Viz Pilot Edge User Guide

Product Version 1.0

June 08, 2017

Technical Support

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Contents

1 Introduction

This is the user guide for Viz Pilot Edge. Used as a newsroom component, Viz Pilot Edge is part of a bigger environment where the aim is to create, manage and deliver content to live and taped broadcast productions. Viz Pilot Edge's role in this environment is to fill templates with content and store them as elements. The elements are then put into the rundown located in the newsroom system, where it can be monitored and played out using Viz Pilot Director or other third party control applications.

Viz Pilot Edge can also be used as a Graphics plugin in NLE workflows.

Main features of Viz Pilot Edge:

- Search for templates, elements and media assets
- Fill templates using an auto generated fill in form
- Preview graphics
- Open and edit videos in Timeline Editor
- Add, move or remove graphics in the video timeline. Preview videos with graphics
- Save data elements to the database

1.1 Document Structure

This User's Guide is divided into the following chapters:

- Introduction
- Setup
- Viz Pilot Edge
- Keyboard Shortcuts
- Workflows

1.2 Related Documents

Viz Pilot User's Guide provides complete documentation of the Viz Pilot system which provides an environment to create, manage and deliver content to live and taped broadcast productions.

The Template Builder is a tool for customizing fill in forms which can be used by Pilot Edge.

For more information about all of the Vizrt products, visit:

- www.vizrt.com
- Vizrt Documentation Center
- Vizrt Training Center
- Vizrt Forum

1.3 Customer Feedback and Suggestions

We encourage suggestions and feedback about our products and documentation.

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

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

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

1.4 Customer Support Requests

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

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

This section contains the following topics:

- Before Submitting a Support Request
- Submitting a Support Request

1.5 Before Submitting a Support Request

Before a Support Request is submitted make sure that you:

Read:

- The relevant User Guide or Guides
- The release notes

and Check:

- That the system is configured correctly
- That you have the specified hardware, tested and recommended versions
  Always refer to your Vizrt Service Level Agreement document.

1.6 Submitting a Support Request

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

1.6.1 Content of a Support Request

The report should contain information about these topics:

- **Problem description:** Include a good description of what the problem is and how to reproduce it. Specify your workflow. Remember to use simple English.
- **Screen shots and illustrations:** Use these to simplify the message. These are extremely useful for Vizrt Support.
- **Software configuration:** Add exact versions of software used. This is extremely important information. The version information is available in the log.
- **System log files:** Send the system log file. You can save your log file in the *link to Logs pane*.
- **System locale:** Specify the Region and Language settings of the system.
- **Hardware configuration:** Add exact versions of hardware used, especially for Viz Engine. Optional:

- **System setup:** Describe differences in the installation, if any, from the recommended setup.
- **System Network:** Add a description of how the network, bandwidth, routers, and switches are configured.
  Always refer to your Vizrt Service Level Agreement document.

1.6.2 To submit a Support Request:

1. On the www.vizrt.com page, click on Support.
2. Click on **Report a case**.
3. Click on **LOG IN** to login to the Customer and Partner portal.
4. At the top of the Case Management page, click on **Report a Case**.
5. In the online form complete the required minimum information (shown by a red asterisk) and click **SAVE**.
6. In the saved Support Case that opens, complete the various text boxes and upload any required documents, files, etc. (see Content of a Support Request).
   To **track the status** of open support tickets, login to the Customer and Partner portal. Add information or communicate about the cases directly with the support team.

2 Setup

Viz Pilot Edge follows the Pilot Data Server installation and opens as a web application in a browser.

The URL to access Viz Pilot Edge is:

```
http://pds-host-name:8177/pilotedge
```

2.1 Installation of Viz Pilot Edge for ActiveX based systems

Viz Pilot Edge is an HTML based newsroom component. Some newsroom systems support plugin applications, but not HTML plugin applications. To run Viz Pilot Edge on these systems, installation of Show Edge is required, which is an HTML wrapper for systems that only support ActiveX based plugins.

Do the following to use the Show Edge installer:

- The Show Edge installer is located below:

- http://localhost:8177/showedge

```
Run the Vizrt_Show_Edge-x.y.exe file on the client machine.
```

- For remote installation on multiple machines the installation file including the --msi parameter must be used. This will create a sub-folder containing the .msi file. In the command line, run:

```
Vizrt_Show_Edge-x.y.exe --msi
```

- The URL to access Viz Pilot Edge is needed during the installation.

