphic. 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 a CG 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).

### 8 Settings Panel



There are FOUR tabs on this panel: **A-LIST**, **Audio**, **Encode** and **Stream**.

#### 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.

## Audio Tab

Click the Audio tab to display the audio mixer.



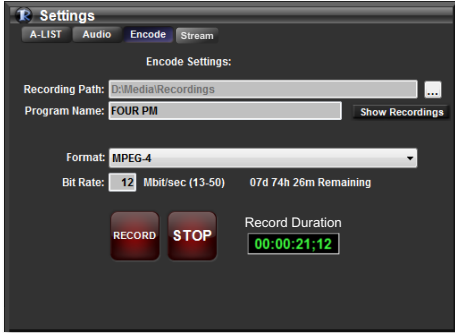
**LIVE** controls the input level of audio on a selected virtual input source.

**PLAY** controls the playback level of actual or Web 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.

## Encode Tab

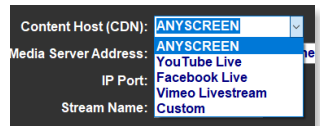
Click the Encode tab to open a window where you define parameters for manually encoding anything on the Program output of the A-LIST system. The system automatically stores all recordings in the **D:\Recordings** folder. You can change that path if you wish using the browse button at the right of the Recording Path field.



Enter a **Program Name**, select a **File Format**, and enter a **Bit Rate**. The system defaults to mp4 (H.264) @ 12Mbps. There is also a display for the approximate 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.

## Stream Tab

Click the **CONFIGURE** button to open the Streaming Setup page, and click the START and STOP buttons to turn STREAMING on and off. Although there are several parameters to enter on the Streaming Setup window, they are absolutely required when you're setting up your streaming output. Since you'll likely be delivering your signal to a Content Delivery Network (CDN), first select your provider by clicking the arrow for the dropdown. Your choices are **ANYSCREEN™**, **RUSHWORKS'** subscription hosting service, **YouTube Live**, **Facebook Live**, **Vimeo Livestream** and **Custom**.



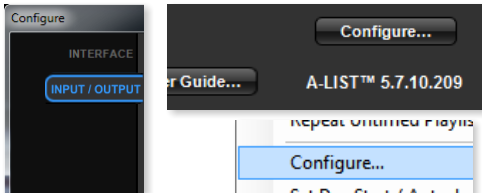
Copy each field from your CDN's detailed settings page and paste into the matching field on the CONFIGURE STREAM window. If Video Bitrate and Audio Bitrate suggestions are not provided, then use the default values.

For more specific information, please refer to the **Setup Streaming** single sheet.

## Configure Button (on the Settings Panel)

To access the Configure window click on the **Configure...** button on the A-LIST Tab of the **Settings** window (also available on the Playlist Edit Menu).

This opens a new window with FOUR tabs on the left side: **INTERFACE**, **INPUT/OUTPUT**, **CRAWLS**, and **TEXT**.



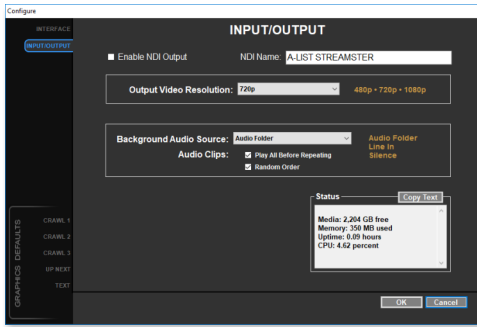




# The User Interface

## INPUT / OUTPUT INPUT/OUTPUT Tab

The **INPUT/OUTPUT** Tab opens first by default. These settings are critical in configuring your Streamster for operation.



**Enable NDI Output**, when checked, identifies your Streamster as an NDI source on a connected network. Enter the **NDI Name** you wish people to see after "Streamster" as the network node identifier.

**Output Video Resolution** choices are **480p**, **720p** and **1080p**.

**Background Audio Source** selects the audio you want to use when playing graphics. Choose internal **Audio Folder** or **Chassis Input**.

**STATUS** displays list of current connections, frame rates and other parameters associated with your Streamster settings.

## INTERFACE INTERFACE Tab

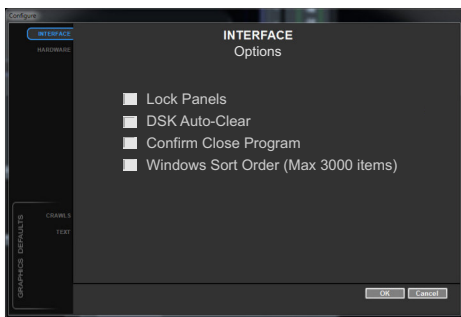
On the **INTERFACE** Tab you'll find checkboxes for various Interface Options.

**Lock Panels** prevents users from moving any of the A-LIST interface windows.

**DSK Auto-Clear** is a preference for file workflow through the DSK (Down Stream Keyer). It clears DSK selections after taking them to air.

**Confirm Close Program** asks you for confirmation that you really want to close A-LIST after clicking the **X** to close the program.

**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. In that case, uncheck this box.

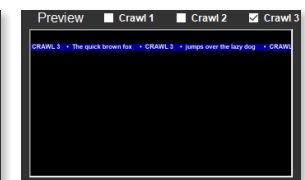
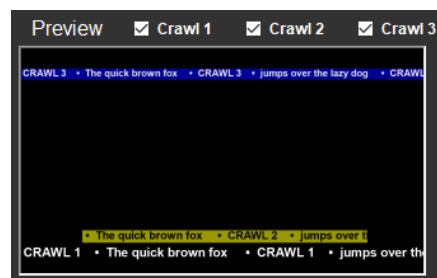
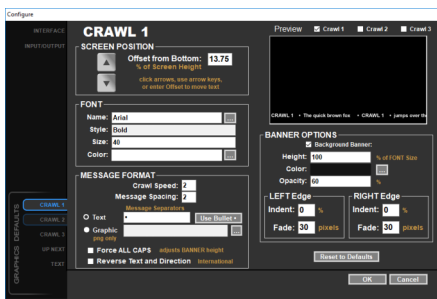


## CRAWL Tabs

A-LIST supports three independent crawls: **Crawl 1**, **Crawl 2** and **Crawl 3**. Click the associated tab to review/change your preferences for each.

Streamster ships with default parameters for all three crawls. But you can change those at any time by clicking any of the three CRAWLS tabs on the Configuration page. Since there are a lot of display options to consider, the following descriptions focus on the four sections you'll work with: **SCREEN POSITION**, **FONT**, **MESSAGE FORMAT**, and **BANNER OPTIONS**.

The currently selected Crawl tab displays the associated Configuration page. As a design aid when creating and positioning the three crawls, you can check the preview boxes above the Crawl Preview screen to confirm all the crawl properties.

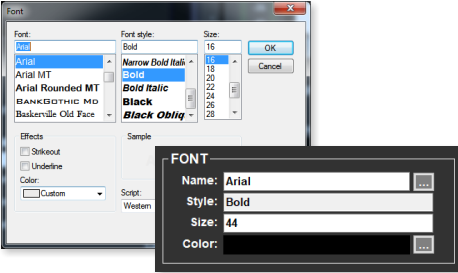


**Note:** There is an Emergency Crawl (white text on a red banner) that appears only when you enter and save text in the **EmergencyCrawl.txt** file.



## SCREEN POSITION

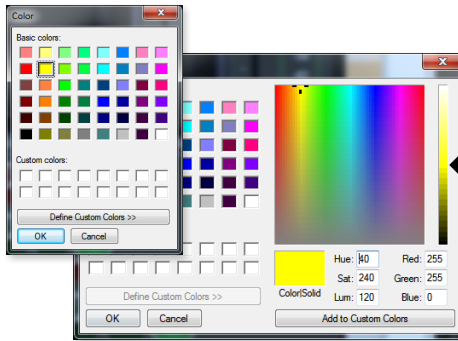
These controls are used to position the crawl (text and banner) vertically on the screen. You can enter/modify the **Offset from Bottom** (default for Crawl 1 is 15%), or you can click the **Up and Down arrows** to move the position. You'll see the result in the Crawl Preview window. You can also use the keyboard Up and Down arrow keys to change the crawl position.



## FONT SELECTION

Click the menu button to the right of the Name field. It will open the Windows Font selection panel.

Choose the **Font, Font style, Size** and **Color** using this menu. When you click OK, you'll see the values appear in the respective fields in the Streamster FONT section.

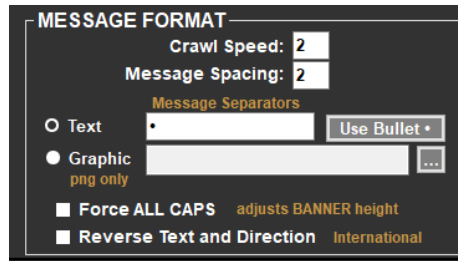


## Custom Color Selection

If you want to work with a wider range of color choices, click the menu to the right of the Color field in the FONT section. This window will appear, and you can pick from these Basic colors or click the Define Custom Colors button.

