Viz Mosart User Guide

Version 5.14

Viz Mosart

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  - C:\ProgramData\[Product Name]
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Contents

This manual is organized as follows:

1 Introduction to Viz Mosart

Viz Mosart enables preprogramming of all studio operations required during a show. Preprogramming reduces the risk of manual errors and enables production quality to be focused upstream, *before* the event goes on air.

Viz Mosart supports two types of production:

- Live Production Mode
- Story Recorder Mode

1.1 Live Production Mode

- Viz Mosart controls the devices in the gallery that previously were operated manually. Where previously production staff in a live show had to work a vision mixer, an audio mixer, cue video recordings, these tasks can now be programmed in advance.
  For example, Viz Mosart can be instructed to send commands to the vision mixer for switching from a camera to a video clip, whilst fading down the presenter mic.
- Studio equipment and content cuing instructions are created by the show producer on Viz Mosart *templates*.
- There are several Viz mosart *template types*, each corresponding to a specific studio operation.
  For example, commands to the audio mixer like, "Pull the studio microphone faders down" belong to the *Camera* template (this operation must be performed during the time this camera is in use), whilst simultaneously "Pull the video server faders up", belongs to the video clip *Package* template (as the clip must be faded-in on the desired channel). These two actions remove sound from the studio (news presenter's mic) and enable sound from the video server only (audio on the video clip).
- An NRCS (for example, iNEWS, ENPS or OpenMedia) is the principle method of scheduling the set of Viz Mosart templates that contain commands for controlling the on-air production.
  From the NRCS, a journalist writing a story can quickly create an entire ready-to-air news story by inserting (drag and drop) Viz Mosart templates as grommets into their story.
- The Viz Mosart GUI displays the NRCS story as one of a series of story rows, in a rundown.
- Viz Mosart can receive continuous updates from the NRCS (however, Viz Mosart can *never* update the NRCS), enabling last-minute changes to a scheduled story.
- Once the NRCS stories are loaded in the rundown, each time the Viz Mosart operator hits **Take Next**, commands in story elements that were created in the NRCS, direct what is placed on air.

1.2 Story Recorder Mode

Viz Mosart enables frame-accurate recording of a Viz Mosart-driven show.

- Once the rundown is finalized, this operating mode provides all the benefits of a template-based Live Production, and also offers the producer the ability to pause the ongoing recording, go back to a known point in the show, and retake.
- With any desired improvements retaken, once the show is completed, a final show clip is automatically stitched together for future playout.

For more details, refer to the topic Story Recorder.

1.3 Related Documents

- *Viz Mosart Administrator Guide*: How to install and configure software and hardware in a Viz Mosart system.

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

- www.vizrt.com
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- Vizrt Training Center
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2 Operation

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This rest of this section describes:

For a detailed description of the menus, panels, selections and commands that you can use with these operations, refer to the corresponding section in section Viz Mosart User Interface.

2.1 Managing NRCS Rundowns

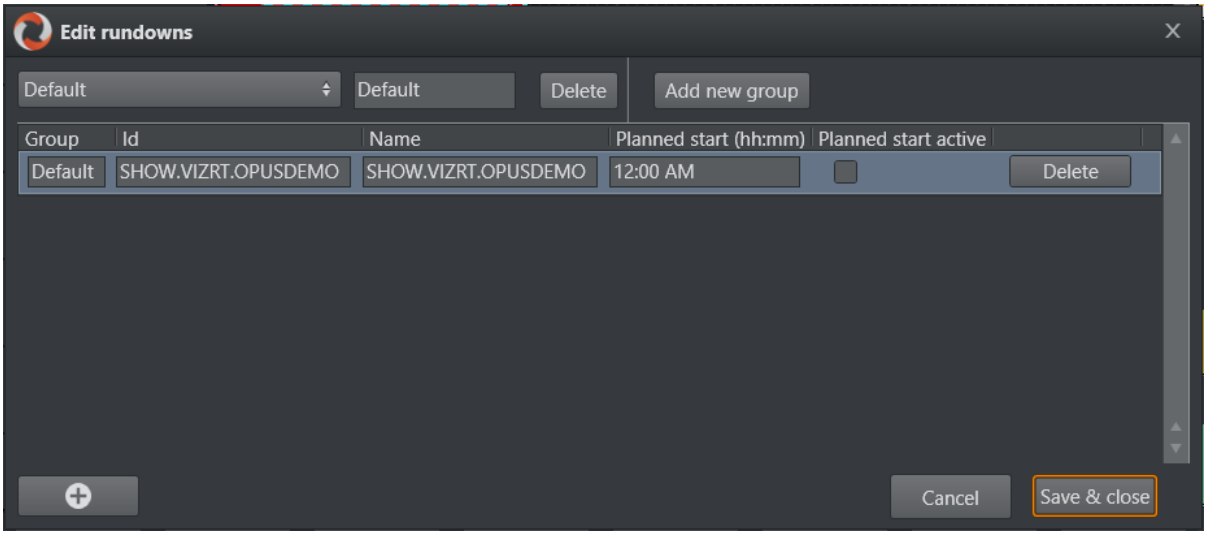
2.1.1 iNEWS

Working with iNews Rundowns

To add an iNEWS rundown to Viz Mosart

Note: The menu item **Edit rundowns** is only available when Viz Mosart is connected to iNEWS.

- In the Viz Mosart UI, select **Rundowns > Edit rundowns** or **Tools > Edit rundowns**.



Rundowns that have been added here, will now be shown as **NCS available rundowns** in the **Arrange rundowns** page, which can be opened through **Rundowns > Arrange** or **Tools > Arrange rundowns** - see Arrange Rundowns.

Story Status Updates with Avid iNews Web Services

You can automatically update the iNEWS rundown with Viz Mosart story status updates. This is a useful utility that, for example, can provide clip availability to the NRCS user.

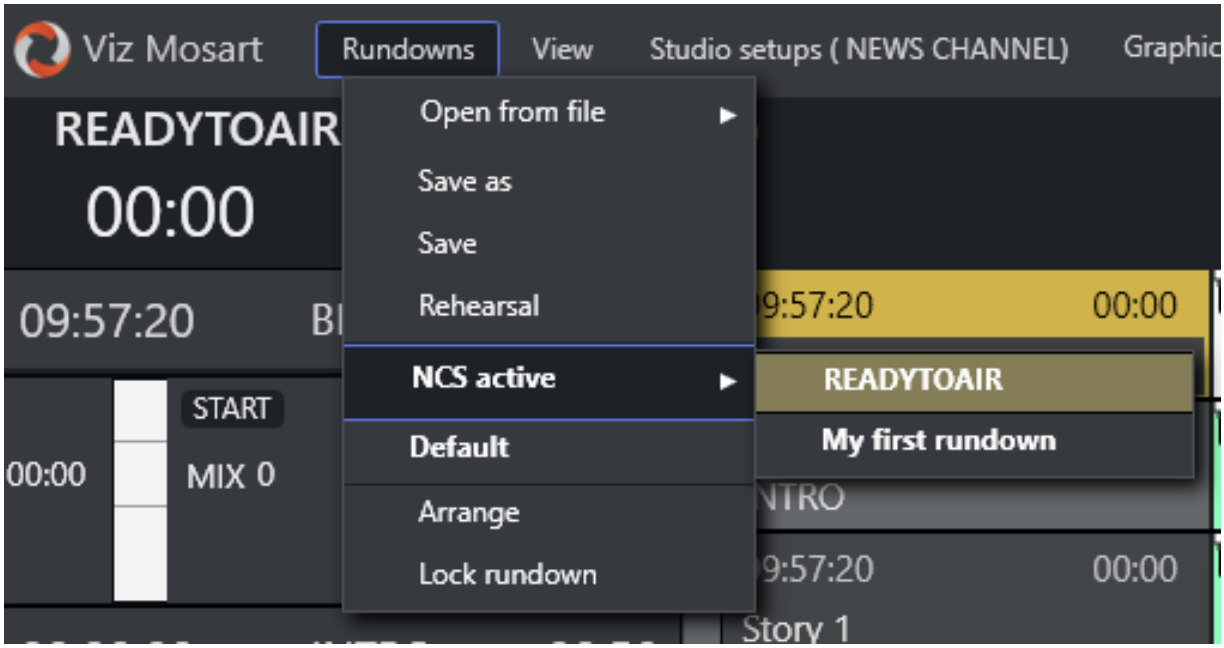
- For a setup description and usage examples, please refer to the section **Avid iNews Web Service for Status Feedback** in the **Appendix** section of the *Viz Mosart Administrator Guide*.

2.1.2 MOS

Working with MOS-based Rundowns

To select a rundown from the NRCS

- From the **Rundowns > NCS active** option on the menu bar, select your required rundown.
  (Selecting a rundown from this menu is equivalent to the Timeline keyboard shortcut, **Reload Rundown**).



To add rundowns or modify the selection of MOS-based rundown

- In the Viz Mosart UI, select **Rundown > Arrange** (or alternatively **Tools > Arrange rundowns**). See Arrange Rundowns.

To select a Ready to Air rundown

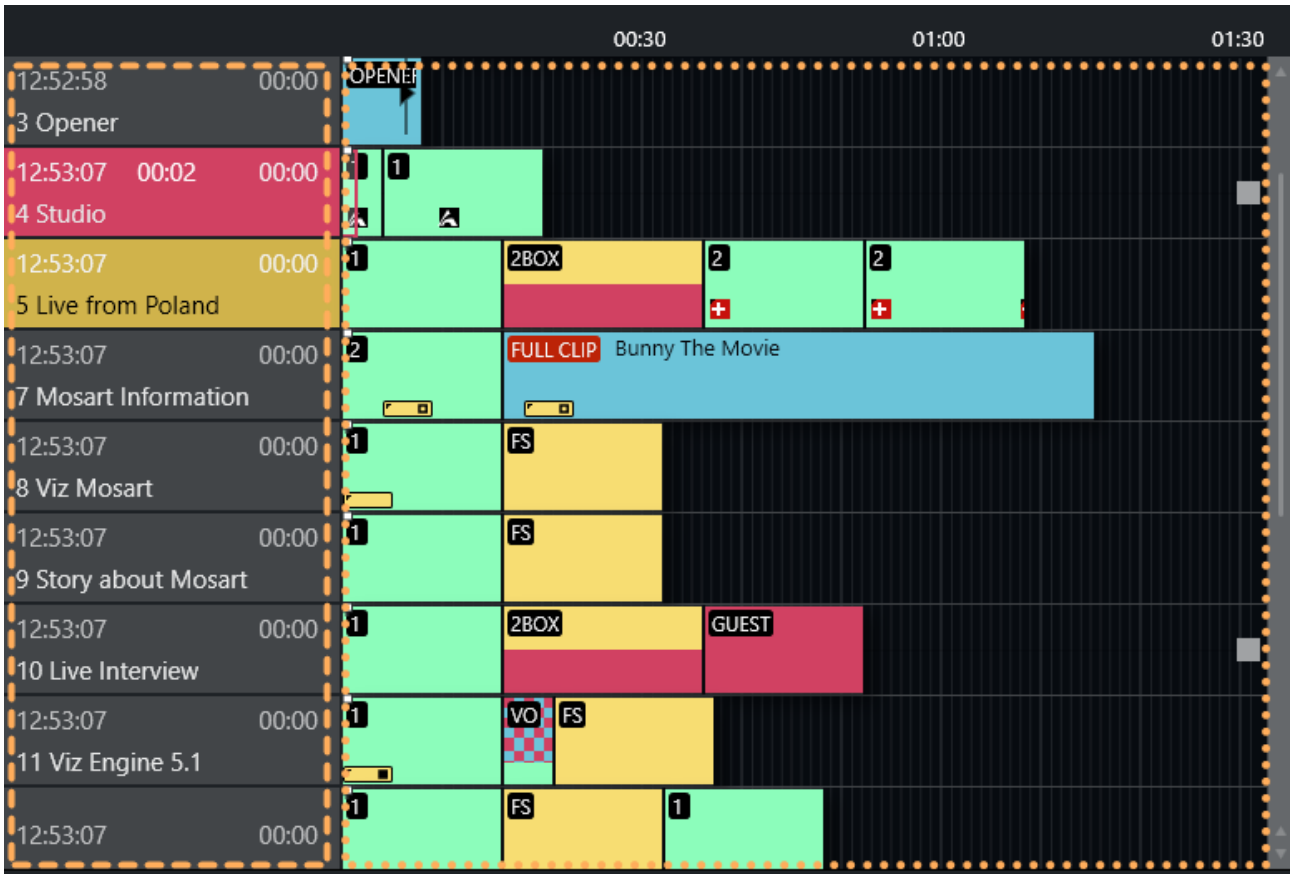
In a MOS-based NRCS, one or more rundowns may be marked as “Ready to Air“. The procedure for this is specific to the NRCS, and as such beyond the scope of this document.

1. Select the menu **Rundown > NCS active > READYTOAIR**.
   All rundowns with *Ready to Air* status are displayed, sorted by editorial start time.
2. From the displayed rundown rows, select required Ready to Air rundown.

> **Note**: Any *new* rundowns connected to Viz Mosart, with status *Ready to Air*, are added or appended to this listing.

2.2 Operating from the Rundown View

A rundown is viewed as *Story Info* to the left and a larger *Timeline* to the right.



The *Story Info* and *Timeline* panes provide a visual representation and control over the studio events originating from NRCS rundown story rows.
Each story row comprises color coded items and sub-items presented chronologically on a timeline. The colors correspond to the Viz Mosart templates that have been pre-programed to execute each operation, when taken.

- Timeline Operations
- Info Area
  - Current Story Indication
  - Set as Next Story
- Timeline Views
  - Floating Window
  - Timeline Viewer Web App

2.2.1 Timeline Operations

From a keyboard or touch screen you manually control and optionally override the items that sequentially execute once the rundown is initialized.

Each operation is mapped by default to a customizable keyboard shortcut.

Initializing a Rundown

Initialize the rundown with the RELOAD RUNDOWN command.

This resets the status for all stories and story elements and cues the first element in the first story in program, and the second element in preview.
Any changes made to the rundown in the GUI are replaced by the latest NRCS data.

This operation can be mapped to any keyboard button.
Default keyboard shortcut: **SHIFT+F12**.

Taking Items in the Rundown

- Start the rundown or move to the next story element with The TAKE_NEXT command.
- If the current element is the last element in a story, the TAKE_NEXT command takes the first element in the next story.
- When the rundown is running, the current play position within the On Air template is indicated by a red play marker.

This operation can be mapped to any keyboard button.
Default keyboard shortcut: **F12**.

Skipping a Story Item

- Skip the next story item with the SKIP NEXT command, making it disappear from the Timeline.
- The item following the skipped item is then cued in Preview.

This skip operation can be mapped to any keyboard button.
Default keyboard shortcut: **F9**.

Skipping Multiple Story Items

- Each time you press **F9**, the next story item is skipped.

- You can skip *multiple* items, but pay attention to the order of any subsequent Unskipping of multiple story items.

Unskipping a Story Item

- Undo an item skip with the UN-SKIP NEXT command, making it reappear on the Timeline.
- Once you have progressed beyond the skipped item in the running order, it is no longer possible to bring it back with UN_SKIP NEXT.

This skip operation can be mapped to any keyboard button.
Default keyboard shortcut: **Shift+F9**.

Unskipping of multiple story items

- Each time you press **Shift+F9**, the most recently skipped story item is returned to its place on the Timeline.

Note: Please be aware that multiple skipped items are placed on a 'stack'. This is illustrated by the following example:

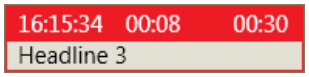
- If you press **F9** twice, and skip *I1* and *I2* (two adjacent story items in that order), and then press **Shift+F9**, then *I2* is unskipped.
  If you again press **Shift+F9**, then *E1* is unskipped.

The two items reappear on the Timeline in the SAME order, but are unskipped in reverse order to how they were originally skipped.

2.2.2 Info Area

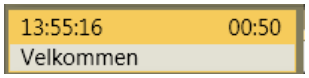
The Info area summarizes details on *story* level. It is displayed as a left hand column in the rundown view.

Current Story Indication



- The current story is highlighted with a red background in the Info area and displays three timers:
  - Left timer: When the story went on air.
  - Middle timer: How long the story has been on air.
  - Right timer: The editorial duration provided for the story.

Set as Next Story



- You can jump to any story in the rundown by placing the mouse over the story's Info area (left hand column of the Rundown view) then **Right-click > Set as next story**.
- A story set as *next*, is highlighted in the Info area with a yellow background.
- If the rundown/timeline has not been started, selected story is set as the *first* story.

Note: All the remaining items in the current story are first taken (if not skipped), before the the first item of a **Set as next story** is taken.

- For example, if your on air story contains *four* items, and while running item *2* on air, you perform a **Set as next story** somewhere else in the rundown, item *3* and item *4* in the on air story will still be cued and played (if they are not skipped.)
  When Viz Mosart takes item *4* on air, it then cues *in Preview* the first item of the **Set as next story**, ready to take as next.

2.2.3 Timeline Views

The Timeline provides essential real-time monitoring of the current rundown. With mouse and keyboard actions, the operator can execute the next item, or make last-minute changes to the programing schedule.

Floating Window

You can display the Timeline as either

- a fully operational floating window
  or
- a web based monitor (read-only).

For details, refer to section Rundown View.

Timeline Viewer Web App

You can display also display read-only Timeline details in a separate, scalable Mosart Web App.
This requires an additional once-only installation, as described in the web Apps section of Rundown View.

2.3 Managing Media Pool Assets

Located at the lower-right of the Viz Mosart UI, the Media Pool provides a convenient one-stop shop for asset operations at showtime.

This section presents each of the Media Pool tabs and provides examples of useful tasks you can perform.

2.3.1 Last-minute Edits to Graphic Elements

You can make last minute corrections to the content of graphic element (for example, a lower third) by selecting it from the Quick Access panel and editing it.

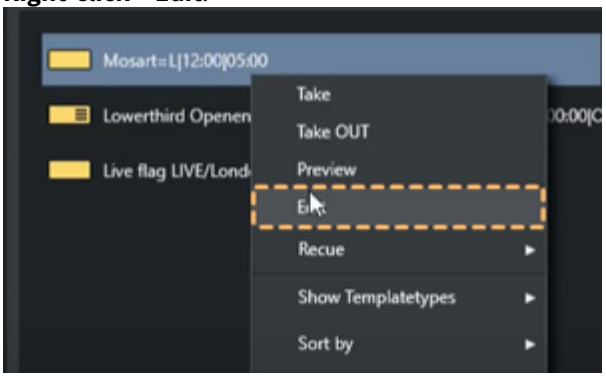
This option is only available for NRCS-defined graphics that originate from Viz Pilot Edge (graphics that were created in the newsroom system using the Viz Pilot Edge plugin).

Info: Your edits are saved in Viz Pilot Edge, and *not* in the NRCS.
If the rundown is reloaded (not locked in Viz Mosart), the naming of the graphic will revert to whatever it is called in the NRCS, *but* will still point to and take your updated (edited) graphic element.

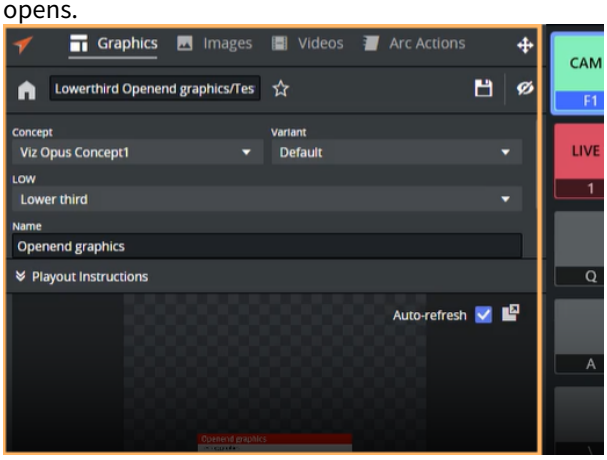
To edit a rundown graphic element

You can select a valid graphic element, edit it and push it directly back to the rundown.

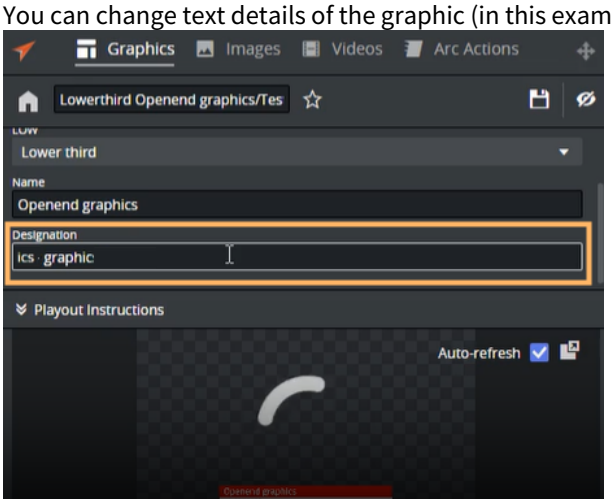
1. Select the required element either
    a. From the **Quick Access** tab in the Media Pool.
    b. From the Quick Access panel (a floating window).
2. **Right-click > Edit**.



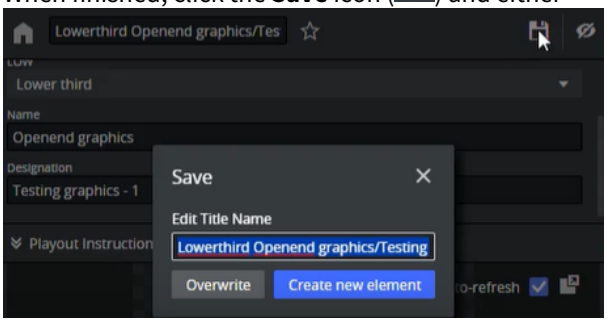
3. After a couple of seconds (this may take slightly longer, the first time the Editor is opened) an editing panel opens.



4. You can change text details of the graphic (in this example *Designation*).



5. When finished, click the **Save** icon ( ) and either



   a. Rename the text (**Overwrite**)
   b. Clone the element with the new data (**Create new element**).

2.3.2 Media Pool Tabs

The section explains the Media Pool tabs

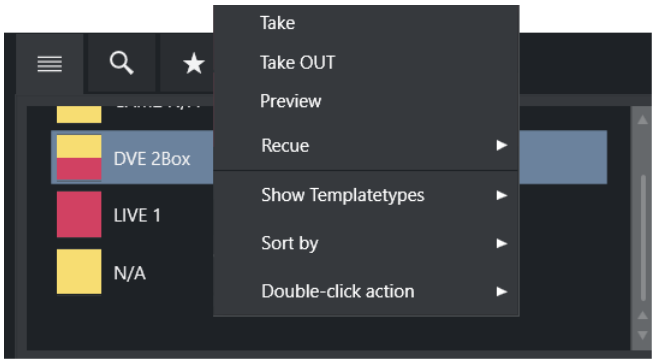
- Assets Tab
- Search Tab

- Favorites Tab
- Quick Access Tab

and the operations you can perform from them.

Assets Tab

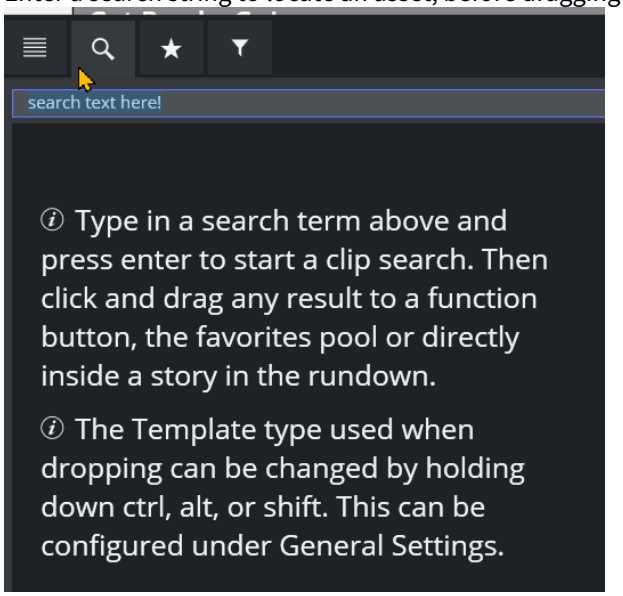
Here all items in a selected rundown story are displayed.



- Right-clicking an item opens a context menu for further operations.

Search Tab

Enter a search string to locate an asset, before dragging it to another Media Pool tab.

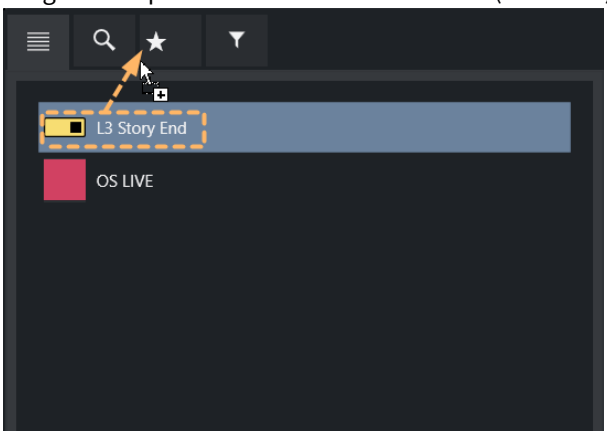


Favorites Tab

During an ad-hoc show, an upcoming story might require several templates. If there are a lot of graphic in the rundown that the operator wants to use, they can pre-save them on the **Favorites** tab for easy access prior to the story running.

To populate the Favorites tab

- Drag and drop items onto the **Favorites** tab (**Star** icon).



A 'wifi' symbol appears on the **Favorites** tab ( ), indicating that the tab is populated with globally-shared items.

Info: In the illustration above, the appearance of the *shared* icon , indicates that the favorites displayed on this Viz Mosart client (UI), are *public* and shared with all other Viz Mosart clients that are connected to the same Viz Mosart server.

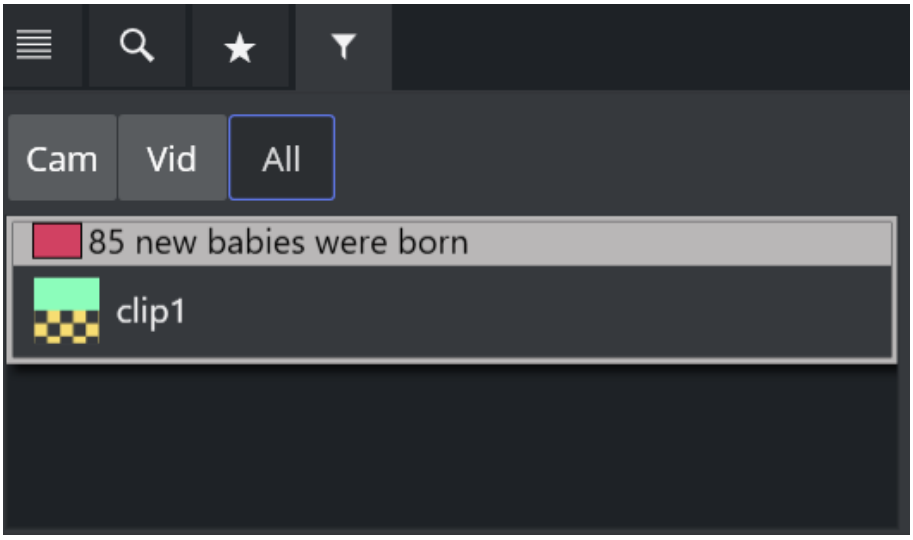
- See the description for the setting **Use public buttons**, in section **General Settings > User interface > Keyboard**.

Quick Access Tab

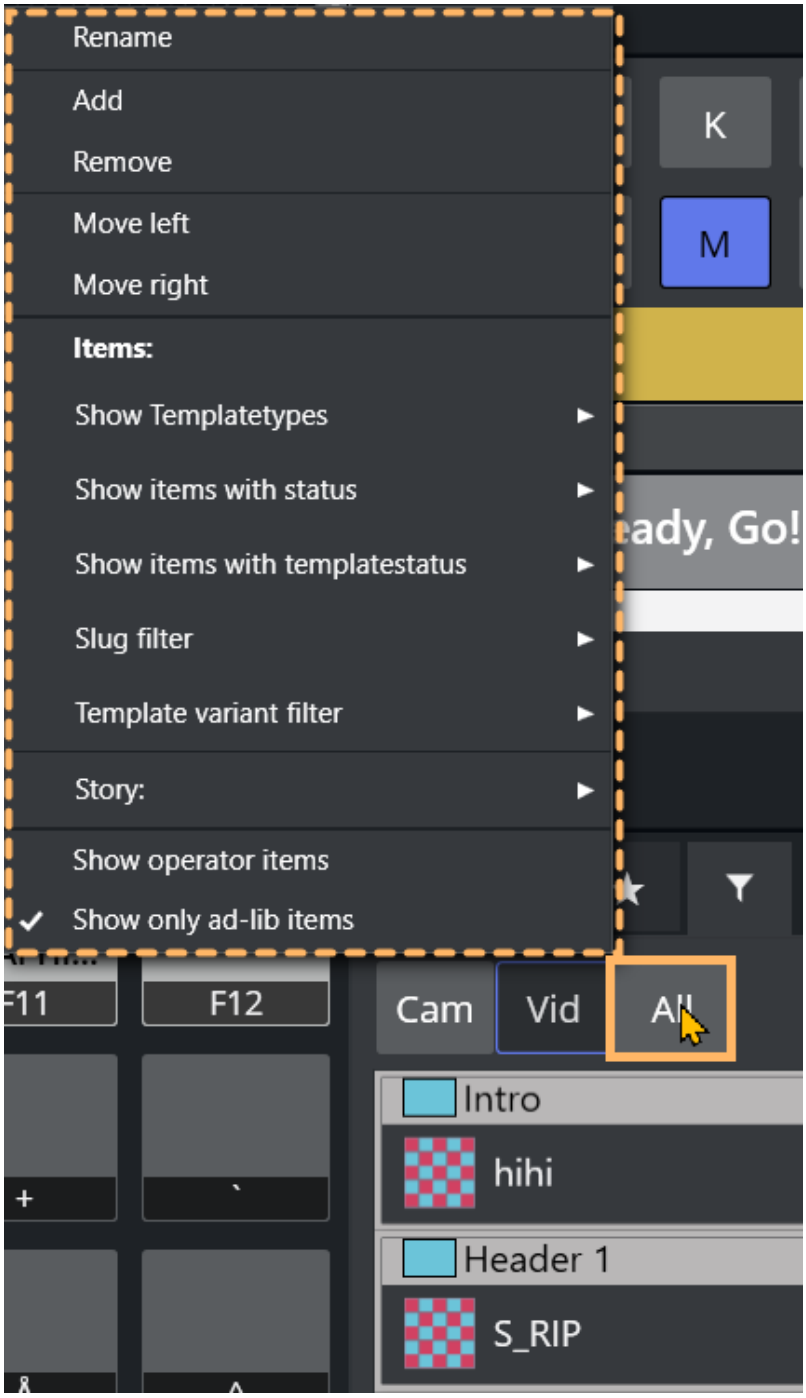
You can get all the features of Quick Access by selecting the **Quick Access** tab in the Media Pool.
The content under this tab display according to filters that you define here.

To create or modify a filter button

1. Select the Quick Access tab.



2. Either
    a. Add a button
        i. Right-click in the row next to a filter button (*Cam Vid All* in the screenshot above)
        ii. Select **Add** to insert a new filter button.
        or
    b. Modify an existing button
        i. Place the mouse over the selected button and right-click.
        ii. Select action or modifier from the menu.



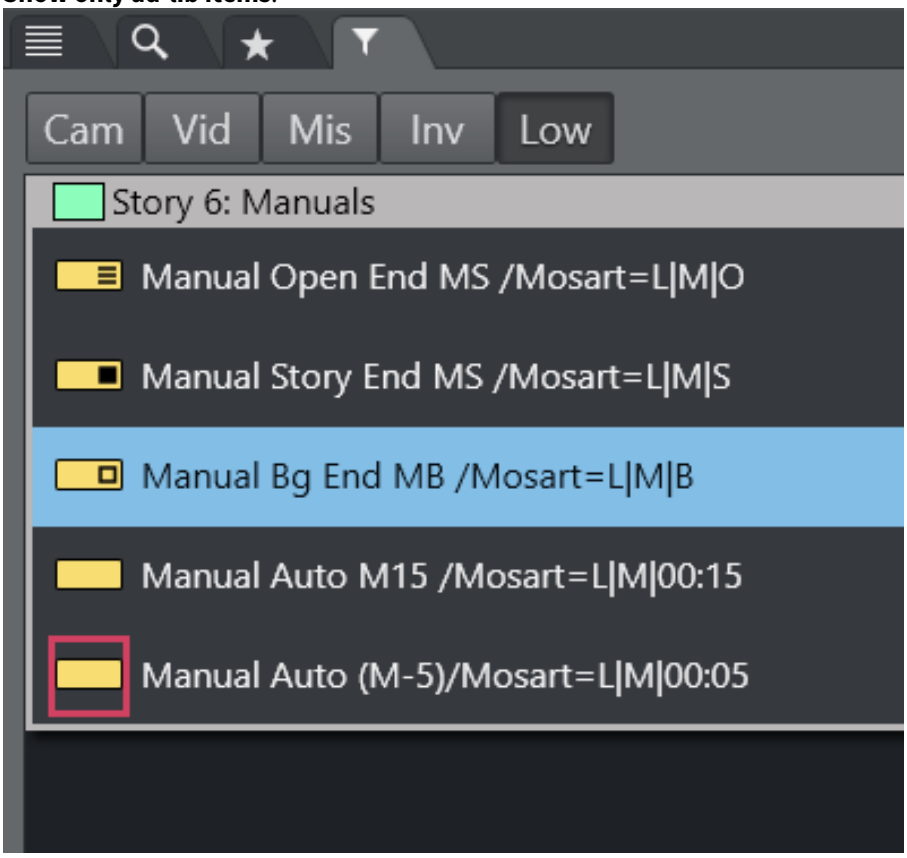
Changes take effect immediately.

Finding and taking manual lower thirds

The **Quick Access** tab can be very useful for lower thirds. It uses the same filter as Quick Access Panel but displays the content as a vertical list.
You can also create QUICK_EVENT control commands to navigate the list and take the selected item.

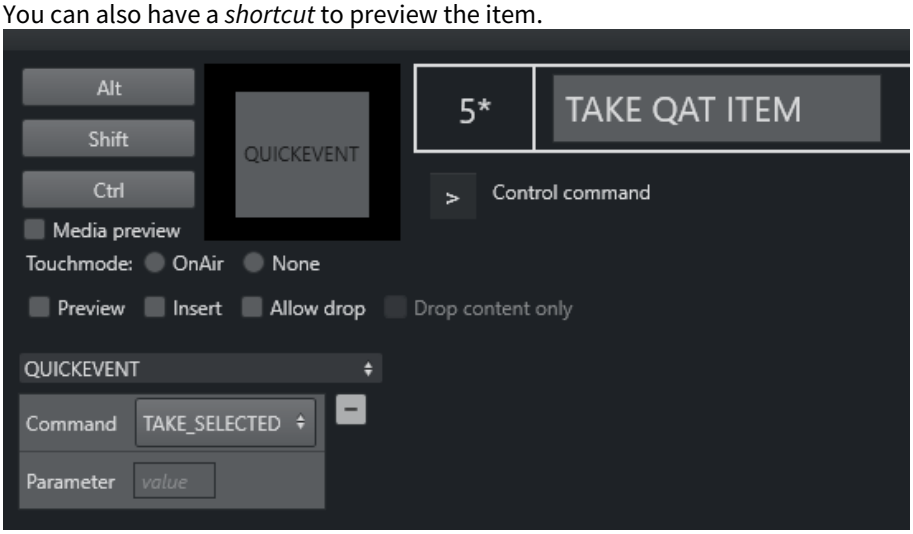
To create a quick event

1. Open the Quick Access panel.
2. Mouse-over any of the Filter buttons and right-click, to display a context menu.
3. Enable the following options:
    a. **Items > Show Templatetypes**: *LOWERTHIRD*
    b. **Show only ad-lib items**.



4. The QUICK_EVENT has to have a TAKE_SELECTED shortcut to be able to take the item.
    a. It is also possible to right-click and select **Directtake**.

b. You can also have a *shortcut* to preview the item.

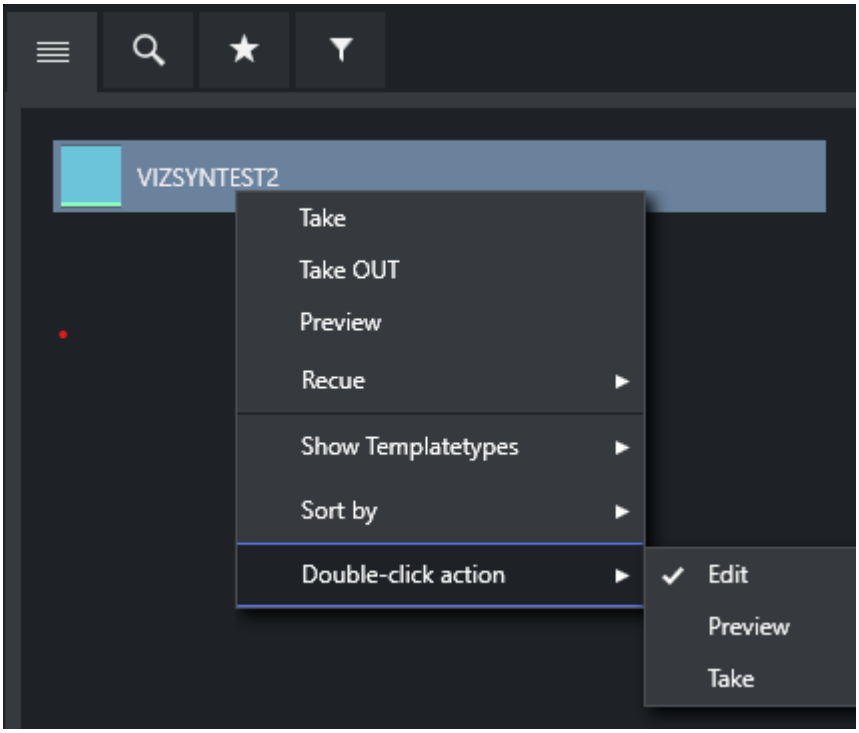


2.3.3 Defining Double-click Action

You can define what happens when double-clicking on a Media Pool asset.

To define double-click action for Media Pool assets

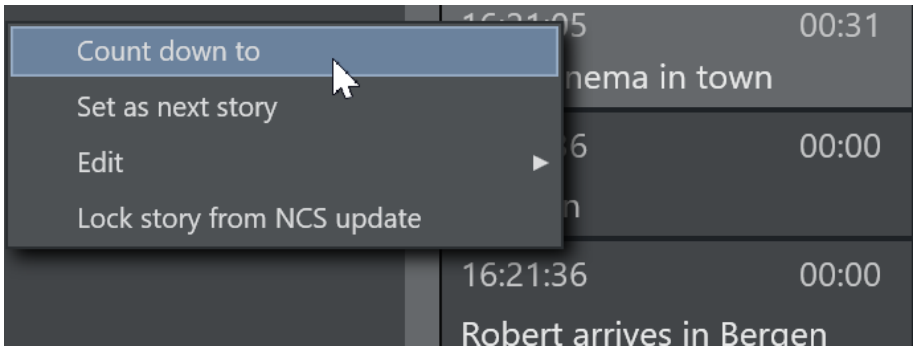
1. Right-click on a Media Pool asset.
2. A context menu opens, select **Double-click action**.
   Select from:
   a. **Edit:** Opens the asset in the Viz Pilot Edge editor (as available) for last-minute changes.
   b. **Preview**: Adds the selected primary element as next story element in the rundown.
   c. **Take**: Take the element to air immediately.



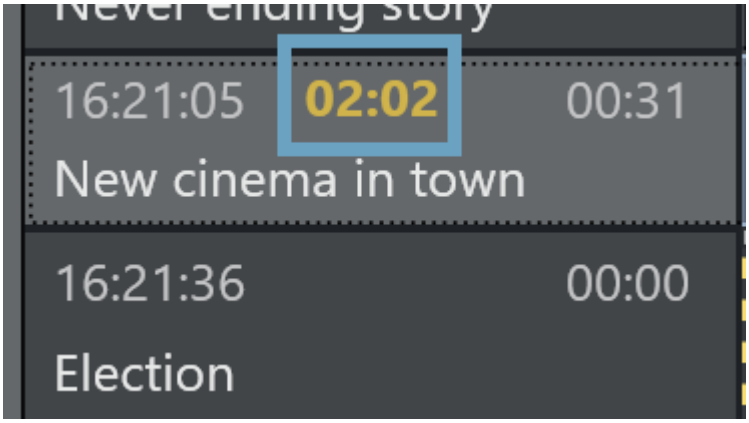
2.4 Countdown to a Selected Story

You can add a countdown clock to assist with estimating story run times.

2.4.1 Adding a Countdown Timer



- Right-click in the info area of a story and select **Count down to**.
  A countdown clock with minutes and seconds to the selected story's estimated On Air time appears in the middle of the info area.



⚠ *Again* selecting **Right-click > Count down to**, toggles the timer *off*.

2.4.2 Customizing the Appearance of Stories in a Rundown

Story line options control behavior and display characteristics of each story in the rundown.

- Refer to topic Story Line in the User Interface section.

2.5 Using Direct Take Templates

Direct take templates are recalled from the numeric keypad. Enter the number of the direct take template, and use the **minus** (**-**) key on the number pad to take. The number entered is displayed in yellow in the lower right hand corner of the GUI.

2.6 Pretake Next Overlay

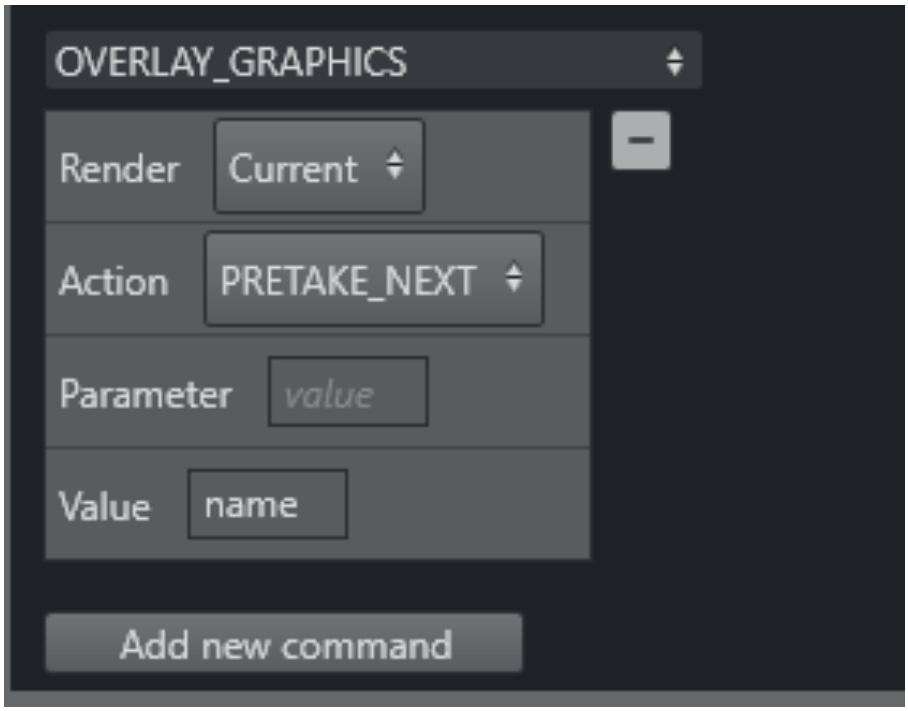
This is a control command. In Keyboard Shortcuts editor, create a new Control Command → OVERLAYGRAPHICS

To pretake an overlay item in the next story element, use an assigned shortcut (default: **CTRL+O**). This can load a complex graphics item on a studio screen during a package. This avoids any load-related delay in rendering graphics on air which might occur if the **Cue** and **Play** commands are sent simultaneously. The first overlay, with time code equal to `0`, is taken.

All **Overlay Graphics** control commands share the **Render** parameter. This parameter can be set to send the given command to a specific engine, or to engines which currently have active graphics on air.

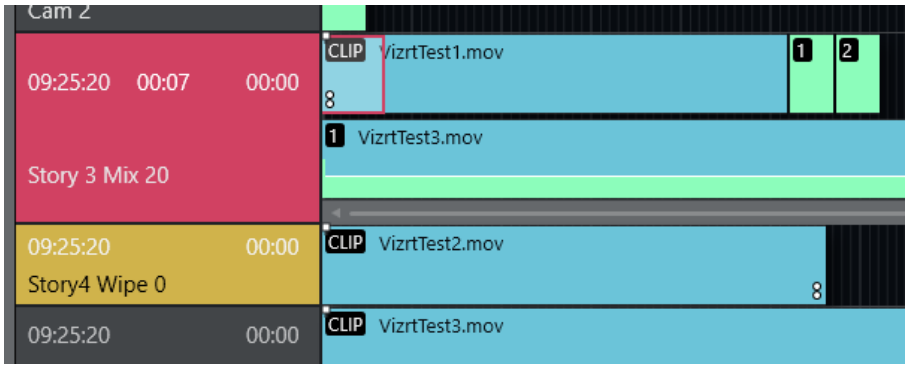
In the *Parameter* field, it is possible to enter a graphics Handler name (i.e. WALL or DSK etc). The entered value in *Parameter* overrides the *Render* value. Default: **CTRL + O.**

See Keyboard Shortcuts for more information on shortcut setup.



2.7 Looping Part of the Rundown

You can loop a part of the rundown, by setting a *loop start* and a *loop end* point in the rundown. The loop start and end are marked with 2 vertical white dots (see image below).



2.7.1 Working with Rundown Loops

2.7.2 Defining the Scope of the Loop

To set a loop **start point**

You can either:

1. Set the loop in by right-clicking on any item in the story from where you want to start loop and select **Loop > Start**.

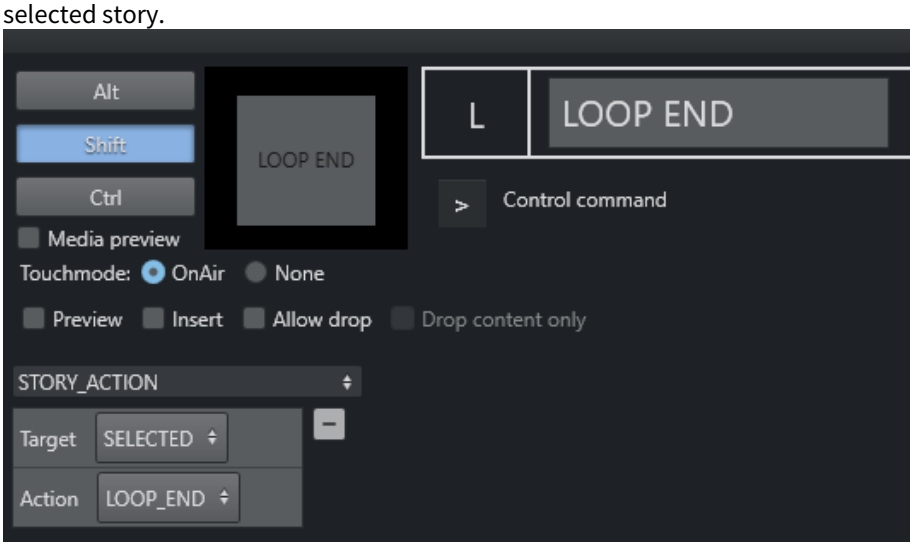
2. Use a **STORY_ACTION LOOP_START** control command to set the **Loop Start** item as the first item in the selected story.

To set the loop end point

You can either

1. Set the loop out by right-clicking on any story item that you want to end the looping and selecting **Loop > End**.

2. Use a **STORY_ACTION LOOP_END** control command to set the **Loop End** item as the last looped item in the selected story.

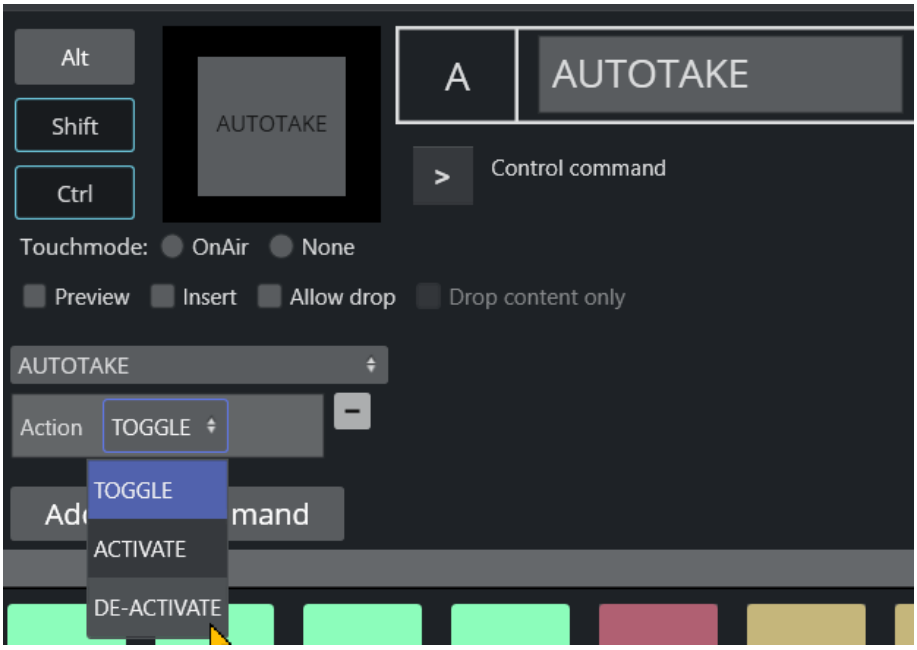


2.7.3 Auto-take Mode

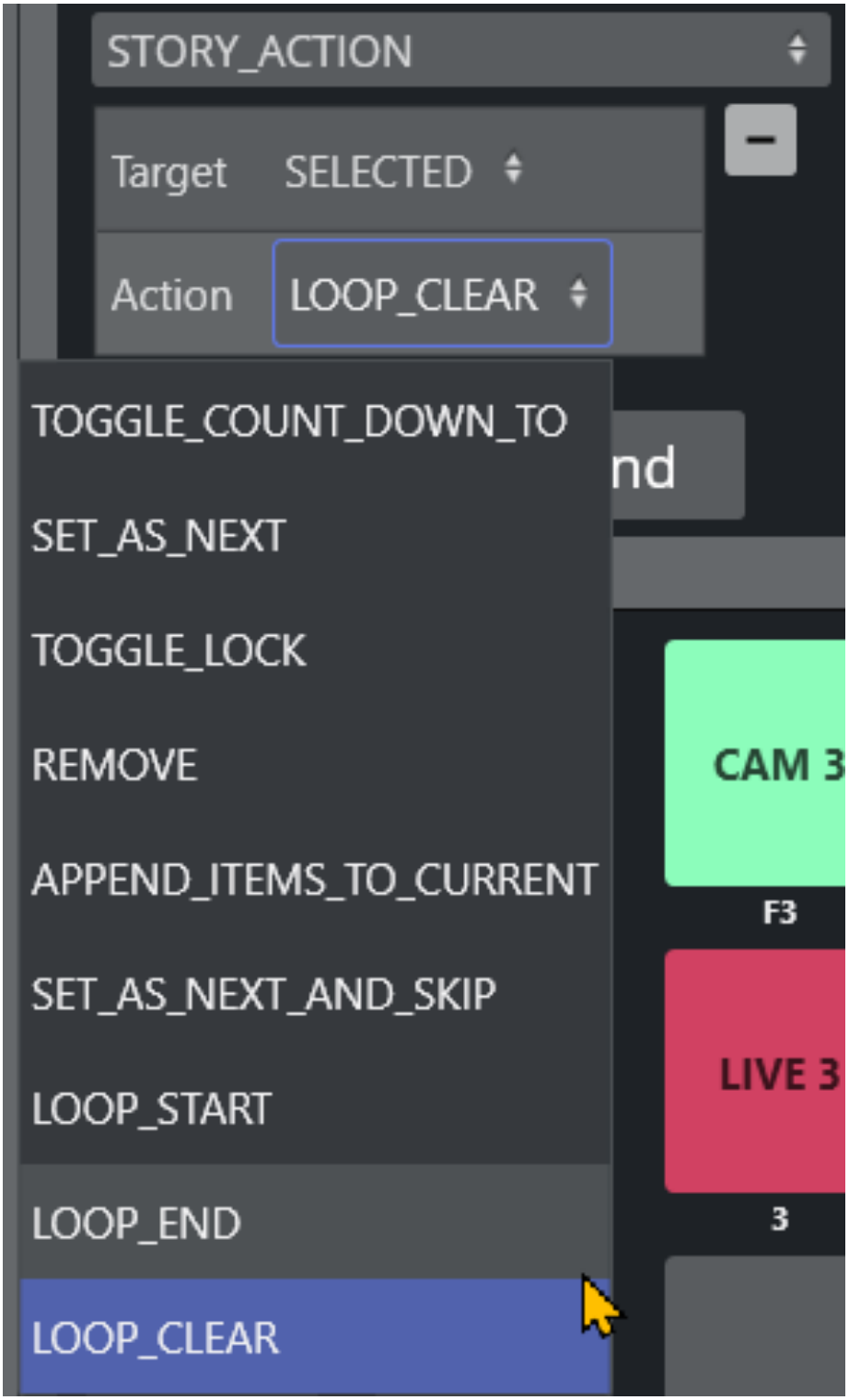
When entering the first item in a loop, **Viz Mosart** goes into *auto-take next* mode.

To exit auto-take mode

- Use the control command AUTOTAKE.
  The screenshot below shows that either *TOGGLE* or *DE-ACTIVATE* will exit auto-take mode.



- The command sequence **STORY_ACTION >** *LOOP_CLEAR* will also end the autotake.



2.7.4 Moving a Loop

To remove an end loop point

1. Left-click the loop point and select **Loop > End** to remove it.
   Autotake continues while you are moving the point.
2. Left-click the new position and choose **Loop > End** (or use a shortcut as described above)**.**
   The same procedure can be done for **Loop > Start.**
   If the *Loop > End* point has been reached without a valid *Loop Start* point above it in the rundown, the next item is set to the first story in the rundown.

2.7.5 Stopping the Loop

To clear the loop

- Left-click and select **Loop > Clear.**
  This stops the auto-take. Removing both *Loop Start* and *Loop End* continues the auto-take.

2.8 Locking a Rundown or Story

Any updates to the rundown in the connected NRCS, immediately update Viz Mosart's locally cached copy. This behavior is by design, bit might cause issues during a show, if an upcoming production has been locally modified with the Quick Editor.

It is possible to prevent NRCS-driven rundown updates by *locking* the rundown.

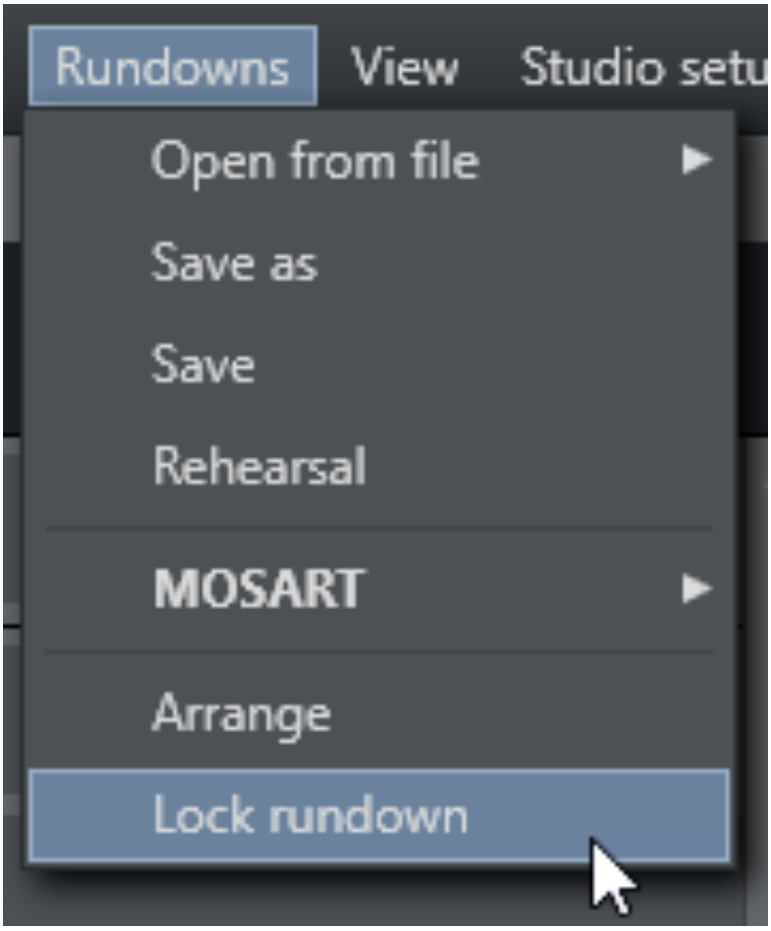
- Rundown Locks
- Story Locks

⚠ It is recommended to *lock* the rundown during a show.

2.8.1 Rundown Locks

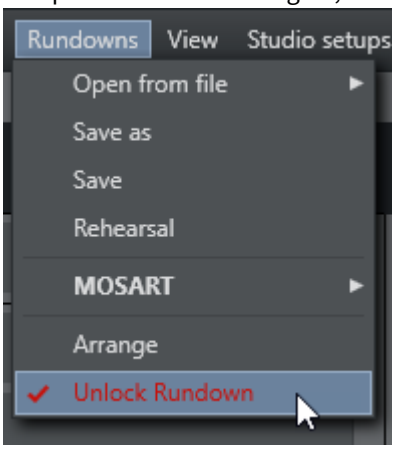
To Control locking of a Rundown

- From the **Rundowns** menu, select **Lock Rundown**.



This prevents continuous synchronization of the Viz Mosart rundown, and the NRCS.

- To open the connection again, select **Rundowns > Unlock Rundown**.



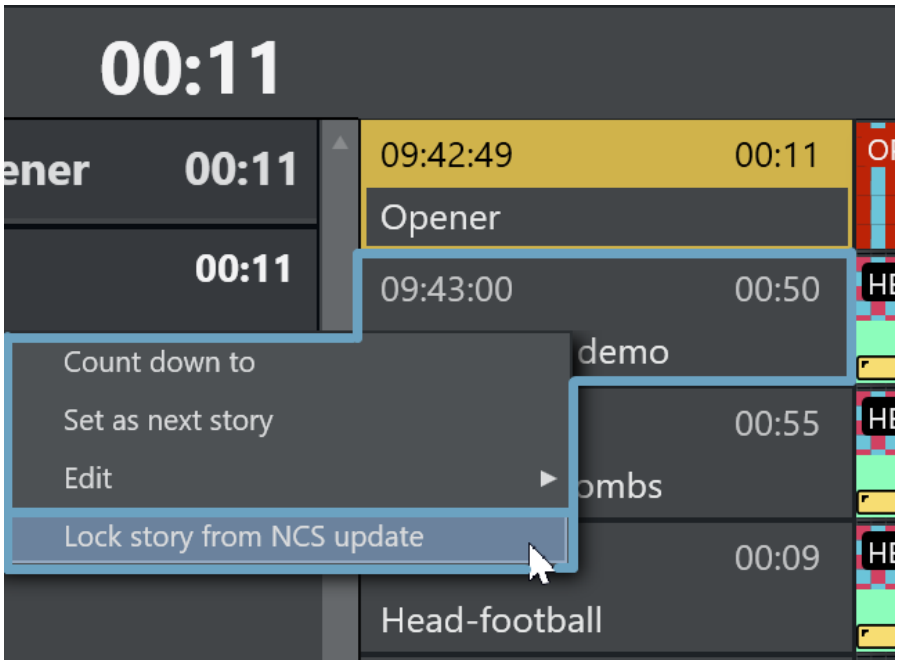
Unlocking the rundown *immediately synchronizes* the current Viz Mosart rundown to the NRCS.

2.8.2 Story Locks

To Control Locking of Individual Stories

You can also lock single stories in a rundown.

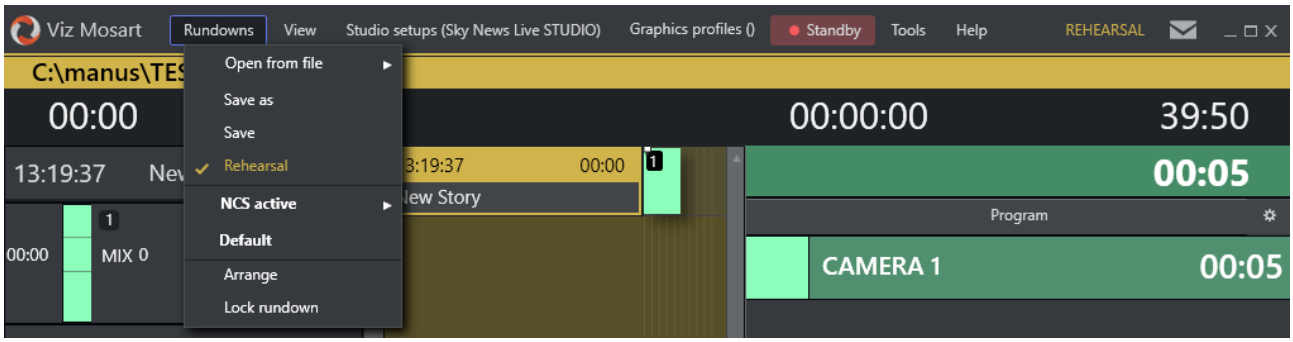
Right-click on the selected story and select **Lock Story from NCS Update**.



A Padlock icon indicates the story is locked:

- Repeat this procedure to unlock a locked story.

2.9 Rehearsal and On Air Mode



To disable Viz Mosart from sending the running element status to the NRCS, enable Rehearsal mode by choosing the **Rehearsal** option from the **Rundown** menu.

A REHEARSAL indicator is shown to the right on the GUI's top bar, and the timeline view will get a yellowish background. Switch back to *On Air* mode by clicking the **Rehearsal** option again.

2.10 Creating Sequences

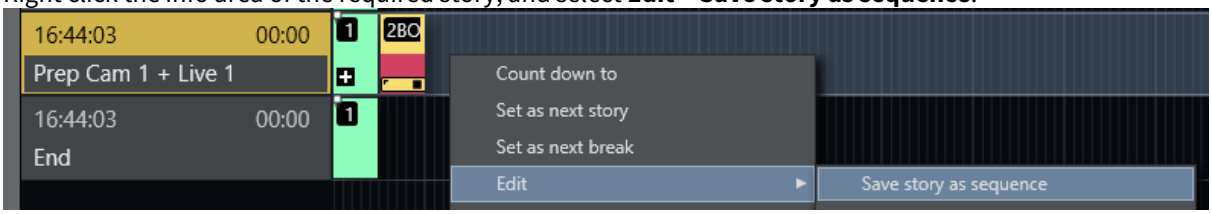
- You can save a story a *sequence*.
  A sequence is a saved story that includes primary and secondary items and their associated timing information.
- A sequence can then be recalled from a template or by Adding a Sequence Macro in the NRCS.

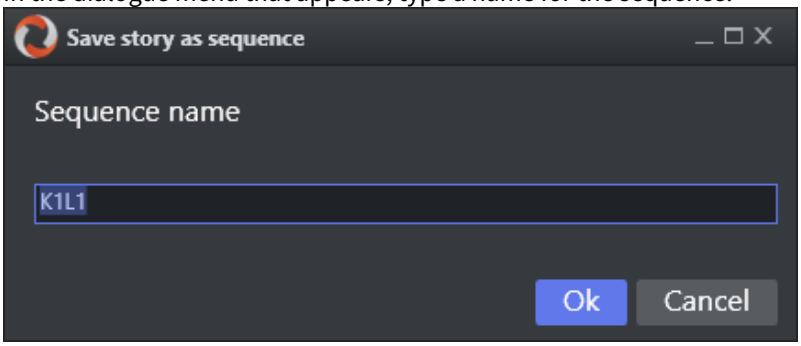
⚠ Recalling a sequence from a template is an advanced operation, described in the *Viz Mosart Administrator Guide*, in the section **Show Design and Template Editor**, under *Working with Templates* > *Template Properties*.

2.10.1 Working with Sequences

Saving a Story as a Sequence

To save a story as a sequence

1. Right click the info area of the required story, and select **Edit > Save story as sequence**.


2. In the dialogue menu that appears, type a name for the sequence.


3. Click **Save**.
   The sequence is saved to the chosen studio setup on template set-level.

⚠ **Note:** A sequence can only be used in the template set in which it was created.

- Advanced operations for working with templates are described in the section *Template Editor* of the Viz Mosart Administrator Guide.

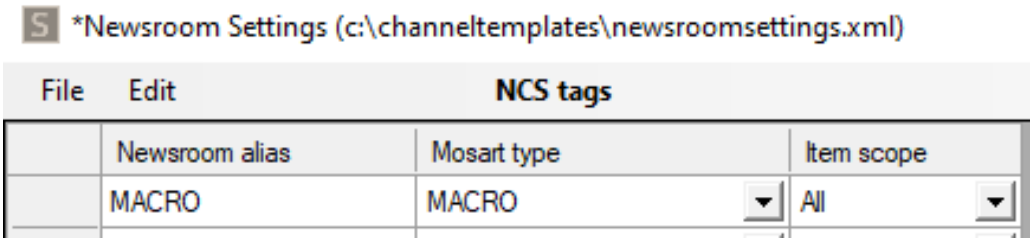
Adding a Sequence to the NRCS Story using a Macro

To add a Sequence macro in the NRCS

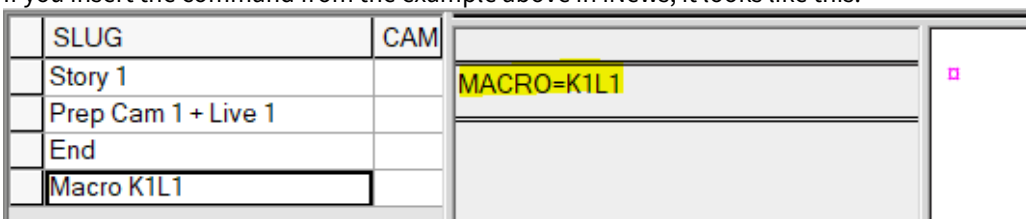
A Viz Mosart sequence can be added to an NRCS story, using the Macro command.

By adding this single command in the NRCS, all the events (like primary templates, secondary templates and timed overlay graphics) are included in the story exactly as they were when originally saved in the story.

1. Assign a newsroom alias to the Mosart type **MACRO** in **NCS tags** in the configuration file *Newsroom Settings*:



2. You can now add the macro in the same way as other templates, in the format "MACRO=[Sequence name]". If you insert the command from the example above in iNews, it looks like this:



This story then displays in Viz Mosart as:

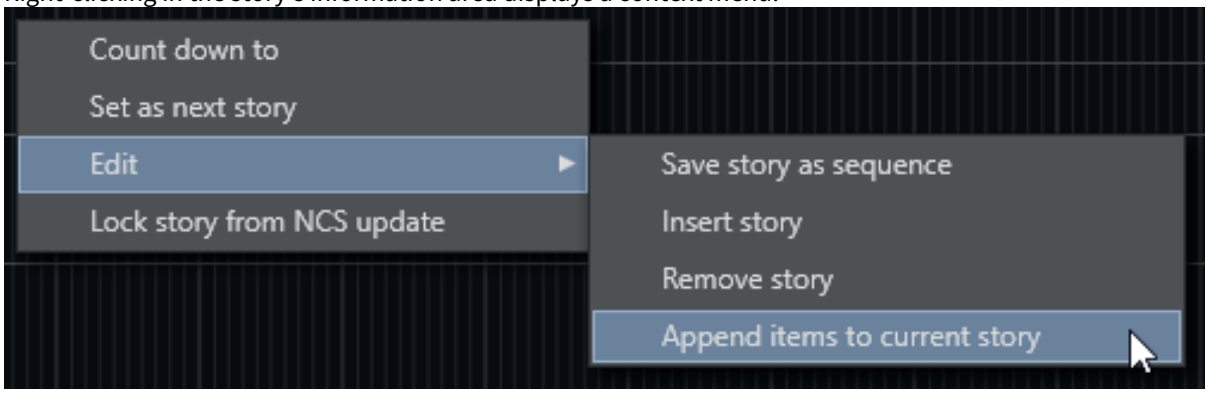
Note: If the Viz Mosart ActiveX is used, a saved sequence appears in the *Variants* list when selecting the type **Macro** in the first column.
Any templates in the saved sequence that have newsroom tags also appear, enabling changes to source and other values.

2.11 Modifying Stories in the GUI Rundown

You can make last minute changes to upcoming stories directly in the rundown displayed in Viz Mosart.

- Adding a Story
- Adding Items to a Story
- Modifying Items in a Story
- Removing a Story
- Lock Story from NCS Update
- Rundown Reloads

Right-clicking in the story's information area displays a context menu:



2.11.1 Managing Stories

Adding a Story

To add a new story

- Right-click in the info area and select **Edit > Insert story**.
  A *New Story* placeholder is added underneath the selected story.
- To populate this new story, see *To add items to an upcoming story* below.

Adding Items to a Story

To add items to an upcoming story

- From **Assets and Favorites** tab, drag items into the story.
- Alternatively insert content using the Quick Editor.

Modifying Items in a Story

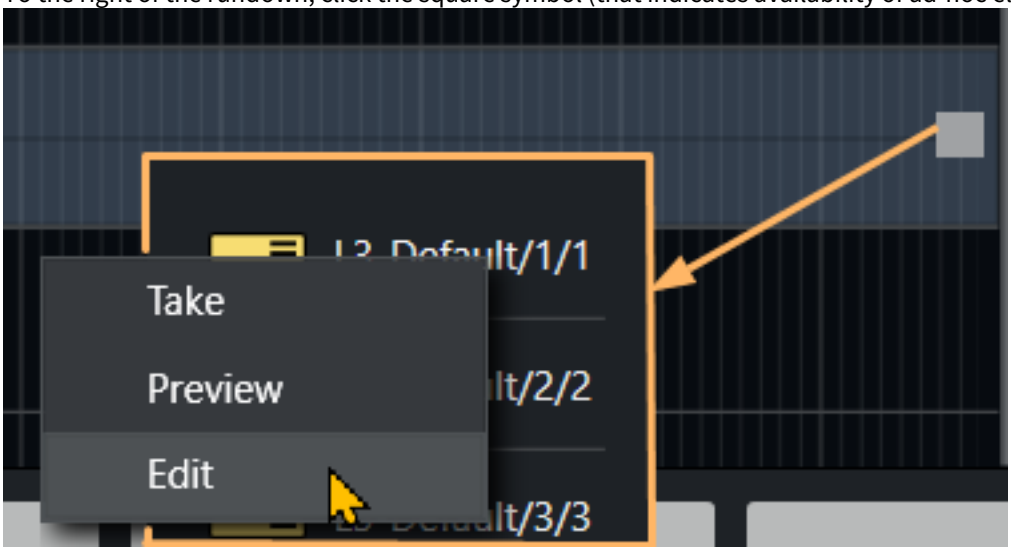
You can make last-minute changes to graphic elements in a story.

This is typically where the operator notices spelling mistakes in graphic text and need to correct a live show before the story goes on air.

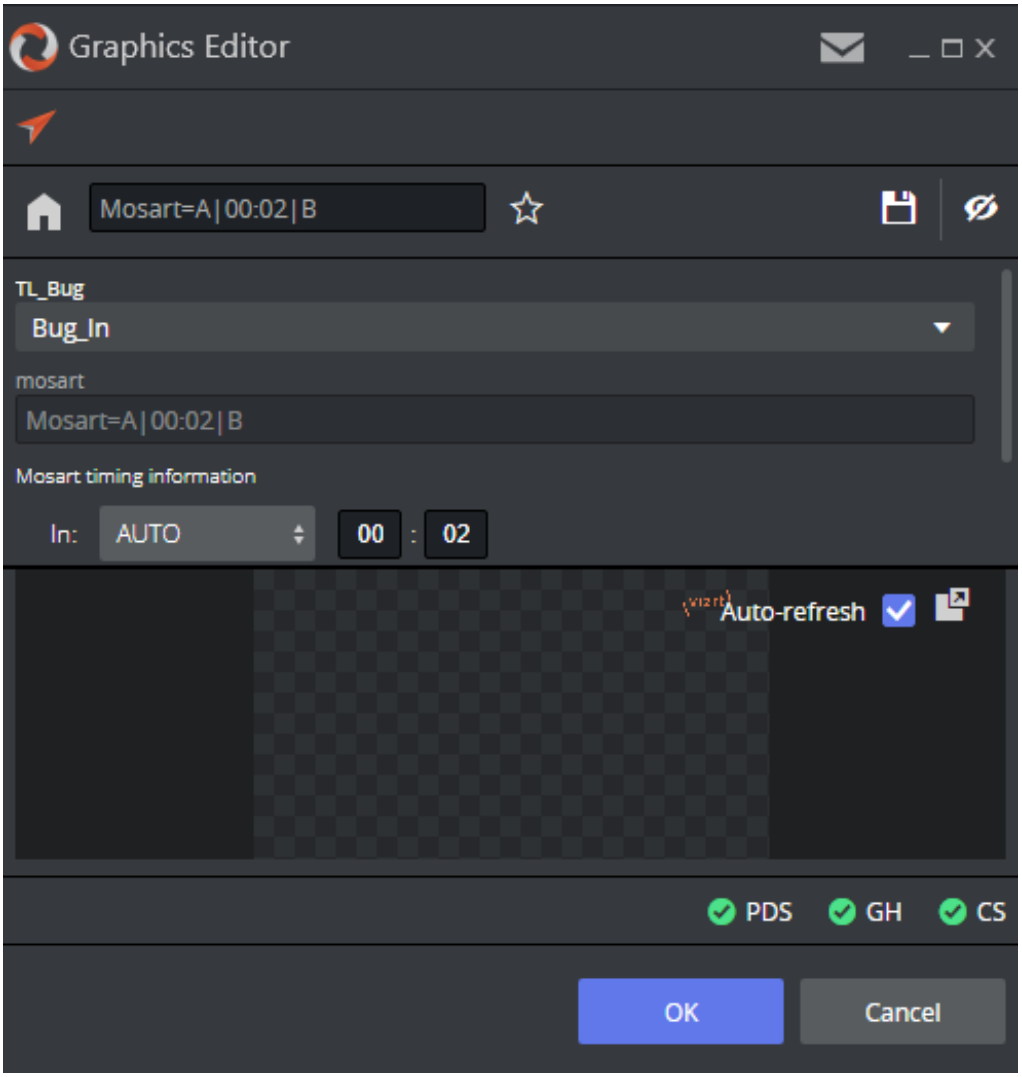
To edit a graphics item

This procedure only works with graphical elements created with Viz Pilot Edge.

1. To the right of the rundown, click the square symbol (that indicates availability of ad-hoc elements).



2. Select required graphic, **Right-click > Edit**.
3. A Viz Pilot Edge editor panel opens, to complete the task.



This procedure is fully described in the section Managing Media Pool Assets (topic *Last-minute Edits to Graphic Elements*).

To copy items to the current story

You can append existing story items to the current story row.

- Right-click on the story containing the items you want to append and select **Append items to current story**. All items (templates) from the right-clicked story are appended to the current story.

Removing a Story

To remove a story

- Right-click in the info area and select **Edit > Remove story**.

2.11.2 Story Locks and Updates

Lock Story from NCS Update

To lock a story from NCRS updates

You can prevent any ongoing changes in the NRCS from affecting your manual story modifications (as described above).

- Right-click in the info area and select **Edit > Lock story from NCS update**.

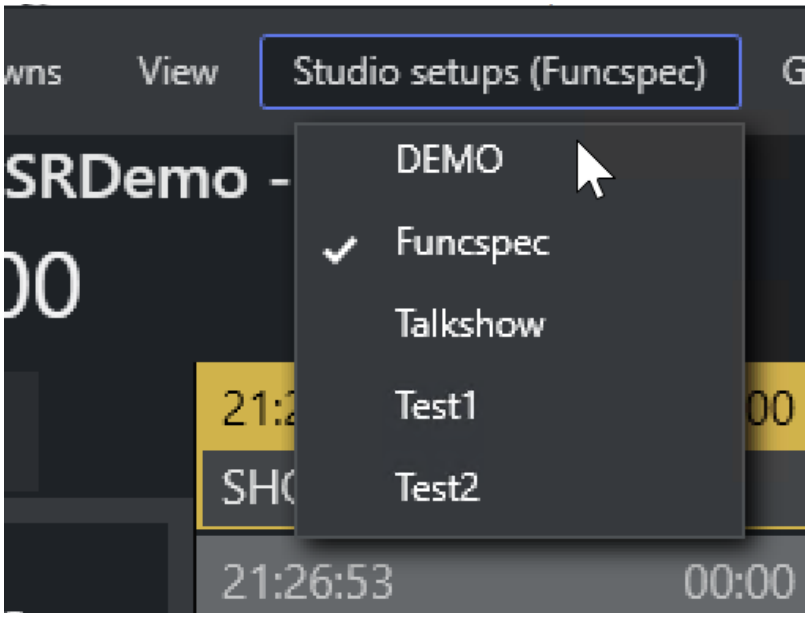
Rundown Reloads

Please note that a *reload* of the rundown will still delete any manual story modifications, even though the option **Lock story from NCS update** has been selected.

To prevent deletion of manual story modifications at rundown reload

- From the Viz Mosart menu bar select **Rundowns > Lock rundown**.

2.12 Changing Template Sets

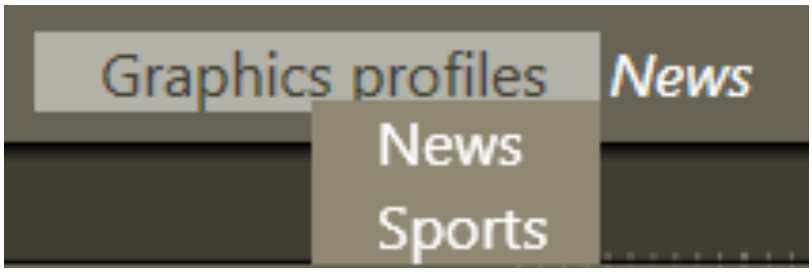


The currently loaded template set can be changed directly from Viz Mosart.

2.12.1 To change current template set

- From the menu bar, select **Studio setups** and then choose the desired template set.

2.13 Changing Graphic Profiles



The currently loaded graphic profile in the Overlay Graphics Interface can be changed directly from the Viz Mosart GUI.

2.13.1 To change graphic profile

- From the menu bar, select **Graphics Profiles** then select the desired graphic profile from the drop-down menu.

2.14 Controlling Device State

You can set equipment to standby mode from the Viz Mosart UI, AV Automation or the Mosart Overlay Graphics Interface controllers and engines.

- Placing a Device in Standby from Viz Mosart UI
- Placing a Device in Standby from AV Automation
- Placing a Device in Standby from Overlay Graphics Interface

2.14.1 Placing a Device in Standby from Viz Mosart UI

All devices are available from the Viz Mosart UI.

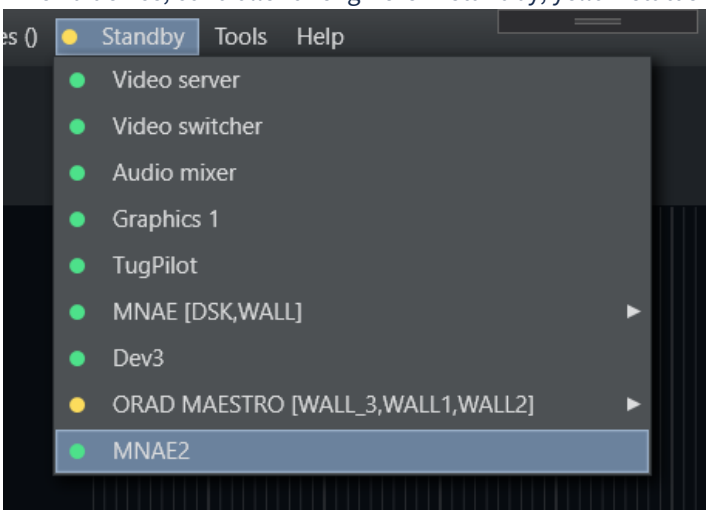
Device Status

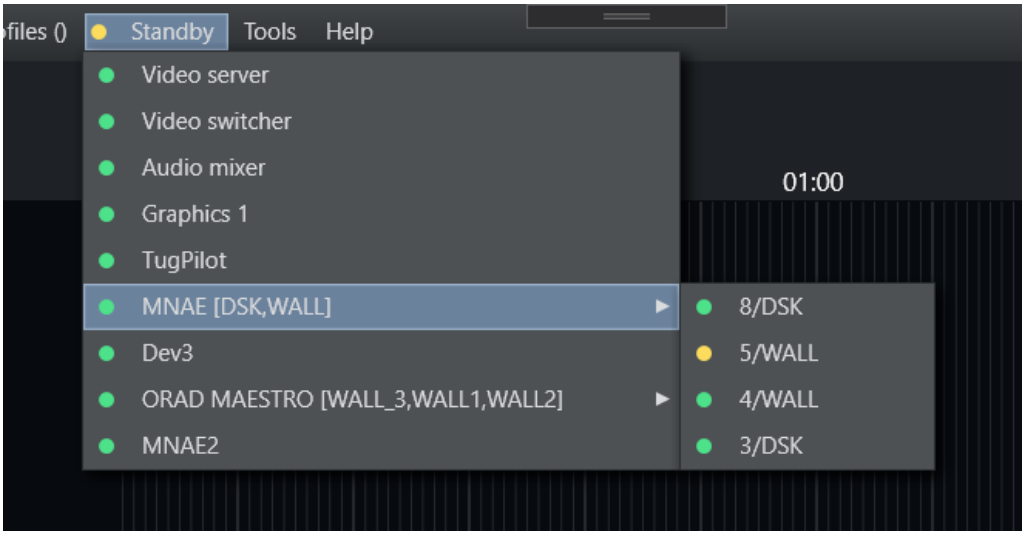
The status of devices, controllers and engines are indicated with a circular color code as follows:

- **Green:** The device is connected and active
- **Yellow:** The device is connected but in standby mode.
- **Red**: There is a problem with connecting to the device.

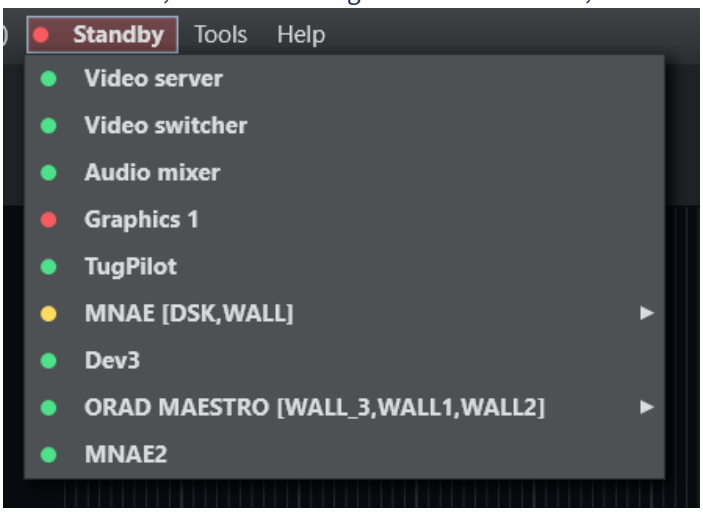
In Mosart GUI, the color in the **Standby** menu bar changes if any of the AV Automation devices, OGI controllers, OGI Engines are not green.
For example:

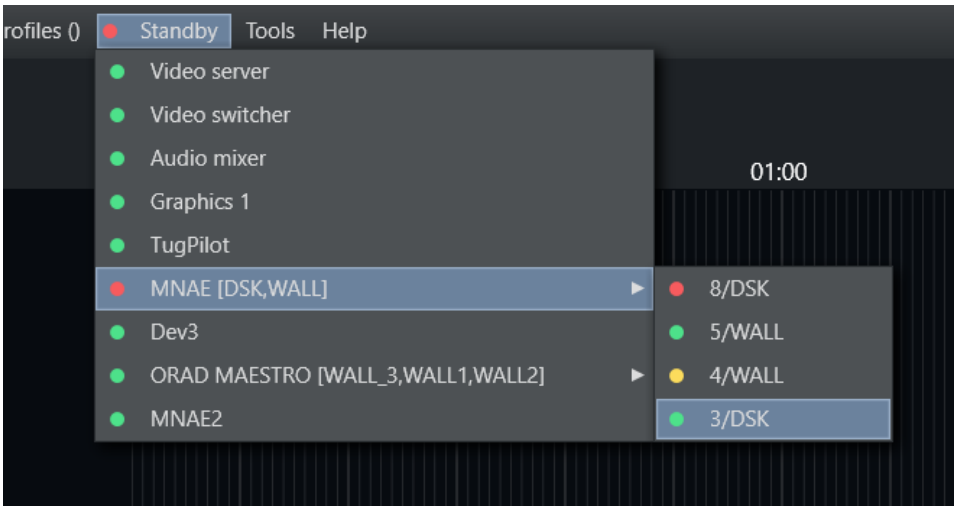
- When a device, controller or engine is in standby, yellow status is indicated in the menu bar.





- When a device, controller or engine is not connected, red status is indicated in the menu bar.

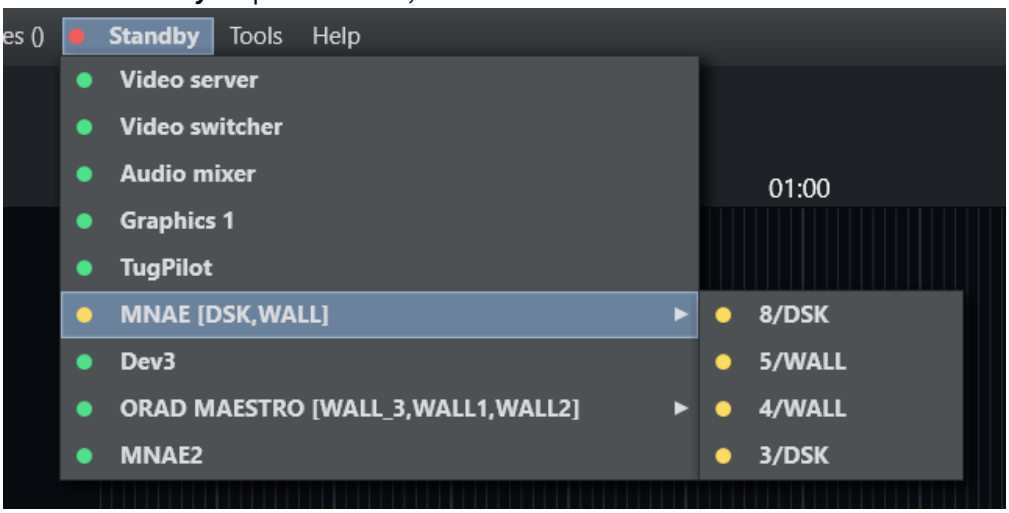




For further details, refer to the section Standby.

To Place a Device in Standby (Viz Mosart UI)

- From the **Standby** drop-down menu, select the desired device.



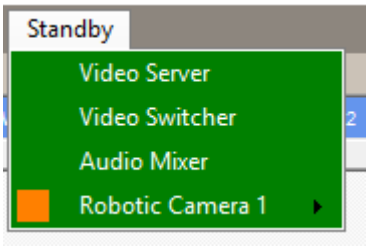
Once in state standby, all Viz Mosart commands sent to the selected equipment are disabled, until the device is re-enabled from this menu.

2.14.2 Placing a Device in Standby from AV Automation

You can set any device configured in AV Automation to standby. Once a device is in standby, Mosart will not send any messages to it.

To Place a Device in Standby (AV Automation)

- From the **Standby** drop-down menu, select the desired device.



Device status color coding is the same as described in Device Status above.

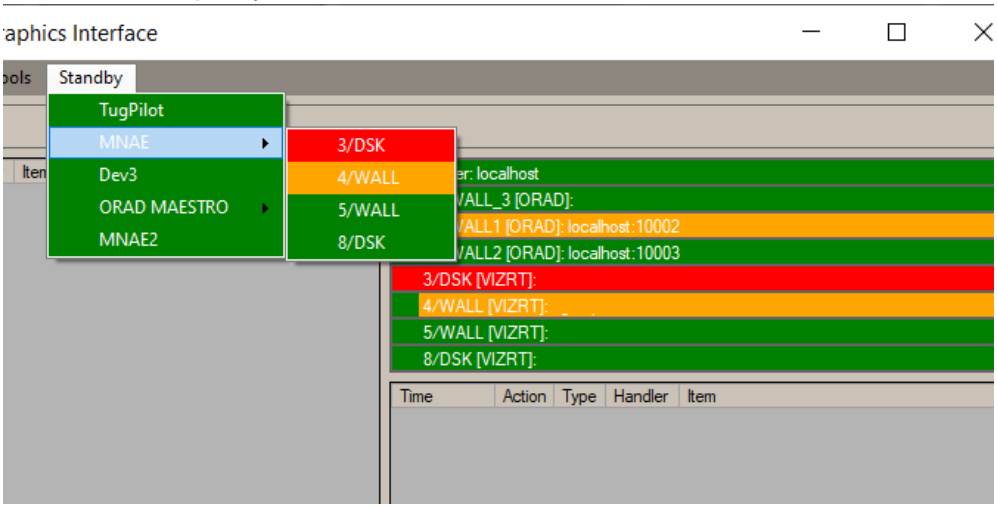
> ⚠ If a sub-item like a robotic camera is connected and one of these sub-items are in standby, the menu appears green but with a *square orange* icon.

2.14.3 Placing a Device in Standby from Overlay Graphics Interface

You can set any graphic controller or graphics engine configured in the Overlay Graphics interface to standby mode from the application's menu.