- Type in the URL in the installer window that appears after running the .exe installer
- For the MSI installation set the Viz Pilot Edge URL using the PE_URL property:

```
msiexec.exe /i ShowEdge.msi "PE_URL=http://pds-host-name:8177/pilote
```

- If the MSI installation is used, the default install directory can be overridden with the parameter INSTALLDIR.

```
msiexec.exe /i ShowEdge.msi "PE_URL=http://pds-host-name:8177/pilote
```

- Opening the Show Pilot Edge application from the start menu opens the configured URL in a browser window.
- The URL can be changed by doing one of the following:
  - For the .exe installation first uninstall and then re-install Show Edge. Type in a different URL in the installation window
  - For the MSI installation an uninstall is not necessary to change the URL. Simply run with a different URL in the command line: msiexec.exe /i ShowEdge.msi "PE_URL=change_the_URL
  - Run ShowEdge.exe with the desired URL parameter in the command line

> **Note:** To access help in the command window, run: ShowEdge.exe help

3 Viz Pilot Edge

Viz Pilot Edge is Vizrt's new HTML based newsroom component for journalists which can be used together with the Viz Pilot system . It is a web application that can be embedded in newsroom systems, like Octopus Newsroom System, ENPS and iNews, that connects to a data base for templates and media.

Viz Pilot Edge is a template based system for journalists to create, manage and preview content before it is delivered to the newsroom system.

3.1 Workflow

The basic workflow from a template to a data element ready for play-out is as follows:

- In Viz Pilot Edge, search for and open templates, elements or media assets.
- Different filter criteria are available when searching for resources.
- Fill graphic templates with content using an auto generated fill in form.
- Preview graphics in the Preview Window.
- Save the filled in graphic templates as elements. These are stored in the Pilot Data Server.
- The elements are dragged to a newsroom rundown, and made available to Director for monitoring and play-out.

3.2 Getting Started

From the Viz Pilot Edge welcome page the user can search for templates and media through the Find Graphics and Find Media tabs or icons.
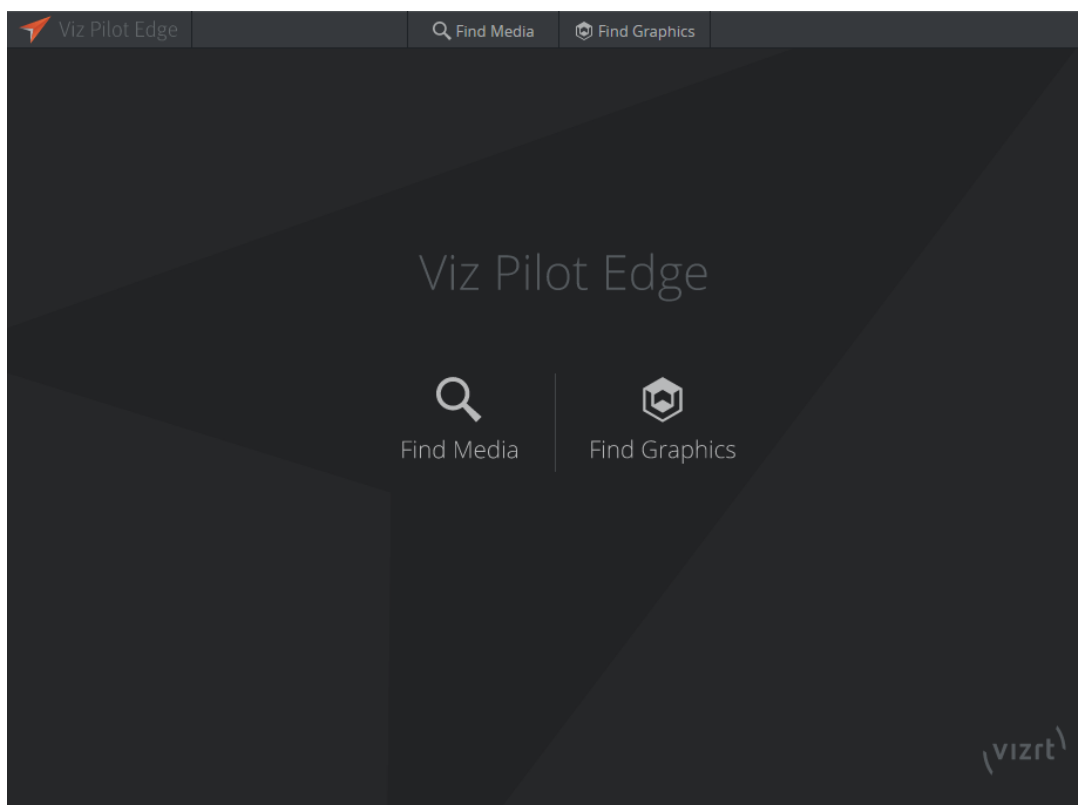
Selecting the Find Graphics tab or icon a dialog opens where the user can search for available templates and already saved elements.

Selecting the Find Media tab or icon a dialog opens where the user can search for available videos and images.

3.2.1 About

Clicking the Viz Pilot Edge logo in the top left corner of the application takes the user to the about page.

Here is information about software version, link to local documentation and link to third party licences.

3.2.2 Log Window

A Log Window displaying Messages, Warnings and Errors becomes available using shortcut: Alt + 1.