That expands the window to provide thousands of color choices, or let you enter RGB or HSL values to select a color.

You can Save that color by clicking the Add to Custom Colors button.

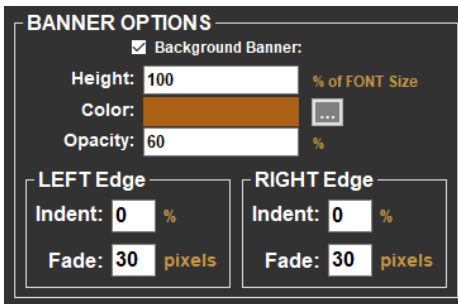


## MESSAGE FORMAT

Set the **Crawl Speed** according to your preference. **Message Spacing** is the number of blank characters that appear between each line of text you enter in the Text Box when creating a crawl.

You can also add **Text** as a separator. To add a "Bullet" in addition to or instead of the Message Spacing value, click the **Use Bullet •** button to add it to the Text Message Separator. You can also enter any text or character value in that field.

To use a **Graphic** (usually a small branding logo) as a separator, click the Graphic radio button, then click the browse button to the right. Locate and select the PNG file you wish to use. **Force ALL CAPS**, when checked, changes mixed upper/lower case to all uppercase for your crawls. This automatically adjusts the banner height. **REVERSE Text & Direction**, when checked, changes the crawl to Left To Right for use with several international character sets.



## BANNER OPTIONS

Click the Background Banner checkbox to make it visible.

Select the **Height** of the banner, which defaults to the same size as the font you've selected (in percentage). To make the banner larger than the font, just enter a value greater than 100.

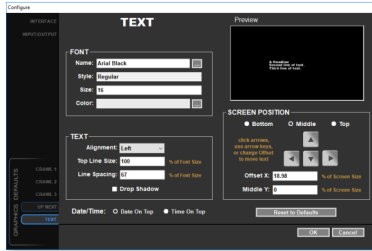
Click the browse button to the right of the Color display box to open the same Color picker used for the font, and make your selection.

Enter a value for the Opacity of the banner in percent. The higher the value, the less you can see the video behind the banner.

You can **Indent** the Left and Right Edges of the banner by entering a value representing a percent of the total screen width. You can also 'soften' the Left and Right Edges of the banner by entering a **Fade** value in pixels.

## TEXT TEXT Tab

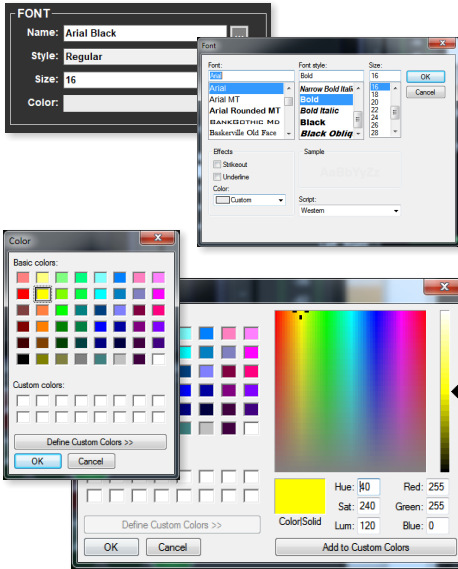
The TEXT tab is where you configure the text and position properties of text messages.



### FONT SELECTION

Click the menu button to the right of the Name field. It will open the Windows Font selection panel.

Choose the **Font**, **Font style**, **Size** and **Color** using this menu. When you click OK, you'll see the values appear in the respective fields in the Streamster FONT section. Check the **Drop Shadow** box if you prefer.

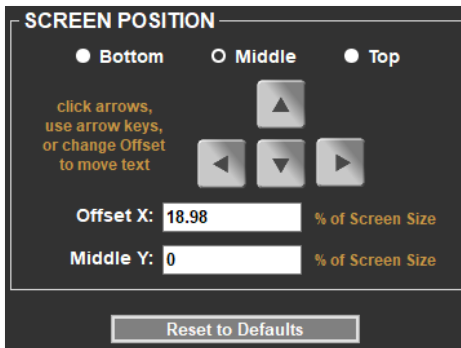


### Custom Color Selection

If you want to work with a wider range of color choices, click the menu to the right of the Color field in the FONT section. This window will appear, and you can pick from these Basic colors or click the Define Custom Colors button.

That expands the window to provide thousands of color choices, or let you enter RGB or HSL values to select a color.

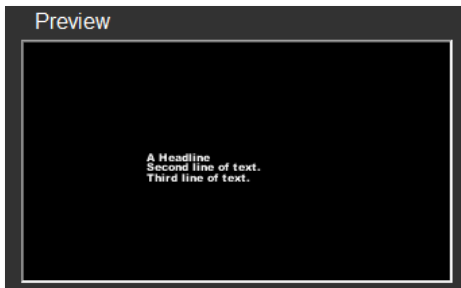
You can Save that color by clicking the Add to Custom Colors button.



### SCREEN POSITION

These controls are used to position the text on the screen. Use the top three radio buttons to position the text vertically (**Bottom, Middle, Top**), and the second row of radio buttons to position the text horizontally (**Left, Center, Right**).

Or click the **Custom** radio button and move the text anywhere on the screen using the **Up and Down arrows**. You'll see the result in the Crawl Preview window. You can also use the keyboard Up, Down, Left and Right arrow keys to change the text position.



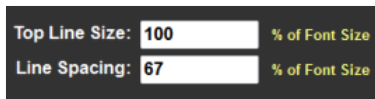
### TEXT PREVIEW

When you select the TEXT tab it automatically shows a preview of your text preferences for that layer in the Text Preview window.

### Top Line Size and Line Spacing

It's possible to automatically display the first line (top line) of multi-line text in a different size. This can be used, for example, to show the title of a music video larger than the artist name, which would be on the second line of text. The default is 100%.

Line spacing, often called 'leading', can be adjusted by changing the value in the entry field. Both numbers are based on a percentage of the Font Size selected in the text layer configuration.



## 9 Input Selection



Streamster supports TWO types of network inputs:

- 1) **NDI** sources
- 2) **HLS** and **MPEG-DASH** live streams *(with more types likely to be added)*

### Using NDI sources as Inputs

In addition to playing locally stored video clips and picture files, you can also define and select defined and configured inputs to use as “on-air” sources in your playlists. You can configure up to EIGHT different sources you can choose from for any given INPUT item.

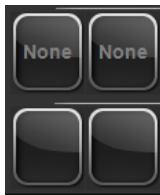
NDI ‘streams’ can originate from devices connected to your network, including other computers and even video cameras with NDI output capability. There are also several brands of NDI converters that can accept SDI sources and convert them into NDI streams on your network. As such, NDI is a versatile and effective way to support a variety of input sources for your Streamster.

### Using HLS and MPEG-DASH streams as Inputs

The once-favored RTMP and Flash-based video are no longer considered optimal or appropriate for delivering video to end users. The two currently favored stream types are both supported by Streamster.

**HLS** stands for **HTTP Live Streaming**, and is a protocol for sending live video over the Internet using standard HTTP web servers. It will play video encoded with the H.264 or HEVC/H.265 codecs. It also features embedded closed captions.

**DASH** is an open-source standard which is “codec agnostic”, supporting H.264, HEVC/H.265, VP9, and many more.



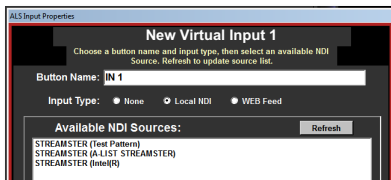
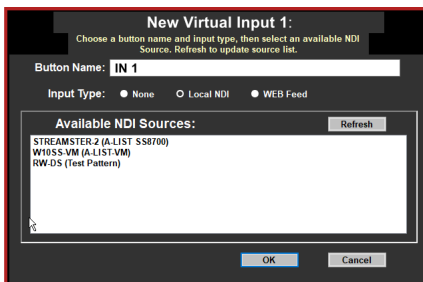
### Configuring and Naming a Virtual Router Input

Click once on any non-configured router input button (**None**).

The **New Input** (Input #1-8) window will open.

For the **Input Type** select **NDI**, **WEB Feed**, or **None**. The Source Window below will show the available sources for NDI and WEB Feed, respectively. With NDI radio button active, select available sources from the list. With WEB Feed active, copy and paste the URL of the HLS or DASH live stream into the window, always starting with <http://> or <https://>.

Enter a descriptive **Button Name**, and click OK to save. The button will update with the name displayed.



## Playlist 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:** This is a single, endlessly looping, 24-hour playlist. This is useful for channels with mainly **AUTO-LOOP** content.
- 2. Weekly mode:** This features 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 automatically load at midnight. This mode is great for channels where the schedule is basically the same each week, with new “episodes” (recurring programs) replacing those from the previous week.
- 3. Daily Mode (DATED Playlist):** This supports playback of a new list every day. These are formatted **YYYY-MM-DD.rwpls**. You can create these as far into the future as you like.