To Place a Device in Standby (OGI)

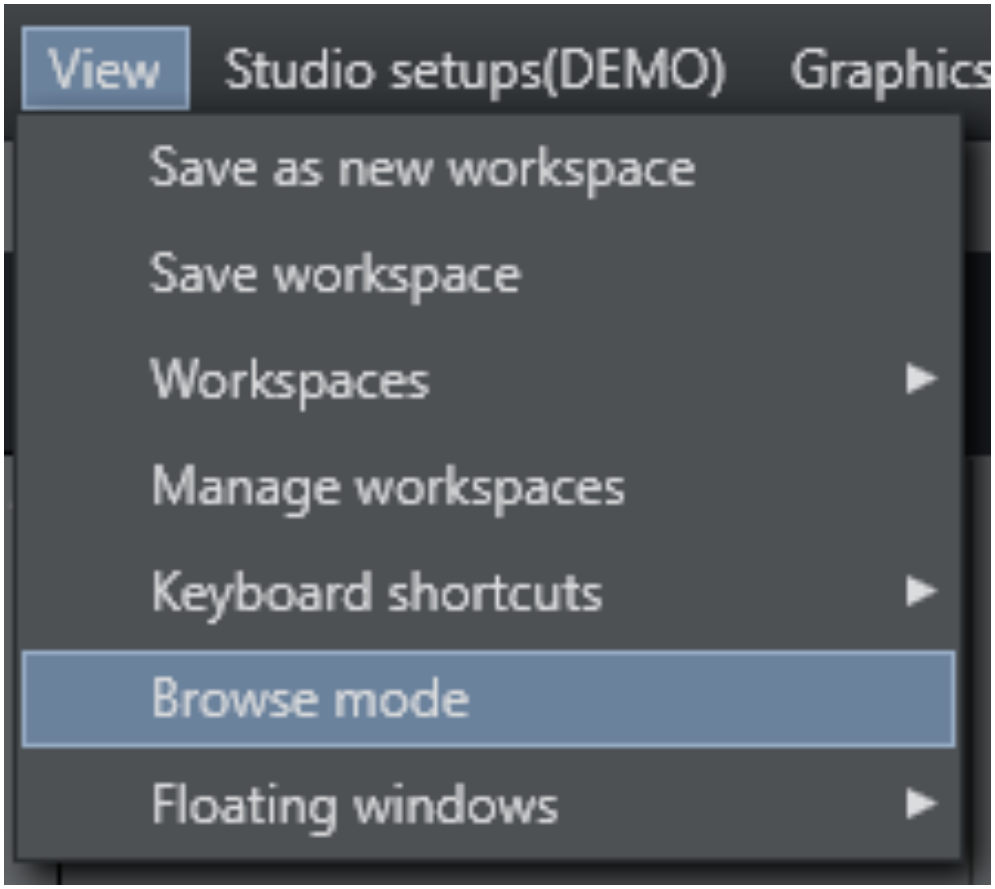
- From the **Standby** drop-down menu, select the desired device.



When a device is marked in red, it is not connected.
When a device is marked in yellow, it is in standby mode.

2.15 Running Viz Mosart in Browse Mode

When a Viz Mosart menu is in browse mode, the user is only able to browse the rundown and click on stories to view their contents in the **Script** and **Assets** windows.



- Any Viz Mosart GUI can be put into browse mode. To activate or deactivate Browse mode in a GUI, select **View > Browse mode**.

All actions and shortcuts affecting the rundown or connected equipment are disabled. A Viz Mosart administrator can even remove the ability for a user to toggle the **Browse mode** menu, which enables a locking of a user's available menu choices.

2.16 Story Recorder

Story Recorder enables recording and clip generation from a running Viz Mosart-driven show. It provides frame-accurate tracking of operator Take next commands, recording of story takes and retakes, and maintains an Edit Decision List (EDL) arranged in order of the taken items. Story Recorder also controls video recorders to capture PGM outputs, including clean and dirty feeds, enabling clip generation at item, story, or show level. A single story, or a collection of rundown stories can be individually published as a clip or he entire show can be combined into a single, show-level output. Story Recorder supports multiple output capabilities, from exporting clips to online platforms, to generating EDL files for post-production and third-party integrations.

2.16.1 Introduction to Story Recorder

Story Recorder mode expands Viz Mosart's traditional role as a tool for managing live productions, to also support *prerecorded* productions and story-level clip generation. The producer benefits from both the failsafe, timely execution of gallery equipment operations *and* an ability to *pause and backtrack* when an improvement to the ongoing recording of a show is identified.

Story Recorder supports two main production workflows and an additional EDL output. Each can be enabled independently using the Mosart central **Settings** menu.

Workflow	Level	Resulting Output
Story clip production and publishing	Story	Stories marked for recording in the NRCS are individually recorded and published as clips, either during a live broadcast or in an offline session.
Show clip production with pause and retake	Show	Full show recording with ability to pause, retake, and backtrack. An EDL is broadcast to a Vantage transcoder, which stitches all segments into a final clip.
Mosart EDL generation	Item, Story, Show	Generates JSON-format EDL files locally, for post-processing, transcoding, or third-party integrations.

Story Recorder has been designed with a flexible output architecture. For the full table of validated NRCS, recorder, and transcoder combinations for each workflow, see Currently supported configurations in the Administrator Guide.

Info: All equipment involved, including the Mosart server machine and the recording system, must be connected to the same genlock network and master clock.
In the *Viz Mosart Administrator Guide* see

- section *Frame Accurate System Operations* under *Operational Examples*.
- section *Story Recorder Setup* for all other setup and configuration requirements.

Info: Operating Viz Mosart in Story Recorder mode requires an additional license.
Please contact Vizrt support.

The following sections introduce Story Recorder with examples of common production scenarios:

- Working with Story Recorder
- Troubleshooting and Housekeeping

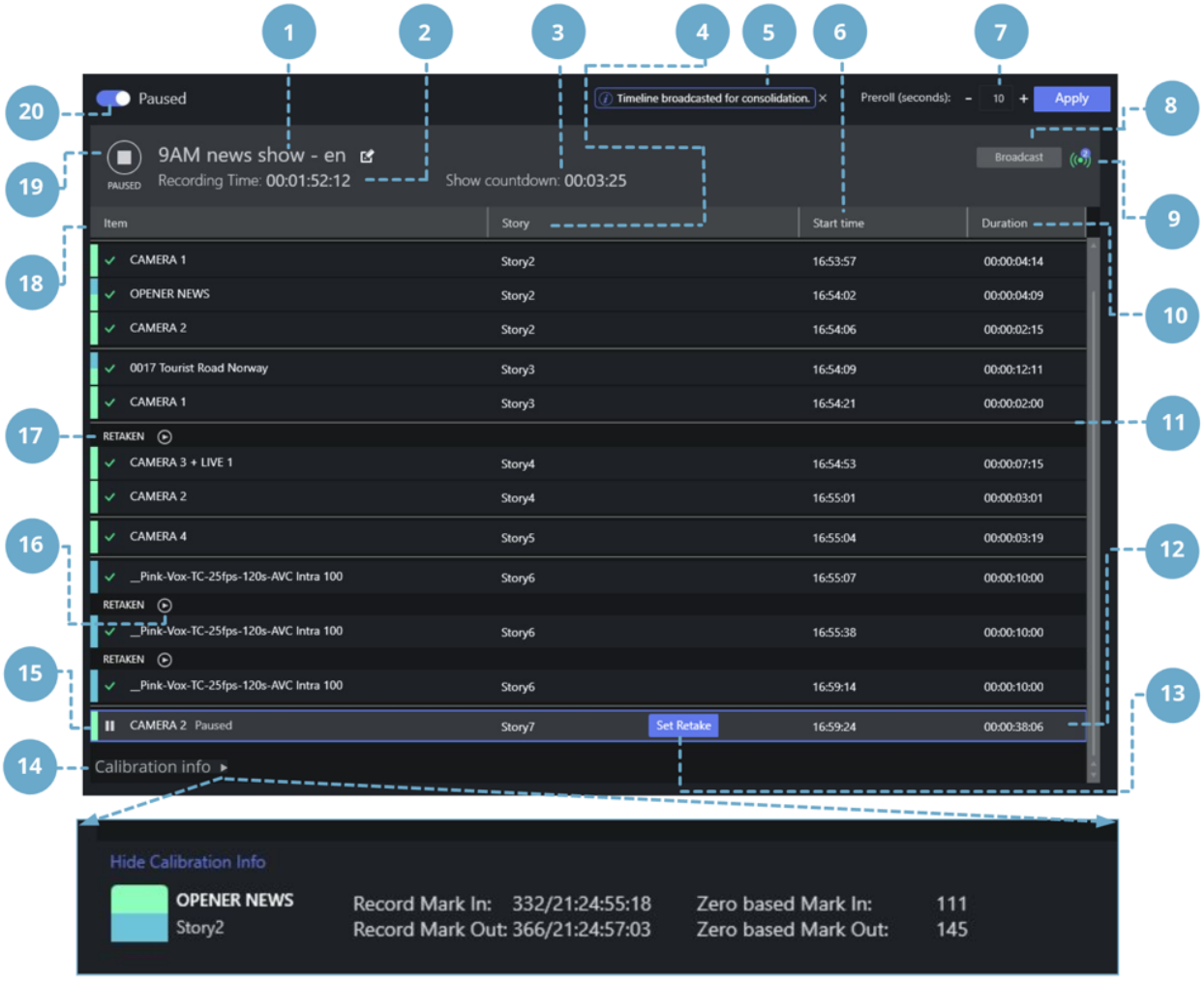
2.16.2 Story Recorder Highlights

- **Frame accurate**
  Studio equipment operations are synchronized down to frame-level for a core set of devices (video switcher, video server, audio mixer). This enables precise cuts and transitions for the supported template features.
- **Multiple output options**
  Clip generation using Mimir or TriCaster, and EDL output in Vantage or Mosart format. Multiple outputs can be active simultaneously.
- **NRCS integration for story-level recording**
  Stories can be marked for recording in the NRCS or rundown editor (Saga, Vizrt's Showmaker), and these are visualized directly in the Viz Mosart Rundown view, with a REC indicator.
- **Records both clean and dirty feeds**
  As well as the current show with all graphics (dirty), Story Recorder retains a clean feed that can for example, be rebranded, or reused in another language.
- **Pause, retake, and backtracking** *(Vantage EDL workflow only)*
  When producing a final show clip with Vantage, the recording can be paused at any point and resumed from a selected Retake point. Story Recorder tracks back along the timeline, restoring the state of graphics, audio, and other attributes. An automatic snippet generator provides a short review clip of the cut point after a retake, and video/audio devices plus graphics are reset to a known state before recording resumes.
- **Inbuilt file housekeeping**
  Recorded video files are always large. Viz Mosart offers an active purging regime to optimize disk space.
- **Timing information**
  Clear display of over/under countdown timers and accumulated record time of the show.
- **Future-proof design**
  Story Recorder has been purposefully designed with a flexible interface to third party systems like editors, transcoders and asset management.
- **Keyboard shortcuts and control commands**
  Several keyboard shortcut options and control commands are available for Story Recorder, to ease day-to-day operation. Story Recorder mode, for example, can be toggled on/off via the UI switch, a keyboard shortcut, or a template control command.

The Story Recorder Panel

The Story Recorder panel provides a real-time view of the EDL as it is being built during a recording session. It displays each story item and story as they are recorded, together with start times, durations, and recording status.

The panel is primarily used with workflows that produce an EDL output (Vantage or Mosart format), where the operator can pause the timeline, select retake points, and resume recording. At the end of the show, the completed EDL can be broadcast to the Vantage transcoder for stitching into a final clip, or exported as a Mosart EDL file.



Feature	Explanation
1	Editable reference name for the show's EDL files and final clip.
2	Recording time. Total duration of recorded show, so far.
3	Show countdown timer. Remaining time of show, based on planned show duration provided from the NRCS.
4	The story slug, as provided in the NRCS. This column can be resized and re-positioned.
5	Notifications area.

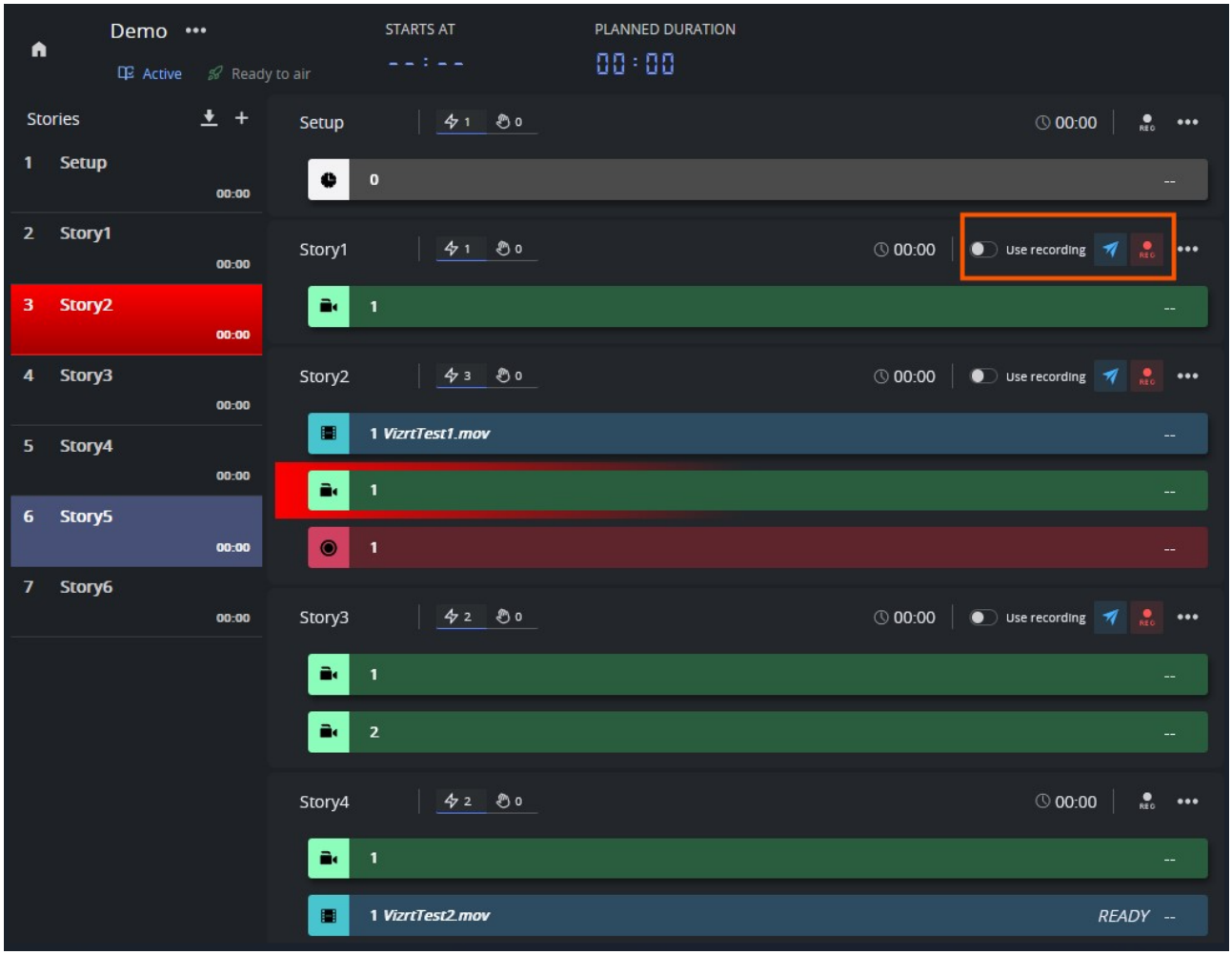
Feature	Explanation
6	The local (wall) time when the item was taken to PGM in format HH:MM:SS. This column can be resized and re-positioned.
7	Preroll duration adjustment (seconds). Press **Apply** to set a non-default (10 seconds) value.
8	Broadcast the show EDL to subscribers. For the time being, the EDL is only saved to a configured output folder where it can be picked up by a subscribing system — for example a Vantage transcoder (`.tsedl` format) or a third-party application monitoring a Mosart EDL folder (JSON format).
9	Number of successful broadcasts.
10	Duration of the story item in format HH:MM:SS:FF (frame count only shown after the item is paused/ recorded). This column can be resized and re-positioned.
11	Story separator
12	*Grey coloring*: The selected item row
13	Selection of the Retake point.
14	Toggle switch for the appearance of calibration details which can help with the initial calibration setup of Story Recorder. • *Record Mark In*: In-point, displayed as clock (wall) time. Format nnn/hh:mm:ss:ff, where nnn is the absolute frame number. • *Record Mark Out*: Out-point, displayed as clock (wall) time. Format nnn/ hh:mm:ss:ff, where nnn is the absolute frame number. • *Zero based Mark In*: In-point, displayed as zero-based time. • *Zero based Mark Out*: Out-point, displayed as zero-based time.
15	*Blue border*: The first item that will be retaken (the Retake point).
16	Play a 10 second snippet to review the cut point.
17	Separator, indicating a cut (a retake) and marker for a retake point.
18	Name of the story item that is identified by a primary Viz Mosart template and template variant. This column can be resized and repositioned.

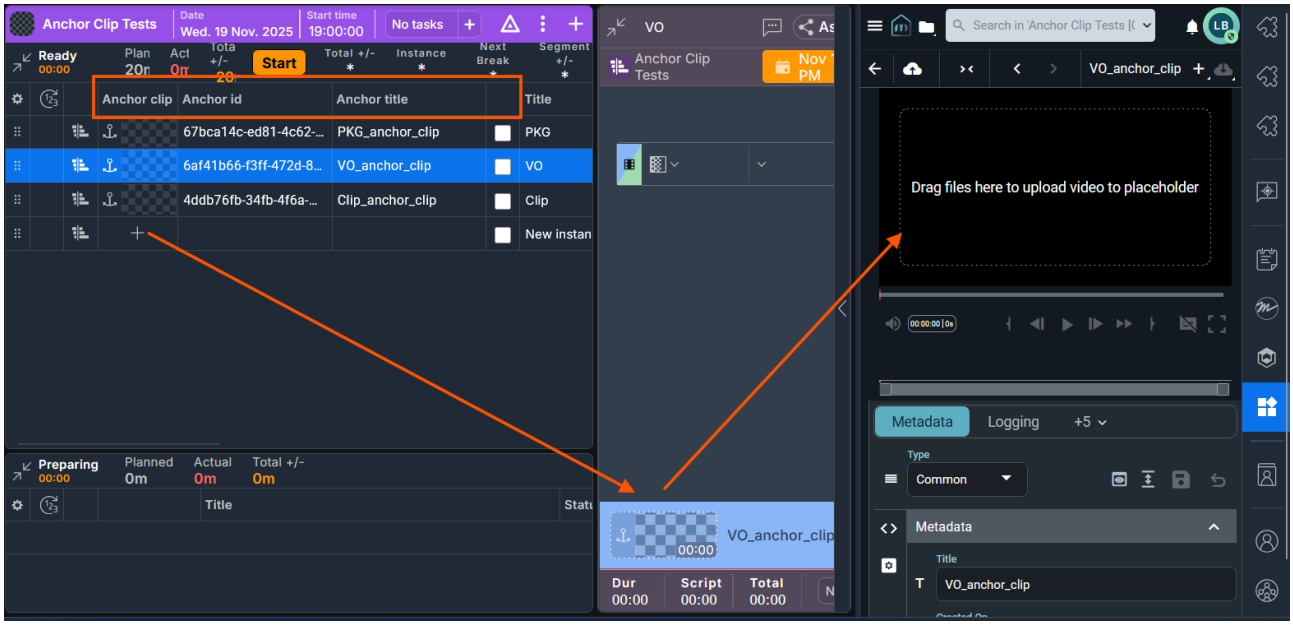
Feature	Explanation
19	**Record** | **Pause** button and status indicator.
20	Story Recorder **On** | **Off** switch.

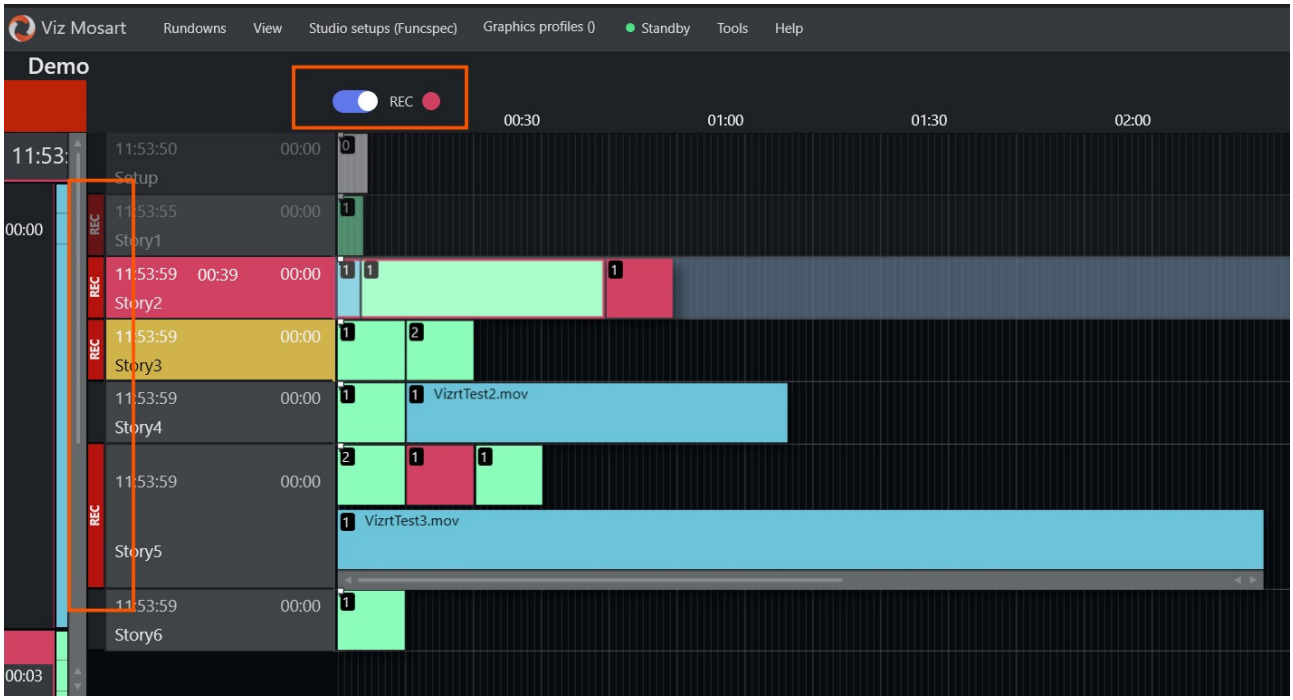
Stories Marked for Recording in the Mosart UI

When using the story clip production and publishing workflow, stories can already be tagged for recording in the NRCS (for example Vizrt's *Showmaker*, or *Saga*). When a rundown that contains tagged stories is loaded in Viz Mosart, these stories display with a **REC** indicator in the main timeline view.

A *Story Recorder Mode* toggle at the top of the Viz Mosart timeline also indicates whether the rundown includes stories to be recorded.







See Working with Story Recorder for an introduction to Story Recorder, with examples of common production scenarios.

2.16.3 Definitions

To help you around the following sections, here are some terms used specifically within context of Story Recorder.

- **AsRunLog**: Viz Mosart's internal log of show recording events, with timestamp.
  Events are internal technical transactions, for example RUNDOWN_STARTED, RUNDOWN_ENDED, STORY_STARTED, STORY_ENDED.

- **Clean feed**: An SDI video signal that does not have any added (burned in) graphics or text.
- **Consolidation**: Stitching. The process that begins in the background with ongoing generating of an EDL file that holds all the timecodes of the Mosart primary events that were sent to PGM.
  The EDL assets (all recordings, including clips, cuts and graphics) are sent to a transcoder where they are rendered into a single clip.
- **Dirty feed**: The stream on PGM, program circuit or on-screen graphics (even when there is no commentary or atmospheric sounds).
- **EDL**: Edit Decision List. Video editing involves listing timecodes of specific frames at the point where video edits are to be made. These edit points form an edit decision list, used in the post-production process of the show or video editing.
  In the simplest case, these points are written on paper, but usually are stored as metadata in a file that can be used by an NLE or transcoder.
- **Frame**: The smallest measurement in a timecode, precisely specifying a single and complete video picture, comprising two interlaced fields.
- **Frame accuracy**: Ability to edit media and control associated studio equipment with timecodes defined to frame level, that will always trigger at the start of the specified frame. This enables seamless cuts and transitions, whilst ensuring predictable, synchronized equipment behavior.
- **GUI**: Graphical User Interface. In this context, usually the Viz Mosart client.
- **LTC**: Linear (or Longitudinal) Time Code, a timing signal (for synchronization) embedded in audio recordings.
- **NLE**: Non linear editor. An editing station, for example Adobe Premiere Pro.
- **NRCS**: Newsroom control system. Planning utility for show design. Can also refer to Vizrt's *Showmaker*.
- **Pause**: The operation of stalling recording of the current story row. For the Vantage workflow, this operation also initiates backtracking to the start of the interrupted story item (primary template), and insertion of a pre-roll event in front of this primary template.
- **Pre-roll**: A ten second (by default, but may be different on your setup) period that a camera (anchor) is given to prepare in a video production, before the production is live. At *pause*, this period is also used behind the scenes for the technical setup (studio equipment, clip players, graphics players, recorders and transition continuity etc.) to be made ready for the new take.
- **Pre-roll item**: A pseudo-template which, at pause, is inserted in front of the interrupted primary item of the executing story.
- **PRG**: Program
- **PRV**: Preview
- **Recorded segments**: The usable parts that get stitched together to build the final clip from the recorded show.
- **Rendering/Stitching**: A transcoding task where clips are joined to form a single file, based on cut points and metadata contained in the session's EDL.
- **Story**: A Viz Mosart equivalent of an NRCS-created MOS story. It covers a single topic (for example, an interview) comprising several items (for example, multiple camera scenes).
- **Story item**: A single element of a *story* (for example, a single camera scene) associated with a discrete Mosart template.
- **Timecode**: Exact position of a frame in a recording, used to locate a recorded point. Can be relative (to the start of the clip) or absolute (time of day of the recording) or based on another reference, such as studio clock (wall) time. Used to synchronize when referencing all audiovisual media, for example, video, audio, captions, visual effects, and more.

- **Timeline**: A chronological display of on-air events (for example, story items) showing their start time and duration. In the Story Recorder window, these are represented by rows.
- **Transcoding**: Digital-to-digital file format conversion from one standard of encoding to another. For example, a movie file encoded for the *PAL* system can be converted to *NTSC,* or mxf to mp4 video. Also audio files and character encoding (for example, *UTF-8* to *ISO/IEC 8859*).
- **VITC**: Vertical Interval Time Code, (pronounced *vit-see)* is a timing signal embedded in a video recording.

2.16.4 Working with Story Recorder

This section presents

This section describes how to operate Story Recorder (SR) during a production, covering all three workflows: story clip production, show clip production with pause and retake, and Mosart EDL generation.

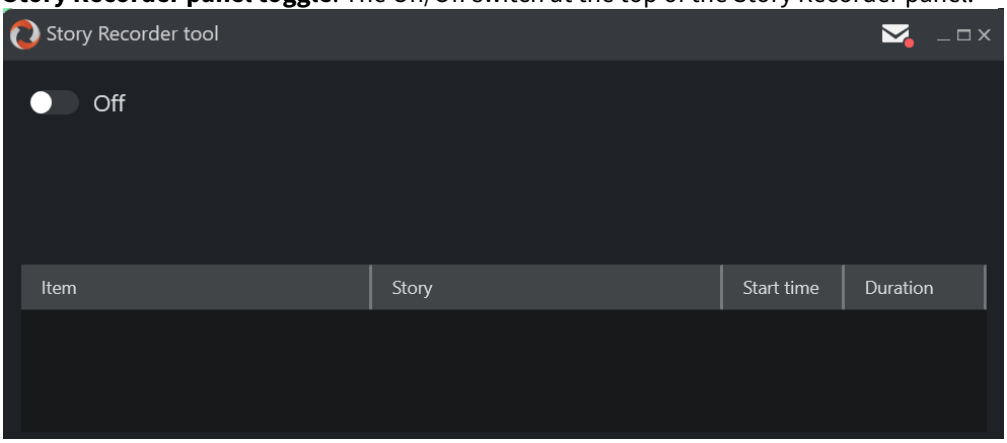
For an overview of Story Recorder and its workflows, see Story Recorder.

Managing a Story Recorder Session

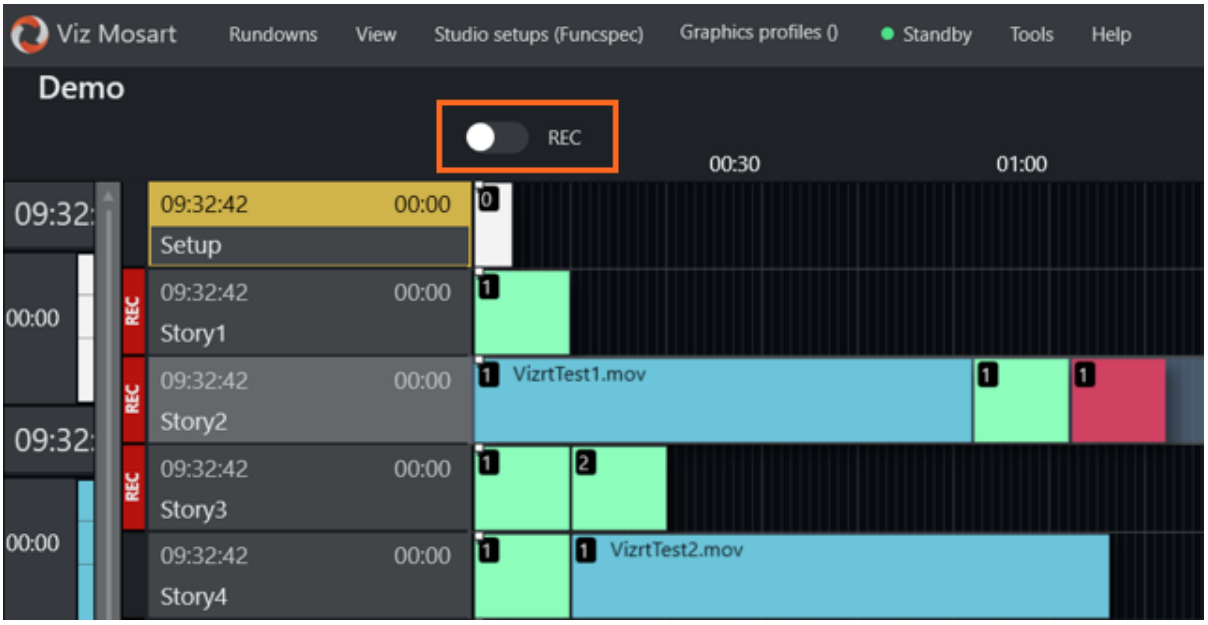
To enable/disable Story Recorder mode

You can enable or disable Story Recorder mode using any of these methods:

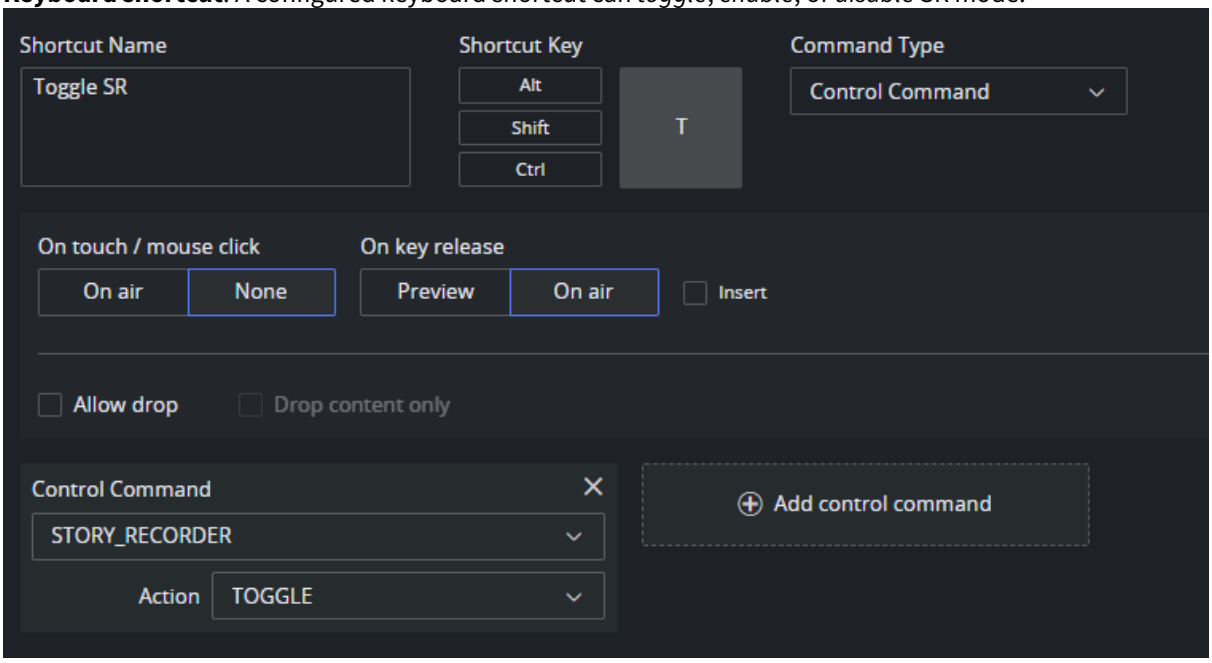
1. **Story Recorder panel toggle**: The On/Off switch at the top of the Story Recorder panel.



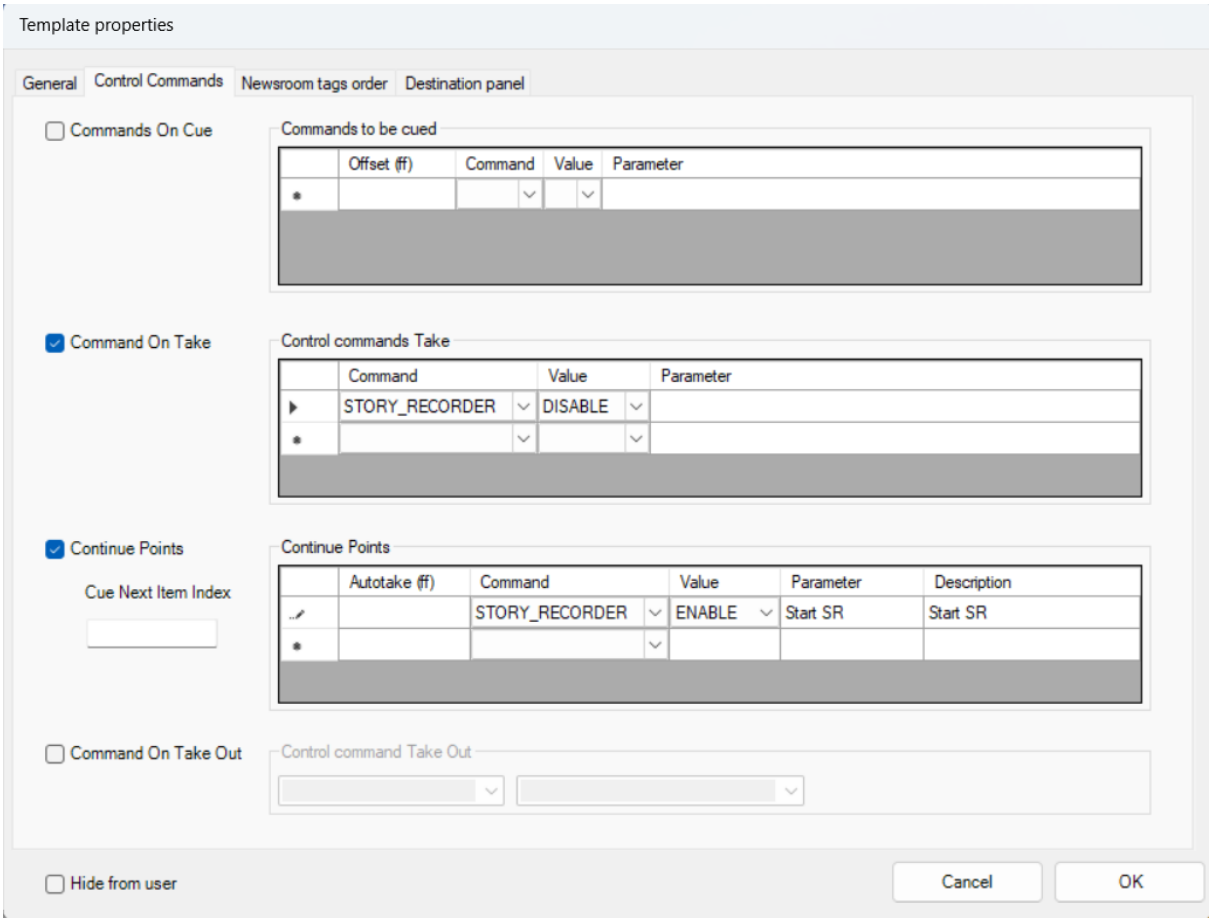
2. **Timeline toolbar toggle**: When the rundown contains stories that in the NRCS have been marked for recording, an SR toggle button appears directly in the Mosart UI timeline toolbar:



3. **Keyboard shortcut**: A configured keyboard shortcut can *toggle*, *enable*, or *disable* SR mode.

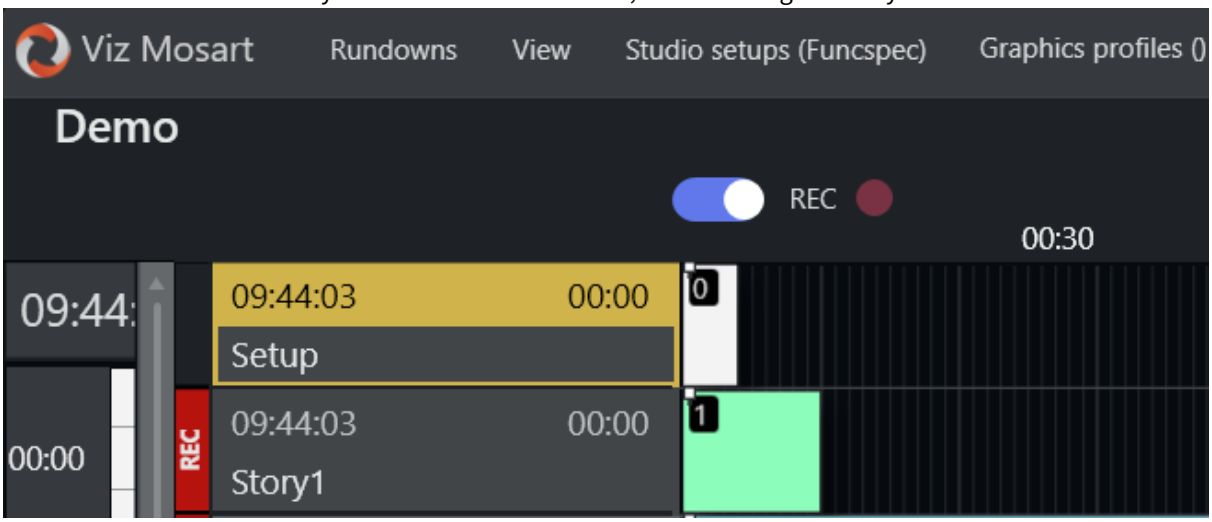


4. **Template control command**: the `STORY_RECORDER` control command on a template can automatically *toggle*, *enable*, or *disable* SR mode when the template is taken.

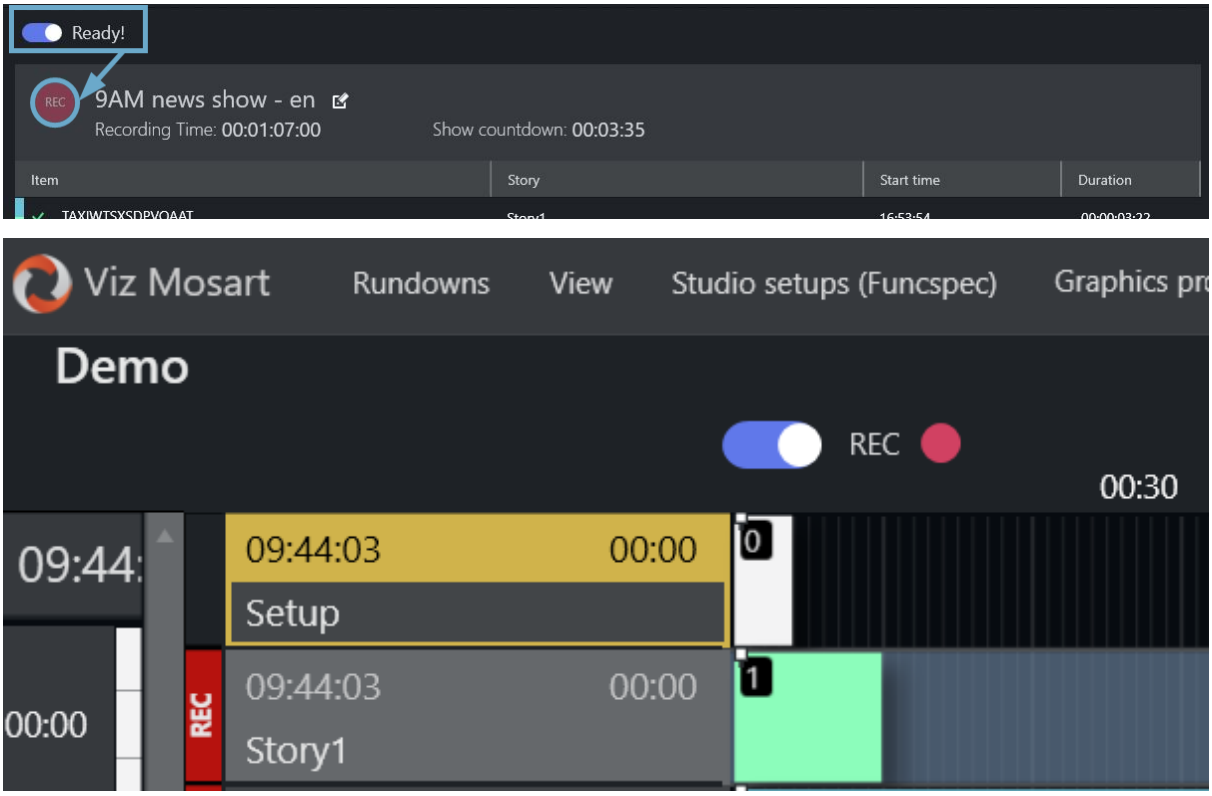


All four methods produce the same result. The current recording *status* is shown in both the Timeline toolbar and the Story Recorder panel:

- ***Pale red* REC indicator**: Story Recorder mode is enabled, but recording has not yet started.



- ***Bright red* REC indicator**: Story Recorder is actively recording. In the Story Recorder panel, the REC button also blinks during recording.



Info: The Story Recorder panel is required for the *show clip production* workflow (pause, retake, broadcast). For the *story clip production* workflow, the panel is not necessary. When there are stories marked for recording, the SR toggle and status are shown directly in the Mosart timeline, together with a red **REC** indicator alongside tagged stories (see *Story1* above).

To display the Story Recorder panel

1. With Viz Mosart running, from the menu bar select **View > Floating windows > Story Recorder tool**.
2. Position the Story Recorder window on your workspace.
   (You can also place this window on a second screen.)
3. (Optional) Save this workspace setup for future use:
   View > Save as new workspace and enter a unique name.

Once Story Recorder mode is enabled, all media fed to PGM is continuously recorded to the video server.

Note: Continuous recording may consume considerable disk space on the video server.
See Troubleshooting and Housekeeping for retention settings.

From this point on, any story items taken on air (using the standard Take Next, default **F12**) are recorded and displayed in the Story Recorder panel, item by item.

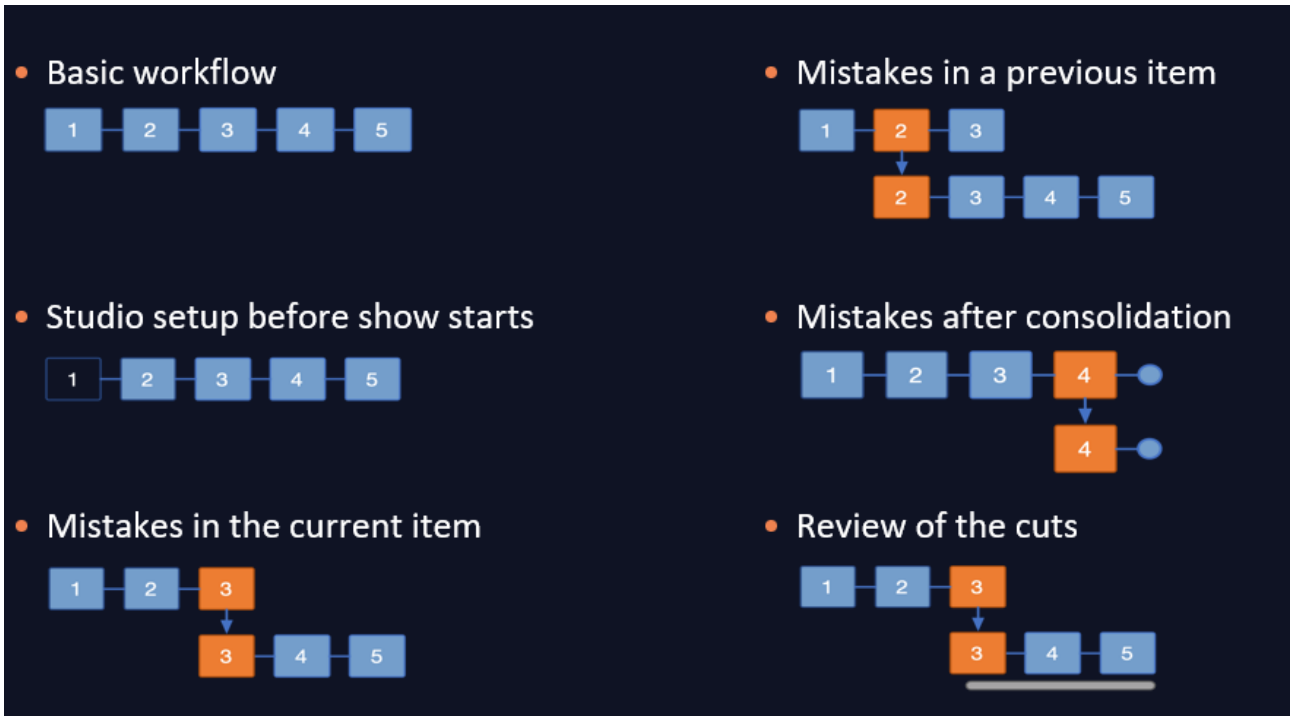
Info: The video server records continuously from the moment Story Recorder mode is enabled - there is no start and stopping recording at each story or item boundary. Clips are *cut* from this continuous recording and EDLs are *generated* using the frame-accurate timecodes captured by Story Recorder. A rendering or transcoding step is always required to produce the final clips, regardless of workflow.

Tip: If Story Recorder fails to start up, refer to section Troubleshooting and Housekeeping.

Show Clip Production with Pause and Retake

In this *Show* workflow, the entire show is recorded and a `.tsedl` EDL file is broadcast to a Vantage transcoder, which stitches all recorded segments into a single final clip. The operator can pause, make corrections, and resume recording from a selected retake point.

The following diagram illustrates common recording scenarios. Blue items are recorded segments; orange items indicate retake points.



The sections below describe three common use cases for supporting error-free production and recording of a Viz Mosart-driven show.

- Record a Show as a Single Clip
  This mode assumes that the entire show was made error-free and Story Recorder has captured the required scheduled performance.
- Pause-Fix-Retake Mode
  An improvement has been identified, and the show is rolled-back to a chosen point, to take again.

- Publish an Early Version of the Show
  Sending the recorded stories to a publishing point, either before the show is complete, or with additional stories appended later.

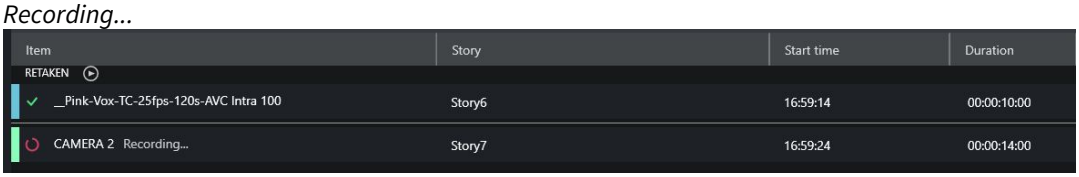
Tip: For a quick guide to what is displayed in Story Recorder, refer back to the illustration The Story Recorder Panel.

Recording a Show as a Single Clip

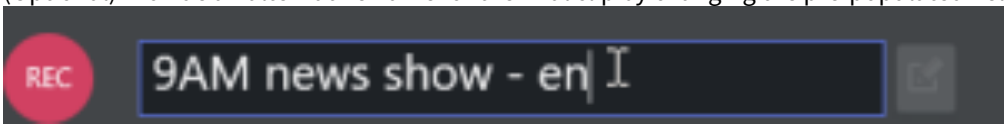
This mode assumes that the entire show was made error-free and Story Recorder has captured the required scheduled production.

To record a show as a single clip

1. Ensure the rundown containing the show's story rows is loaded in Viz Mosart.
2. If the rundown begins with a Break template, for initializing equipment, make sure this entire story is executed before enabling Story Recorded mode.
3. From the Story Recorder panel, switch on Story Recorder mode (described above).
   After a few seconds, the **REC** button is red, indicating the system is ready to record your show.
4. If Step **2** above was performed, then execute Take Next to continue with the next story item in the show (this will be the first recorded story item). Otherwise begin the show by taking in the first story item of the show.
   For each story item taken, a row is presented in the Story Recorder panel, the most recent indicated with *Recording...*

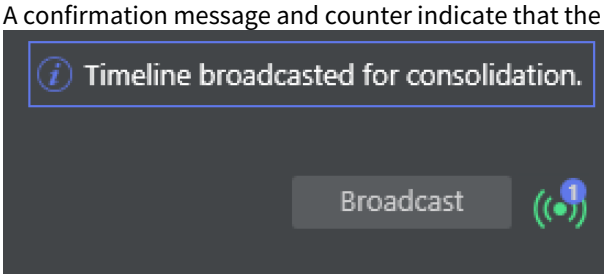


5. When the show is over, an instruction in the last template of the show will automatically pause the recording (see section **Automatic Pause at Show End** of topic *Story Recorder Mode* in the *Viz Mosart Administrator Guide*).
   If an automatic pause has not been set, click the **PAUSE** button in Story Recorder panel or the Pause keyboard shortcut.
6. (Optional) Provide an alternative name for the final clip by changing the pre-populated field in the SR panel:



Info: The name displayed can be collected from the NRCS, as a characteristic of the first (Break) story. If not, Viz Mosart automatically inserts a name, based on the rundown name.

7. Click the **Broadcast** button.
   A confirmation message and counter indicate that the clip has been sent for stitching.



Info: The counter indicates the number of EDLs currently being stitched on the EDL transcoder.
- Each time you click **Broadcast**, a new task is sent. See also Broadcast below.
- If you accidentally order the same stitching operation multiple times (by pressing **Broadcast** more than once for your required recording), you can cancel the transcoding job by reviewing the job queue on the transcoder. Your System Administrator can assist with this task.
- The counter is cumulative per recording session, and does *not* decrease once the stitching job has finished or been cancelled on the EDL transcoder side.

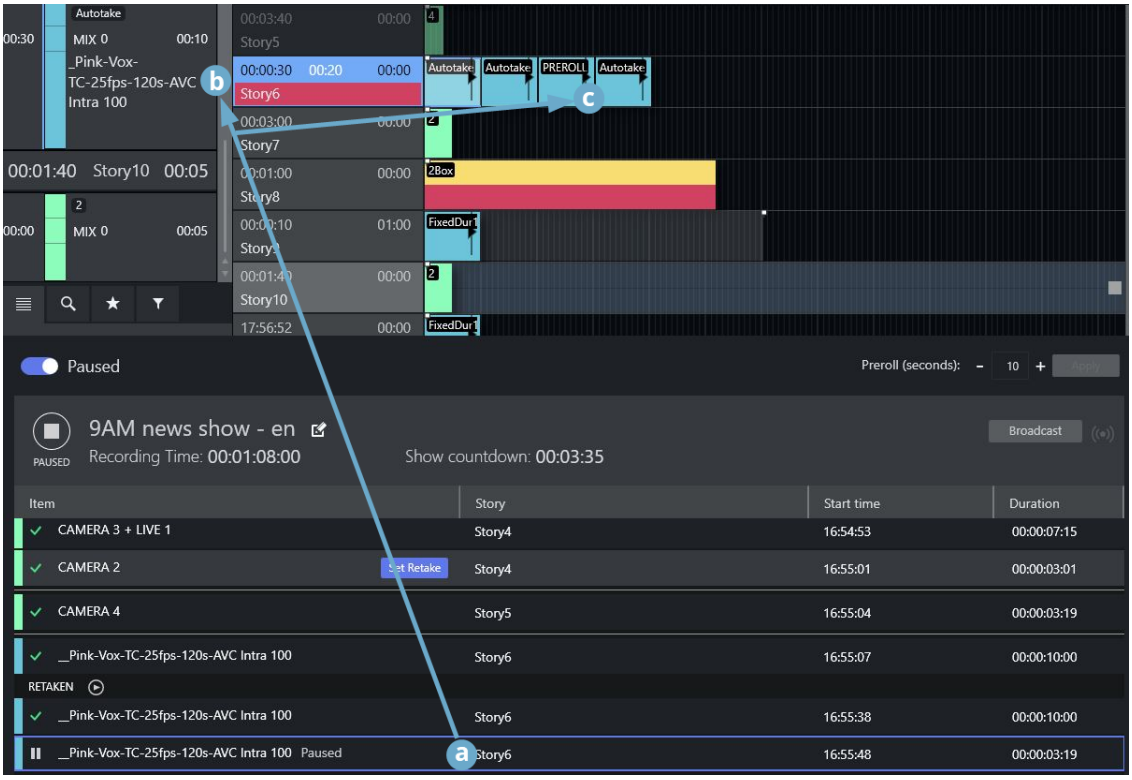
8. Disable Story Recorder with the **On/Off** switch at the top left of the panel.

Pause-Fix-Retake Mode

The standard use of Story Recorder is where you wish to pause an ongoing show recording, make a correction to the production, then resume from the pause.

To record a show with pause-fix-retake

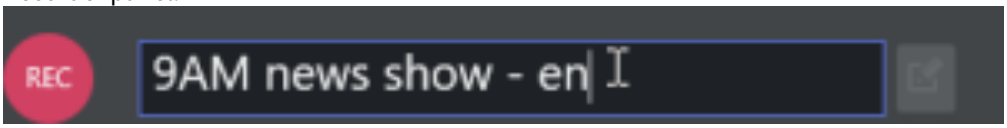
1. Initiate recording as described in the first 4 steps of To record a show as a single clip above.
2. Press **PAUSE** to interrupt recording as required.
   a. In the Story Recorder panel, the current story item is marked as *Paused*.
   b. In Rundown view above, the corresponding rundown story title is also blue.
   c. In the Rundown view, on the story row, a pre-roll template is automatically inserted before the paused story item.



3. Make required changes and prepare to recommence recording, by clicking the button **PAUSED**.
   A countdown timer cues for retake and recording resumes from the break point.
   Continue as above till the last story line, where an information text warns that the show recording will soon be complete.

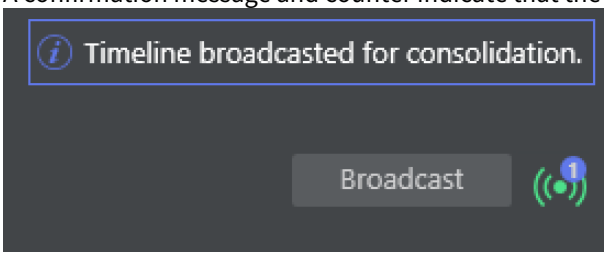
   Reviewing the Cut
4. (Optional) When resuming after a pause, approximately 10-15 seconds into the new recording, a snippet featuring the previous cut is available for review.

   Click the **Play** icon to start view.
5. When the show is over, an instruction in the last template of the show will automatically pause the recording if configured so (see section *Configure template for automatic pause of the show* in the topic *Story Recorder Mode* of the *Mosart Administrator Guide*). Otherwise, click **PAUSE** button in Story Recorder panel or the Pause keyboard shortcut.
6. (Optional) provide an alternative name for the final clip by changing the pre-populated field in the Story Recorder panel:



Info: The name displayed can be collected from the NRCS, as a characteristic of the first (Break) story. If not, Viz Mosart automatically inserts a name, based on the rundown name.

7. Click the **Broadcast** button.
   A confirmation message and counter indicate that the clip has been sent for stitching.



Info: The counter indicates the number of EDLs currently being stitched on the EDL transcoder.

- Each time you click **Broadcast**, a new task is sent. See also Broadcast below.
- If you accidentally order the same stitching operation multiple times (by pressing **Broadcast** more than once for your required recording), you can cancel the transcoding job by reviewing the job queue on the transcoder. Your System Administrator can assist with this task.
- The counter is cumulative per recording session, and does *not* decrease once the stitching job has finished or been cancelled on the EDL transcoder side.

Rolling Back in Time at Retake

The smallest rollback is a Viz Mosart primary *story item*. A story row usually comprises several story items, each item defined with a Viz Mosart primary template.
So for example, if your running show is executing item *three* of the four primary items that make up the story, then the pause will cause a rollback to the start of *item three*.

A retake point is always at the ***start* of a primary item**, regardless of where the pause was made.

Note: Currently, it is not possible to *replace* a specific recorded story *item*. All the recorded story items after the retake point, including the story item set as retake point, must be re-done once the show is restarted after a pause.

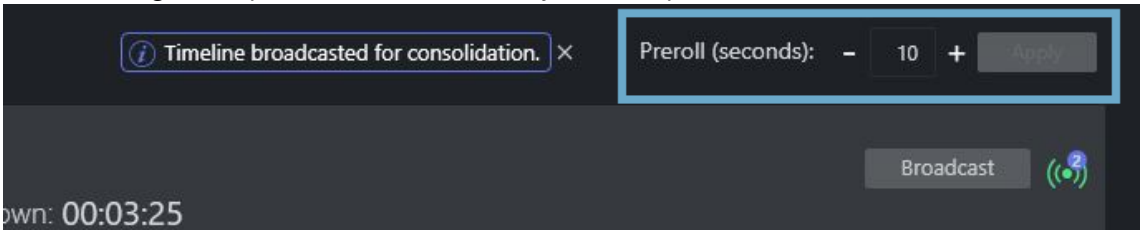
Pre-roll

When you pause a story, Viz Mosart automatically inserts a pre-roll event in the story row, before your paused story item.

The duration of this pre-roll is configurable, usually around 10-15 seconds. The pre-roll period provides the system time to automatically initialize itself back to a stable, known status for all equipment like robotic camera positions, onscreen graphic elements, media clip availability, fader levels. It also provides a cue for the talent to prepare for beginning again.

Critically, the pre-roll period *can never be less than the time the video server hardware requires to prepare for recording*. This is typically 10-15 seconds.

- You can configure the pre-roll time from the Story Recorder panel:



Broadcasting an Alternative Version of the Show

Broadcast means auto-creation of a show-level EDL, from the list of story rows in the Story Recorder panel; This EDL is then fed to the EDL transcoder (Vantage) watch folder. The transcoder picks up the EDL file and initiates the job of stitching the clips (that represent the story rows), into a single show clip. This single clip is used for playout.

- You can broadcast at any time, during a paused recording, and then continue recording.
  This for example can be when producing a trailer, a second language variant of the show, or when in the afternoon you want only to change the last couple of stories from the morning's recording.
- Similarly, you can append additional rundown (story) rows to a completed, paused show.
  Use the **Tools > Arrange rundowns** menu, as described in the topic Arrange Rundowns.

In these scenarios, you must always create a Retake point in the story prior to the change or addition.

Story Clip Production and Publishing

In this workflow, stories marked for recording in the NRCS are individually recorded and produced as clips, either during a live broadcast or in an offline session. Clip production is triggered automatically - by a story boundary or by disabling Story Recorder mode. The recordings are then submitted to the configured output (TriCaster export or Mimir render job).

> **Info**: Even when recording a single story, the clip must still be rendered from the continuous recording. The story clip is not a direct capture, it is cut using the frame-accurate in and out timecodes, subsequently rendered by the configured output.

The sections below describe three common use cases for story clip production:

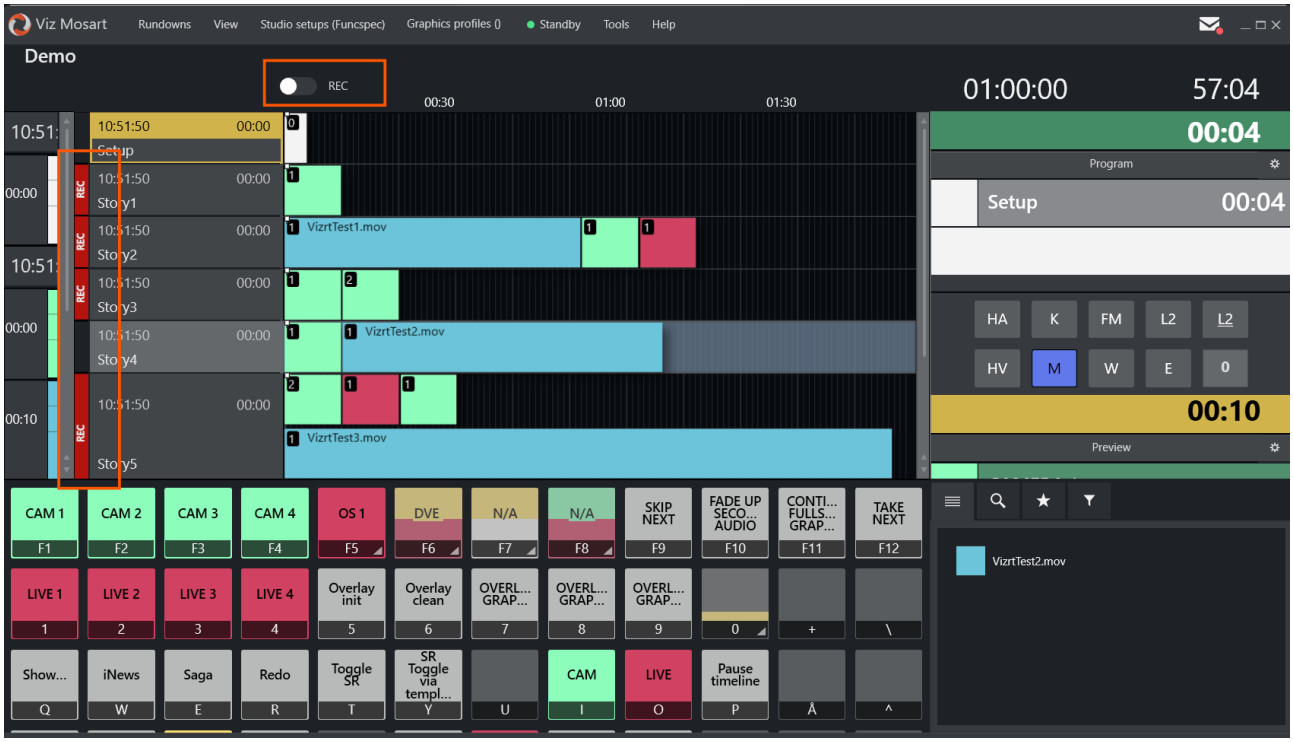
- **Producing clips during a live broadcast**
  Clips are produced automatically at each story boundary while the show runs live.
- **Recording a single story**
  A single story is recorded and clip production is triggered by disabling Story Recorder mode.
- **Offline recording with stories back-to-back**
  Multiple stories are recorded in sequence, with the operator controlling the pace between stories using a template control command.

Stories Marked for Recording

For the *story* clip production workflow, stories must be tagged for recording in the NRCS *before* the show. Any NRCS that can provide the required metadata fields on the MOS story object can be used with this workflow. Saga and Showmaker offer built-in integration; other NRCS systems can be configured via Newsroom Settings field mapping.

See Story Recorder Setup for the NRCS metadata requirements and configuration details.

When a rundown containing tagged stories is loaded in Viz Mosart, these stories are shown with a **REC** indicator in the main timeline view. The Story Recorder mode toggle at the top of the timeline also indicates whether there are stories to be recorded.



The **REC** indicators means that the tagged story is configured for clip production. When Story Recorder mode is enabled and a clip output (renderer/transcoder) is configured, a clip will be produced for this story. The indicator does *not* mean the story is currently being recorded, and no clip production occurs unless Story Recorder mode is enabled.

Clip Production Workflows

Producing clips during a live broadcast

In this use case, story clips are produced automatically as the show runs live. No manual intervention is needed, clip production is triggered at each story boundary.

1. In the NRCS, ensure the relevant stories are marked for recording.
2. Load the rundown in Viz Mosart. Verify that tagged stories show **REC** indicators in the timeline.
3. Enable Story Recorder mode (using any of the methods described in Managing a Story Recorder Session).
4. Run the show: Take stories as usual, with Take Next (default *F12*).
    - When the first item of a new story is taken on air, the previous story's recordings are automatically submitted for clip production.

- Stories that are *not* marked for recording are silently skipped.

5. When done, disable Story Recorder mode. Any remaining recorded story is submitted for clip production automatically.

Recording a single story

In this use case, you record only one story and then stop.

1. In the NRCS, ensure the relevant story is marked for recording.
2. Load the rundown in Viz Mosart and navigate to the story. Verify the story displays a **REC** indicator in the timeline.
3. Enable Story Recorder mode.
4. Run the story, taking items as usual.
5. At the end of the story, disable Story Recorder mode. This triggers clip production for the recorded story.

> **Info**: The story's out-point is determined by the genlock timecode at the moment the Disable command is processed. This may be a few frames after the operator's action (key press or template take), depending on system load.

Offline recording with stories back-to-back

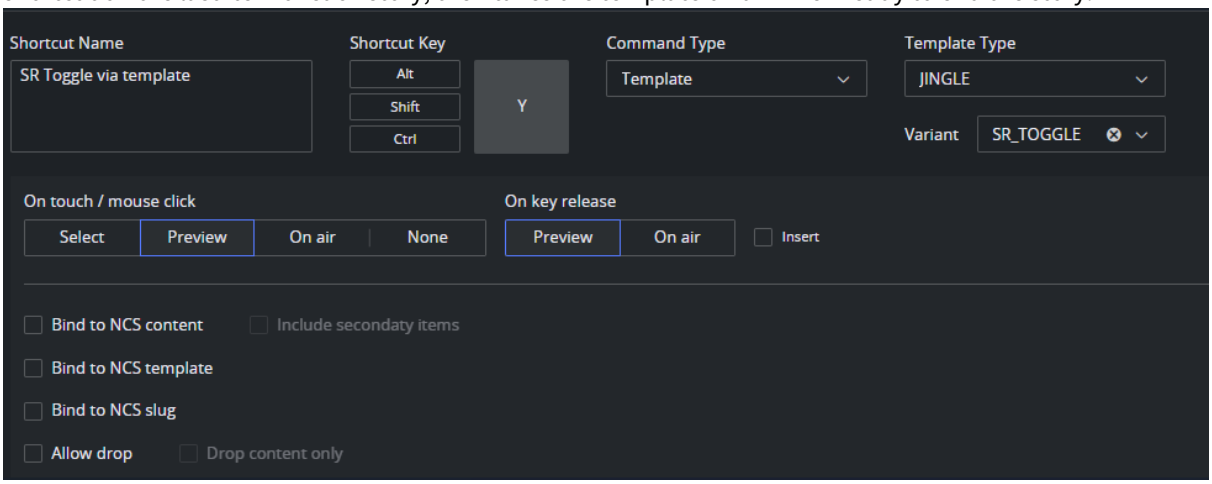
In this use case, you record multiple stories in an offline session where the operator controls the pace between stories For example, allowing the anchor time to prepare or reposition between takes.

This is achieved by using a dedicated template with a `STORY_RECORDER` control command that toggles SR mode *on* and *off* between stories. The template is configured with:

- **Command On Take**: `STORY_RECORDER` with value `TOGGLE` (or `DISABLE`). This disables SR mode when taken on air, triggering clip production for the completed story.
- **Manual Continue Point**: `STORY_RECORDER` with value `TOGGLE` (or `ENABLE`). This re-enables SR mode when the operator takes the next manual continue point.

The SR Toggle Template can be executed in two ways:

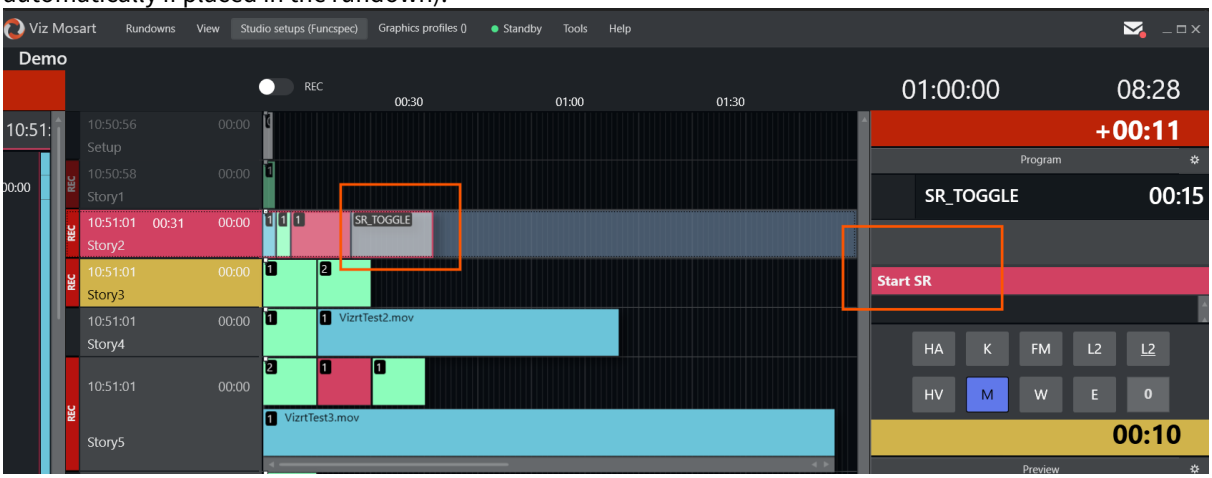
- **Keyboard shortcut**: Configure a keyboard shortcut to take the template in Preview. The operator recalls this shortcut on the last item of each story, then takes the template on air when ready to end the story.



- **From the NRCS**: Add the SR toggle template at the end of each story in the rundown. The template is then automatically queued as the last item of the story.

Workflow:

1. In the NRCS, tag the stories for recording.
2. Load the rundown in Viz Mosart.
3. Enable Story Recorder mode and take the first story.
4. On the last item of a story, bring the SR Toggle Template into Preview (using its keyboard shortcut, or automatically if placed in the rundown).



5. When the story is finished, take the template on air. This disables SR mode and triggers clip production for the completed story.
   The manual continue point is indicated in the Mosart UI.
6. When ready to continue with the next story (for example, once the anchor has repositioned), press Take Next. This takes the continue point, re-enables SR mode, and recording resumes with the next story.
7. Repeat steps 4–6 for each story.
8. After the last story, disable Story Recorder mode to flush the final clip.

Info: The out-point of the story is determined by the genlock timecode at the moment the Disable command is processed. This may be a few frames after the operator's action (key press or template take), depending on system load.

TriCaster Clip Export

When Story Recorder is configured with a TriCaster output, completed stories are exported as clips using configured TriCaster export presets. Stories not marked for recording in the NRCS are skipped.

- The clip name is based on the clip ID assigned to the story in the NRCS, with a timestamp appended for uniqueness. If the NRCS did not assign a clip ID, a name is auto-generated from the story name and recorder channel.
- If the story has also been tagged in the NRCS for online publishing, the clip is published to the configured online platform (for example, *YouTube*) after export.

See the Viz Mosart Administrator Guide (section Operational Examples > Device-Specific Operations), for TriCaster export and publish preset configuration.

Mimir Clip Production

When Story Recorder is configured with a Mimir output, completed stories are submitted as render jobs to Mimir. Stories not marked for recording in the NRCS are skipped.

- When Story Recorder mode is enabled, Mosart creates recording clip placeholders in Mimir for each configured recorder.
- At story completion, a render job is submitted to Mimir using the configured preset and Kelda configuration.
- The clip ID assigned to the story in the NRCS is used as the target item (Anchor clip) in Mimir.
    - On the first recording, the clip is rendered into the existing anchor item placeholder.
    - For repeated recordings of the same story, a new version is created under the same anchor item, preserving the version history.
      Mimir then updates the NRCS (e.g. Saga) with the new anchor clip ID, so subsequent recordings reference the latest version.

See the *Story Recorder Setup* section of the Viz Mosart Administrator Guide for Mimir device, preset, and Kelda configuration.

Using Recorded Story Clips

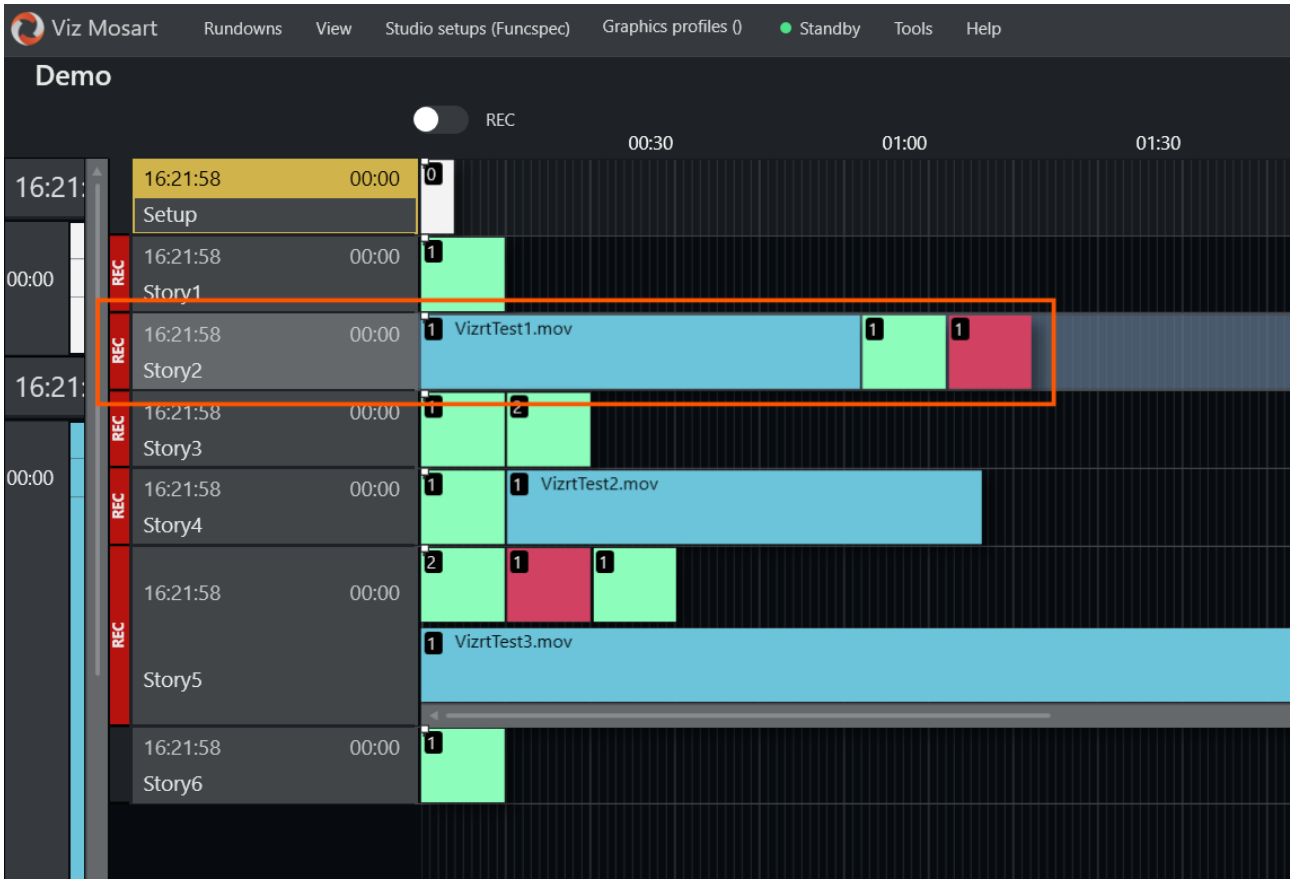
Once a story clip is produced, it can be used in several ways:

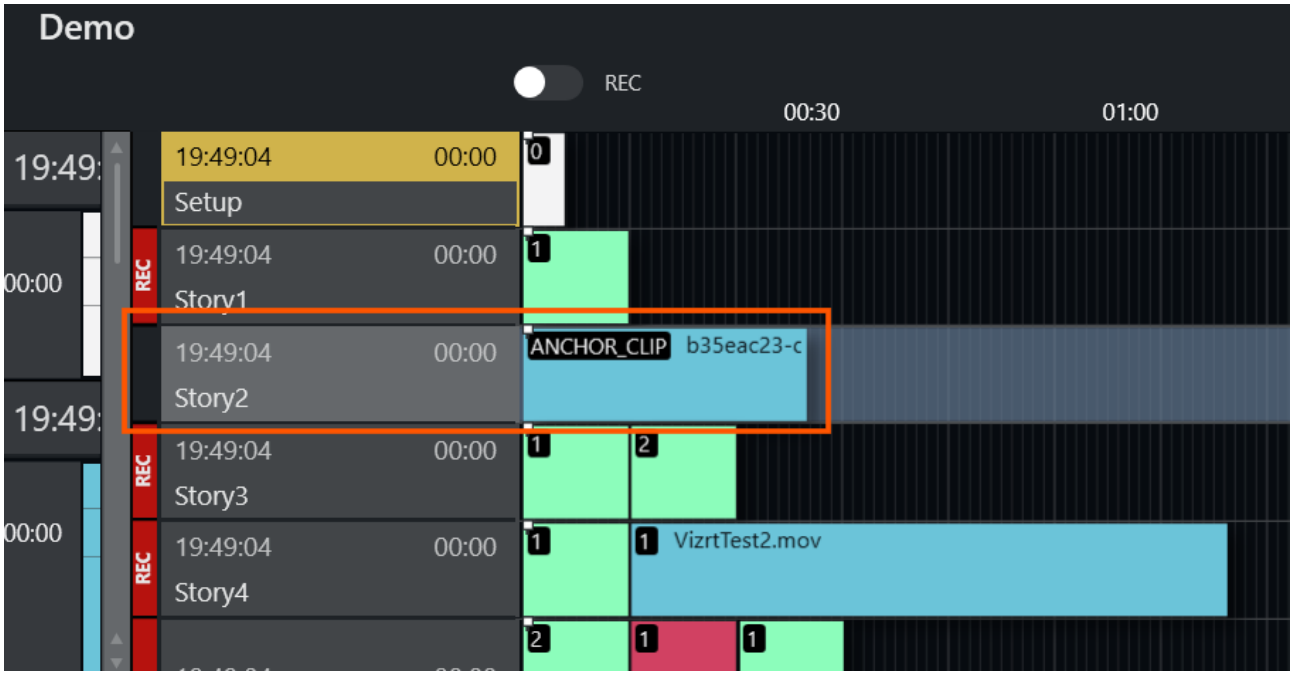
- **Replace the original story**
  The NRCS can be configured to play the recorded clip instead of the original scripted content.
  This is useful when a pre-recorded version of the story should air in place of the live segment.
- **Reuse in other rundowns**
  The recorded clip is available as a regular media asset and can be inserted into any other rundown.
- **Add graphics to a clean feed**
  If the clean feed (without burned-in graphics) was recorded, new graphics can be overlaid on the clip, for example for rebranding or a different-language broadcast.

Switching between original and recorded clip in the NRCS

As an example of an NRCS, with *Saga*, the producer can choose per story whether to use the original script or the recorded clip version. When the recorded clip is selected for a story, Saga sends the clip to Viz Mosart using a template of type `PACKAGE` with variant `ANCHOR_CLIP`.

> **Info**: This template must first be created in Viz Mosart's Template Editor before it can be used.

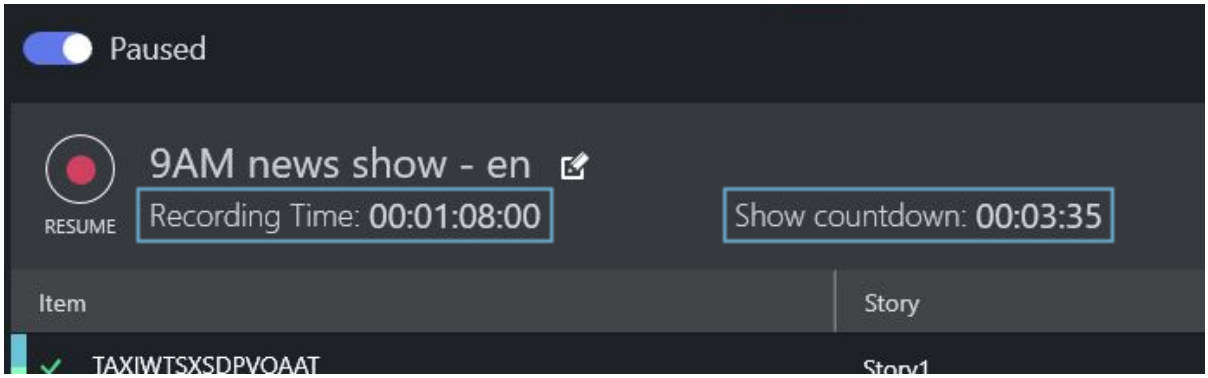




Timing Details

The Mosart UI has been extended with support for Story Recorder-related timing fields.

The Story Recorder panel displays the following new timing details:



The **Recording Time** field starts at zero when a Story Recorder session is started, and

- When the timeline is *running*, this counter is continuously growing, equal to the *sum of the already recorded sections + the duration of the current recording*.
- When the timeline is *paused*, this counter is static, equal to the *sum of the recordings prior to the selected Retake point*.

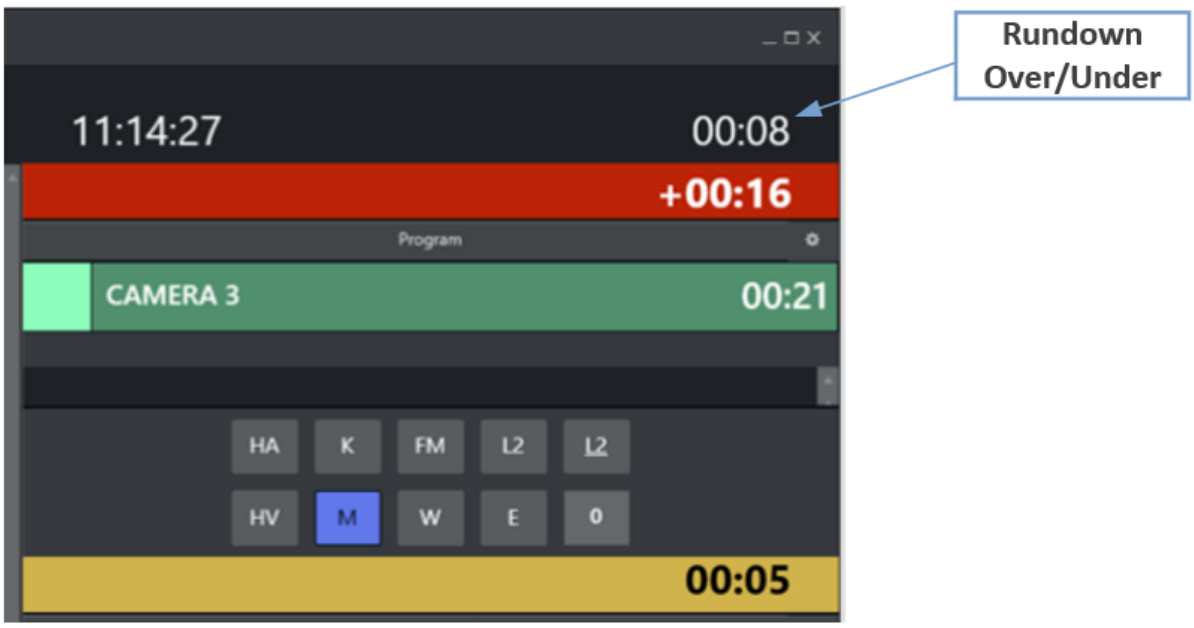
The **Show Countdown** field displays the *difference* between the *planned duration* as defined in the NRCS and the *Recording Time*.

- When the timeline is running, this counts down.
- When the timeline is paused, this is static.

If *Recording Time* exceeds *Show Planned Duration*, then *Show Countdown* becomes negative and will be counting up.

The **Rundown over/under** field is an existing field in the Viz Mosart UI, and when Story Recorder mode is enabled, it provides an indication of the executed recordings relative to the remaining rundown and the planned duration of the rundown:

- **Under**: indicates the number of seconds the show must be *extended* to meet the planned duration.
- **Over**: indicates the number of seconds the show exceeds the planned duration.



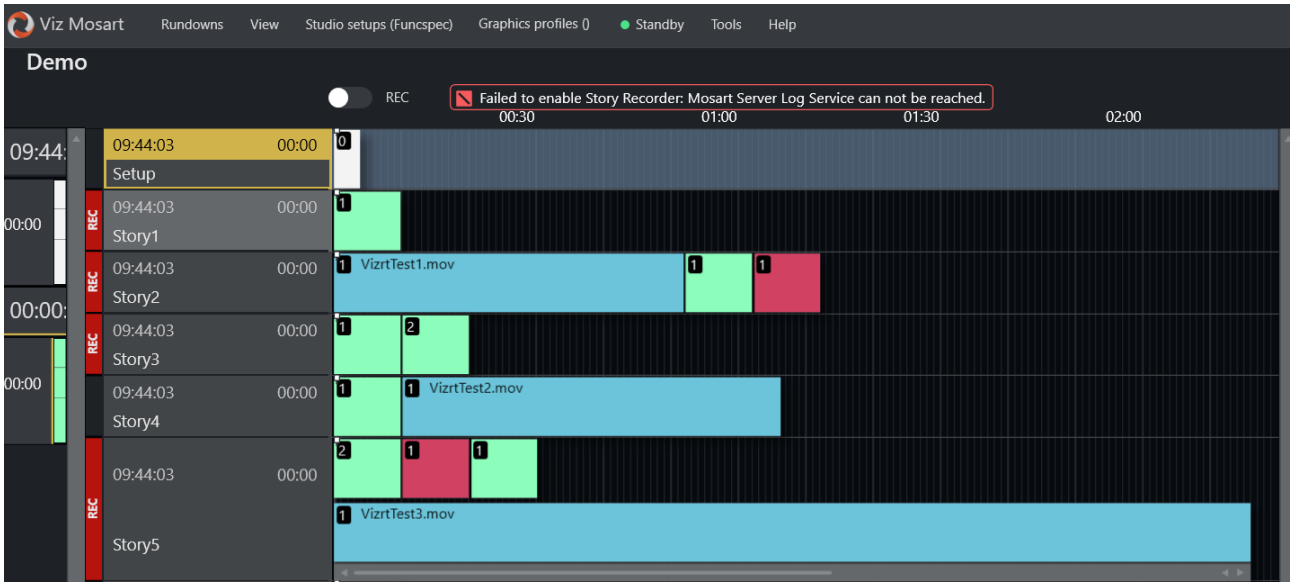
All these Story Recorder related time fields are also shown in the **Mosart Timing Display** and forwarded to the *Plura Timing System* (using the *Time Request Protocol*).

2.16.5 Troubleshooting and Housekeeping

Troubleshooting

If the recording session does not function as expected, Story Recorder reports errors and warnings at the top of the Story Recorder panel.

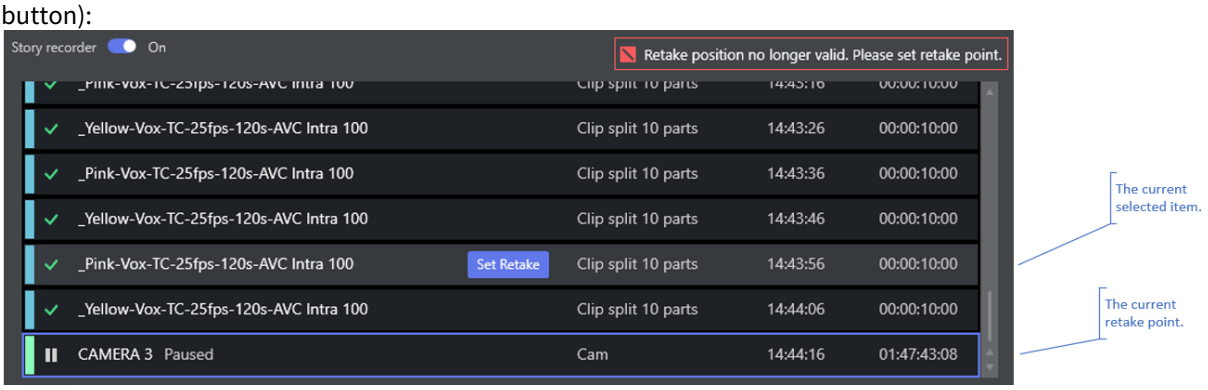
Failed to enable Story Recorder: Mosart Log Service can not be reached.



Invalid Retake Position

If you get the error notification *Retake position no longer valid. Please set retake point* this means that you restarted the show after a pause, but the *selected story item* is not *the retake point* (the story item with the **Set Retake**

button):



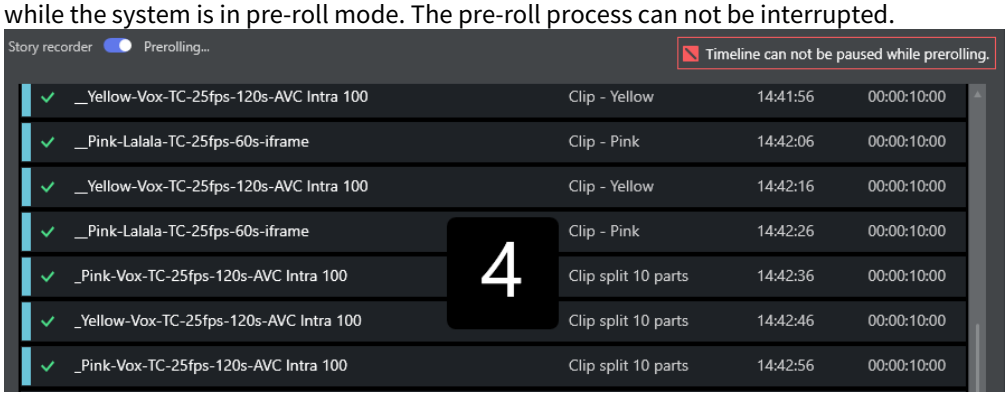
To fix, do one of the followings:

1. Select the *current retake point* (if this has changed by mistake)
   or
2. Make the *selected story item* the new retake point by clicking the row's **Set Retake** button.