3.3 Find Graphics

Selecting the **Find Graphics** tab or icon in the welcome page, a dialog opens where the user can search for available templates and already saved elements.

Available templates are located in the top half of the dialog under **TEMPLATES** which are filtered based on the selection made under **CONCEPT**, **TAGS** and/or typed search.

Elements available in the Pilot Data Server are located at the bottom of the dialog where a search bar also is available.

Double click a template or element to open it.
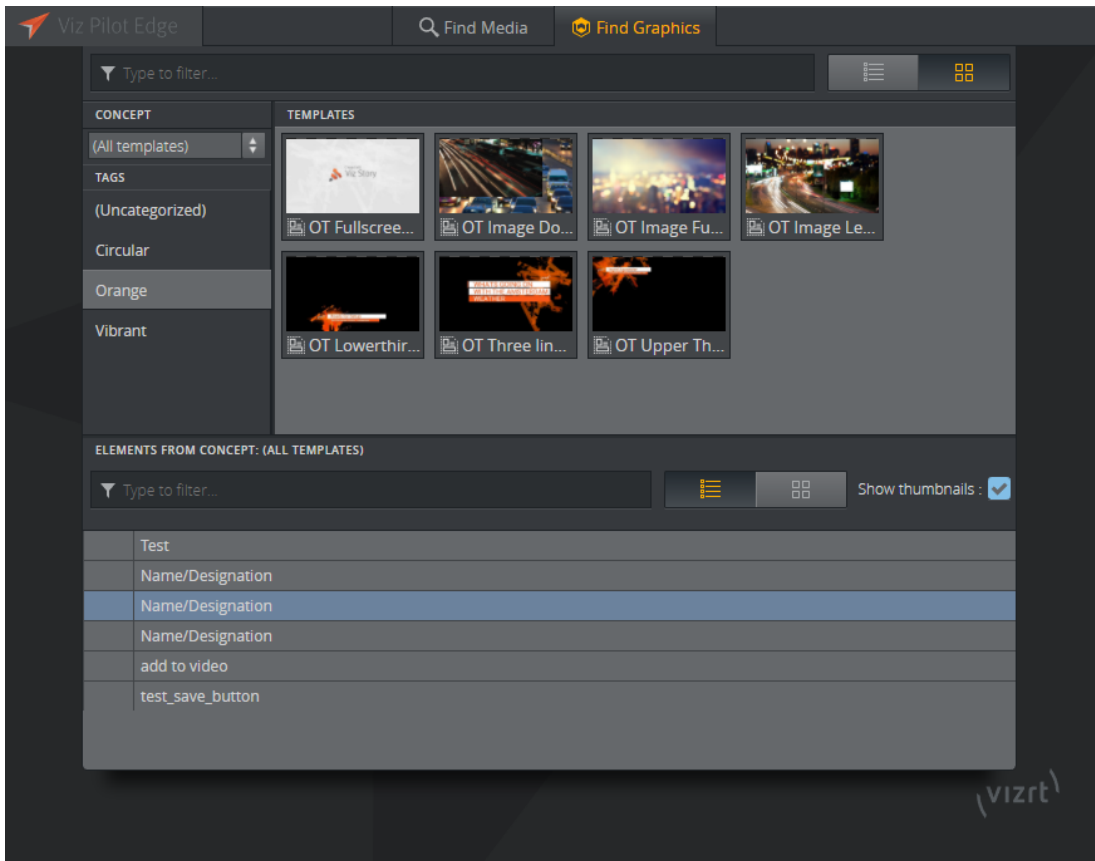
3.3.1 Add Content to Templates

Once double clicking a template it will open in a new window which consists of two main parts, the Fill In Form (left) and the Preview Window (right). Content can be edited on the left, while on the right a preview will load every time the user makes a change.