**NOTE:** If you use Weekly Mode, you can create DATED playlists to override the DAY NAME playlist. When the system automatically loads the next day’s Playlist, it will automatically ‘look’ in the Playlists folder for a DATED list before loading a DAY NAME list. This allows you to maintain a repetitive weekly schedule that runs indefinitely, but also to create “special” playlists for Holidays or other dates where you want a different playlist to run.

## Choosing a Playlist Template

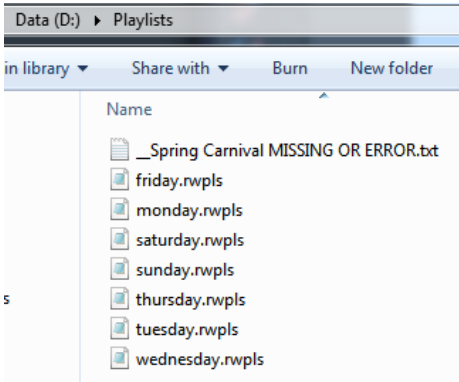
If your operations model is more closely aligned with traditional Time of Day (TOD) scheduling – such a broadcast TV station – there are two templates you can use to create playlists. One of them features 24 one-hour Events, and the other provides 48 half-hour Events.

In A-LIST, **EVENTS** are defined as 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.

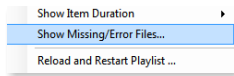
In A-LIST, **ITEMS** are defined as a files, folders, graphics, or “LIVE” input segments inserted under an Event banner. A playlist generally consists of one or more **EVENTS**, each with multiple **ITEMS** between them.

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.

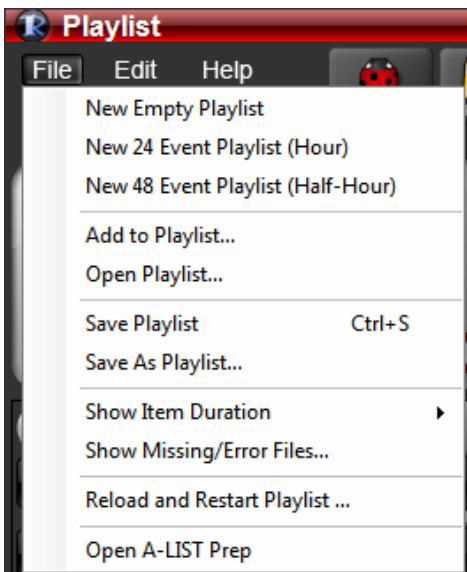
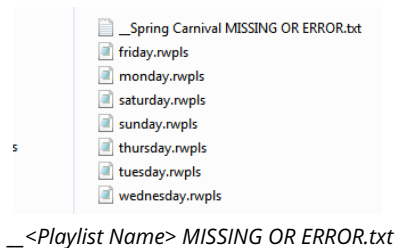


**Playlist filenames are YELLOW. Why?**  
If you see file names in your playlist that display in yellow, followed by an indication that the scheduled file is in ERROR or MISSING, it’s likely that the file has been renamed, moved or deleted from the D:\Media drive (or from wherever it was when you added it to the playlist.)



Click the File tab and select:

It will automatically create a .txt file and place it in the Playlist folder. This will provide you with a list of the files you need to locate and restore to the D:\Media folder.





## Setting Your Playlist Preferences



### AUTO-BUG (Automatic Channel Branding)

That little logo at the bottom corner of a television program that tells you what channel you are watching is called a “bug” - or branding logo. We’ve made it as easy as possible to add yours to A-LIST.

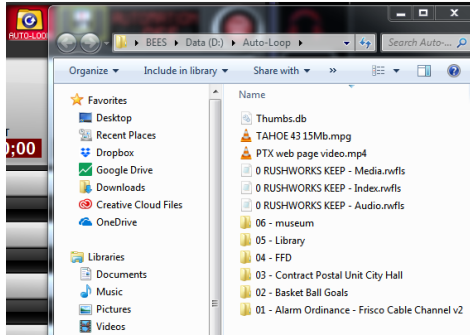
Turn on AUTO-BUG and A-LIST will automatically overlay your BUG over any program length (> 2:03) clip or input segment. Three seconds after the item begins the bug will fade up, and three seconds before the end it will fade out. Set it once and forget it. You can schedule exceptions any time you don’t want it displayed.



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

Drop some content in the AUTO-LOOP folder, enable the AUTO-LOOP folder (click to turn on), then turn AUTOMATION ON and you’ll start playback 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. With AUTO-LOOP enabled you will ALWAYS be playing content, 24/7/365.

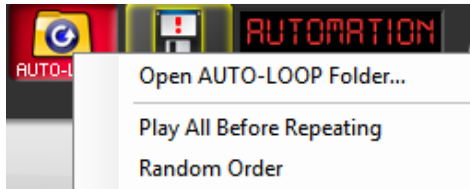


If your content consists primarily of looping playback of clips and/or graphics – with relatively few videos that need to be scheduled to play at specific times – this feature makes managing your Playlist virtually effortless.

The AUTO-LOOP folder is at the root of the D drive. You can also open it by right-clicking on the AUTO-LOOP button at the top of the Playlist window and selecting **Open AUTO-LOOP Folder**. Drag and drop clips and graphics you want to play into this folder, or sub-folders within it. The order in which the content plays is based on the normal Windows sort order of the file and folder names.

### 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.

**NOTE:** 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.

```

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
    
```

## 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, subfolders and various graphics in the AUTO-LOOP folder, and is based on a user-defined numbering structure. Graphic files have a default duration of ten seconds (:10) 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.



## AUTO-LOOP Rules

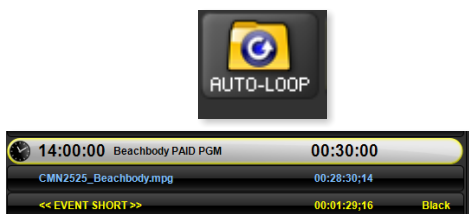
When the contents of the AUTO-LOOP folder are playing, the individual files cue and play in order, appearing sequentially as indented playlist items under the AUTO-LOOP folder placeholder.

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.

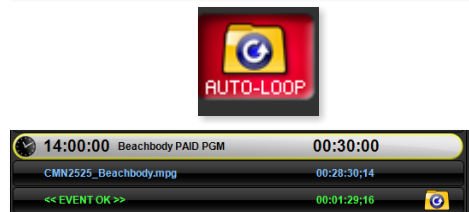
***Note:** You can NOT make changes to the active playlist when a file is in the 'cued state' for seven seconds.*

## AUTO-LOOP Example

In this example, a program was scheduled at 2PM, with a duration of 00:28:30;14. With **AUTO-LOOP not enabled**, the Playlist reports **EVENT SHORT** by 00:01:29;16. The result would be the system would revert to Black output for that period of time.



The same scenario but with **AUTO-LOOP enabled** the Playlist reports **EVENT OK** and indicates the time will be filled by AUTO-LOOP, as depicted by the AUTO-LOOP folder icon in the status line.



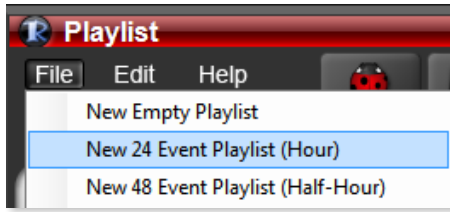
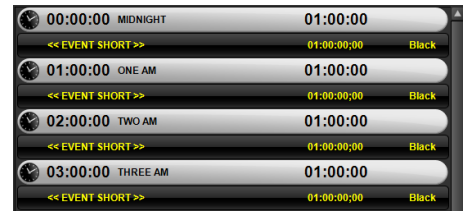
After the scheduled clip plays, the AUTO-LOOP function will automatically initiate.

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.

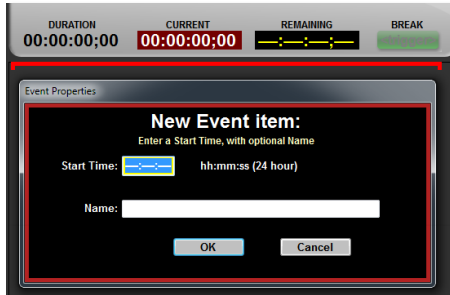
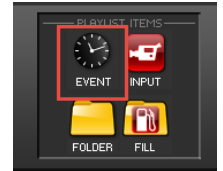
**SUGGESTION:** You may find it helpful to keep a shortcut to the **AUTO-LOOP folder (D:\AUTO-LOOP)** on the Streamster desktop so you can add or delete AUTO-LOOP files quickly.

## Adding Events

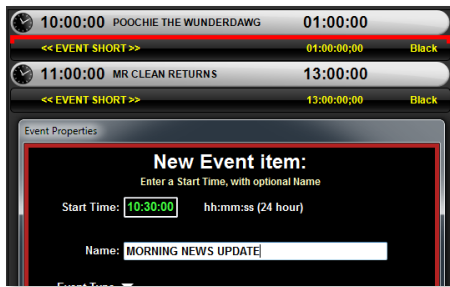
If you're building a playlist "from scratch", you can start with one of the templates in the File Menu ... **New 24 Event Playlist (Hour)** or **New 48 Event Playlist (half-Hour)**. Then add, delete, or modify Events whenever you wish.