> ⚠ If you choose (2), remember that all the recorded story items after the retake point, including the story item set as retake point, must be re-done once the show is restarted after pause (see Working with Story Recorder).

Error when Pausing the Story

If you get the error notification *Timeline can not be paused while pre-rolling*, this means you are trying to pause while the system is in pre-roll mode. The pre-roll process can not be interrupted.



If this action was done intentionally, let the pre-roll time-out and auto-take the item to be retaken, and then pause again.

Naming of Final Clip Show from NRCS not appearing in Story Recorder UI

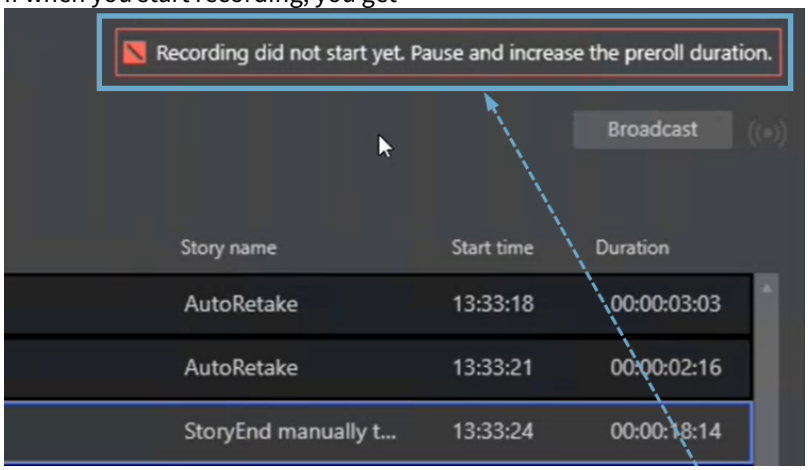
The naming is not displayed in the Story Recorder panel. Some alternatives are:

- The name is read from the *first* story in the NRCS rundown. Check the status of the first story.
  If for example it has been set to *float*, and is not displayed in Viz Mosart, you will need to add the name to whatever story in the NRCS is now the *first* story.

- If the Show Final Clip name was changed in NRCS during a Story Recorder session, this will be taken into consideration only at the next Story Recorder session (disable Story Recorder mode and enable again for a new show).

Recording not Starting

If when you start recording, you get



this means that the pre-roll time is not long enough for the recording hardware to prepare itself for recording your story.

- At the top of the Story Recorder panel, try increasing the value of **Preroll (seconds)** to a value big enough for the recording to start plus 1-2 seconds extra (typically *10-15* seconds in total).

Housekeeping

- You must create a separate, dedicated template set for shows that use Story Recorder. These templates cannot be used when Viz Mosart runs in non-Story Recorder mode.
- Viz Mosart can be configured to automatically purge the locally stored EDL data. At initial setup, the default is *no* housekeeping. The file purging scheme is actively managed by your local System Administrator.
- When you *reload a rundown*, you do not loose the current Story Recorder session (simply switch off SR to disable it).
- All settings, like Pre-roll duration and where files are saved, are preserved between sessions.

Limitations

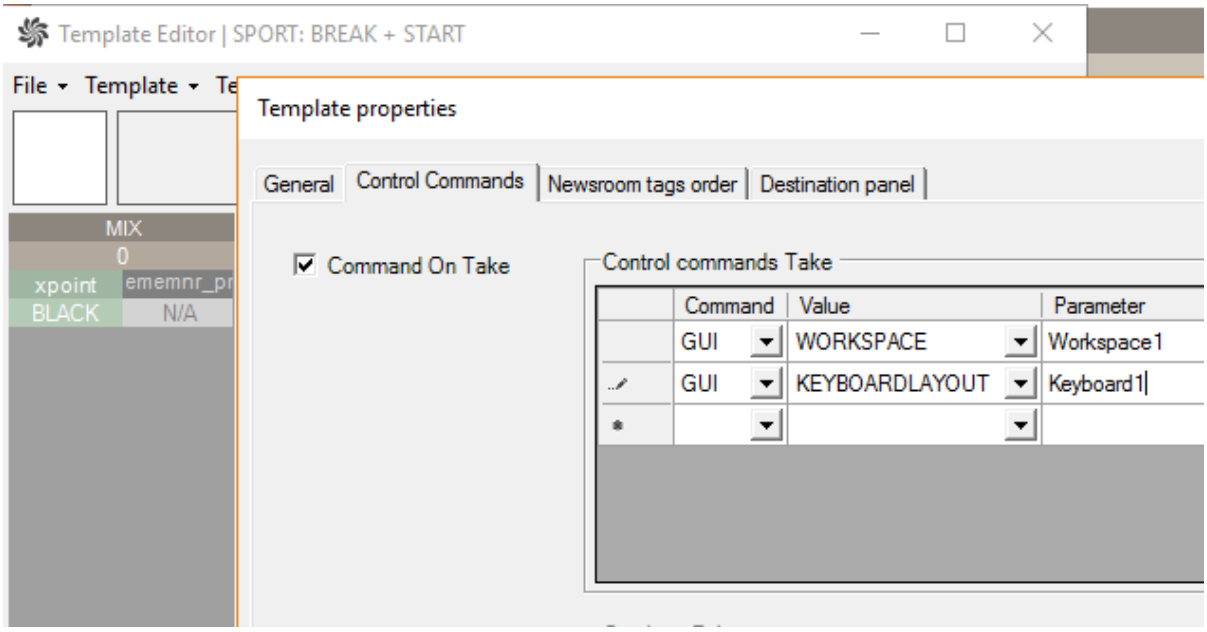
- You can only retake from the *beginning* of a primary story item. In addition, the following story elements and secondary items will give unpredictable results around the cut point, and must be carefully reviewed:
  - Accessories
  - Manual commands
  - Running animated graphics
  - State variant behavior.

- Due to timing differences in the execution of the templates for a Story Recorder show (Viz Mosart runs in *Frame Accurate mode*, not *Standard mode*) , not every feature from Standard mode is available or possible in Story Recorder.

Tip: Use the *snippet player* to verify the cut point (see Reviewing the Cut).

2.17 Recalling a Workspace/Keyboard Layout by Control Command from a Template

A work space and keyboard layout (WSKL) can be recalled with a control command. This control command can be added to a template.
This could be, for example, a BREAK that is invoked at the beginning of a show.



2.17.1 To recall WSKL

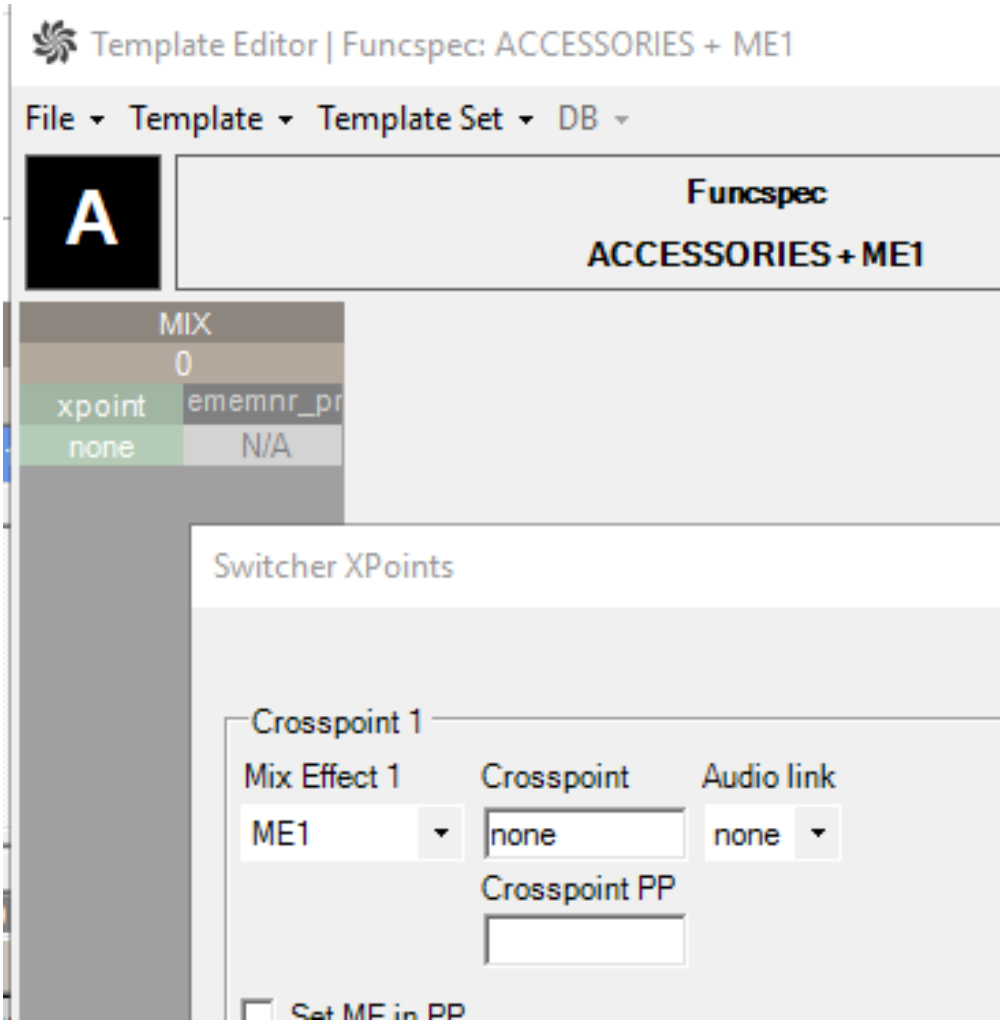
1. In AVAutomation, select **Template Editor**.
2. From the **Template properties** dialog, select the **Control Commands** tab.
3. Under the **Command** column drop-down menu, select **GUI**.
4. Under the **Value** column drop-down menu, select **WORKSPACE**.
5. In the **Parameter** column, enter the name of the Workspace (the naming must exist in the Viz Mosart UI).

2.18 Sourceview with Template Router Source Assignment

Viz Mosart's Template Router can be used for controlling ME steps on the vision mixer. The MEs can be routed to external sources like a wall or studio monitors.

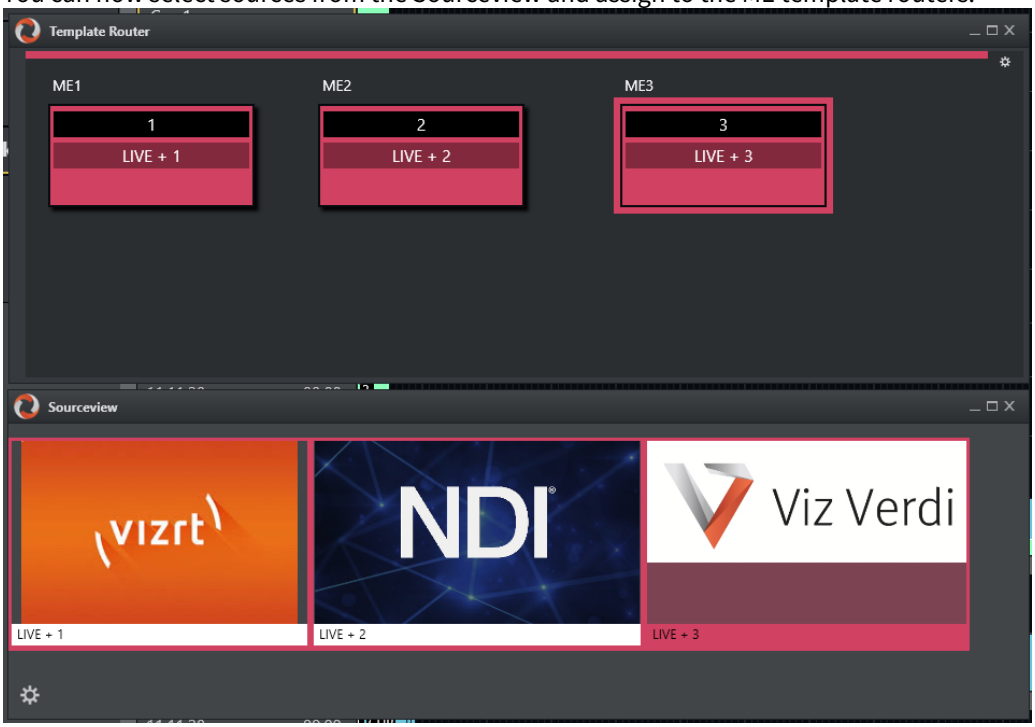
Info: This is a specific example, for general use of the these features, see sections Sourceview and Template Router.

1. For each source that might get routed to the ME create a LIVE template source. In this example LIVE 1, LIVE 2, LIVE 3 is used.
2. For each output a Template Router accessory template has to be created for each ME, for example *ME1*, *ME2*, *ME3*.



3. Create a Template Router shortcut for each ME template. For example, ME1, ME2 and ME3.

4. You can now select sources from the Sourceview and assign to the ME template routers.



2.19 Quick Access to Ad Hoc Assets

Quick Access provides dynamic and flexible power to a show with an ad hoc stories or late changes.

2.19.1 The Quick Access Panel

In the **Quick Access** panel, you can create filters that only display certain elements from the rundown. This enables rapid selection of an specific item, without having to scroll through the rundown.

> ⚠ For preparation, look and feel and all non-showtime operations, see the User Interface topic, *Quick Access Panel*.

This section provides some examples of using Quick Access for an ad hoc show.

- The Quick Access Panel

There are two methods for working with Quick Access.

- From a floating menu, the Quick Access Panel.
- From the **Quick Access** tab in the Media Pool.

Quick Access Panel Operations

To access the Quick Access

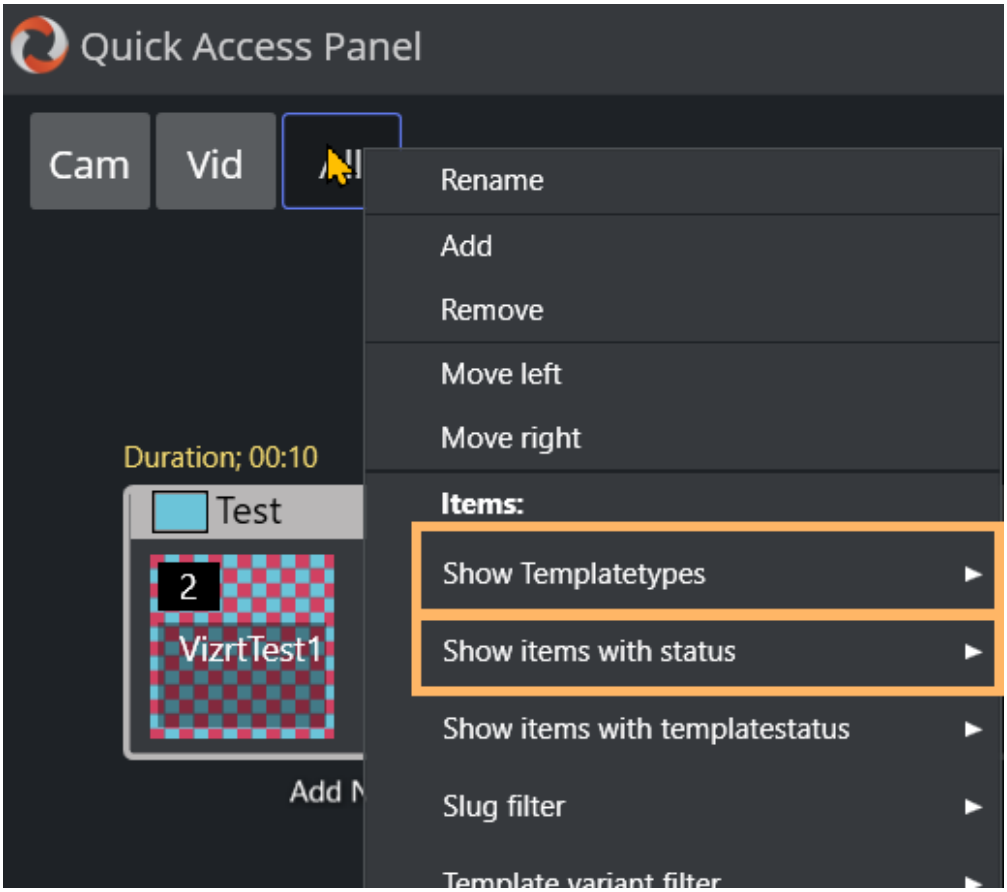
- From the Viz Mosart menu bar navigate to
  View > Floating windows > Quick Access Panel.

Locating Missing Clips or Graphics

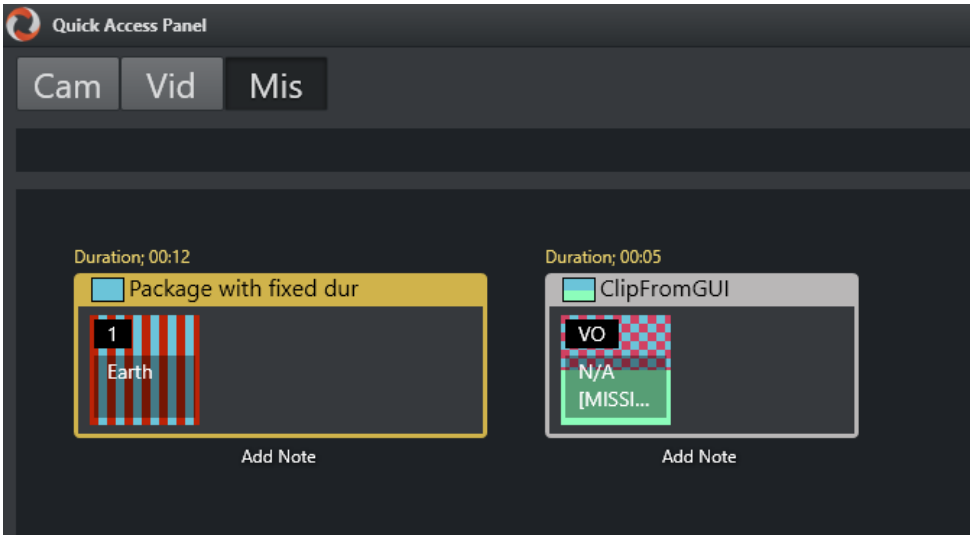
You can trap rundown items with missing clips or graphics.

To locate missing media elements

1. Open the Quick Access panel.
2. Mouse-over any of the Filter buttons and right-click, to display a context menu.



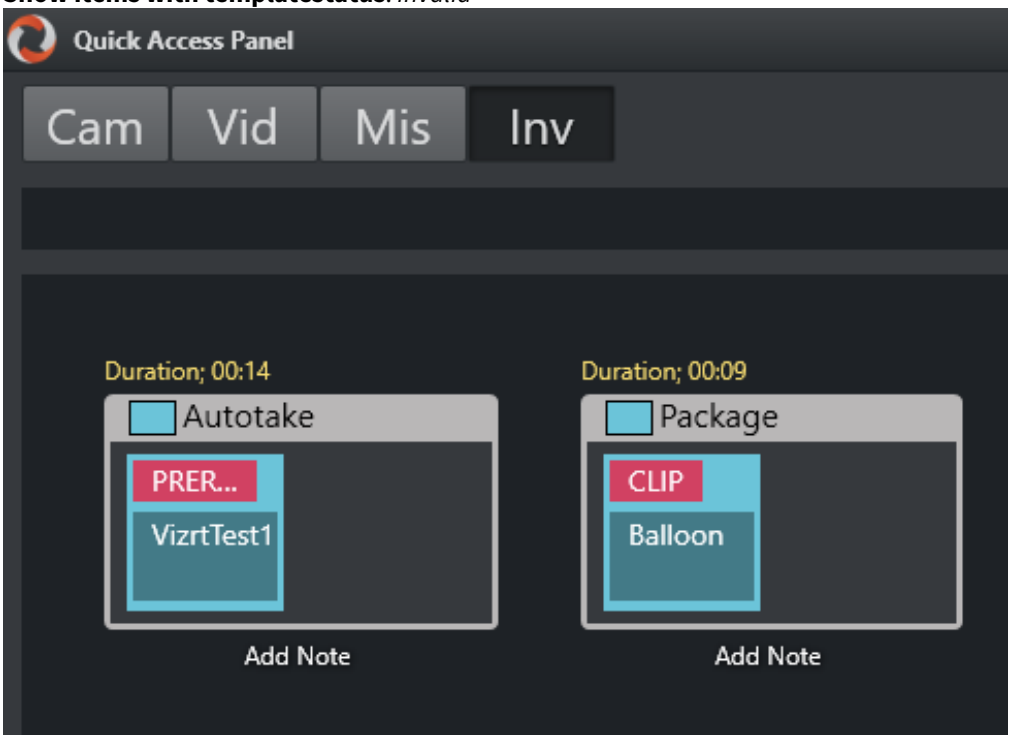
3. In the **Items** section, enable the following options:
    a. **Show Templatetypes**: *PACKAGE, VO, GRAPHICS, DVE*
    b. **Show items with status**: *Invalid*



Finding Invalid Templates

To locate an invalid template

1. Open the Quick Access panel.
2. Mouse-over any of the Filter buttons and right-click, to display a context menu.
3. In the **Items** section, enable the following option:
    a. **Show items with templatestatus**: *Invalid*



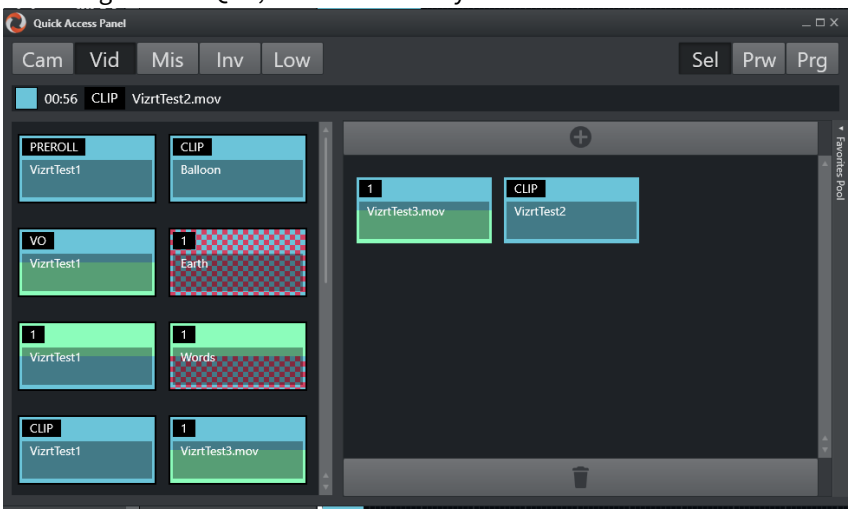
4. Use the new **Inv** filter button to list invalid templates.

Favorites Pool

The Favorites Pool reflects the content of the Media Pool **Favorites** tab.

To reveal the Favorites Pool

- On the right of the QAP, click the arrow by the vertical text Favorites Pool.

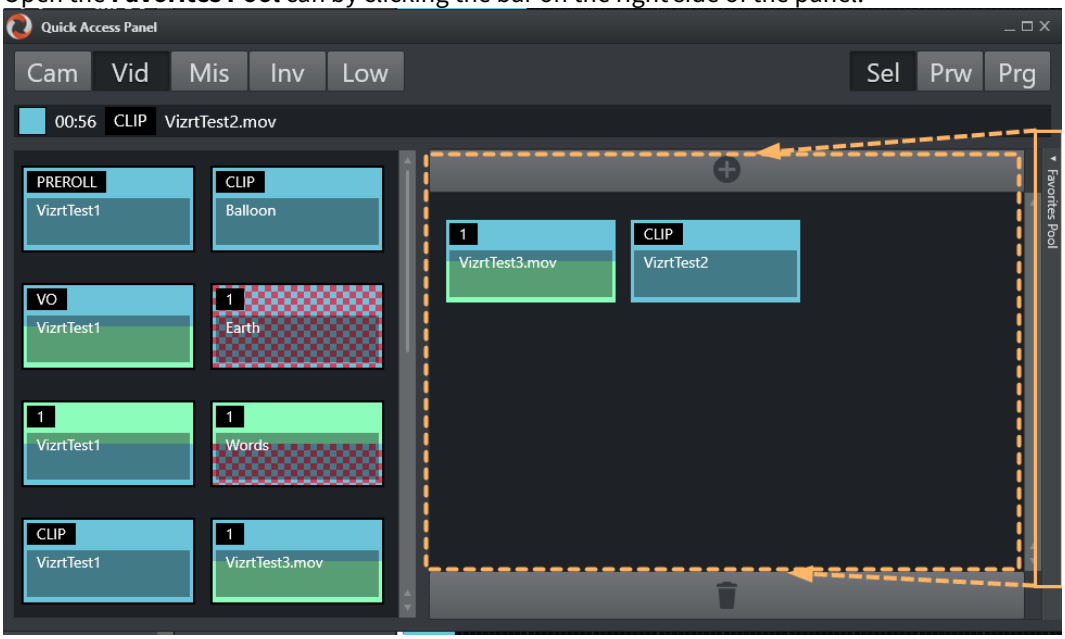


Planning Ahead: Moving specific items to the Favorites Pool

During a ad-hoc show, an upcoming story might require several templates. If there are a lot of graphic in the rundown that the operator wants to use, they can save them to the Favorites Pool for easy access prior to the story.

To add items to the Favorites Pool

1. Open the **Favorites Pool** can by clicking the bar on the right side of the panel.



2. Here you can select from the left side and add to the pool using the **+** button at the top of the favorites panel.

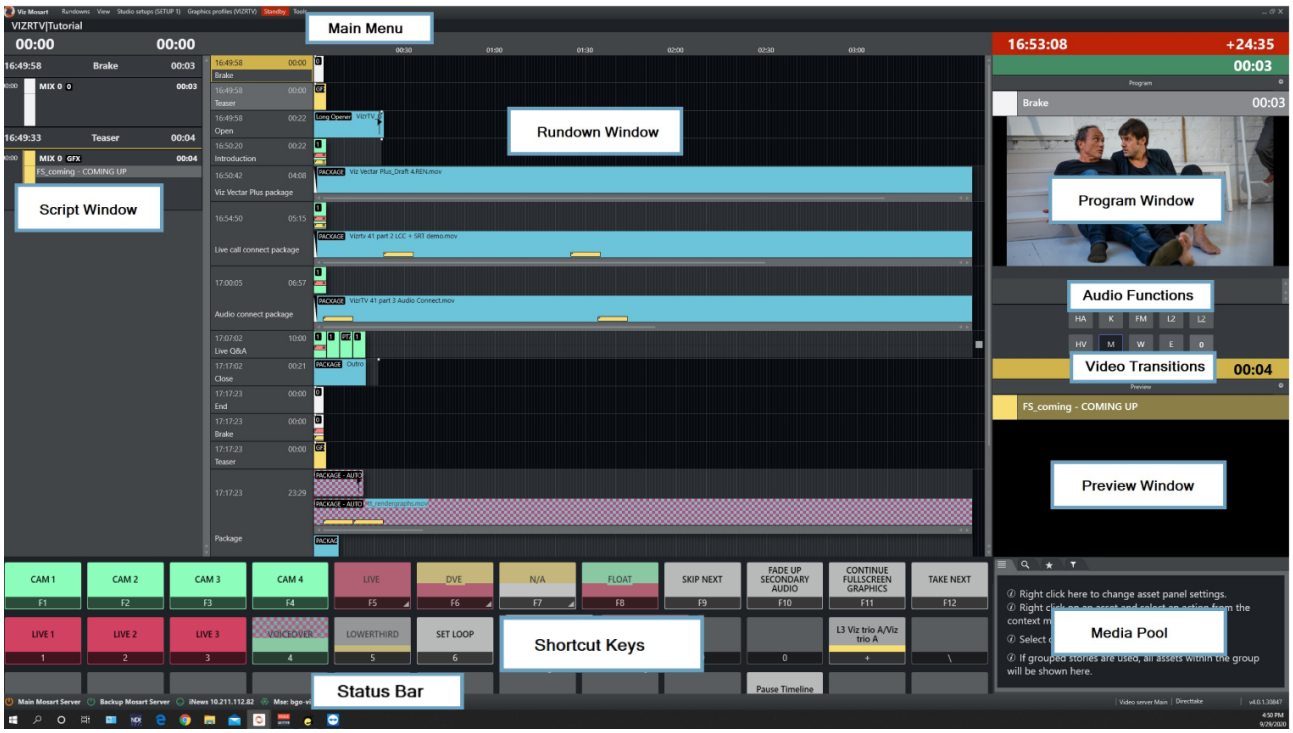
3 Viz Mosart User Interface

The Viz Mosart GUI (Multi GUI) is the main control interface for operators and can be customized to suit your workflow.

- You run the GUI either on the Mosart server or with one or more GUIs connected over the Mosart server network.
- A common customization is having user action shortcuts on a separate touch-enabled screen, detaching the keys to a floating window.
  View > Floating windows > Function buttons.

The areas of the Viz Mosart GUI are described in the following sections:

- Main Menu
- Rundown View
  - Quick Editor
- Program Window
- Preview Window
- Transition Panel
  - Audio Function Area
  - Video Transition Area
- Media Pool
- Script Window
- Keyboard Shortcuts
- Status Bar



In addition, the following editors/panels can also be opened or configured as part of the layout:

- General Settings

- Arrange Rundowns
- Managing Your Workspace
- Robotic Cameras
- Quick Access Panel
- Template Router
- Recording
- Source View
- MSE Playlist Panel
- Story Recorder Panel

3.1 How to start the Viz Mosart User Interface

The Viz Mosart User Interface may be started in several ways. Among these are

- Clicking the shortcut *Viz Mosart* on the Desktop. (This shortcut will refer to the executable file `MosartMultiGui.exe`.)
- Using the Windows Start menu.

> **Info**: Advanced startup options require modifying the Desktop shortcut (or creating a new shortcut). Creating and modifying shortcuts is beyond the scope of this guide, please consult your System Administrator or Windows documentation.

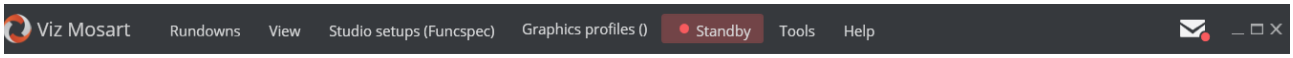
You can appended the following switches to a shortcut.
Each switch is prefixed with either the **/** (slash) or **-** (dash) character.

Command switch	Use	Example	Comment
browse	Start in browse mode	`MosartMultiGui.exe -browse`	This has the same effect as activating *Browse* mode from the **View** menu. The user can later deactivate Browse mode, unless this menu option has been disabled.
lang	Start with specific UI language	`MosartMultiGui.exe /lang ja-JP` will start the UI in Japanese language	In addition to the default *English* language, a Japanese option is also available. The language may only be specified before startup and cannot be changed once the UI is in use.
nosplash	Start without displaying the startup splash screen	`MosartMultiGui.exe -nosplash`	

These options may be *combined*.

3.2 Main Menu

The main menu is located at the top of the Viz Mosart user interface, providing access to different functions and windows.

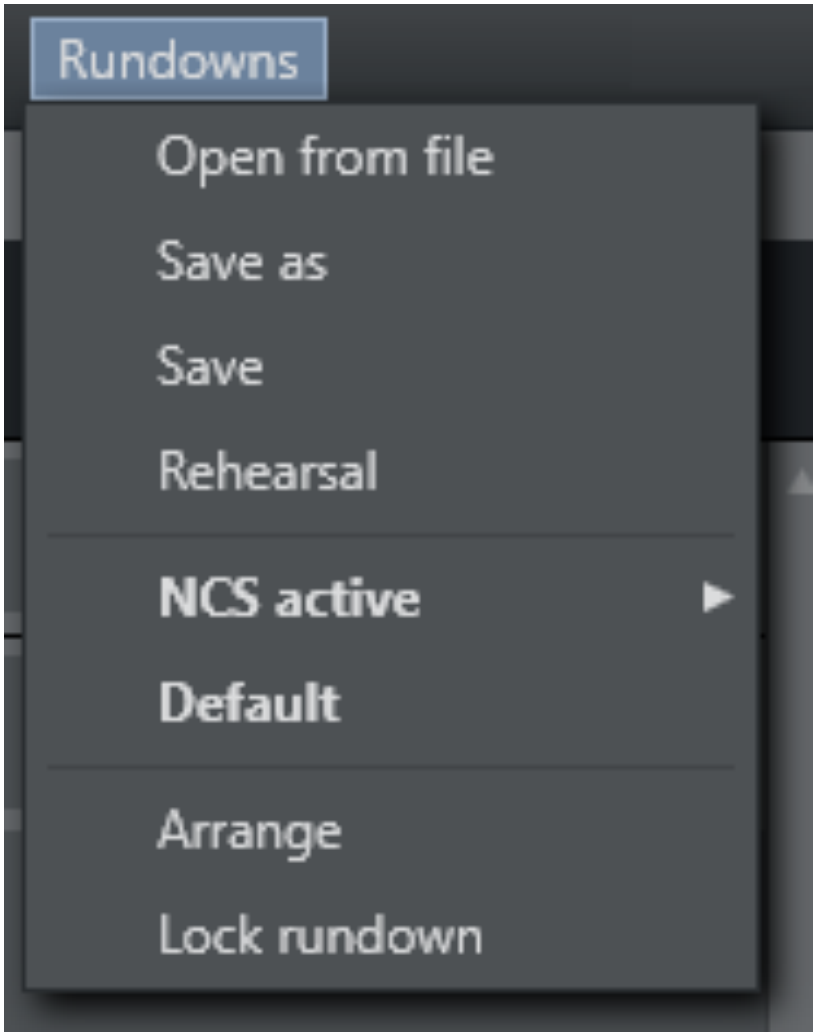


The various options in the main menu are briefly described below. Some more detailed explanations are provided later in this section.

- Rundowns
- View
- Studio Setups
- Graphics Profiles
- Standby
- Connections
- Tools
- Help
- Notifications

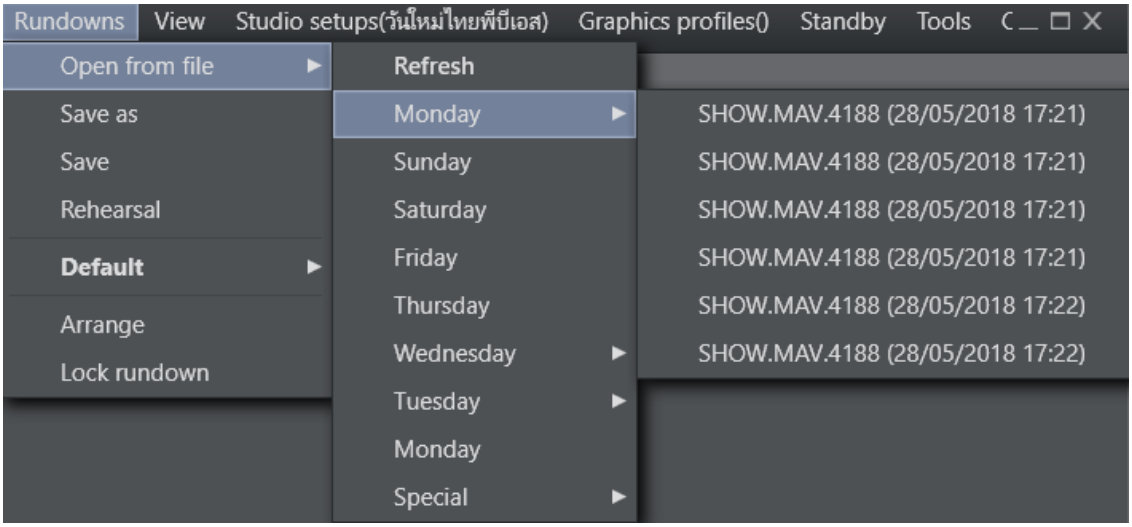
3.2.1 Rundowns

Viz Mosart's primary source for rundowns is the NCS. Viz Mosart also saves the rundown (as an XML file) on the Viz Mosart server. Viz Mosart automatically saves changes to the rundown, but the user may also save manually. To distinguish later versions of a rundown from the original, Viz Mosart appends a timestamp to the file name of any subsequent version. The user may also open a rundown from one of these files. The file rundown is mainly meant for debugging purposes, and not intended for on air productions.



The **Rundowns** item contains the following options:

- **Open from file**. Lists rundowns found in the folder mentioned above. Normally stored at C:\Manus.
    - **Refresh**. Refreshes the list of available rundowns.
      Between *Refresh* and *Special* there are eight menu options for 'today' (this and similar words *not* referring to the day of writing or the day of reading, but to the day of Viz Mosart *use*), yesterday, the day before yesterday, up to the day a week ago. The option *names* are the names of the days in the language of the user's computer. For each of these eight days, there is a sub-menu containing the timestamped rundown files saved on that day. (If none, there is no sub-menu.)



- **Special**. Lists the non-timestamped rundown files.

- **Save as**. Saves the current rundown with a new name in the window that opens.

Note: Do *not* include an underscore ('_') in the name. Files with underscore in the name will be automatically deleted once **Manus expiration time** has been reached. See the Viz Mosart Administrator Guide, section *Manus Administrator Configuration*

- **Save**. Saves the current rundown.

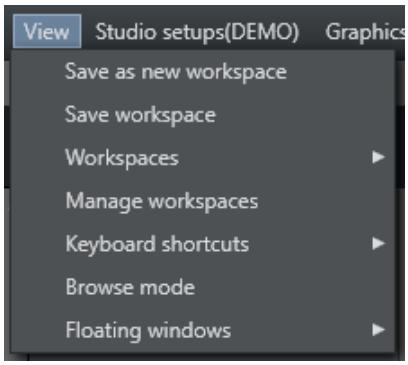
Info: By default, the location where rundowns are saved is *C:\manus*, but this may be overridden by the Manus Directory setting in the Settings Editor. Refer to the Viz Mosart Administrator Guide, section *Manus Administrator Configuration*.

- **Rehearsal**. Enables rehearsal mode when selected. Click **Rehearsal** again to switch back to On Air mode.
  See Rehearsal and On Air Mode.

Info: Between **Rehearsal** and **Arrange** there may be additional options depending on the connected NRCS. For more information, see Managing NRCS Rundowns.

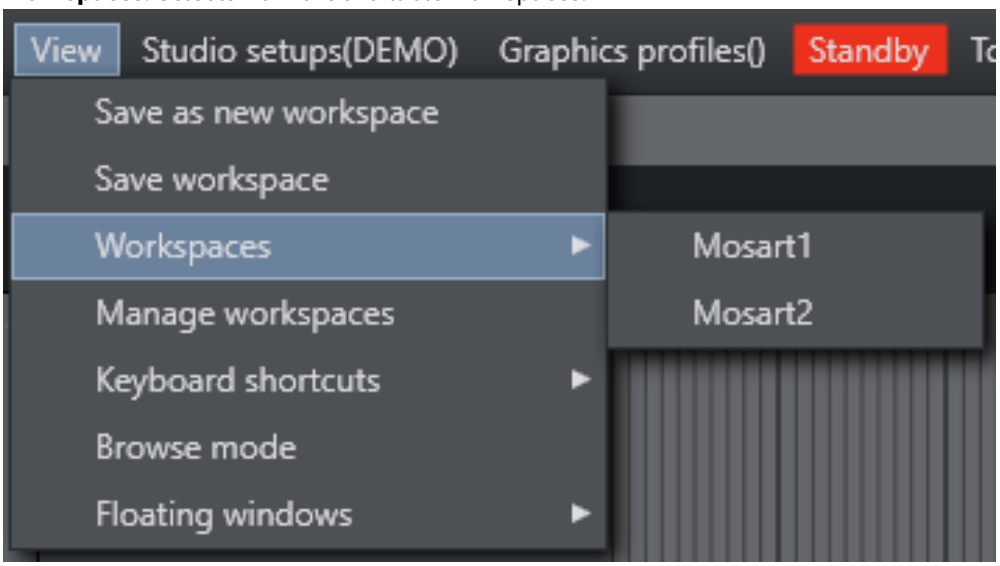
- **Arrange**. Opens the Arrange rundowns panel.
- **Lock rundown**. Locks the rundown.
  See Locking a Rundown or Story.

3.2.2 View

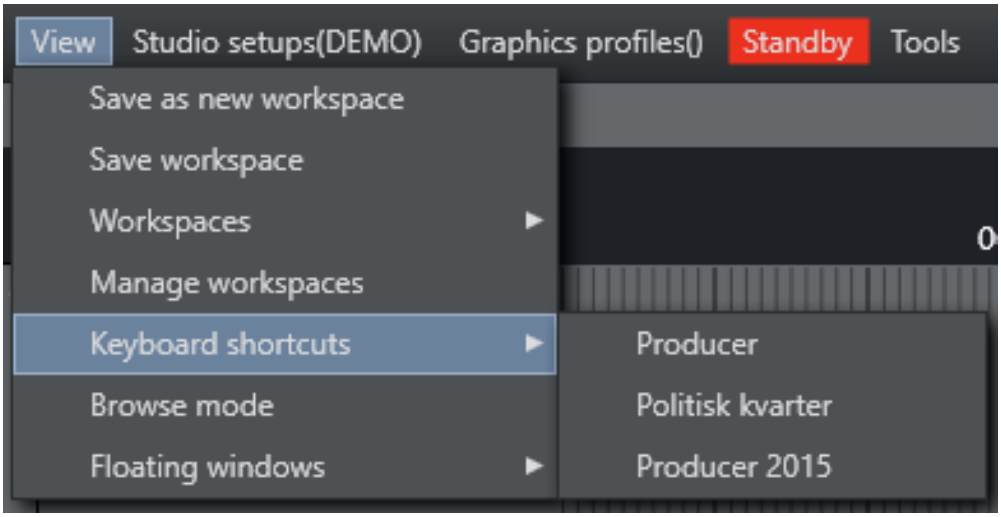


The **View** item contains the following options and sub-options:

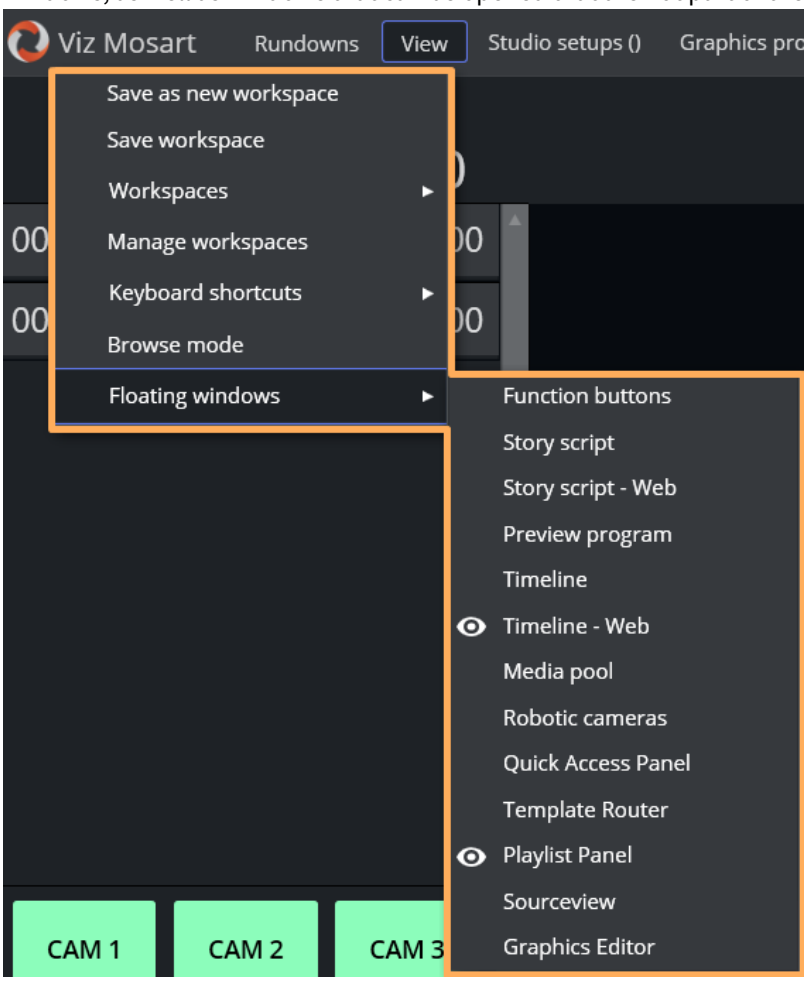
- **Save as new workspace**. Saves the current view/workspace with a new name in the window that opens.
- **Save workspace**. Saves the current view/workspace.
- **Workspaces**. Selects from the available workspaces.



- **Manage workspaces**. Opens the Manage workspaces window.
- **Keyboard shortcuts**. Determines which Keyboard Layout to be used.



- **Browse mode**. Activates/deactivates Browse mode. For more information see Running Viz Mosart in browse mode. Whether this option is shown, is controlled in General Settings accessed from the Tools menu.
- **Floating windows**. Lists both the different parts of the main window that can be released as separate windows, as well as windows that can be opened that are not part of the main window:



Note: The 'eye' icon indicates a floated window.

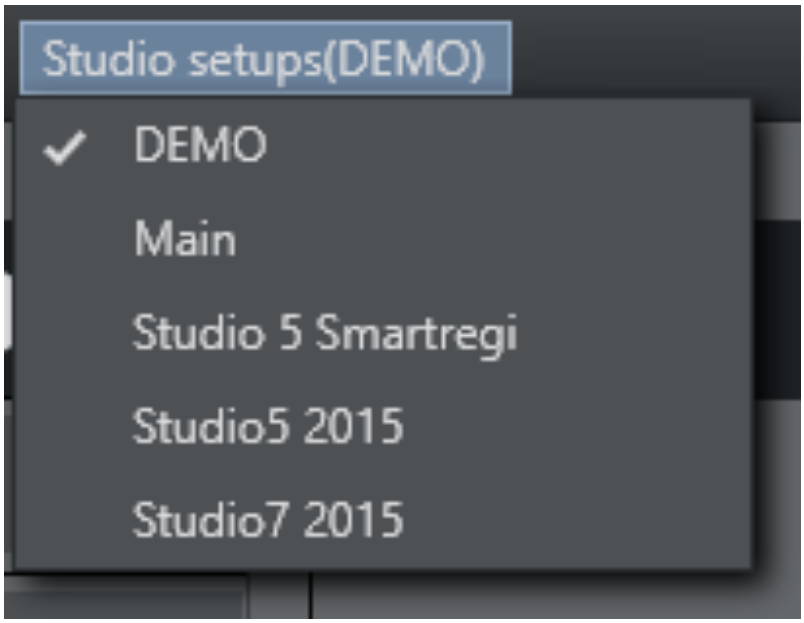
Releasing Windows

- **Function buttons**. Releases the Keyboard buttons panel. See Keyboard Shortcuts.
- **Story script**. Releases the Script panel. See Story Script Window.
- **Preview program**. Releases the Program, Transition and Preview panels. See Program Window, Preview Window, Video Transition Area and Audio Function Area.
- **Timeline**. Releases the Rundown panel. See Rundown View.
- **Media pool**. Releases the Media pool panel. See Media Pool.

Opening Windows

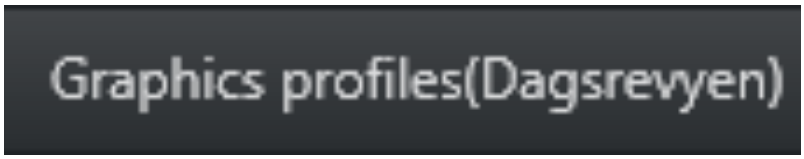
- **Story script - Web**. Displays a web-based, read-only view of the Story Script Window.
- **Timeline - Web**. Displays a web-based, read-only timeline view of the rundown. See Rundown View.
- **Robotic cameras**. Opens the Individual Camera Controller window. See Robotic Cameras. See also *Camera Robotics in AV Automation* in the *Viz Mosart Administrator Guide*.
- **Quick Access Panel**. Opens the Quick Access Panel. See Quick Access Panel.
- **Template Router**. Opens the Video wall manager. See Template Router.
- **Playlist Panel**. Opens a Media Sequence Engine (MSE) panel host. See section *Configuring the MSE Playlist Panel* in the *Viz Mosart Administration Guide*.
- **Sourceview**. Opens a Sourceview panel. See Sourceview.

3.2.3 Studio Setups



Provides a drop down list of the studio setups. Identical to 'Template Sets' in AV Automation in the Template Editor. See topic *Show Design and Template Editor > Working with Template Sets* in the *Viz Mosart Administration Guide*.

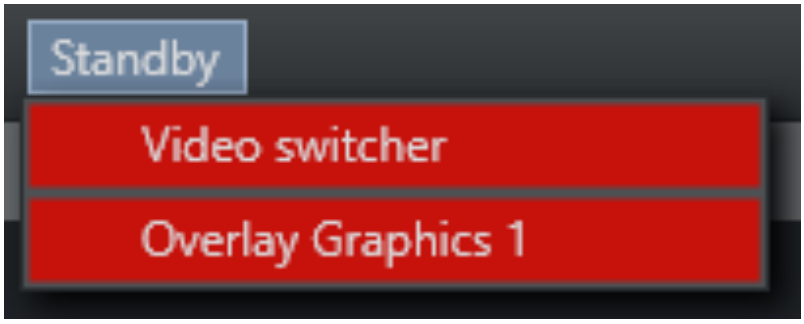
3.2.4 Graphics Profiles



Provides a drop-down list of the graphics profiles. See the topic *Overlay Graphics Configuration Property Tabs* (under section *Overlay Graphics Interface*) in the *Viz Mosart Administration Guide* for more information.

> **Note**: Selection here does *not* change the profile used for either Viz Mosart fullscreen or Overlay playlist graphics. The selection of this graphic profile only affects the PlaylistPanel GUI feature.

3.2.5 Standby



The drop-down list has two purposes:

1. It lists the configured devices in AV Automation and Overlay Graphics Interface, with the current connection status.
    a. Green is connected and active.
    b. Red means not connected.
    c. Orange means in standby.
2. Enables setting selected devices in and out of a standby state. *Standby* means the device is no longer under control of Viz Mosart; no commands will be sent to it from Mosart.
   During a production, this typically occurs when the device is no longer needed and can instead be used for other purposes (under manual control).

Usage Notes

- Standby state selection for a device is not changed if you switch to another GUI or switch to the backup Viz Mosart server.
- Standby state selection will also be kept if you need to restart the Viz Mosart server while keeping the GUI running. This ensures that any such recovery actions will not interfere with the devices that are in standby, so that one does not risk that a Mosart problem impacts other devices than the ones that are currently under control by Mosart.
- In AV Automation, it is possible to configure devices to be in standby at startup. See the *Viz Mosart Administration Guide* section *AV Automation Device Properties > General*, topic *Standby at startup*. In adherence of the above rule, these 'Standby at startup' selections are *ignored* if a Viz Mosart GUI is

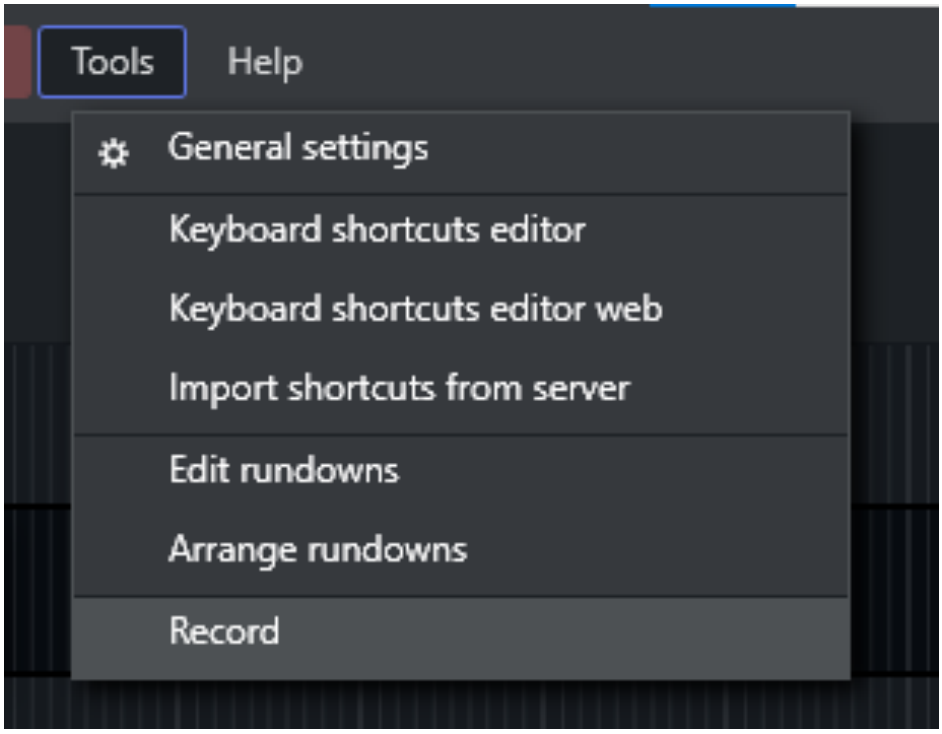
operational or if a backup Viz Mosart server is operational. Those settings thus only apply at a complete restart of all Viz Mosart applications.

Note: The naming of these menu-driven operations in the **Overlay Graphics Interface** and the Viz Mosart UI, are not the same.

3.2.6 Connections

Depending on the network setup, this item lists the main and backup server pairs configured in General Settings. The Status Bar updates when changing the connection.

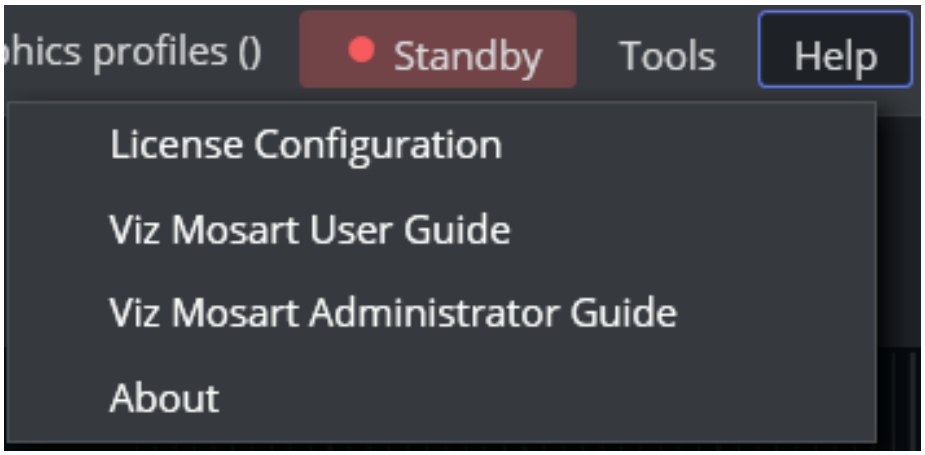
3.2.7 Tools



The **Tools** item contains the following options:

- **General settings**. Opens the **General settings** dialog. See General Settings.
- **Keyboard shortcuts editor**. Opens the **Keyboard shortcuts editor**. See Keyboard Shortcuts .
- **Keyboard shortcuts editor web**. Opens the new web-based shortcuts manager. See Keyboard Shortcuts .
- **Import shortcuts from server.** See Keyboard Shortcuts Editor (section *Exporting and Importing Shortcuts from Server*).
- **Edit rundowns**. Opens **Edit Rundowns** panel. See Managing NRCS Rundowns. This menu option only appears when having a connection to iNEWS. When using other newsrooms systems, the menu option is not visible.
- **Arrange rundowns**. Opens the **Arrange rundowns** panel. See Arrange Rundowns.
- **Record**. Opens a recording panel to create a new video recording. See Recording.

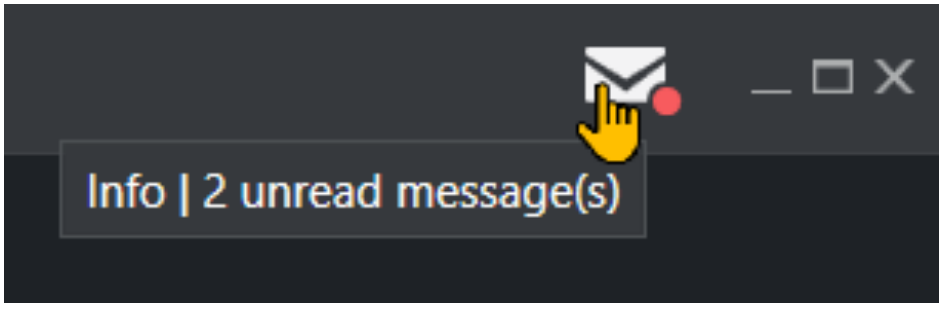
3.2.8 Help



The **Help** item contains the following options:

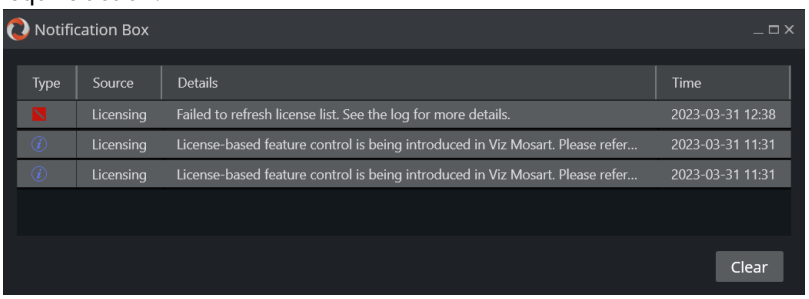
- **License Configuration**. Opens the **License Configuration** menu, intended for the Viz Mosart administrator. Please refer to the section *Licensing* in the *Viz Mosart Administration Guide*.
- **Viz Mosart User Guide**. Opens (this) User Guide.
- **Viz Mosart Administrator Guide**. Opens setup and configuration documentation intended for a Viz Mosart administrator.
- **About**. Product version identifier and third party license details.

3.2.9 Notifications



The **Notifications** icon to the right also appears at the top of all menus. A red marker indicates an unread notification.

- **Clicking the icon**. Opens the **Notification Box** menu, listing important system messages that will usually require action.



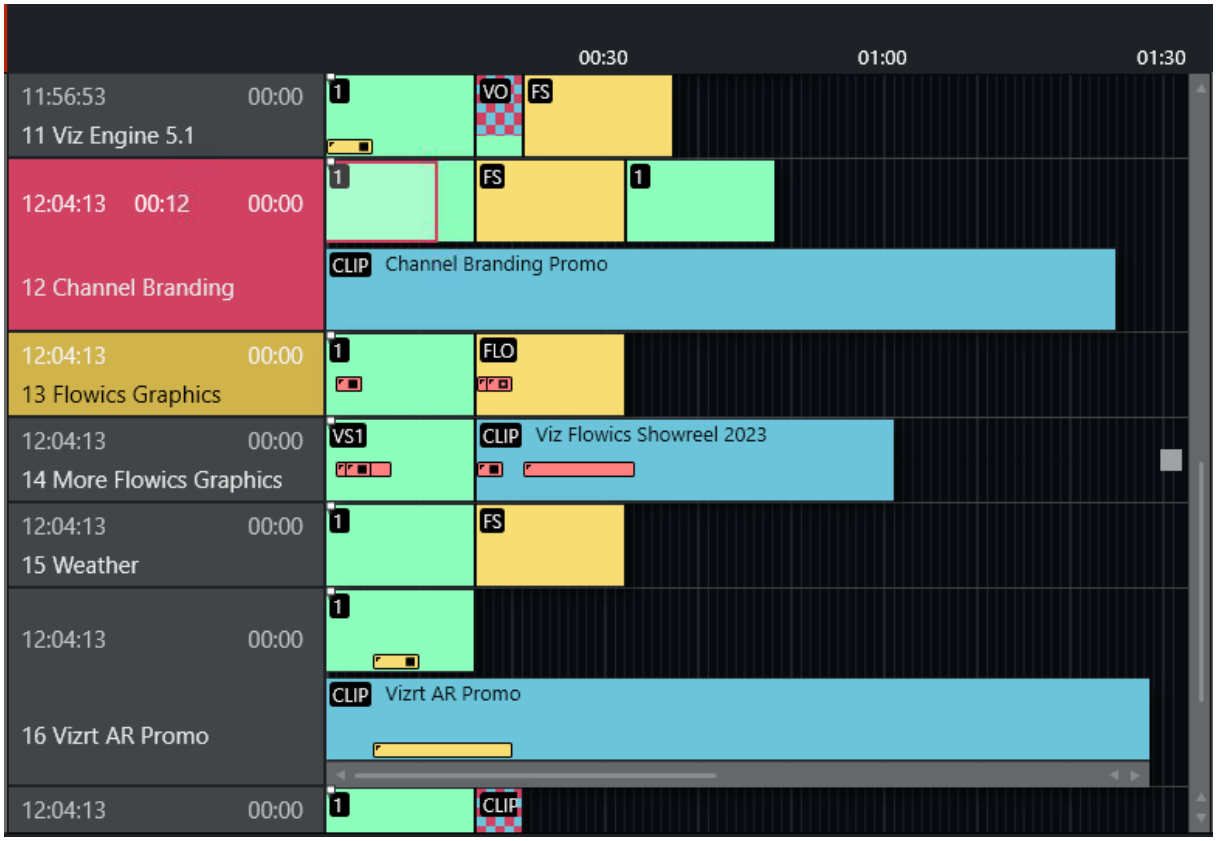
3.3 Rundown View

The active rundown is displayed in Viz Mosart as a list of stories and a timeline made up of the templates and items that will execute chronologically as the story is played out.

The details correspond to the content received from the NRCS and can be modified at any time by updates from the NRCS, or by manual edits from a Viz Mosart operator.

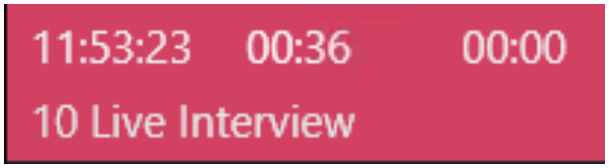
3.3.1 Story and Timeline

Each story line consists of a Story info area to the left and a representation of the Viz Mosart templates and secondary elements (extracted from Viz Mosart commands in the NRCS), in the Timeline view to the right.

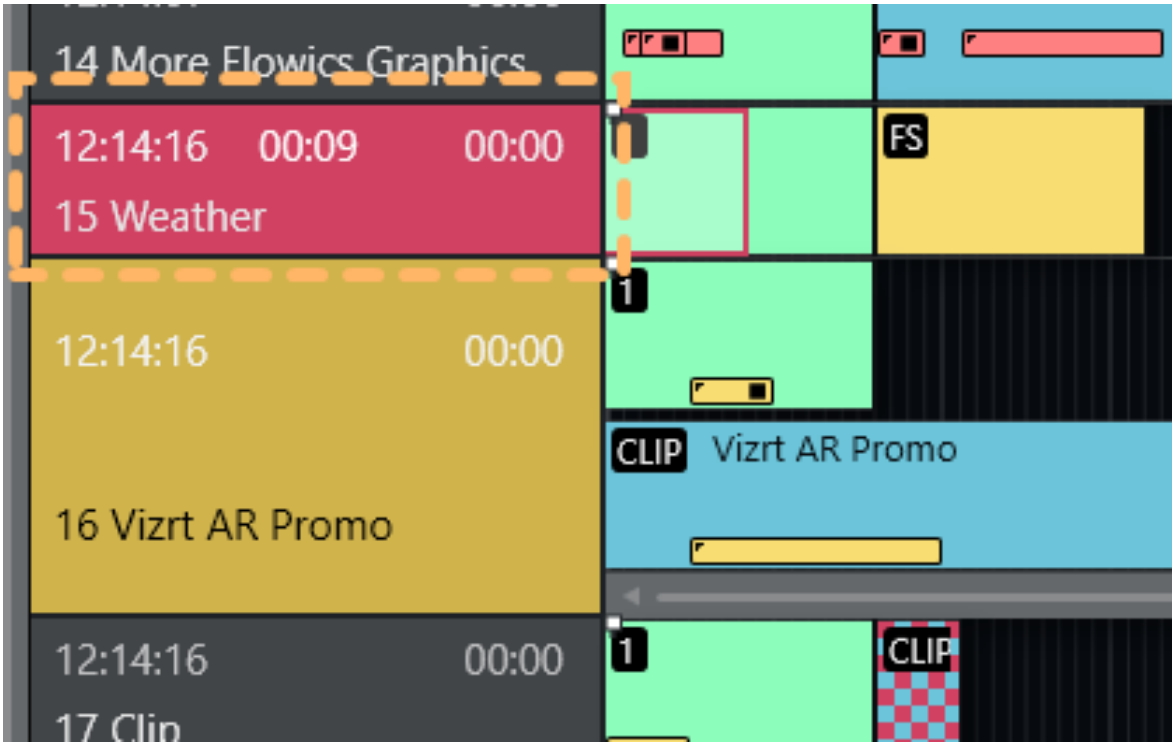


Story Info

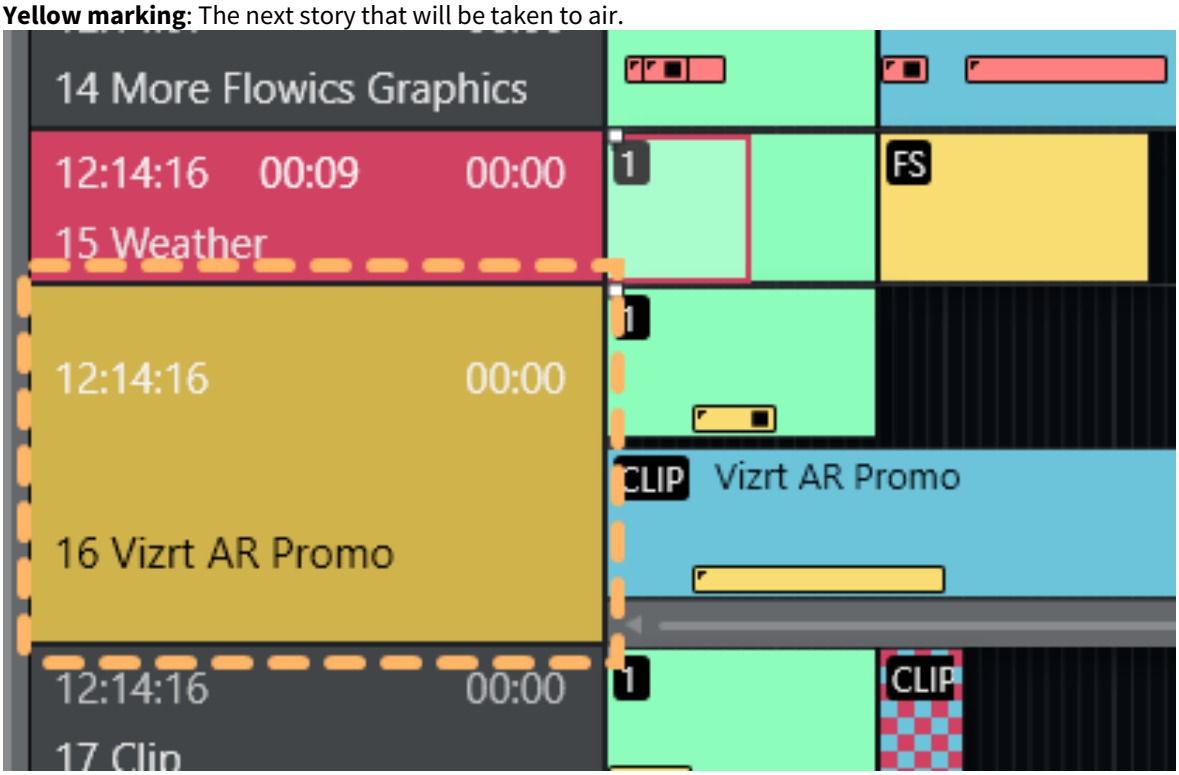
The left *Titles and Timings* area (also called *Story Info area*) displays the following details:



1. **Top left hand corner**: Estimated On Air time (*11.53.23* in this example).
2. **Timer in the middle of first line**: When the story is on air, how long the story has been running.
3. **Top right hand corner**: The editorial duration of the entire story, as entered in the NRCS.
4. **Second line**: The story title as entered in the NRCS.
5. **Red marking**: The story currently on air.

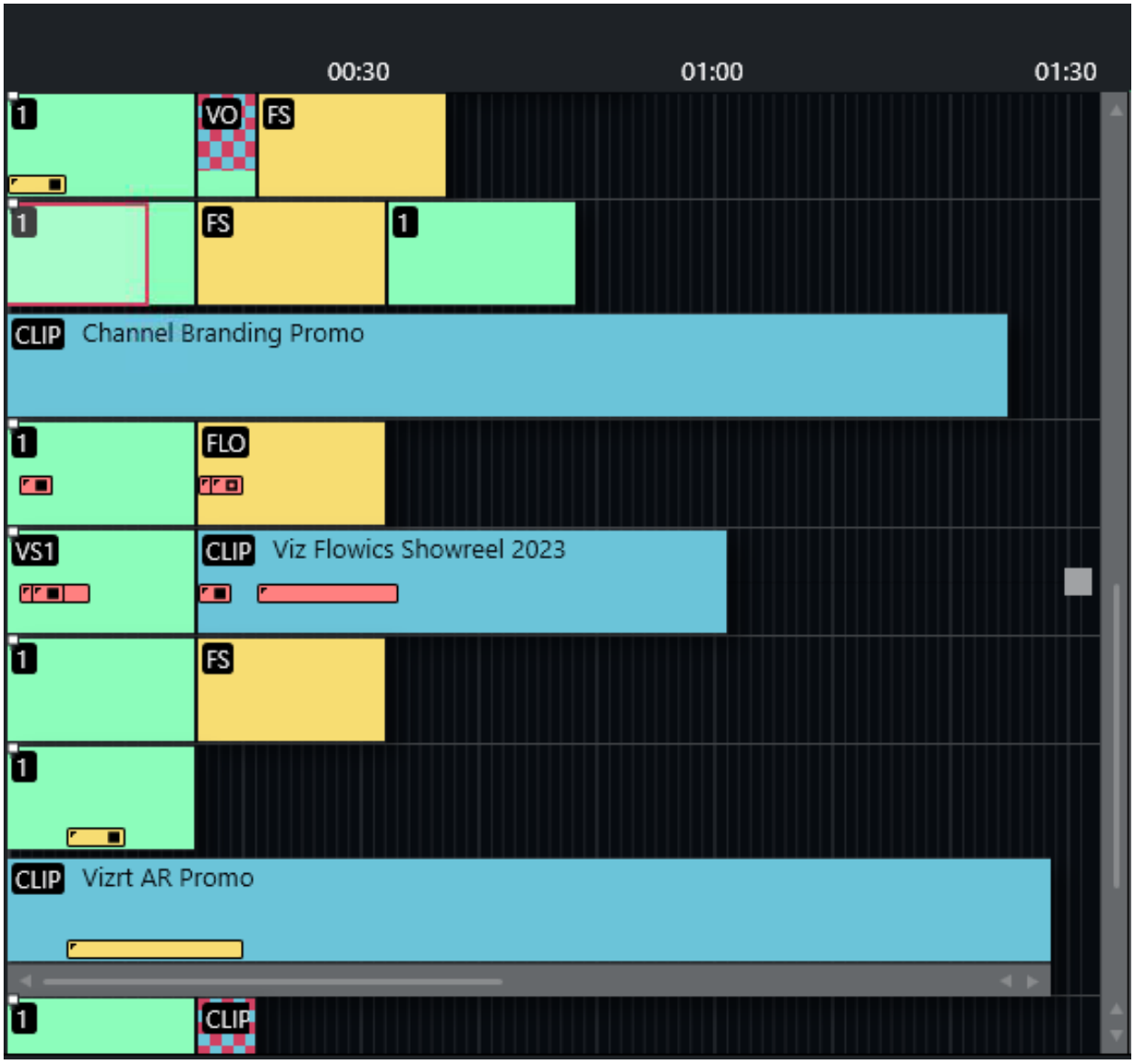


6. **Yellow marking**: The next story that will be taken to air.



Timeline

The Timeline provides a story-by-story chronological, controllable, real-time monitor of the current rundown.

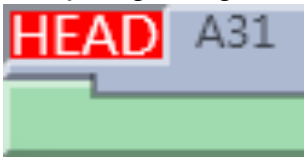


For an explanation of the details presented in this view, and the operations available, see section Operating from the Rundown View.

3.3.2 Story Elements

Templates are represented in the right hand, Timeline area using color-coded elements. The length of each element reflects the calculated or exact duration of the template, depending on the template type.

- An identifier in the top left corner denotes the variant name of the template type.
- A story using a recognized template type but an invalid variant displays the variant title in red:



- When a story contains several elements with long duration, a vertical scroll bar appears to the right (one story will not display over more than four story rows in the Viz Mosart GUI).
- Stories with no corresponding Viz Mosart commands appear as empty lines in the timeline.

Story elements are described in detail in the following sections:

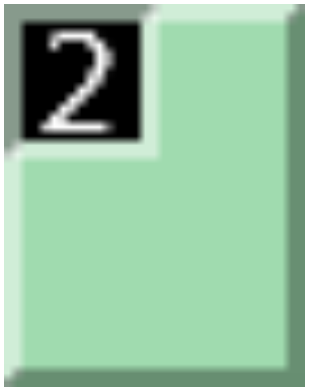
- Primary Story Elements
- Secondary Story Elements
- Additional Rundown Features.

Template Types: Primary Story Elements

A story element corresponds with a Viz Mosart template type. From each basic template type, a show designer creates clones with show-specific commands. Each clone is called a *variant*.

Camera

A Camera template is displayed as a green colored element in the GUI. The variant of the template type (often the camera number) appears in the top left hand corner. The duration of the template is automatically calculated based on the presenter's script as entered in the NRCS (see Story Editorial Time below).



Package

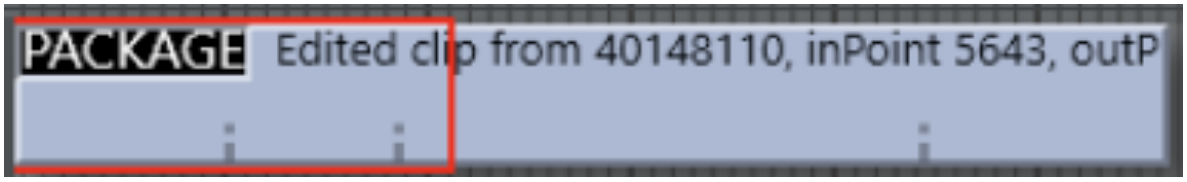
This template type is for playing (or recording) a video clip.
The package template type is displayed as a light blue element in the GUI. The variant identifier appears in the top left hand corner. The length of the package element is calculated from the actual clip length, if available on the video server.

Info: Error Situations

- If the package clip is not available from the video server, the template representation appears with a blue/red checkered pattern.
  Similarly, placeholder clips are displayed with a white/blue-checkered pattern.
- Zebra-stripes mean that the video server has failed to cue clip for playing.

Keyframes

In some systems, **Keyframe markers** are displayed with grey semicolon markers:



Voiceover

A Voiceover template is displayed as a light blue and green element in the GUI. The variant of the template type is indicated in the top left hand corner of the colored element. The small notch in the green bar shows the calculated duration of the presenter text. The light blue represents the clip as with the server template type and the green represents presenter text as with the camera template type. If the clip is not available from the server, the clip section of the element has a checkered pattern.

The length of the voiceover element is calculated from the actual clip length when available on server.

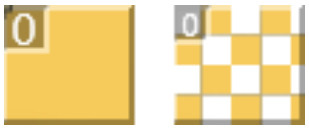
Live/external Source

A Live template is displayed as a red element in the GUI. The variant of the template type is indicated in the top left hand corner of the colored element.

Graphics

A Full screen graphics template is displayed as a yellow element in the GUI. The variant of the template type is indicated in the top left hand corner of the colored element. Duration of the element is timed from the presenter text entered in the NRCS.

For graphics systems which support this feature, the element has a checkered pattern if the attached graphics content is not available for playout from the graphics system.



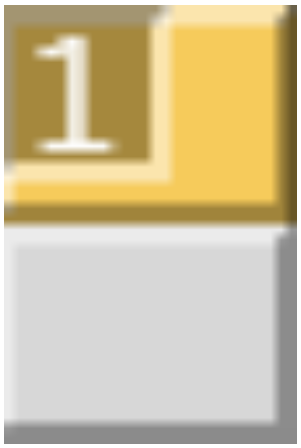
Info: If back-to-back full screen graphics are within in the same story (and use the same engine), the scene is *not* retaken for each graphic, but just kept playing. As the show advances, and one story is left, a new story entered, the graphics *are* taken again (the engines are ejected) so that any other graphics that are using the same engine are taken normally.

Digital Video Effect (DVE)

A DVE template is displayed as a yellow and red element in the GUI. The variant of the DVE template type is indicated in the top left hand corner of the colored element.

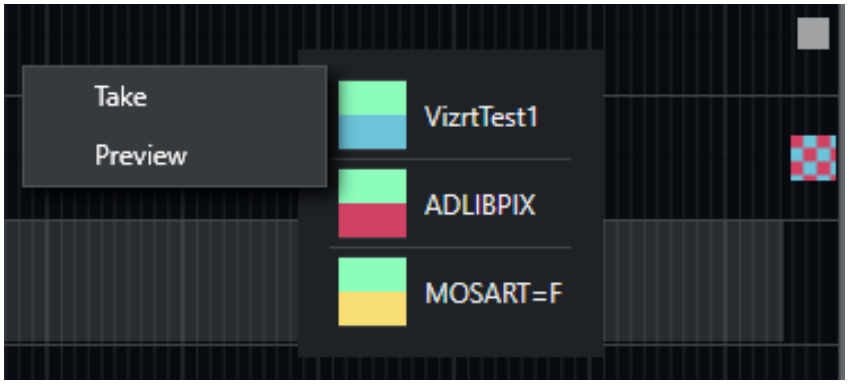
Telephone

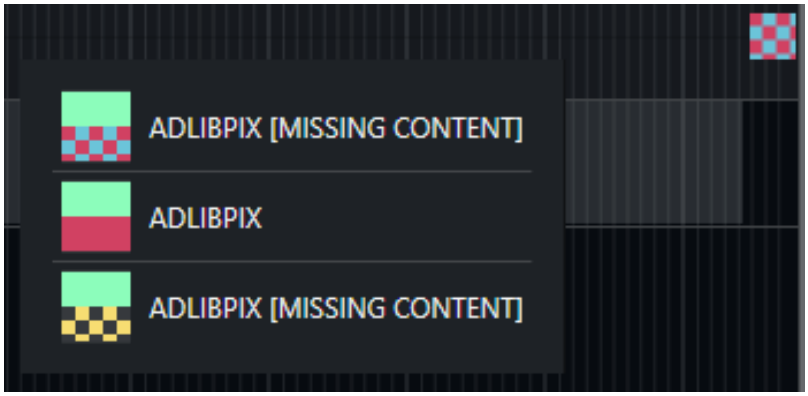
A Telephone interview type is displayed as a yellow and white element in the GUI. The variant of the template type is indicated in the top left hand corner of the colored element.



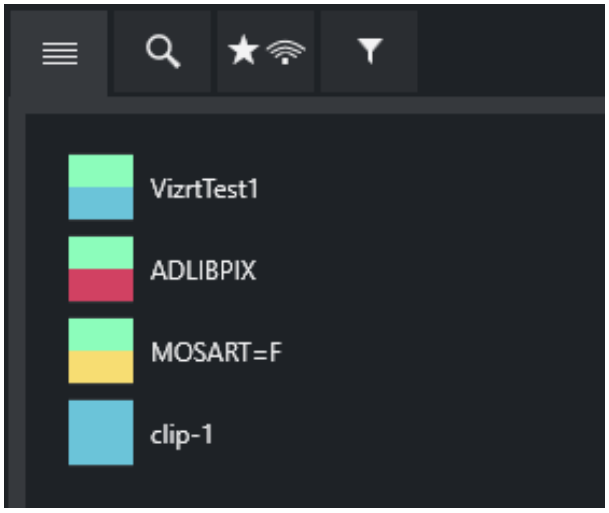
AdLib Pictures/Floats

An Adlib pictures template is represented by a symbol at the right end of the story line on the timeline. If the associated media object is not on the server, the symbol is checkered.





The element also appears in the **Assets** window as a colored slug with a green top half and light blue bottom half for clips, and orange bottom half for graphics. They can be taken on air or to preview either by right-clicking and using the context menu in the **Timeline** or the **Assets** pane.



Adlib picture templates adds the audio faders specified in the template to the current audio fader set. The faders are subtracted when returning from the Adlib pictures. Adlib pictures are typically used in live external or studio interviews.

Adlib pictures pause when it is taken off air. If the Adlib picture is inserted again, the clip continues from the paused point.

Break

A Break/continuity template is displayed as a white element. The break story is the default start and end-point of the show from which total show timers are made. Break templates can also be used for commercial breaks, when master control takes over.

Other Primary templates

- **Jingle**
- **Video Wall**

Template Types: Secondary Story Elements

Overlay Graphics

An Overlay graphics (lower third) is shown as a yellow secondary element. Secondary elements appear on top of primary elements and are executed relative to the primary template. The secondary element is scaled to the duration of the lower third element, set in the NRCS.

Different types of overlay graphics with separate handlers in the Overlay Graphics application, such as lower thirds, wall elements or OSGs, can be displayed on different lower third levels.

See General Settings for details on setup.

Take In

Take-in of lower third elements may be performed either manually or automatically by Viz Mosart.

- **Automatic**: If an in-time is set in the NRCS for the lower third, Viz Mosart automatically takes it in.
- **Manual**: If no time-in is set in the NRCS for the lower third, Viz Mosart marks it as a manual lower third. These elements are displayed on the right hand side of the GUI window, and can be executed in the same way as *adlib* pictures.

Take Out

Take out of lower thirds can be performed in four ways. Each are displayed differently in the Viz Mosart GUI:

- AUTOOUT: Is taken in and taken out automatically from the in-time and duration or out-time set in the NRCS

- 

  BACKGROUNDEND: Is taken in automatically as defined in the NRCS and taken out together with the primary element to which it is attached.
- 

  STORYEND: Is taken in automatically as defined in the NRCS and taken out when the story it is attached to is taken off air.
- 

  OPENEND: Is taken in automatically as defined in the NRCS and is not taken out until the operator takes it out.

Audio Play

An Audio Player secondary element is displayed as a small speaker symbol on top of a primary template. Its position represents the time code given in the NRCS. The audio starts to play when the timeline reaches this position. If no in-time is defined for the sound, it appears as a manual element in the symbol in the right hand area of the rundown (where *manual lower thirds* and *adlibs* are shown).

Accessory Elements

Accessory secondary elements are usually displayed as a small, black background plus (**+**) icon, on top of its primary template  .
However, the icon will change slightly to reflect the content type driven from the newsroom system. For example, if the Accessory item holds *Viz Arc related content* (in this example, three items), the icons are visualized as follows:

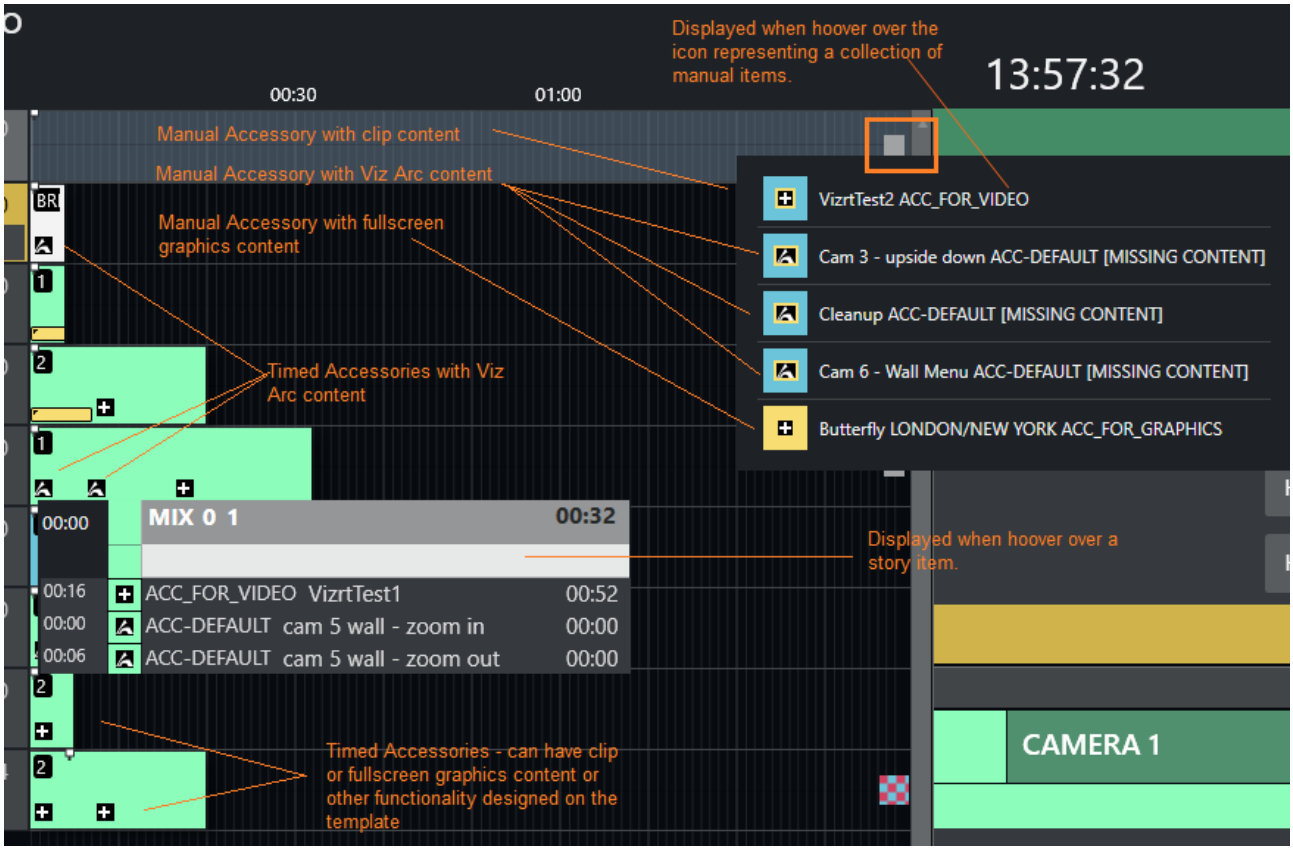
Taking an Accessory element

There are two ways to use an Accessory element. This relates to how they are taken:

1. **Automatic**: (timecode driven) The element's display position represents the timecode provided in the NRCS. The Accessory item is taken when the timeline reaches the accessory icon.
2. **Manual**: If no in-time is defined for the Accessory item, it is displayed as a manual element, with its icon to the right of the rundown, similar to where manual lower thirds and adlibs are displayed.

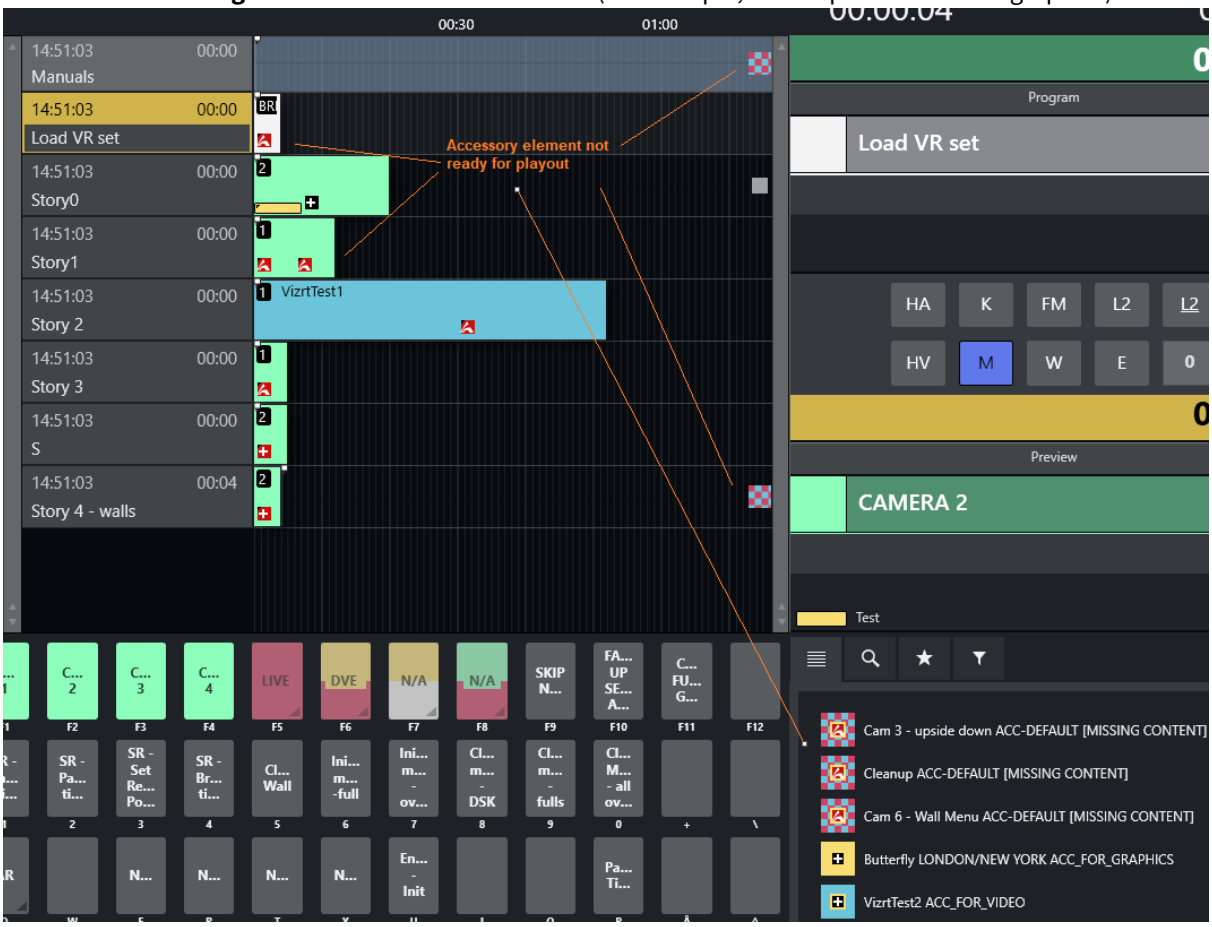
Tip: Mouse-over an Accessory element (manual or automatic) to see further details.