Clicking on the split-bar in the middle will collapse the preview window to make more space for the fill in form. Clicking on the sidebar again will restore the preview window.
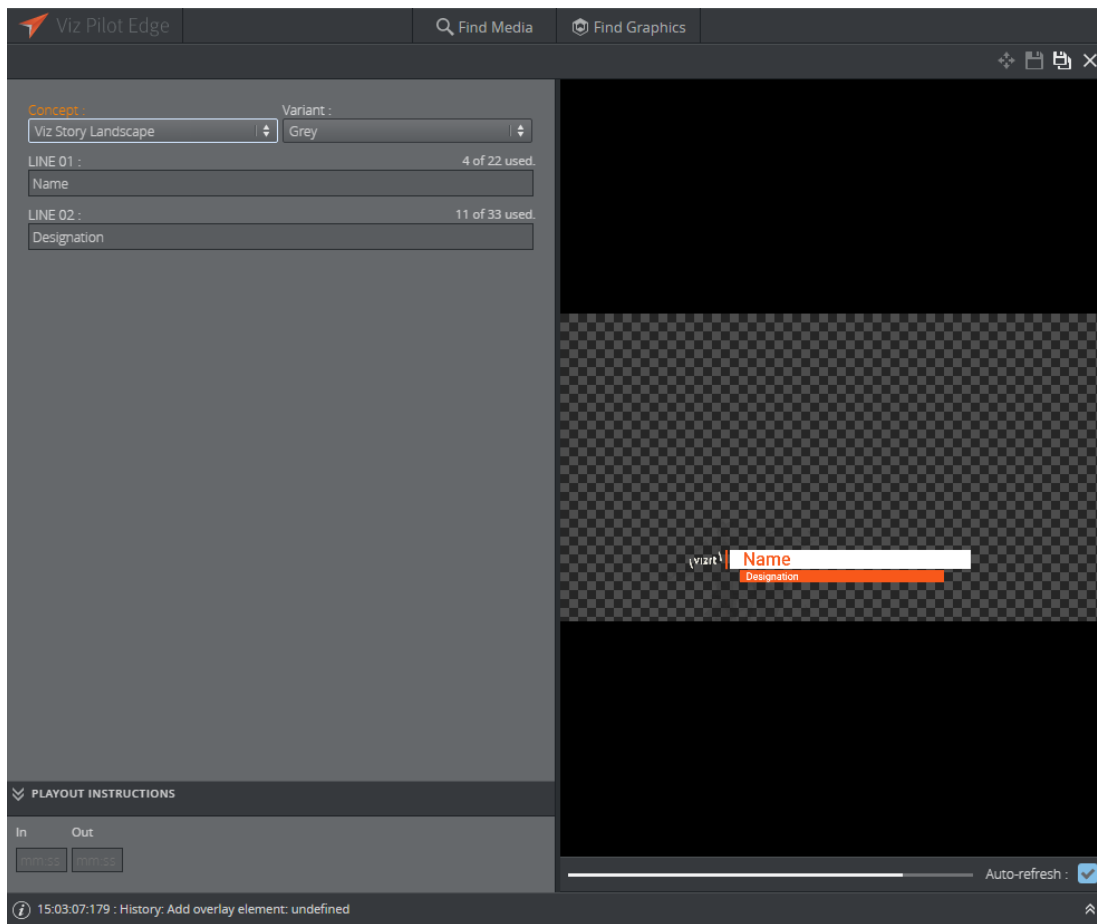
Fill In Form

The window to the left is a fill in form for the graphics. It displays fields that are exposed by the designer in Viz Artist where the user can add content to the graphic. It can be text, choices in a drop down list or media placeholders for media assets found in the **Find Media** tab. Once changes are made in the Fill In Form The Preview window immediately updates to display them (as long as Auto-refresh is toggled on).

Playout Instructions

Payout Instructions are located at the bottom of the Properties Editor. The **In** and **Out** fields specifiy the start and end time for the graphic relative to the rundown that the element will be a part of.

Save

To save a template as an element click the Save as button 🖫 . Type in the name of the new data element in the dialog that appears. Once the template is saved as an element the given name will appear above the Fill In Form.

Only when the graphic is saved as an element the user is allowed to drag-and-drop it to the newsroom system using the Drag item to Newsroom button ✛ . If the template is not saved this button is grayed out.

Send Item button

Clicking this button, , will send the item to the newsroom rundown. If the item already exist in the newsroom the button is used to update the item.

Preview Window

The Preview Window displays snapshots of the graphics. The Viz Engine generate snapshots requested by the Preview Server.

The user can scrub the timeline of the graphic located at the bottom of the Preview Window by clicking on it. If the graphic contains stop points these will be marked on the timeline.

Auto-refresh

Auto-refresh is located at the bottom of the Preview Window and is by default toggled on which means that the Preview Window updates once there are any changes in the Properties Editor.

Toggle off **Auto-refresh** to turn this functionality off. To refresh the Preview Window in this mode click the Refresh button or click inside the Preview Window.

3.3.2 Using Elements

Elements are already saved templates which are available from the bottom of the **Find Graphics** dialog.