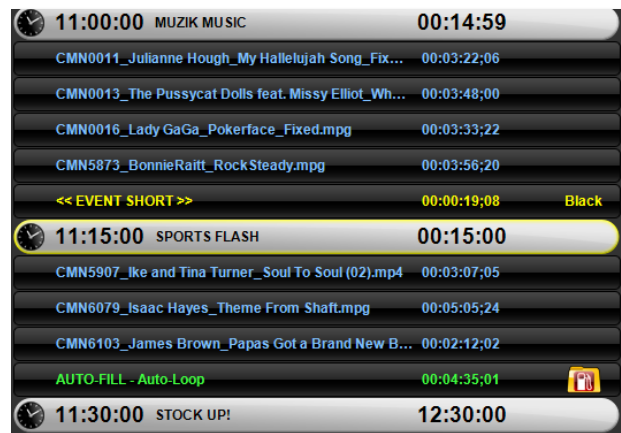
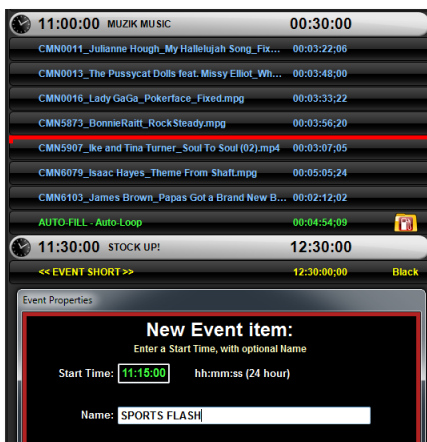
**To add individual scheduled Events to an Empty Playlist**, just select **New Empty Playlist** from the File Menu, then click-and-drag the **EVENT** icon from the **PLAYLIST ITEMS** section into the Playlist. A red line appears as the 'drop point' for anything you drag and drop into a Playlist. The **New Event item** menu will appear.



Enter the **Start Time** and a **Name** that describes the Event.



You can also **add Events BETWEEN existing Events**. Be sure to specify a time **between** the preceding and following Events.

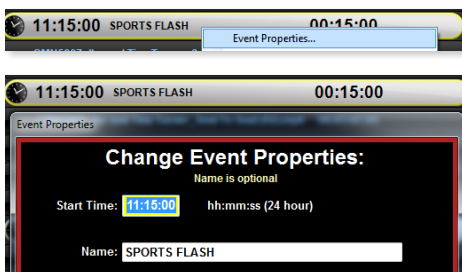


If you already have content in your list you can drag the Event into the middle of an existing Event. This will create a new Event at this location.

This example indicates the Event (**11:15 SPORTS FLASH**) you inserted between two previous Events (**11:00:00 MUZIK MUSIC** and **11:30:00 STOCK UP!**)

## Editing Events

**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. The window will open, and you can change either or both the Start Time and the Name. Click OK to Save the changes. Those changes will be reflected in both the Event Name and the position in the Playlist (if you've changed the Start Time).







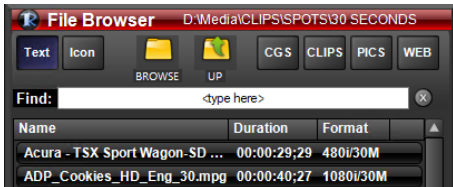
## Adding Items Between Events



Playlists consists of **EVENTS** (which have Start Times and a Name), and **ITEMS**, which are typically video clips and/or picture files that are inserted between EVENT “headers”. Items also include Folders, Fill Folders, and Inputs.

A-LIST keeps track of the total amount of time used by ITEMS in an Event. Clips have definite lengths, and pictures have a default time they display in the Playlist. The default is :10, but you can change that to as little as :03 in the program configuration.

## Adding Clips and Pictures from the File Browser



Use the **File Browser** to locate the file(s) you want to drag into the Playlist. The default Folder links are **CGS**, **CLIPS**, **PICS** and **WEB**. These are all located at the root of the **D:\Media** drive in Streamster.

**NOTE: You can add as many folders and sub-folders as you wish, but it is strongly recommended that you keep those WITHIN these four default folders to let you quickly search for and select appropriate file types.**

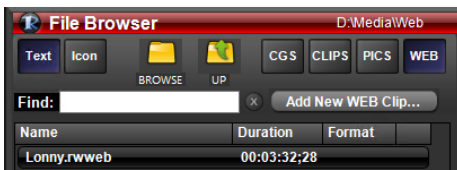
Name	Duration	Format
3CMA		
SANTA FE	00:02:40:04	
TAHOE	00:01:27:02	
YORK County slides	00:01:00:02	
Christi.JPG	00:00:10:00	
Downtown Dallas BG for Chroma Key 2.jpg	00:00:10:00	
Downtown Dallas BG for Chroma Key 3.jpg	00:00:10:00	
Downtown Dallas BG for Chroma Key.jpg	00:00:10:00	
Foggy Dawn.JPG	00:00:10:00	
RockaRitaRoll.JPG	00:00:10:00	
RW Entry door 1.JPG	00:00:10:00	
SMPTE BARS_486.bmp	00:00:10:00	
Sunrise Balloon 071611.JPG	00:00:10:00	
TraciRita1.JPG	00:00:10:00	
WaffleAwfulus.JPG	00:00:10:00	

## Finding Files in the File Browser

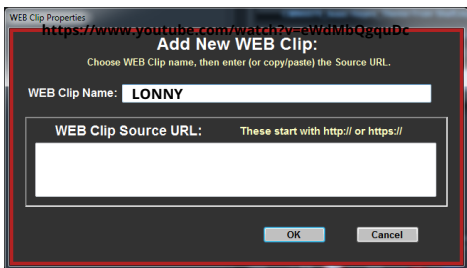
The **Find** field supports full-text searching for file names, but it's important to understand that the search is limited to the FILES being displayed in a currently open Folder or Sub-Folder, and NOT WITHIN ALL THE FOLDERS.

In this example, only the Files (in white) will be searched, and none of the files within the Folders at the top of the list.

## Saving WEB Clips to the File Browser

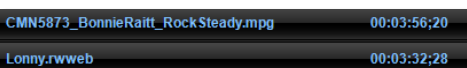


When you click on the **WEB** button, it opens the contents of that folder, and displays the **Add New WEB Clip ...** button. WEB Clips are URL links you've saved and named, and placed in the WEB Clip folder. To create a New WEB Clip, click the Add New ... button, and it opens the WEB Clip Properties window.



After you've located a WEB clip (using a Web browser) you'd like to Save into the File Browser, copy the URL ... and paste it into the WEB Clip Source URL window. **Be sure the link starts with <http://> or <https://>** **Enter a Name** for the WEB Clip and click OK.

The clip is added to the D:\Media\WEB folder, from which you can drag and drop Web clips into Playlists the same as clips that are stored locally on the D:\Media\Clips folder on the hard drive. So you are essentially using the Web as your RUSHWORKS **Virtual Network Attached Storage** server (VNAS™).



You can always recognize a WEB clip in the File Browser or Playlist by the extension: **.rwweb**.

## New 48 Event Playlist (Half-Hour)



## Select, Drag and Drop Files into Playlists

For this example we'll be 'populating' the first half-hour of a Playlist created by selecting the **New 48 Event Playlist** from the **File Menu**.

Name	Duration	Format
BonnieRaiitt_RockSteady.mpg	00:03:56;20	480i/30M
Ike and Tina Turner_Soul To ...	00:03:07;05	480i/30M
Isaac Hayes_Theme From Sh...	00:05:05;24	480i/30M
James Brown_Papas Got a B...	00:02:12;02	480i/30M
Julianne Hough_My Halleluja...	00:03:22;06	480i/30M
Lady GaGa_Pokerface.mpg	00:03:33;22	480i/30M
Rihanna_Take A Bow.mpg	00:03:48;12	480i/30M
The Pussycat Dolls_Whatcha ...	00:03:48;00	480i/30M

**Click once** on any file in the File Browser and it will be cued in the Preview Window, turning green when the file is cued.

Name	Duration	Format
BonnieRaiitt_RockSteady.mpg	00:03:56;20	480i/30M
Ike and Tina Turner_Soul To ...	00:03:07;05	480i/30M
Isaac Hayes_Theme From Sh...	00:05:05;24	480i/30M
James Brown_Papas Got a B...	00:02:12;02	480i/30M
Julianne Hough_My Halleluja...	00:03:22;06	480i/30M
Lady GaGa_Pokerface.mpg	00:03:33;22	480i/30M
Rihanna_Take A Bow.mpg	00:03:48;12	480i/30M
The Pussycat Dolls_Whatcha ...	00:03:48;00	480i/30M

Hold down the **Ctrl** key and click on multiple, contiguous or non-contiguous files to select as many as you wish. The file you click on first will cue and turn green.