Example of Accessory Elements in a Rundown



Color coding

- **Black background**: Normal, the element is available.
- **Red background**: The Accessory template does not exist/is unavailable or an error is reported related to the content.
- **Checkerboard background**: Content is not available (for example, with clips or full screen graphics).



Other Secondary Templates

- Sequence

3.3.3 Additional Rundown Features

Story Editorial Time

The story planned duration (editorial time) entered in the NRCS is indicated by a grey marker on a story element or after the last story element.

Autotaking an Element

If a primary story element is programmed with *autotake next*, this is indicated at the end of that element with a black triangular symbol.
Any element e1 following immediately any element e2 based on that template, will be taken automatically when e2 is 'finished'.

Effect Transitions

If an element is set to use an *effect* transition (either defined from the NRCS or the Template Editor), this is indicated with a black and white symbol.

Timing Information

At the top of the rundown view, there are indicators at every 30 second mark. Vertical lines across the timeline indicate every second, broader lines every ten seconds.

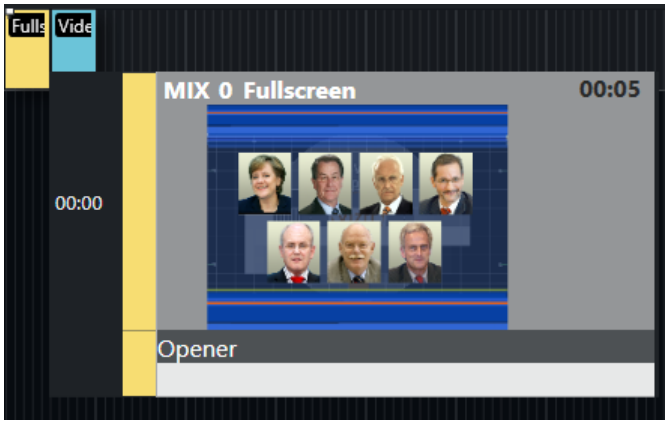
Mouse-over Rundown Info

Hovering the mouse pointer over an element in the rundown displays the NRCS script and timed commands connected with the story element.

In this example, mousing-over the *Camera 1* element displays the transition which is used going into the template: A four frame mix and the template variant *1*.
In addition, the entire script written into the NRCS story connected with this template is visible, along with details of a secondary Accessory template element.

Thumbnails

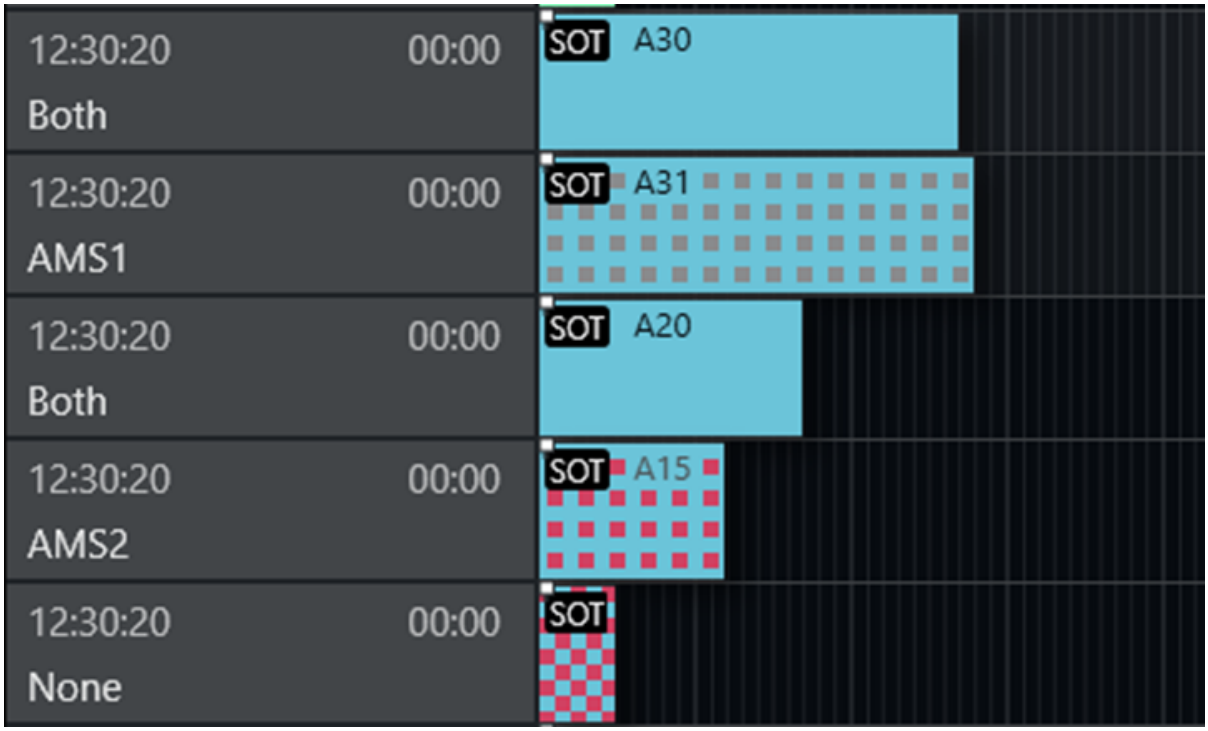
When the element contains graphics or video content, the tooltip also displays a thumbnail of the content. Thumbnails are available for video clips from Viz One or Media Service, and for Vizrt graphics, provided Pilot Edge is configured with a Preview Server.

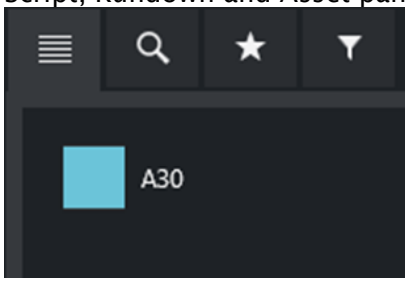
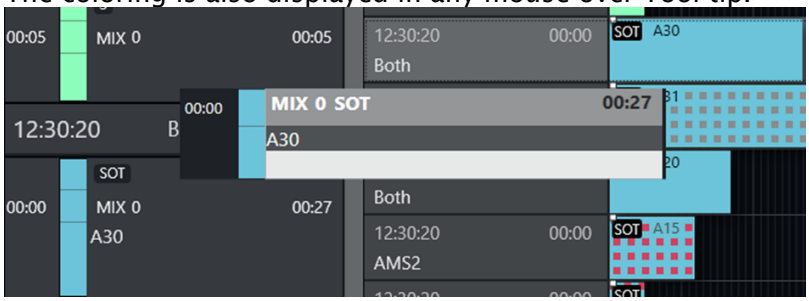


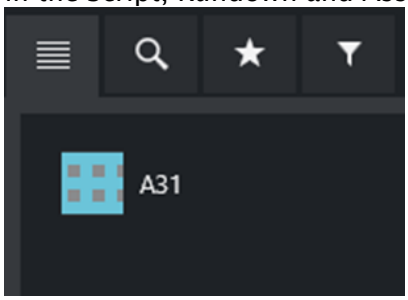
Thumbnails can be turned off by deselecting **Show thumbnails for graphics** under **Tools > General Settings > User Interface > General**.

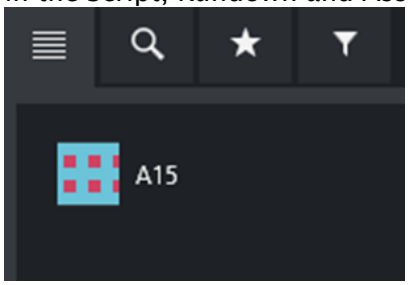
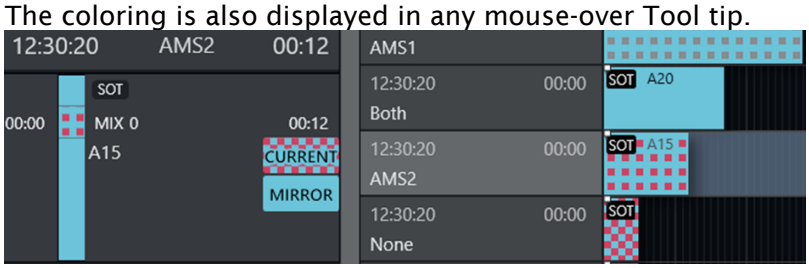
Clip Status on Current and Mirror Server

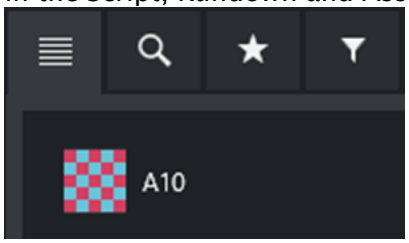
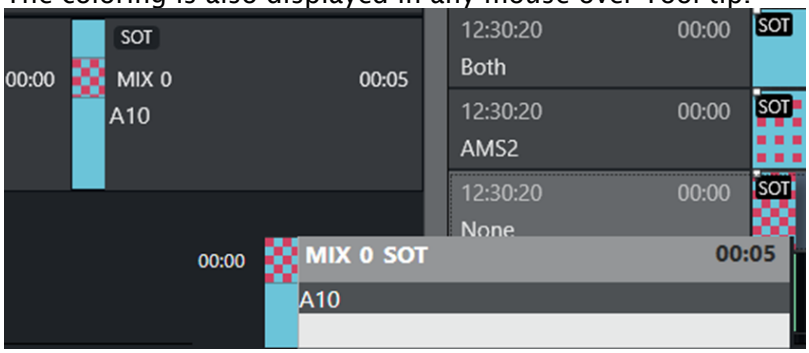
When a current-mirror server pair is employed for redundancy, a clip will be either available or unavailable on each server in the pair.
Color coding and patterns of the corresponding Package template, report the status of the clip on each server, guiding the operator to switch to the the server where the clip is available.



Appearance of Package template	Clip status
Blue	**Current server**: *Available* **Mirror server**: *Available* (See A30 below). This blue template representation appears in the Script, Rundown and Asset panes.  The coloring is also displayed in any mouse-over Tool tip. 

Appearance of Package template	Clip status
Blue / Gray	**Current server**: *Available* **Mirror server**: *Unavailable* (See A31 below). This blue/gray template representation appears in the Script, Rundown and Asset panes.  The coloring is also displayed in any mouse-over Tool tip.  In the Script and Tooltip panes (see above) • the label *CURRENT* has a blue background, this is the server with the clip available. • the label *MIRROR* has a *red on blue* checkered background. Do not switch to this server, the clip is unavailable!

Appearance of Package template	Clip status
Red on Blue checkered	**Current server**: *Unavailable* **Mirror server**: *Available* (See A15 below). This blue/red template representation appears in the Script, Rundown and Asset panes.  The coloring is also displayed in any mouse-over Tool tip.  In the Script and Tooltip panes (see above) • the label *MIRROR* has a blue background, this is the server with the clip available. • the label *CURRENT* has a *red on blue* checkered background. Switch to *MIRROR*, the clip is unavailable on this (*CURRENT*) server!

Appearance of Package template	Clip status
Blue on Red checkered	**Current server**: *Unavailable* **Mirror server**: *Unavailable* (See A10 below). This blue/red template representation appears in the Script, Rundown and Asset panes.  The coloring is also displayed in any mouse-over Tool tip.  This is a potential failure situation that must be addressed, as the clip is not available for playout!

3.3.4 Floating Windows

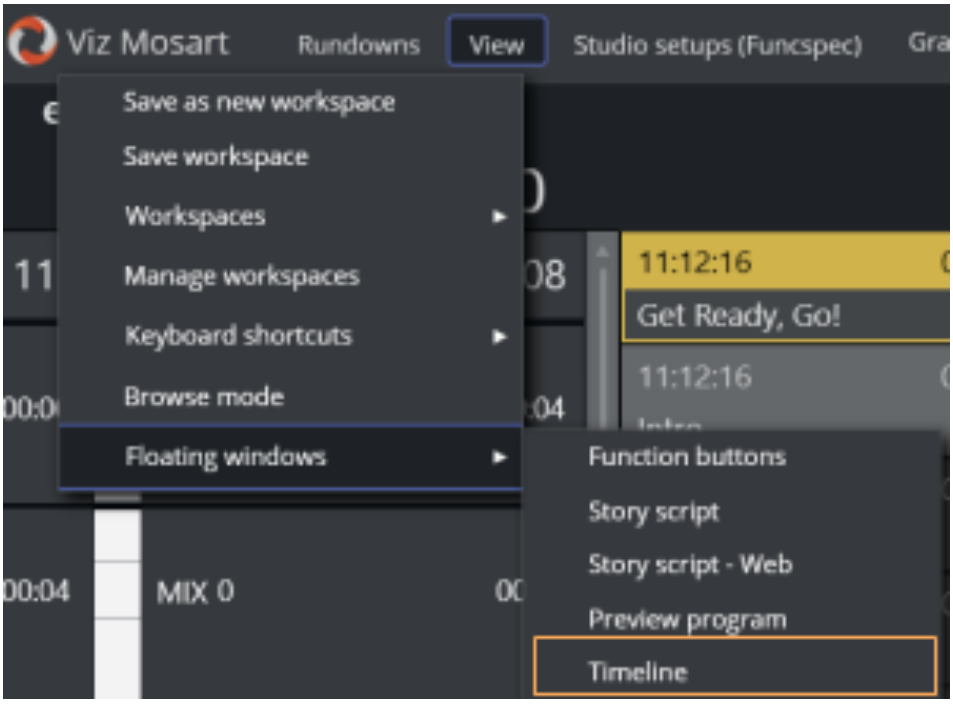
Timeline

You can open the Timeline as a separate window, either fully operational or as a read-only copy.

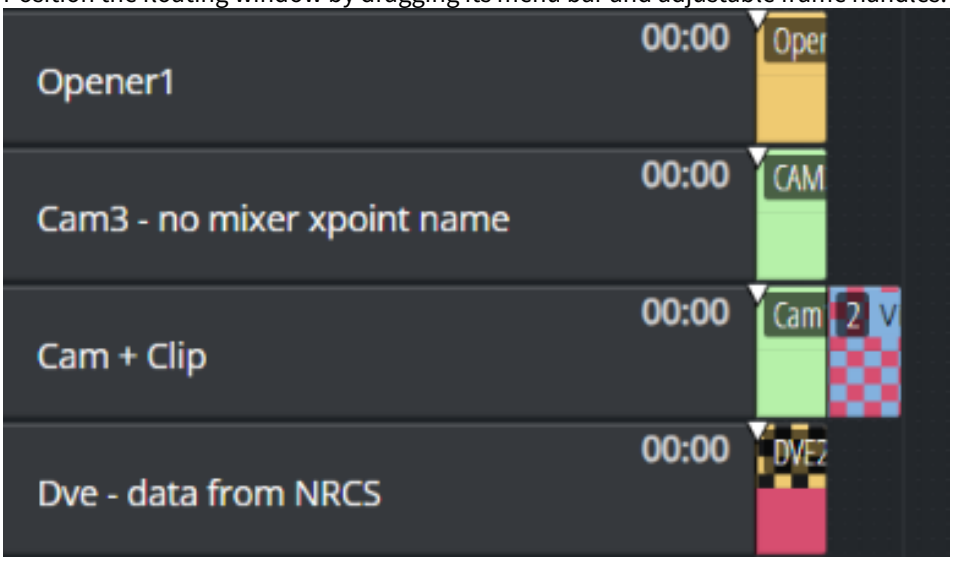
To float the Timeline window

All operations are available from the floated window.

1. From the menu bar select **View > Floating windows > Timeline**.



2. Position the floating window by dragging its menu bar and adjustable frame handles.



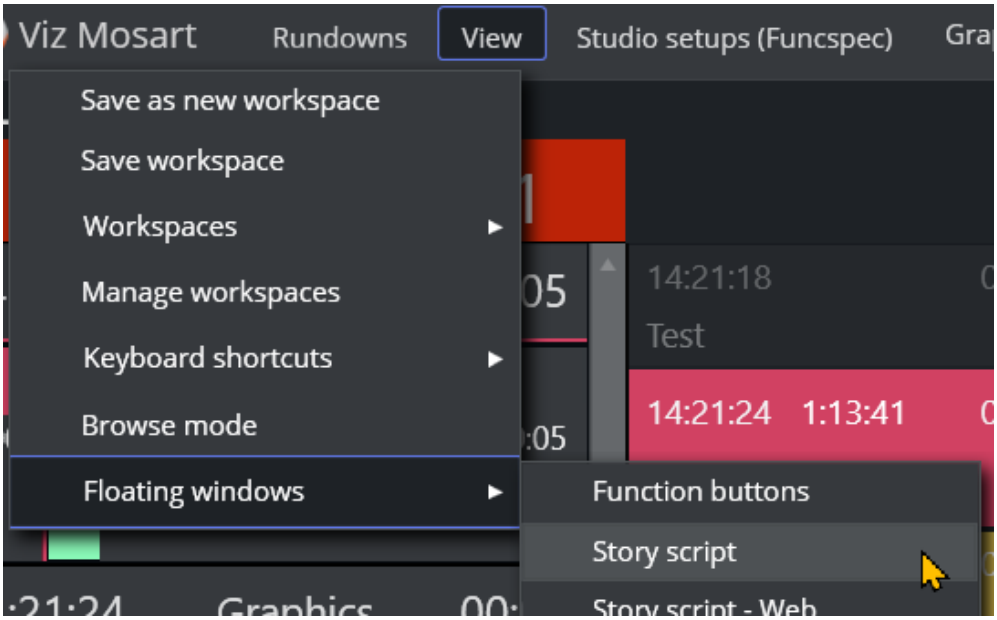
Story Info

You can open the Story script floated as a separate fully operational window or as a read-only copy.

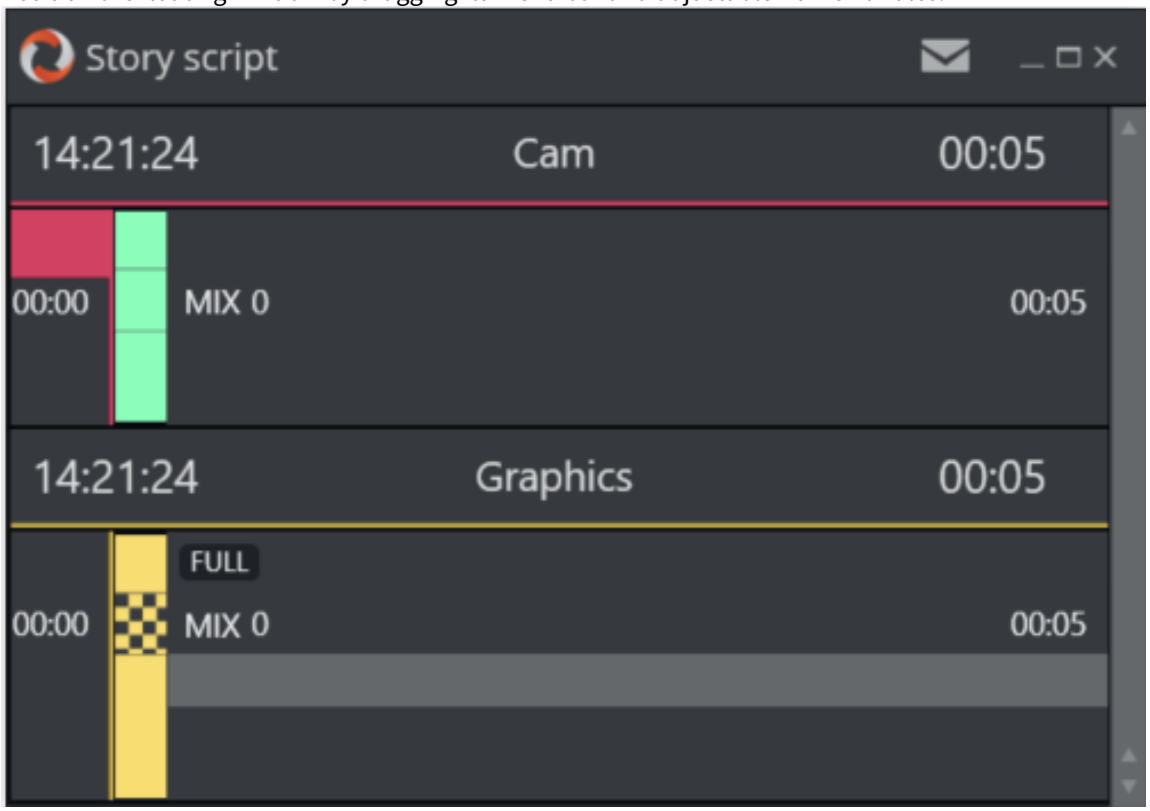
To float the Story script window

All operations are available from the floated window.

1. From the menu bar, select **View > Floating windows > Story script**.



2. Position the floating window by dragging its menu bar and adjustable frame handles.



3.3.5 Mosart Web Apps View

As part of a modernization and optimization improvements to Viz Mosart, much of the existing Viz Mosart feature set is also offered as simple web-based apps, that run on any browser in the Mosart network. For further details, please refer to the Mosart Web Apps documentation.

Viz Mosart can display both the **Timeline** and **Story script** floating windows with the enhanced appearance and details of the newer Web Apps.

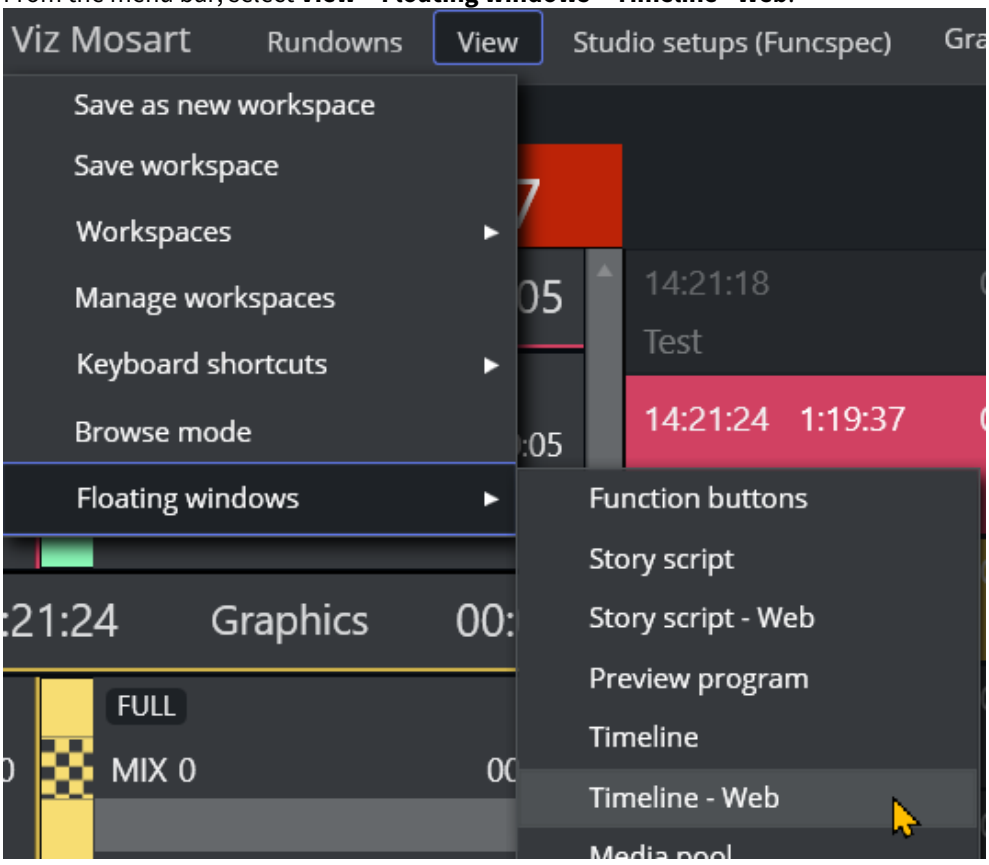
These 'web' views offer improved scaling and ability to see truncated details, by resizing the window, and can be docked by using the Workspace editor.

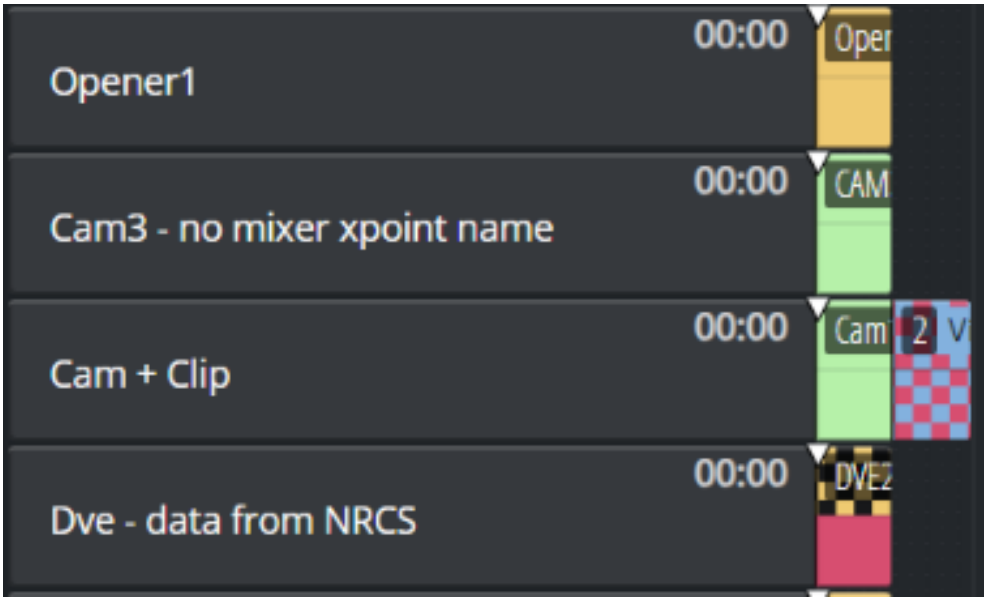
Timeline

You can display a floating window with a read-only copy of the Timeline, similar to its appearance in the Mosart Web App.

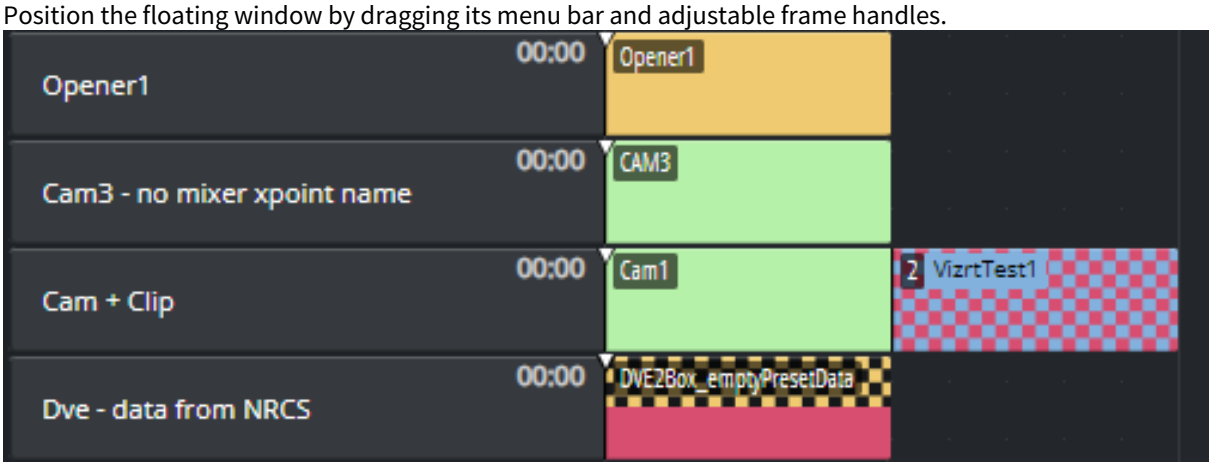
To view the Timeline window with Web App details

1. From the menu bar, select **View > Floating windows > Timeline - Web**.





2. Position the floating window by dragging its menu bar and adjustable frame handles.

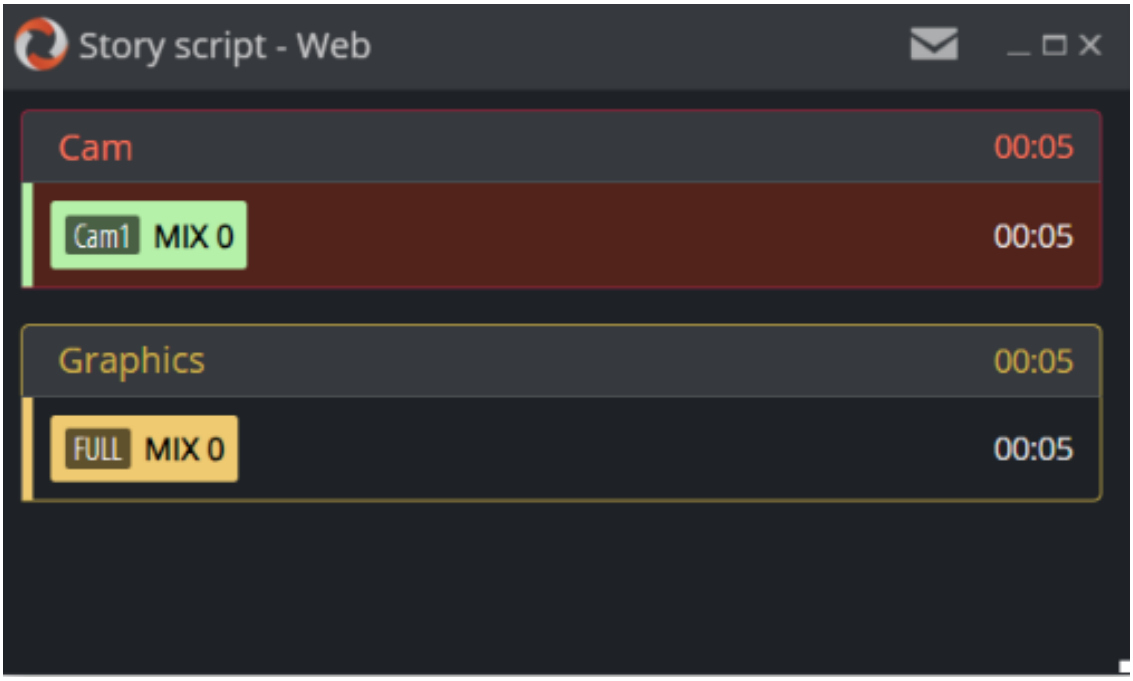


Story Script

You can display a Floating window with a copy of the Story script, similar to its appearance in the Mosart Web App.

To view the Story script window with Web App details

- From the menu bar, select **View > Floating windows > Story script - Web**.



This scalable view offers advantages in readability and clarity when monitoring the ongoing show.

Info: Both Floating windows **Story script - Web** and **Timeline - Web** require a once-only installation of the *Mosart Web Apps* as explained in the Mosart Web Apps documentation.

3.3.6 Quick Editor

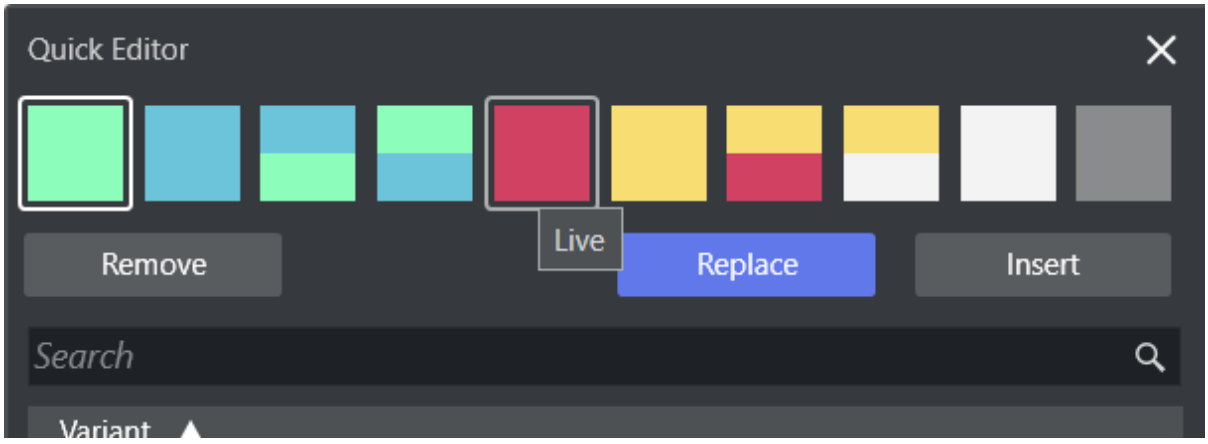
The Quick Editor provides a convenient method for modifying template characteristics in a rundown story. For example, when you decide to perform the next studio shot in Cam 2 instead of Cam 3.

Quick Editor Operations

After double-clicking a template you can:

- Change the *type*: Delete, replace, and insert primary elements (for example, Camera)
- Change the *variant*: Delete and replace accessories, delete lower thirds
- Delete the entire template
- Insert a new template directly after the current one.

Template types **Camera**, **Package**, **Voice over**, **Float**, **Live**, **Graphics**, **DVE**, **Telephone**, **Break** and **Jingle** are supported as primary story items in the Quick Editor.



Usage Notes

- Changes made from this menu *are not persistent*. Modifications made with the Quick Editor get deleted whenever the rundown is updated by the NRCS.

Note: As Quick Edit story modifications, get *deleted with every NRCS update*, it is recommended to **lock** the rundown/story. See Locking a Rundown or Story.

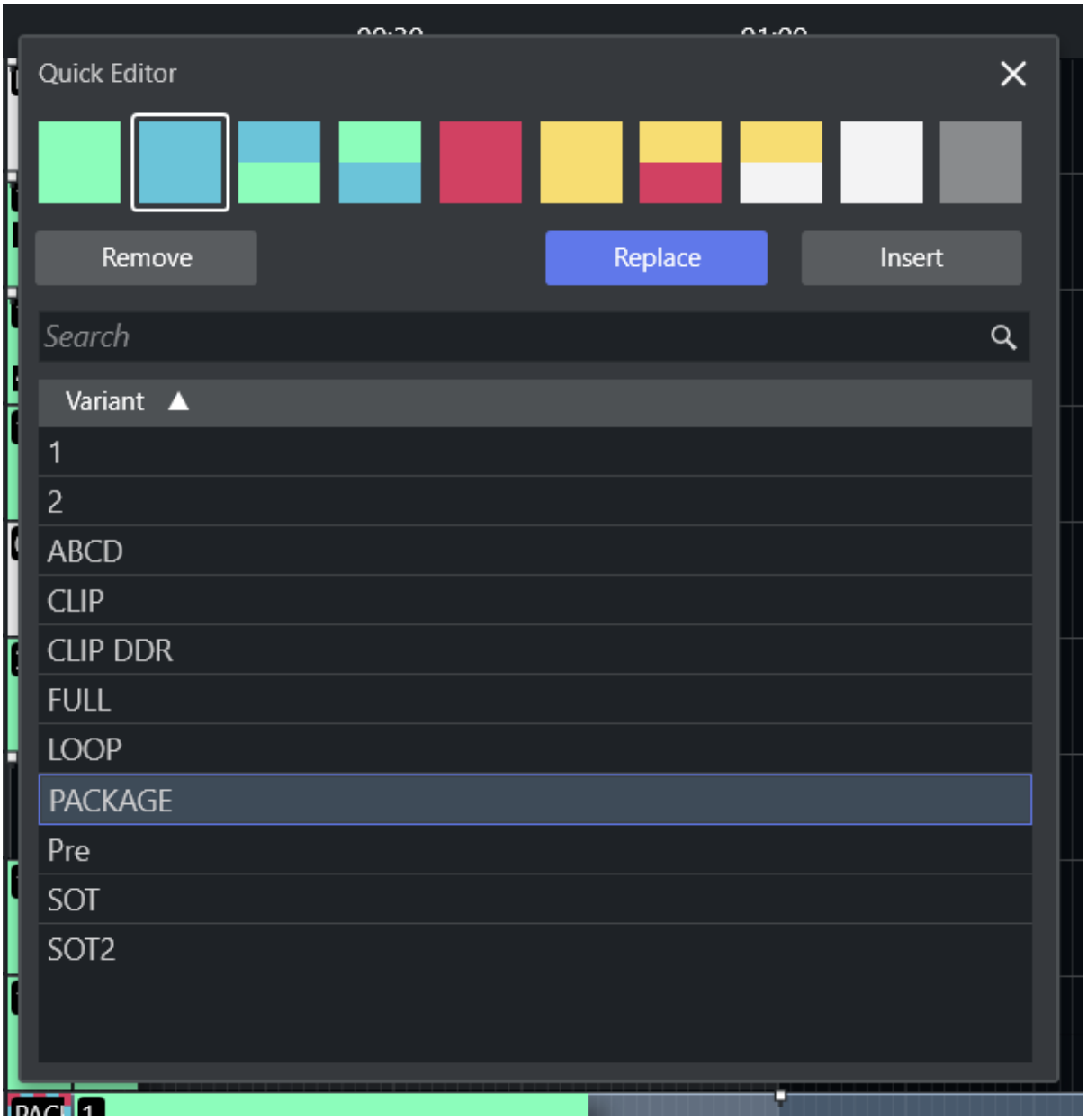
- When using a predefined template set from the NRCS, these are listed below the **Remove** button (after double-clicking a template).
- Only templates from *their own set* are shown in the Quick Editor.

Working with the Quick Editor

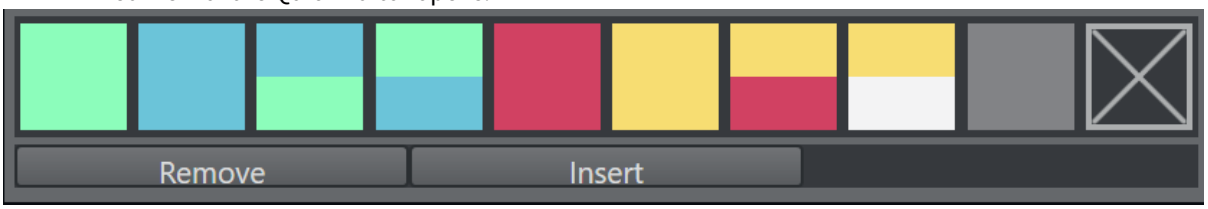
Opening the Quick Editor

There are several ways to get started:

- Double-click the information area of a story, on a template or to the right of the last element in a story. The Quick Editor opens:



- Double-click on the right side of the *last* item in any story.
  A minimized view of the Quick Editor opens:



  Using this view, you can insert a new item at the end of the story.
  See To Insert a Story Item at the end of the Story below.

Closing your Quick Edit Session

- Just close the menu or click in the timeline.

Story Template Operations

To Remove a Story Item

- Click **Remove**, the story item is removed.

To Replace a Story Item

1. Select the new template
2. Click **Replace**.

The previous template is replaced with the newly selected item.

To Insert a Story Item

1. Select the new template for insertion
2. Click **Insert**.

The new template is inserted *after* the selected item.

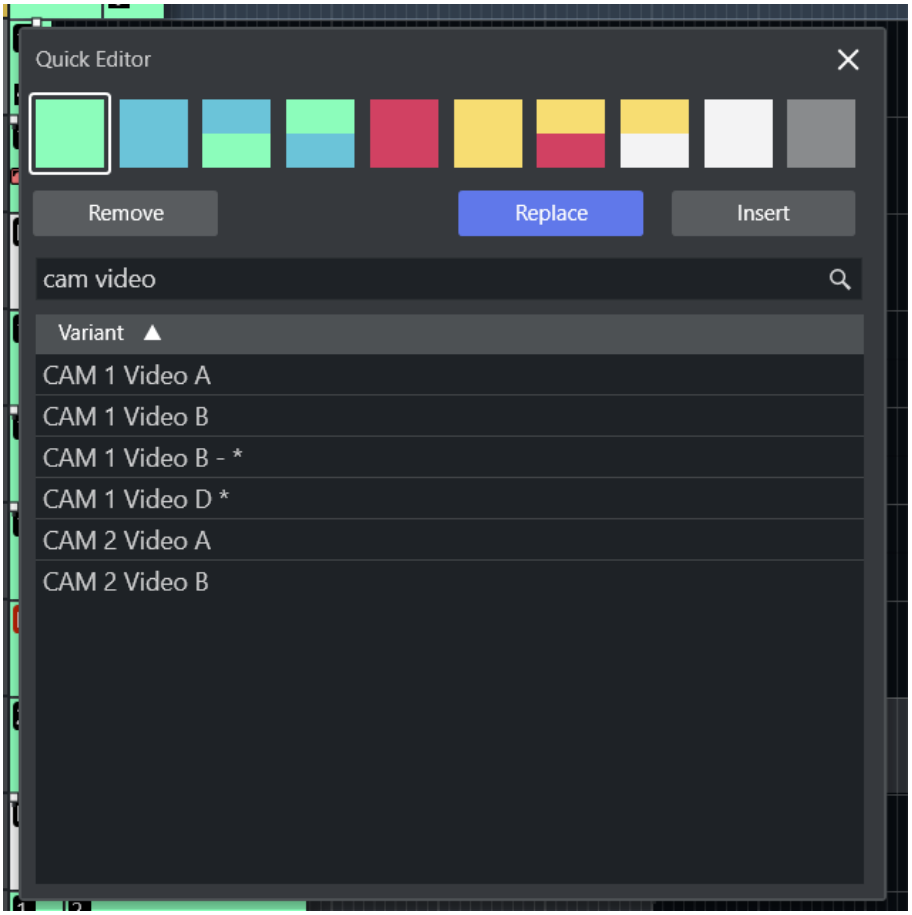
To Insert a Story Item at the end of the Story

1. Double-click on the right side of the last item in any story
2. Select a template type
3. Choose a variant
4. Click **Insert**.

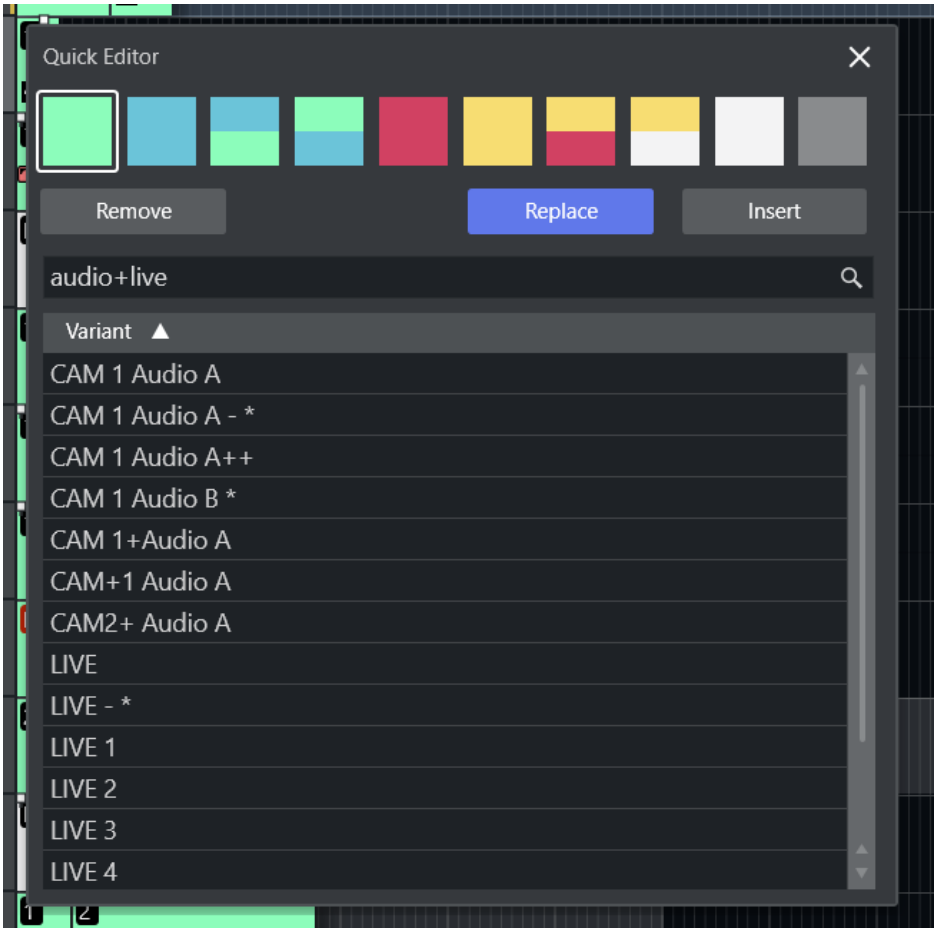
To Search for a Template Variant

The Quick Editor **Search** field helps you locate a specific template. The search tool is *not* case sensitive. Some tips:

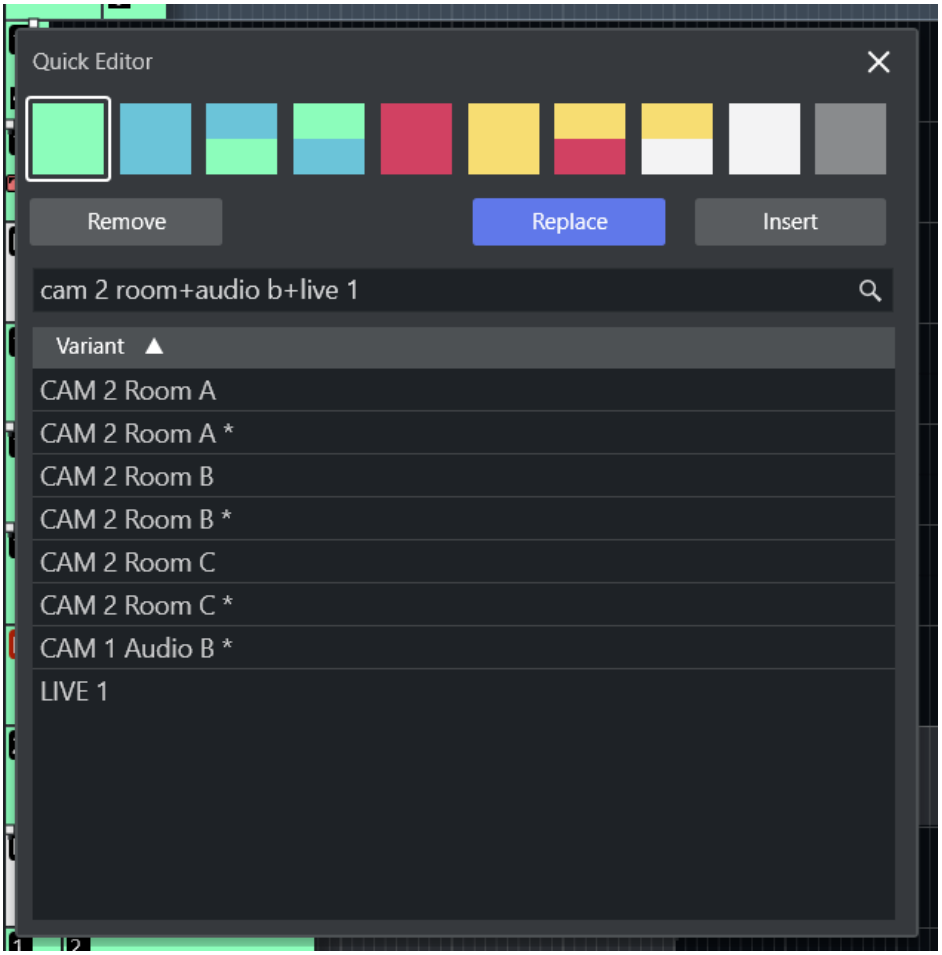
- A **space** between keywords acts as a logical **AND**, enabling multiple keywords.
  For example:
  - **CAM VIDEO**: Lists variants with both *CAM* and *VIDEO* in their name.
  - **CAM AUX 3**: Lists variants with with all three namings *CAM*, *AUX* and *3*.



- A **+** sign between keywords acts as a logical **OR**, enabling multiple keywords.
  For example:
  - **CAM+VIDEO**: Lists variants that have *CAM* or *VIDEO* in their name.
  - **CAM+AUX+3**: Lists variants with any of the namings *CAM*, *AUX* or *3*.

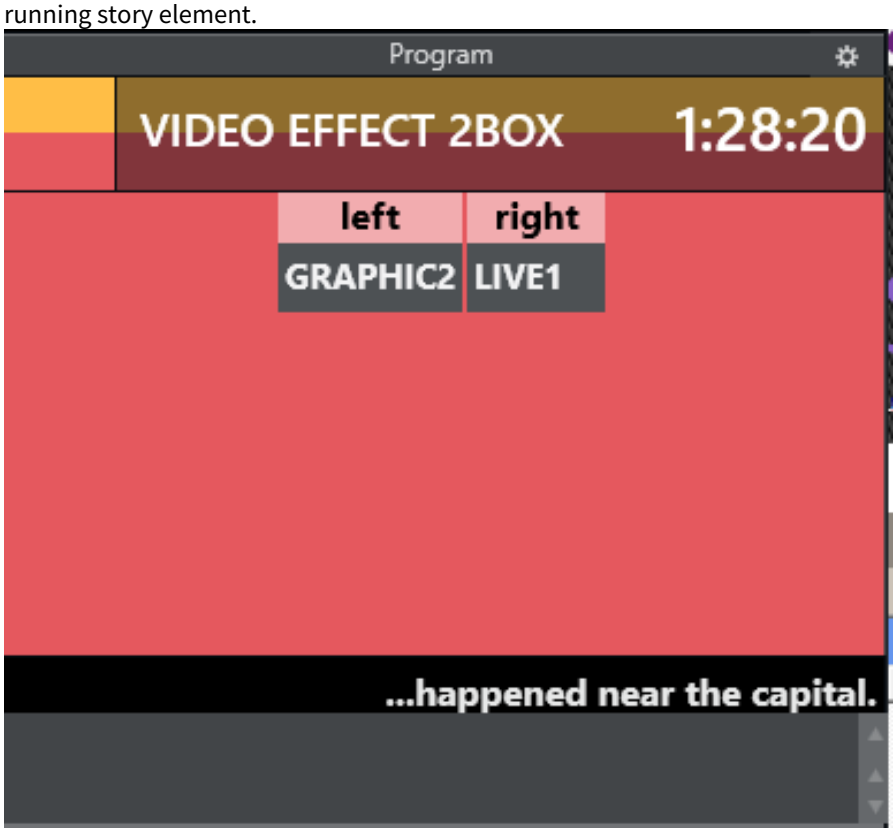


- Combination of **space** and **+** (**+** sign has a lower priority).
  For example:
  - **CAM+AUX 3**: Lists variants that have *CAM* or *AUX* and *3* in the name.
  - **CAM AUDIO+AUX 3**: Lists variants that have *CAM* and *Audio* or *AUX* and *3* in the name.



3.4 Program Window

The **Program** window is placed in the top right-hand corner of the Viz Mosart GUI, with details about the currently running story element.

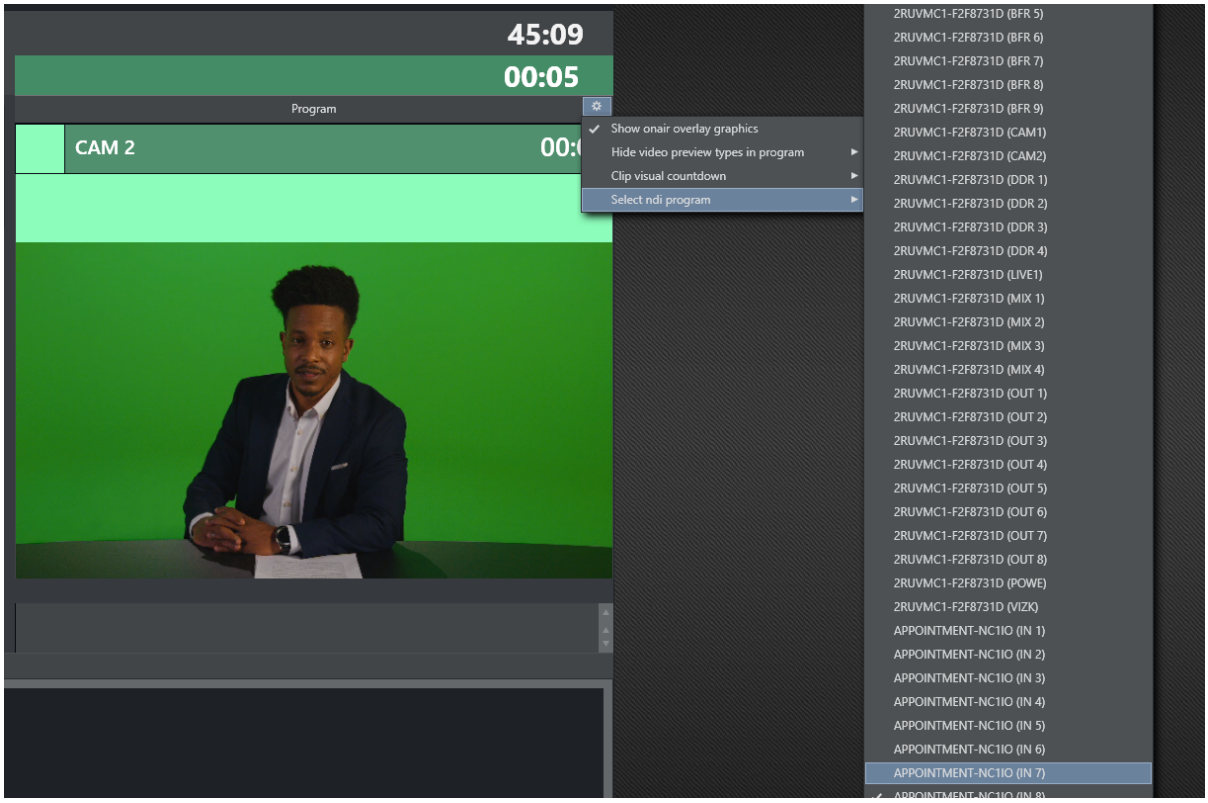


- NDI® Program
  - Hiding Video Preview Types in Program
- End Phrase
- On-air Overlay Graphics
- Template Continue Points
- Timing Information
- Continue Count
- Auto Take Next
- Key Select
  - Without Destination Panel
  - With Destination Panel
  - With Defined Template Destination Panel
- Settings Menu

3.4.1 NDI® Program

- Choose NDI Program Preview by clicking the **Settings** cogwheel icon and selecting **Select ndi program**
- Then choose the NDI stream that represents the program output.

If an NDI workflow is not in use, a hardware converter device (for example SDI => NDI) can be used to add the program output as a NDI signal on the network.
The stream becomes available in the drop down list, as shown below.



Hiding Video Preview Types in Program

You can hide the stream for certain template types.

- Click the **Settings** cogwheel icon and select **Hide video preview types in program**
- Check the types you want to hide from the list.

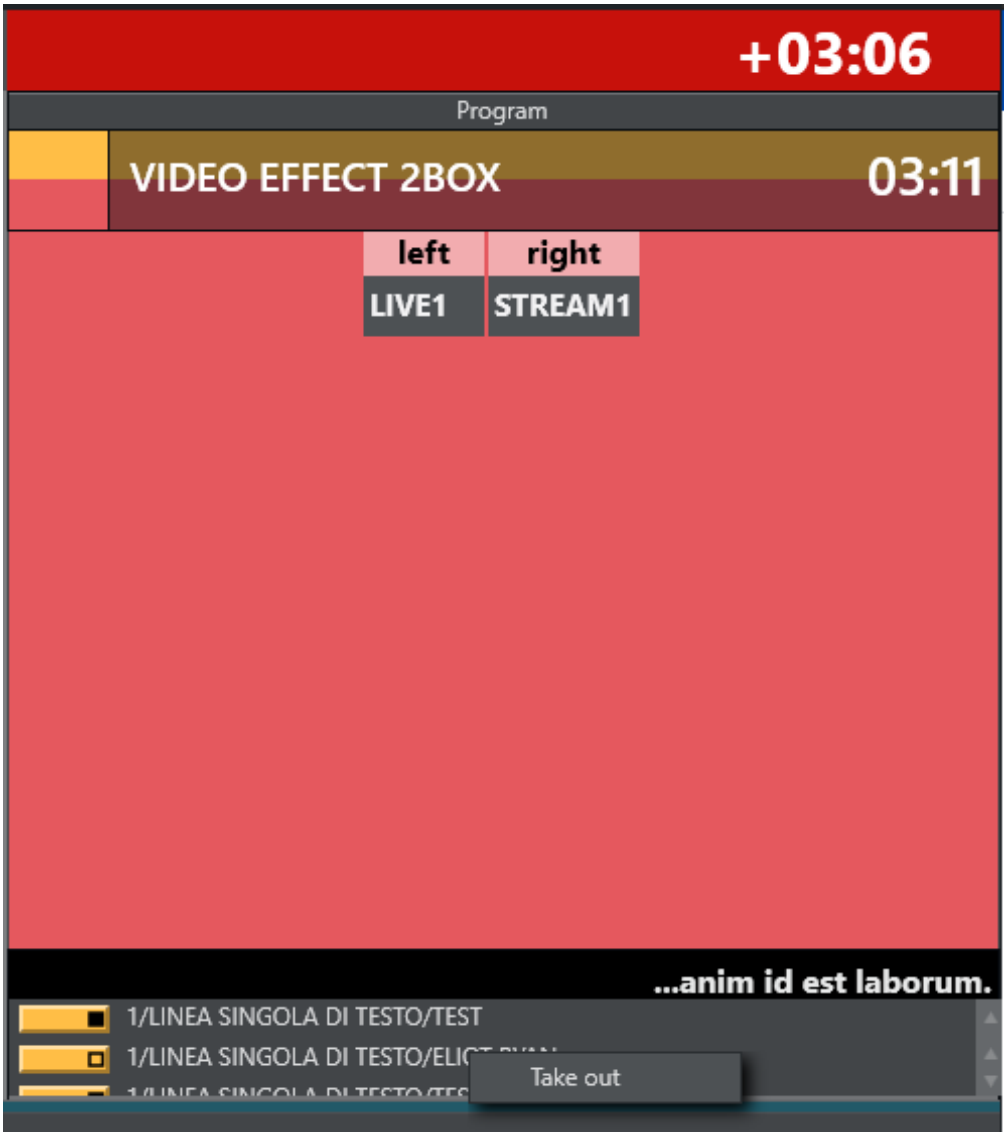
3.4.2 End Phrase

End phrase is shown across the bottom of the program window if the last words are available from the newsroom script.

3.4.3 On-air Overlay Graphics

The overlay graphics currently On Air are displayed in a list at the bottom of the control.

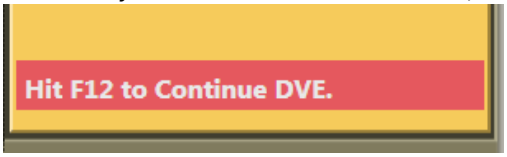
- If more than two overlay graphics are on air at the same time, the operator can scroll up and down the list with a mouse wheel arrow keys.
- Overlays can be taken off air by right-clicking them in the list and selecting **Take out.**



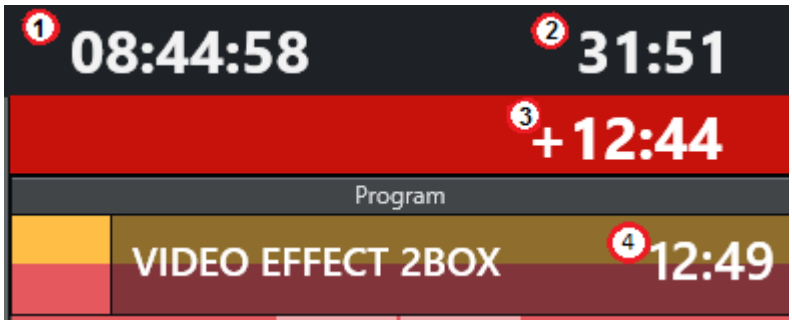
3.4.4 Template Continue Points

When a Viz Mosart template with built-in continue points goes on air, the descriptive text from the template design is displayed.

- Use the keyboard shortcut for **Take Next** (**F12**) to take the continue point.

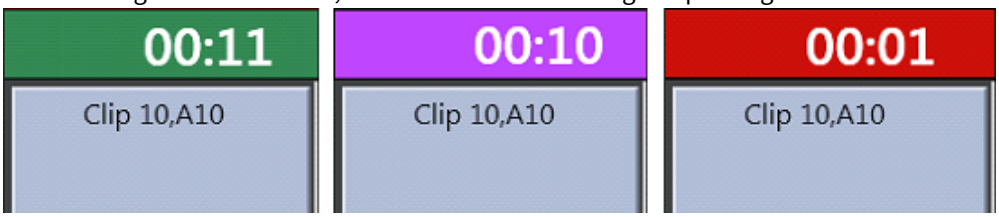


3.4.5 Timing Information



Timing information on the top of the control consists of four counters:

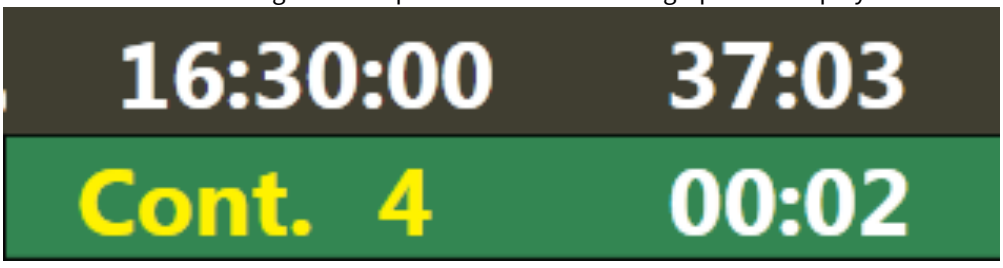
1. Counts the downtime to the *next break*.
2. Counts how much the rundown is *over/under*.
3. Counts down the *remaining time* for the current On Air template.
    - Once it reaches zero, the background color of the counter changes to red and the timer starts counting upwards with a **+** sign.
    - Optional: By setting the *Clip visual countdown* (**Tools > General Settings > User Interface > Preview/Program window > Program**) to a value above *5*, the countdown of **PACKAGE** and **VOICEOVER** templates changes to purple to alert the user when the countdown reaches this value.
      Example
      If this setting has a value of *10*, the counter when running a clip changes color:



4. Shows the *duration* of the current On Air template.

3.4.6 Continue Count

- The number of remaining continue points in the full-screen graphics is displayed in the **Program** window.

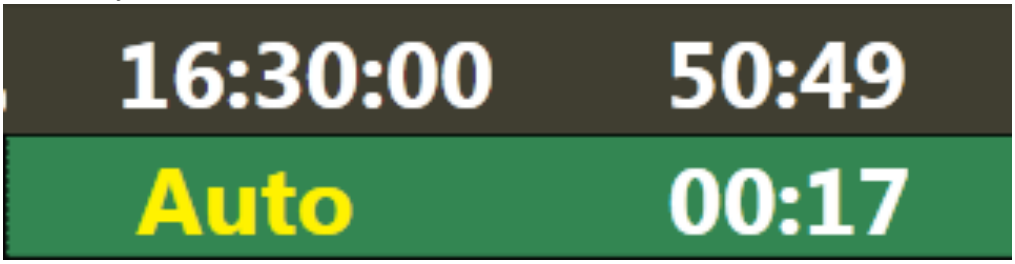


3.4.7 Auto Take Next

- The Auto take next label signals that the Viz Mosart rundown is currently in *automatic* mode. This means that when the on-air template reaches its out-point, the consecutive template is taken to air automatically. When

the last template in the rundown goes to air, the first template in the rundown will be queued in Preview, and taken as the next item.

- This feature allows for automatic playout *within* the rundown, *and* a looping mechanism of the rundown. Default keyboard shortcut is CTRL+SHIFT+A.



Info: Autotake is available for *primary* templates only. An offset (in frames) can be set when Autotake is enabled to adjust the Continue action at the end of the event.
See Template Properties in the *Viz Mosart Administration Guide* for more details.

3.4.8 Key Select

A template will allow key select if it contains a newsroom tag related to crosspoints in any of the:

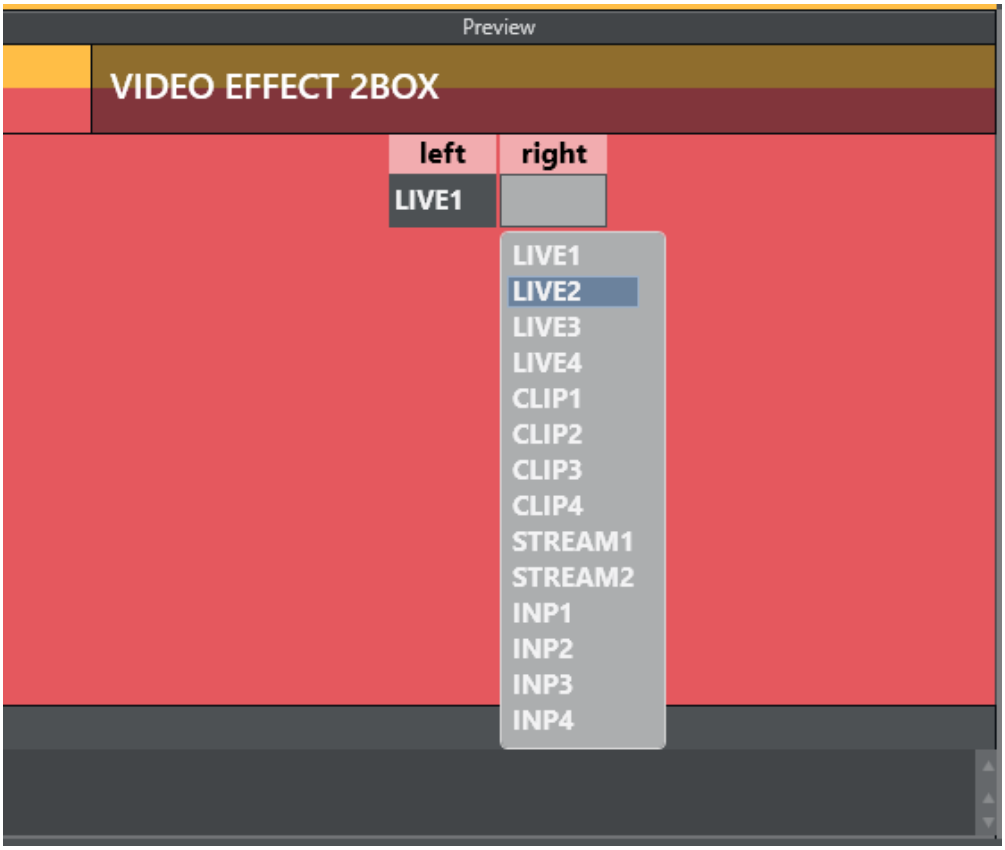
- video switcher inputs
- audio mixer inputs
- video switcher effects
- router sources
- router destinations.

Info:

- These selections are normally set in the NRCS, but can be modified in Viz Mosart before or while On Air.
- There are different ways to edit these keys while On Air or in Preview.
  The Destination panel and Sourceview workflows below, are exclusively for editing video switcher inputs.

Without Destination Panel

- If a crosspoint is selected and newsroom tags are defined in the template, the Program window displays a drop-down menu of the crosspoints.
  You can, for example, change the Keyfill crosspoint while on air.

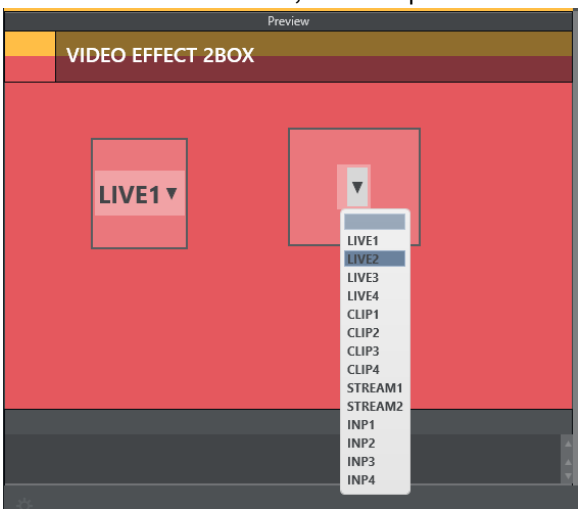


With Destination Panel

- Navigate to the **Destination panel**: **AV Automation > Template Editor > Template Properties**.

Here you can create sources for sending to target areas (video switcher inputs in a DVE).

- If **Destination panel** option is enabled and the template has newsroom tags and a configured destination panel but no video, a background thumbnail defined in the template is used instead.
- If *no* thumbnail is selected, it is transparent with the main template color as background.



With Defined Template Destination Panel

The target areas can be filled with a selected template or sourceview source of type stream . If a template is used the video switcher input crosspoint will be retrieved from the template.

- Template sources can be found in Keyboard shortcuts, Quick Access Panel
- Stream sources can be used from sourceview.

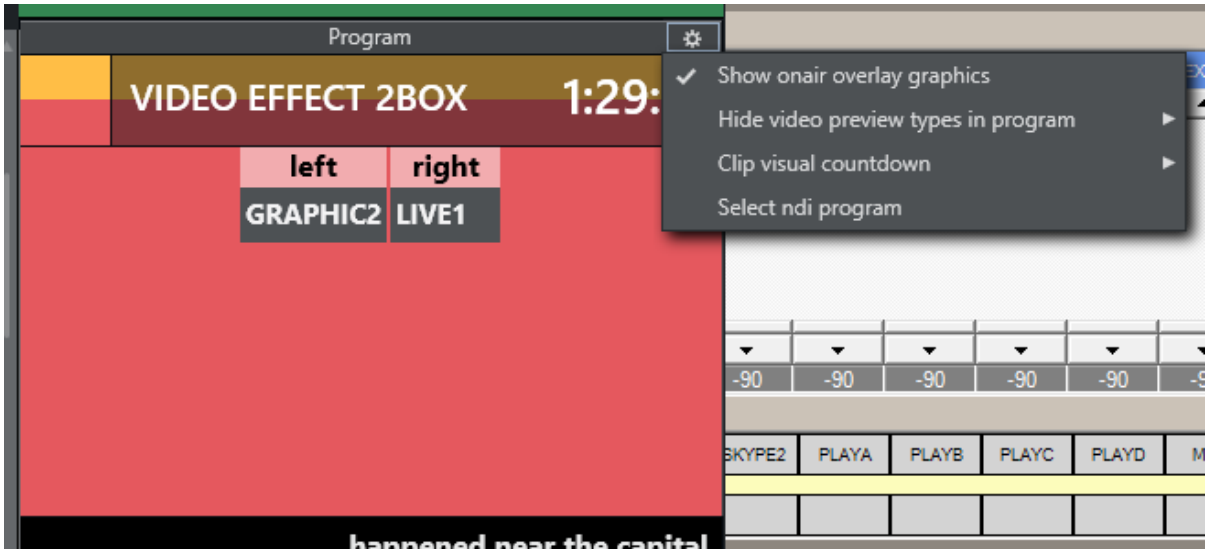
The image below shows the side-by-side option (with NDI sources) being used whenever the width of the Program/ Preview control is wide enough.

1. Click on a source.
   The **Preview/Program** panel displays a dotted line around potential destinations.
2. To assign the destination in the template to use the selected input source, click on a destination.

> **Info: Template Destination** panel must first be configured in **Template Editor > Properties > Destination** for this feature to be available.

3.4.9 Settings Menu

The **Settings** menu can be reached by clicking the **Setting** cogwheel icon to the right of Program control



Settings are the same as those found in **General settings >** User Interface **> Preview/Program Window > Program**. Any changes are reflected in **General settings**.

- **Show onair overlay graphics:** When this is checked, overlay graphics are displayed in the **Program** window when they go on air.
- **Hide video preview types in program:** A selectable list of template types that should not display the preview video.
- **Clip visual countdown:** A list of options for countdown to be used when counting down to clips. Will change the color of the countdown when the values becomes less than the specified value. *0* will disable this option. See Timing Information
- **Select ndi program:** If any NDI sources are available on the network, you can choose a source here. The source will be set as the program preview source in General settings. (⚠ not available in **General settings**).

3.5 Preview Window

This window displays information about the next story element.

- Appearance of the Preview Window
- Working with Preview Window Settings

3.5.1 Appearance of the Preview Window

Cued Playout Port/Graphics Engine

- (**1**) The alias of the port which the next clip will play out from is shown in the top left hand corner of the preview window.
  This area is also used to display which full-screen graphics engine are used next.

Timing Information

- (**2**) The duration of the *item* currently in preview is shown in the top right hand corner of the Preview window.
- (**4**) The clip duration of the *clip* currently in preview is shown to the right of the clip's title (**3**).

Clip Recue

To recue a Preview clip

- (**5**) By right clicking inside the Preview window, you can recue a server clip.
  This is used, for example, to recue and play from the beginning an adlib/float element from its starting point, rather than the point it had previously reached.

Video Clip in/Out Points

(**6**) In point and out point of a video clip are shown in the Preview window.

To adjust in point/out point for video clip in the Preview window

When the video server supports it, the operator can select a new in point and out point for video clip in the Preview window.

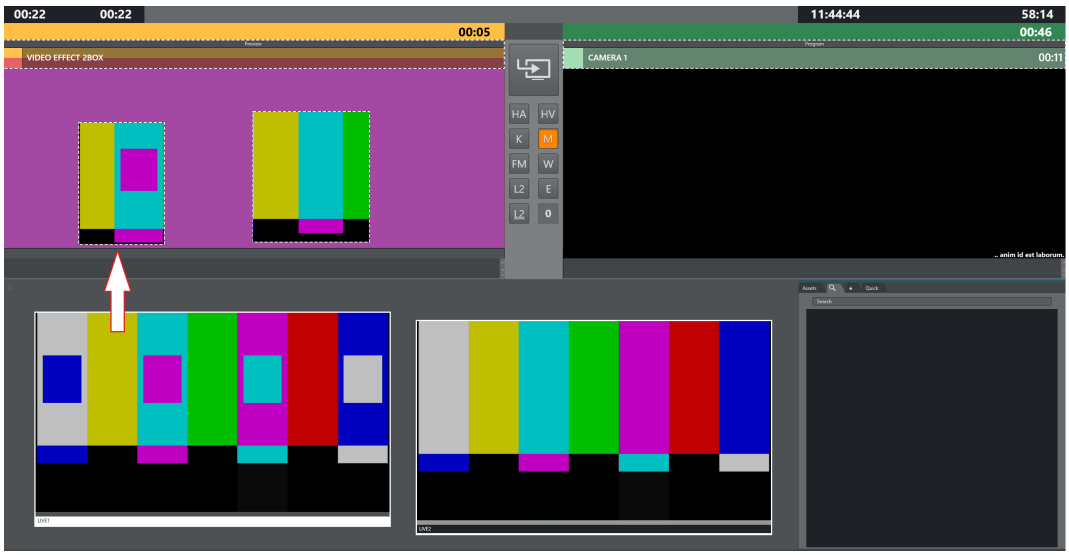
- Drag the left and right markers to the desired points.
  Dragging the in point marker causes corresponding scrubbing on the server, for a visual preview of the new in point.

Lower Thirds

- (**7**) Any previewed lower third graphic appears in a list at the bottom of the Preview window until it goes On Air.

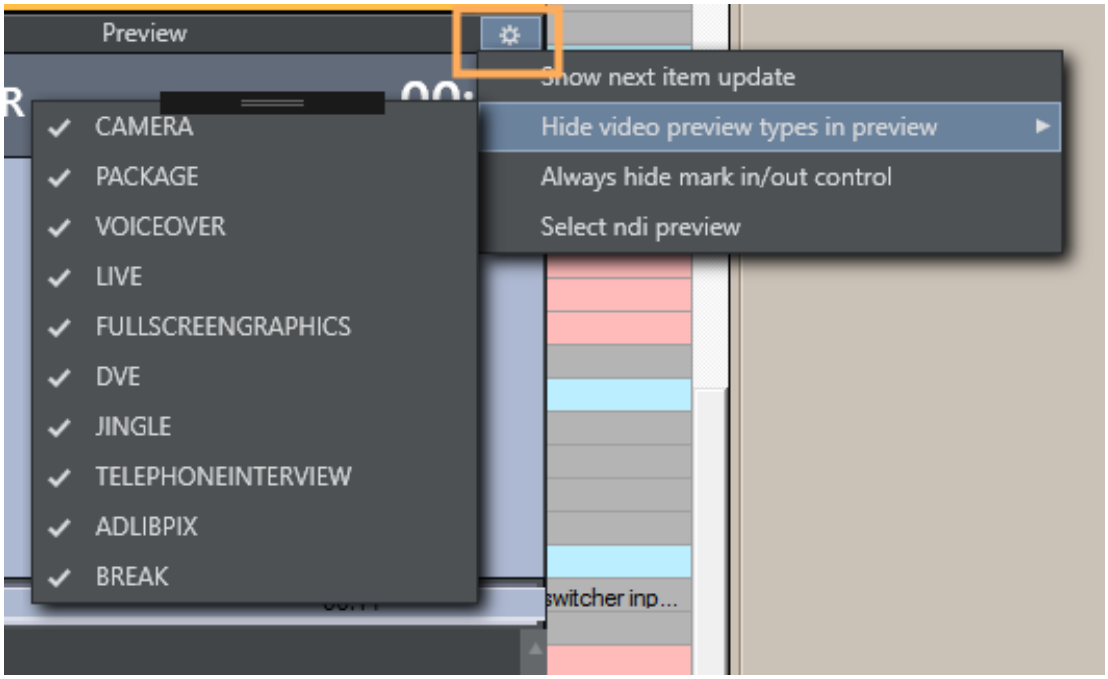
Key Select

Key Select in Preview works as in Program (see **Key Select** under section *Program Window*) but sends content to the Preview channel.
The illustration below shows the side-by side option, used if the width of the Program/Preview control is set wide enough.



3.5.2 Working with Preview Window Settings

Manage Viz Mosart's Preview window from the **Settings** menu, by clicking the **Setting** icon (cog wheel) at the far right of the **Preview** pane.



These settings are identical to **General settings > User Interface > Preview/Program Window > Preview** and changes made in either menu system, mirror each other.

Below is a short description, followed by procedures for specific user actions.

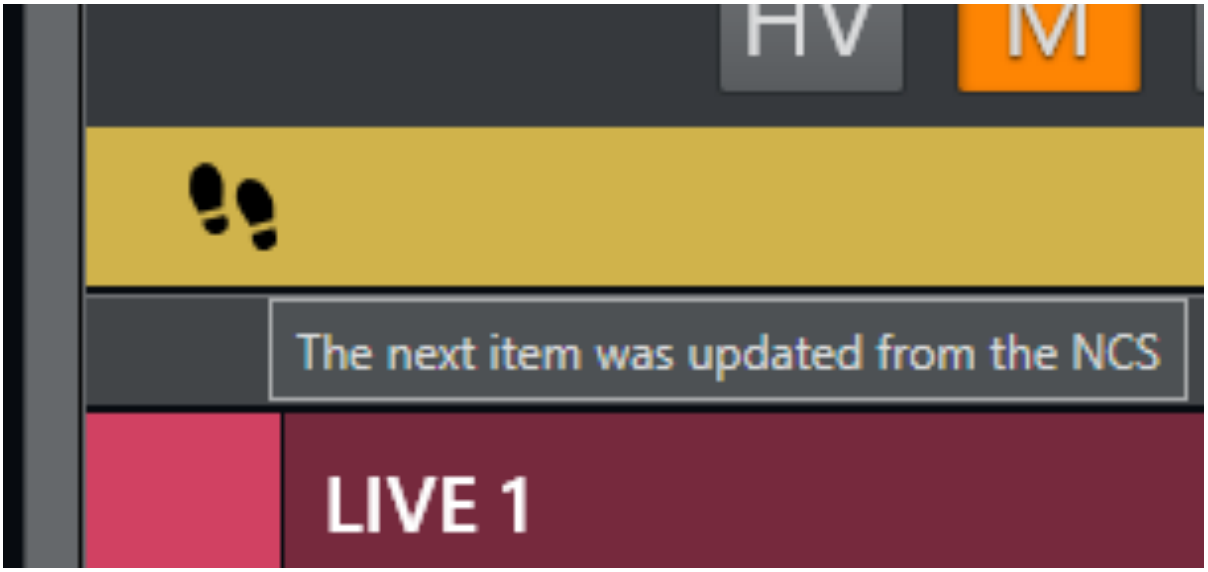
- **Show next item update**: Warn when item in Preview has been updated from the NRCS.
  See NRCS Updates below.
- **Hide video preview types in preview:** A selectable list of template types that should not display the preview video.
  See Managing Video Preview Types in Preview below.
- **Always hide mark in/out control:** When selected, the mark in/mark out selector, normally displayed when a clip is in preview, will NOT appear.
- **Select ndi preview**: If any NDI sources are available on the network it is possible to choose one of the sources from this menu.
  The source will be set as the preview video source in General settings.

> **Note**: This NDI selection is *not* available in **General settings**

NRCS Updates

To warn when Preview story has been updated from the NRCS

- Select **Show next item update**.



A a warning (as a *pair of footprints*) displays in the **Preview** window whenever the story in preview is updated from the NRCS

- **Hide video preview types in preview:** A selectable list of template types that should not display the preview video.
  See Managing Video Preview Types in Preview below.
- **Always hide mark in/out control:** When selected, the mark in/mark out selector, normally displayed when a clip is in preview, will NOT appear.
- **Select ndi preview**: If any NDI sources are available on the network it is possible to choose one of the sources from this menu.
  The source will be set as the preview video source in General settings.

Managing Video Preview Types in Preview

To hide video preview for a template type

You can prevent a video preview (or NDI stream) from appearing in Preview, based on template type.

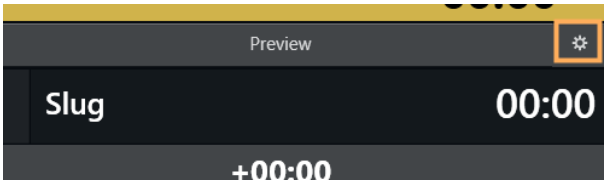
1. In the Preview pane, select the **Settings** icon (cog wheel).
2. Choose **Hide video preview types in preview**.
3. Check-mark the template types where you do not want NDI preview.

NDI® Preview

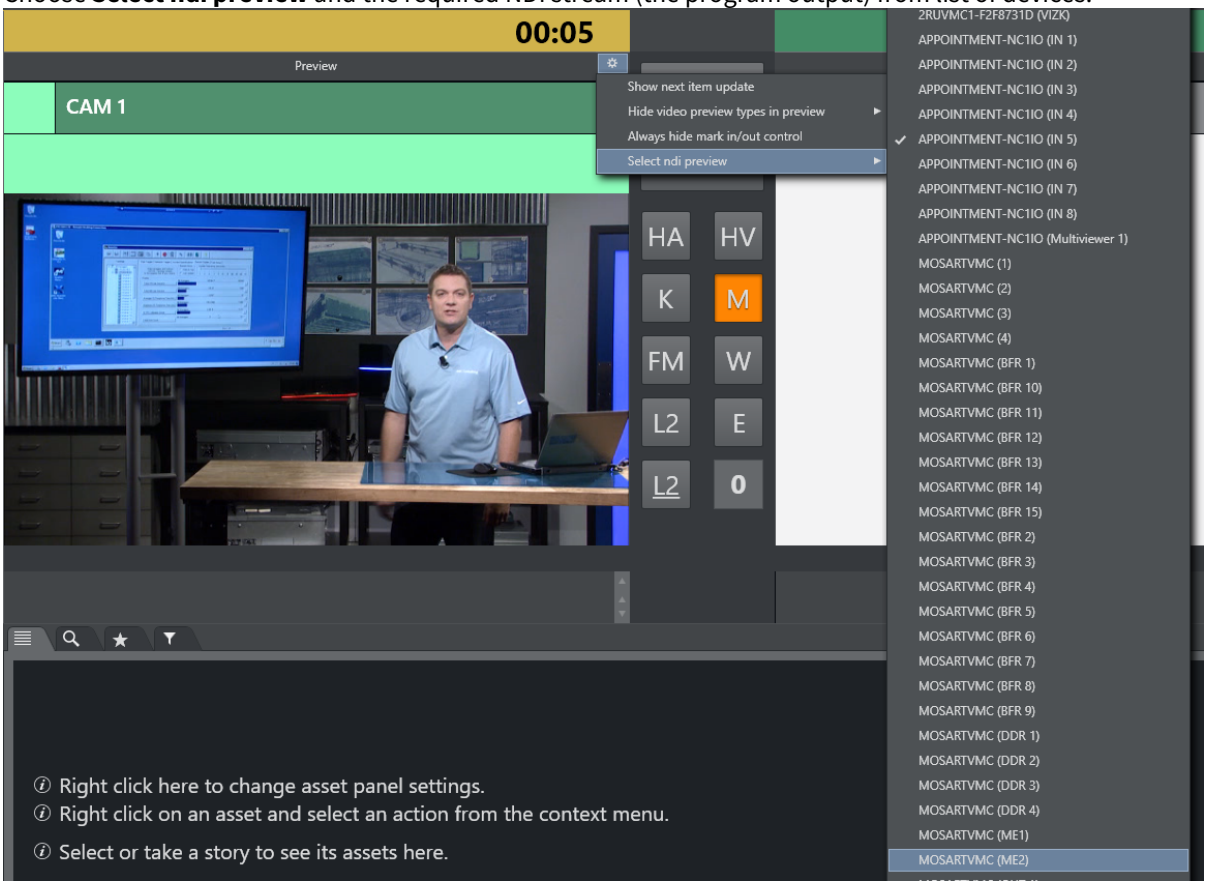
You can populate the Preview window with any connected NDI source that is intended for program output.

To define an NDI Stream in Preview

1. In the Preview pane, select the **Settings** icon (cog wheel).



2. Choose **Select ndi preview** and the required NDI stream (the program output) from list of devices.



Note: If an NDI workflow is not in use, you can add a hardware converter device (for example, SDI => NDI) that will add the preview output as an NDI signal on the network.
The stream then becomes available in the NDI preview drop-down list, as shown above.

3.6 Video Transition Area

The transition area is positioned between the preview and program windows.

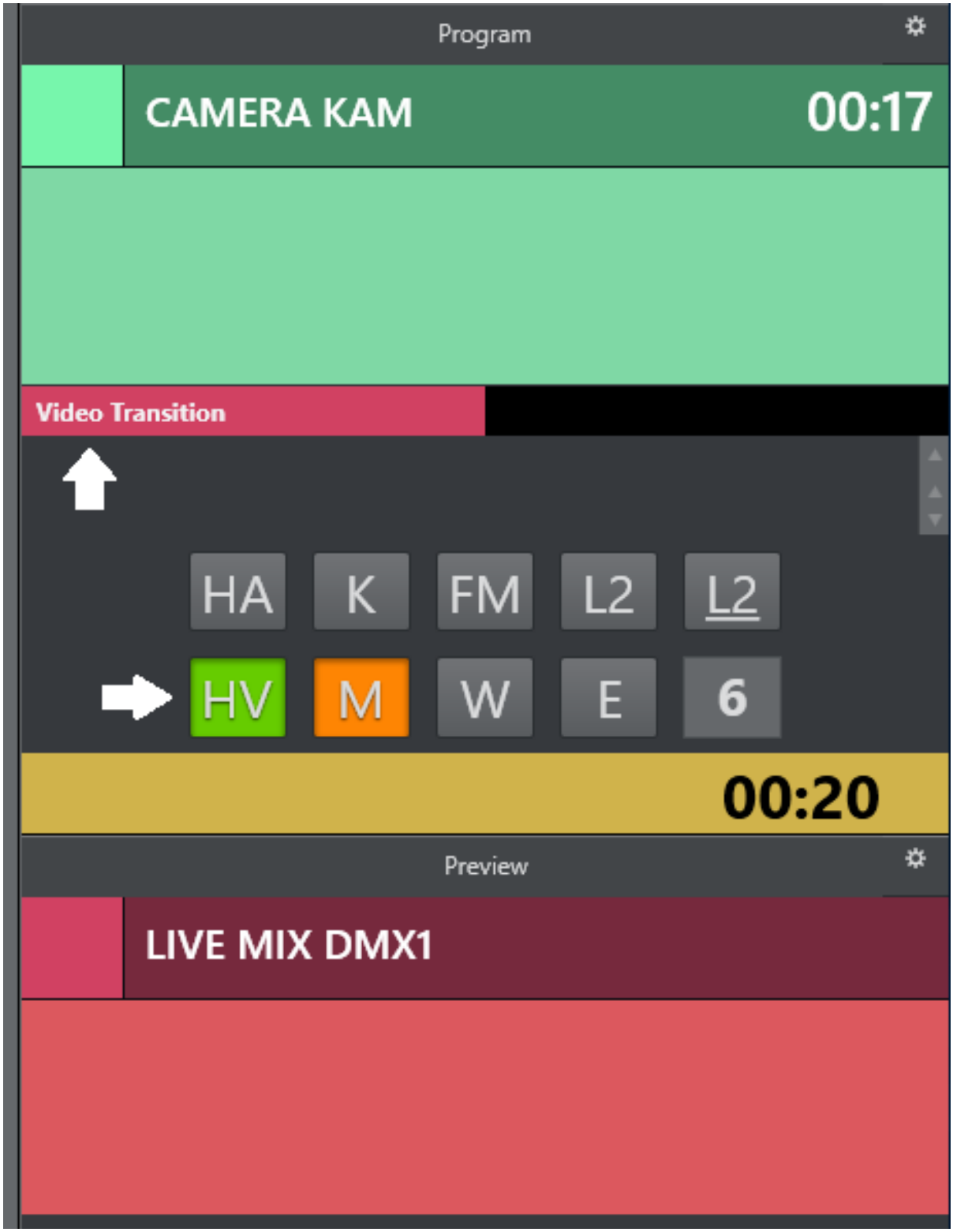
- Hold Video Transition (HV)
- Next Transition (M,W,E)
    - Mix (M) or Wipe (W)
    - Effect (E)

3.6.1 Hold Video Transition (HV)

Pressing **Hold (HV)** holds the video transition when the next template is called. Viz Mosart waits to do the video mixer crosspoint change until a new **Take Next** command is issued when the hold video transition is active.