Once double clicking an element it will open in a new window in the same way as for templates. The name of the element is displayed above the Fill In Form. Since this item is already saved in the database the drag-and-drop functionality is available once it is opened.
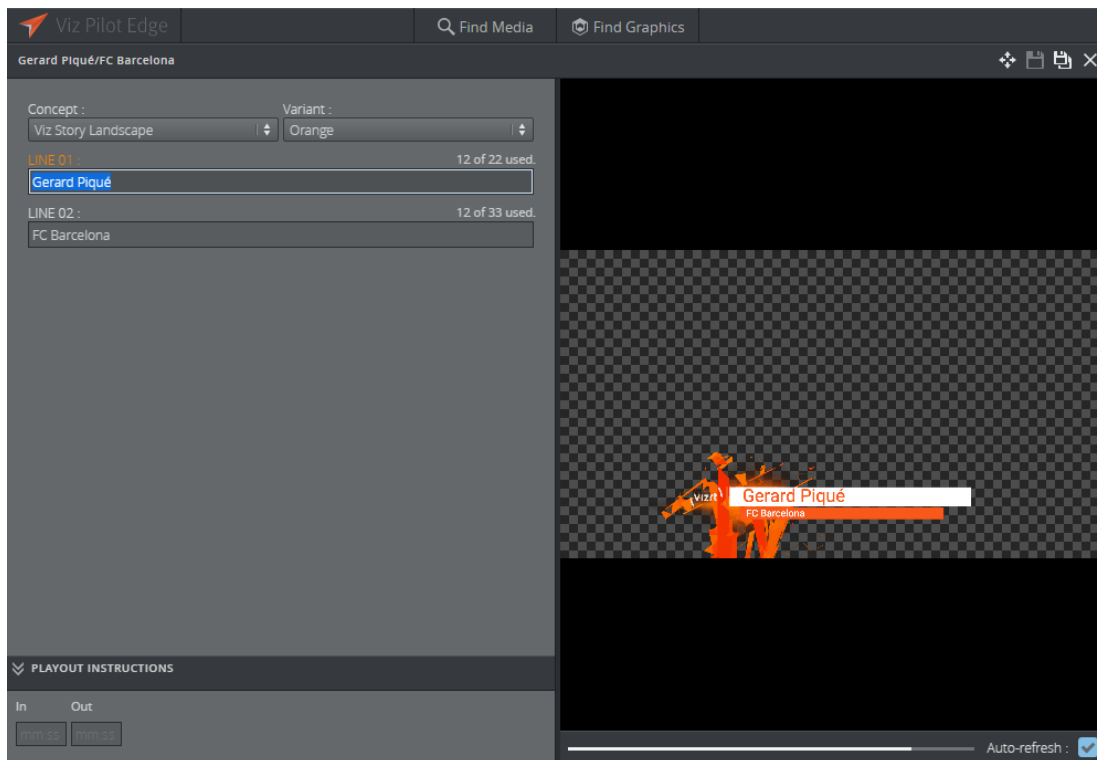
To save any changes to an element use the save button ![save]. To create a new element use the Save as button ![save as] .

> **Note:** It is not currently possible to detect whether an element is in its original saved state. For example if the user edits an element and change it back to its original saved state, the save button will still be active even though there is actually no new changes to the element.

## 3.4 Find Media

Selecting the **Find Media** tab or icon in the welcome page, a dialog opens where the user can search for available media assets. At the top of this page a search bar is available. The user can also filter the search based on the time of publish and tags.

A preview of the media asset is available by right clicking it and select **Preview**.

Double click a media asset to open it.
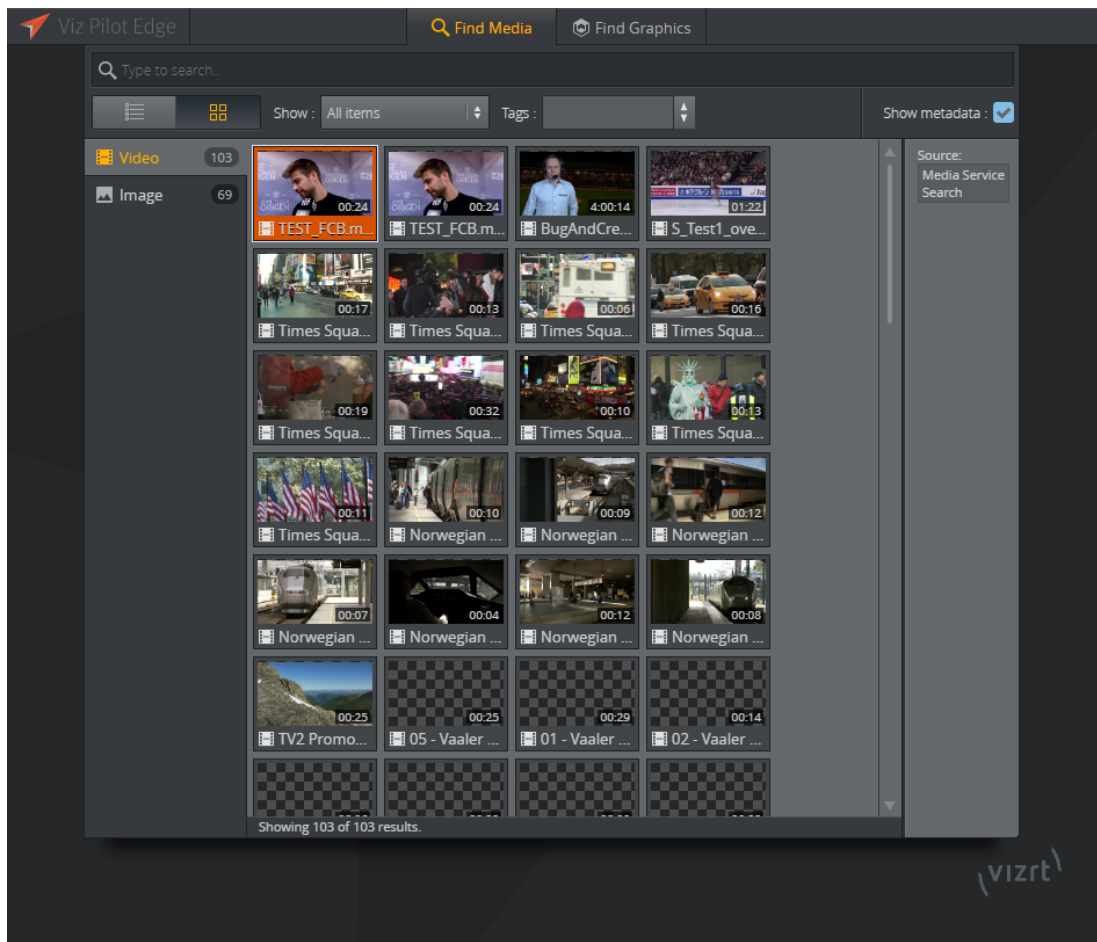
The selected media will open in a a new window and from here it can be dragged directly to the newsroom system as is, using the Drag item to Newsroom button ⊹ .