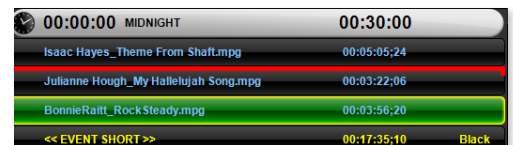
Name	Duration	Format
BonnieRaiitt_RockSteady.mpg	00:03:56;20	480i/30M
Ike and Tina Turner_Soul To ...	00:03:07;05	480i/30M
Isaac Hayes_Theme From Sh...	00:05:05;24	480i/30M
James Brown_Papas Got a B...	00:02:12;02	480i/30M
Julianne Hough_My Halleluja...	00:03:22;06	480i/30M
Lady GaGa_Pokerface.mpg	00:03:33;22	480i/30M
Rihanna_Take A Bow.mpg	00:03:48;12	480i/30M
The Pussycat Dolls_Whatcha ...	00:03:48;00	480i/30M

Click on a file then hold down the Shift key and click a file below to select all the files in that range. The file you click on first will cue and turn green..

*files longer than 2:03 display in blue*



In this example we've selected THREE non-contiguous files in the File Browser, then dragged and dropped them into the playlist just beneath the MIDNIGHT Event.



**Note:** you can move items within a playlist by left-clicking and holding the mouse down while you move the file up and down in the list. You'll see the red line indicating the 'drop position' as you hold and drag the mouse.



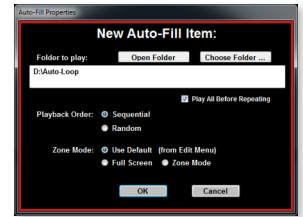
We then went to the D:\Media\CLIPS\SPOTS sub-folder and selected two commercials - one at a time - and dragged them between the three music videos. So the playlist will play a music video, a spot, another music video followed by a spot, and the third music video.

You can also see at the bottom of the Event the words **<<EVENT SHORT>>** showing you need **16:35:06** to fill up the Event.

There are **THREE** ways to fill the remaining time in the Event.

**1) Enable the AUTO-LOOP folder**, as shown here. After the third music video the contents of that folder will play until the next Event - in this case for 16:35:06.

**2) Drag in a FILL folder** from the PLAYLIST ITEMS section at the bottom of the playlist. When this window opens you can select a specific folder to play rather than the more 'global' AUTO-LOOP folder.



**3) Continue selecting, dragging and dropping** clips and pictures into the playlist after the third music video ... monitoring the total amount of time left to fill in the Event.



In this example we've added more music videos, spots and a picture file to fill the half-hour Event with content.



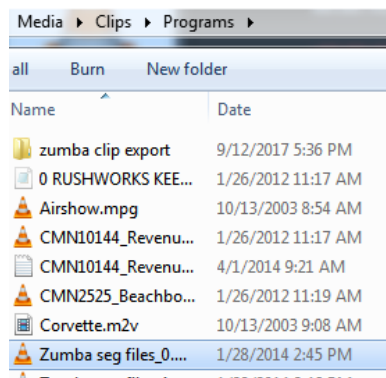
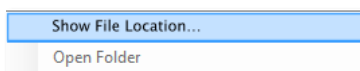
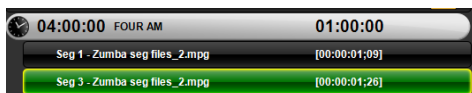
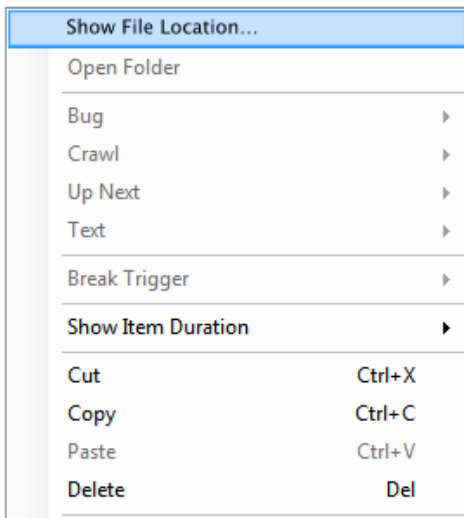
**NOTE:** If you see the << **EVENT SHORT** >> notification at the end of the Event, when the scheduled content has completed playing, the system will output one of **THREE** choices: **Black**, **Virtual Router Input**, or **Picture** (JPG, BMP, PNG).



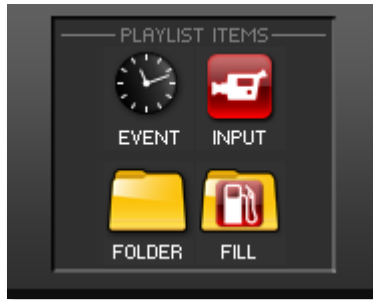
**NOTE:** If you see the << **EVENT LONG** >> notification at the end of the Event, system playback will move to the next Event Time, regardless of whether one or more files haven't played prior to the Next Event.

## Show File Location

To show the location of a selected file, right-click the item in the playlist and select **Show File Location**. It will open a browse window to the containing folder.



## Dragging an INPUT (live) Item into a Playlist

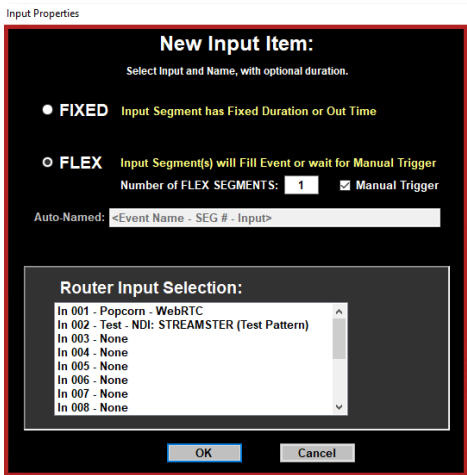


The Streamster processing engine supports both input and output (network sources and destinations), with graphic overlays on both “live” pass-through and file/Web file playback.

The Virtual Routing Switcher in Streamster supports up to eight (8) streaming input sources (NDI, HLS or DASH) that can be output as NDI or RTMP, including Facebook Live and YouTube Live.

Drag and drop the INPUT icon where you want it to occur within an Event. When the Virtual Router entry window appears, select any source you’ve saved as an ‘input crosspoint’ on the Virtual Router.

## Specifying FIXED or FLEX Input Segment Duration

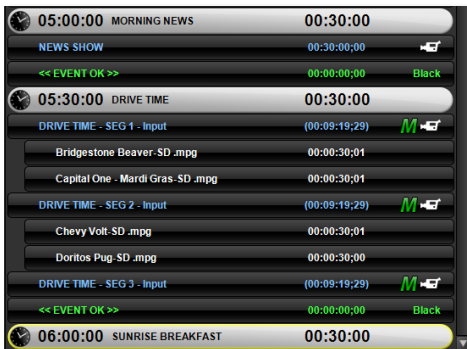


In the window for creating an Input item you can also enter a NAME for the segment, and a DURATION.

If you specify a **FIXED** Input, 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 specify one or more **FLEX** Inputs with Manual Triggers within an Event, the length of the FLEX input segments adjusts to the time of the clips/pictures you’ve dropped before, after or between FLEX inputs.

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** Event 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 DRIVE TIME** Event example, notice the Segment identifier (SEG 1) is shown – along with the name (STREAM 1) of the router crosspoint. 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.

Notice that since there are three FLEX inputs, their respective durations add up to the Total Event Time minus the Total Clip Time.



## Scheduling and Managing Folders

When organizing content it's 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 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 any 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 and select the folder you want to insert in the playlist, then click OK.



## 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.



## 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 clip(s) 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.*



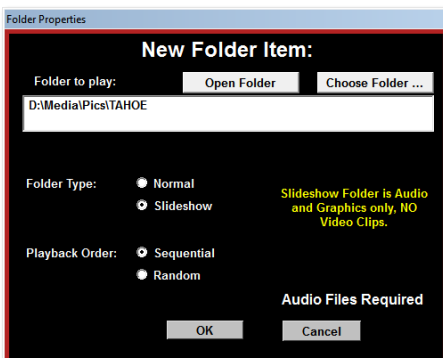
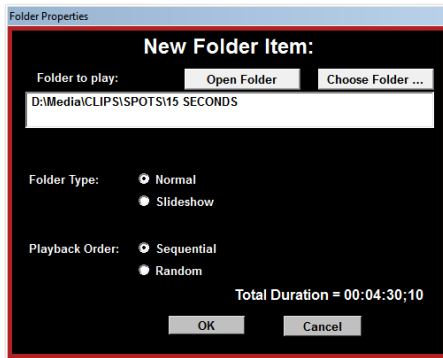
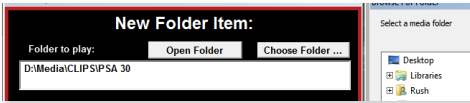
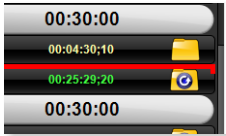
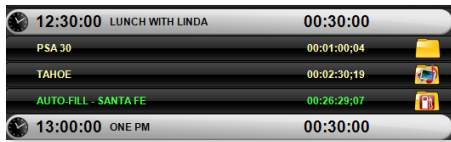
## FILL Folders

Use FILL Folders to fill unscheduled time at the end of Events. If your Event is Short (total item time < Event time), drag a FILL Folder into that area of the playlist. Much like the AUTO-FILL folder, the contents of the selected FILL Folder will play until the Start Time of the next Event, fading out audio and video before the next Event item plays.