In a situation where you have CAM 1 in program and a clip (PACKAGE) in preview and use the **Take Next** with Hold video transition, Viz Mosart handles all transitions between the two templates, except the vision mixer crosspoint change. Viz Mosart fades down the sound from the CAM element and fades up the sound from the clip. It starts to play the video on the assigned video port, and all secondary items with an in-time use the Take Next as the relative starting point.

The Viz Mosart GUI Program window notifies the user that the video transition is on hold,



and that the user needs to send a new Take Next to change the vision mixer crosspoint. This functionality can also be toggled to be auto-taken in a template or by a keyboard shortcut key.

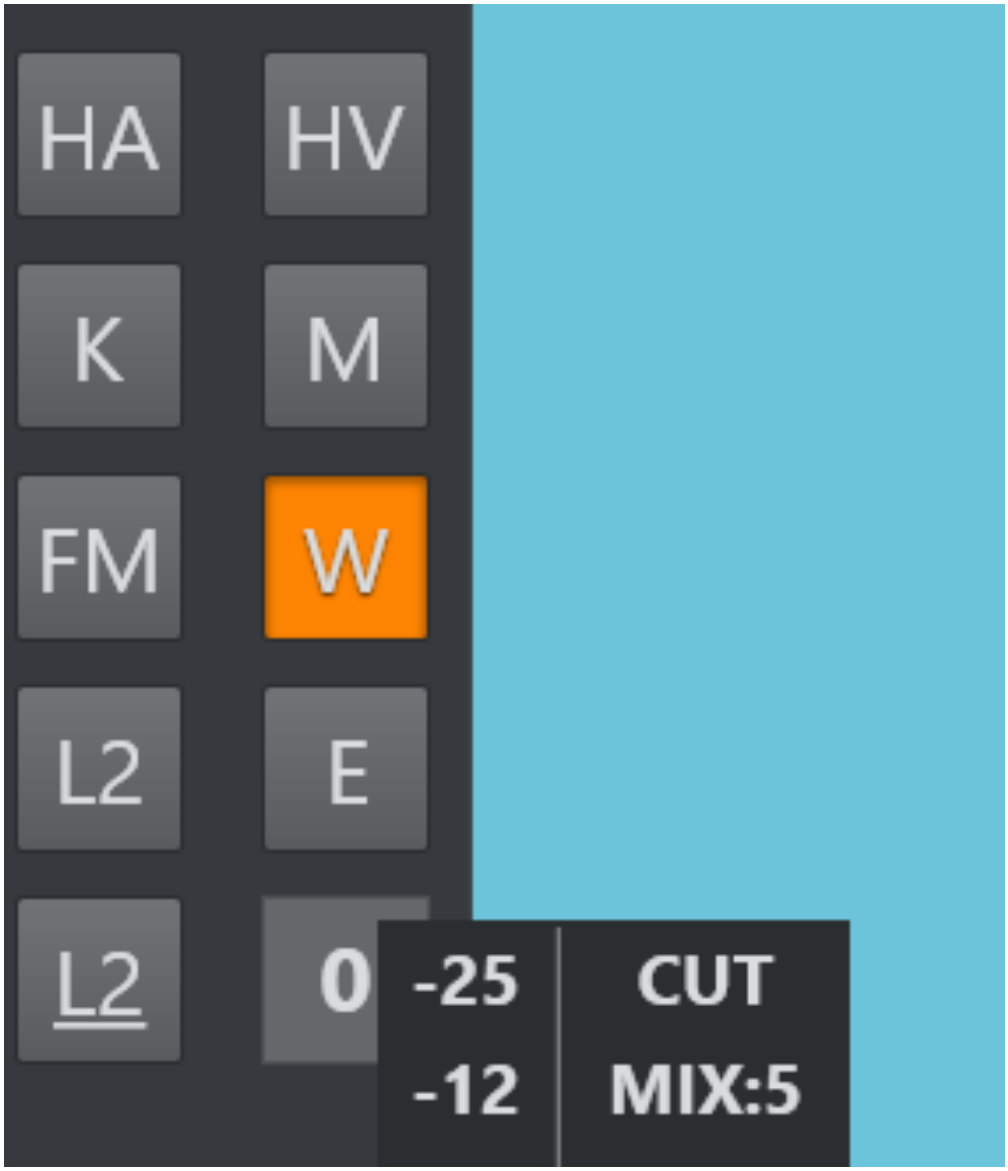
3.6.2 Next Transition (M,W,E)

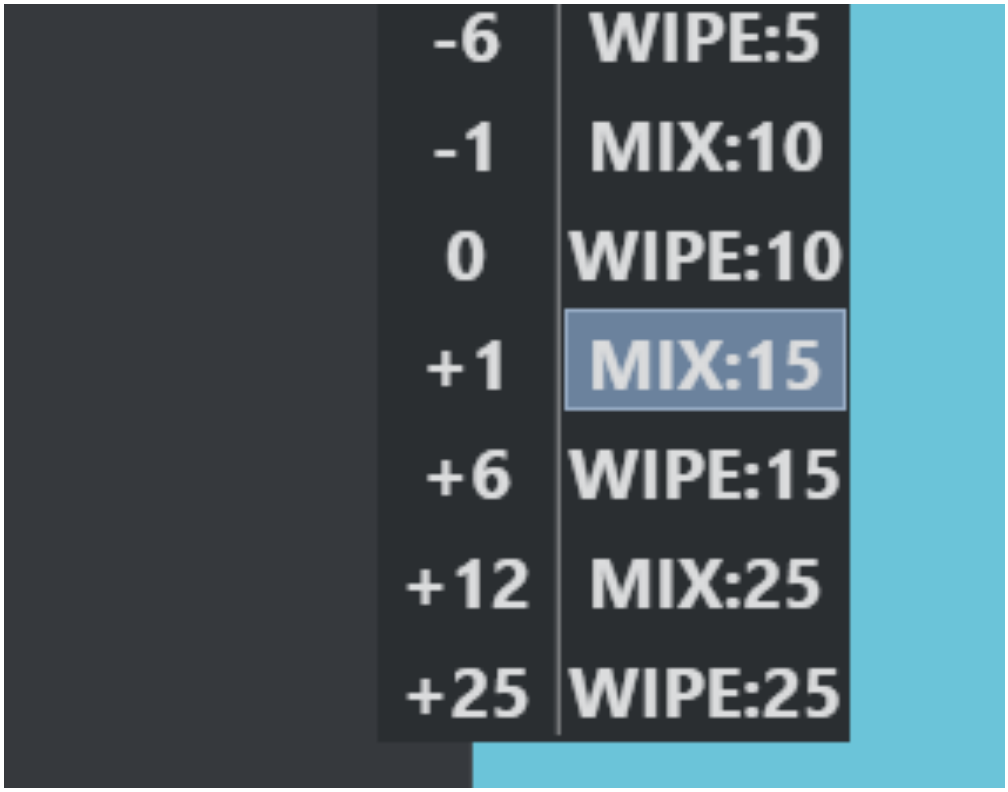
The type of the next vision mixer transition is shown in the transition area by highlighting the corresponding transition icon. Available transition types are **Mix (M)**, **Wipe (W)** and **Effect (E)**. In the value field to the right of the transition type boxes, the duration of **Mix (M)** or **Wipe (W)** is shown. For **Effect (E)**, the name of the effect is shown.

Mix (M) or Wipe (W)

The next vision mixer transition can be overridden by clicking on the corresponding transition icon in the transition area. For **Mix (M)** and **Wipe (W)** transitions, the duration of the transition (in frames) can be changed by clicking **M** or **W**, and then use the scroll-wheel, or right-click and drag up or down in the duration field.

- Right click the Transition number to show some suggestions.
  The left column lets you increase or decrease the number. The right column lists transitions listed you can choose.





- For a touch screen, touch and hold the transition area. A similar menu displays, enabling transitions to be used on a touch-based interface.

Effect (E)

Selecting **Effect (E)** and then clicking the empty square causes a drop-down menu to appear, containing the transition effects stored in AV Automation's A/V Setup.

When Studio Setup is changed, the items in the drop-down are updated accordingly.

> **Info**: Configuring Studio Setup and what appears in the list of Effects is performed as a pre-transmission admin task.
> For further details, see the section **AV Automation > Audio and Video Setup** in the *Viz Mosart Administrator Guide*.

The next transition type can also be selected by a TRANSITION TYPE control command. By default, this control command is assigned to the **Tabulator** key, which can then be used to cycle through the three transition types.

3.7 Audio Function Area

This area controls dedicated audio features. When a feature is active the button is blue. The audio controls are activated either by keyboard shortcuts or clicking directly on the buttons.

3.7.1 Audio Controls on the Viz mosart GUI

Hold Audio Transition

Hold (HA)
When this button is active, any audio transition is held, even when the next template is called. Viz Mosart waits with the audio mixer fader change until a new **Take Next** command is issued.

Example:

You have CAM 1 in Program and a clip (PACKAGE) in Preview and use the **Take Next** where **Hold Audio** is active. Viz Mosart will:

- Make all scheduled transitions between the two templates *except the audio* mixer fader change.
- Change the cross point on the vision mixer to the PACKAGE element.
- Start to play the video on the assigned video port
- All secondary items with an in-time use the **Take Next** as the relative starting point.
- In the Viz Mosart UI, the user is notified that the audio transition is on hold and that they need to send a new **Take Next** to perform the audio mixer fade.

> ⚠ **Note:** This functionality can also be toggled to be auto-taken in a template or by a keyboard shortcut key.

Keep Sound

K
Clicking this button in the GUI *retains current sound levels*. This keeps the currently active audio faders and their levels, until deactivated (press **K** again).
All audio fader configurations in story commands are ignored as long as **Keep Sound** mode is active. Mosart stops sending any commands to the audio mixer, until deactivated.

Note: By default, keyboard shortcut **CTRL+K** toggles **Keep Sound** mode.

Manual Fade Sound

FM
Selecting **Manual Fade** sound mode allows the operator to start an audio fade *prior* to the **F12** to next element or *after* the **F12** to the next element.

- To enable manual fading for the sound of the current story element, select the **FM** button.
  The current on air set of audio faders are kept open throughout the next story until they are faded using the **Fade Kept Audio** (command **FADE_OUT_KEEPS**) keyboard shortcut (**CTRL+F** by default), while the faders connected with templates in the next story are added to and subtracted from them.
- To disable manual fading of sound, select the **FM** button again.
  Sound will be faded on the next take. The duration of the fade in this case is set as a global value in AV Automation settings.

Sample workflow

A video clip contains music or other audio that the operator would like to fade nicely into the the next item in the rundown. This could be a promotional video clip with music towards the end of the clip, going into the studio with a Camera template as the next item.

- The operator can click **FM** (or the keyboard shortcut) during the video clip, and the last few seconds (depending on the edited post roll for the clip) will fade out when mixing from the video clip to the camera.
- If the clip has a particular *long* audio tail, the operator can fade out with keyboard shortcut **CTRL+F** (default) at the suitable time, to send command **FADE_OUT_KEEPS**.

Note: By default, keyboard shortcut **CTRL+M** *toggles* **Manual Fade** mode.

Level 1 and Level 2

L2 L2
Each Viz Mosart template can be configured with *three* audio level setups for the complete set of audio faders defined in the template.

Level 2 audio for Preview and On Air can be accessed from this Audio Function area in GUI with these buttons, **L2** and **L2**, respectively.

- Level **1** is set as default in a template,
- Level **3** is the fader's base On level (normally *Out equals In*). This one can be modified from the AV Automation application.

Pressing the **L2** button or **CTRL+L** (default) toggles level 2 for all faders in the template cued **in Preview**. Level 2 is used when the previewed element is taken On Air with **F12**.

Pressing the **L2** button or **SHIFT+CTRL+L** (default) immediately uses level 2 for all faders in the template currently **On Air**.

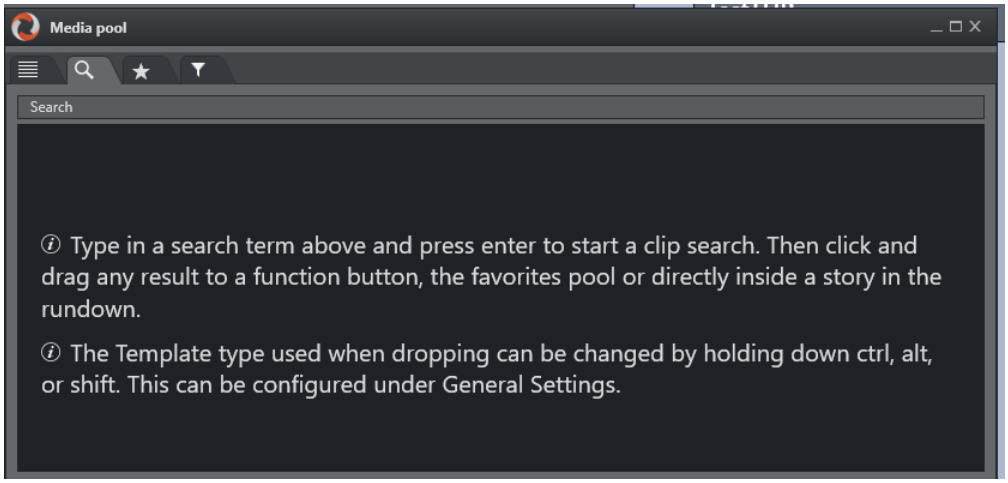
3.7.2 Audio Controls from Keyboard Shortcuts

As an alternative to controlling audio from the Audio Function Area, you can set-up a keyboard shortcut that will send a command that performs the same task.

- Defining keyboard shortcuts is performed prior to going on air, and is described in the Viz Mosart Administrator Guide, in section *Control Command Keys*, of the *Keyboard Shortcuts* topic.

3.8 Media Pool

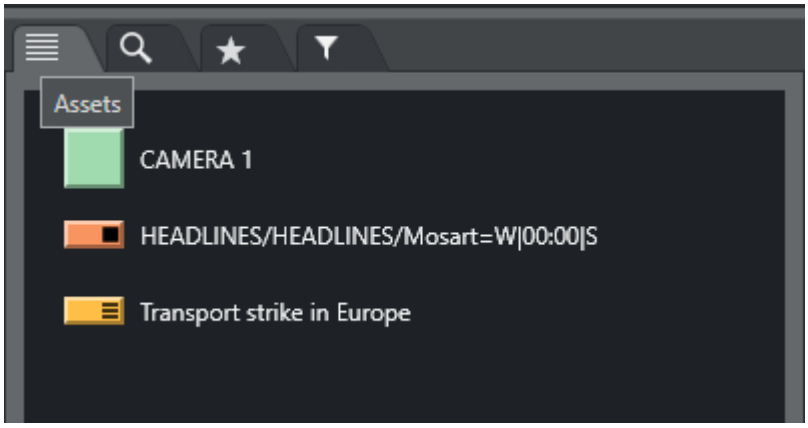
The Media Pool enables quick locating and assigning media items to the rundown or keyboard buttons.



The pool comprises four tabs:

- Assets Tab
- Search Tab
- Favorites Tab
- Quick Access Tab

3.8.1 Assets Tab



The **Assets** tab displays all assets for a selected story or group.

Info: Assets from the selected story (or group of stories) that were *manually added* to the story in the Viz Mosart rundown (and are not present on the NRCS) are *not* displayed on the **Assets** tab.

To assign an asset to a production

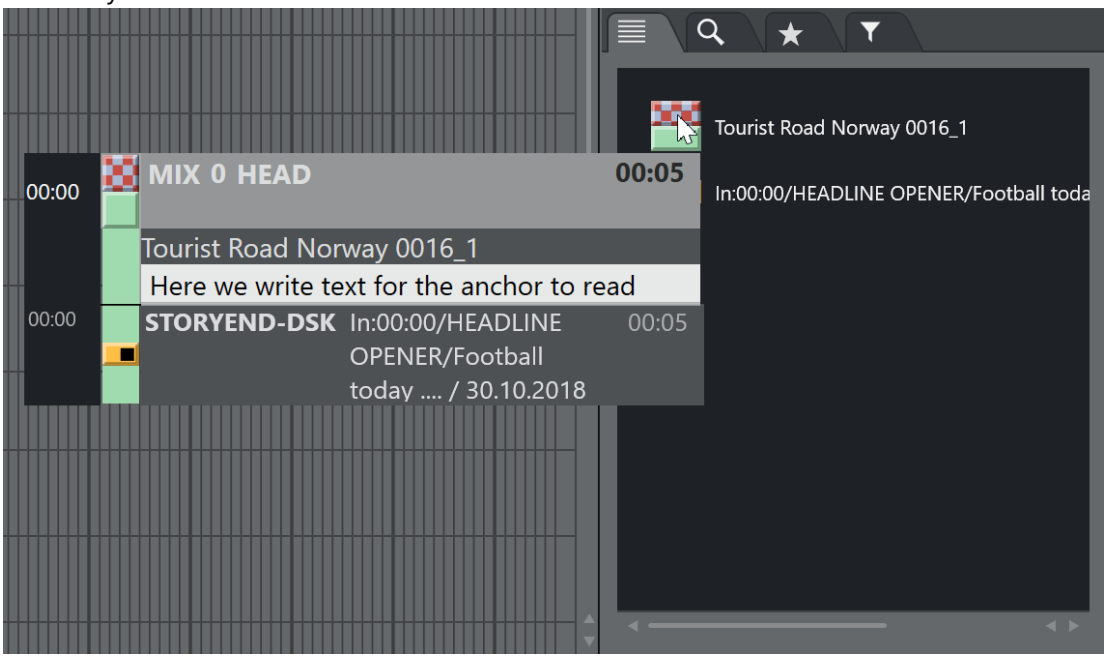
From the **Asset** tab, the displayed media elements can be used in several ways.

- Elements can be dragged directly from the **Assets** tab and into the **Rundown** window to add and edit the currently loaded rundown.
  - Dragged elements are added at the point at which they are released - primary elements like *lives* or *packages* are inserted before or after another primary element, and secondary elements like *lower thirds* are added to the primary element on which they are dropped.
  - The elements are added to the rundown with the template type that it is entered in the NRCS. Any modification to the rundown disappears on the next Reload or when the story is changed in the NRCS, unless the story is locked.
- Elements can be dragged to a shortcut button in the **Shortcut Keys** window, to be recalled later with a single keystroke. See Keyboard Shortcuts.
- Elements can be dragged to the Favorites tab ★ and stored for easy access.
- Elements can also be assigned to the production through double-click actions or through right-click actions. See Actions from Context Menu below for more on this.

The legends corresponding to the various template types and are customizable, see User Interface - Assets.

Hover-over Asset Details

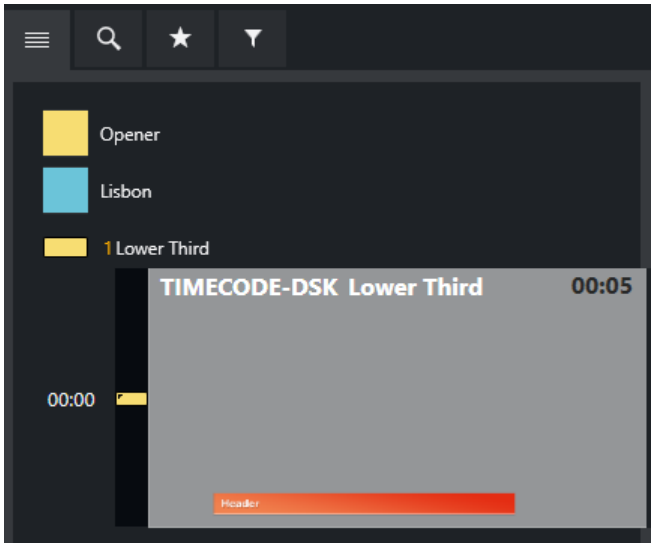
- Hovering the cursor over an item in the **Assets** tab displays more information about the item, including any secondary elements attached to it.



Info: You switch this feature on or off with the option *Hide big tooltips in assets window*, found under **Tools > General settings > User interface > Assets**.

Thumbnails

When the asset contains graphics, the tooltip displays a thumbnail of the content. Thumbnails are also available for video clips from Viz One or Media Service, and for Vizrt graphics, when Viz Pilot Edge is configured with a Preview Server.

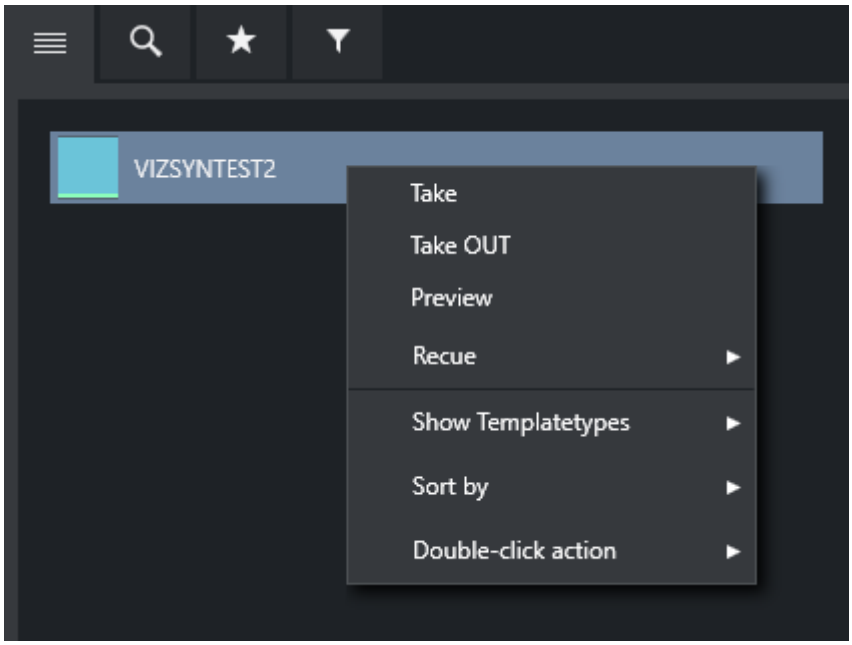


To control display of thumbnails

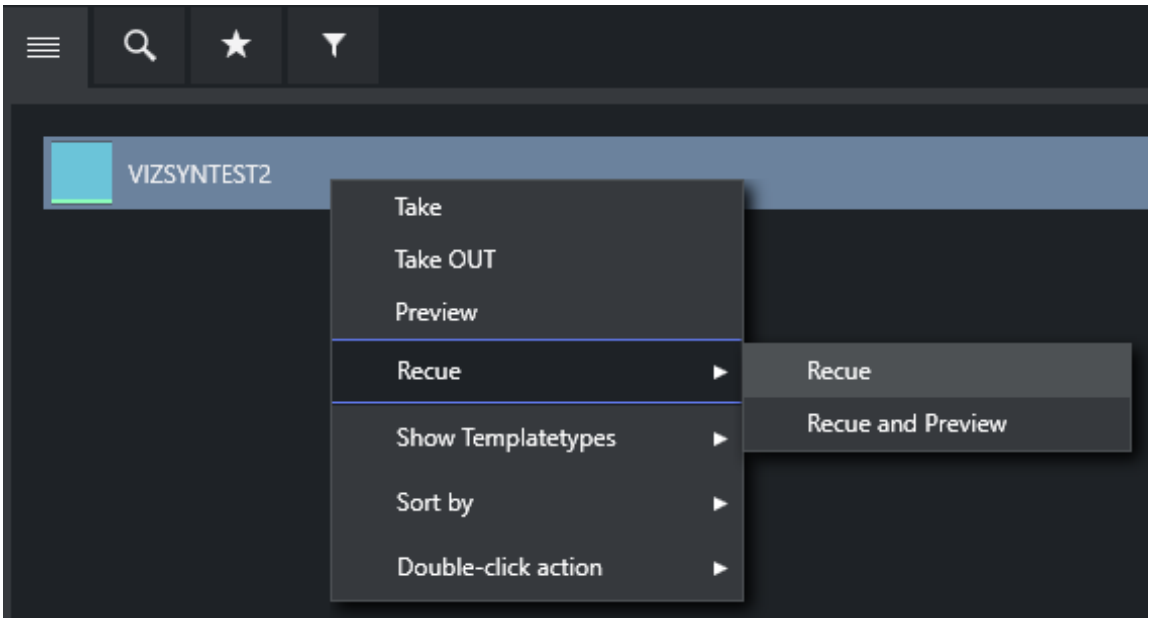
- Select/deselect *Show thumbnails for graphics* under **Tools > General settings > User interface > General**. (Default: *Show thumbnails*).

Actions from Context Menu

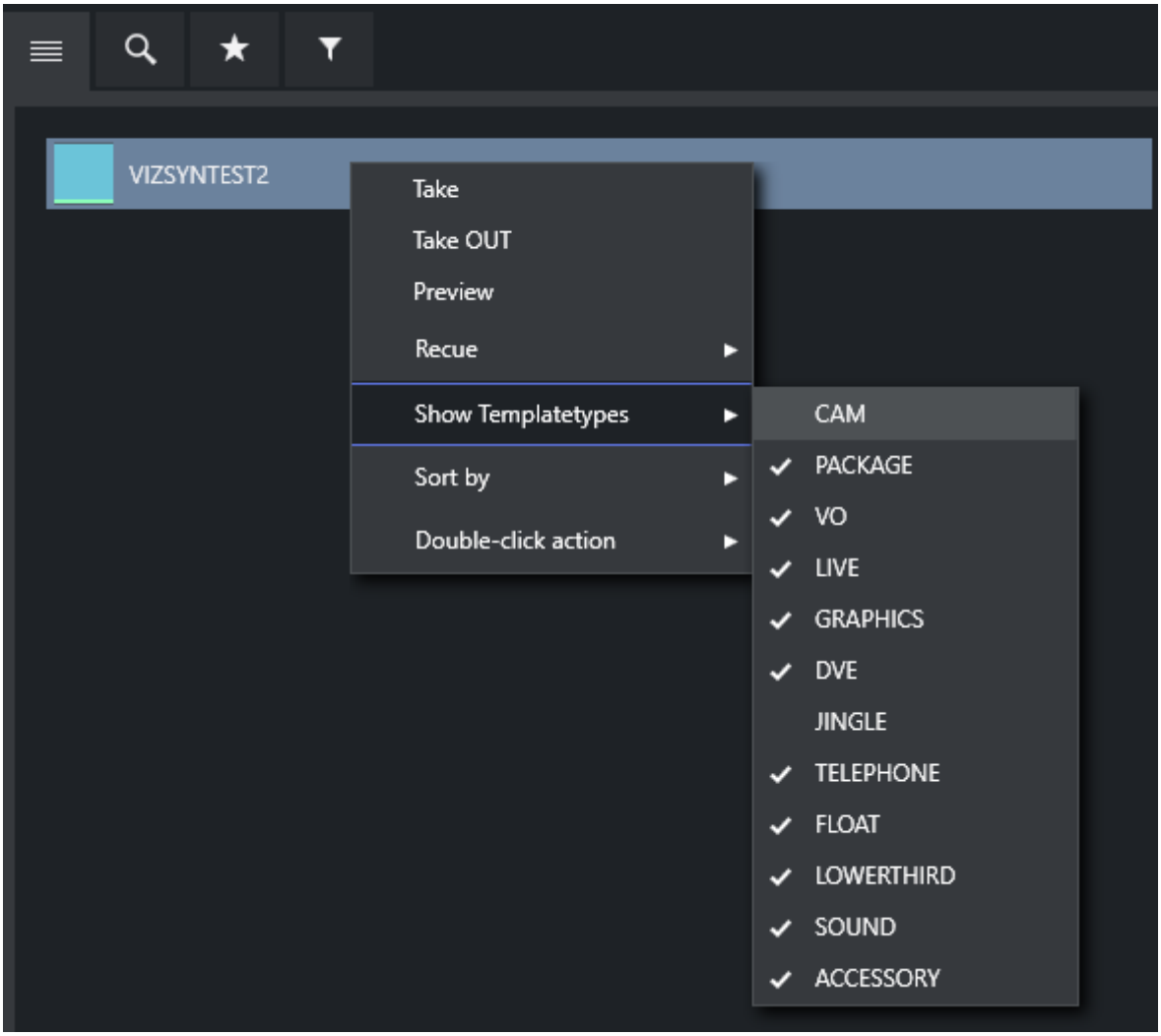
Right-clicking an element in the **Assets** tab displays a context menu for managing the asset.



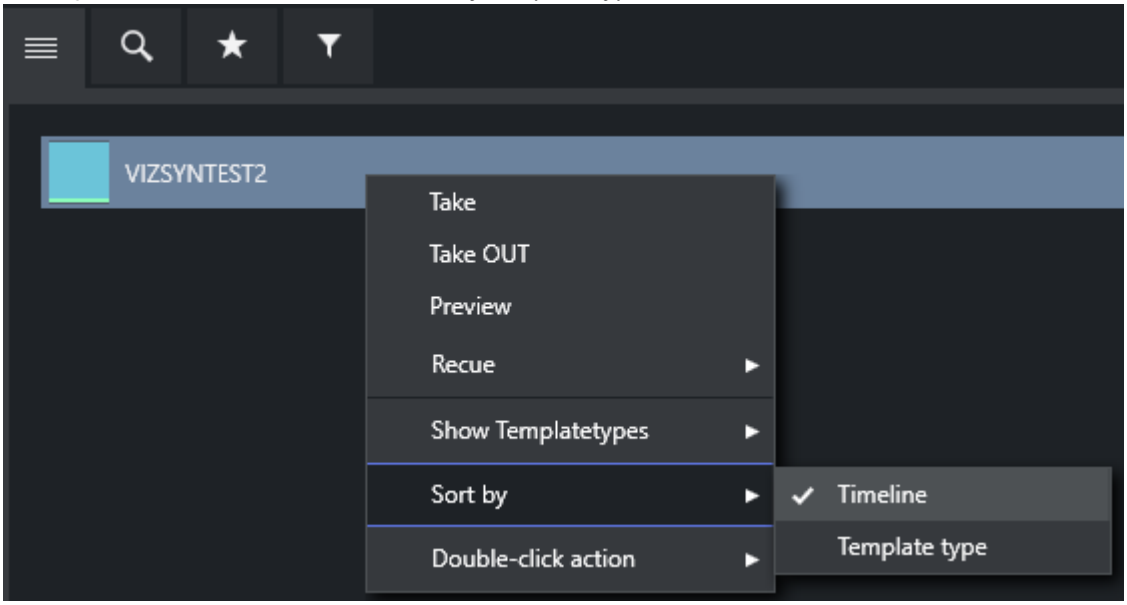
- **Take:** Take the element to air immediately.
- **Take OUT**: For secondary elements with a duration, takes them off air immediately.
- **Preview:** Adds the selected primary element as next story element in the rundown.
- **Continue:** (when available) Takes an element Continue point.
- **Recue**



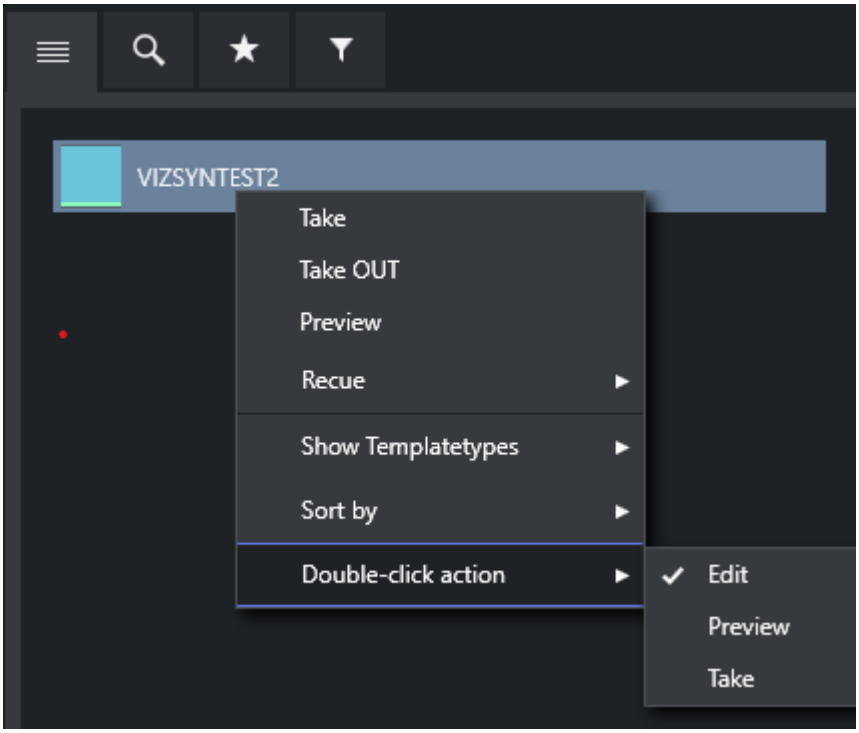
  - **Recue > Recue:** Recue the video content of a template with video content that has been previously played.
  - **Recue > Recue and Preview:** Also adds the template to the timeline in the next position.
- **Show Templatetypes:** Select which Viz Mosart template types display in the **Assets** tab.
  By default, *CAM* and *JINGLE* are not shown.



- **Sort by:** Select whether the list is sorted by *Template type* or *Timeline* order.

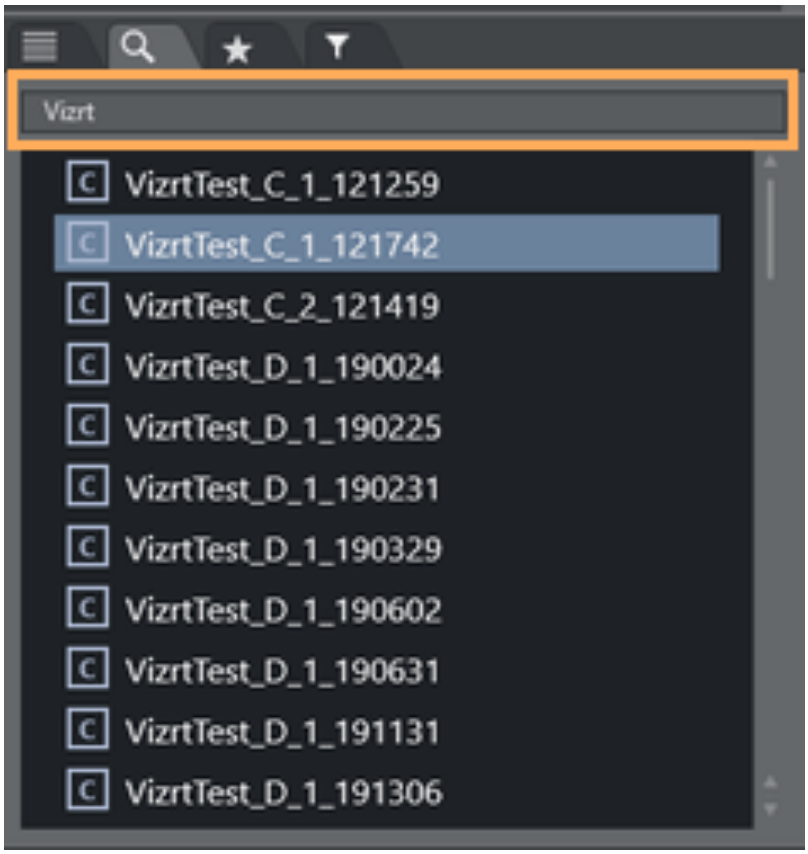


- **Double-click action:** Define what happens when double-clicking an asset. The choices are:
  - **Edit:** Open the asset in the Viz Pilot Edge editor (as available) for last-minute changes.
  - **Preview**: See Preview above.
  - **Take**: See Take above.



- **View Preload:** Preload any selected graphic.

3.8.2 Search Tab



From the **Search** tab you can locate clips stored on a connected video server. These assets can then be dragged to shortcut buttons which have been predefined to access a template designed for containing a video file.

To search for a clip

- Type a search string and press ENTER.

The search field is case sensitive.

Example:

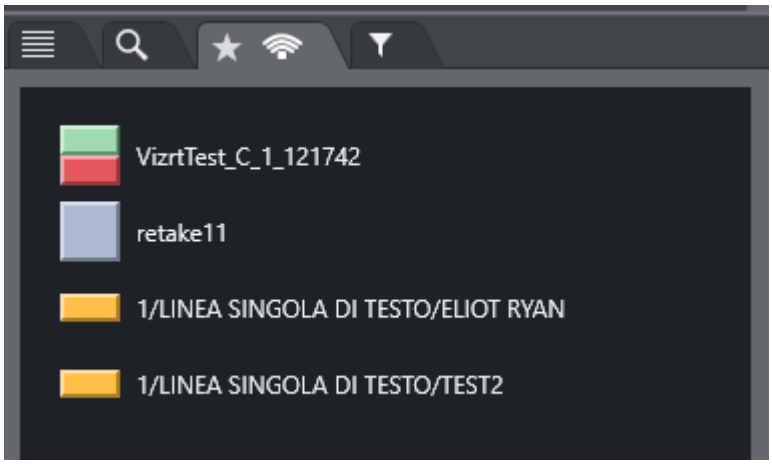
- Create a shortcut key for a *Package* type template which allows drop of content (for details see Keyboard Shortcuts). Then use the **Search** window to find a video file, and drag it onto the same button.
- The video file is now executed within the template assigned to the button.
- Additionally, elements can be dragged directly from the Search window, to Shortcut keys and to the Media Pool and Rundown windows.

By default:

- Dragging drops the file as an *Adlibpix* type, with variant default.
- **SHIFT+drag** drops it as a *Package* type, with variant default.
- **CTRL+drag** drops it as a *Voiceover* type, with variant default.

See General Settings > User Interface > Search Pool for more information on setting up this feature.

3.8.3 Favorites Tab



The **Favorites** tab ★ can be used to gather primary and secondary elements from several stories in the rundown, creating a temporary toolbox for the operator. Items in the **Favorites** tab have a context-sensitive (right-click) menu that offers similar functionality as in the **Assets** tab.

Info: In the illustration above, the appearance of the *shared* icon , indicates that the favorites displayed on this Viz Mosart client (UI), are *public* and shared with all other Viz Mosart clients that are connected to the same Viz Mosart server.

- See the description for **Use public buttons**, in section General Settings > User interface > Keyboard.

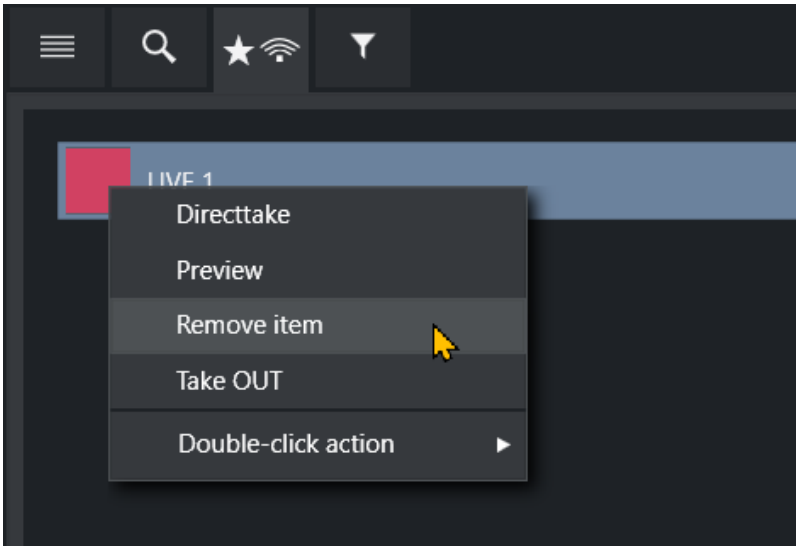
Adding and Removing Elements

To add elements to the **Favorites** tab

1. Select the story containing required elements (as shown in the Rundown window)
2. Drag the desired elements into the **Favorites** tab.

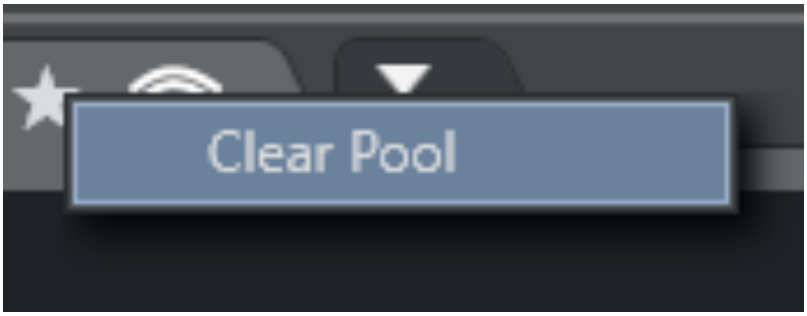
To remove an element from the **Favorites** tab

- To remove a single element from the **Favorites** tab, mark the element, right-click and from the context menu, select **Remove item**.



To remove all elements from the **Favorites** tab

- To remove *all* collected elements from the **Favorites** tab, right-click on the tab header and select **Clear Pool**.



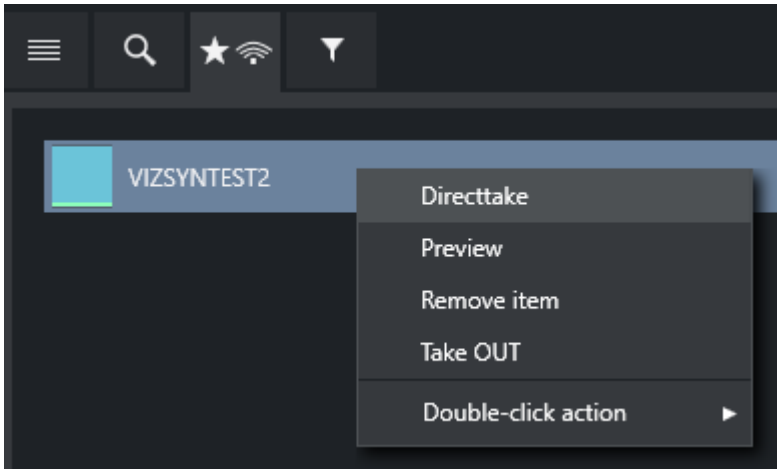
Working with Elements in the Favorites Tab

Elements saved on the Favorites tab can be used in the same way as those in the Assets tab, as described earlier in To assign an asset to a production:

- Dragged to a new place in the rundown
- Dragged to shortcut keys
- **Directtake** to air or to **Preview**, **Take Out** or **Remove item** through a right click context menu.
- Elements can also be assigned to the production through double-click actions or through right-click actions, as described below under Context Menu.

Context Menu

Right-click an element in the **Favorites** window, for a context menu.



- **Directtake:** Takes the element straight to air immediately.
- **Preview:** Adds selected primary element as the Next story element in the rundown.
- **Remove item:** Remove the item from the Favorites tab.
- **Take OUT:** Take the graphic out if on air (only for graphics).
- **Double-click:** See Assets Tab | Double-click.

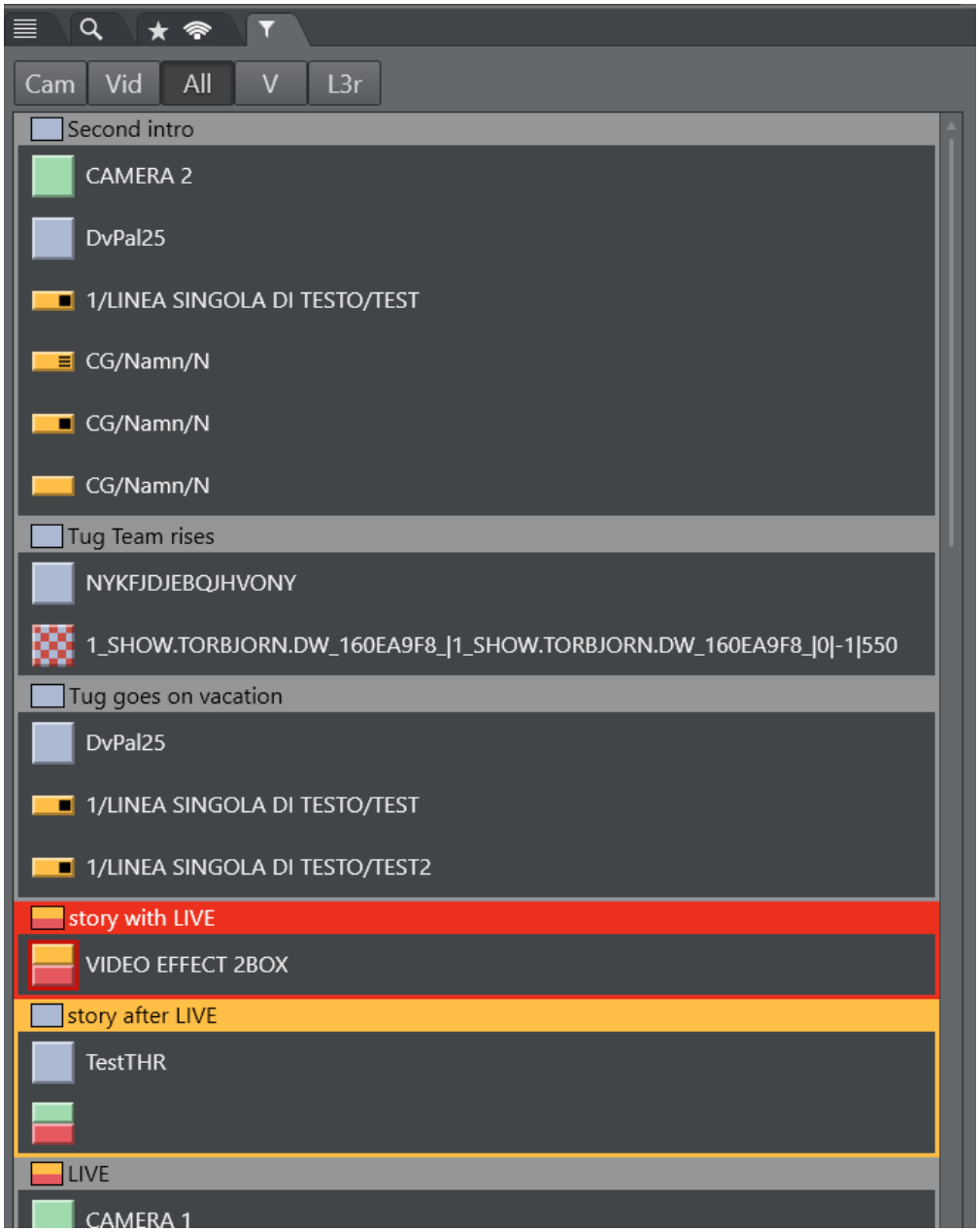
In addition:

- Hovering the cursor over an item in the **Favorites** tab displays more information about the item, including any secondary elements attached to it.
- Any item added to the Favorites tab pool can also be found among the Quick Access Panel pool favorites and vice versa.

3.8.4 Quick Access Tab

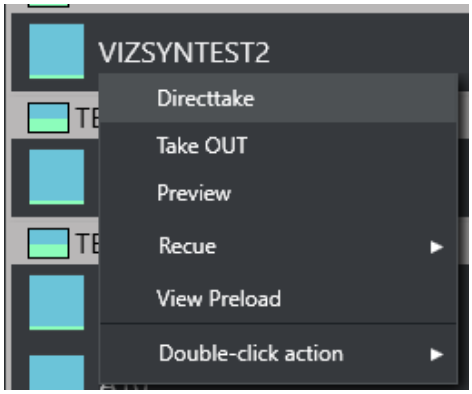
The **Quick Access** tab (QAT) offers an additional route for interacting with the rundown. Potentially all rundown elements rundown are displayed, but filters can be applied.

The QAT is an enhancement of the Quick Access Panel and shares the filtering functionality; filters applied to one are immediately applied to the other.
It is possible to filter by *type*, *status* (On Air, preview, aired), *slug*, *story title*, *available*, *unavailable*.



- You can drag elements from this panel to anywhere in the rundown, where they then attach to that story or item.
- You can also drag secondary elements directly onto any primary element.
- Drag elements to the neighboring Favorites tab ⭐ to keep for easy access.
- Drag onto a Keyboard Shortcuts button in the **Shortcut keys** window.
- Assign to the production through double-click actions or through right-click actions, as described below.

The context menu that appears when right-clicking on an element provides similar features as described for the Assets Tab.

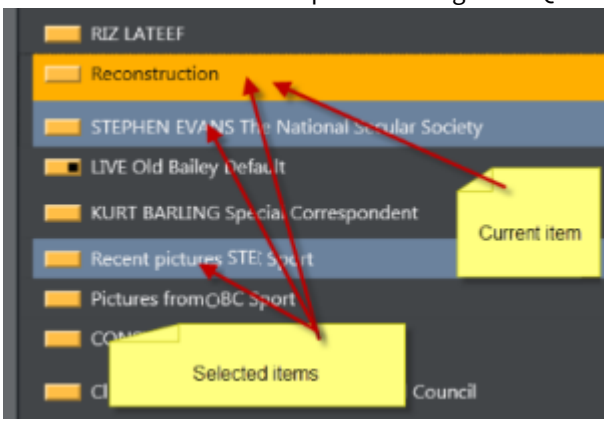


The only additional function is **View Preload**, which, if the selected item is a *video clip* or a *graphic*, will send it to the configured preload/preview video server/graphics engine.

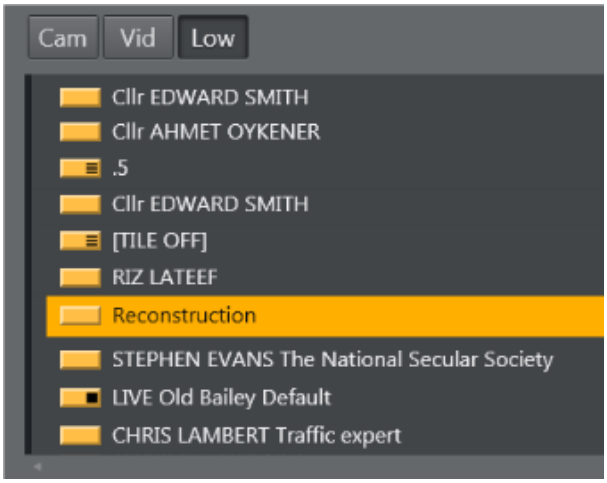
Operation

The QAT can be operated with keyboard or mouse. Use configurable keyboard shortcuts control commands, called QUICKEVENT, for an optimal workflow.
Both mouse and keyboard can be used to select multiple items:

- By holding **CTRL** while using the mouse, the item can be set as group-selected/unselected.
- By using the the QUICKEVENT command NEXT_GROUP_ITEM, the user can step through the selected items. Items can be taken to air or preview using these QUICKEVENT control command shortcuts.



- The items can be grouped by story, or listed without showing the stories. In this example only lower thirds (**Low**) are visible:



- Story, item and sub-item on-air indication:

Lower thirds can be taken both On Air and Off Air. While they are On Air, the **On Air** indication is visible. All items in the list can be drag-and-dropped directly to the **Favorites** tab, Wall items, Timeline or Keyboard shortcuts.

It is possible to show and control all kinds of Viz Mosart elements in this view.

3.9 Story Script Window

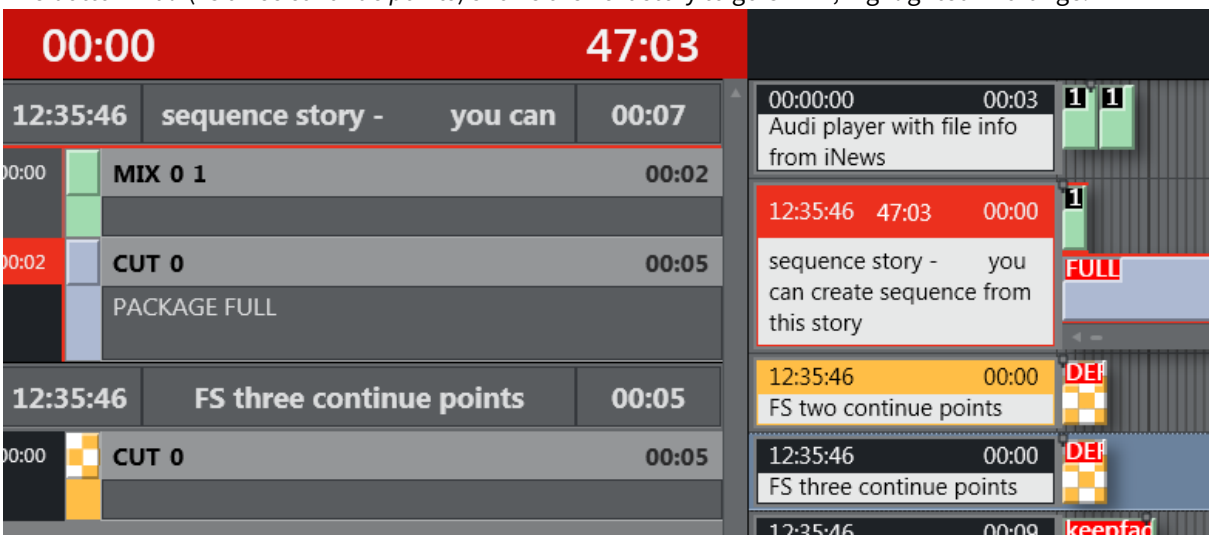
You can browse details of the stories in your rundown either directly in the Viz Mosart UI, or as a separate, repositionable floating window.

- Story Script in the Viz Mosart UI
- Story Script as a Floating Window

3.9.1 Story Script in the Viz Mosart UI

By default, the Story Script window presents the content of two stories. For example below:

- The top half (*sequence story*) displays the *On Air* story, (or the first story that will go On Air), highlighted in red.
- The bottom half (*FS three continue points*) shows the *next* story to go On Air, highlighted in orange.



If you select another story in the rundown, the Story Script window displays this selected story, not the next On Air story. The highlighting is then standard grey.
At the next **F12** (which changes the On Air story), the Story Script window reverts to the default red/orange view.

Story Content and Timing Information

The top line of each story in the Story Script window displays story characteristics. For example below:

- The estimated On Air time of the story (*14:27:30*)
- Story name (*Headline*)
- Editorial duration of the story, as defined in the NCS (*00:05*).

Below the story header, each template and secondary element is displayed chronologically, using the same color coding as in the Rundown window. The complete contents of the script are also displayed, along with any written Viz Mosart commands in the script window.

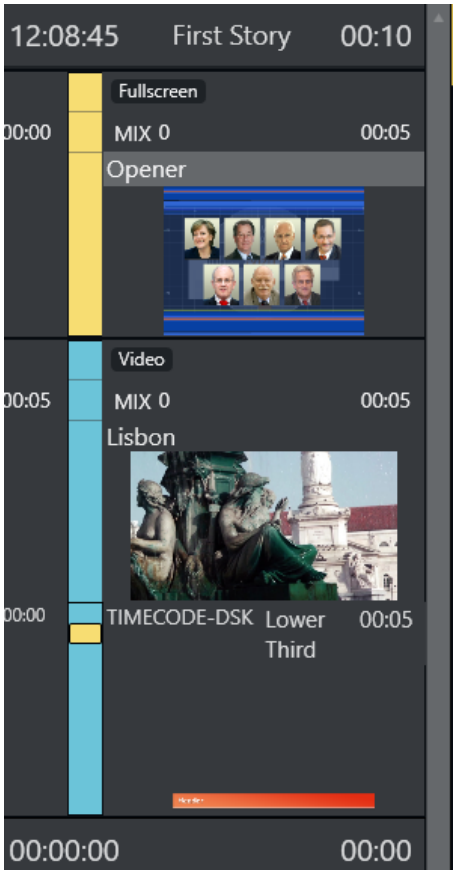
- Primary story templates are displayed with their in time only.
- Secondary elements also show durations.

At the top of the Story Script window are two timing indicators. From the sample screenshot above:

- To the left is the *total planned time* for the story currently On Air (here just 2 seconds).
- To the right a countdown *timer, since this story went on air*.
  As soon as this timer counts down to zero, the story timing information area turns red and then the clock starts counting *upwards*, to indicate a planned duration overrun.
  This is illustrated in the example above, where the timer having reached zero, is now counting *upwards* (currently at 03:24).

Thumbnails

When available, a thumbnail is displayed below each item in the Story Script. Thumbnails are available for video clips from Viz One or Media Service, and for Vizrt graphics, provided Pilot Edge is configured with a Preview Server.



Thumbnails are shown by default and can be turned off by deselecting **Show thumbnails for graphics** under **Tools > General Settings > User Interface > General**.

3.9.2 Story Script as a Floating Window

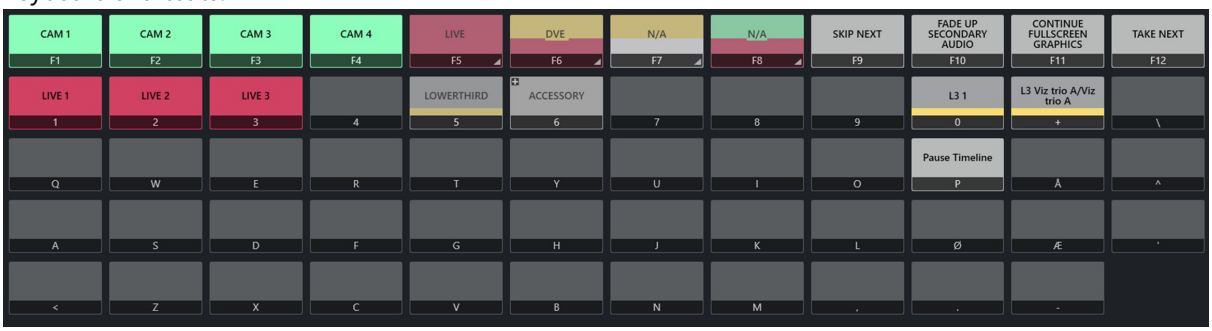
You can

- Reposition the Story Script window on any monitor, as an optional floating window
  and
- Display an enhanced *Mosart Web App*-style copy of the Story Script as a read-only window.

Refer to section Story Info in *Rundown Story and Timeline Views*.

3.10 Keyboard Shortcuts

- By default, the Shortcut Keys area appears at bottom of the Viz Mosart GUI, displaying any configured shortcut keys.
- Keyboard combinations can include **CTRL**, **ALT**, **SHIFT** and optionally, **CAPS LOCK** to present additional keyboard shortcuts.



Info:

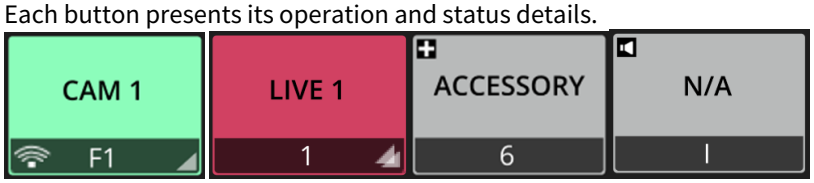
- The example above shows how the Viz Mosart UI mimics a standard computer keyboard with the key label shown under the rectangles.
  Depending on your keyboard, key labels will differ.
- To enable **CAPS LOCK** as a modifier, first set GUI setting *Use Caps Lock as modifier key* found under **Tools > General settings > User interface > Keyboard.**

- Skip to section On Air Shortcut Operations to learn about using shortcuts whilst a show is running.
- You can control some visual aspects of the display when the window is detached from the GUI. Right-click to open a context menu.

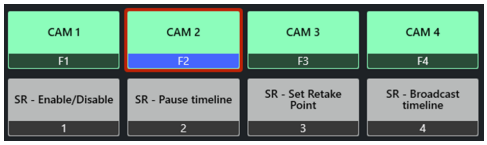
- **Dock:** Return floating window to GUI layout.
- **Hide Borders:** Provides a clearer view without any distracted items. Useful when using a dedicated screen for **Function buttons**.
- **Topmost:** Keeps the **Function buttons** window above all other windows on your screen.
- **Stick content to bottom:** Controls the vertical alignment of the panel.

3.10.1 Button Details

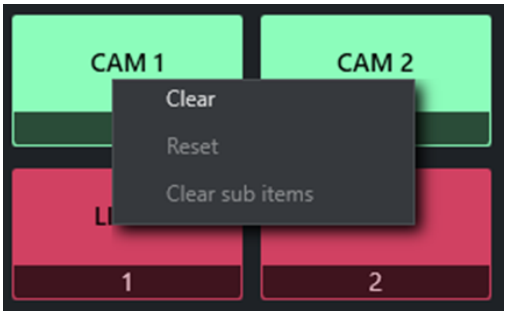
Each button presents its operation and status details.



Button Detail	Description
Text	The naming *on* the button displays the text entered in the Keyboard Shortcuts Editor. Alternatively, if the button is bound to some NRCS content, it can display the corresponding NRCS slug.
Label (below)	The characters *at the base* of the button identifies which keyboard button is controlling the operation named on the button.

Button Detail	Description
Color	The color (button color or stripe at the base of the button) corresponds to the *template* to be taken. For example, in the large screenshot above: • *LIVE 1, LIVE 2, LIVE 3* (keyboard numbers 1, 2, 3) are *red*, corresponding to Live templates. • *L3 Viz trio A/Viz trio A* (keyboard +), has a *yellow* stripe, corresponding to a Lower Third template. • Other operational shortcuts (for example *TAKE NEXT*, keyboard F12), not related to a template, have a solid gray background, with no additional color coding.
Luminosity	A *dimmed* button is non-operational. This button status means that Viz Mosart is awaiting NRCS content (not yet received). For example, in the large screenshot above, *LIVE* (button *F5*) is dimmed (compare with the active *LIVE 1*, *2* and *3*).
Status	Color-coding also indicates status: • **Red border**: Template is on-air. • **Red border**, **label highlighted**: Button is selected, template is on-air. • **Blue border**, **label highlighted**: The button is selected.  In the illustration above: • CAM 2 is on-air • CAM 3 is selected (button *F3* highlighted).  In the illustration above: • CAM 2 is both on-air and selected.

Button Detail	Description
Corner Icons	 **Lower right Triangle icon**: The button operation is bound to NRCS content.  **Lower left Public icon**: The button has been manually updated and is *shared with all Mosart UIs on the same server*. To activate this option (affects *all* manually updated shortcut buttons), see setting **Use Public Buttons**, in section **Keyboard**, under **General Settings > User Interface** .  **Audio icon:** The audio symbol in the upper left corner of a button indicates that this an Audio template.  **Accessory icon:** The 'plus' symbol in the upper left corner of a button indicates that this an Accessory template.

Button Detail	Description
Context Menu 	Right-clicking over a keyboard shortcut displays a context menu. **Note**: Importing an existing keyboard shortcuts file into a newer version of Viz Mosart may give unexpected operational behavior. It is **highly recommended** to verify keyboard-driven operations after an upgrade, and as necessary, redefine the shortcuts, before going on-air. The availability and actions of this menu depend on preferences set in the Keyboard Shortcuts menu (**Tools > Keyboard shortcuts editor**)  • **Clear**: Remove the session-based (show-based) button definition from this Viz Mosart session. This option is only available for buttons that have *not* been hard-defined from the Keyboard Shortcuts menu. Buttons that are *not* hard-defined appear as **grey/dark grey** in the UI. A light grey box can be populated with a session-based button definition (for example by drag and dropping a template or lower third from the **Assets** panel, see the screenshot below).  These session-based button definitions disappear when the UI is restarted. • **Reset**: Temporarily remove the wording on a button, to discourage selecting the defined operation (for example a camera number). This does *not* clear the operation definition, which will still be executed if the button is pressed. Restart the UI to display the button text again.

Button Detail	Description
Administration status	In the Viz Mosart UI menu **Tools > Keyboard shortcuts editor**, **Blue border**: The button is being worked on using the Keyboard Shortcuts Editor.  In the illustration above: • SKIP NEXT (F9) has been selected in the Keyboard Shortcuts Editor.

This section contains:

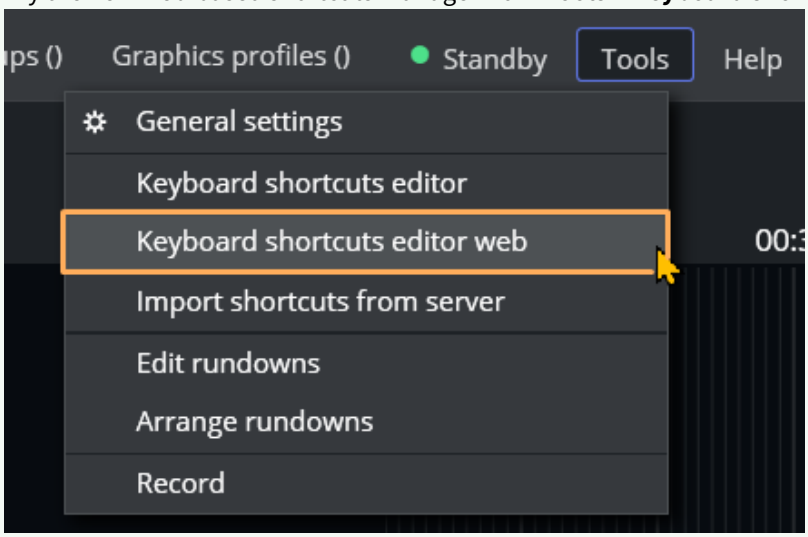
- Keyboard Shortcuts Editor
- Template Keys
- Control Command Keys
- Timeline Keys
- Layout Keys
- Template Router Keys
- On Air Shortcut Operations
- Video Port Control Commands

3.10.2 Keyboard Shortcuts Editor

All keyboard shortcuts for the Viz Mosart GUI are fully customizable.

Tip: Viz Mosart 5.9 introduces faster, simpler and improved keyboard shortcut management.

- Try the new web-based shortcuts manager from **Tools > Keyboard shortcuts editor web**.



Whilst the process of adding/editing/deleting keyboard button operations is similar in both menus, the improved web-based features are highlighted below.

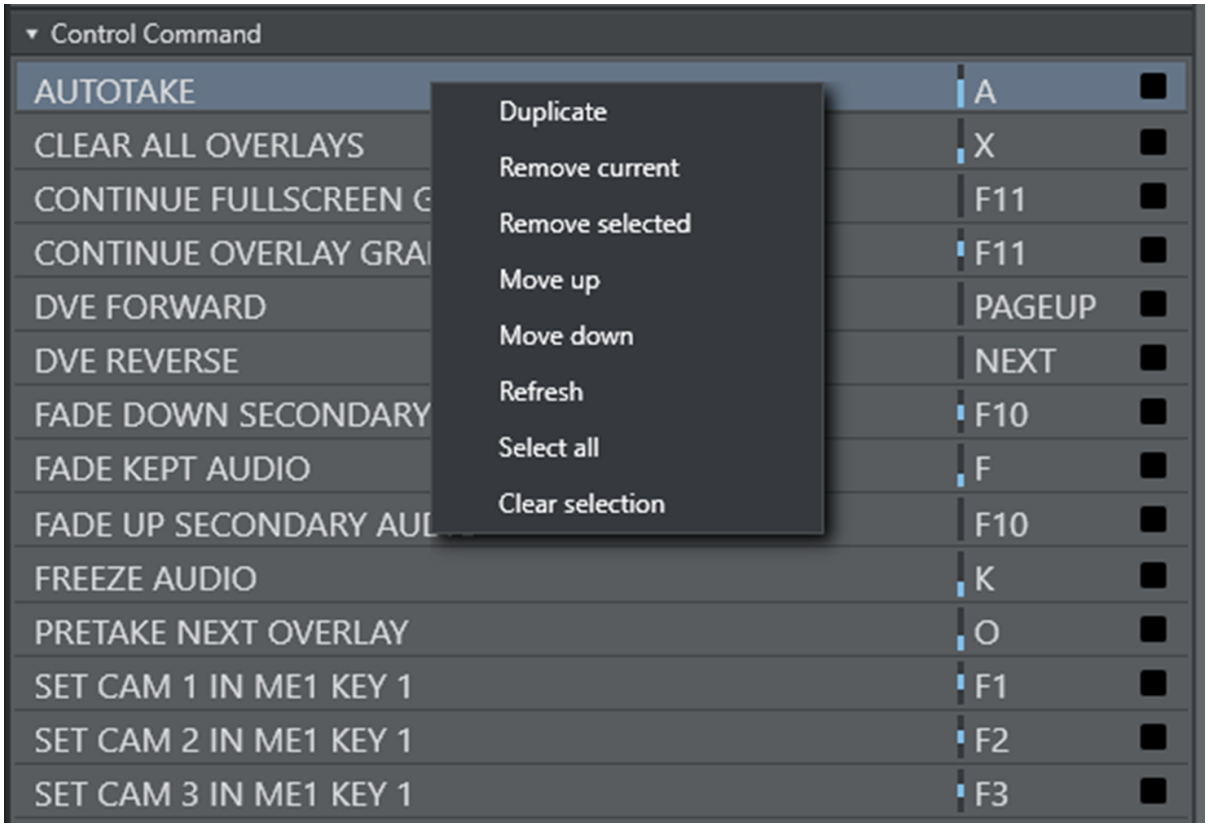
Working with Keyboard Shortcuts

- You create or edit a keyboard setup by navigating to **Tools > Keyboard shortcuts > Keyboard shortcuts**. or **Tools > Keyboard shortcuts editor web**.
- Several sets of keyboard shortcuts (keyboard *layouts*) can be stored and recalled from the **Keyboard shortcuts** menu.

The Keyboard Shortcuts Editor is divided into four areas:

- Shortcut List
- Editor Window
- Menu Bar
- Keyboard Layout Preview.

Shortcut List



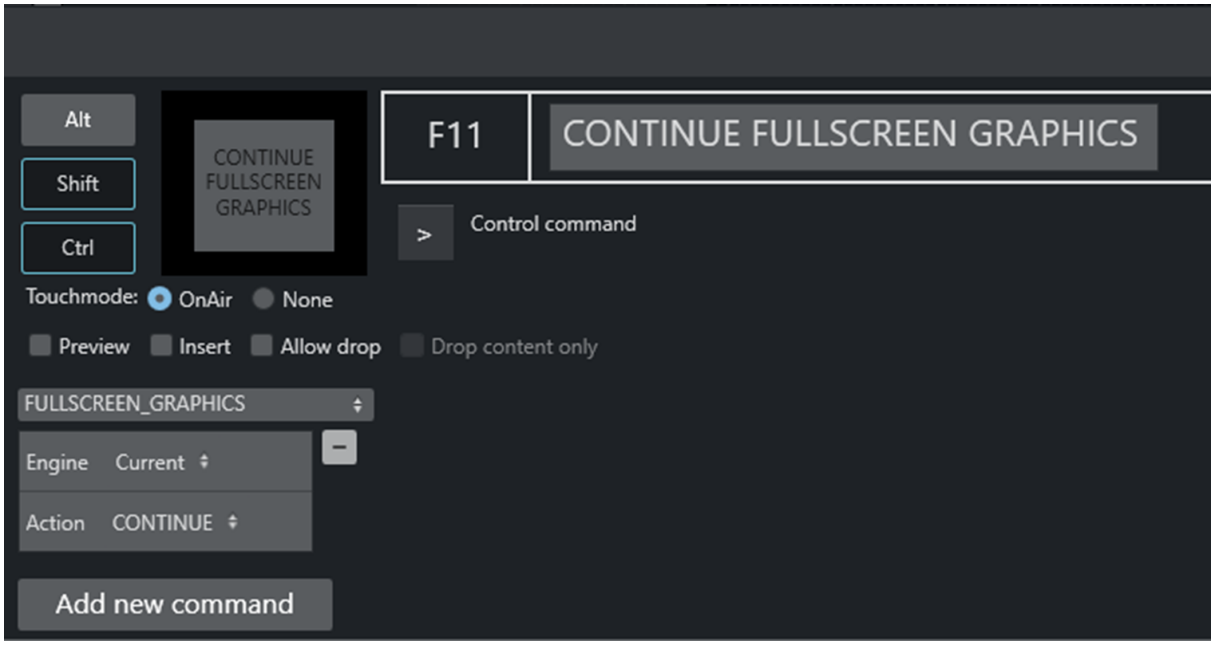
Having chosen a keyboard layout, the left-side panel lists all the shortcut keys, grouped by

- Control Command

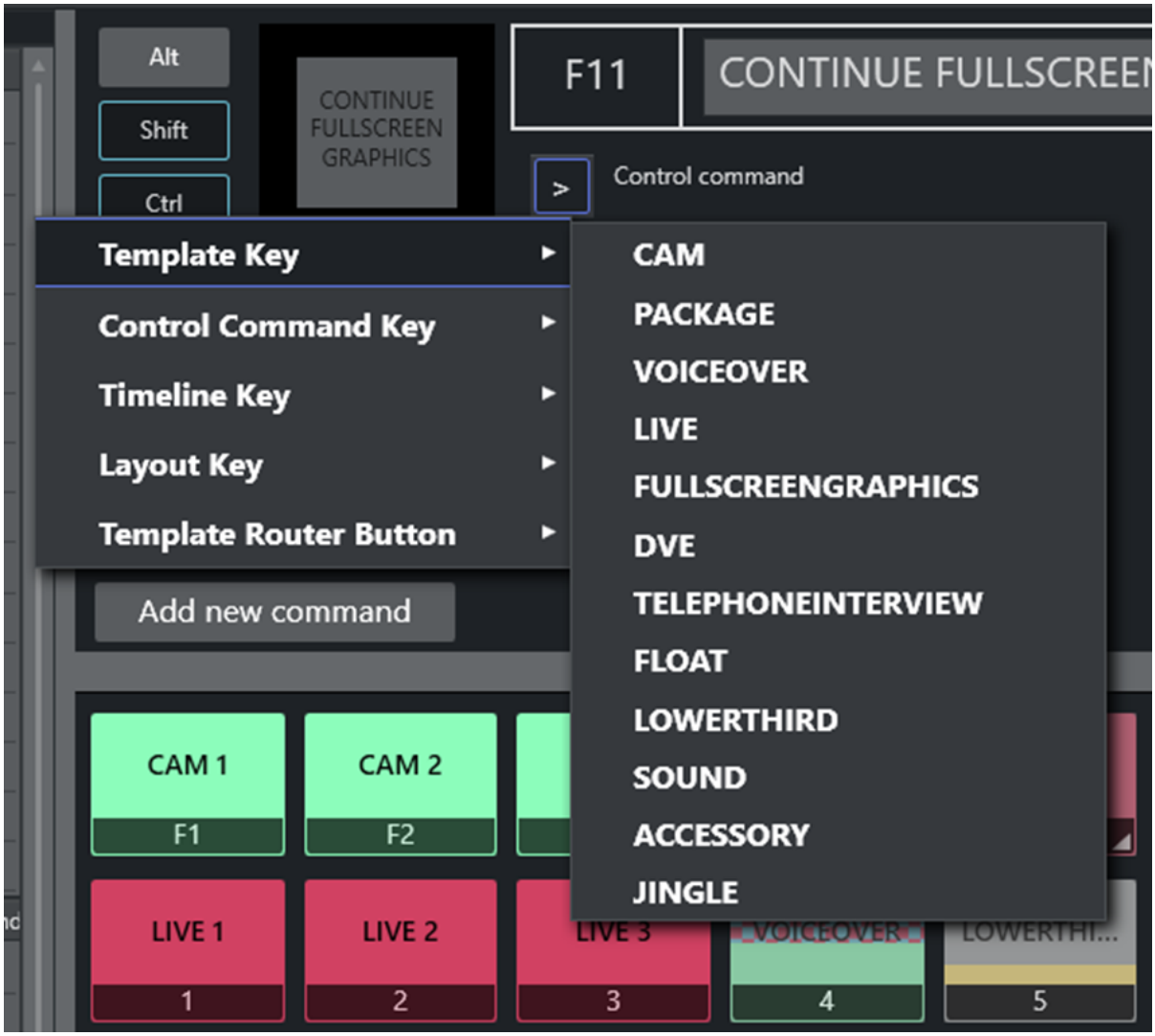
- Template
- Timeline

functionality.

Editor Window



The options available for each shortcut in the editor window are mainly dependent upon the type of shortcut being created or edited.
The four main types of shortcuts are Template keys, Control Command keys, Timeline keys and Layout keys.



Note: From Viz Mosart 4.x, *Template Router* is the new name for what was *Wall Manager*.

If there is a shortcut of type **AUTO** or **CONTINUE,** it shows how many continue points there are left.

Menu Bar

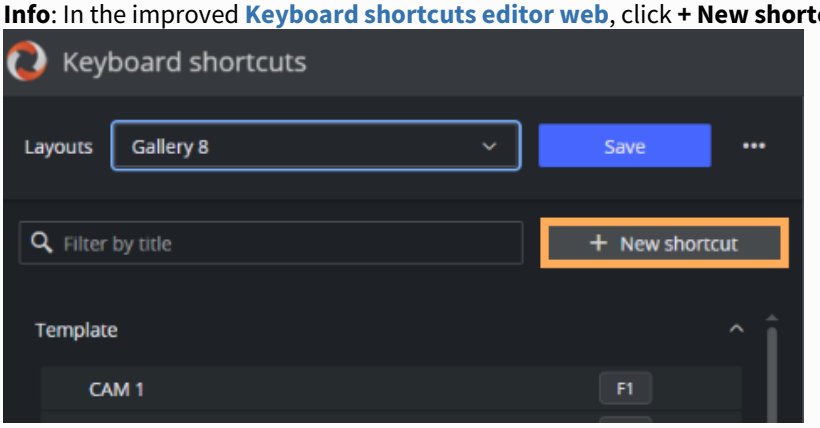
The menu bar at the lower left of the **Keyboard shortcuts** window is where you create a new keyboard shortcut.

Modifying Keyboard Shortcuts

To Add a New Keyboard shortcut

1. Select **Add new shortcut** from the menu bar.

Info: In the improved **Keyboard shortcuts editor web**, click **+ New shortcut**



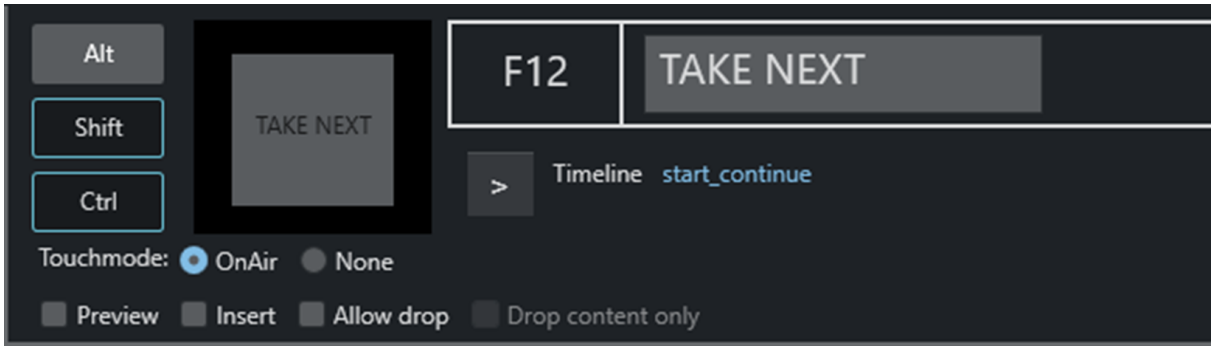
2. Choose a shortcut type from the list in the Editor Window.
3. After working with the shortcut, click **Save**.

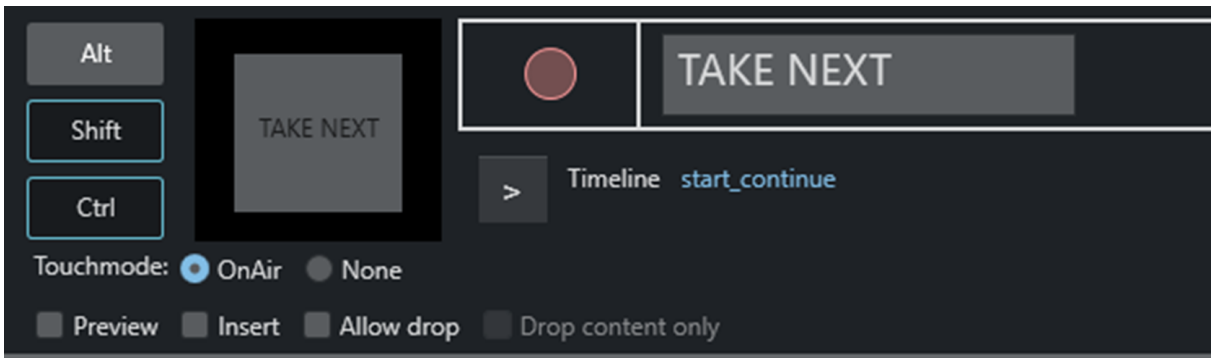
To Remove a Keyboard shortcut

1. Select shortcut from the Shortcut List.
2. Click **Remove**.
3. Click **Save**.

To Edit a Keyboard shortcut

The procedure for associating a shortcut to a specific keys is similar for all keyboard shortcut types.





1. Click the center rectangle (**F12** in the illustration above).
   A red, pulsating circle appears.

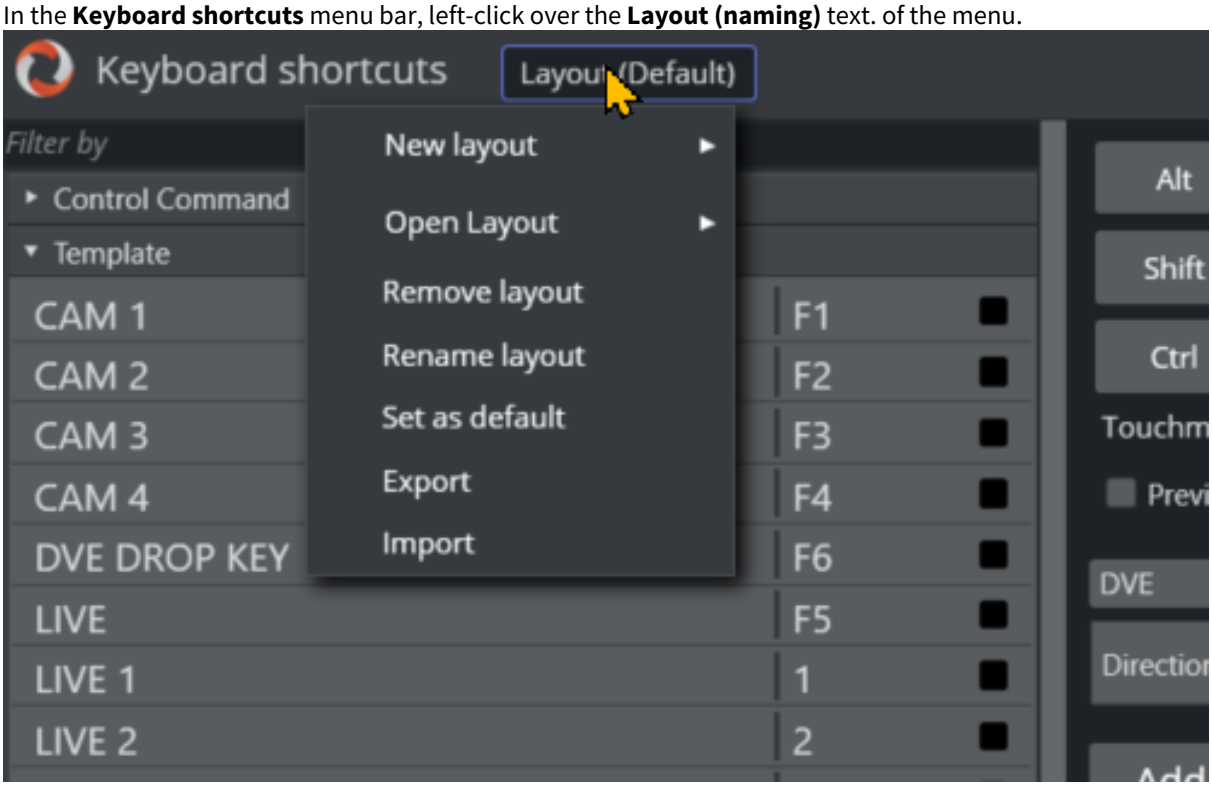
2. Press the desired key, including any modifier keys (for example, combinations of **Alt**, **Shift** or **Ctrl**).
   The main key appears in the rectangle, any modifier keys are highlighted to the left (in the illustration above, **Shift** and **Ctrl**).
3. Type the *name* to appear on the shortcut button in the rectangle to the right (in the illustration above, the field with *TRANSITION_TYPE*)
4. Click the pulsating center rectangle.

Working with Keyboard Layouts

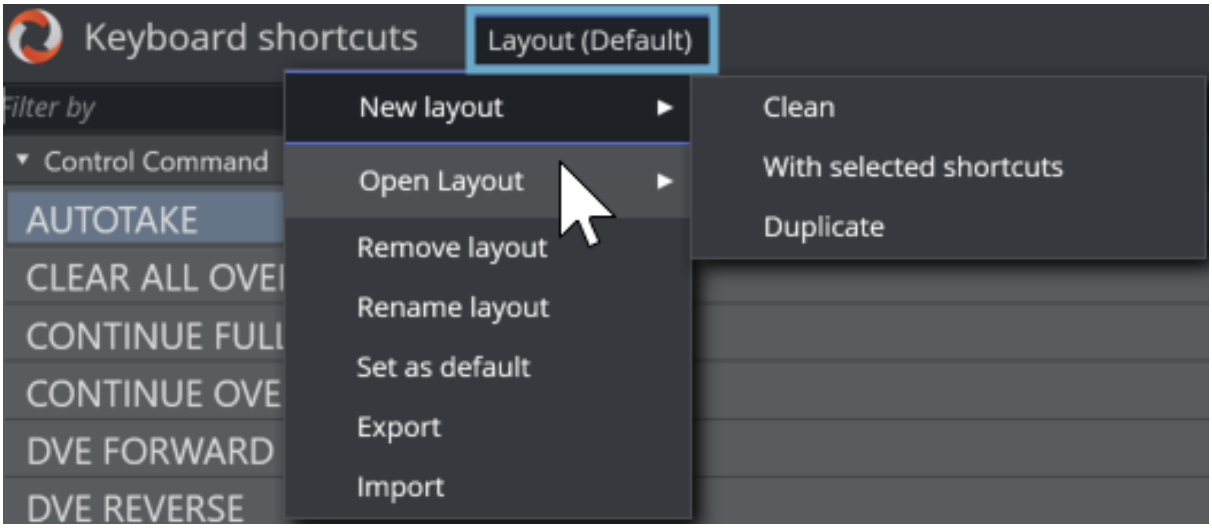
Selecting Keyboard Layout

To select a keyboard layout

1. In the **Keyboard shortcuts** menu bar, left-click over the **Layout (naming)** text. of the menu.



2. Select **Open Layout** and choose required configuration.



Info: As a starter, we recommend using the *Default* setup described in this section.

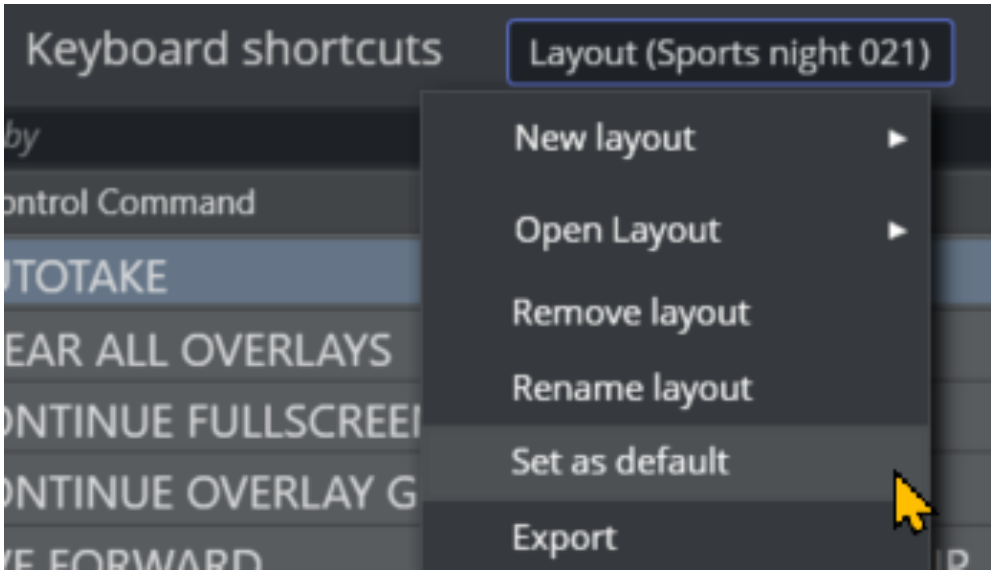
See the following sections for more details:

- Template Keys
- Control Command Keys
- Timeline Keys
- Layout Keys
- Template Router Keys
- On Air Shortcut Operations
- Video Port Control Commands.

Modifying a Keyboard Layout

To rename or assign as default, a keyboard layout

1. In the **Keyboard shortcuts** menu bar, left-click over the **Layout (naming)** text. of the menu.
    a. To *rename* a current keyboard layout:
        i. Select **Rename layout**
        ii. Provide an appropriate name and click **OK**.
    b. To *set the* current keyboard layout as Default:
        i. Select **Open layout**, and from the selection of keyboard layout names, choose your new default.
        ii. Mouse-over the layout name in the menu bar, left-click and select **Set as default**.



Exporting and Importing a Keyboard Layout

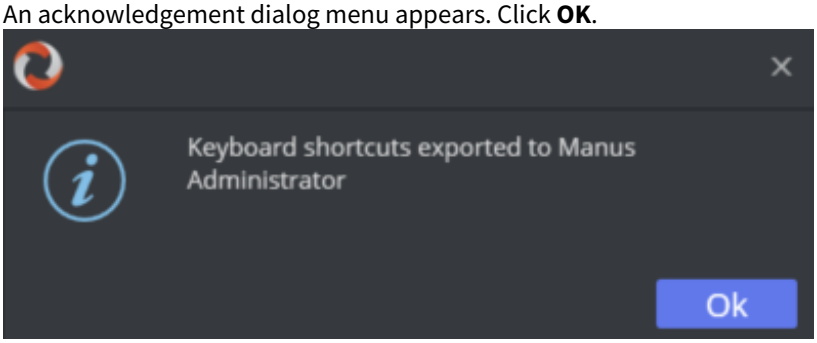
You can store and restore layouts on the server (Manus Admin).