In the case of video, the user has the ability to add or edit graphics on the timeline.

3.4.1 Add Graphics to Videos

Double clicking a video from the **Find Media** tab will open the video in a new window which consists of three main parts. As for the Find Graphics workflow the Fill In Form is at the left and the Preview Window is at the right. The new part here is the Timeline Editor located below the Preview Window, which offers basic functionality for video editing and managing of graphics within the Timeline Editor.

Clicking on the split-bar separating the two windows will collapse the left sidebar to make more space for the timeline. Clicking on the sidebar again will restore the two windows.

To add a graphic to the Timeline Editor click the **Find Graphics** tab while having the video open.
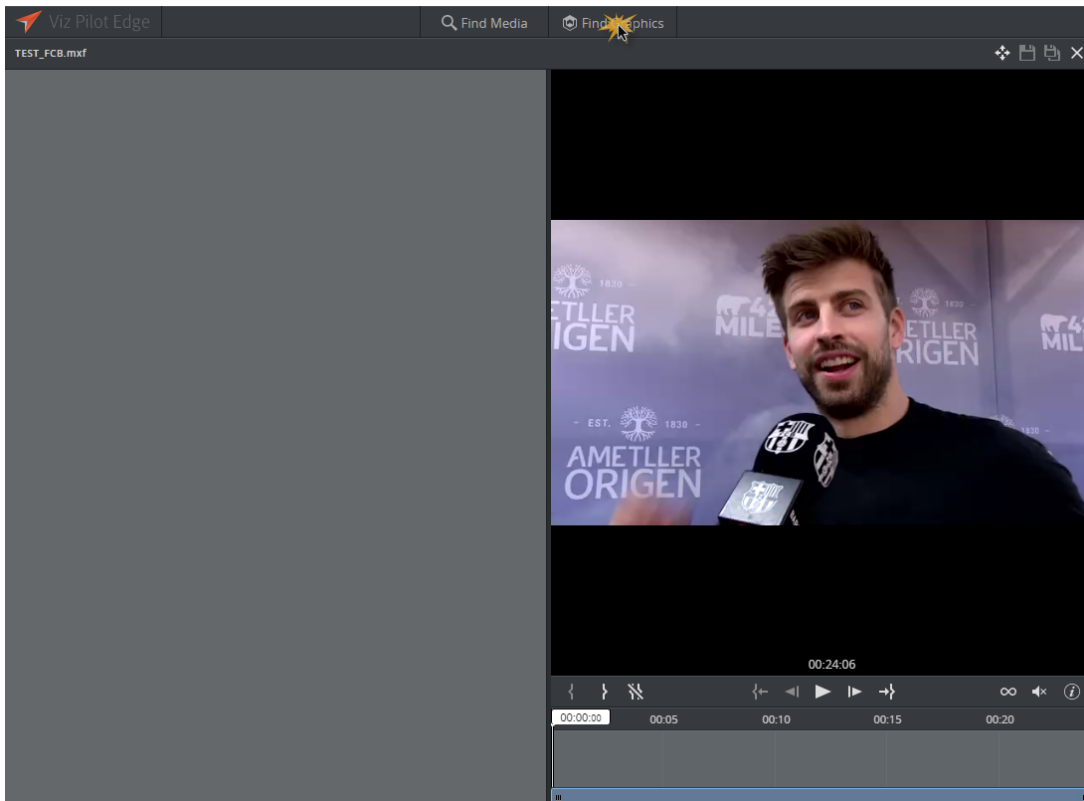
Find the desired graphic and drag-and-drop it into the Timeline Editor. To add more items do the same procedure again.