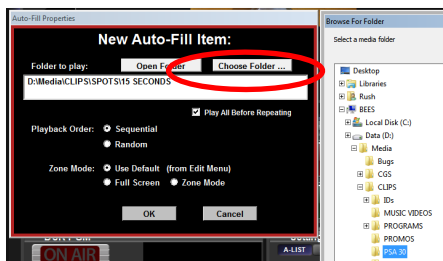
If you have AUTO-LOOP on, you can drag a FILL Folder on top of the AUTO-LOOP icon and replace that instance of AUTO-LOOP with the FILL Folder. This lets you control specific content for the duration of the FILL.

## Editing Folders

To edit Folders already in the Playlist, right-click and select Folder Properties ... or just double-click the Folder item in the playlist.



*Note: If picture files have custom markup lengths, those lengths will be observed, using the total remaining time to create lengths for the other files in the folder.*



## Managing Short & Long Events

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.

### << EVENT OK >>

12:00:00 NOON WORKOUT	00:30:00
CMN2525_Beachbody.mpg	00:28:30;14
BEST BUY - Ozzie and Bieber-SD .mpg	00:00:30:00
Bud Light Product Placement-SD .mpg	00:00:30:02
CMN10475_Pop Power Opening .mpg	00:00:14:28
<< EVENT OK >>	00:00:14:14
12:30:00 LUNCH WITH LINDA	00:30:00

This means that you are less than two seconds SHORT... or two seconds LONG. In general this is an acceptable window. In these cases, if you are short, the system will play BLACK for that period of time. If you are long, the last file will fade out before it completes, with the playlist advancing to the Next Scheduled Event. **When AUTO-LOOP is enabled, Events will always indicate this status.**

### << EVENT SHORT >> EVENT SHORT

12:00:00 NOON WORKOUT	00:30:00
CMN2525_Beachbody.mpg	00:28:30;14
BEST BUY - Ozzie and Bieber-SD .mpg	00:00:30:00
Bud Light Product Placement-SD .mpg	00:00:30:02
CMN10475_Pop Power Opening .mpg	00:00:14:28
<< EVENT SHORT >>	00:00:14:14 <span style="color: red;">Black</span>
12:30:00 LUNCH WITH LINDA	00:30:00

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 selected for the Streamster input.

### << EVENT LONG >> EVENT LONG

12:00:00 NOON WORKOUT	00:30:00
CMN2525_Beachbody.mpg	00:28:30;14
BEST BUY - Ozzie and Bieber-SD .mpg	00:00:30:00
Bud Light Product Placement-SD .mpg	00:00:30:02
CMN10475_Pop Power Opening .mpg	00:00:14:28
E TRADE - baby and cat-SD .mpg	00:00:30:00
<< EVENT LONG >>	+00:00:15:16 <span style="color: red;">ERROR</span>
12:30:00 LUNCH WITH LINDA	00:30:00

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.

12:00:00 NOON WORKOUT	00:30:00
CMN2525_Beachbody.mpg	00:28:30;14
BEST BUY - Ozzie and Bieber-SD .mpg	00:00:30:00
Bud Light Product Placement-SD .mpg	00:00:30:02
CMN10475_Pop Power Opening .mpg	00:00:14:28
<< EVENT SHORT >>	00:00:14:14 <span style="color: red;">Black</span>
12:30:00 LUNCH WITH LINDA	00:30:00

## 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. You can specify a default Virtual Router 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 **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.

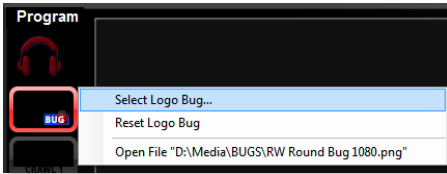


**NOTE:** You can NOT add an AUTO-FILL folder to an Event that is displaying << EVENT LONG >> If AUTO-LOOP is enabled, the AUTO-LOOP icon and functionality will disappear if an Event is displaying << EVENT LONG >>

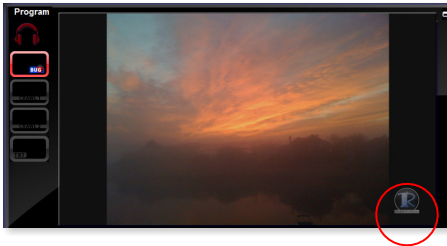


## Manually Displaying a BUG

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.



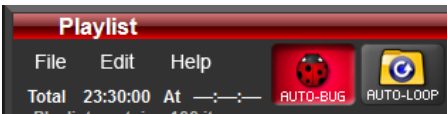
Once that association is made, click the BUG icon it lights up, and the selected graphic fades on. Click the bug icon again to deactivate it (fade off). When you click the BUG icon again the graphic will fade off.



**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 1080HD and **1280x720** for 720 HD.

## 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 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 (>00:02:03:00).



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.

## Scheduling a BUG

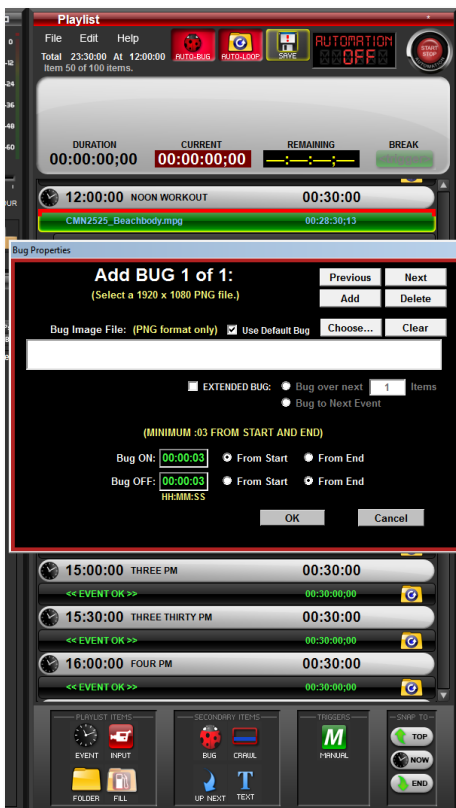
Whereas AUTO-BUG fades the main Bug on and off over files that are longer than 00:02:03:00, a scheduled Bug is associated with a specific file or files. You can schedule multiple bugs (but not overlapping) over the duration of an item, or extend them over multiple items. **There are three ways to schedule 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) 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) 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.



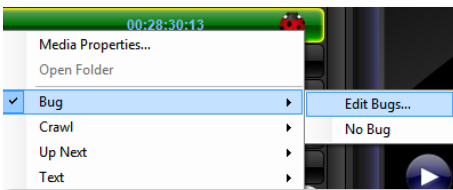
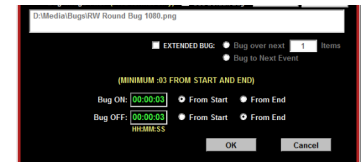
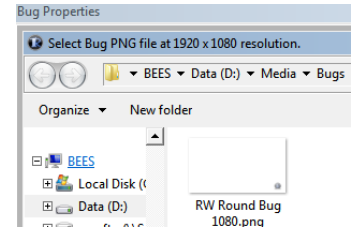
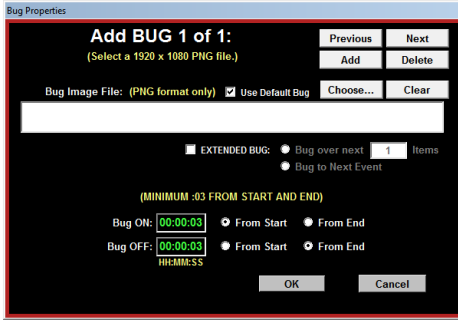


## BUG Options

Click the **Choose ...** button to open the BUGS folder. That's where you should place ALL your BUG graphic files. Select the BUG file you want to use and click **Open**.

Set the Bug ON and Bug OFF times, selecting the **From Start** or **From End** radio buttons for each.

The **Default Bug** is the one you have currently selected by right-clicking the Bug icon on the PGM monitor and selecting a manual Bug graphic. Click the checkbox to use it as a scheduled Bug.