To export a keyboard layout

1. In the **Keyboard shortcuts** menu bar, left-click over the **Layout (naming)** text. of the menu.
2. Select **Export**.
3. (Information only) In the Manus Admin console, the operation is registered:

```
Status got
Keyboard shortcuts was saved to: C:\ProgramData\Mosart Medialab\ConfigurationFiles\keyboard_shortcuts_server.xml
```

4. An acknowledgement dialog menu appears. Click **OK**.



To import a keyboard layout

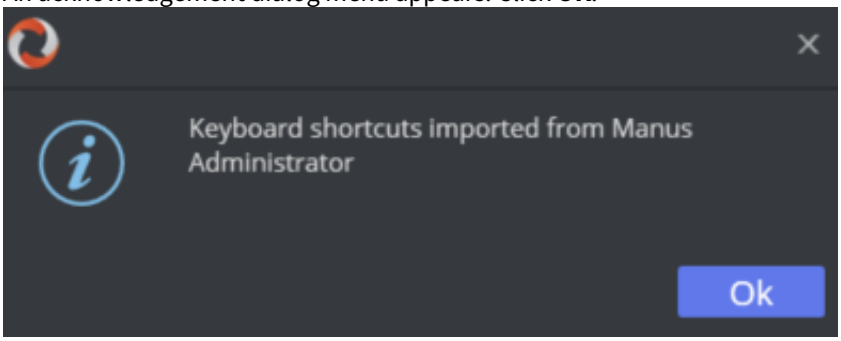
1. In the **Keyboard shortcuts** menu bar, left-click over the **Layout (naming)** text. of the menu.
2. Select **Import**.

Note: This operation is also available in the Viz Mosart UI menu bar with **Tools > Import shortcuts from server**, but not yet available in the new **Keyboard shortcuts editor web**.

3. (Information only) In the Manus Admin console, the operation is registered:

```
13:07:50 17 Keyboard shortcuts was sent to: MosartMultiGui@VIZRTVI-CV79R6R-03.10-14:16:44.97
```

4. An acknowledgement dialog menu appears. Click **OK**.



Server-based shortcuts overwrite local shortcuts.

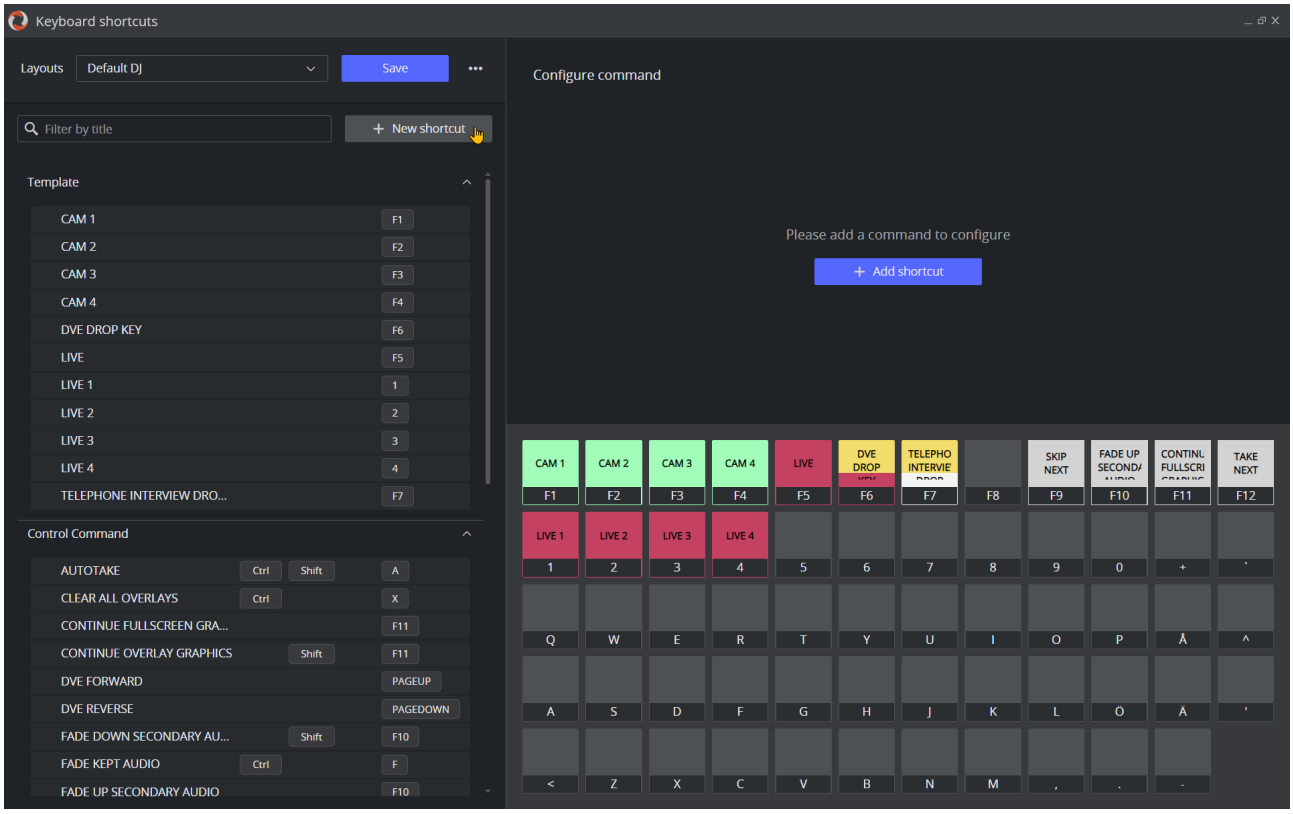
To always import the server shortcuts at startup

You can automatically reinstate your shortcuts when starting the Viz Mosart client.

- To set this as default behavior, navigate to **Tools > General Settings** > **User interface** > **Keyboard** > **Import keyboard shortcuts on startup**.

Web-Based Keyboard Shortcuts Editor

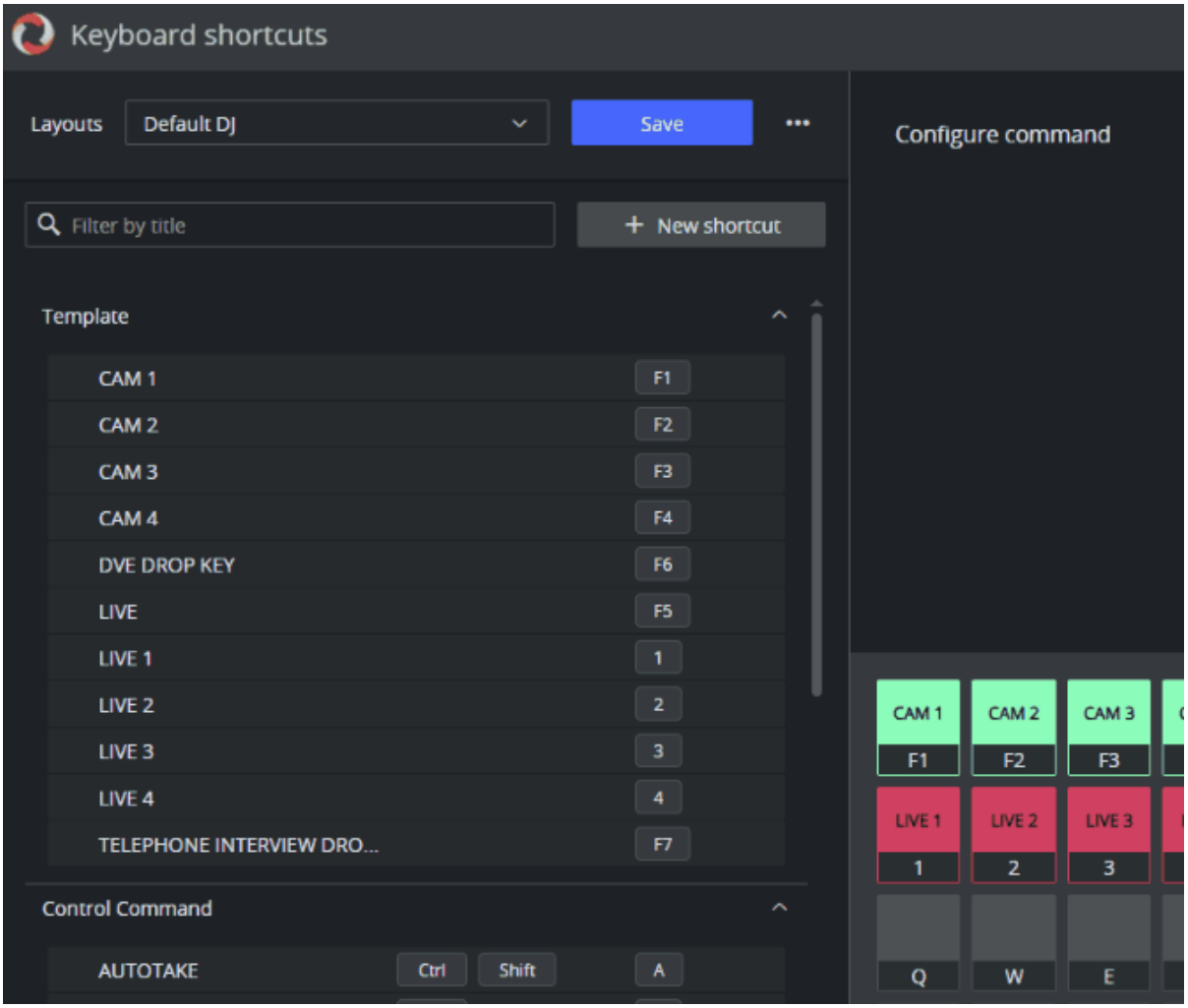
Whilst similar in appearance, the web-based alternative for keyboard shortcuts offers a vastly improved user experience.



Unique Features

The web-based keyboard shortcuts view will gradually replace the classic view. Features include:

- Simplified handling of Layouts (Selection, *Create new*, *Duplicate* etc).
- Drag-and-drop Template<>Button mapping.

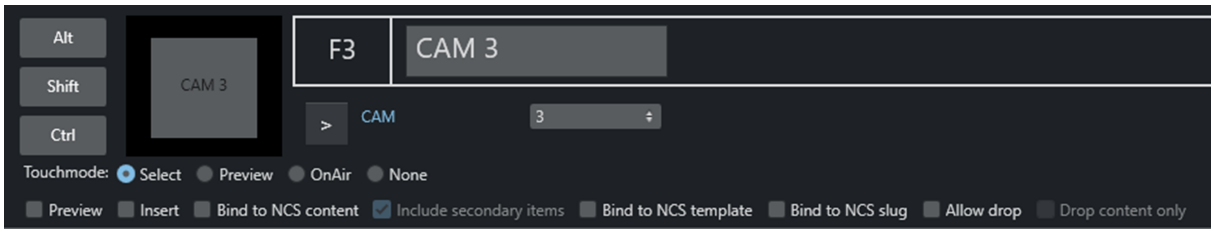


- Improved unassigning procedure that no longer requires key deletion.

3.10.3 Template Keys

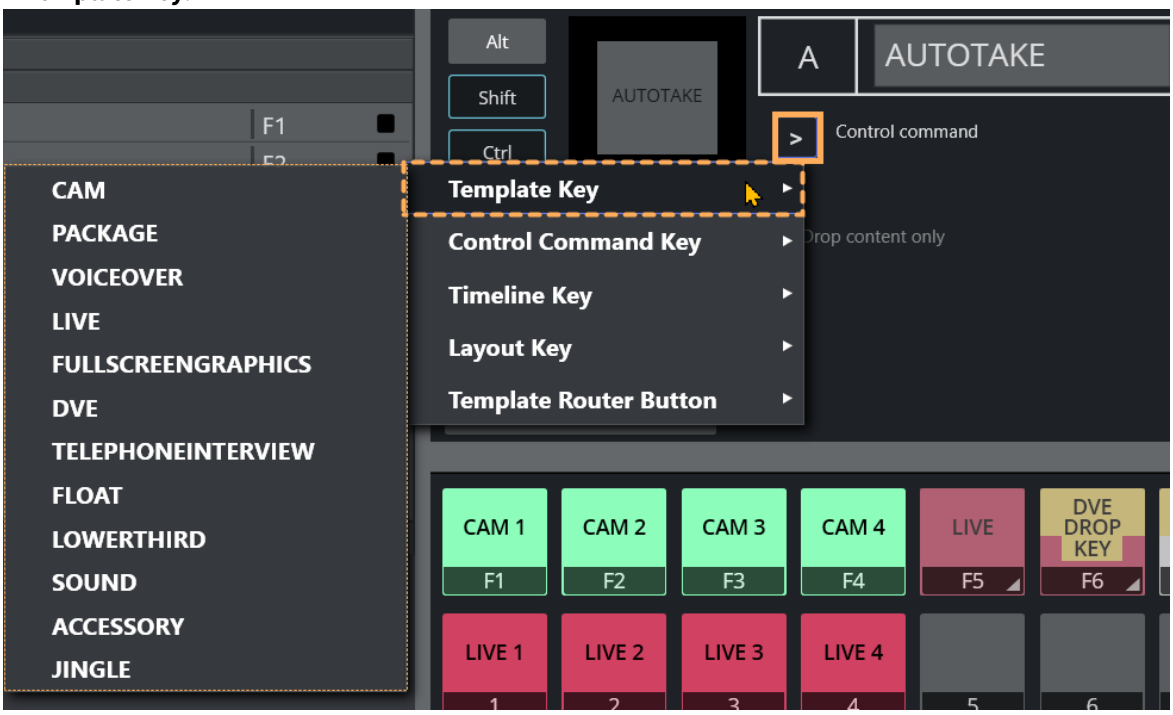
Template keys are keyboard shortcuts associated with the templates that have previously been created in Viz Mosart's Template Editor.

The scope of shortcut operations available depends on the type of template sets that have been created for each gallery.



Working with Template Keys

- Access template keys by navigating to **Tools > Keyboard shortcuts editor > Keyboard shortcuts > ">"** icon **> Template Key**:



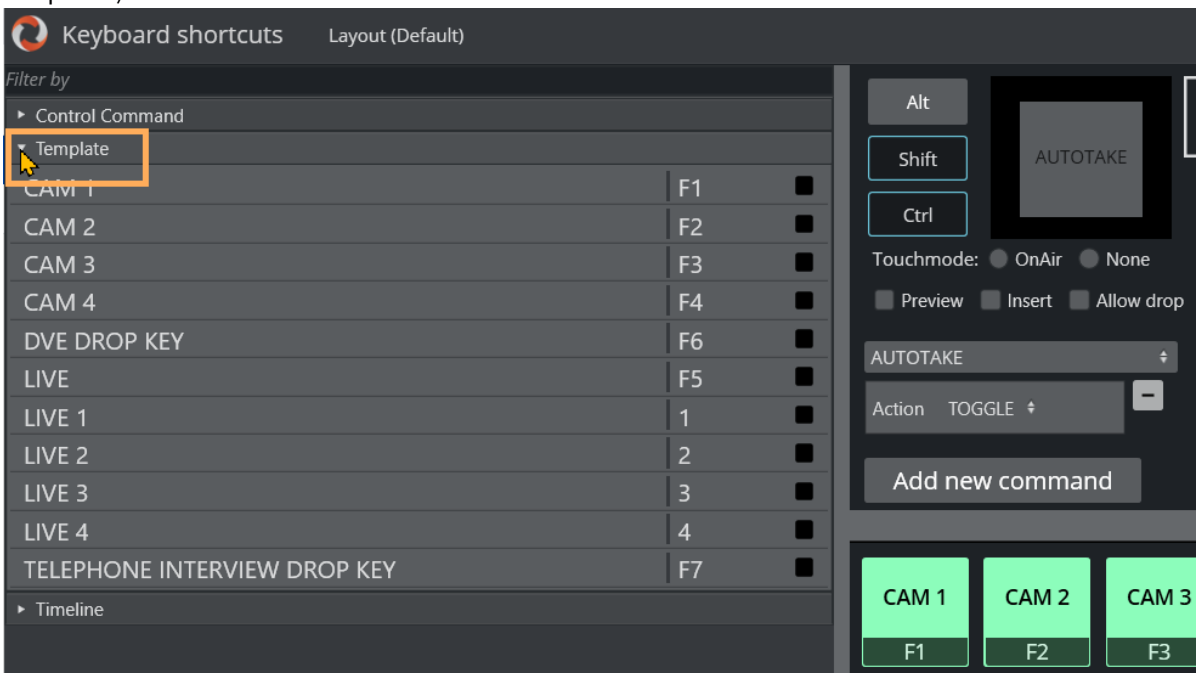
- Template Variant Selection
- Key Selectors
- Default Setup

Template Variant Selection

You can work with any defined variant of a template type.

To select a template variant

- In the panel to the left, click the **down arrow** next to **Template** to lists available variants (previously created templates).



Note: Only templates from the *active* template set are available here.
To select a variant exclusively available in different set, you must first select the other set before assigning the key.

Key Selectors

There are several types:

- **Touch mode:** This selection defines what happens when pressing a key in the Keyboard Shortcuts panel, using a touch screen or clicking on it with the mouse cursor.
  - **Select:** Highlights the key, and the operator can then press either the Program or Preview window to either take the template to air or to preview. When the operator clicks a shortcut on the panel, it is highlighted and a **Set as Selected** button appears in the Program and Preview panels. By pressing one of these buttons the operator sets the selected template to either Program or Preview.
  - **Preview**: Takes a touched template to Preview.
  - **OnAir:** Takes a touched template straight to air.
  - **None**: Disables touch control for the key. It can still be fired by pressing the assigned key on the keyboard.
- **Key press option checkboxes:**
  - **Preview**: When the key is pressed, the template is taken to Preview instead of to air. Do not confuse this with Preview from Touch mode.

    - **Insert**: Inserts the template as the next element without replacing the existing next primary element (if the next primary element was added using a shortcut earlier).
    - **Neither selected**: The template is taken to Program.

- **Template binding option checkboxes:**
    - **Bind to NCS content**: The key takes its content, such as associated video clips, from that defined in the NRCS for the last played or selected story.
    - **Bind to NCS template**: The key takes its template variant (for example, camera number or external source) from the NRCS definition, for the last played or selected story.
    - **Bind to NCS slug**: The key takes its slug from that defined in the NRCS for the last played or selected story.
    - **Allow drop**: Checking this box enables dropping of other templates onto this key in the shortcut window. This effectively overwrites the key, until the keyboard layout is reloaded.
    - **Drop content only**: This selection is only available when the **Allow drop** is already selected. Selecting **Drop content only** ensures that only content, like video files, can be dropped onto the key *without* replacing its associated template.
- **Lower thirds (special case):** If a template key is specified as a lower third some additional options appear:
    - **DEFAULT**: Takes the template to air if not already taken. If already taken, then it is taken Off Air.
    - **AUTO**: Takes the lower third to air. If already On Air, it takes the next continue point or takes it Off Air if there are no more continue points.
    - **CONTINUE**: Takes the next Continue point.
    - **TAKEIN**: Takes On Air (same as default).
    - **TAKEOUT**: Takes Off Air (even if there are more Continue points left).
- **AdLibpix & Lower thirds (special case):**
    - **Bind to NCS exclusive:** When unselected, the next Lower third/AdLib pix template (in the list) binds again to the same NRCS content.
      For Lower thirds, this is convenient if the operator wants, for example, a take-in, continue and take-out shortcut of the same Lower third from the NRCS and can have multiple lower thirds in a story.
      For AdLib pix this is convenient if the operator wants the option to use different templates on the same clip (for example, putting the clip on a back-wall or on screen).

Default Setup

A default setup is provided on request containing the following template keys. Using Touch mode is always a customized, individual setup, so only these few defaults are defined. Suggested defaults:

- **F1 - Camera 1**: Set with no parameters, so it is taken straight to air.
- **F2 - Camera 2**: Set with no parameters, so it is taken straight to air.
- **F3 - Camera 3**: Set with no parameters, so it is taken straight to air.
- **F4 - Camera 4**: Set with no parameters, so it is taken straight to air.
- **SHIFT+F1**: Set Cam 1 in ME1 Key 1.
- **SHIFT+F2**: Set Cam 2 in ME1 Key 1.
- **SHIFT+F3**: Set Cam 3 in ME1 Key 1.
- **SHIFT+F4**: Set Cam 4 in ME1 Key 1.
- **F5 - Live Drop Key**: Set up to go to Preview, and all *Bind* settings selected.
  This causes the shortcut to get all the properties of the last run or selected Live template.
  To select a template in this way, click its story in the rundown.

- **F6 - DVE Drop Key**: Set up to go to Preview, and all *Bind* settings selected.
  This causes the shortcut to get all the properties of the last run or selected DVE template.
  To select a template in this way, click its story in the rundown.
- **F7 - Telephone Drop Key**: Set up to go to Preview, and all *Bind* settings selected.
  This causes the shortcut to get all the properties of the last run or selected Telephone Interview template.
  To select a template in this way, click its story in the rundown.
- **F8 - AdLib Drop Key**: Set up to go to Preview, and all *Bind* settings selected.
  This causes the shortcut to get all the properties of the last run or selected AdLib template.
  To select a template in this way, click its story in the rundown.
- **1 - Live source 1**: Set to Preview.
- **2 - Live source 2**: Set to Preview.
- **3 - Live source 3**: Set to Preview.
- **4 - Live source 4**: Set to Preview.
- **SHIFT+1**: Set Live 1 in ME1 Key 2.
- **SHIFT+2**: Set Live 2 in ME1 Key 2.
- **SHIFT+3**: Set Live 3 in ME1 Key 2.
- **SHIFT+4**: Set Live 4 in ME1 Key 2.

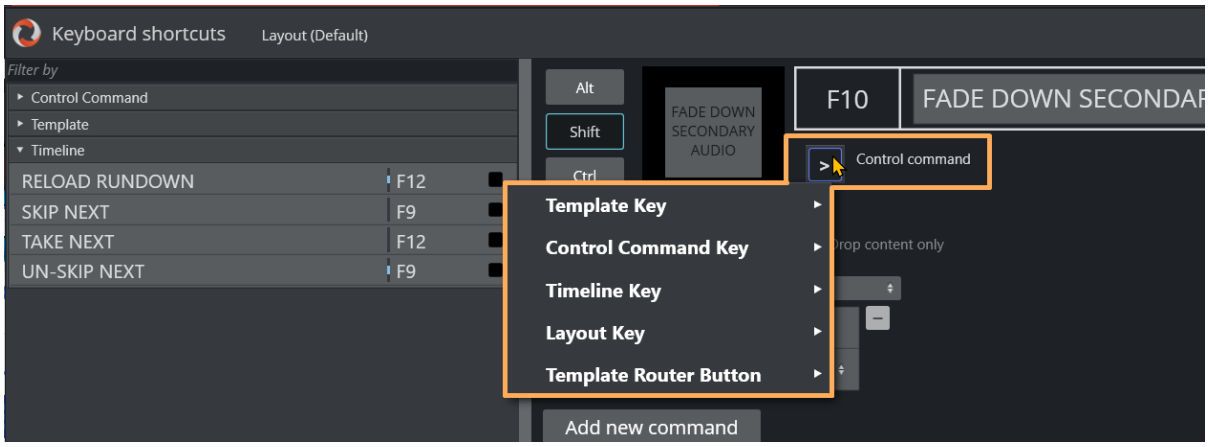
3.10.4 Control Command Keys

This section focuses on control commands and the common use case of assigning them to a keyboard shortcut. Topics covered include:

- Working With Control Commands for a Keyboard
- Keyboard-based Control Command Categories
- Additional Control Command Actions
- Control Commands in Templates

Control Commands are commands an operator can send direct from their keyboard, to one of the connected devices, independent of templates currently in use.

For example, a control command key can be defined to send a *DVE FORWARD* command to the vision mixer or similarly, a *Continue graphics* command can be sent to the connected graphics system.

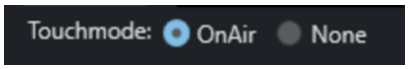


- You access these settings from the menu bar: **Tools > Keyboard shortcuts editor** and then selecting **Control Command Key** from the panel on the right.

Working With Control Commands for a Keyboard

Common Parameters

Touch Mode



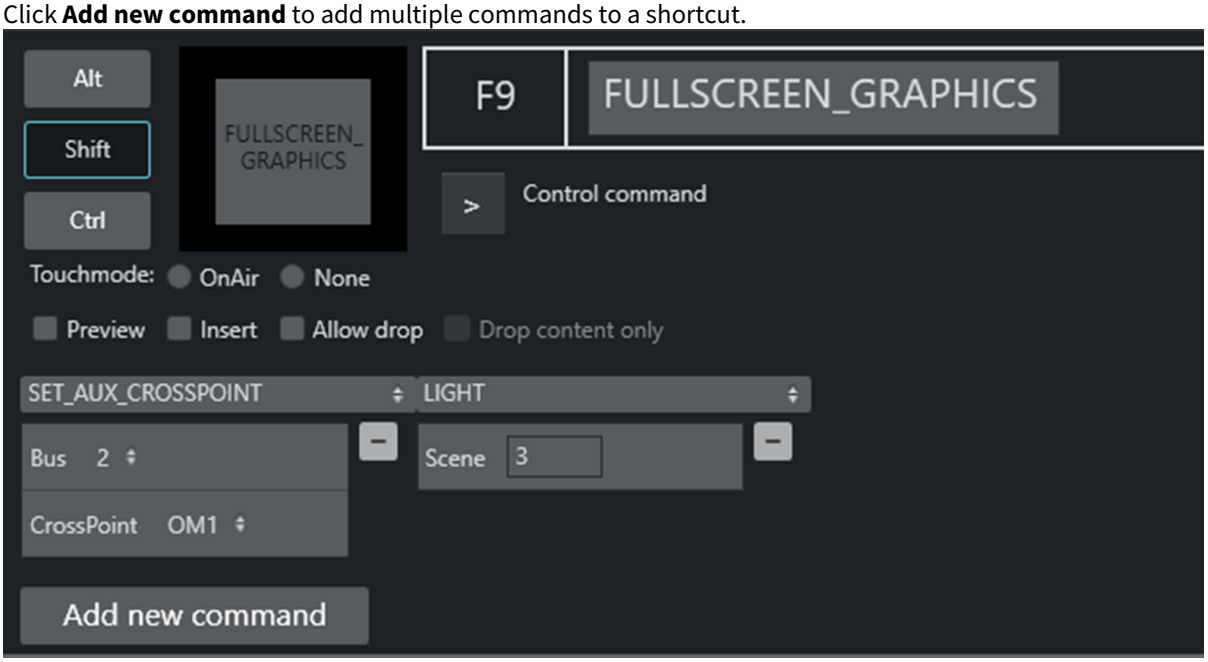
All control command keys share the Touchmode parameter.

- **OnAir** indicates that clicking or pressing the keyboard shortcut in the shortcut window immediately executes the relevant control command.
- **None** disables touch/click functionality for the button.

Adding a New Command

To add a new parameter

1. Refer to the table Keyboard-based Control Command Categories
2. From the menu bar select **Tools > Keyboard shortcuts editor**.
3. Click **Add new command** to add multiple commands to a shortcut.

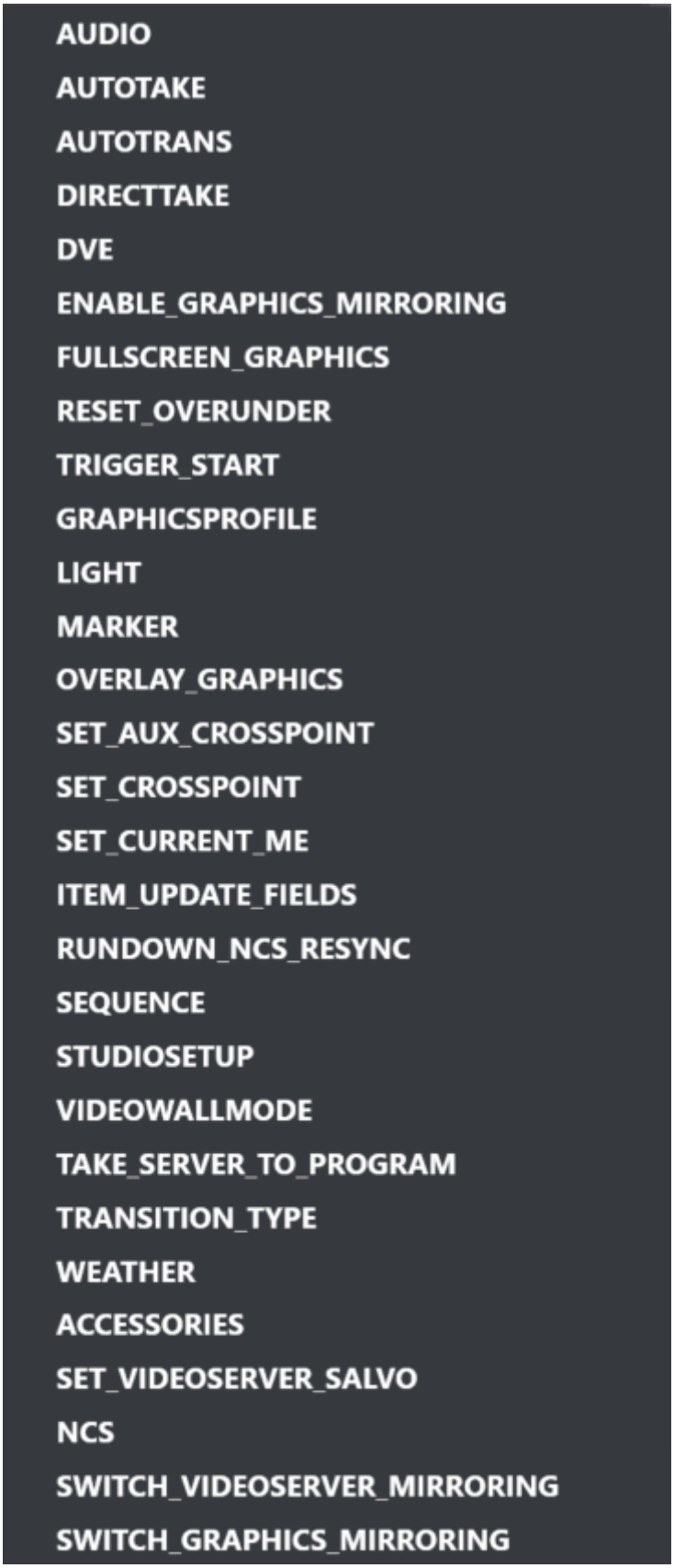


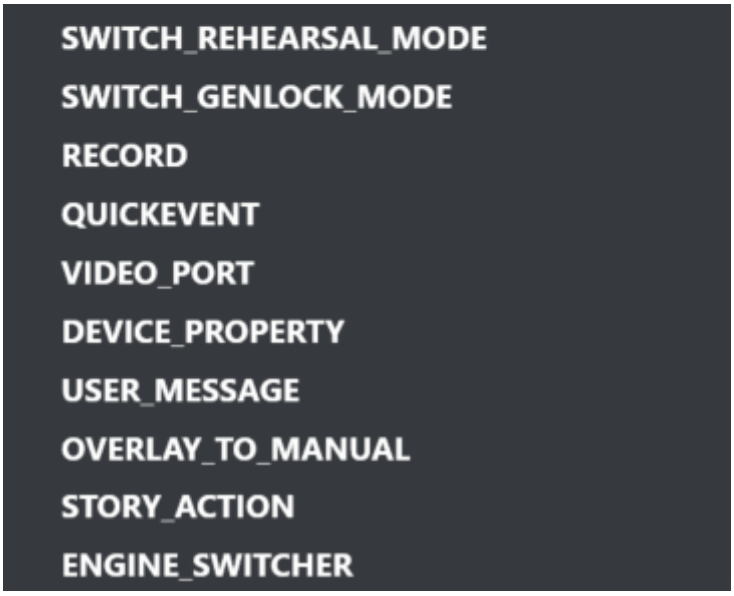
In the figure above, *two* commands have been added: SET_AUX_CROSSPOINT and LIGHT.
These commands are executed sequentially from left to right (in the example, first SET_AUX_CROSSPOINT, then LIGHT).

Keyboard-based Control Command Categories

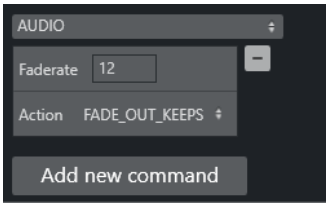
In the Viz Mosart UI, control commands are arranged in categories, based on the key.

The table below refers to commands available per category.

AUDIO	
AUTOTAKE	
AUTOTRANS	
DIRECTTAKE	
DVE	
ENABLE_GRAPHICS_MIRRORING	
FULLSCREEN_GRAPHICS	
GRAPHICSPROFILE	
LIGHT	
MARKER	
OVERLAY_GRAPHICS	
ITEM_UPDATE_FIELDS	
SET_AUX_CROSSPOINT	
SET_CROSSPOINT	
SET_CURRENT_ME	
RUNDOWN_NCS_RESYNC	
SEQUENCE	
STUDIOSETUP	
VIDEOWALLMODE	
TAKE_SERVER_TO_PROGRAM	
TRANSITION_TYPE	
WEATHER	
ACCESSORIES	
SET_VIDEOSERVER_SALVO	
NCS	
SWITCH_VIDEO_SERVER_MIRRORING	
SWITCH_GRAPHICS_MIRRORING	
SWITCH_REHEARSAL_MODE	
SWITCH_GENLOCK_MODE	
RECORD	
QUICKEVENT	
VIDEO_PORT	
DEVICE_PROPERTY	

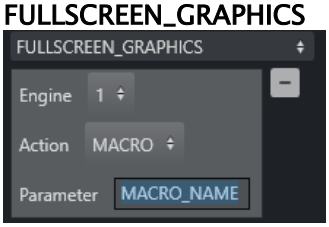
USER_MESSAGE OVERLAY_TO_MANUAL STORY_ACTION ENGINE_SWITCHER STORY_RECORDER RESET_OVERUNDER TRIGGER_START	

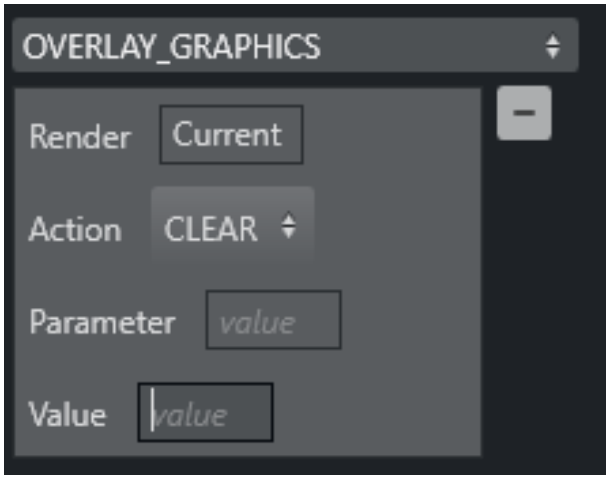
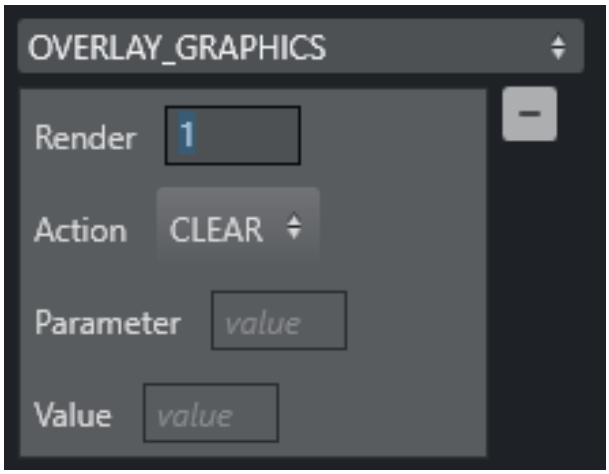
The table below presents the **Parameters** (command keys) that control what happens when the selected command (in column **Command Category and Summary**) is run as a keyboard shortcut.

Command Category and Summary	Parameters	Default / Notes
AUDIO Audio Control Commands have an associated *Faderate* parameter, enabling the operator to set a fade rate. 	**Faderate**: In frames where relevant.	
	Action:	
	FADE_OUT_KEEPS Faders that are set as "keep level" in the template On Air are faded out. Also work when new templates have been taken in between the 'keep' action and the FADE_OUT_KEEPS.	**CTRL+F**
	FADE_MANUAL The audio faders for the On Air server channel are set to Manual control, and are not changed by Viz Mosart until taken out of manual control again.	**CTRL+M**
	FADE_UP_SECONDARY_AUDIO Viz Mosart fades up relevant audio sources not connected to the video currently On Air, when cutting between sources. For example, when cutting from a camera to a live source, internal Viz Mosart logic dictates that all the microphones in the camera template are left up. Pressing **SHIFT+F10** fades the camera template microphones down. **F10** brings them back up again, for example to allow the presenter to talk to a reporter at the end of a live segment.	**F10**
	FADE_DOWN_SECONDARY_AUDIO Viz Mosart fades down relevant audio sources not connected to the video currently On Air.	**SHIFT+F10**
	FREEZE_AUDIO With the Control Command Freeze Audio all sound faders are frozen, and do not respond to commands from templates. This command is a toggle function. Same function as 'Keep Sound'. (the **K** button in the Audio Function area).	**CTRL+K**

Command Category and Summary	Parameters	Default / Notes
	SET_LEVEL_2_PREVIEW The second level for faders in the template are set on the template which is in preview, and be performed on next transition.	**CTRL+L**
	SET_LEVEL_2_ONAIR The second level for faders in the template which are On Air are set.	**SHIFT+CTRL+L**
AUTOTAKE Sets the Viz Mosart system to *autotake* mode.	The key can be defined as a toggle key, or two separate keys can be used to activate or deactivate autotake mode. **Action**: TOGGLE ACTIVATE DE-ACTIVATE	Toggle with **CTRL+SHIFT+A**
AUTOTRANS Instruct the switcher to perform a transition on a given ME between the currently cued and On Air source.	**MixEffect**: PP ME1 ME2 ME3 ME4 M_RIP M_OTH **Transitionrate**: In frames	

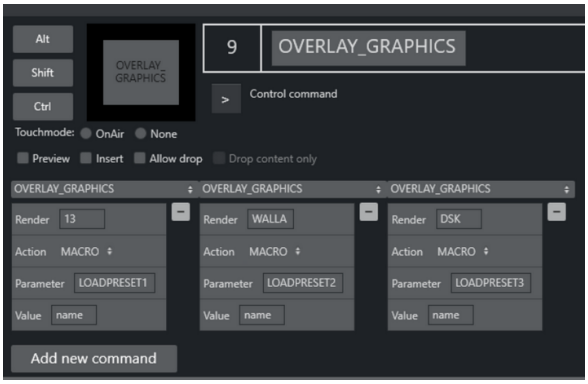
Command Category and Summary	Parameters	Default / Notes
DIRECTTAKE Executes a direct take template.	**Template**: Recall Number of the direct take template (nnnn). When the direct take has been created, you can assign a keyboard shortcut to perform in this menu.	You can create a direct take in the Template Editor. Note that all direct takes have to be created as part of the special *Directtakes* template set. Define the direct take number under **Template properties > Recall Nr**.
DVE Sends a forward or reverse command to the DVE in the vision mixer.	**Direction**: FORWARD BACKWARD	Forward with **PageUp** Backward with **PageDown**
ENABLE_GRAPHICS_MIRRORING Send the same graphic commands to multiple graphics engines.	**Target**: Where to enable/disable graphics mirroring FULLSCREEN OVERLAY ALL **Action**: What to perform TRUE (enabled) FALSE (disabled)	

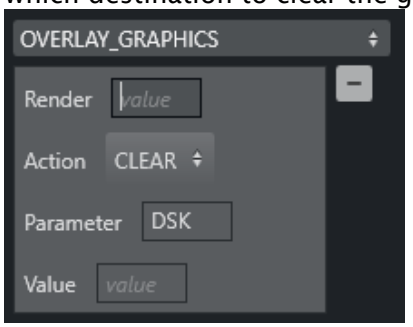
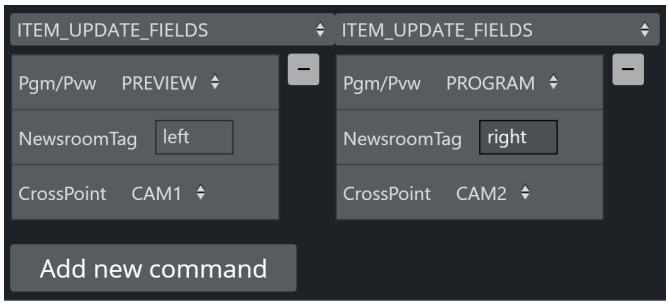
Command Category and Summary	Parameters	Default / Notes
FULLSCREEN_GRAPHICS  	**Engine**: The engine number on which control commands execute. The engine number must be same as the number defined in AV Automation. **Action**: CONTINUE Send a Continue command for a full screen graphic on a graphics engine. MACRO For graphics systems that support macro recall, recalls a macro on the defined engine. **Info**: For VIZRT graphics, two special macros are available: • INITIALIZE (or INITIALISE): Initialize the playlist. • CLEANUP: Clear the playlist. **Parameter**: Specific functionality depending on the chosen command.	Send a Continue to the current engine with **F11.**
GRAPHICSPROFILE Changes the current graphics profile loaded.	**Name**: The name of the desired graphics profile.	
LIGHT Activates a specific light setup.	**Scene**: The number of the desired scene.	
MARKER Inserts a metadata marker into the timeline.	**Description**: Description to be entered for the marker.	

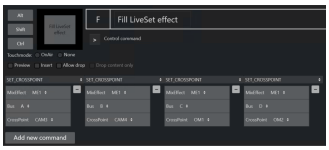
Command Category and Summary	Parameters	Default / Notes
OVERLAY_GRAPHICS The Overlay Graphics Interface (OGI) provides control and monitoring of overlay graphics for all Viz Mosart-approved graphic engines.	**Render**: All OVERLAY_GRAPHICS commands share the **Render** parameter. This parameter can be set to send the given command to a specific engine, or to engines which currently have active graphics On Air, to execute the specific command. This value can also be non-numeric (*Current)* or the destination configured in the Overlay Graphics Interface. In example below, *Current* was configured to clear the graphics from all the engines.  Alternatively, Engine *1*: 	For a detailed description, see section *Overlay Graphics Interface* of the *Viz Mosart Administrator Guide*.

Command Category and Summary	Parameters	Default / Notes
	Action: Below is a description for all available actions. **CLEAR** Take out all on-air overlay graphics. **CONTINUE** If the current overlay graphics contains stop points/triggers, this command continues the timeline. The **Parameter** can be either one of the **Mosart graphics destinations** (channels) or a valid graphics ID. If the **Parameter**-field is not empty, and the value given is not found among the destinations configured in the **Viz Mosart OverlayGraphics**, then this is considered to be a graphics ID. In such cases, the destination is searched for in the configured destinations from within the **OverlayGraphics** settings based on the value of the **Render**-field (which is the engine ID). Possible values for the **Value**-field: • STRICT: The shortcut is executed only if the graphics contain continue points. • <*empty*>: Applies to all the graphics. **PRETAKE NEXT** With this command, the next overlay graphics in the timeline are taken in. **Parameter** field can contain a graphics *Handler* name (WALL or DSK etc). This value overrides the value in **Render**. **TAKE LAST OUT** This command takes out the last overlay graphics which have been taken in. **Render** value has no effect. In the **Parameter** field, it is possible to enter a graphics *Handler* name (WALL or DSK etc.). **TAKE MANUAL OUT** This command takes out overlay graphics which have been set to wait for a manual take out. **Parameter** field specifies the name of the destination to take out the graphics from.	**CLEAR**: **CTRL + X** **CONTINUE**: **SHIFT+F11** **PRETAKE NEXT**: **CTRL + O** **TAKE LAST OUT**: **HOME** **TAKE MANUAL OUT**: **SHIFT + HOME**

Command Category and Summary	Parameters	Default / Notes
	Info: For versions before Viz Mosart 5.5.0, the TAKE MANUAL OUT command would also take out overlay graphics set to *wait for background end or story end*. If this functionality is needed, use the TAKE ALL OUT command (below) introduced in Viz Mosart 5.5.0. **TAKE ALL OUT** This command takes out all overlay graphics currently on air. **Parameter** field specifies the name of the destination to take out the graphics from. **TAKE NAMED OVERLAY** This command is to take a specific **named overlay** graphic item to air via a keyboard shortcut. **Parameter** field holds *ItemId*. If blank, use current item. **Value**=Slug. **MACRO** For graphics systems that support macro recall, this recalls a macro on the defined engine/ destination. • **Render:** This is typically the *engine number* from the OGI screen where the status of the devices is displayed. For Vizrt Graphics, the *destination* defined in the Overlay Graphics Interface (OGI) can also be used. When sending a macro command for Vizrt Graphics, Mosart will direct it to the Media Sequencer (MSE), specifying the destination linked to the engine number provided in the command. In cases where multiple engines are mapped to the same destination (commonly seen in a mirroring setup), the MSE will send the command to all engines associated with that destination, not just to the engine with the number specified in the command.	**TAKE NAMED OVERLAY**: If blank, use current item

Command Category and Summary	Parameters	Default / Notes
	Info: For Vizrt Graphics, when *multiple* controllers are defined in OGI, the engine number shown in the OGI screen is not reliable and instead, the *destination* should be used. • **Parameter** field is the name of the macro to execute.  **Info**: For VIZRT graphics, two special macros are available: • INITIALIZE (or INITIALISE): Initialize the playlist. • CLEANUP: Clear the playlist.	

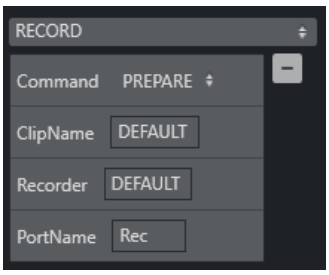
Command Category and Summary	Parameters	Default / Notes
	Parameter: The function of **Parameter** depends on the chosen command. In the screenshot below, *Parameter* specifies which destination to clear the graphics.  **Info**: The value in the **Parameter** field has a higher precedence than the value in **Render**. **Value**: This field is ignored.	
ITEM_UPDATE_FIELDS	 **Pgm/Pvw**: Select PREVIEW or PROGRAM to define the template which will be affected. **NewsroomTag**: The newsroom field name that will be affected in the DVE template/boxes. **CrossPoint**: Select the crosspoint that will change. Supports multiple commands of either preview or program, or a combination of preview and program on the same keyboard shortcut.	Update the source (here *CrossPoint*) assigned to a newsroom tag, for the item in PREVIEW or in PROGRAM.
SET_AUX_CROSSPOINT Sets a crosspoint on one of the AUX buses on the mixer.	**Bus**: 1-16. **CrossPoint**: As defined, for example *INP1-6*.	

Command Category and Summary	Parameters	Default / Notes
SET_CROSSPOINT Sets a crosspoint on the vision mixer. 	**MixEffect**: PP ME1 ME2 ME3 ME4 M_RIP M_OTH **Bus**: The ME-bus (A, B, C, D or keyers) **Info**: Buses **C** and **D** are used for video switchers supporting MEs with 4 layers (for example with TriCaster). **CrossPoint**: INP1-6.	
SET_CURRENT_ME Sets a given ME On Air.	**MixEffect**: PP ME1 ME2 ME3 ME4 M_RIP M_OTH	
RUNDOWN_NCS_RESYNC Initializes a reconnect to the NRCS.	-	

Command Category and Summary	Parameters	Default / Notes
SEQUENCE Control a sequence as defined in a template.	Applies to *all* secondary items, including lower third graphics and accessories. **Action**: START Restart a previously stopped sequence. STOP Stop a running sequence. STARTLOOP Set a running sequence to start looping. STOPLOOP Stop running a looped sequence in loop	In a rundown loaded in the Viz Mosart UI, you can perform this operation with: **Right-click on a story > Edit > Save story as sequence**.
STUDIOSETUP Changes the current studio setup (template set) loaded.	**Name**: Name of the desired studio setup.	
VIDEOWALLMODE Toggles a mode where key parts of production are shifted via an ME to a connected video wall (for example, a video server ripple but not camera switching).	**MixEffect**: PP ME1 ME2 ME3 ME4 M_RIP M_OTH	It is ***not*** recommended to use this feature without consulting Viz Mosart support.
TAKE_SERVER_TO_PROGRAM Take a video server port to Program on a selected ME.	**MixEffect**: PP ME1 ME2 ME3 ME4 M_RIP M_OTH **Transitionrate**: In frames	Example: A video clip is running on a video wall. The shortcut can then be used to take the last used/active video server to Program.

Command Category and Summary	Parameters	Default / Notes
TRANSITION_TYPE Sets the transition type to use on the next transition.	**TransitionType**: CUT Set the transition to be mix with value = 0 MIX Set the transition to be mix with the specified value as number of frames WIPE Set the transition to be wipe with the specified value as number of frames EFFECT Set the transition to the effect specified by *number* in the Value field TOGGLE Toggle between MIX,WIPE,EFFECT **Value**: The transition rate in frames, or the effect number for the mixer effect transition type. Not used with TOGGLE or CUT.	(Default) **TransitionType:** TOGGLE (cycle through the various transition types)
WEATHER Controls the timeline of a connected Viz Weather system.	**Action**: PLAY Start the timeline of the weather system. CONTINUE When a weather timeline has stop points, send Continue commands to the timeline. GO TO FIRST Cue the weather scene to its first page/frame.	
ACCESSORIES Pretakes an accessory.	**Action**: TAKE_NEXT	Pretake requires the accessory template to have preload enabled and a primary type to trigger the defined pretake. Only use accessories with in-time=`0`.
SET_VIDEOSERVER_SALVO Switches to a specified video server salvo.	**Salvo**: Specify the salvo name.	

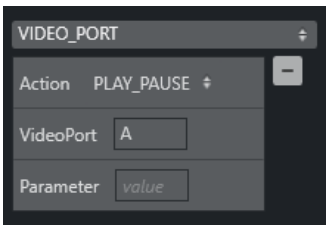
Command Category and Summary	Parameters	Default / Notes
SWITCH_GENLOCK_MODE	**Action**: TOGGLE Toggle genlock mode. ACTIVATE Activate genlock mode. DEACTIVATE Deactivate genlock mode.	
NCS Specific control for the OpenMedia newsroom systems.	**Action**: START_STATUS STOP_STATUS **Parameter**: RUNDOWN STORY ITEM	
SWITCH_REHEARSAL_MODE	**Action**: TOGGLE Toggle rehearsal mode. ACTIVATE Activate rehearsal mode. DEACTIVATE Deactivate rehearsal mode.	
SWITCH_VIDEOSERVER_MIRRORING Switch mirrored video ports.	-	Toggles a switch of any mirrored video ports.
SWITCH_GRAPHICS_MIRRORING	**Action**: TOGGLE Toggle mirroring mode for graphics for full screen graphics. ACTIVATE Activate mirroring mode. DEACTIVATE Deactivate mirroring features.	

Command Category and Summary	Parameters	Default / Notes
RECORD 	**Command**: PREPARE Cue a recording. START Start a recording previously PREPAREd. STOP Stop a recording previously STARTed. DELETE **Recorder**: A user-defined name to be used for a recording, tied to ClipName and PortName. Set in the PREPARE command and then used by the START and STOP commands. A value of *Default* selects the default recorder. **ClipName**: (PREPARE only): The name of the clip to be created. **Info:** It is possible to include the current gallery/studio, template set, and time in the name of the created clip. For details please refer to section *Video Server, MAM and Database Connection Strings* in the *Viz Mosart Administrator Guide* (**ClipNamePattern** property). **PortName** (PREPARE only): The name of the video port where the recording shall take place. Note that this port has to be part of the “Rec” virtual video port group. Default value is “Rec”.	**Recorder**: A value of *DEFAULT* selects the default recorder. **PortName** (PREPARE only): Default value is *Rec*.

Command Category and Summary	Parameters	Default / Notes
		Info: For the setup of recording ports, please refer to section *AV Automation Devices Video Servers* in the *Viz Mosart Administrator Guide*.

Command Category and Summary	Parameters	Default / Notes
QUICKEVENT	**Command**: NEXT_ITEM Select the next item (down). NEXT_GROUP_ITEM Select the next group-selected item (down). PREVIOUS_ITEM Select the previous item (up). PREVIOUS_GROUP_ITEM Select the previous pre-selected item (up). TAKE_SELECTED Attempt to put the selected item to air. TAKE_SELECTED_TO_WALL Takes the selected item to the wall item specified in the parameter. See section Template Router. {PREVIEW_SELECTED Attempt to put the current selected item to either the graphics preview engine or the video server preview port (virtual group "P"). Can also insert Preview in the storyline, depending on the type and context. See also PRELOAD_SELECTED. PREVIEW_SELECTED_TO_WALL Put the selected item to the selected wall salvo preview wall item specified in the parameter. See section Template Router. PRELOAD_SELECTED Attempt to preload the current selected item to the preload port/engine if available and configured, in AV Automation. Can also insert Preview in the storyline, depending on the type and context. See also PREVIEW_SELECTED. FILTER_LEFT Switch the selected filter to the filter displayed to the left of the currently selected filter (this also works in the Quick Access Panel, QAP). FILTER_RIGHT Switch the selected filter to the filter displayed to the right of the currently selected filter (this also works in the QAP).	

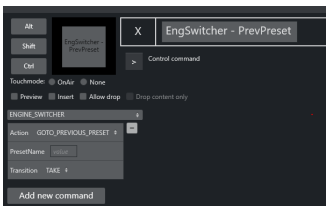
Command Category and Summary	Parameters	Default / Notes
	CLEAR_SELECTION All selected and group-selected marks are removed. TOGGLE_SELECT Mark the current item in the list as group-selected. The group selected items can be iterated with NEXT_GROUP_ITEM and PREVIOUS_GROUP_ITEM. LOWERTHIRD_ACTION_SELECTED Put the selected lower third in the Quick Access tab based on the (mandatory) value of **Parameter**. **Parameter:** • DEFAULT: Take in only • AUTO: Take in if not On Air Take next continue point if On Air and has continue points Take out if On Air and no more continue points • CONTINUE: Take next continue point • TAKEIN: Take in only (same as DEFAULT) • TAKEOUT: Take out (even if there are more continue points left	

Command Category and Summary	Parameters	Default / Notes
VIDEO_PORT  Send a specific command directly to a specific video port.	**Action:** What action to perform on clip assigned to port: PLAY_PAUSE Play or Pause assigned clip STOP Stop assigned clip CUE Cue assigned clip RECUE ReCue assigned clip SET_LOOP Tells the video player to loop the current clip PLAY_TAIL Skip to end of clip and start playing. Specify a Parameter (see below). CUE_TAIL Same as PLAY_TAIL but does not start to play. **VideoPort:** Name of the video port for sending commands to. **Parameter:** Used for PLAY_TAIL and CUE_TAIL commands. Specified length from end or start of clip to skip to. Use negative number to count from end. For example, *-10* to skip to 10 seconds before end of clip. Used for rehearsal. **Tip**: For additional control possibilities, refer to the section Video Port Control Commands.	Not applicable for all video servers, behavior varies depending on video server type. Is not visible in the rundown (only visible in **Template Router**)
DEVICE_PROPERTY	**Parameter1**: AUDIO CAMERACONTROL **Parameter2**: String variable **Parameter3**: Additional optional control value	

Command Category and Summary	Parameters	Default / Notes
USER_MESSAGE Generate an arbitrary logging message	**Message**: Insert a simple log message to inject into logging when this button is pressed.	When activated, adds the specified text string to all connected logs. This is useful for the operator in fault-finding situations, where, a known message string can be pushed into the log, for example, at the point of a troublesome production situation.

Command Category and Summary	Parameters	Default / Notes
OVERLAY_TO_MANUAL Convert all lower thirds(overlays) to manual for the current, preview or selected story.	The control command OVERLAY_TO_MANUAL has three optional parameters: **Target**: The type of story to be converted SELECTED (default)The selected story in the GUI. PREVIEW The next story ONAIR The on air story **Handlers**: Comma-separated list of handler names. Empty list means all handlers. Example: *WALL,DSK*. **TakeOutMethod**: Method for the converted overlays to be taken out. AUTOMATIC (default) • MANUAL Converts all lower-thirds in the specified **Target** with the specified **Handlers** to MANUAL. - If no handler name is specified, it converts *all* lower-thirds in **Target** to MANUAL. If **TakeOutMethod** is set to MANUAL, the converted overlays also have to be taken out manually. Otherwise they are taken out (automatically) after the specified duration.	Defaults: **Target**: SELECTED

Command Category and Summary	Parameters	Default / Notes
STORY_ACTION Invoke an action on a target story.	**Target**: The type of story to be converted, either: SELECTED (default) The selected story. Used for GUI. PREVIEW The next story ONAIR The on air story **Action**: TOGGLE_COUNT_DOWN_TO (Not available for ONAIR) Toggle the target story count down to the target story. SET_AS_NEXT (Not available for PREVIEW or ONAIR) Set the target story as next. SET_AS_NEXT_AND_SKIP (Not available for ONAIR) Set the target story as next and skip any remaining items. TOGGLE_LOCK Toggle the lock story from NCS update on the target story. REMOVE (Not available for ONAIR) Remove the target story. LOOP_START Set the start loop at the target story. LOOP_END Set the end loop at the target story. LOOP_CLEAR Clears any loops in the rundown. APPEND_ITEMS_TO_CURRENT Take all items of target story and append them after the current on air item.	This command can replace functionality in the **Story** context menu with a shortcut. Can only be used from the Viz Mosart UI.

Command Category and Summary	Parameters	Default / Notes
ENGINE_SWITCHER 	**Action**: INIT Reset the Engine Switcher status. Typically used at rundown reload. PRESET_STYLE Jump back to the previous preset. GOTO_PREVIOUS_PRESET Toggle between the last preset applied and the previous one. **PresetName**: Name of *Preset*, created in Viz Engine. **Transition**: CUT TAKE	
STORY_RECORDER	See section Story Recorder.	
RESET_OVERUNDER Resets the Rundown Over/Under timer to *00:00*.		
TRIGGER_START Plays the cued clip from the taken template that had TRIGGER START enabled in the video server device.		

Additional Control Command Actions

In addition to being assigned to shortcut keys, control commands can be:

- Set into the Viz Mosart timeline (from the NRCS), using written commands. For example, using a textual command, either as a machine command in iNews or like this in ENPS.
  This command performs a DVE FORWARD four seconds into the main item:

```
(**COMMAND=DVE FORWARD <00:04**)
```

- Attached to templates as *continue* points. See Control Commands in Templates below.

- Attached to templates to be *automatically performed* when a template goes on-air or off-air. See *Control Commands in Templates* below.
- Used for changing the template set.
- Used for changing the graphics profile .
- Used for setting the system in *AUTOTAKE*-mode.

Parameters with Placeholders

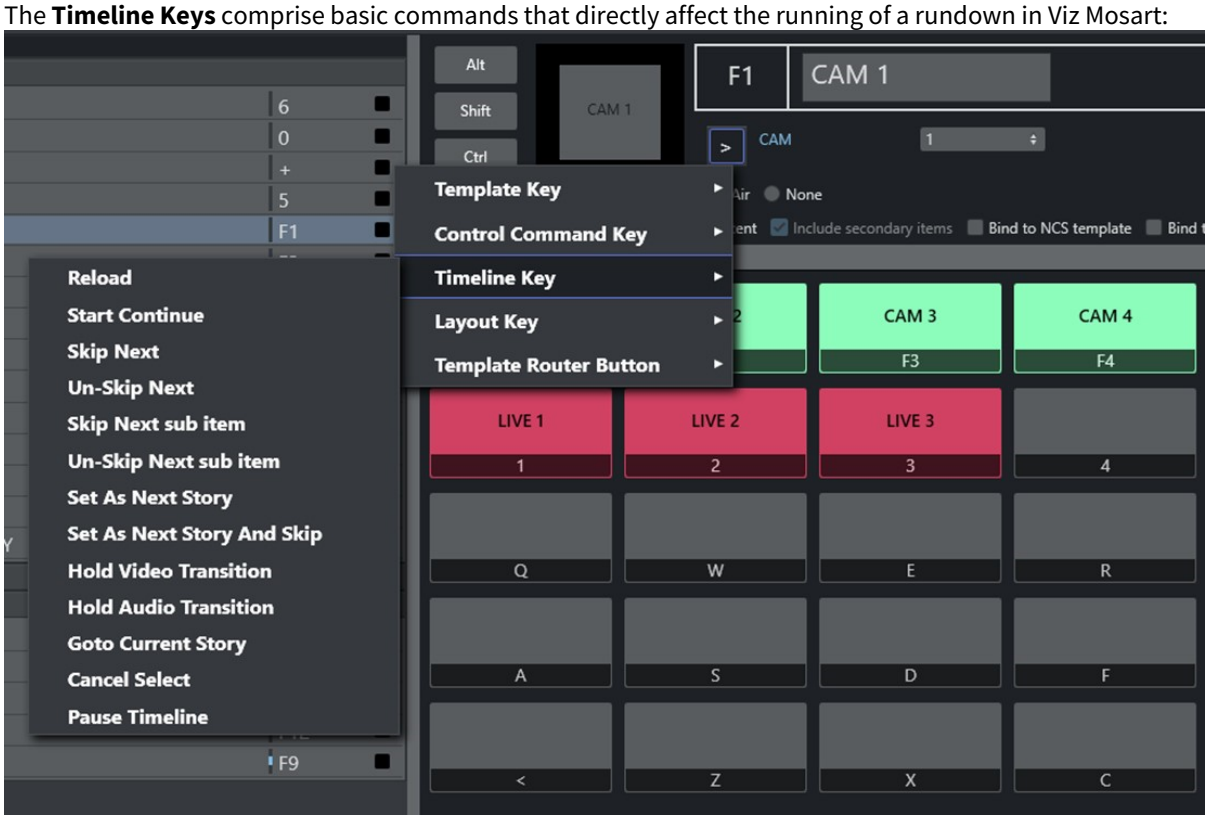
Control command parameters may contain *placeholders* which can be replaced with values found in the fields of the Viz Mosart item which is currently on-air.
Refer to the *Viz Mosart Administrator Guide*, under section **AV Automation > Template Editor > Working with Templates > Control Commands in Templates**, topic *Command Values and Parameters*.

Control Commands in Templates

For further details of the control commands that can be attached to a template, please refer to the *Viz Mosart Administrator Guide*, section **AV Automation > Template Editor**.

3.10.5 Timeline Keys

The **Timeline Keys** comprise basic commands that directly affect the running of a rundown in Viz Mosart:



- Reload
- Start Continue
- Skip Next
- Un-Skip Next
- Skip Next Sub Item
- Un-Skip Next Sub Item
- Set As Next Story
- Set As Next Story And Skip
- Hold Video Transition
- Hold Audio Transition
- Goto Current Story

Reload

Default **SHIFT+F12**

This command will stop playout and reload the current rundown, cuing the first story in the rundown in preview.

Start Continue

Also known as **Take Next**.

Default **F12**

This command will do one of four things:

1. Start a rundown which is currently not running, either at the top or at a point selected by the operator using the **Set as Next Story** command in the **Rundown** window.
2. Take the next template within a story to air.
3. Take the first template in the story set as next if there are no more templates left in the current story.
4. The **Take Next** command is also used to take *continue points* that have been set in a template, such as a DVE forward on the mixer. A warning appears in the bottom of the **Program** window to alert the operator that the next **F12** will activate the continue point rather than take the next primary event.

PARAMETERS: A default transition type for **Take Next** can be set.
Value: Duration in frames for the parameters MIX and WIPE.
Using the parameter EFFECT, one can assign a button doing a take next with a specific effect to be triggered.

Skip Next

Default **F9**

This command will skip the next item in the rundown. Repeatedly giving this command will skip several items.

Un-Skip Next

Default **SHIFT+F9**

This command will undo skipping performed with the **Skip Next** command, in reverse order.

Skip Next Sub Item

(No default button)

This command skips the next sub item, for example, a lower-third

Un-Skip Next Sub Item

(No default button)

This command undoes the latest **Skip next** sub item command

Set As Next Story

No default button

Sets the selected story as next

Set As Next Story And Skip

(No default button)

Sets the selected story as next and removes (skips) any remaining items in the current story.

Hold Video Transition

(No default button)

Holds the video transition. Same as pressing the **HV**-button in the transition area (Video Transition Area) in the GUI.

Hold Audio Transition

(No default button)

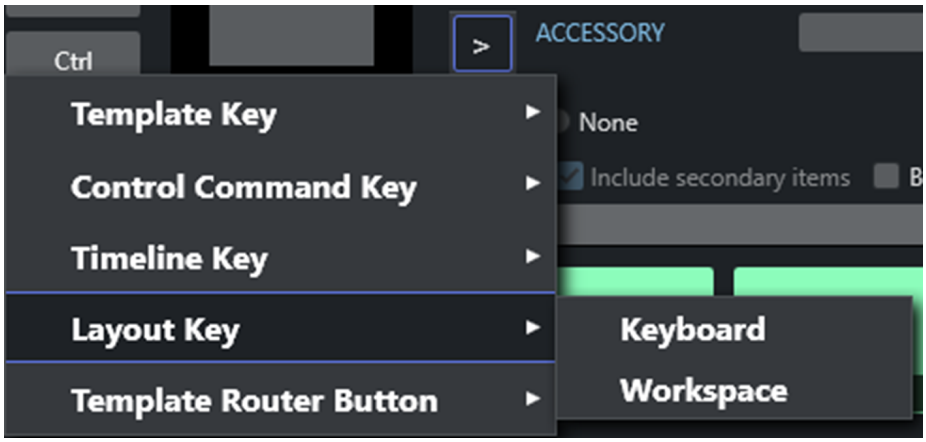
Holds the audio transition. Same as pressing the **HA**-button in the transition area (Audio Function Area) in the GUI.

Goto Current Story

(No default button)

Will move the focus of the rundown scrollbar to the current on air story.

3.10.6 Layout Keys



Keyboard Layout

Adds a shortcut to change the current keyboard shortcut setup to a user-defined Keyboard Layout.

PARAMETERS: The desired layout can be selected from a pulldown menu.

Workspace

Adds a shortcut to change the GUI layout to a user-defined Workspace.

PARAMETERS: The desired workspace can be selected from a pulldown menu.

3.10.7 Template Router Keys

You can re-route a template to an alternative end point, through an accessory, often to a new crosspoint.

> **Note:** Template Router is the new name for what was previously called *Wall Manager*. This is a pure name change, the functionality has not changed.

Working with Template Router Buttons

Example Workflow

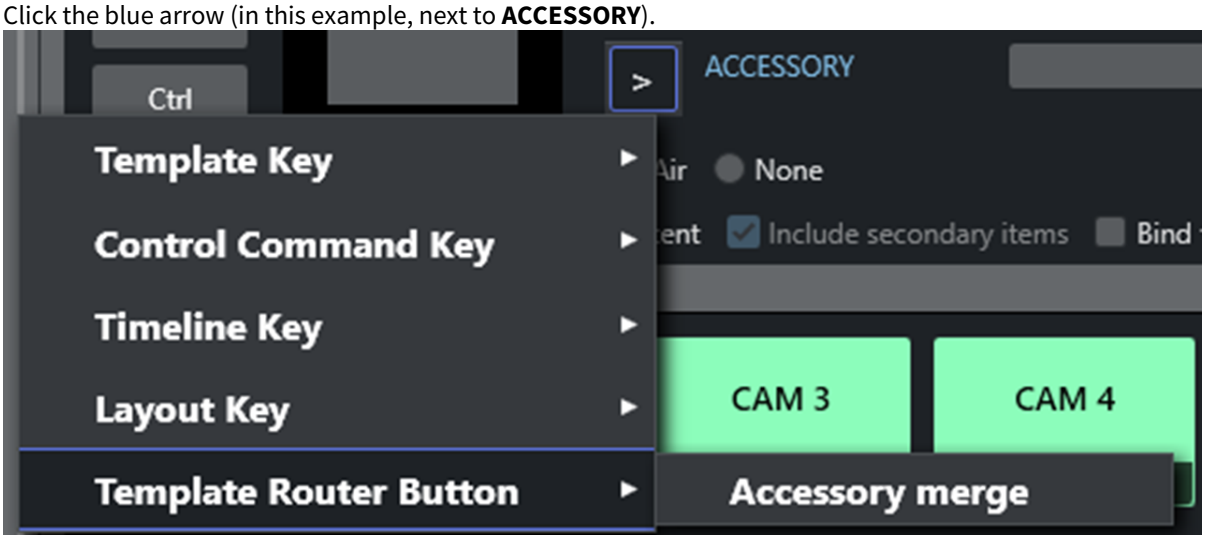
As an example, you can create a template router keyboard button that re-routes any template that is dragged onto it, to a screen in the studio (This is achieved by defining the crosspoint for the studio screen in to the button).

An operator can then drag a template (for example a PACKAGE) on to the new template router button. The template is then merged with the Accessory template (here a studio screen) that is allocated to the button. The original package content displays on the screen.

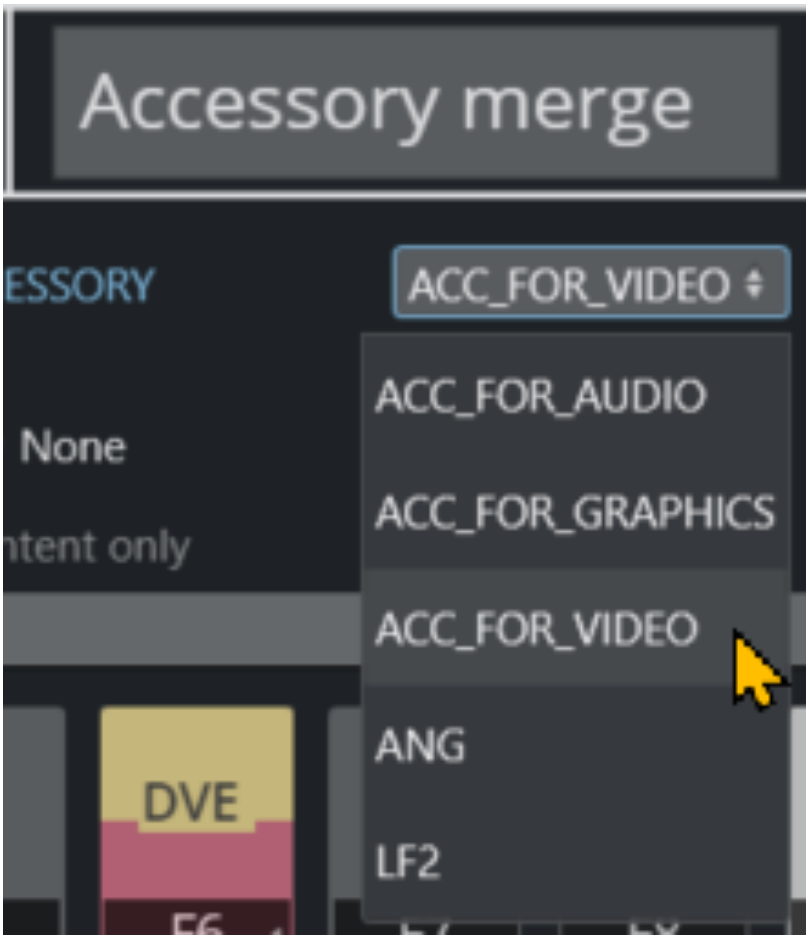
Creating a Template Router Button

To Create a Template Router Button

1. From Viz Mosart main menu, select **Tools > Keyboard shortcuts**.
2. Choose which keyboard button (for example ***F8***, or as in this example, ***R***) to work with.
3. Click the blue arrow (in this example, next to **ACCESSORY**).



4. Select the option **Template Router Button > Accessory merge**.
5. Attach an Accessory template from the drop-down list of alternatives.



6. Click **Save**.

For further details about Accessory templates in the section Template Router.

Note: The section Template Router also describes how you can modify button placement inside the Template Router canvas.

3.10.8 On Air Shortcut Operations

Working On Air with Template Shortcut Keys

- You can speed-up access to operations that are defined in a template by assigning the template to a Viz Mosart shortcut key, by drag and drop.
- All secondary items, including lower thirds and audio files in a template shortcut are are also added.

> **Note**: By pressing
> **SHIFT**
> **CTLR**
> **ALT**
> **Caps Lock** (configurable)
> or combinations of these selections, a unique keyboard surface is presented for customization.

Template Shortcut Key Operations

To add a template element to a keyboard shortcut button

1. From the **Media Pool**, drag an element from the **Asset, Favorites** or the **Quick Access** tab (see illustration above).
2. Drop on a selected Viz Mosart shortcut key.

The selection is saved in your keyboards setup.

To clear a template element from a keyboard shortcut button

1. Right-click on the button you wish to clear.
2. Depending on the defined content either:
   a. From the context menu, choose **Clear**.
   b. Where secondary items are included (indicated by *double triangle* icon), choose **Clear sub items**.
   c. Where NRCS-bound keys are included (indicated by *single triangle* icon), reset them to their original state by choosing **Reset**.

To Share keyboard shortcut buttons between Viz Mosart clients

You can share your keyboard shortcuts with other users connected to the same Viz Mosart server.

- See **Use Public Buttons** in the topic Keyboard.

See also: Media Pool and General Settings.

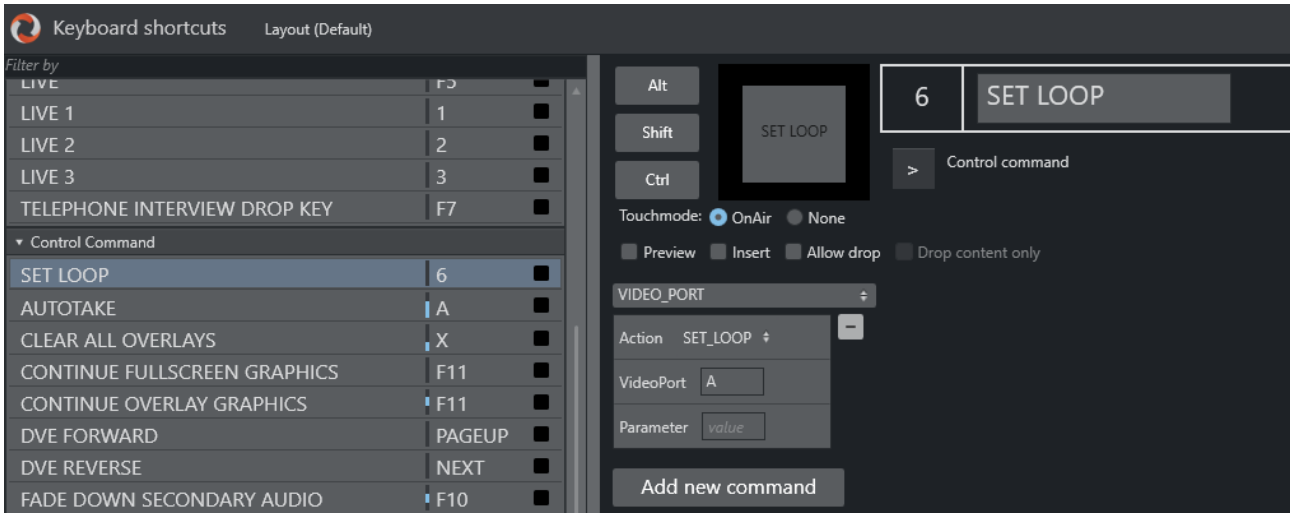
3.10.9 Video Port Control Commands

The video port control commands can be used for manual override control of specific video ports from the Viz Mosart GUI. This section explains how to set up the shortcuts.

> **Note:** Not all of video server drivers supports all the command variants described here.

This section includes the following topics:

Video Port Keyboard Shortcuts



To be able to use the video port control commands, you need to add a set of shortcuts for each video port. You have to create a new set for each video port A, B, C etc. Here port A is used as an example.

For all examples VideoPort = A

- **PLAY_PAUSE**: Viz Mosart begins to play the cued content. If the content is already playing, it pauses the content.
  - Empty Parameter: Toggle - PAUSE if playing and PLAY if paused.
  - Parameter: PLAY. Always tries to PLAY channel.
  - Parameter: PAUSE. Always tries to PAUSE channel.
- **STOP**: Viz Mosart stops the cued content.
  - Parameter: CUE. Cues the channel after the stop.
- **CUE**: Viz Mosart will CUE a clip on the port
  - Parameter: Clip name.
- **RECUE**: Viz Mosart recues the port.
  - Parameter: PLAY. Viz Mosart plays the clip after the recue.
- **SET_LOOP**: Viz Mosart sets the already cued clip to looping.

    - Parameter: OFF, RESET. Viz Mosart turns off looping.
    - Parameter: 12-444 (configurable). Viz Mosart sets looping from frame 12 to frame 444.
- **CUE_TAIL**: Viz Mosart recues the cued clip at a specific time (in seconds).
    - Parameter: -15 (negative value) - configurable. Viz Mosart cues at the start of the last 15 seconds of the clip (the clip will have 15 seconds left to play plus Post roll).
    - Parameter: 15 (positive value) - configurable. Viz Mosart cues 15 seconds into the clip.
- **PLAY_TAIL**: Viz Mosart recues and plays the cued clip at a specific time (in seconds).
    - Parameter: -15 (negative value) - configurable. Viz Mosart will cue at the start of the last 15 seconds of the clip.
    - Parameter: 15 (positive value) - configurable. Viz Mosart will cue 15 seconds into the clip.

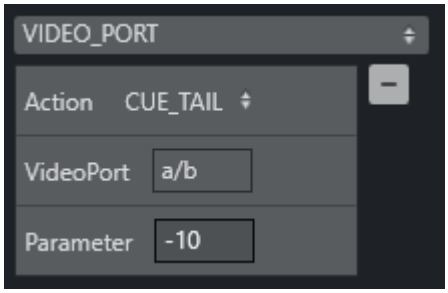
Video Port Groups

It is also possible to use the video port group names (A/B, C/D...).

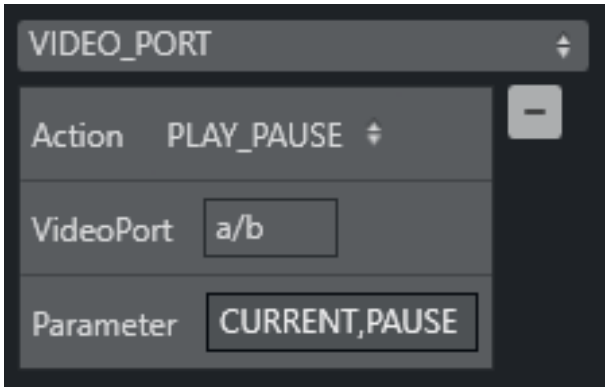
- If a group is found, the command will by default apply to the next port for that group.
- If you want the current port, you have to add *CURRENT* to the Parameter field.
- If you want to have additional parameters for the Action, you can add it after the CURRENT term, separated by comma.

Examples

In this example, the cued port in the group is recued to be ready to play the last ten seconds of the clip.

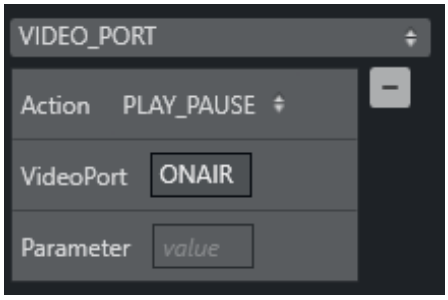


In this example, the playing port is paused.

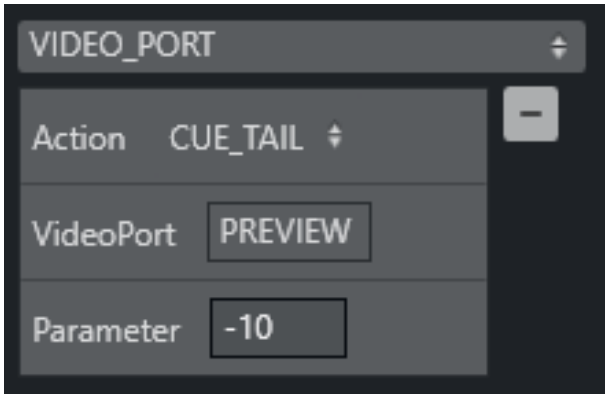


Control On Air or Preview Video Port

It is also possible to make commands to control the video port that is currently On Air or in preview. Just type ONAIR in the VideoPort field to direct the command to the On Air port.

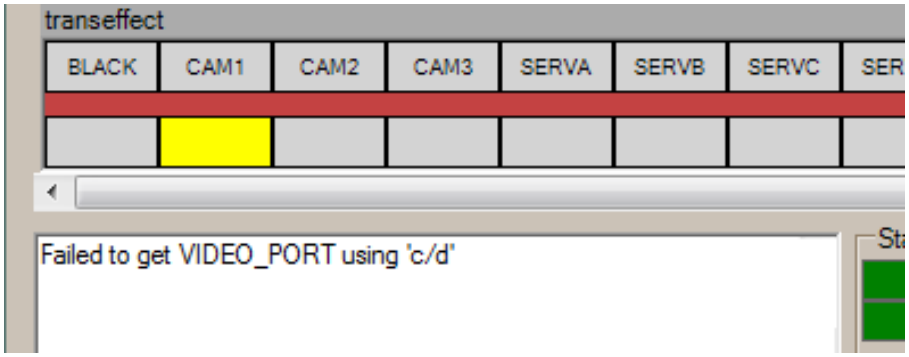


To control the port in preview, use PREVIEW in the VideoPort field. In this example, the video port in preview recues to be ready to play the last ten seconds of the clip.



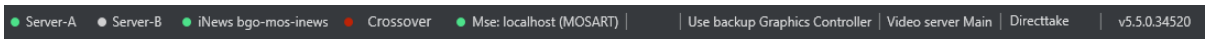
Video Port Error Messages

If AV Automation is unable to execute the command, an error message displays (for example: *Failed to get VIDEO_PORT using 'c/d'*).



Note: For *configuration* guidelines, refer to the Viz Mosart Administrator Guide, topic *Control Commands in Templates*, section *VIDEO_PORT Control Commands in AV Automation Template Properties*.

3.11 Status Bar



The Status bar at the foot of the Mosart GUI displays connection information for Viz Mosart resources and the NRCS. It also provides shortcuts redundancy features.

3.11.1 Connection Naming and Status

- Left Side
  - Color Indicators
  - Media Sequencer (MSE)
  - Crossover Server
- Right Side
  - Graphics Controller
  - Video server
  - Direct take
  - Version of Mosart GUI

Left Side

The indicators to the left display connection statuses. From left to right:

- The **Main Viz Mosart server** (indicated by IP address, host name, or alias).
- The **Backup Viz Mosart server** (indicated by IP address, host name, or alias).
- The **Active NRCS server** (indicated by NRCS type and NRCS IP address or host name).
- The **Crossover server** (indicated by **Crossover**).
- The **Media Sequencer** (MSE) used for the MSE Playlist Panel (displayed in the format "**Mse**: + IP addresses" or "Host name + Graphics profile").

> **Note**: *MSE* here refers to the *MSE Playlist Panel*, a panel accessed from the Viz Mosart GUI and used exclusively for taking a graphic manually on or off air.
> This MSE can be a different MSE from those used for full screen graphics and overlay graphics.
> This green or red connection status of the MSE Playlist Panel is entirely independent of the graphics connection status of AV Automation (AVA) and Overlay Graphics Interface (OGI), AVA or OGI handle their own graphics connections, their status is not displayed here in the Viz Mosart GUI.
> For further details, refer to the AV Automation and OGI sections of the *Viz Mosart Administration Guide*.

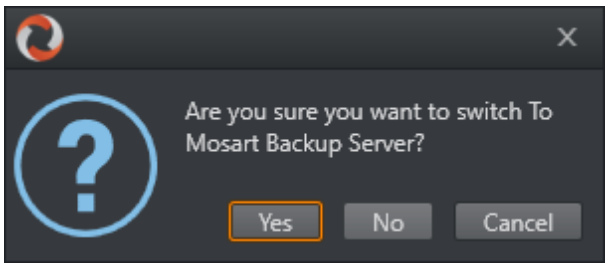
Color Indicators

- **Green:** The resource is currently in active mode.
- **Red:** The resource is currently not connected.
- **Yellow**: For Mosart servers, the server is currently in idle mode (standby). This server can be activated by clicking on it. When doing so, the other (active) server is set to idle mode.

- **Grey:** For Mosart servers, the connection to the server is currently either not set up, or it experiences a connection error. The Mosart Remote Control Service is possibly not running on the server.

Note: The grey status of the NRCS appears in the GUI if the Viz Mosart server is shut down/restarted.

Clicking the Viz Mosart server currently in standby brings up a pop-up enabling a switch of Viz Mosart servers.



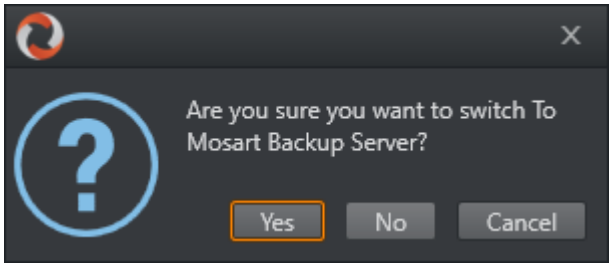
Media Sequencer (MSE)

The MSE resource is used by the MSE Playlist Panel.

- Once an MSE Playlist panel host has been configured, the MSE connection indicator appears on the status bar.
- The selected graphics Playlist profile is shown in parenthesis. By default *MOSART* is used.
- Clicking the connection indicator enables a user to switch to other available MSE Playlist profiles.

Note: When the MSE Playlist panel is open, this MSE status will not be shown.

Crossover Server

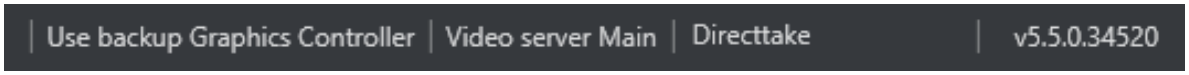


The Crossover server tool allows a stand-alone Viz Mosart to take over from another system, either according to a planned schedule or on-command from an operator.

The Crossover server executes the rundown templates in *auto-take* mode.

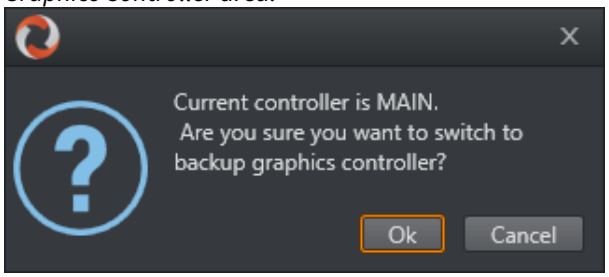
By letting the Crossover take over and play out, (with, for example back-to-back clip sections), the producer can free up some valuable studio time during the live production.
This then opens up for scenarios like producing additional content for live on-tape interviews or for verifying stories in the control room/studio, whilst the rundown is live on air.

Right Side



Graphics Controller

For graphics systems supporting graphics control switching, the graphics controller can be switched by clicking the *Graphics Controller* area.

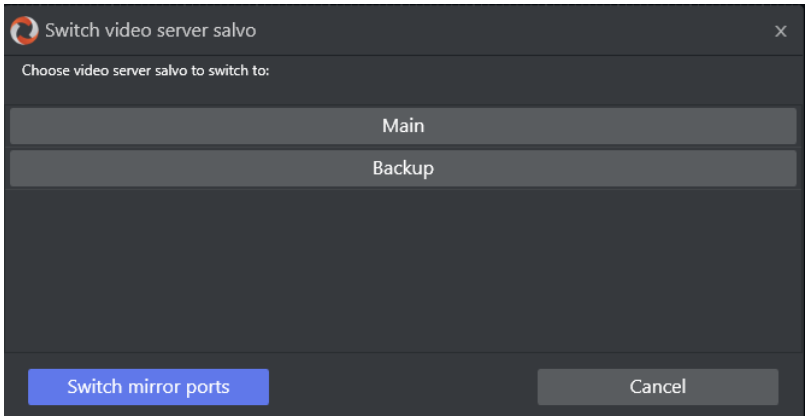


Video server

Salvos

If multiple video server salvos are set up in AV Automation, the operator can switch between them by clicking the *Video server* area on the status bar.

From the **Switch video server salvo** menu that pops up, a user can select between the available video server salvos, like **Main** and **Backup** in the below example.



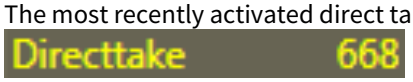
Mirror Ports

From the same menu, you can also switch between mirrored video server ports by pressing the blue **Switch mirror ports** button.

Tip: For further mirroring options, refer to the *Mirroring* section of the *Viz Mosart Administration Guide*, under **AV Automation > AV Automation Device Properties > Video Servers**.

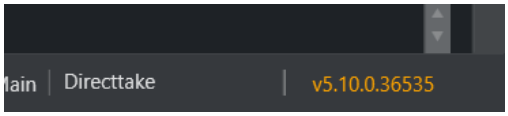
Direct take

The most recently activated direct take (see Using Direct Take Templates) is displayed in the *Directtake* area.



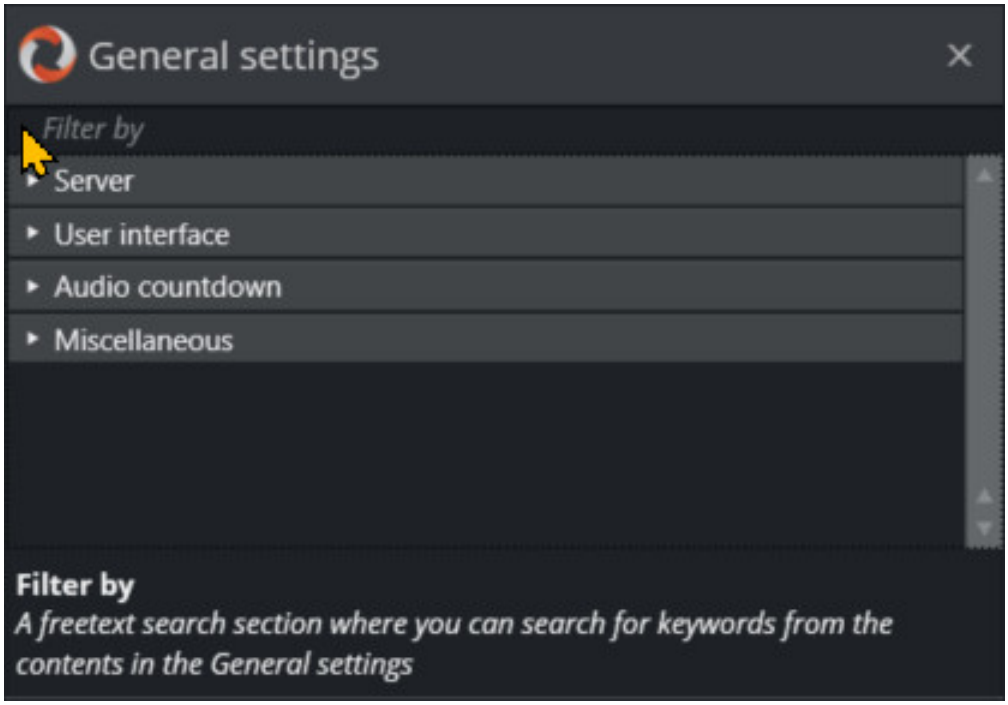
Version of Mosart GUI

In the lower right corner of the GUI, the currently running Viz Mosart client version number is shown.