> **Warning:** Use the drag-and drop functionality to add a graphic to a video. Unless there are unsaved changes, double clicking the graphic will replace the video view with the graphic view.
>
> A warnings dialog will appear if there are unsaved changes.

In the example below two graphics are added to the Timeline Editor from the **Find Graphics** tab. Each of the graphics has its own graphics track. To edit the content of a specific graphic click on its graphics track and edit the content in the Fill In Form.
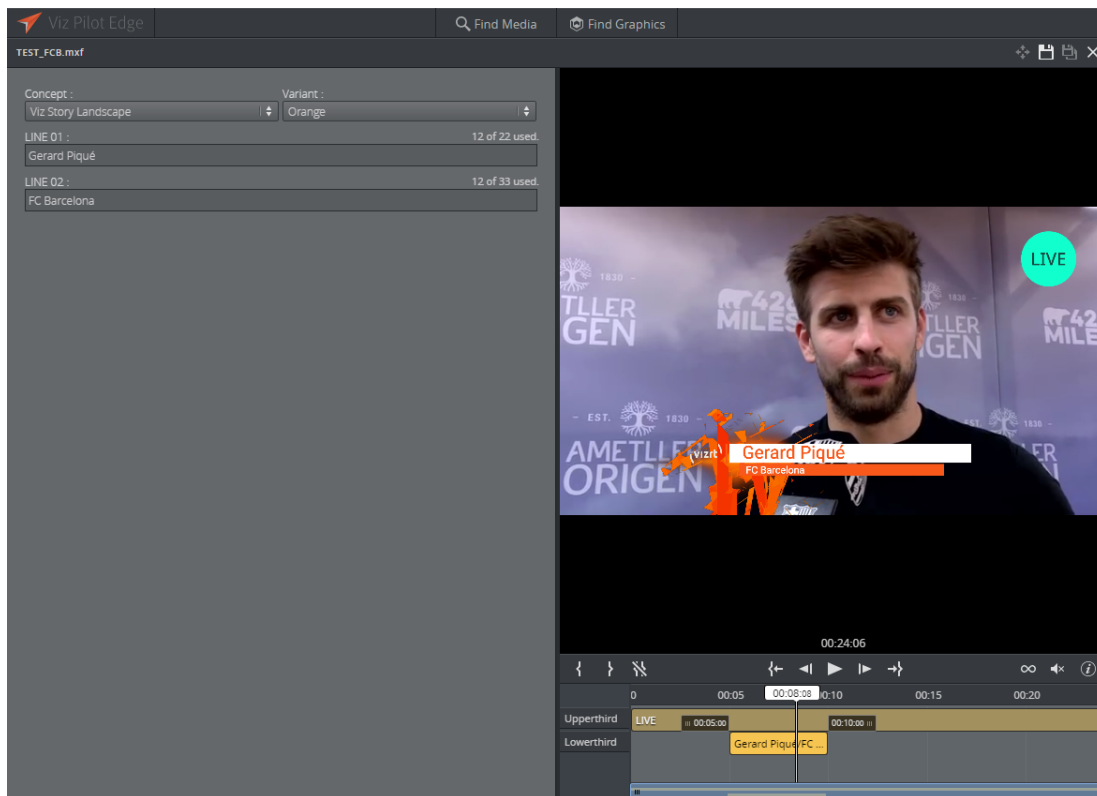
....
Info: Viz Pilot Edge has basic support for Transition Logic scenes
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Timeline Editor Functions

The Timeline Editor is located below the Preview Window. The Timeline Editor Functions allow the user to do basic edits to the video.

The Timeline Editor also serves as an overview of graphics added to the video.

Hover the mouse over the Timeline Editor buttons to get button and keyboard shortcut information.

Below is a list of the main areas:

1. Adjust in and out point positions in the timeline
2. Play/move frames
3. Loop video, mute and information about keyboard shortcuts
4. **Graphic track**: Move graphics to the desired position and adjust the timing of the graphic. Click the graphics track to add/edit content in the Fill In Form
5. Area of the graphic tracks. Use the mouse wheel to zoom in and out
6. **Cursor**: Drag to scrub the clip
7. Lists the names of the different graphic tracks
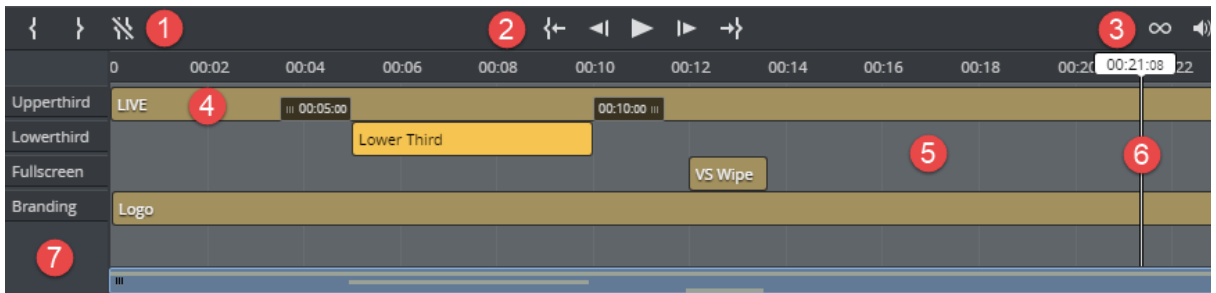
The Timeline Editor supports several layers of graphics. This allows graphics to overlap and be played out correctly, as long as they are in separate/the right layer. The Timeline Editor will indicate a possible conflict by coloring the conflicting graphic tracks red.