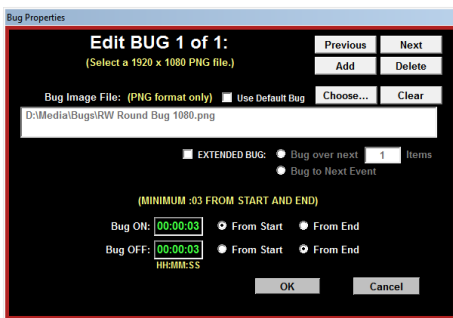


## Advanced BUG Options

### 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 Bugs ...** 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.



### 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.

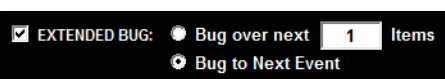
Otherwise click the **Choose ...** button and select the appropriate Bug graphic for each Bug you schedule. To add more than one Bug, after you've specified the ON/OFF relative times for the first Bug, click the **Add** button in the upper right. Enter the ON/OFF relative times for the 2nd Bug, and use 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. You'll need to correct that condition before adding another or clicking OK to save the Bug information. Click the **Previous** and **Next** buttons to review other instances of the bug you've created. You can also **Delete** instances.

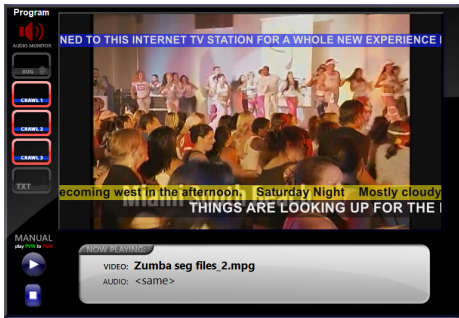
### Extend a BUG over Multiple Items

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.



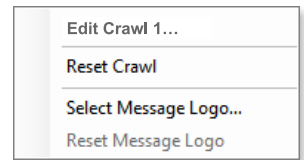




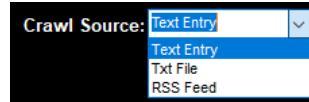
## Manually Displaying a Crawl

A-LIST supports THREE independent crawl layers. **Crawl 1, Crawl 2 and Crawl 3.** Any 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 **Edit Crawl 1** and the EDIT CRAWL window will appear.



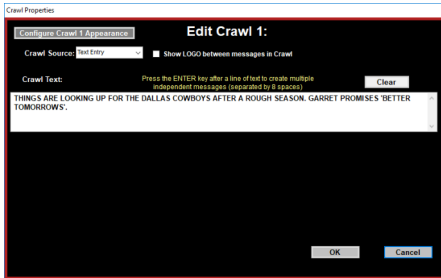
You have three radio button selections options for your Crawl Source:



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.

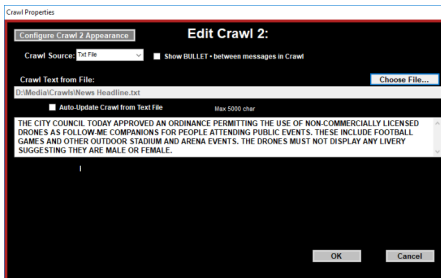
The default Crawl Source is **Text Entry**. Place the cursor in the scrolling text box and enter your message.

**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 crawl will display continuously until you click the active Crawl icon on the Program bezel to deactivate it.

If you select **Txt 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.

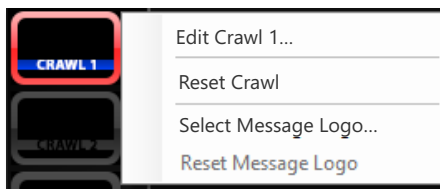


The file path of the selected text file displays in the line at the top, and the text appears in the scrolling window as formatted in the text document. If you want the crawl to constantly check the text file for changes and update the crawl after the current repetition, check the Auto-Update Crawl from 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, click the **Clear** button to clear 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 Crawl 1...** and make desired changes on the Edit Main Crawl form.



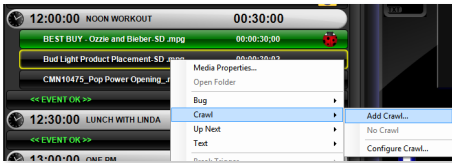


## Scheduling a Crawl

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

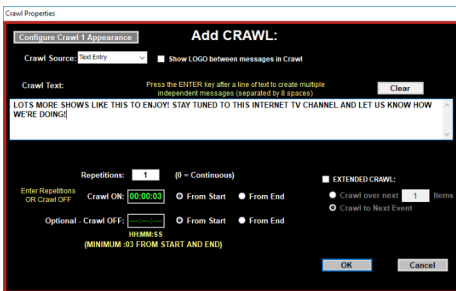


1. Drag the CRAWL icon above the item where you want the trigger to 'fire'. The red line indicates the drop point. When dropped into the list, the Add CRAWL window opens, where you can select the desired Bug graphic.



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.

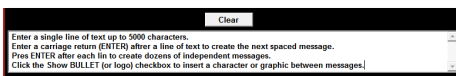
3. The third way to schedule a Crawl is to right-click the file you want to associate with the Crawl. A fly-out menu will appear. Select Add Crawl ... and the Add CRAWL window will open for output selection.



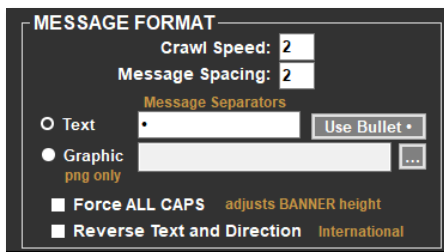
### The Add Crawl Window

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 the following 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.

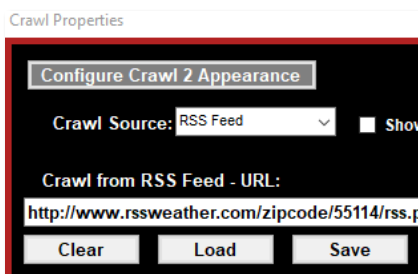


2. When you press the ENTER key after a line of text, the next text entry will follow the previous entry in the scrolling message, with the two messages separated by a user-defined number of spaces. The default is four (4) spaces.

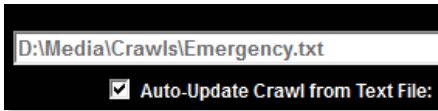
**Note:** specify if you want to **Use Text** or **Use Graphic** in the **CRAWLS Tab of the Configure menu**. The **Bullet** is the default Message Separator.

**Text From File...**

You can also browse to and display text from any number of **Text Files** that have previously been prepared.

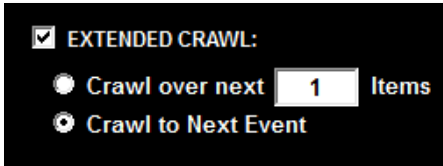


Or **paste RSS feed links** for crawl display, with the option to Save and Load links for your convenience.



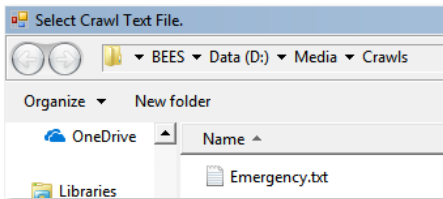
## Auto-Update Crawl from Text File

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.



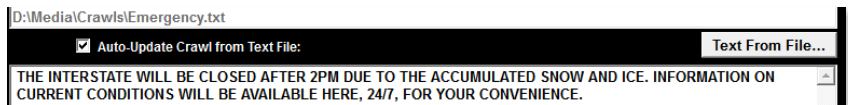
## EXTEND the Crawl over Multiple Items

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.



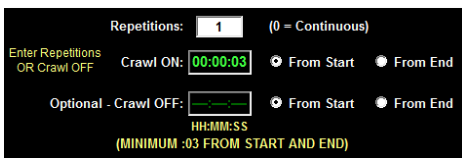
Since the files and folders are managed in the standard Windows file system you can store your text files in the **Crawls folder** ... or create sub-folders that are associated with your unique automation content management.

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

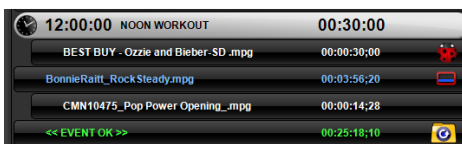


## Setting the Crawl ON and OFF Times

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.

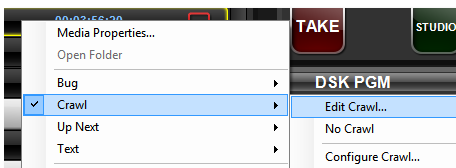


Once you've selected your Crawl text and entered the desired ON, OFF, Repetitions and EXTEND properties, click **OK**. The red Crawl icon will appear on the right of the item display.

**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

## 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.

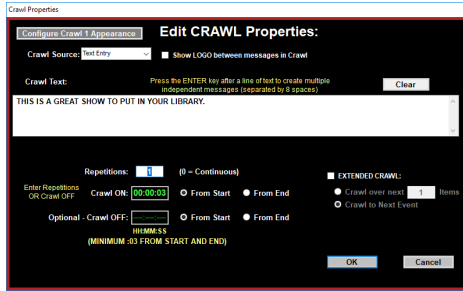




## Editing Existing Crawl Properties (cont'd)

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.