3.12 General Settings

The **Tools** > **General Settings** > Settings menu contains important configuration parameters for the Viz Mosart GUI. These settings are localized.



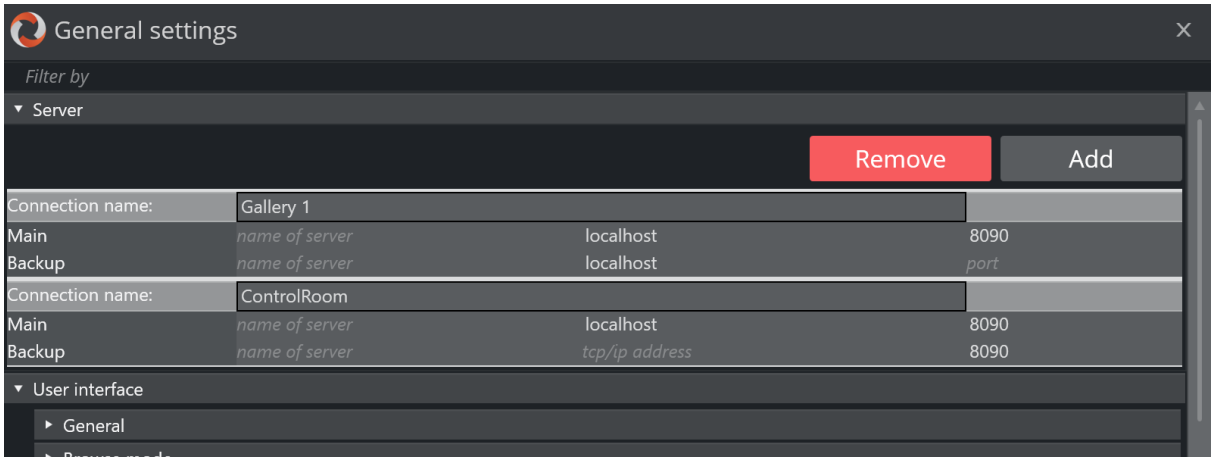
Click a row to expand the details, then hover over a setting to see its description at the foot of the window.

As there are many configurations under **General Settings**, we present them on a per-row basis:

- Server
- User Interface
- Audio Countdown
- Miscellaneous

3.12.1 Server

Under **Tools > General settings**, the **Server** settings row displays details about which Viz Mosart servers the GUI is connected to.



This setting replaces the legacy setting **Show the connections menu** and controls how the Viz Mosart UI can be connected to various control room server pairs (making it possible to use the same UI to display/control several control rooms/studios).

This setting is usually performed by a system administrator and is normally not changed after initial configuration.

- For further details, refer to the *Viz Mosart Administrator Guide*.

3.12.2 User Interface

Each operational panel (for example Rundown, Shortcut keys, Story Script) can be displayed, resized or hidden, to suit your tasks and workflow. The behavior of Mosart and availability of production-critical UI features is customizable to a granular level.

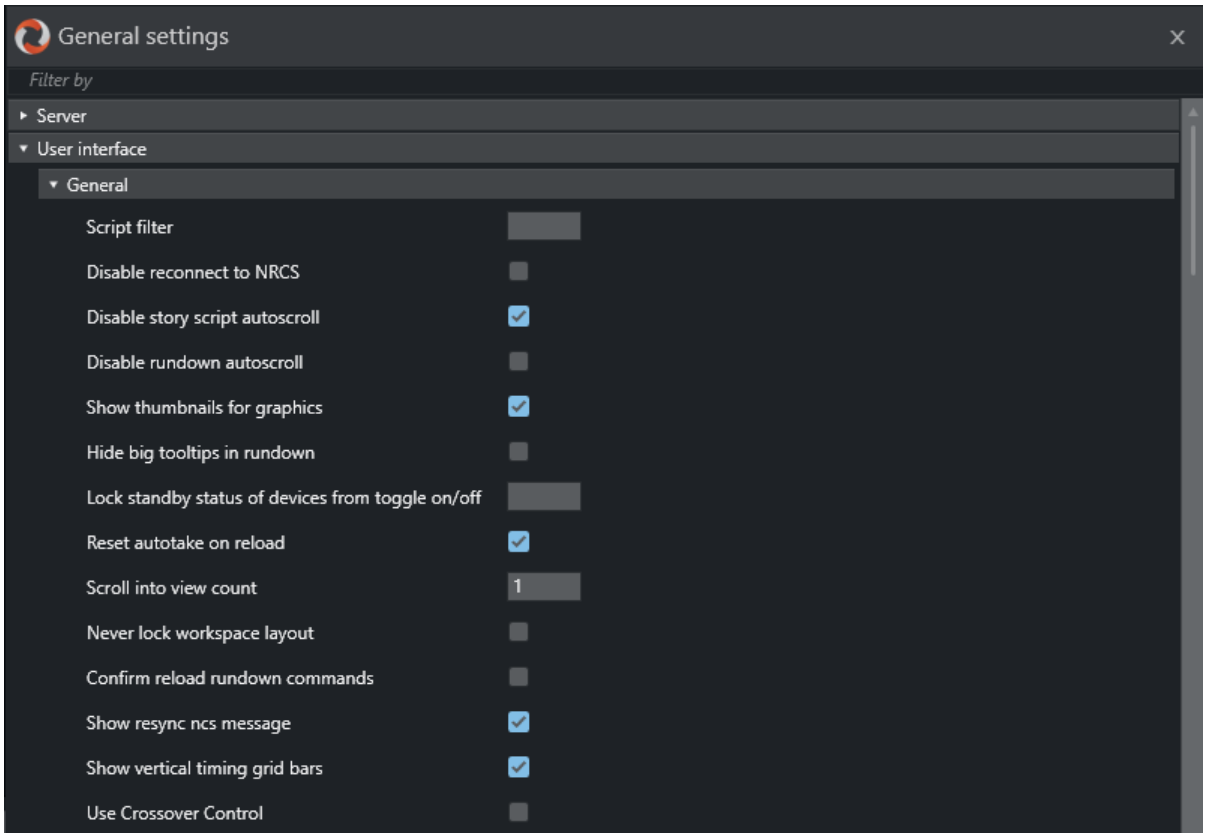
These options are accessed from the GUI toolbar under **Tools > General settings**.

You can save your individual UI setup for later recall.

The following configuration options are presented:

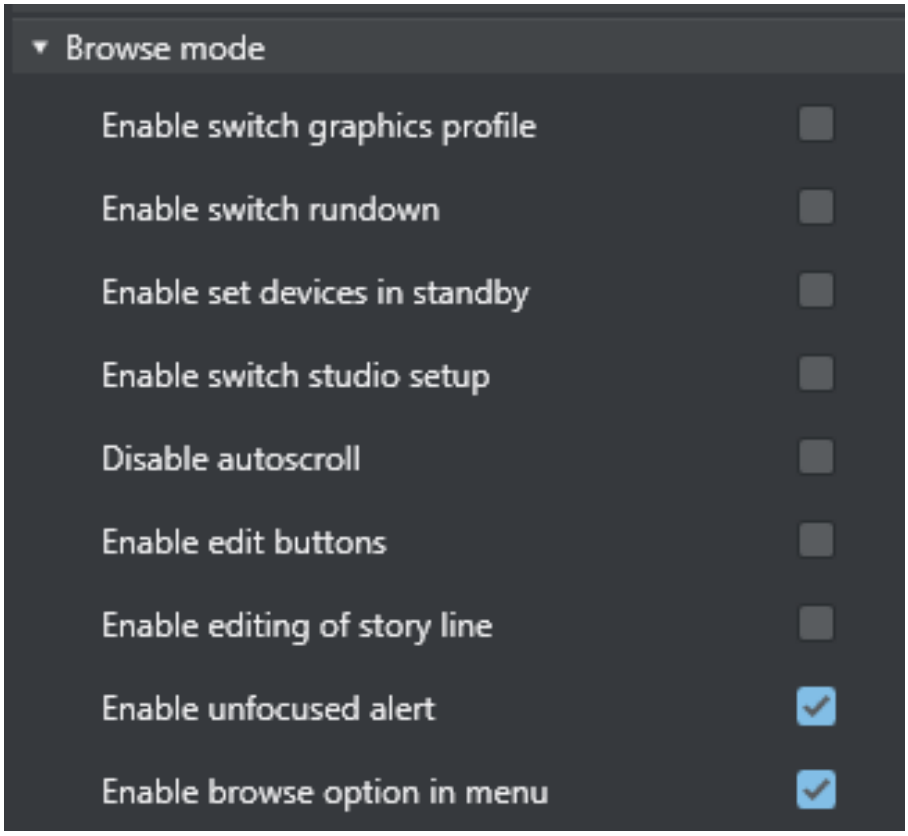
- General
- Browse Mode
- Story Line
- Search Pool
- Assets
- Preview/Program Window
- Keyboard
- Template Router
- Sourceview
- HTML Windows

General



- **Script filter:** Filters script text. The format is *100,50* where the first number is the maximum length at the start, and the second number the maximum length at the end.
  Used to limit the size of the script text from the NRCS story in the UI.
- **Disable reconnect to NRCS:** Disables the reconnecting functionality when clicking on NRCS status. When selected, the NRCS status stays as *read-only*.
- **Disable story script autoscroll:** Disables the auto-scroll functionality in the story script. This functionality keeps the current item at the top of the **Script** window.
- **Disable rundown autoscroll:** Disables the auto-scroll functionality in the rundown. This functionality keeps the view of the rundown in sync with the on-air story, and displays the current story line according to the value set in *Scroll into view count*.
- **Show thumbnails for graphics:** When selected, thumbnails are displayed for items in the Story Script, Rundown, and Asset tab.
  Thumbnails are also available for video clips from Viz One or Media Service, and for Vizrt graphics, when Viz Pilot Edge is configured with a Preview Server.
- **Hide big tooltips in rundown:** When selected, there no big tooltip appears when you hover over an item in the rundown.
- **Lock standby status of devices from toggle on/off:** A list of which devices should be locked from being manually toggled to standby status. Comma separated list (for example, *Video server, audiomixer*).
- **Reset autotake on reload:** Defines the behavior of the autotake mode on Reload (Default *SHIFT+F12*). When selected, Viz Mosart reverts to normal mode on reload.
- **Scroll into view count:** Defines how many storylines are auto scrolled into the UI rundown window when running a show.
  - *1* will continuously keep one story above the current on-air story, visible (the *previous* story to the current).
  - *2* will keep two story lines visible, above the current one.
- **Never lock workspace layout:** When selected, it will always be possible to change the size of the panels in the UI workspace. If unselected, the workspace layout is locked while on-air.
- **Confirm reload rundown commands:** When selected, a confirmation dialog menu is displayed whenever the operator issues a *Reload Rundown* command.
- **Show resync ncs message:** When selected, a popup window asks for confirmation whenever a rundown is locked and then unlocked.
- **Show vertical timing grid bars:** When selected, horizontal lines display to indicate time.
- **Use Crossover Control:** When selected, the UI displays the status of the Viz Mosart crossover server.

Browse Mode

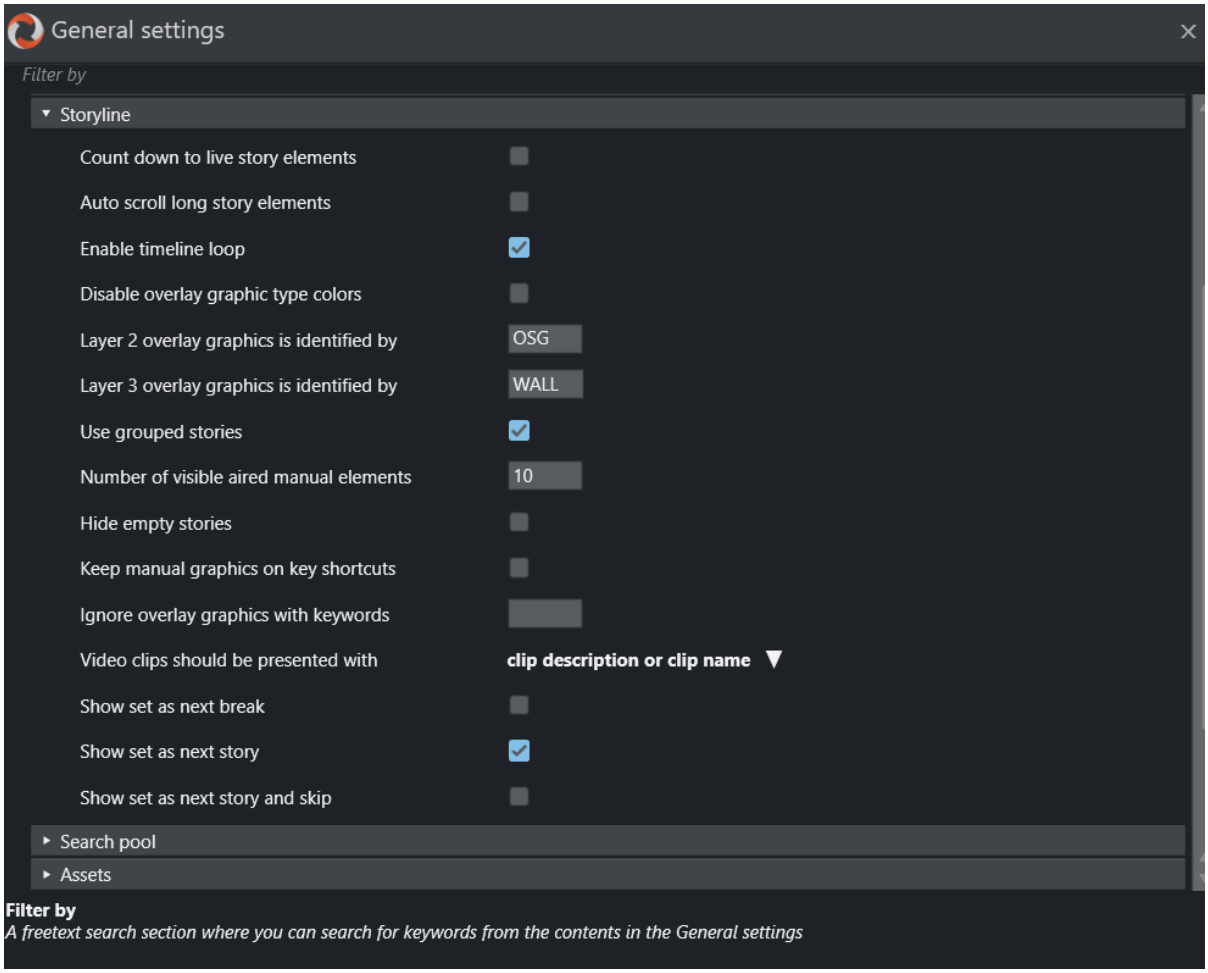


The check boxes under **Browse mode** control various actions when a Viz Mosart UI is set in Browse mode. By default, most are *unchecked*, rendering the **Browse mode** UI safe for live situations.

- **Enable switch graphic profile:** When enabled, it will be possible to change graphics profile while in Browse mode.
- **Enable switch rundown:** Change rundown in Browse mode.
- **Enable set devices in standby:** Change standby devices in Browse mode.
- **Enable switch studio setup:** Change studio setup in Browse mode.
- **Disable autoscroll:** Disables the autoscroll functionality in the rundown and in the script view in Browse mode.
- **Enable edit buttons:** Use the edit buttons in Browse mode.
- **Enable editing of story line** Edit story line in Browse mode.
- **Enable unfocused alert:** When *not enabled,* the unfocused alert is *not* shown in browse mode when the application does not have focus.
- **Enable browse option in menu:** Enables the appearance of the **View > Browse mode** menu item, and makes it possible to turn Browse mode *off*.

Story Line

Story line options control behavior and display characteristics of each story in the rundown.



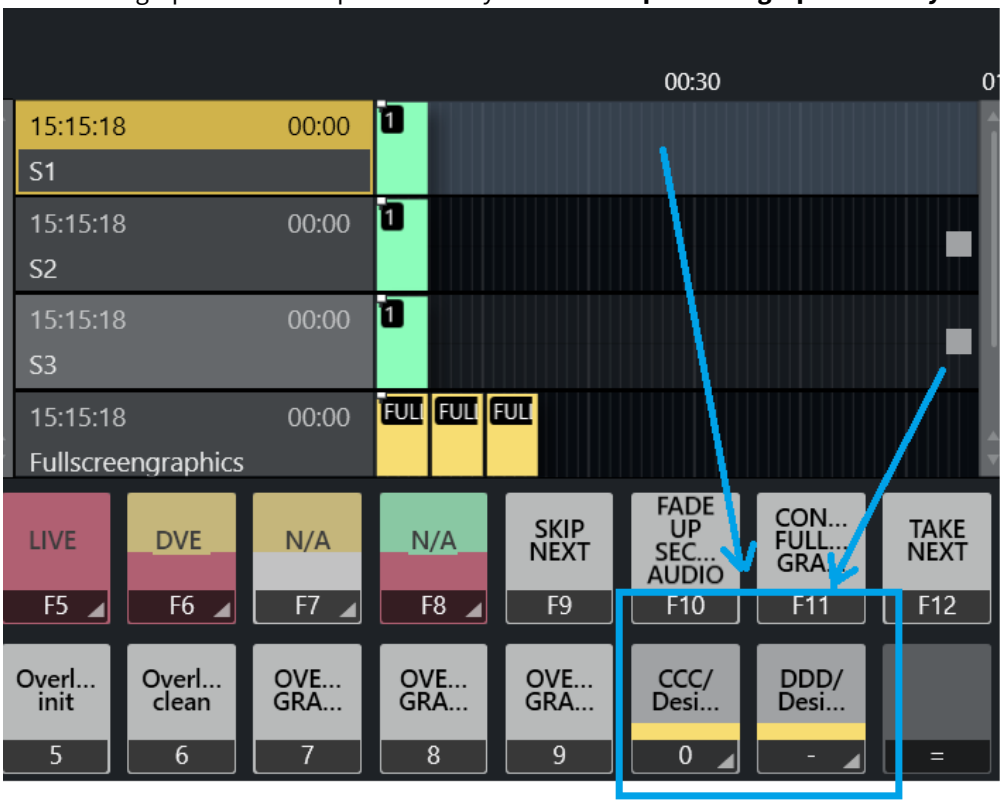
- **Count down to live story elements:** Enables countdown to stories containing either a LIVE, DVE or TELEPHONE template.
  See the topic Countdown to a Selected Story.
- **Auto scroll long story elements:** When selected, long story items (with scrollbars) are automatically scrolled horizontally while the story item is played. Makes it easier to see when lower thirds appear.
- **Enable timeline loop:** Enables the loop timeline context menu.
- **Disable overlay graphic type colors:** Disables the use of Layer 2 and Layer 3 identification (otherwise, user sees "*Layer 2 overlay graphics is identified by*" and "*Layer 3 overlay graphics is identified by*").
- **Layer 2 overlay graphics is identified by:** Overlay graphics connected with any Handler name input here is displayed in the secondary overlay graphics layer.
  For example, *OSG*
  

- **Layer 3 overlay graphics is identified by:** Overlay graphics connected with any Handler name input here is displayed in the tertiary overlay graphics layer. For example, *WALL*
- **Use grouped stories:** When selected, stories with the same prefix are displayed in story groups in the UI. All items within each story group are also displayed in the **Asset** window. Can also be used with **Quick Access** filters.

- **Number of visible aired manual elements:** Number of manual elements already aired that should be visible in a story. Use *-1* to show all. Default value is *10*.

> **Note:** Showing more than 10 elements in each story may cause performance issues.

- **Hide empty stories:** When selected, stories without items are not shown in the rundown. They are reduced to one straight line.
- **Keep manual graphics on key shortcuts:** When checked, manual lowerthirds assigned to keyboard shortcuts will remain active until a new story with manual graphics is taken or selected.
  When unchecked, the graphics will be cleared immediately upon taking or selecting a different story with no manual lowerthirds.
  In the example below, two keyboard shortcuts were populated with the manual overlay graphics found in story *S3*. Then, story *S1* was selected. Story *S1* has no manual graphics, but the keyboard shortcuts retained the manual graphics from the previous story because **Keep manual graphics on key shortcuts** is enabled.



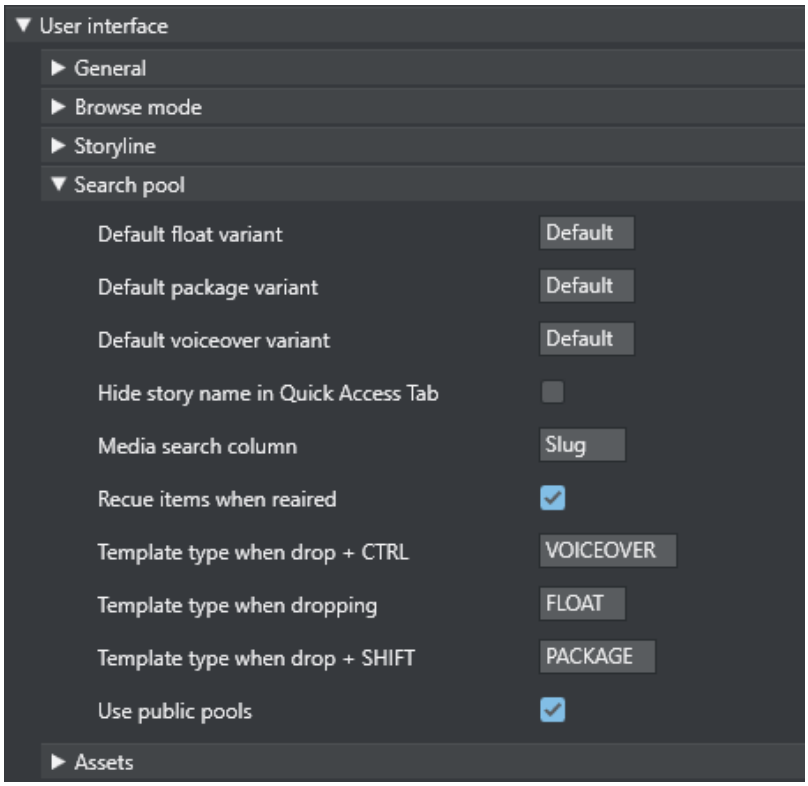
- **Ignore overlay graphics with keywords:** Overlay graphics connected with any of the specified handler names are hidden in the UI. Can be used to remove fixed overlay graphics.
- **Video clips should be presented with:** Select how you want video clips to be displayed to the user in the user interface, selecting from the drop-down list.
- **Show set as next break:** When selected, **Set As Next Break** is available as an option in the rundown context menu. Selecting this option causes Viz Mosart to regard the selected storyline as a *Break line* for countdown and timing purposes.
- **Show set as next story:** When selected, **Set As Next Story** is available as an option in the rundown context menu (using right-click). The user can jump to stories further up or further down in the rundown,

independently of the NRCS running order.
Default: *On*

- **Show set as next story and skip:** When selected, the story line context menu option **Set as next story (skip)** is available.
  For example: The story on-air consists of three items, and the current item on air is number one of these three. Choosing **Set as next story (skip)** for another story in the rundown will then skip item 2 and 3 of the current on air story and set the first item of the chosen story in Preview. (Whereas selecting **Set as next story** keeps the remaining items in the on-air story as the following items to be played out, before the chosen story is set as next story). Default: *Off*

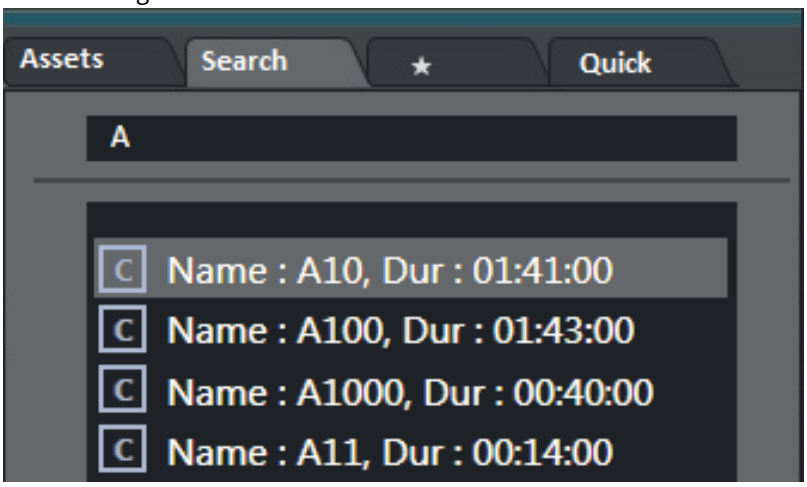
Search Pool

Search pool options affect the **Search** tab and **Quick access** tab in the **Media Pool**, usually displayed in the lower right corner.



- **Default float variant:** The float variant that Viz Mosart adds to any video file found in the **Search** or **Quick Access** tab when dragged to the rundown, a shortcut key or the **Favorites** tab. See below for information on the drag and drop feature.
- **Default package variant:** The package variant that Viz Mosart adds to any video file found in the **Search** or **Quick Access** tab when dragged to the rundown, a shortcut key or the **Favorites** tab. See below for information on the drag and drop feature.
- **Default voiceover variant:** The voiceover variant that Viz Mosart adds to any video file found in the **Search** or **Quick Access** tab when dragged to the rundown, a shortcut key or the **Favorites** tab. See below for information on the drag and drop feature.

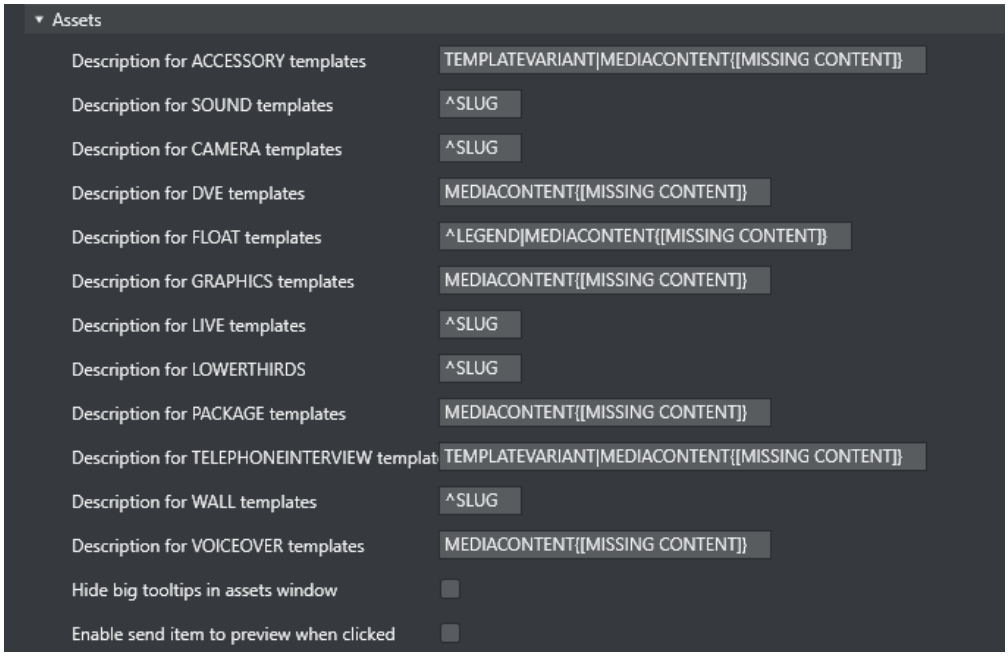
- **Hide story name in Quick Access Tab:** When checked, The **Quick Access** tab shows the filtered items as a list without any story headers.
- **Media search column:** Values entered here define the format of search results displayed when searching the video servers. Values can either be entered without name tags, in the format: *slug*, *durationc* or with name tags, in the format: "Name=slug, Dur=durationtc"
  This tells Viz Mosart to display results with *Name:xxx* (found in the slug column on the server database) and *Dur:xxx* (found in the **Durationtc** column on the server database).
  The resulting search window could look like this:



  Valid property fields: *SLUG*, *DESCRIPTION*, *STATUSDESCRIPTION*, *RIGHTS*, *DURATION*, *STATUS, OBJID*
- **Recue items when reaired:** When checked, previously played video items dragged from the **Assets** and **Favorites** tabs into the rundown are recued.
- **Template type when drop + CTRL:** Typing *FLOAT*, *PACKAGE* or *VOICEOVER* here defines which of the three types is connected to material dragged from the Search window when holding down the **CTRL** key.
- **Template type when dropping:** Typing *FLOAT*, *PACKAGE* or *VOICEOVER* defines which of the three types is connected to material dragged from the Search window without holding down a key.
- **Template type when drop + SHIFT:** Typing *FLOAT*, *PACKAGE* or *VOICEOVER* defines which of the three types is connected to material dragged from the Search window when holding down the **SHIFT** key.
- **Use public pools:** When checked, manually updated **Favorites Pool** tabs are shared between GUIs connected to the same server. A shared **Favorites** tab is indicated by a small symbol in the top right hand corner of the tab.

Assets

Asset options are options regarding the asset tab in the **Media pool** usually located in the lower right corner.



- **Description for ____ templates:** Entering a legend syntax description in this field defines the format displayed for assets in the Assets Tab, in the same way as with the Media search column. The syntax for defining the legend is shown in the Asset Legend Syntax section below.
  Valid parameters are listed in the Assets Properties list further down. The legends used in Asset window are customizable for all Viz Mosart template types shown in the table above.
  Legends for other template types are shown using the corresponding slug.
- **Hide big tooltips in assets window:** Normally when you hover over an item in the **Asset** window, a big tooltip appears with the full details of the item. If this is not wanted, the tooltip can be *disabled* by checking this box.
- **Enable send item to preview when clicked:** If selected, clicking on a primary item in the **Asset** window immediately sends it to preview (it is inserted as the next item in the story currently on-air).

Info: If an item was unintentionally sent to preview in this way, this can be undone with **Skip Next** (default **F9**)

Asset Legend Syntax

Legends for template types in the **Asset** window are defined as a set of properties divided by the pipe (|) character where each property has the following syntax:
`[separator][[Title]]Property[{DefaultValue}`, where:

- **[separator]:** Optional separator to separate the property from its predecessor. Using a carat (**^**) as the first character ensures that the first property this the following property. Otherwise, all legends start with the slug.
- **[[Title]]:** Optional title. Needs to be defined inside **[]** brackets.
- **Property:** Named property, see table below.
- **[{ DefaultValue}]:** Optional default value. Needs to be defined inside **{}** brackets.

Info: In the syntax above **[]** is also used to denote optional content

Examples:

1. `MEDIACONTENT{[MISSING CONTENT]}|, [Duration=]DURATION`
   Displays Slug + Clip/Graphics description + clip duration. Description shows "*[MISSING CONTENT]*" if the template lacks content. Typically if no content is added in the NRCS.
2. `^TEMPLATEVARIANT| MEDIACONTENT{[MISSING CONTENT]` *}*
   Displays Template name + Clip/Graphics description (and so starts with Template name).

Assets Properties

Various template properties are available for use in asset legends:

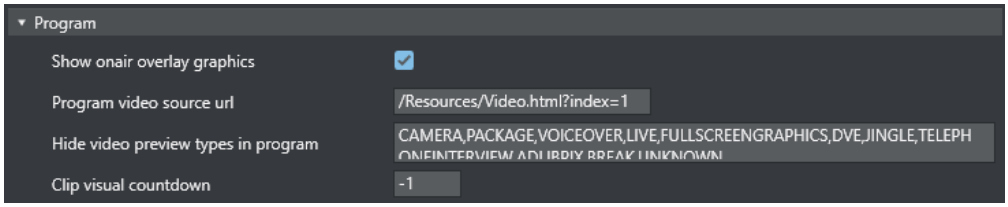
- **CLIPDESCRIPTION:** Normally clip slug (*slug*).
- **CLIPHIRESPATH:** Clip reference. Normally clip slug (*clip_hirespath*).
- **CLIPREFID:** Clip reference id. Normally clip server identity number (*metadata_lookuppath*).
- **CONTINUECOUNT:** Continue count for fullscreen graphics (*continuecount*).
- **DESCRIPTION:** Item's description (*clip_hirespath*).
- **DURATION:** Clip duration in mm:ss.
- **GRAPHICSDESCRIPTION:** Graphics description. Normally name of full-screen graphics (*graphics_description*).
- **GRAPHICSID:** Graphics id. Normally graphics id used by graphics system (*graphics_id*).
- **ITEMIN:** In-time in hh:mm:ss for secondary objects (like accessories and CGs).
- **LEGEND:** Equals SLUG if present. Otherwise set to DESCRIPTION.
- **MEDIACONTENT:** Equals CLIPDESCRIPTION for clips and GRAPHICSDESCRIPTION for fullscreen graphics.
- **SLUG:** Textual description of the element. Normally as entered in NCS (*slug*).
- **TEMPLATEVARIANT:** Template variant name (*templatetype*).
- **TRANSITION:** Transition given as [CUT|MIX|EFFECT](duration|effectno) (*transitions*(*rate*)).

Default Value

The slug is implicitly used as the first value. This is the same as entering `^SLUG` as the description (if the carat (**^**) is not present as the *first* character then the slug is used as the first value).
To use other properties as the first value, the description should start with the carat (**^**) character.

Preview/Program Window

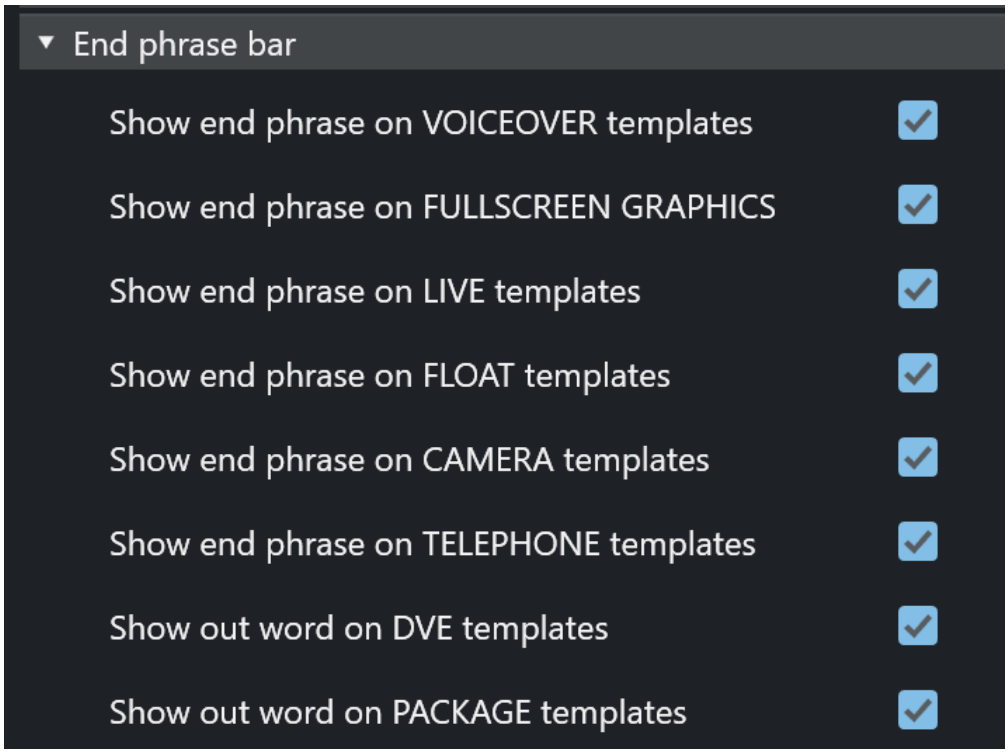
Program



- **Show onair overlay graphics:** When selected, overlay graphics are displayed in the **Program** window when they go on air.
- **Program video source url:** Specifies which source to use for the Program video feed. Can be an HTML page or NDI source URL. Keep *empty* if not to be used.
- **Hide video preview types in program:** List of template types that should *not* display the preview video. Only applicable when producing with NDI video streams. Default: *All* available types.
- **Clip visual countdown:** If this has a value above *0*, the countdown of PACKAGE and VOICEOVER change color to alert the user if the countdown reaches this value.
  See also: Timing Information and Countdown of Video Wall Elements.

End Phrase Bar

Also called *out words,* these configurations enable the user to define which Viz Mosart types should have Last Words functionality.
When selected, the last words in the NRCS script (or the last words defined through a command in the script, depending on NRCS and Viz Mosart type) are displayed in a black box in the UI Program window.

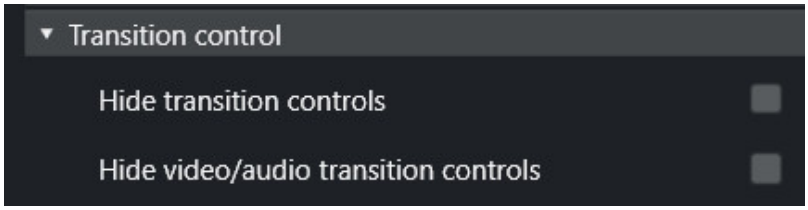


- **Show end phrase on VOICEOVER templates:** When selected, the last words in the script of VOICEOVER templates are displayed in a black box in the UI **Program** window.
- **Show end phrase on FULLSCREEN GRAPHICS:** When selected, the last words in the script of full-screen graphics templates are displayed in a black box in the UI **Program** window.
- **Show end phrase on LIVE templates:** When selected, the last words in the script of LIVE templates are displayed in a black box in the UI **Program** window.
- **Show end phrase on FLOAT templates:** When selected, the last words in the script of FLOAT templates are displayed in a black box in the UI **Program** window.

- **Show end phrase on CAMERA templates:** When selected, the last words in the script of CAMERA templates are displayed in a black box in the UI **Program** window.
- **Show end phrase on TELEPHONE templates:** When selected, the last words in the script of TELEPHONE templates are displayed in a black box in the UI **Program** window.
- **Show out word on DVE templates:** When selected, the last words in the script of DVE templates are displayed in a black box in the UI **Program** window.
- **Show out word on PACKAGE templates:** When selected, the last words in the script of PACKAGE templates are displayed in a black box in the UI **Program** window.

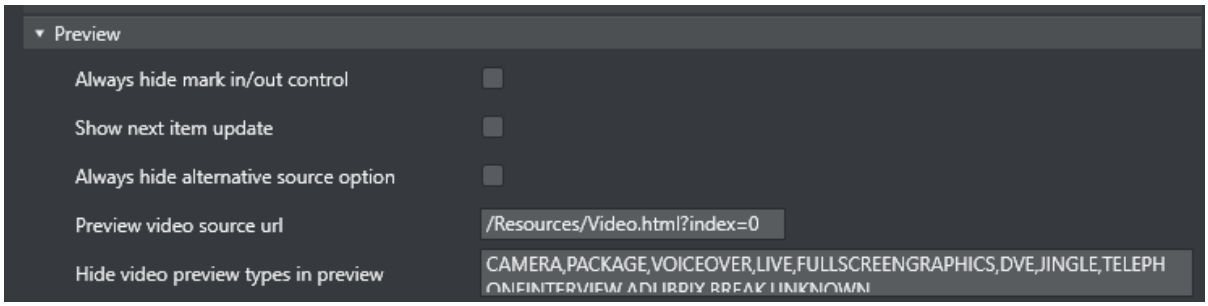
Transition Control

Allows the user to hide some of the transition controls located between the **Program** and **Preview** windows. Can be used to save some space in the UI.



- **Hide transition controls:** Hides the transition controls.
- **Hide video/audio transition controls:** Hides the video/audio transition controls.

Preview

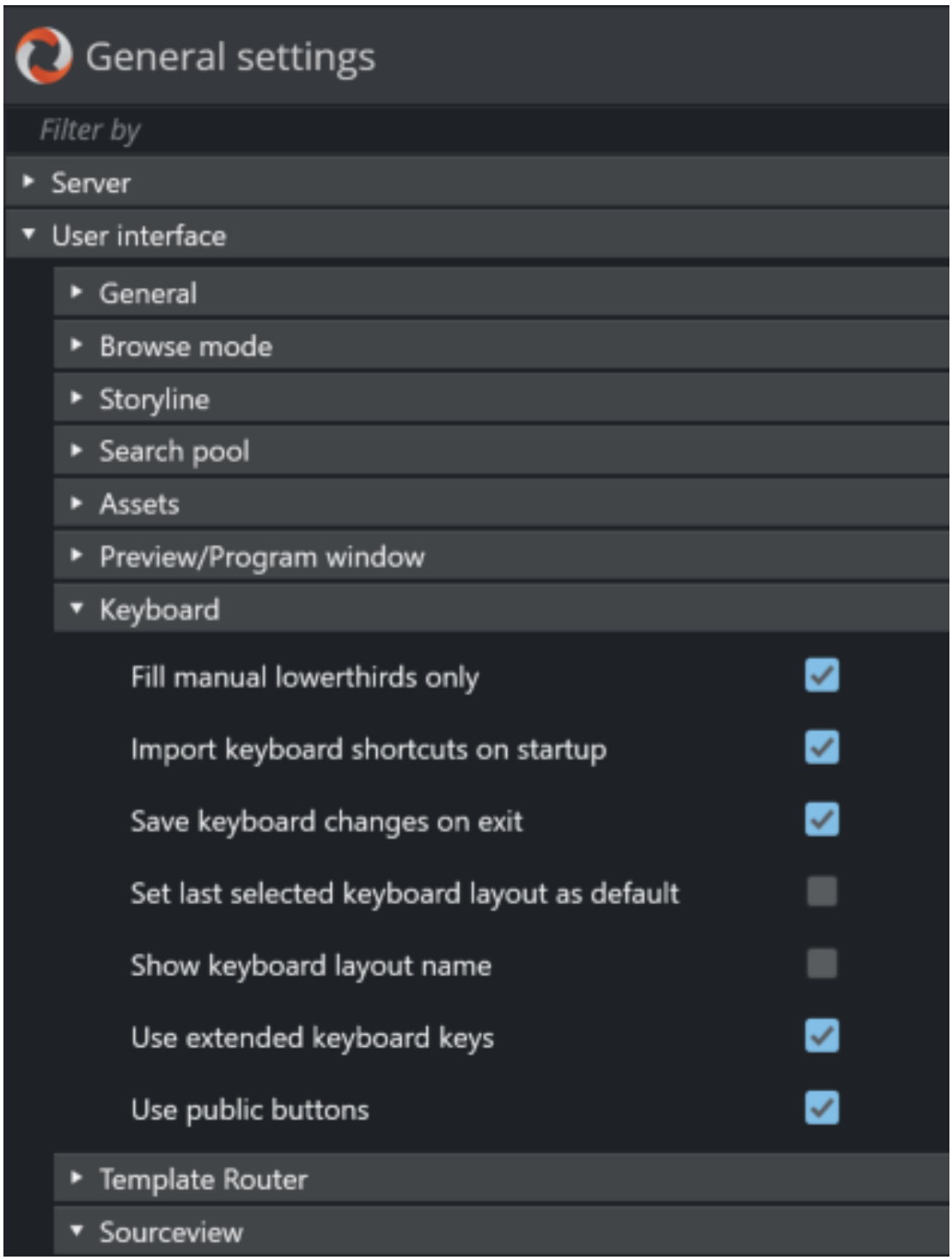


- **Always hide mark in/out control:** Hides the mark in/mark out selector that is displayed when a clip is in Preview (If unchecked, these selectors will be shown when a clip is in Preview, otherwise not).
- **Show next item update:** When selected, a warning is displayed in the **Preview** window if the story in preview is updated from the NRCS.

- **Always hide alternative source option:** Hides the drop-down menu at the top of template previews in **Preview** (and **Program**). Selecting this option only displays the source.
  This menu is only visible with a *DVE* template that contains newsroom tags for keyers or similar. Unselected, this option offers for example, changing the content of the boxes of a 2-Box.
- **Preview video source url:** Specifies which source to use for the Preview video feed. Can be an HTML page or NDI source URL. Keep unselected if not to be used.

- **Hide video preview types in preview:** List of template types that should not display the Preview video. Only applicable when producing with NDI video streams. Default: *All* available types.

Keyboard



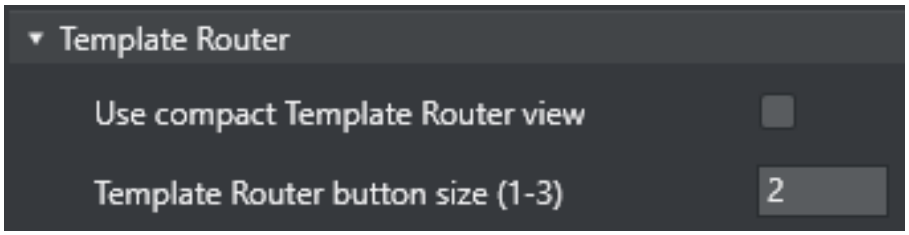
- **Fill manual lowerthirds only:** When selected, only NRCS-bound lower thirds fill keyboard shortcuts with manual lower third. When unchecked, all lower thirds fill any keyboard lower third.
- **Import keyboard shortcuts on startup:** When selected, the UI attempts import of keyboard settings from the server every time the UI restarts.
    - To export a keyboard settings file to the server, select **LAYOUT - EXPORT** in the keyboard shortcuts window.
- **Save keyboard changes on exit:** When selected, all changes to the keyboard layout (for example, unassigned keys) are saved on exit.
- **Set last selected keyboard layout as default:** When selected, the last used keyboard layout opens the next time the UI is started.
- **Show keyboard layout name:** When selected, the currently selected keyboard layout name is displayed in the menu bar at the top of the Keyboard shortcuts window of the UI.
- **Use extended keyboard keys:** When selected, some special keys like **Enter/Return** are treated differently. The extended variant is shown with an asterisk (*****) in the keyboard editor.
- **Use public buttons:** When selected, manually updated shortcut buttons are shared between all UIs connected to the same server. A *shared* button is indicated by a small symbol

  in the top right-hand corner of the button (see Button Details in the section Keyboard Shortcuts).

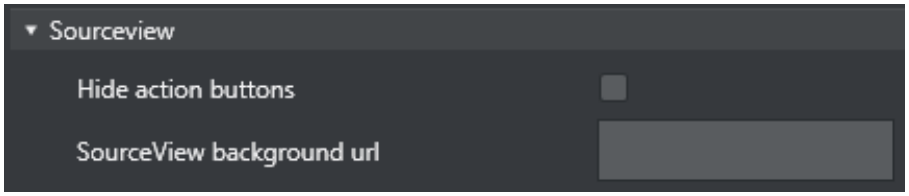
Template Router

> **Info:** Template Router is the new name for the *Wall Manager*.



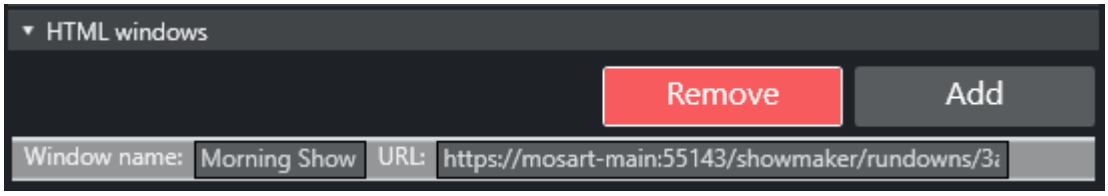
- **Use compact Template Router view:** When enabled the Template Router will only show the on-air part of the Template Router. This saves a lot of screen real estate.
- **Template Router button size (1-3)**: Select the size of the **Template Router** button. This can save some screen space, depending on screen size and resolution.

Sourceview



- **Hide action buttons:** When unchecked, the three action buttons **Sel**, **Prg**, **Prw** are shown in the upper right corner of the Sourceview. These can be used to send the clicked items to Preview or Program or to enable select.
  When checked, only Select mode will be used and the buttons are hidden.
- **SourceView background url:** http: based background for sourceview. Can be used to provide live video using the http protocol.

HTML Windows

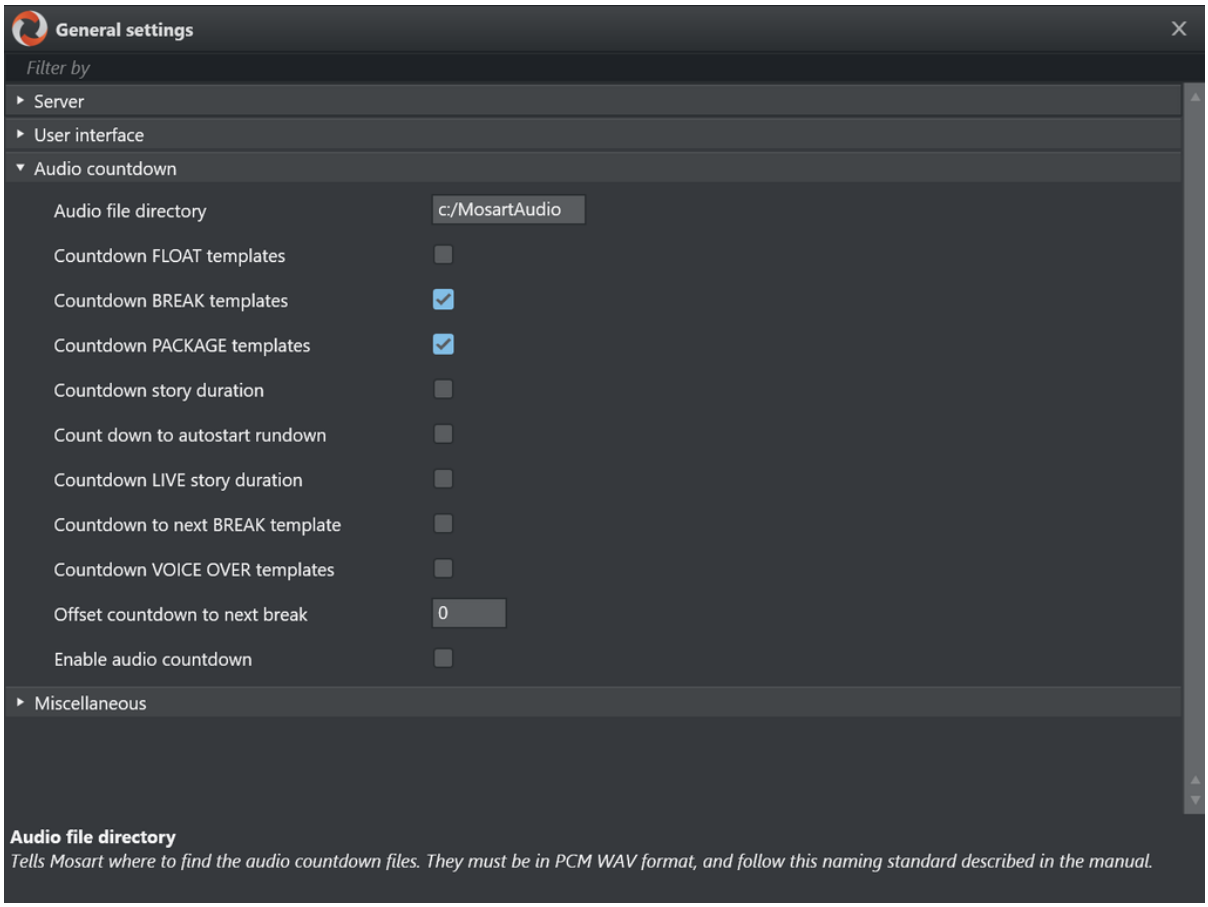


This section enables you to configure any number of webpages to be used as controls/monitor in the main window,

or as a Floating window:

- **Window name:** Arbitrary name to identify the view.
- **URL:** Address to target view.

3.12.3 Audio Countdown



- **Audio file directory:** Tells Viz Mosart where to find the audio countdown files. Files must be in PCM WAV format (16 bit, 48 kHz).
  File naming must adhere to a strict standard. As examples:
  - *60_sec.wav*
  - *30_sec.wav*
  - *10_sec.wav*
  - *5_4_3_2_1.wav*

  These are only examples. The Viz Mosart GUI countdown feature accepts and plays any file of the above format.
  For example, a file named *30_sec* can be played when 30 seconds remain of a given event. Similarly, a file named *5_4_3_2_1.wav* will play at the 5 second mark. The voice on the wav could either count "*5,4,3,2,1*" or just announce "*5*", or what ever you require.

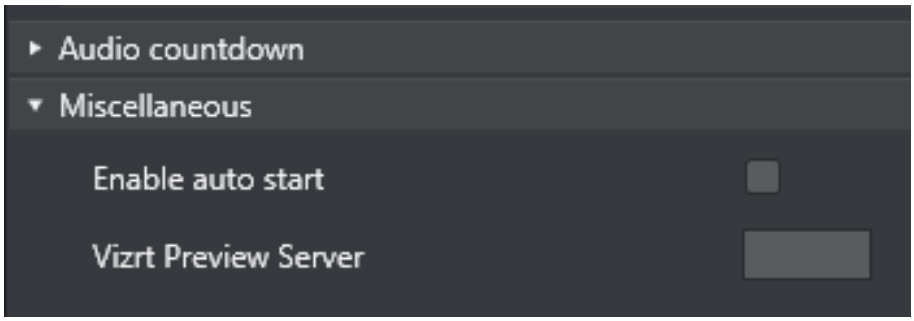
> **Note:** For setting-up your Timing Display, see the section Timing Display.

- **Countdown to next BREAK template**, file naming follows the standard of:
  - 180_sec_Next_Break
  - 120_sec_Next_Break

    - 60_sec_Next_Break
    - 30_sec_Next_Break
    - 10_sec_Next_Break
    - 5_4_3_2_1_Next_Break
- **Countdown story duration**, file naming follows the standard of:
    - 180_sec_End_Of_All_Stories
    - 120_sec_End_Of_All_Stories
    - 60_sec_End_Of_All_Stories
    - 30_sec_End_Of_All_Stories
    - 10_sec_End_Of_All_Stories
    - 5_4_3_2_1_End_Of_All_Stories
- **Countdown LIVE story duration**, file naming follows the standard of:
    - 180_sec_End_Of_Live_Story
    - 120_sec_End_Of_Live_Story
    - 60_sec_End_Of_Live_Story
    - 30_sec_End_Of_Live_Story
    - 10_sec_End_Of_Live_Story
    - 5_4_3_2_1_End_Of_Live_Story

- **Countdown FLOAT templates:** Toggles an audio countdown file to be played from the Viz Mosart GUI PC when 3 minutes, 2 minutes, 1 minute, 30, 10 and 5 seconds remain until an adlibpix\float element with server\video content.
- **Countdown BREAK templates:** Toggles an audio countdown file to be played from the Viz Mosart GUI PC when 3 minutes, 2 minutes, 1 minute, 30, 10 and 5 seconds remain until a designated Break line.
- **Countdown PACKAGE templates:** Toggles an audio countdown file to be played from the Viz Mosart GUI PC when 3 minute, 2 minutes, 1 minute, 30, 10 and 5 seconds remain of the Package template.
- **Countdown story duration:** Toggles an audio countdown file to be played from the Viz Mosart GUI PC when 3 minute, 2 minutes, 1 minute, 30, 10 and 5 seconds remain until the next story.
- **Count down to autostart rundown:** Toggles an audio countdown file to be played from the Viz Mosart GUI PC when 3 minute, 2 minutes, 1 minute, 30, 10 and 5 seconds remain until the rundown will autostart.
- **Countdown LIVE story duration:** Toggles an audio countdown file to be played from the Viz Mosart GUI PC when 1 minute, 30, 10 and 5 seconds remain until the editorial duration end of a live story.
- **Countdown to next BREAK template:** Toggles an audio countdown file to be played from the Viz Mosart GUI PC when 3, 2 and 1 minute, as well as 30, 10 and 5 seconds remain until the next break.
- **Countdown VOICE OVER templates:** Toggles an audio countdown file to be played from the Viz Mosart GUI PC when 1 minute, 30, 10 and 5 seconds remain of voiceover templates.
- **Offset countdown to next break:** Defines an offset in seconds for the countdown to next Break feature.
- **Enable audio countdown:** Plays audio when counting down.

3.12.4 Miscellaneous



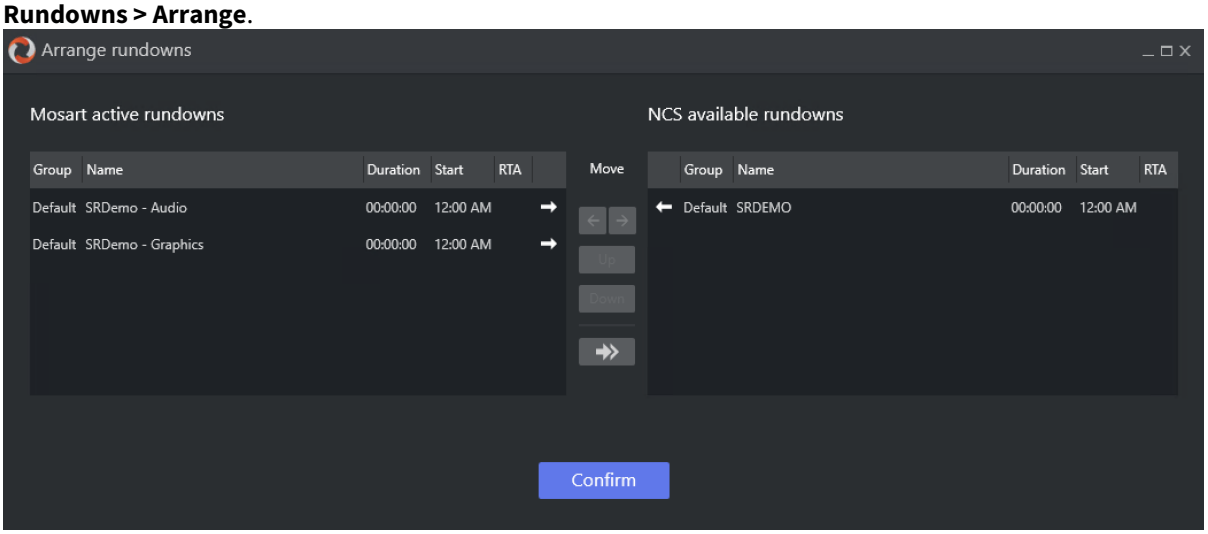
Enable auto start: When this setting is selected, loaded rundowns with planned start will auto start. It can also be manually set in the GUI. It will also work during Break templates.

Vizrt Preview Server: The address of the Vizrt-supplied server. See section **AV Automation Devices Graphics** in the *Viz Mosart Administration Guide*.

3.13 Arrange Rundowns

In the **Arrange rundowns** panel, you can select which rundowns will be shown in the Viz Mosart timeline and which rundowns to put on air.

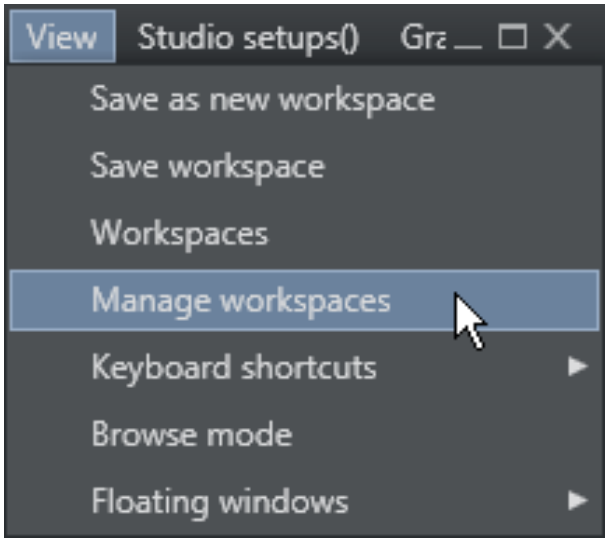
1. From the menu bar, navigate to **Tools > Arrange rundowns**. You can also find this window through **Rundowns > Arrange**.



   From here, you can create or modify a rundown list which contains *multiple* rundowns.
   Changes can be made before going on air or while on air.
2. The left pane lists the *Mosart Active Rundowns*, while the right pane lists the *Available Rundowns*.
   - Drag items between the lists, or select an item and use the **Add**/**Remove** buttons.
   - Clear empties the *Active Rundowns* list.
   - Reorder items in the *Active Rundowns* list using the **Move up** or **Move down** buttons.
3. Click **Confirm.**
   The items in the *Mosart Active Rundowns* list are loaded and visible in the Rundown window in the defined order.

3.14 Managing Your Workspace

By accessing the **View > Manage Workspaces** menu, the Manage workspaces window opens where the layout of an instance of the Viz Mosart GUI can be customized.



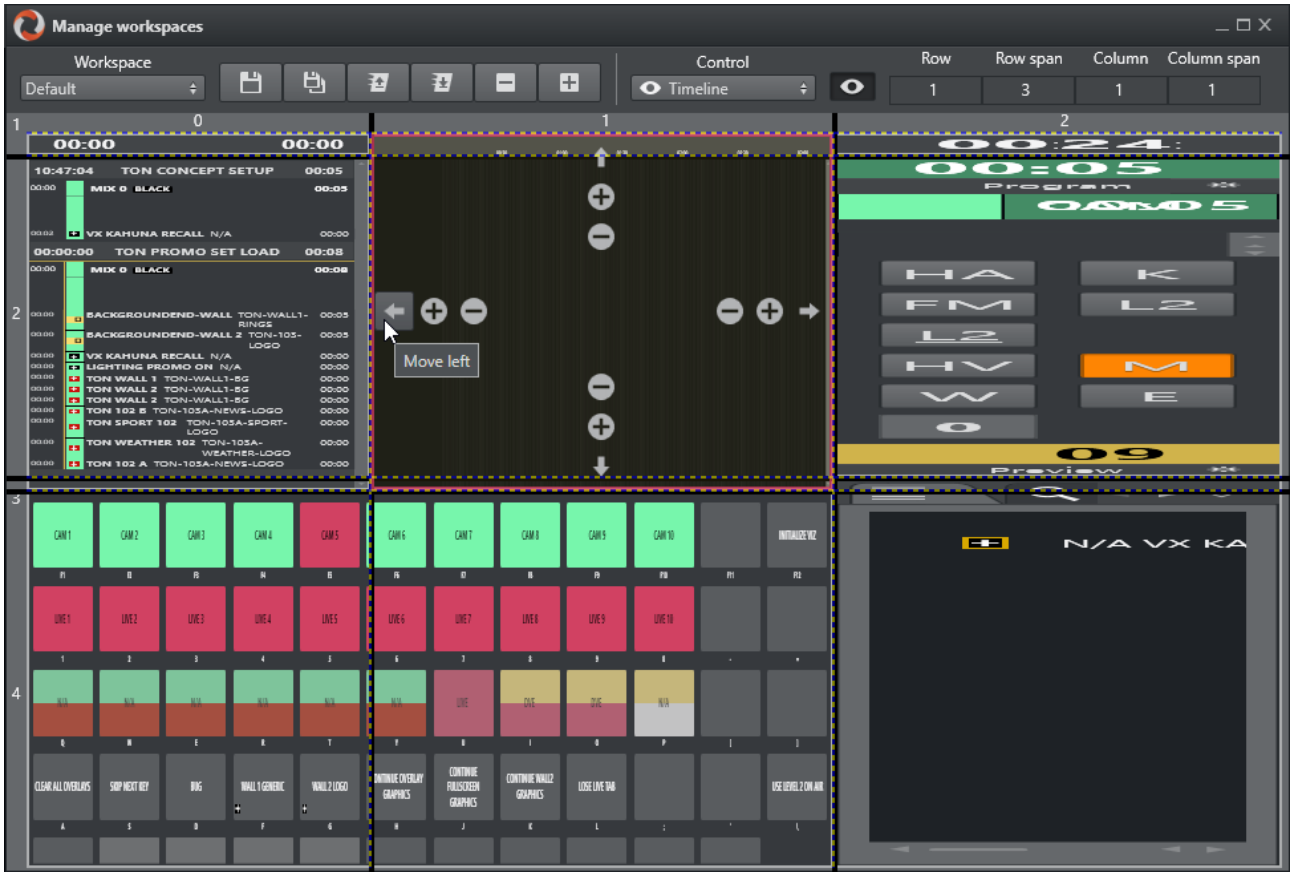
3.14.1 Customizing the Layout

The Viz Mosart GUI is highly flexible and can be changed to suit the particular needs of the individual station/channel/show/operator. To modify the visual appearance and layout of the GUI, the Workspace Manager can be used.

> **Note:** To add or modify keyboard shortcuts, the Keyboard Shortcut Editor is used.

In the Workspace Manager, the various windows in the GUI can be removed or added by checking and unchecking the eye icon next to the **Control** menu. The sections can also be adjusted using the buttons **-** , **+** and arrows as shown in the timeline window in the image underneath. - and + changes the column span and row span, whereas the arrows moves the highlighted section to the section the arrow points towards.

This might be useful for an instance of the GUI which is only used for monitoring purposes. Items like the keyboard window and Assets/Search/Favorites Tabs can be removed to give more space to the rundown.



3.14.2 Resizing Elements

The elements can also be resized by dragging the grid borders. Any given layout can be saved as a workspace, and can later be recalled through the **View** menu or through a designated shortcut command.

3.14.3 Export/Import

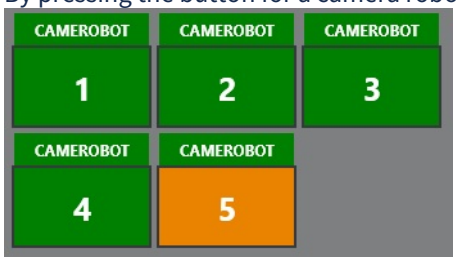
To conveniently copy a given layout across several GUI installations, the **Export/Import** selections in the Workspaces menu can be used.

3.15 Robotic Cameras

3.15.1 Working with Robotic Cameras

The Camera Robot Controller

The Viz Mosart UI includes a selectable control panel that displays the status of allocated robotic cameras.
By pressing the button for a camera robot, you can change its operational mode.



To open the robotic camera control panel

- From the menu bar select **View > Floating windows > Robotic cameras**.

Operational Status

The state of the camera robot is indicated by the button color

GREEN: Camera robot is in operation and controllable from Viz Mosart.
ORANGE: Camera robot set in stand-by (disabled), and no longer controlled by Viz Mosart.
LIGHT GRAY: The camera robot has not been allocated to this Viz Mosart setup by the Mosart Media Router (MMR).
RED: Error communicating with the camera robot. The camera robot is inactive and not controllable from Viz Mosart.

To change camera robot operation mode

You can change the operation mode for the camera robots by pressing the button for the camera robot.

- Pressing a green button places the selected active camera robot into *standby*, the button color changes to orange.
- Pressing an orange button when the camera robot is connected, switches the selected camera robot from standby to *active*, the button color changes to green. If the camera robot is not connected, the button color changes to red.
- Pressing a red button switches the selected camera robot from *inactive* to *standby*, the button color changes to orange.

Initial Setup

If you have enabled robotic camera control from Mosart Media Router (MMR), the system administrator needs to *allocate* each camera robot using a Virtual Studio Manager (VSM) panel interfacing with the MMR, as described in (1) below.

If you don't use MMR for this, the allocated robotic cameras are configured in AV Automation Device Properties, as described in (2) below.

Refer to

1. The Viz Mosart Media Router Guide.
2. The Viz Mosart Administration Guide, section AV Automation > AV Automation Device Properties >AV Automation Devices > Camera Robotics.

3.16 Quick Access Panel

Viz Mosart provides several ways of controlling a newscast show. Stories gathered from an NRCS system are displayed as a rundown, as planned by the Director. But a Producer/Mosart operator can divert from this plan by skipping stories or items in the rundown or bring in new elements. This is done with keyboard shortcuts or browsing through the rundown. The **Quick Access** Panel (QAP) provides a compact view of the rundown content, with button sizes optimized for touch screens.

The **Quick Access** Panel

- Makes it easier for a Producer making a dynamic rundown. It can also be a convenient way for Co-producers or Co-pilots to add more content to a rundown, while the Producer runs the show.
- Shows all the executable control elements of the entire rundown, as buttons grouped by their originating stories.
- Includes modifiable Story Filters, in the example above *Cam*, *Vid* and *All*.
  The Producer or Co-pilot can filter to find specific elements, for example only cameras, which they can then modify in a running rundown.

The **Quick Access** panel can be displayed and operated separately from a second Viz Mosart client or as an standalone panel on the primary Viz Mosart client. The button size can be changed to suit typical screen sizes setups.

This section contains the following topics:

3.16.1 Changing the Appearance of the QAP

Modifying the QAP Display

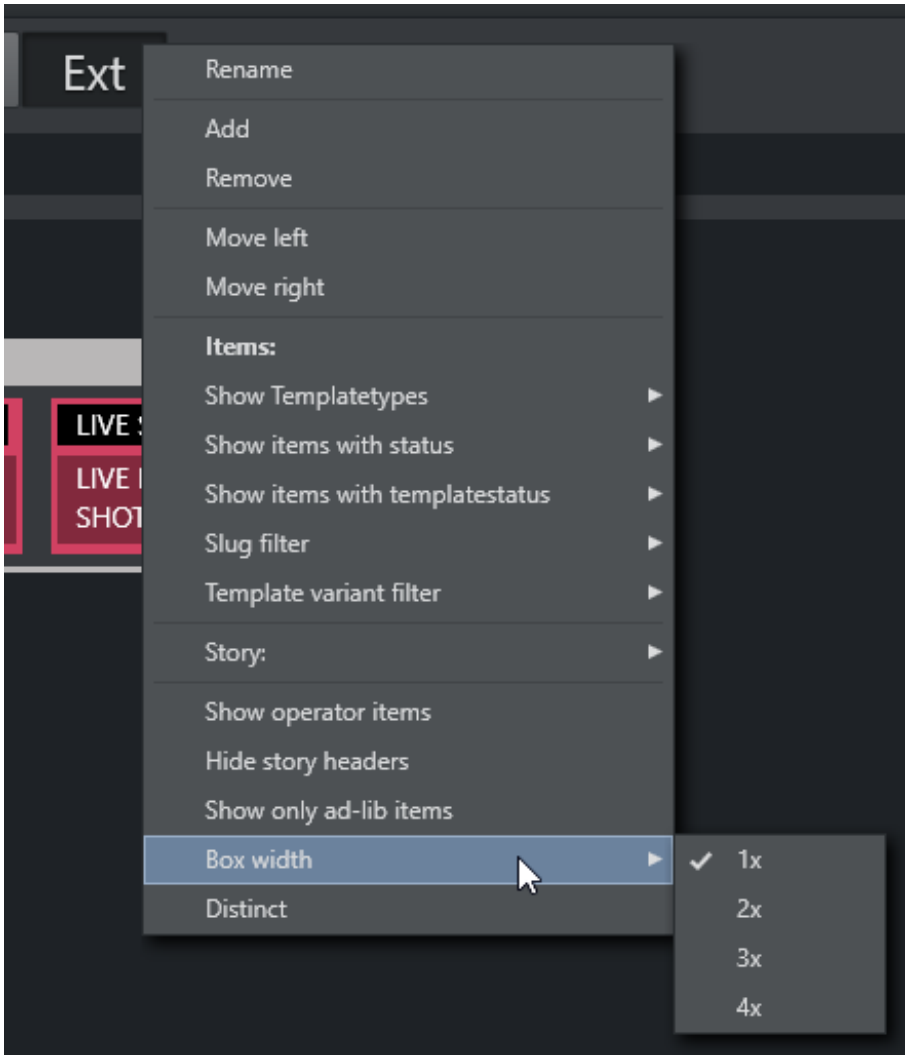
To View the QAP Standalone

To keep all details on the buttons visible, you can have the QAP in its own window.

1. Start a new Viz Mosart client
2. Create a new workspace
3. Float the QAP with **View > Floating windows > Quick Access Panel**
4. Select **View > Save workspace**
   to save the new layout.
5. (Optional) Create shortcuts to switch between workspaces.

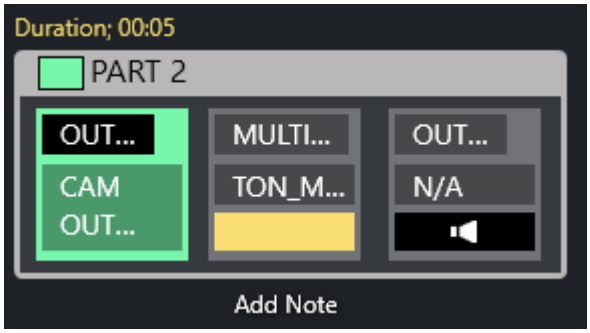
To Change the Size of QAP Buttons

- The size of the boxes can be modified individually in the right-click context menu of the top template group button, under **Box width**.



3.16.2 Story Item

Story Control



The **Quick Access** Panel shows each *story* as a rectangular box. Within the story box, each element and sub-element appear as a button. The story type is indicated in the story box header by color, corresponding to the type of story element.

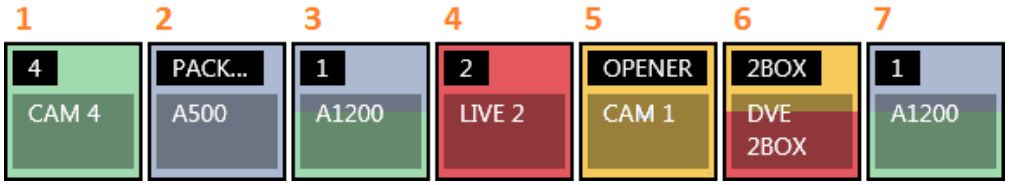
The type of the story is determined by the elements it contains. Beneath the story box the user can add a description by clicking **Add Note**.

- The story item is always displayed within a story.
- The *background* of the button indicates the template *type*.
- The *heading* indicates template *variant*.
  - A white text and red background as the template variant text indicates an *unavailable* template.
  - The transparent text shows the slug.

You can take items (for example, lower third, accessories, sound elements) On Air by clicking the button.
The button gets a red border and appears in the Program window. Take it Off Air by clicking the button again.

Info:
- Clicking an item that already has gone Off Air, puts it back On Air again.
- If the item has a fixed time, it goes Off Air autonomously.

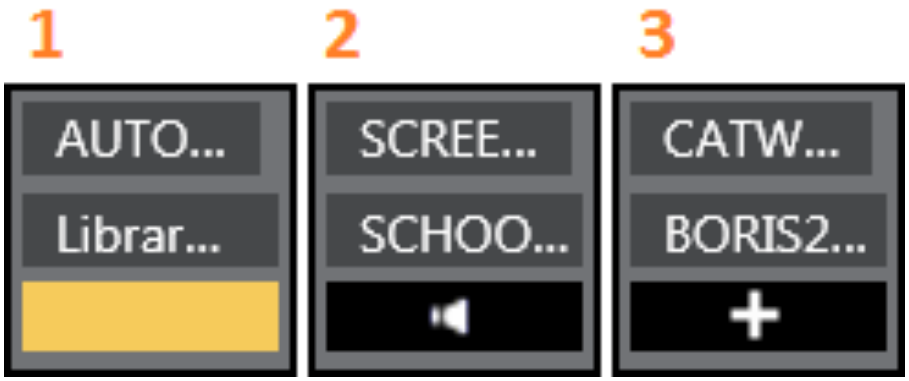
Primary Elements



1. **CAM**: Camera
2. **PACKAGE**: Video
3. **VO**: Voice over
4. **LIVE**: Live element
5. **GRAPHICS**: Full screen graphic element
6. **DVE**: Butterfly/DVE
7. **FLOAT**

Secondary Elements

Secondary elements are shown with a *gray* background.

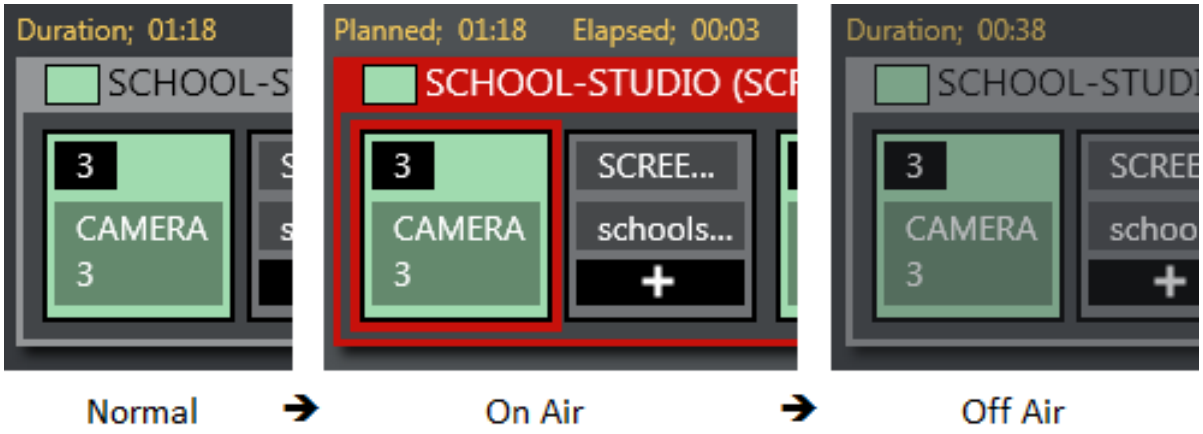


1. LOWERTHIRD
2. SOUND

3. ACCESSORY

Story Status

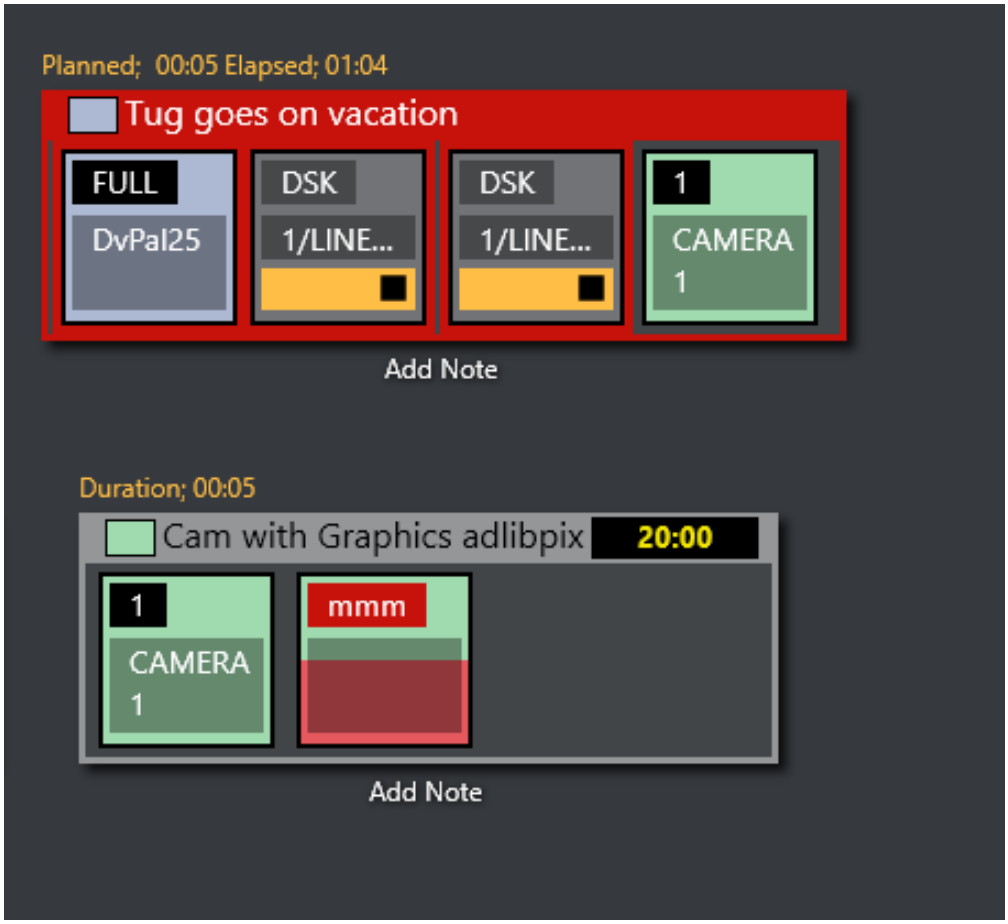
If a story is On Air, its frame becomes *red* with a *white* font.
The item that is On Air also gets a red frame. When the story or story item has been On Air, it gets a denser color.



If a lower-third has continue points, a bubble appears on the right, indicating remaining continue points.

Story Timing Information

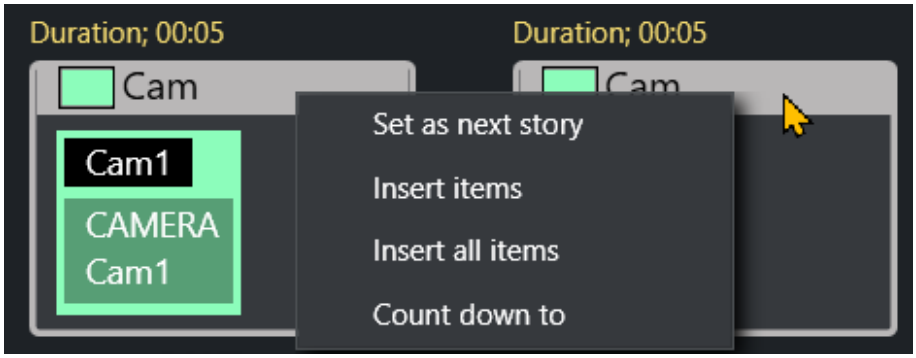
Timing information is shown on top of stories.



- **Duration** (normal): How long the story is planned to last.
- **Planned** (on air): The same as duration.
- **Elapsed**: How long the story has been On Air.
- **Duration** (off air): How long the story lasted.
- **Countdown** (black box): Time until story is planned to go On Air.

Quick Access Panel Context Menu

Clicking in an item title bar displays a context menu:

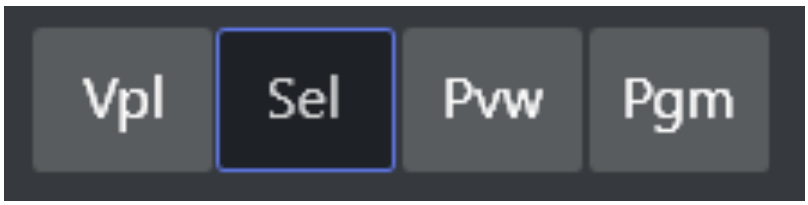


- **Set as next story:** This story is set as next.

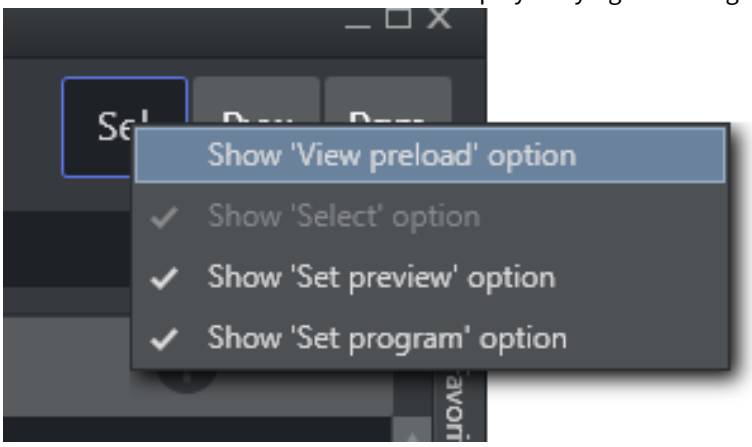
- **Insert items:** Inserts all visible items (except floats) in the current order after the running item in the current story. If the command mode is Air Mode, the first item is taken directly.
- **Insert all items:** Inserts all items (except floats) in the story after the running item in the current story. If the command mode is Air Mode, the first item is taken directly.
- **Count down to:** Starts counting down to the first visible item in the story.

3.16.3 Command Modes

The result of pressing the **Quick Access** Panel buttons in the list varies depending on which **Command Mode** button is active.



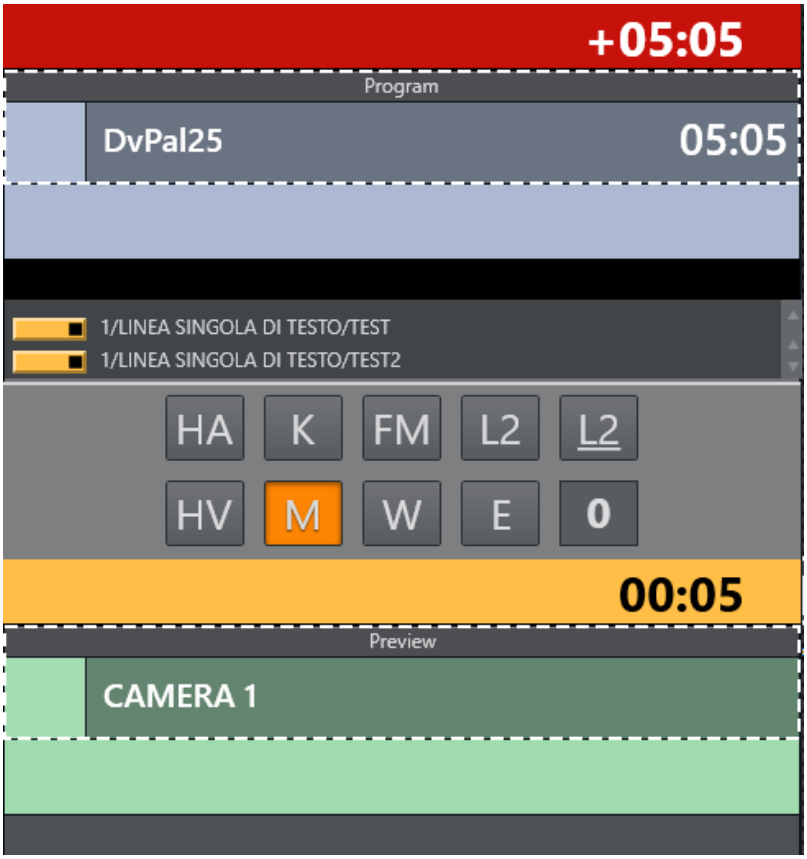
- You select which command buttons are displayed by right-clicking any of the displayed buttons.



Sel - Select Mode

- The selected item becomes the focused item.

This item can then be sent to preview, program or wall by selecting within the dotted line on the relevant control.

- 

Pvw - Preview Mode

- The selected item is added to Preview.

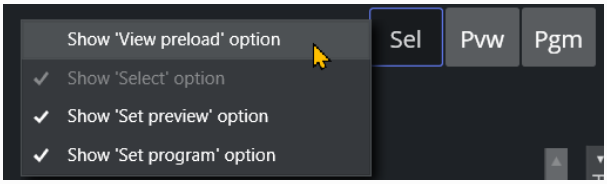
Pgm - Program Mode

- The selected item goes directly On Air.
  If the user holds while clicking any of the boxed buttons, the boxed item is sent-to-preview (as with the story items in the rundown).

Vpl - View Preload Mode

- If selected item is a *video clip* or *graphic*, it is sent to the configured preload/preview server/engine.

Info: This mode is hidden by default, activate it from the context menu by right clicking on any of the buttons:



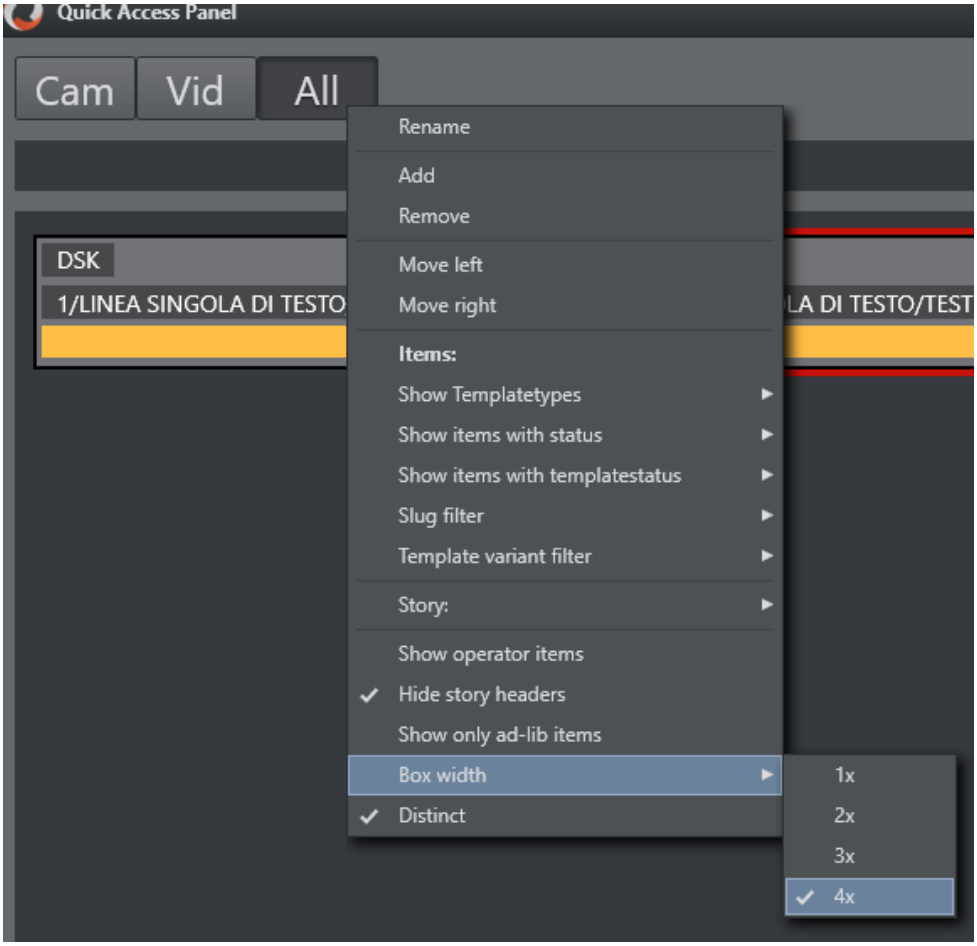
3.16.4 Story Filters

An important part of the **Quick Access** Panel are the *filters*. By selecting various filters, you switch between different views. For example, you may have one for *Cameras*, one for *Videos*, one for *Live* and *DVE*s.