In the example below an upper third graphic is placed in the Timeline Editor. This becomes in conflict with the live bug already present in the timeline editor resulting in both graphic tracks are colored red with a warning saying that the graphics are overlapping.
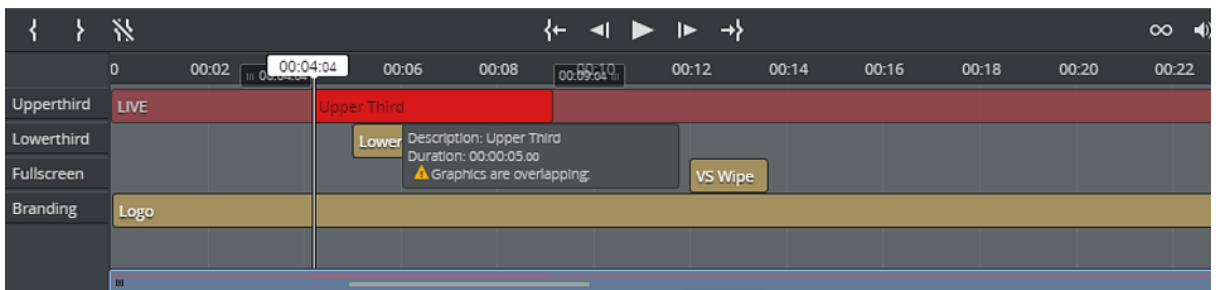
Save

After opening a video it can be dragged into the newsroom as is using the Drag item to Newsroom button

 .

If one or several templates are added to the video the element needs to be saved before it can be dragged to the newsroom. This saves the video together with the graphics. If the graphics element is an already saved element, any changes made to it are saved.

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Note: The save as functionality, , is not an option for video with graphics since Viz One does not support saving multiple timelines for the same video.

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4 Keyboard Shortcuts

The most important keyboard shortcuts in Viz Pilot Edge are the ones used in the timeline editor. They allow the user to navigate and make edits within the video clip.

Keyboard shortcut information is available clicking the ⓘ button in the timeline editor.

The following keyboard shortcuts are available:

Action	Shortcut
Move one frame backward	, (comma)
Move one frame forward	. (period)
Select previous item	Arrow_Left
Select next item	Arrow_Right
Delete on selection	Backspace or Delete
Mark In point	I
Mark Out point	O
Slow forward - press once /Rewind - press multiple times to increase speed	J
Start playing - press once/Fast forward - press multiple times	L
Play backward at 0.5x speed	Alt + J
Play forward at 0.5x speed	Alt + L
Pause playout	K
Mute	M
Play/pause	Space
Go to In point	Shift + I
Go to Out point	Shift + O
Move selected item left by 1s	Ctrl + Arrow_Left
Move selected item right by 1s	Ctrl + Arrow_Right
Move selected item left by 10s	Ctrl + Shift + Arrow_Left
Move selected item right by 10s	Ctrl + Shift + Arrow_Right
Grow selected item by 1s	Ctrl + Alt + Arrow_Right
Shrink selected item by 1s	Ctrl + Alt + Arrow_Left
Grow selected item by 10s	Ctrl + Alt + Shift + Arrow_Right
Shrink selected item by 10s	Ctrl + Alt + Shift + Arrow_Left

A Log Window displaying Messages, Warnings and Errors becomes available using shortcut: Alt + 1.

5 Workflows

Viz Pilot Edge can be used in other workflows than the newsroom workflow where main focus has been in this user guide.

5.1 NLE

There is also support for the web based fill in form technology in our NLE plugin for the major craft editing systems. From the graphics plugin Viz Pilot Edge can be opened and the same interface is available in the craft editing system. In this workflow Viz Pilot Edge is available for handling graphics only.

5.2 Templates in Viz Pilot Edge vs. Viz Pilot News

There are no methods for migrating templates from ActiveX based templates used in Viz Pilot News to HTML based templates used in Viz Pilot Edge. The technologies are so different that it is not feasible to handle a migration. The suggested approach is to recreate them one by one over a period of time.

The Template Builder, which also is bundled with the Pilot Data Server, is a tool provided for creating complex templates. Applying separate java script code stored on any web server, the same functionality as with Viz Pilot News templates can be achieved. This requires re-coding of the templates.