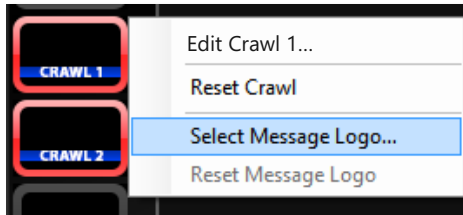
Just follow the procedures in the preceding paragraphs to Clear, Choose, or change the Crawl ON, OFF, Repetitions and EXTEND timing properties relative to the associated file.



## Adding a 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:\Media 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**.

**NOTE:** Unlike a full screen BUG, a "Message Logo" is a small PNG graphic. In general, it's recommended that you **keep the vertical size of this image no more than twice the font size you've specified for your crawls**. This assures an appropriate appearance relative to the height of the banner. You can experiment with creating these small PNG logos and find what works best for you. (Example: font size = 36, graphic = 72 pixels high MAX)

## 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:

### Drag and Drop

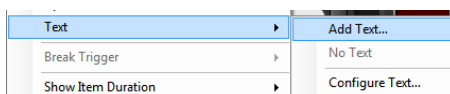
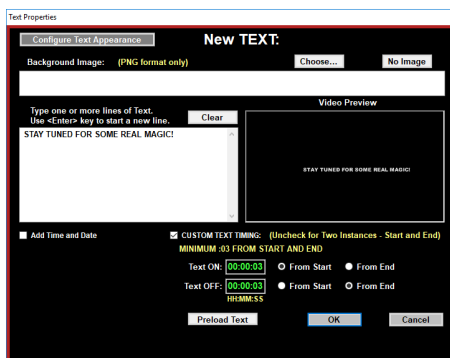
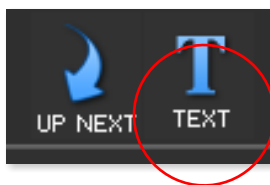
Drag and drop the TEXT button on top of the clip or input you want the text to appear over. This opens the text entry window where you can enter the desired message you wish to display.

### 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.

### 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.





## 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. (Click **No Image** to remove it.)

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:

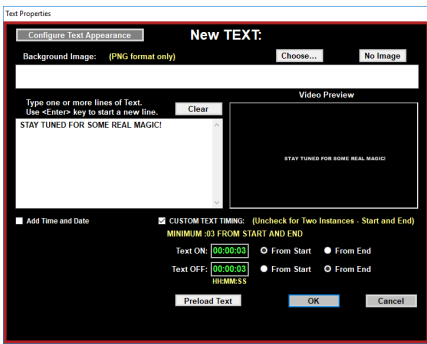
### Single Text Clip Minimum - "00:00:15:00" duration

- 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.

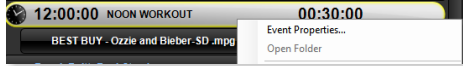


	12:00:00 NOON WORKOUT	00:30:00	
	BEST BUY - Ozzie and Bieber-SD .mpg	00:00:30:00	
	BonnieRaitt_Rock Steady.mpg	00:03:56:20	
	CMN10475_Pop Power Opening .mpg	00:00:14:28	
	<< EVENT OK >>	00:25:18:10	

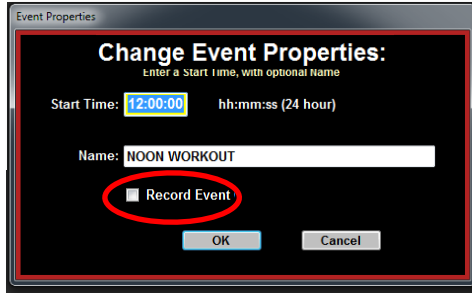
This playlist example shows a **BUG** is scheduled over the BEST BUY clip; a **CRAWL** is scheduled over the Rock Steady clip; and a **TEXT** file is scheduled over the Pop Power Opening clip. After those three files play, the contents of the **AUTO-LOOP** folder will play for the remainder of the half-hour Event (25:18:10).

## 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 a video stream is configured as an input for the system, and passed through the automation engine to the output stream for a specified duration. Sources can be NDI, HLS or MPEG-DASH formats.



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



Click the **Record Event** checkbox.



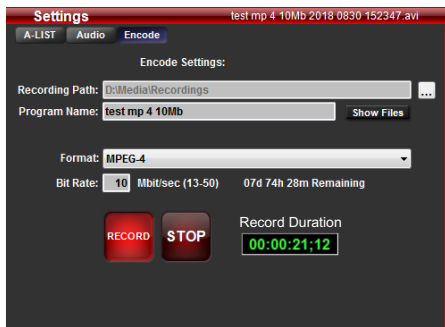
Click OK, and you'll notice the **RECORD LED** indicator appears on the Event banner next to the Event locked icon.



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.

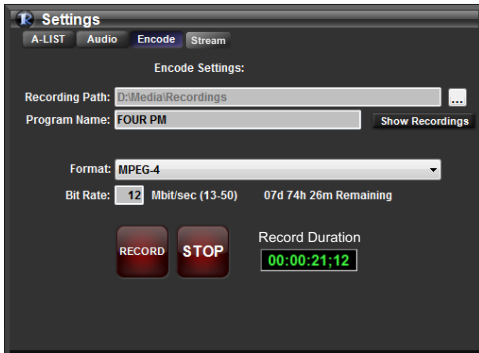


If you click the **Encode** tab in the Settings window, you'll see the name of the file being recorded, a glowing red RECORD button, and a green timer that indicates how long the file has been recording.

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.

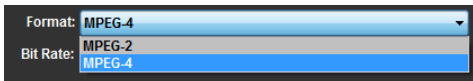
# Manual Recording

You can record the PROGRAM signal 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 **D:\Media\Recordings**
3. Enter a **Name** that describes what you're going to record.
4. Select the desired **Bit Rate**.
5. Click the **RECORD** Button.

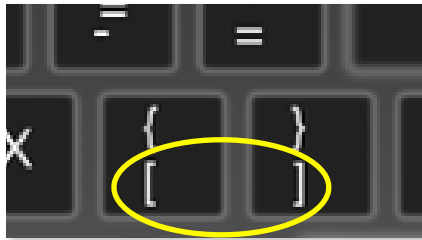
The duration counter will activate, and the name of the file will appear in the upper right of the title bar. Recording can be stopped at any time. Clicking stop will make the currently recording file available for playback. Clicking Record again will start a new file with a new timestamp.



**Note:** You can select either MPEG-2 or MPEG-4 as the recording format. The recommended settings for high-quality recordings are:

- MPEG-2    25Mbps**
- MPEG-4    12Mbps**

MPEG-4 files are much smaller than MPEG-2, so this is the recommended recording format. That is the default when you open the Encode tab.



## Useful Markup Tags [ ]

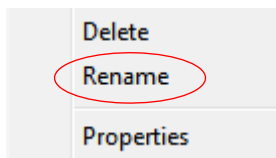
A-LIST uses "markup tag" characters that are file specific, and which give you added control in your content display and management. You use brackets [ ] as part of the file name to "tell" the software it is a special instruction.

## Defining a Play Length for Pictures

When you use pictures in playlists (BMP, JPG, TIF) they have a default 'global' duration that applies to all such files (:10). But there may be situations where you want to change how long a picture item is visible in the playlist. (*You can change the default duration under the Edit Menu.*)



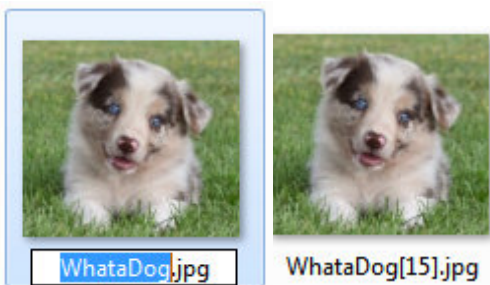
WhataDog.jpg



Example: Your picture is named "WhataDog.jpg", but you want it to display for 15 seconds instead of the global default of 10 seconds.

Presuming you keep your pictures in the PICS folder in the D:\Media folder, open that folder, then right-click and select **Rename** from the menu ... or left-click once to select the picture then left-click again on the name. The file name (but not the extension) will highlight. Place your cursor **at the end of the selected (blue) area and enter a Left Bracket**, the **number 15**, and a **Right bracket** - [15].

Click anywhere outside the picture and it will be renamed. Whenever that file is used in a playlist it will observe that specific play time.



## Play Background Audio under Video Clips

The other useful markup tag is useful when you want to play background audio files when video clips are playing while **AUTO-LOOP** is active. Use the same procedure to rename the video file, but add **[bga]** at the end of the file name but before the extension: **roadrace[bga].mp4**

**NOTE: BE SURE TO ENTER BRACKETS [ ] AND NOT PARENTHESES ( ) OR CURLY MARKS { }. THESE WILL NOT WORK!**



for Technical Support:

888.894.7874 ext 2  
support@RUSHWORKS.tv

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