Filter Bar Context Menu

Right-clicking in the filter bar opens a context menu, for filter operations.

- **Rename:** Changes the name of the filter.
- **Add:** Adds another filter.
- **Remove:** Removes this filter.
- **Move Left:** Changes the order of the filter left.
- **Move Right:** Changes the order of the filter right.
- **Items (header):** Applies filters below to the items within each story.
- **Show Templatetypes:** Selects which kind of template types that are visible when this filter is applied
- **Show items with status:** Selects which statuses the visible items can have: *Valid*, *Invalid* (missing content etc), *Aired* (has been On Air), *OnAir* (currently On Air), *Other*.
- **Show items with templatestatus:** Selects if items with *Valid* or *Unavailable* templates are allowed; or both.
- **Slug filter > Add:** Adds a slug filter.
- **Slug filter > Delete:** Removes a slug filter by selecting from a list.
- **Template variant filter > Add**: Adds a template variant, within the selected template group.
- **Template variant filter > Delete**: Deletes a template variant, within the selected template group.
- **Story (header):** Applies the filters below to each story.
- **Story > Show story types:** Selects which kind of story types that are visible when this filter is applied. Lists all primary and secondary templates.
- **Story > Show story with status:** Selects if items with the different statuses are visible when this filter is applied: *Valid*, *Aired* (has been On Air), *OnAir* (currently On Air), *Preview* (story is next), *Other*.
- **Story > Add slug filter:** Adds a filter of the story slug/title.
- **Story > Delete slug filter:** Removes a filter of the story slug/title.
- **Show operator items:** Displays elements added within the GUI when checked. If not, all elements added by the GUI operator are not visible, only the NCS content is shown.
- **Hide story headers:** When checked, only items in a list without story headers are shown, e.g. to save space.
- **Show only ad-lib items:** Shows only items that do not have a planned in-time in the rundown show. Applies to ad-lib pix templates and manual lower thirds.
- **Box width: (1x, 2x, 3x, 4x):** Specify the size of the item boxes. **4x** is largest box, useful for viewing full clip names or long lower third slugs.



- **Distinct:** Removes any duplicate item templates from the list. This selection also automatically enables **Hide story headers**.

To Add a New Filter

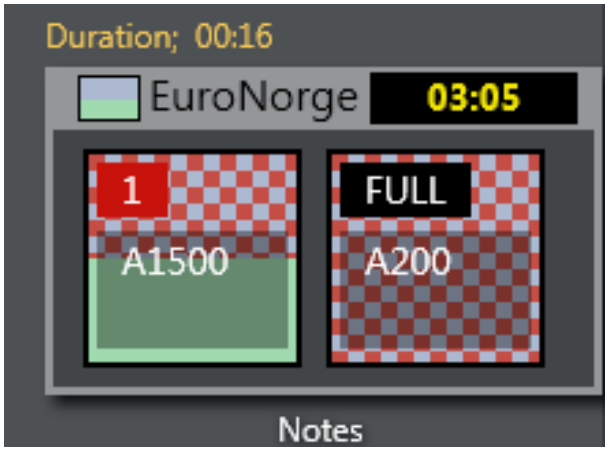
1. In the filter button row, alongside but not *on* the filters, right-click and select **Add**.
2. Enter a name for the filter.
   The first three letters of this name will appear on the filter button. The name must be unique.

The Quick Access Tab in the Media Pool shows the same filtered elements, grouped by stories.

Example Filters

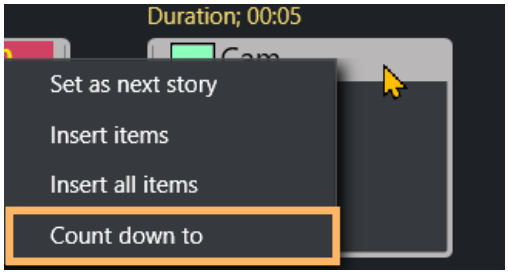
Displaying Missing Clips and Graphics

You can filter to display the checkered clips or graphics in the rundown. This is useful during a show to quickly verify if clips and graphics are available.
It can also be very useful to add countdowns to these clips. The countdown displays how long until the clip has to be ready.



- **Show template types > [PACKAGE | VO | GRAPHICS]**
- **Show items with status > [InValid]**

The countdown shown in the upper right corner can be set by right clicking the title bar of a story and selecting **Count down to**.



Show Missing Templates: The filters can also be used to display missing templates. By applying the filter **Show items with template status > Unavailable**, the producer (or anyone using a GUI) can quickly spot any elements missing a proper template.

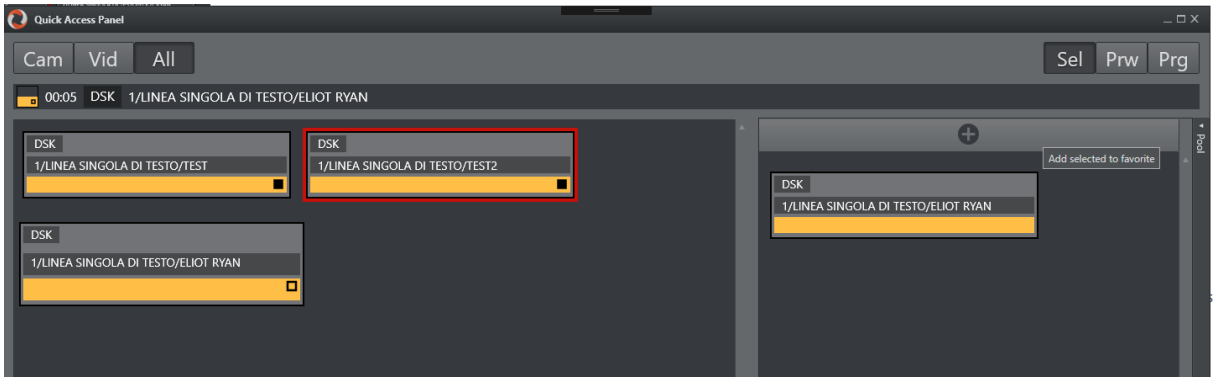
Show a Slug Filter: If the NCS Stories has a naming convention, it can be easy to create container stories. For instance all highlights from a soccer match can be added to a specific story. Then by applying the slug filter “SOCCER_HIGHLIGHTS*”, all of these clips become available to the producer very quickly without having to scroll up and down the rundown. This approach also works very well with **FLOATS** (Adlibs) - clips.

Show Valid Floats: If the producer wants to have valid floats in the current On Air story readily available, this filter can be used.

- Show items with status > **Valid**
- Show template types > **FLOAT**
- Show items with template status > **Valid**
- Show story with status > On-air Story Items.

3.16.5 Pool Favorites

The Favorites pool is by default hidden. Enable it by clicking on the bar on the right edge of the **Quick Access** Panel. This expands the pool Favorites section.

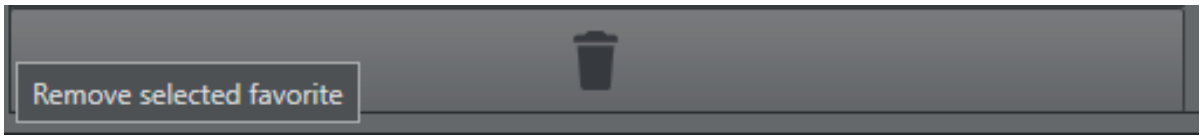


Working with Pool Favorites

To Add an Item to the Favorites Pool

1. Mark **Sel** as command mode.
2. Select an item in the left section.
3. Click the **+** icon at the top of the Favorites pool panel.

To Remove a Favorite from the Pool



1. Mark **Sel** as command mode.
2. Select an item in the pool.
3. Click on the **trash** icon bar at the bottom of the favorites pool.

Info: The items in the Media Pool are the same as in the **Quick Access Panel** pool.

3.17 Template Router

The Viz Mosart Template Router provides a convenient method of controlling what appears on the studio wall or on other AUX devices.

This is achieved by merging an Accessory template with the taken template, causing the signal to divert to, in this example, a wall.

Template Router is optimized for a touch screen.

This section contains the following topics:

- Prerequisites
- Creating a template router accessory in AV Automation
- Template Router User Interface
- Configuring the Appearance of Template Router
- The Accessory Merge Shortcut
- Creating a Template Router Shortcut
- Countdown of Template Router Elements
- Direct Take Route Shortcut
- Salvo
- Video Clip Playout Use Cases

Note: In earlier versions of Viz Mosart, the **Template Router** was referred to as **Wall Manager**.

3.17.1 Prerequisites

The procedure of preparing keyboard shortcut-driven template (re-)routing, assumes that the relevant Accessory templates have already been created.

Note: For guidelines on creating Accessory templates (in AV Automation), specifically when using the Template Router, refer to the *Viz Mosart Administrator Guide*, section *Show Design and Template Editor*.

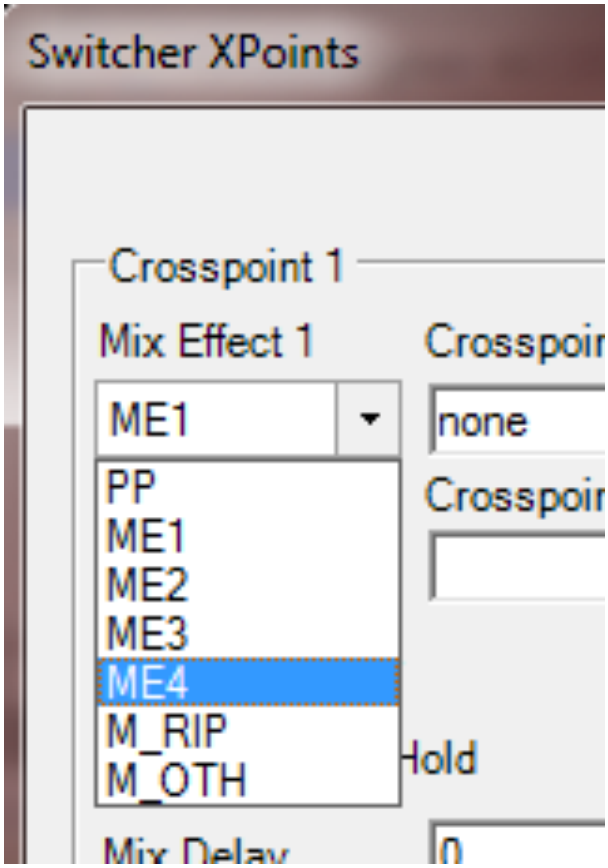
The wall accessory template is created as a normal template in AVAutomation.

You can create a new accessory template with a variant name of for example, *wall2*.

3.17.2 Creating a template router accessory in AV Automation

When creating a **wall item** you have to create a new shortcut. But before you can do that you need to create a wall accessory in Av Automation. The accessory will merge with the taken template causing the signal to go to the wall. The accessory can contain settings for cross points, video server port, graphics engine and aux. (In the following example the accessory is called ‘wall1’).

Switcher cross point



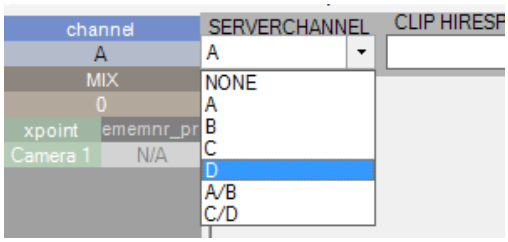
To change switcher crosspoints enable «Switcher crosspoint» in the template editor. The Switcher XPoints will appear. Here you can set the ME-step you want for the wall taken template.

> **Note:** When the template is set to the wall item *it will use this ME step instead of the one specified in the template*.

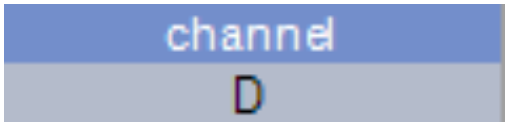
The ME-step will show as a mix effect in the template editor xpoint tooltip.

Video server port

If a video clip is taken, use another video server. This can be changed in the accessory.



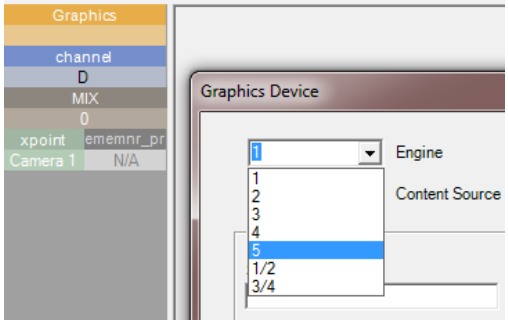
Make sure the video clips are available through this port.



AUX

The AUX is controlled by the template but should be added to the accessory template. The setting *will be replaced* by the wall-taken template.

Graphics



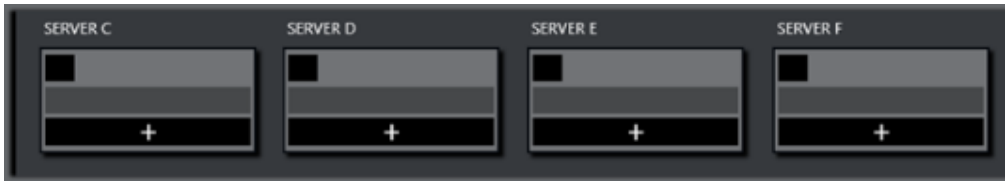
To avoid conflict with other graphic elements you may want the wall to run on its own engine. This can be changed in the accessory.

A wall-taken graphic element will then use this engine.

3.17.3 Template Router User Interface

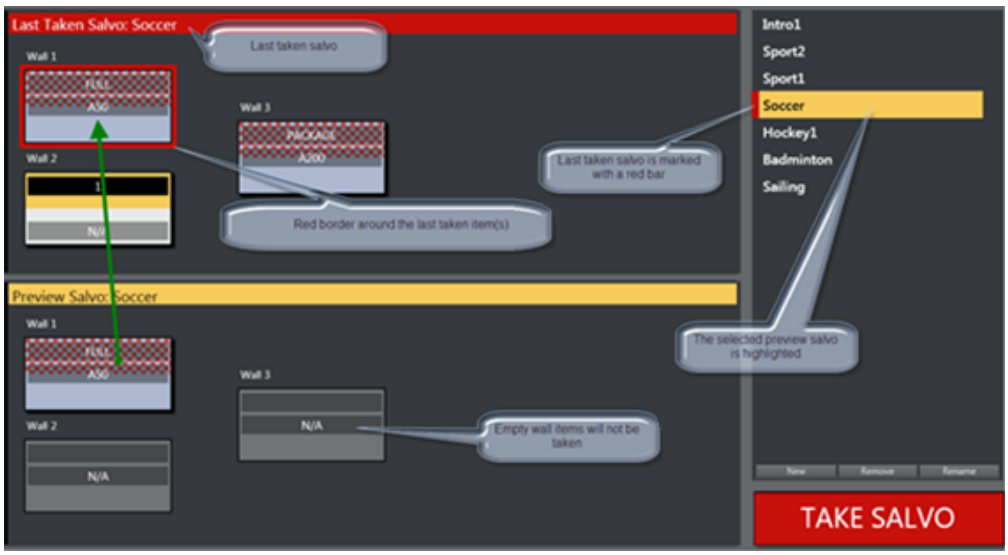
The Template Router enables sending of content (clips or graphics) to specific destinations in the studio, typically video monitors (walls).

Compact View



Template Router can be viewed in either Compact or Salvo view. See *Configuring the Appearance of Template Router* below.

Salvo View



- In the top area (red) the on-air wall templates are shown. In the bottom preview area (yellow) the selected salvo is shown.
- The **TAKE SALVO** button takes the wall items in the preview area on air. It is also possible to take templates directly on air without using the salvos.
- During a show you can change templates on preset video wall salvos by selecting a salvo and then pressing **Take Salvo**.

3.17.4 Configuring the Appearance of Template Router

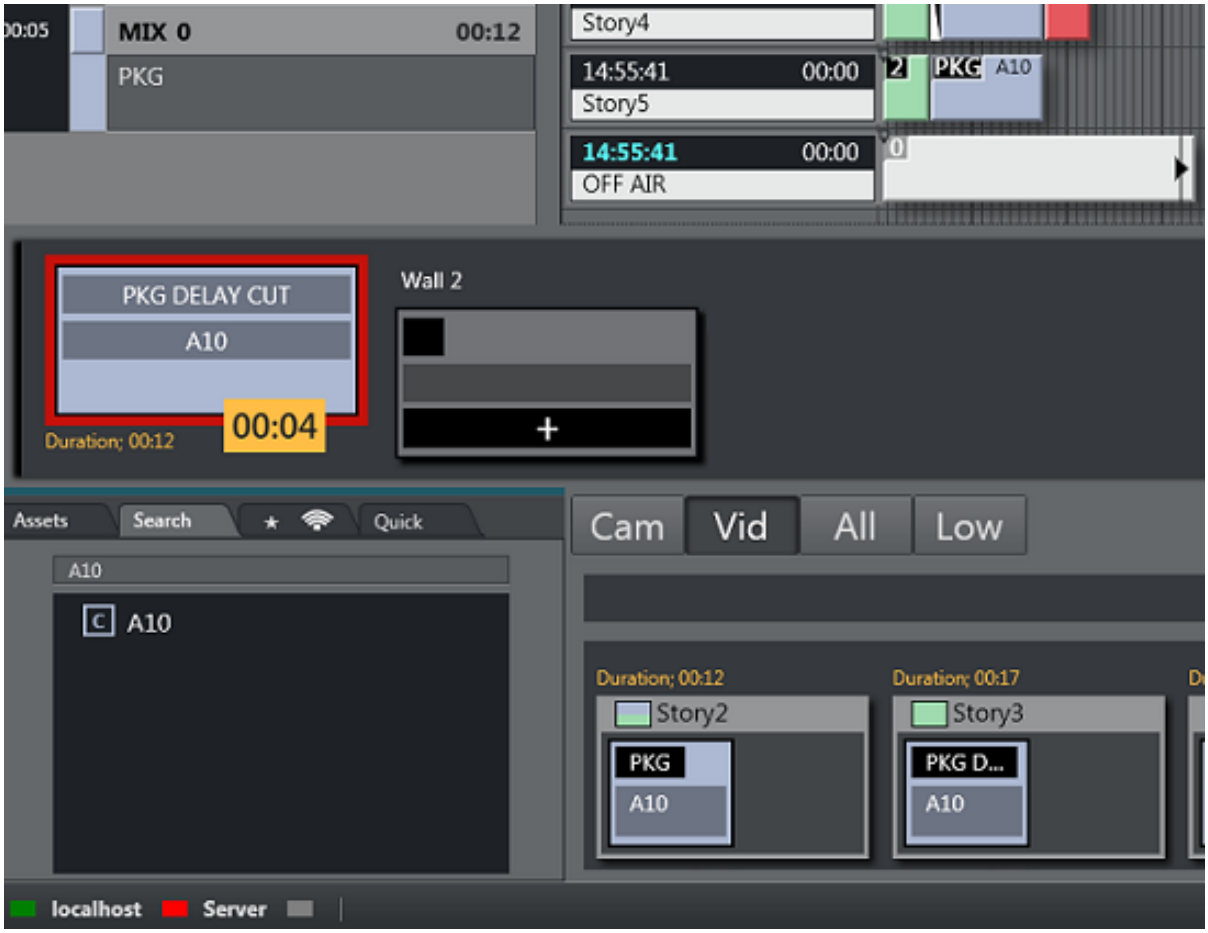
Compact View or Salvo View

The Template Router can be viewed in the GUI in either **Compact view** or **Salvo view**. In addition, you can choose a button size that presents sufficient details within the **Template Router** panel.

To change the View setting

1. Go to **Tools** > **General settings > User interface** > **Template Router**.
2. Select the **Use compact Template Router view** option.

In *Compact* mode, the Template Router only shows the on air salvo section. This view works well when placed above the Quick Access Panel and/or Media Pool, so you can drag elements from the Media Pool or select an item in the **Quick Access** panel and tap a wall item to execute the template.



To change button size

1. Go to **Tools** > **General settings > User interface** > **Template Router**.
2. Select the **Template Router button size**, select a value between **1** (smallest) and **3** (largest) button size.

3.17.5 The Accessory Merge Shortcut

An accessory merge (Wall button) item in Viz Mosart GUI is defined as a shortcut of type **Template Router Button**. This item can be modified very quickly and taken on air using a Direct Take Route Shortcut or to a Salvo.

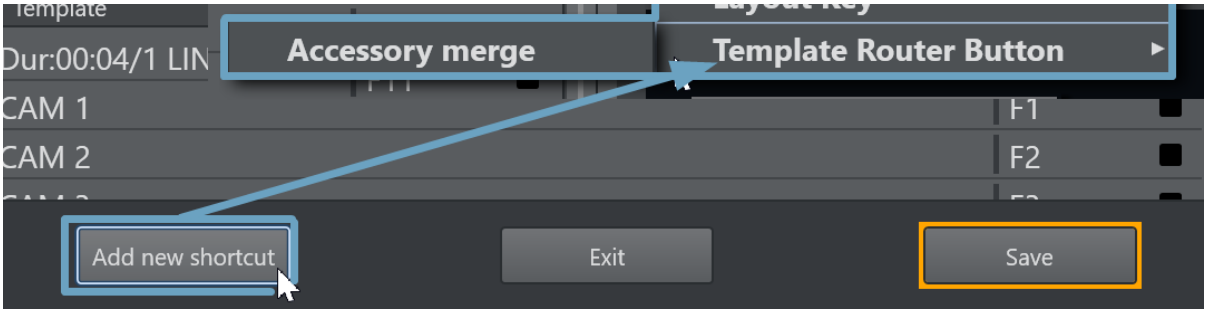
3.17.6 Creating a Template Router Shortcut

This example uses Template Router to divert taken content to a video wall. It assumes that one Accessory template has been created for each wall you want to control.

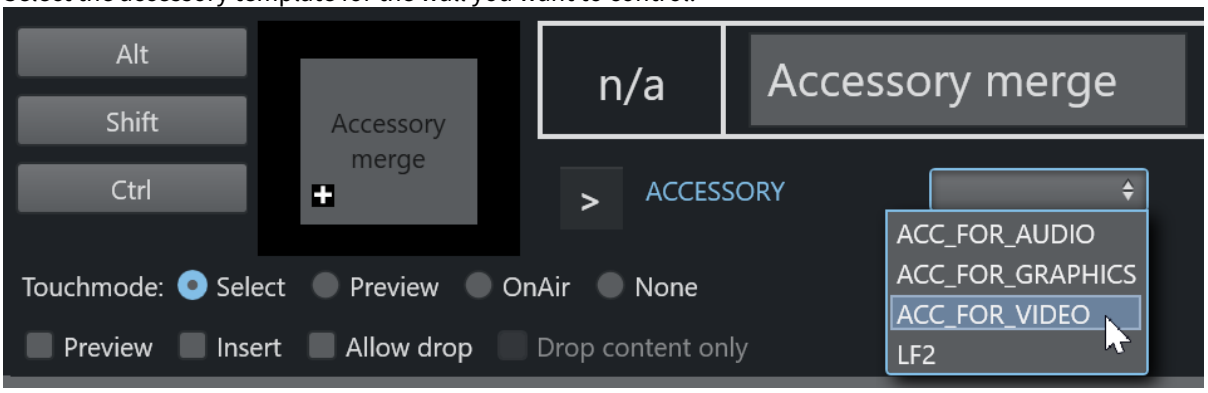
To create a Template Router wall shortcut

You create a Template Router wall shortcut, using the Keyboard Shortcuts editor on the Viz Mosart menu bar.

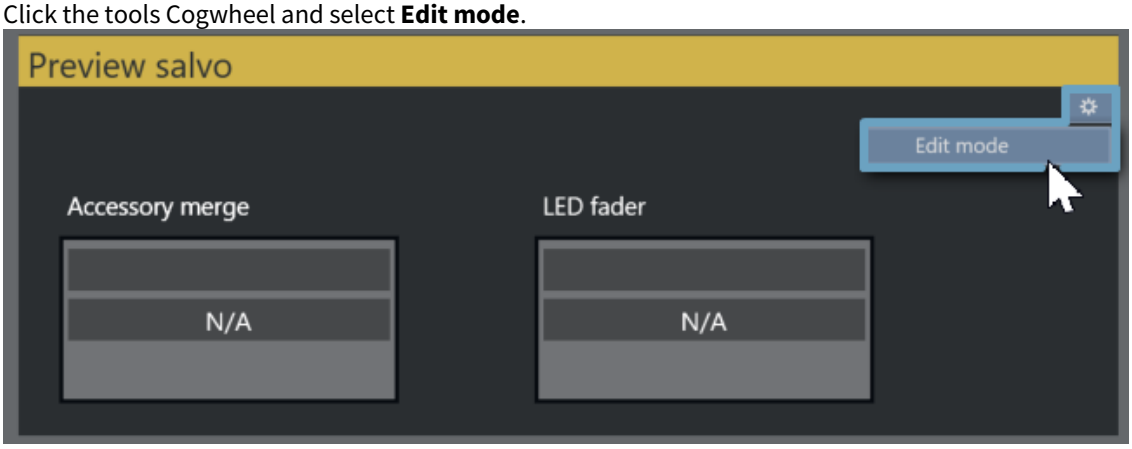
1. Select **Tools** > **Keyboard shortcuts editor**.
2. Click **Add new shortcut**.



3. Select **Template Router Button > Accessory merge**.
4. Select the accessory template for the wall you want to control.



5. Type in a *name* for the wall. It is recommended that you call the wall shortcut the same as the Accessory, but this is not mandatory.
6. If you are using *several* wall elements you have to drag and drop them to the wall canvas in the Template Router.
    a. If not visible, reveal the Template Router panel with **View > Floating windows > Template Router**.
    b. Click the tools Cogwheel and select **Edit mode**.

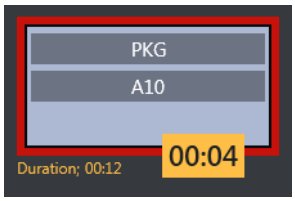


    While in this mode it is possible to drag the wall items around and make it easier to recognize the different elements during production.
    c. When ready, click **Edit mode** again, to exit.
7. When you have added all the wall items you want to use, click **Save** and close the editor.

3.17.7 Countdown of Template Router Elements

When a video clip is played on a wall using the methods described in Creating a Template Router Shortcut above, the Template Router will display a countdown of the clip in the element in the on air canvas.
When the video clip is stopped, the countdown square is not shown.

For example, the image below shows a clip with a duration of 12 seconds, and 4 seconds remaining.



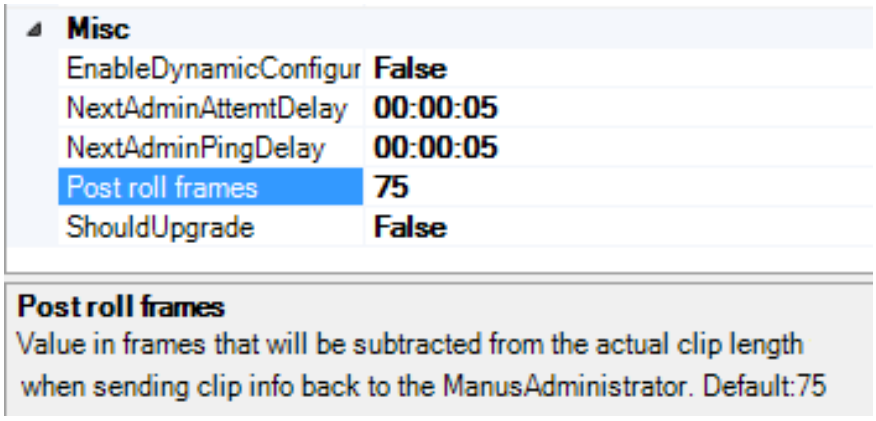
The clip can be controlled by sending *control commands* from the GUI with some parameters. When the clip is taken on a wall item, it will be cued and played. The countdown will start immediately. By using Video Port Control Commands, the clip can be paused, stopped, re-cued and other additional operations.

The Video Wall **countdown states** are:

1. Playing
2. Cued
3. Paused
4. Playing but time remaining is low (the value is specified in **Settings >** **User Interface - Preview/Program Window** **> Clip visual countdown**)
5. Playing and Looping
6. Cued and ready to begin looping
7. Paused while looping

Post Roll Frames

The media administrator has **Post roll frames**, which will not be used when counting down. For example, if a post roll of 75 frames is used, then there will still be 3 seconds left of the clip.
Set the **Post roll frames** to *0* if you want to see the actual countdown.

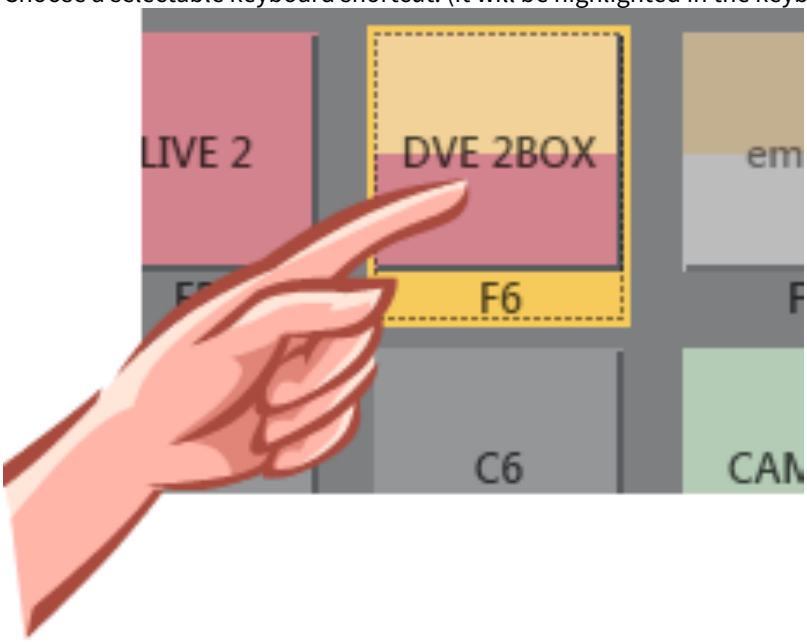


3.17.8 Direct Take Route Shortcut

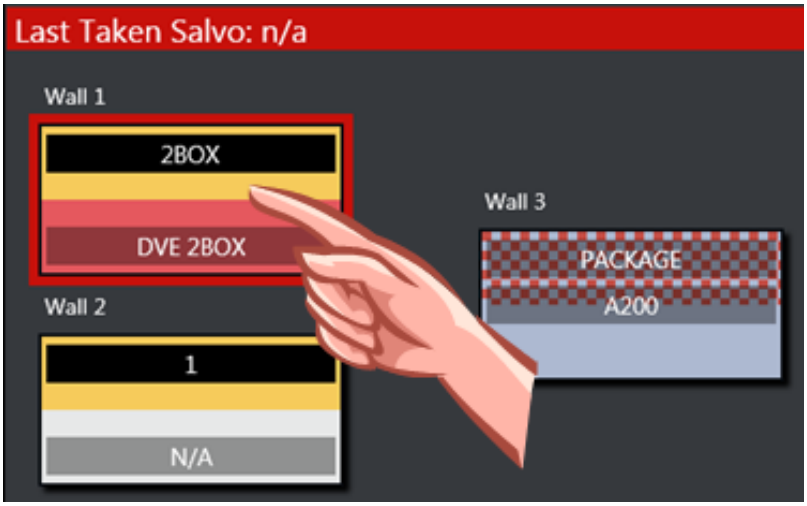
A direct take route shortcut allows you to quickly take a template directly to air, for example to a wall.

To create a Direct Take Route keyboard shortcut

1. Choose a selectable keyboard shortcut. (It will be highlighted in the keyboard buttons panel)

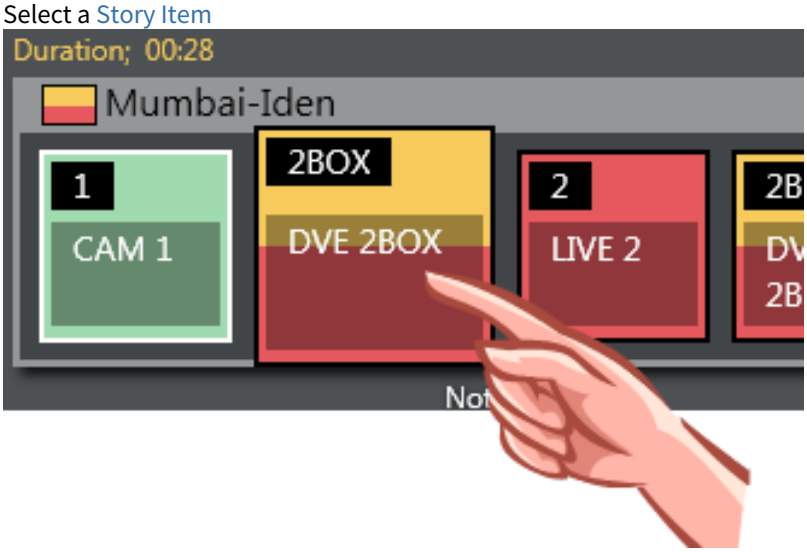


2. Select the element to take it on air



To Direct Take Route using Quick Access Panel Shortcut

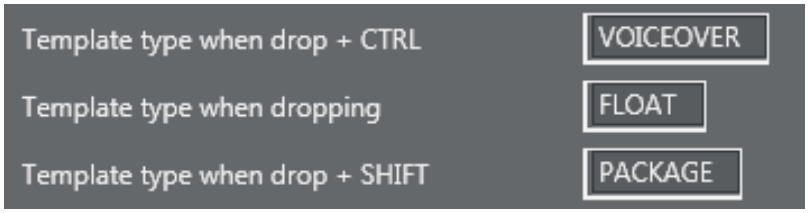
1. Make sure the Quick Access Panel Command Mode is Sel - Select Mode.
2. Select a Story Item



3. Select the element to take on air

To Direct Take Route by dragging from Media Pool

Any item from the Media Pool can be dragged and dropped directly on a Template Router Accessory Merge shortcut item. This also applies for video clips located with the Search Tab. These clips will then use the template as defined in **Tools** > **General settings** > **User interface** > **Search pool**.



3.17.9 Salvo

A **salvo** is a set of templates that will be sent to some elements. When taking a salvo all the items in the salvo will be taken on air. The Template Router UI encourages the use of salvos when working with wall elements.

To add a salvo

- To add a new salvo click the **New** button, type in a name of the salvo and press **OK**.
- You also have the option to **Remove** or **Rename** the selected/previewing salvo.

To Fill a Salvo

To fill a salvo with routed templates, you use a procedure similar to that for *Direct Take Route Shortcut* (above). The only difference is that you click the items in the Preview canvas instead of the items in the On air canvas, as follows:

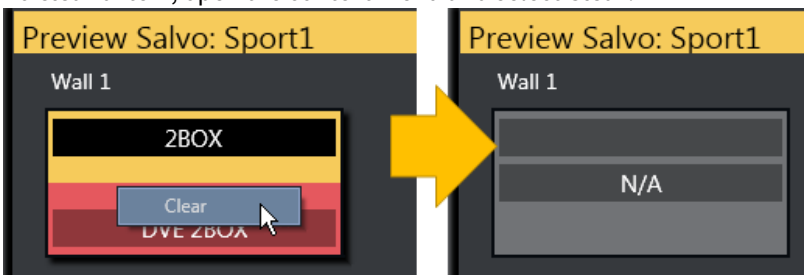
To fill a salvo shortcut using a keyboard shortcut

1. Choose a selectable keyboard shortcut. (It will be highlighted in the keyboard buttons panel)
2. Select the element to fill in the preview canvas

To fill a wall shortcut using the Quick Access Panel

1. Make sure the Quick Access Panel control is in Sel - Select Mode
2. Select a Story Item
3. Select the element to be filled in the preview canvas

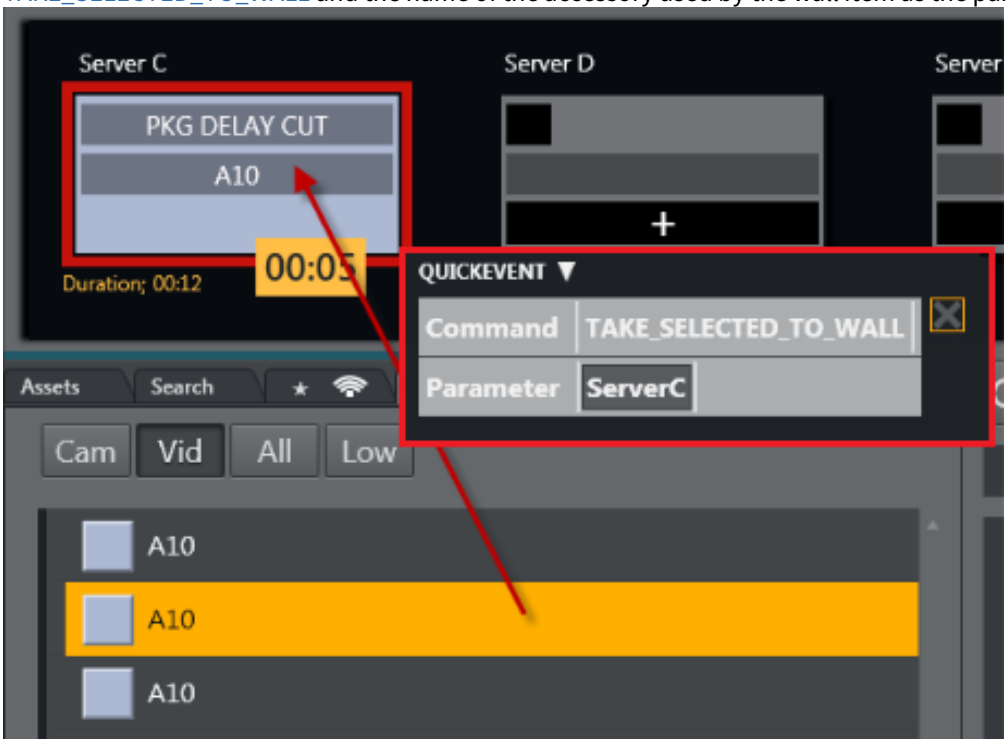
To clear existing salvo items

- To **remove** a item from the preview canvas you can select another item from the keyboard buttons or **Quick Access** panel and click the item you wish to replace.
- To **clear** a item, open the context menu and select **Clear**.
- 

To send items to a wall using Quick Access tab

> **Note:** The QUICKEVENT control commands use WALL terms as the Template Router was previously named *Wall Manager*. For backwards compatibility the command name has not been changed.

1. Select the item you want to send to wall using the QUICKEVENT commands.
2. The Quick Access Tab (QAT) can be used with the QUICKEVENT Control Command TAKE_SELECTED_TO_WALL.
   If you want to use the selected preview wall salvo then use the PREVIEW_SELECTED_TO_WALL control command.
3. Click the keyboard button with the defined shortcut with the QUICKEVENT variant TAKE_SELECTED_TO_WALL and the name of the accessory used by the wall item as the parameter.

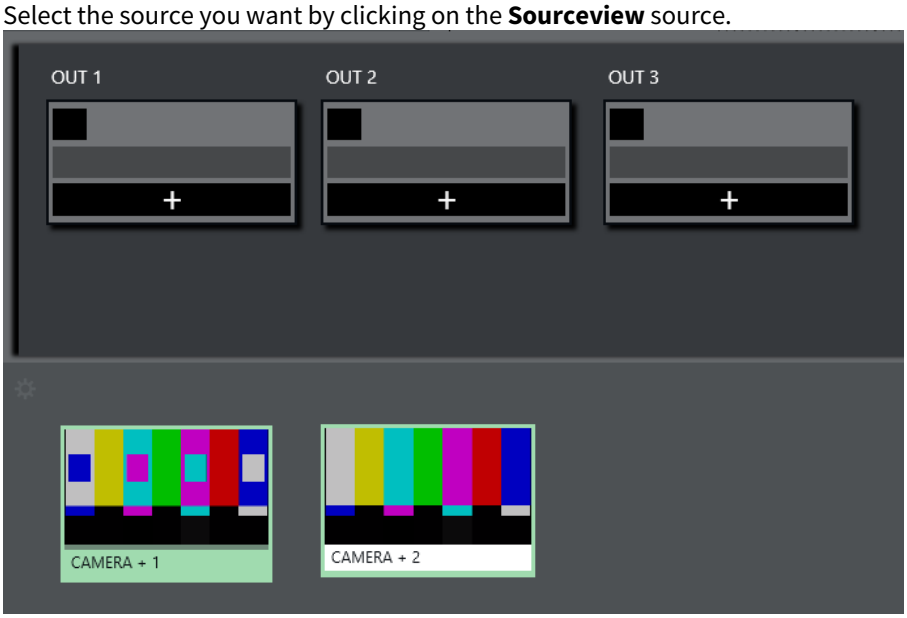


You can also drag and drop items from the **Media Pool** to any wall.

Sourceview

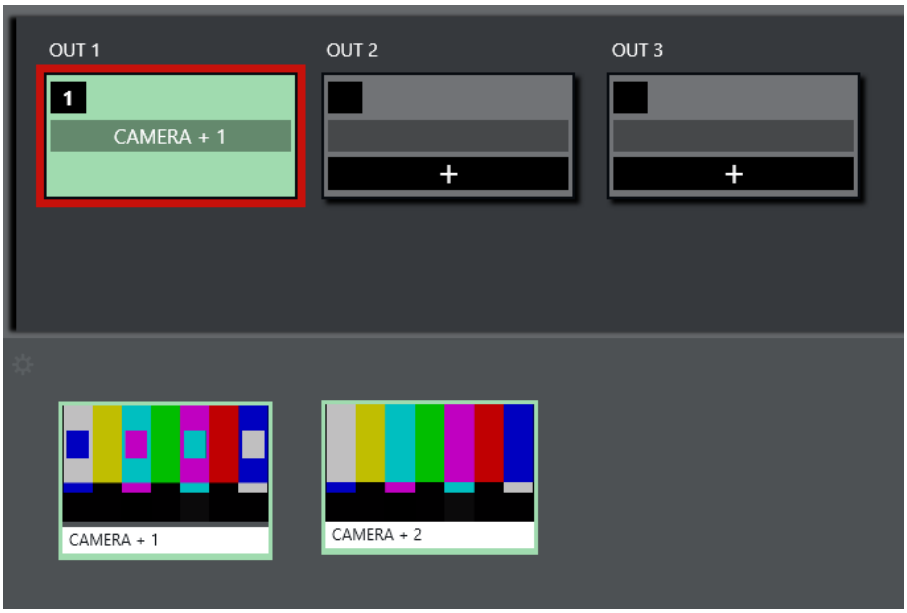
To send items to Template Router using Sourceview

1. Select the source you want by clicking on the **Sourceview** source.



Note: *Only* sources with template source types *Camera*, *Graphic* and *Live* can be used with Template Router. Other source types are not supported.

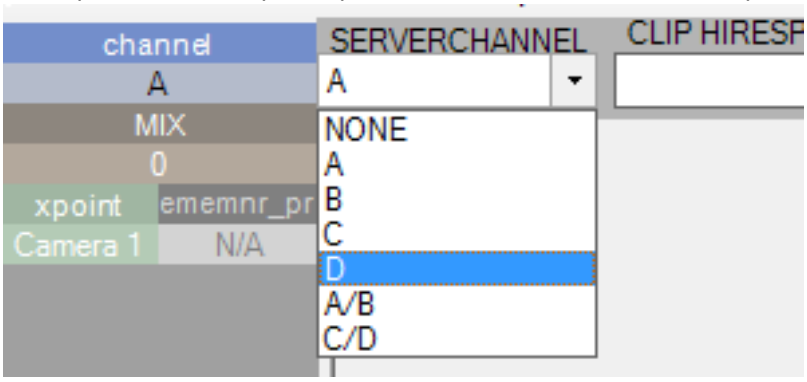
2. Select the element to fill in the item.



3.17.10 Video Clip Playout Use Cases

Independent Video Port Control

- To play cover pictures from independent video ports, so that the director can choose to air these clips across live events, studio discussions or as-live clips, use the Template Router, as well as Quick Access Panel.
- It is important that a separate port if used for this. This can be set up in the accessory template.



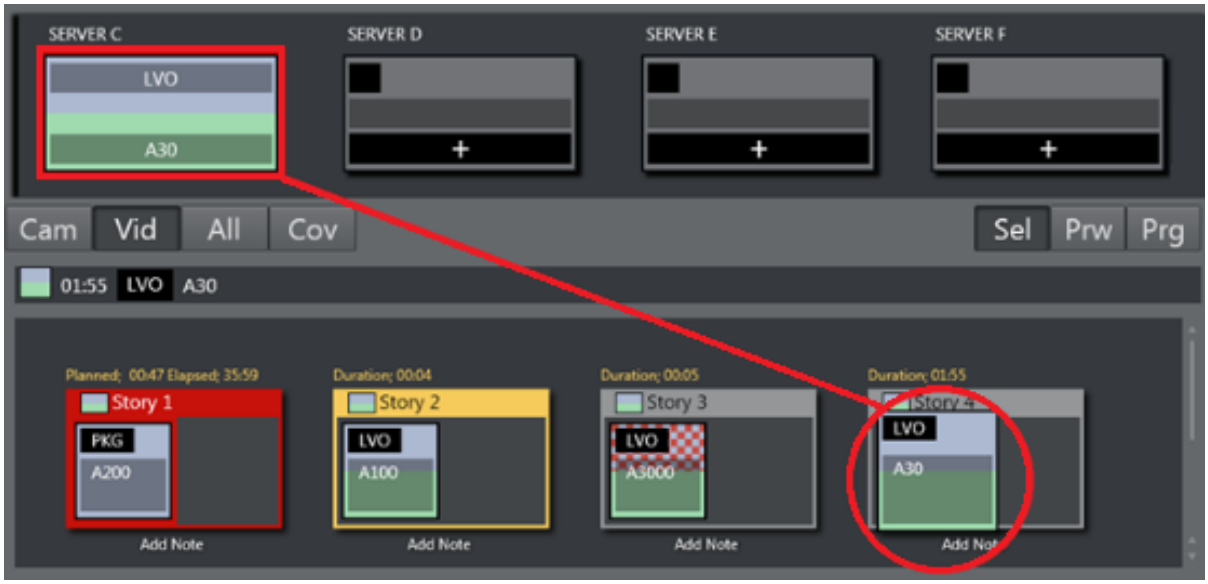
Combining Quick Access Panel and Template Router for Video Clip Playout

In combination, these elements become a “clip router” – enabling the operator to select any clip from the **Quick Access** panel and send it to cue and play in the port of their choice.

If available, the **Quick Access** panel and **Template Router** can be set up on a touch screen – making it even more user friendly.

With this configured it is now possible to manually assign clips to play in these four ports simultaneously - outside the timeline of Viz Mosart. As long as the selected mode in **Quick Access** panel is Sel - Select Mode. These routings are entirely independent of the A/B roll. Ensuring that the primary clips will not be interrupted by the playout of cover pictures.

In the example below, the LVO clip “A30” has been sent to play in Server Port C.



See Also

- Sourceview with Template Router.

3.18 Recording

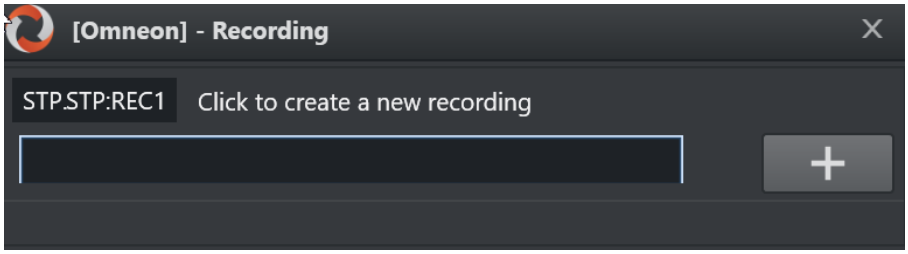
3.18.1 Recording a Viz Mosart Feed

Viz Mosart can be configured to record the feed to PGM. This is a 'dirty feed' that includes all onscreen graphics etc.

Note: Viz Mosart also offers recording with versatile retake features. See the topic Story Recorder for details about creating a single clip for transmission, composed of multiple rundown-driven stories.

Creating a Recording

The **Recording** panel is used to prepare a new recording.



To create a recording

1. Go to **Main menu > Tools > Record**.
   The name of the current salvo appears in the dialog menu bar (in the example above, *Omneon*).
2. Press Add (**+**).
   A unique filename is automatically created, comprising a combination of *clip name, gallery*, *template set* and a *timestamp*. For details, please search section **Video Server and MAM Connection Strings**, in the *Viz Mosart Administrator Guide* for property **ClipNamePattern**.

Note: The **Recording** window is only available if AV Automation has been configured to allow recording. See the procedure *To Add Recording Ports* in section **AV Automation Devices Video Servers** (*Working with Mosart Port Configuration*) in the *Viz Mosart Administrator Guide*.

3.19 Sourceview

3.19.1 Introduction

Sourceview presents a customizable view of sources, laid out on a configurable canvas.

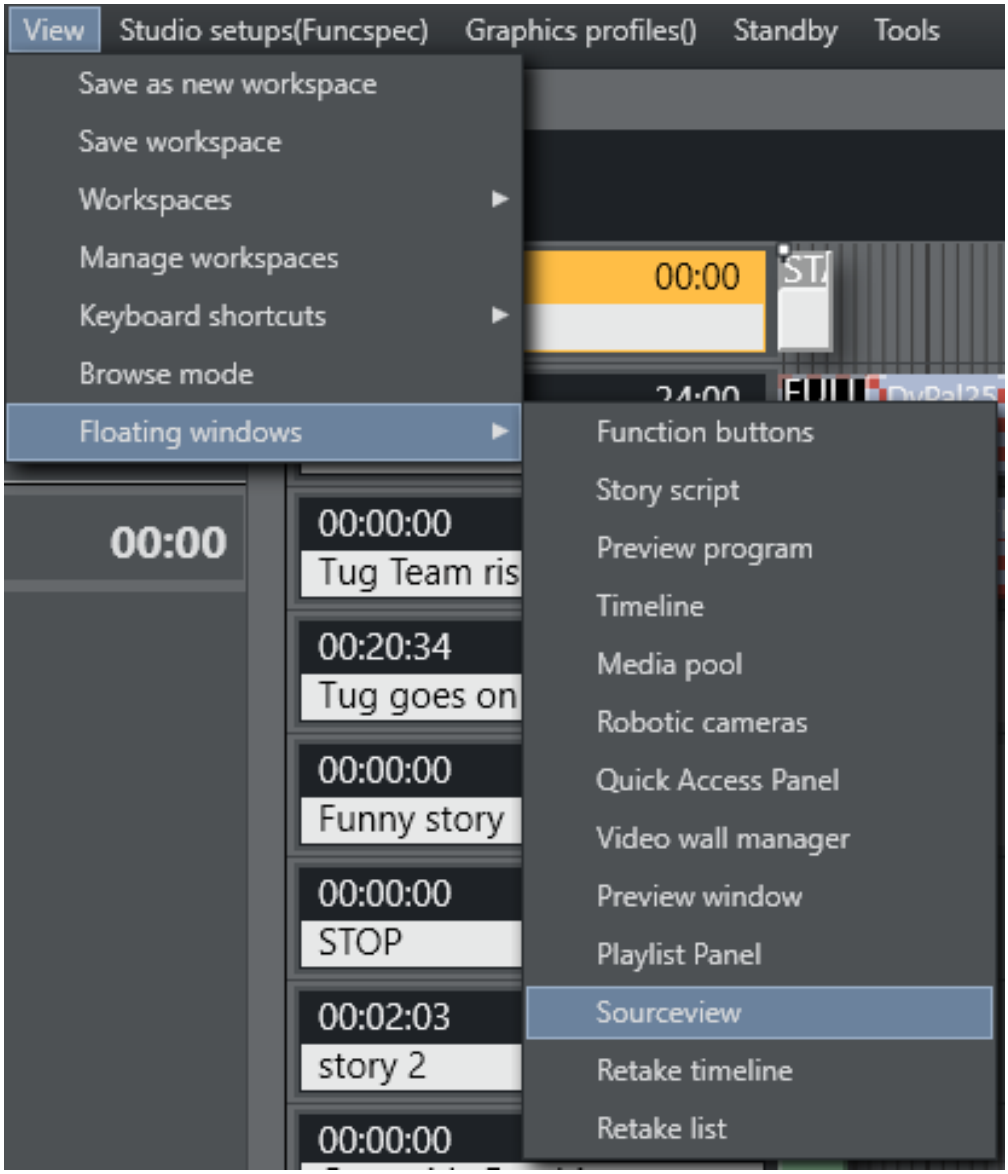
- Supports live streams using NDI sources within the same subnet.
- You can set an HTML page or a NDI stream with a live video feed from a multiviewer as background of the entire Sourceview and create transparent source boxes on the top layer.
- Sourceview can be used to select sources and assign them to either Program or Preview Window or to Template Router destinations.
- Sourceview harmonizes with the Template Router, which can be configured for specific templates requiring a source input.

3.19.2 Working with Sourceview

To open Sourceview

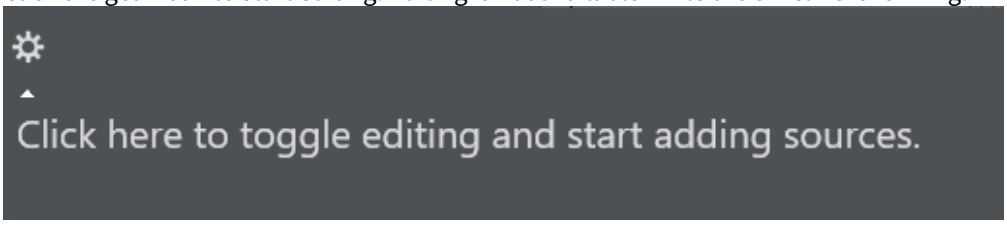
- Open Sourceview as a floating window by selecting **View > Floating windows > Sourceview.**

> ⚠ **Note**: You can also specify Sourceview as part of a saved Workspace.

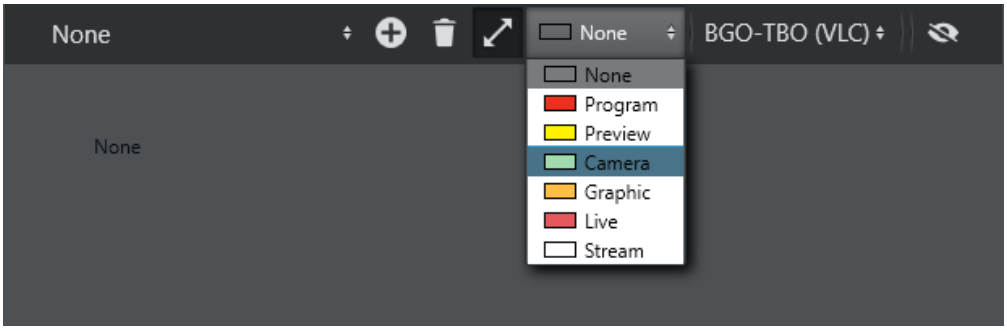


To add a new source

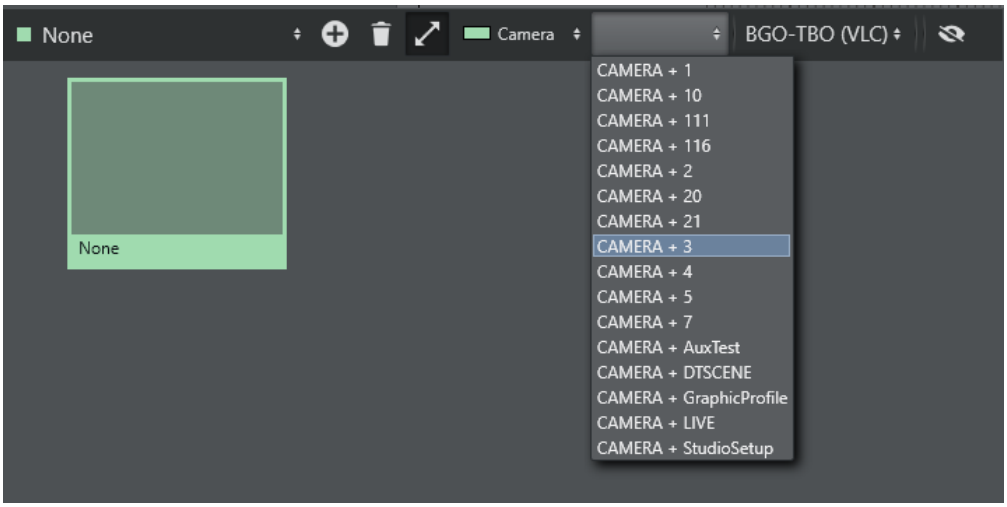
1. Open Sourceview
2. Click the gear icon to start editing. Editing is not available while the timeline is running.



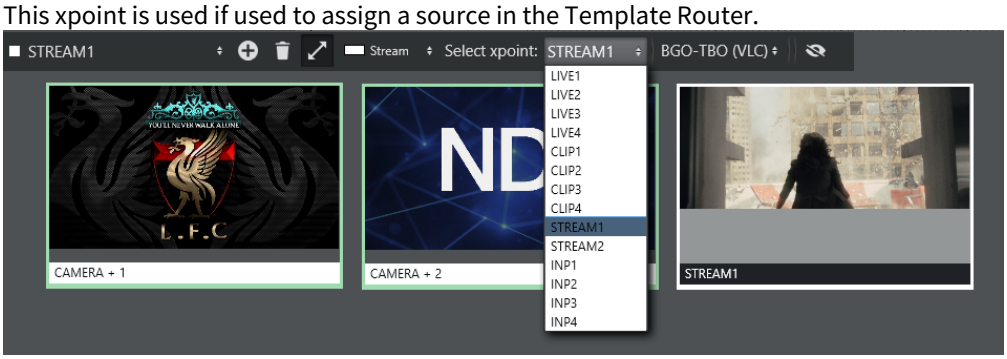
3. Click the **+** icon.
4. Select a source type from the drop-down menu.



5. (Optional) If **Camera**, **Graphic** or **Live** is selected, you are prompted for a variant.
   Select the template variant that shall be used on the destination where this template is assigned when selected.

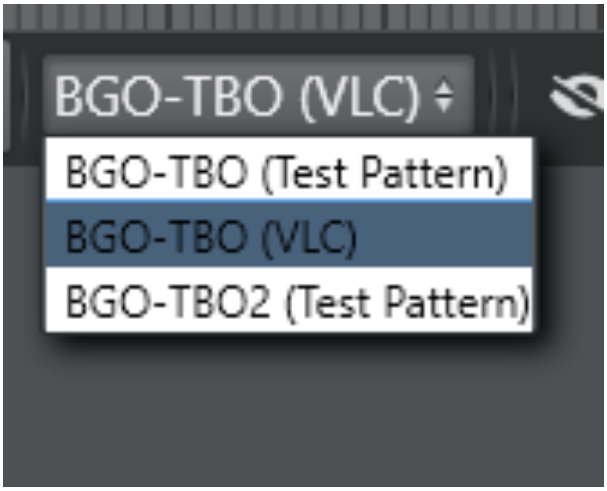


6. (Optional) If **Stream** is selected, you can select a xpoint (crosspoint).
   This xpoint is used if used to assign a source in the Template Router.

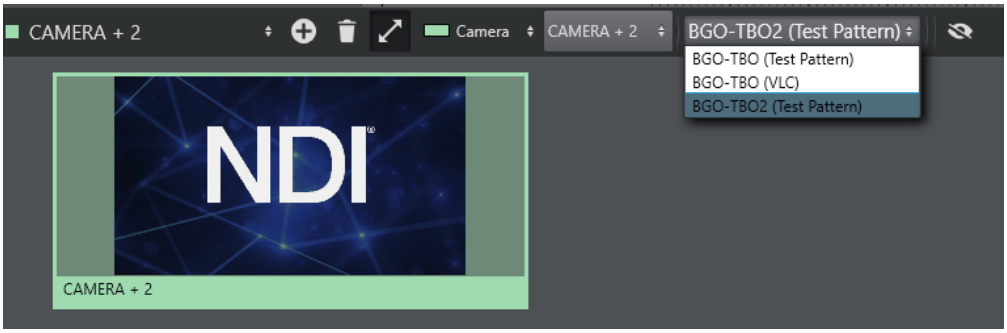


NDI Stream

- Any available NDI streams are selectable the drop-down. A Sourceview item has the same workflow without an NDI stream.

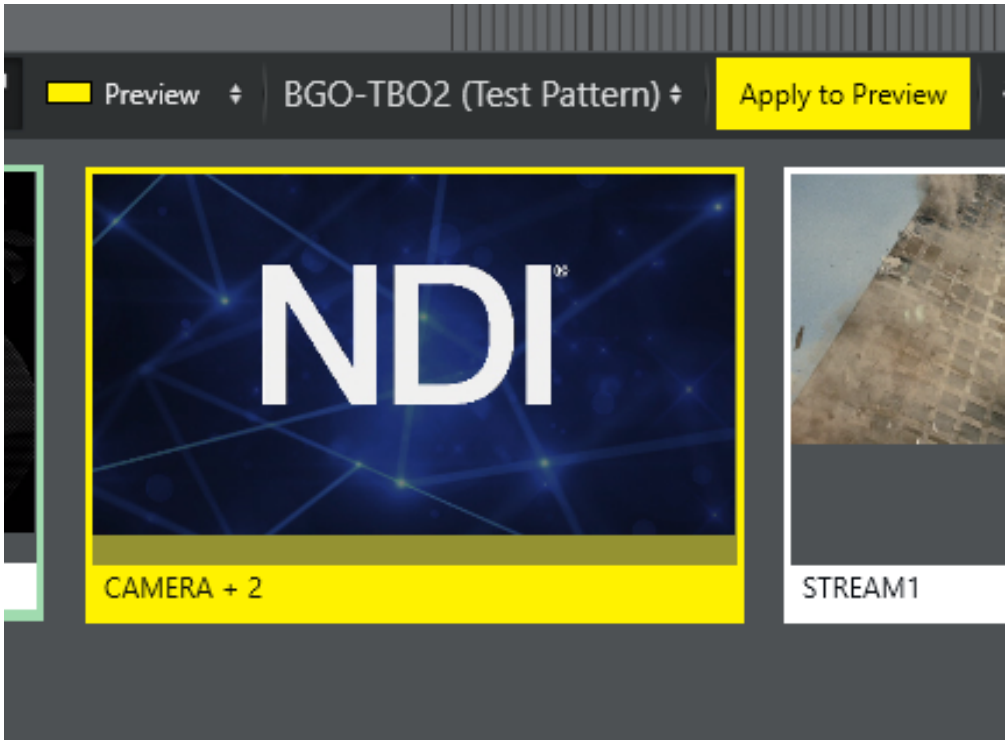


- When selected the NDI stream is shown inside the Sourceview source box.

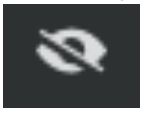


- If Program or Preview is selected, clicking **Apply to Program** will assign the NDI stream to the program window.
  The same applies to Preview. The program and preview source should be a NDI stream of the program and preview mixer output.

Note: It is also possible to use a static html page to show the output. This is configured under General settings.

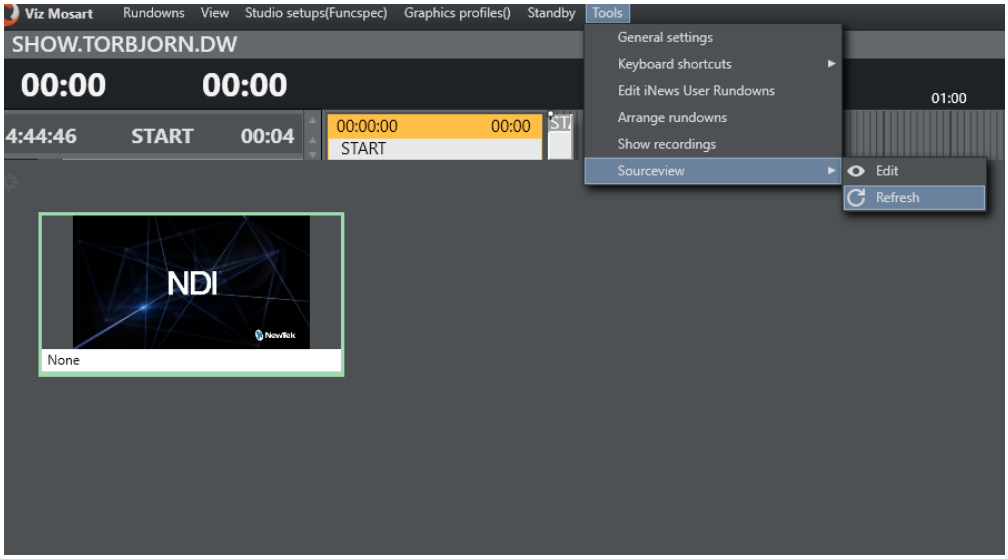


- Click the **Eye** icon to end editing and save the new source.



Reload Sources

If there are any problems with any of the sources it is possible to reload all sources by selecting the top menu option **Tools> Sourceview > Refresh**.



Resizing and Moving

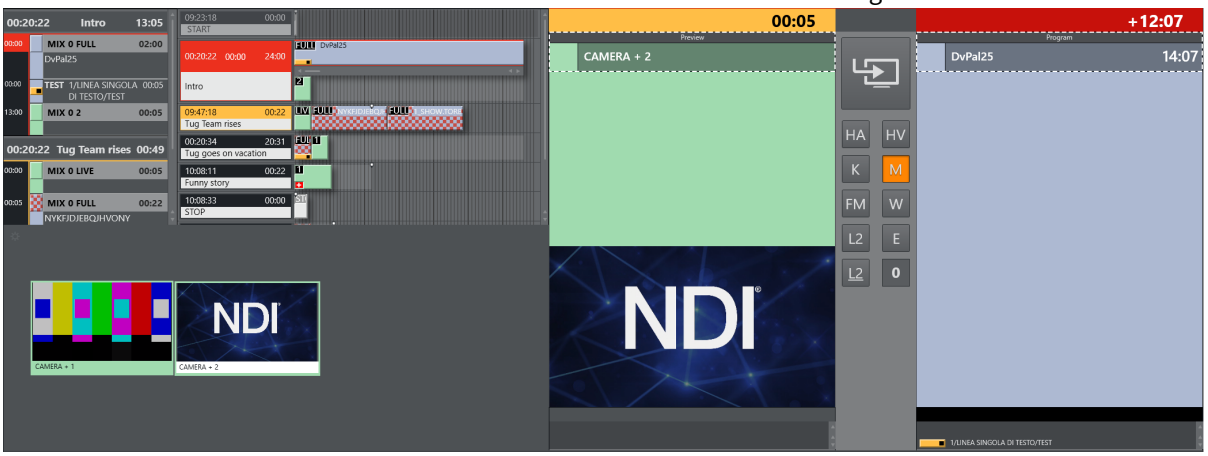
- To resize the Sourceview item, ensure the **Resize** icon

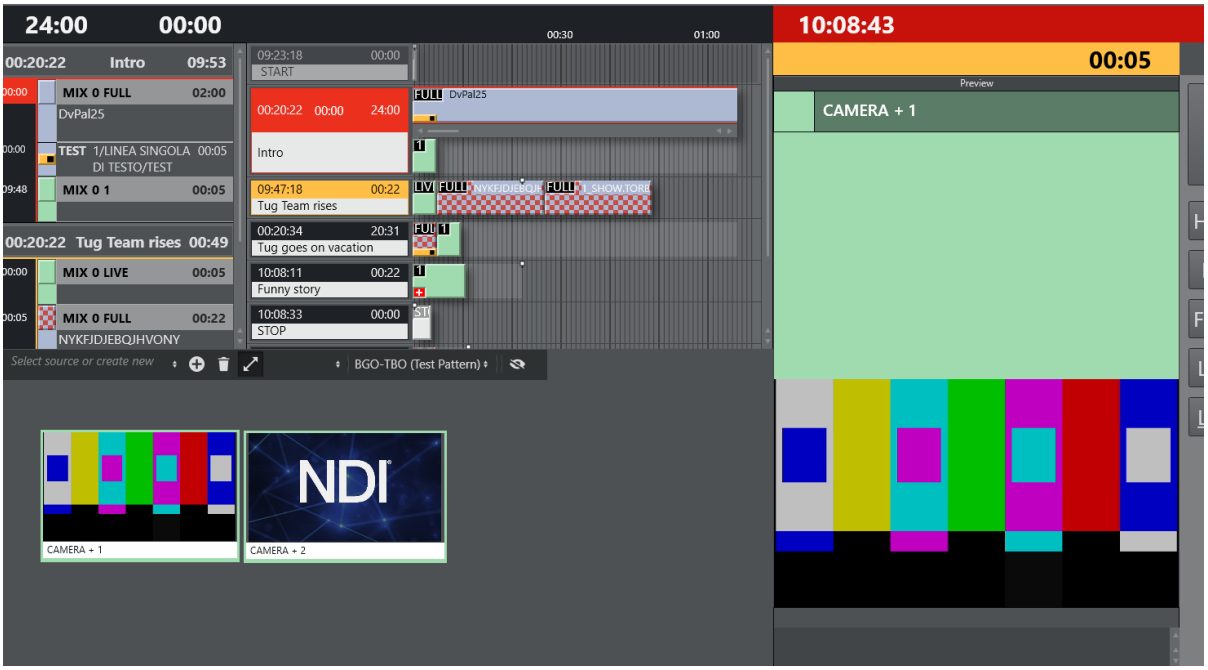
  is enabled and drag the edges of the Sourceview item to the desired size.
- To move it, click and drag it to the desired position.
  If the resize icon is disabled the items are selectable, but they cannot be moved or change size.

Assigning a Source to Program or Preview

- While not in Edit mode, click a source in the Sourceview to select it.
  A selected source has a solid color as title background instead of the otherwise white background. Program and Preview have a dotted line to indicate that the selected source can be assigned.



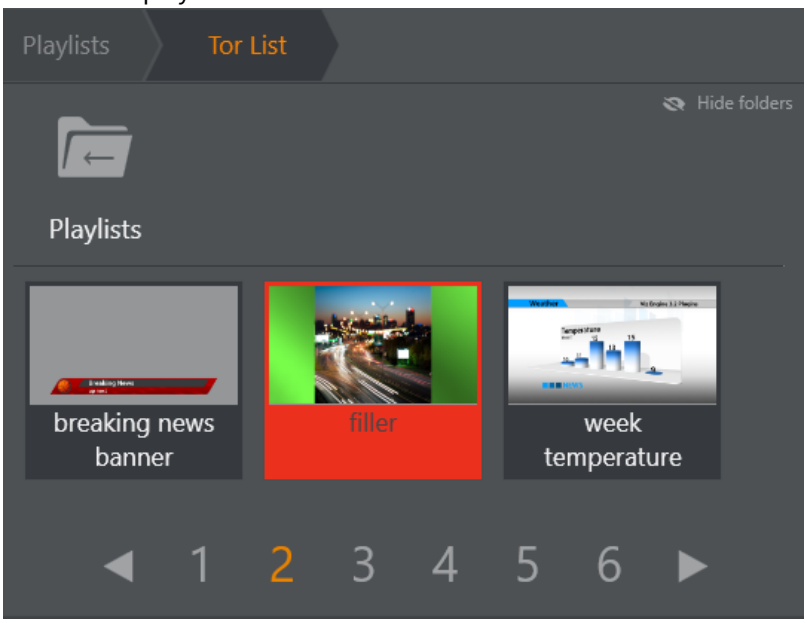
- Click either Preview or Program to put the template of the selected source in Preview or directly On Air.
  Below illustrates the template is taken to Preview.



For assigning a source to a wall, see Template Router.

3.20 MSE Playlist Panel

- Media Sequencer (MSE), is a Vizrt graphics server.
- The MSE Playlist panel offers active (touch or click-sensitive) thumbnails of graphics held on an MSE.
- Each thumbnail behaves as a toggle switch, by clicking the thumbnail you set items from an MSE playlist *on* and *off air* to a Viz Engine.
- The panel is designed for touch but also works with mouse.
- All available playlists can be browsed.



- Opening the MSE Playlist Panel
- Managing Playlist Graphics
- Selecting an MSE Profile
- Warning Messages
- Connection to MSE
- Current Rundown Graphics Source

Note: To see *thumbnails* in the MSE Playlist, Viz Mosart must first be configured to find the MSE. The Connection to MSE section below also covers the basics of this topic.
See also the *Viz Mosart Administrator Guide*, section *Manus Administrator Configuration > Configuring the MSE Playlist Panel* for more details.

3.20.1 Working with the MSE Playlist Panel

Opening the MSE Playlist Panel

The **MSE Playlist Panel** can be viewed as a floating window or as a docked window.

- Select **View > Floating windows > Playlist Panel**.

Managing Playlist Graphics

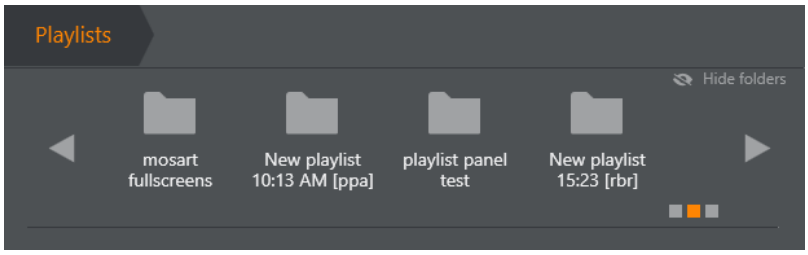
- To browse Playlist graphics
- To take a graphic to air
- To delete a graphic

To browse Playlist graphics

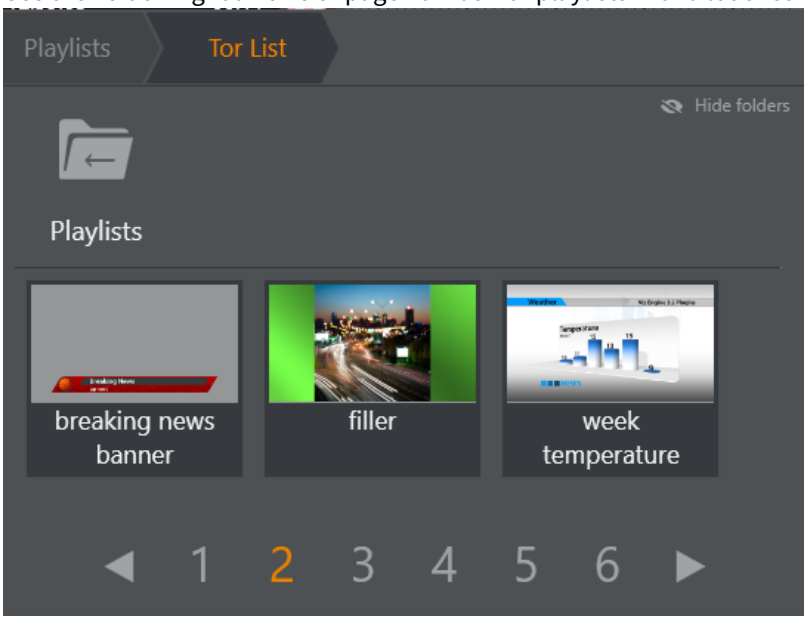
Available graphics are organized in Playlist folders.

- Click the folder's icon to open it.

A folder can contain additional folders, as well as playlist elements which can be played out.

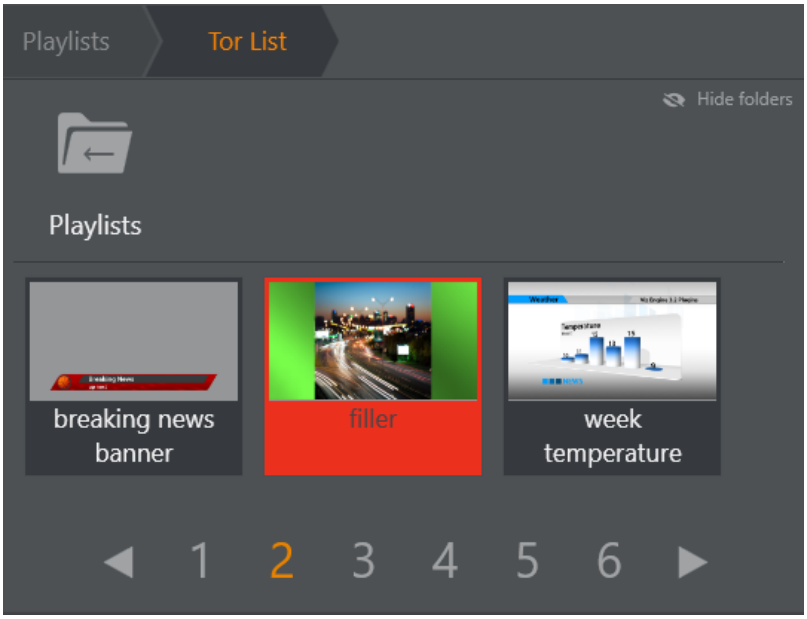


- Use the scrollbar and arrows to navigate all folders.
- The squares in the lower right indicate position in the list of assets.
- Use **Hide folders** to make more room for items.
- Use the Left or Right arrows or page number for playlists with a lot of content.



To take a graphic to air

- Select required playlist (touch or mouse).



A red filler indicates the item has been taken to air.

⚠ The same red indication is used when *another system* takes the graphic out.

To delete a graphic

Graphics can not be deleted from **Playlist** panel directly.

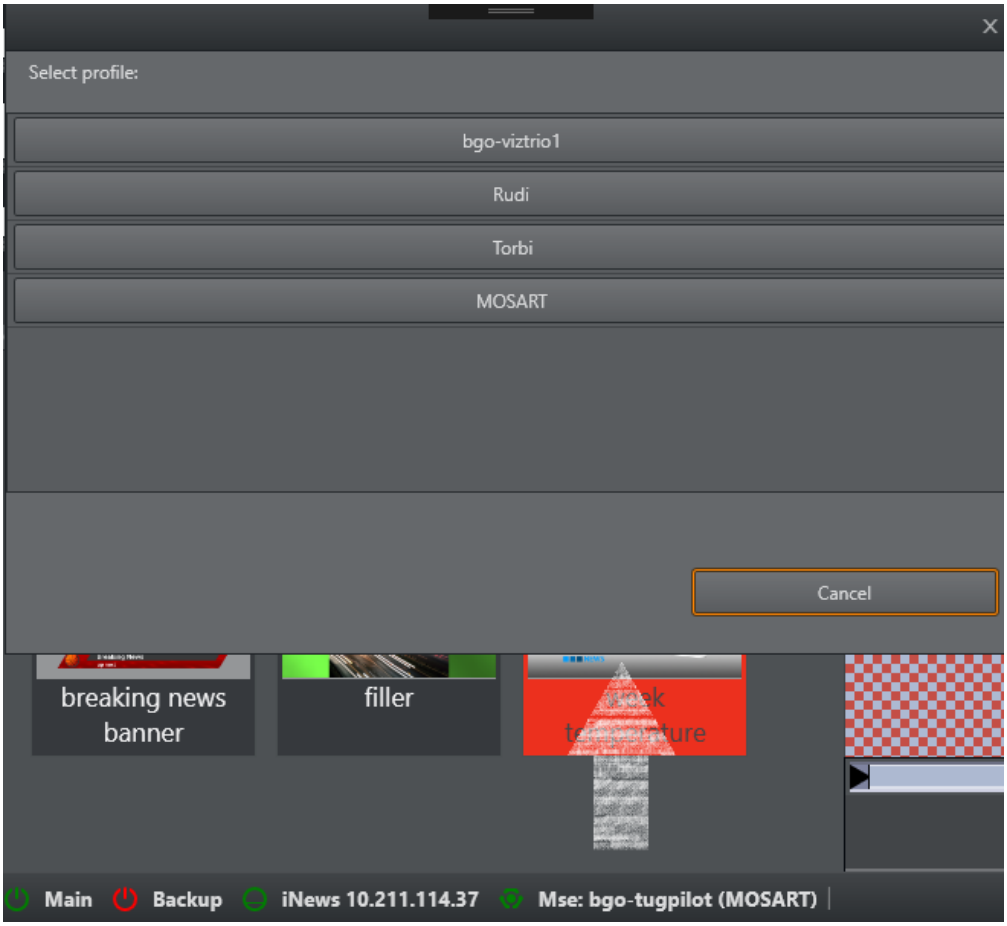
- If the graphics is deleted from rundown in the NRCS, it is automatically deleted from the Viz Mosart rundown, Overlay Graphics list, MSE and Playlist panel.

Selecting an MSE Profile

The *MOSART* profile is used by default. You can switch to other graphics profiles.

To select an MSE profile

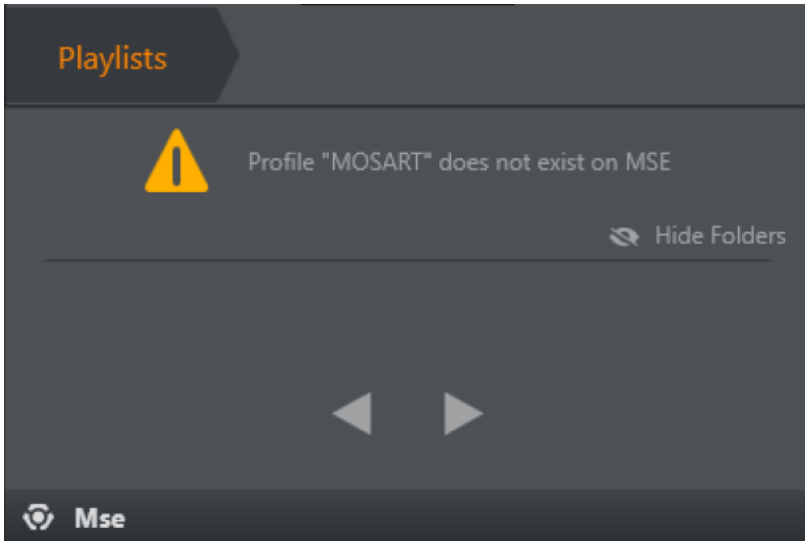
1. Click the MSE Status icon on the Taskbar to open the **Select profile** menu.
2. Select an alternative graphics profile by clicking a named row.



3.20.2 Advanced Topics

Warning Messages

Warnings are displayed when things don't go as expected. For example, when a profile does not exist.



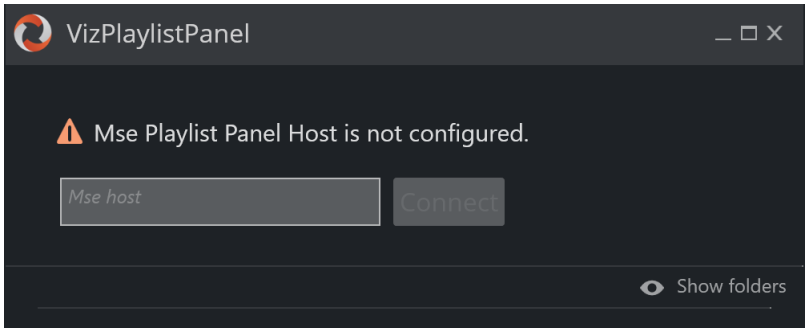
See Selecting an MSE Profile or contact your support organization for assistance.

Connection to MSE

If when browsing the **Playlist** panel, you get the warning *MSE Playlist Host is not configured*, you can add the host address of the Media Sequencer directly.

To configure connection to the Media Sequencer

1. Enter either *computer name* or *IP*.
2. Click **Connect**



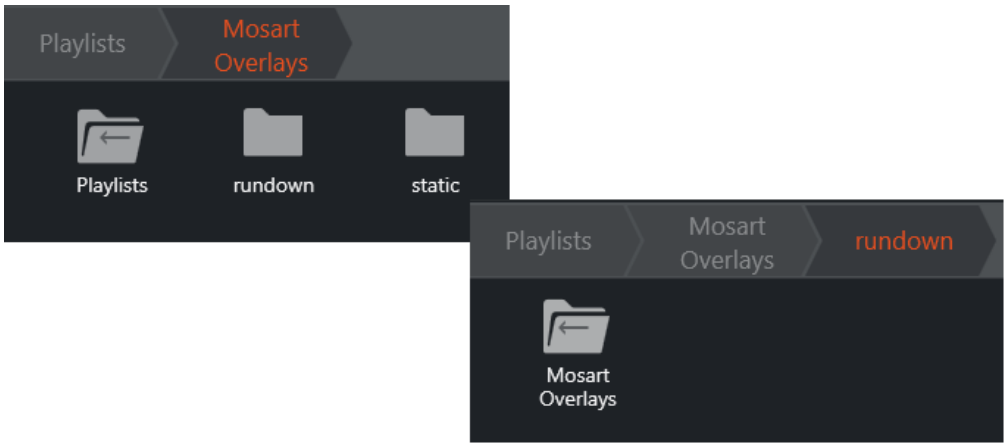
Contact your system administrator for further assistance.

Current Rundown Graphics Source

- The graphics in the current rundown loaded from NRCS are available in the Playlist panel folder with same naming as configured in
  Overlay Graphics > Properties > Controller Properties> >Playlist.

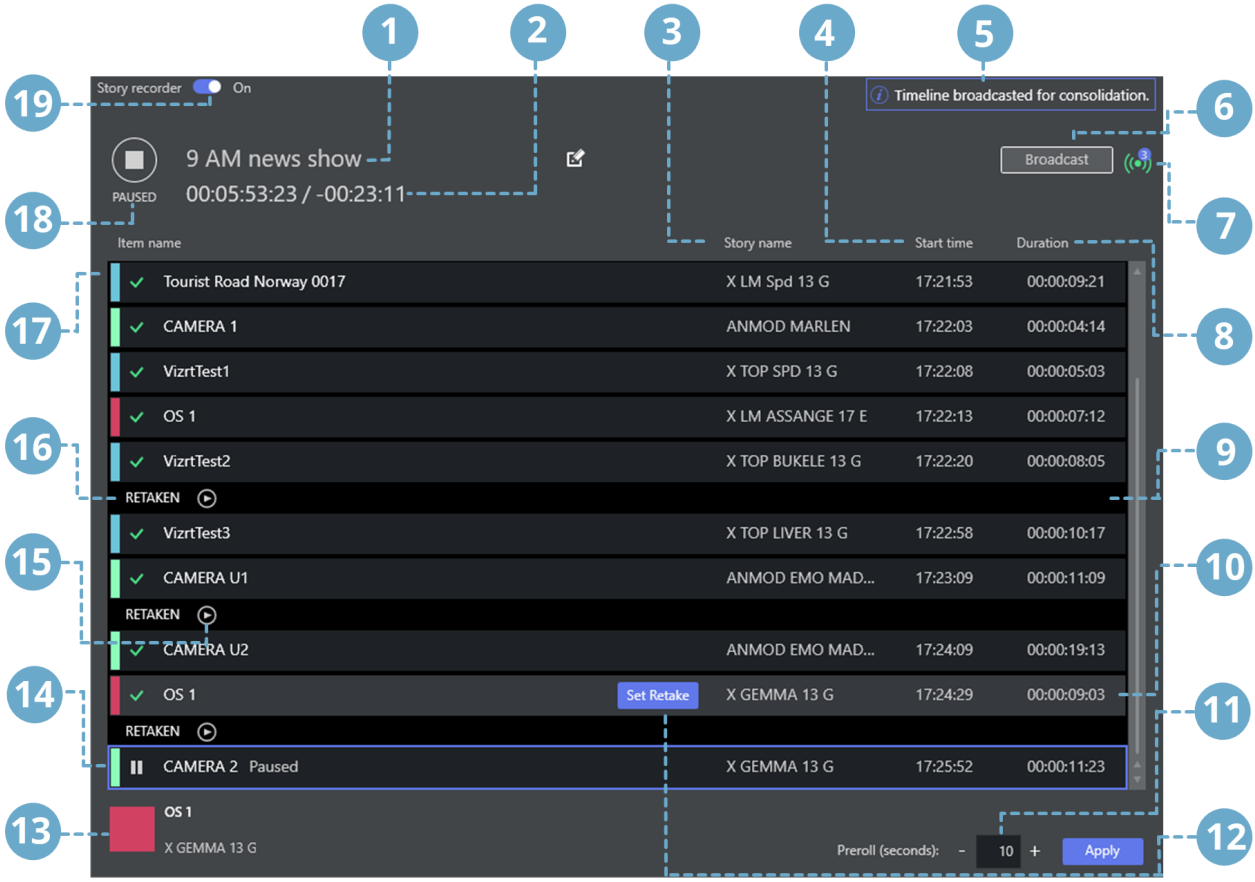
For example, if the naming configured in Overlay Graphics is as *Mosart_Overlays*

then the graphics in rundown are found in the Playlist panel at the folder *Mosart_Overlays*:



3.21 Story Recorder Panel

The **Story Recorder** panel displays all controls and management features for recording and retaking a show.



Detail	Description
1	**Name of the final clip show and the associated EDL files**: By default, this is the rundown name or provided from NRCS. The user can edit as required.
2	**Recording Time/ Show Countdown** *Recording Time*: When timeline is running, this is continuously growing, equal to the sum of the already recorded sections plus the duration of the current recording. When timeline is paused, this is static, equal to the sum of the recordings prior to the selected retake point. *Show Countdown*: Displays the difference between the planned duration as defined in NRCS and the Recording Time.
3	**Story name**: This name is fetched from the NRCS slug.

Detail	Description
4	**Start time**: Timestamp when the item was taken to PGM (wall-time) HH:MM:SS .
5	**Notification**: Operational information and warning/errors.
6	**Broadcast**: Send the stitched show to one or several pre-configured destinations for transcoding (consolidation).
7	**Broadcast count:** Number of successful broadcasts.
8	**Duration**: Story item onair time in HH:MM:SS:FF (frame count only shown after the item is paused/ recorded).
9	**Separator**: Indicates a retake.
10	**Selected row**: The row with focus is colored gray-on-black.
11	**Pre-roll duration**: Number of seconds count in, after a pause is restarted.
12	**Retake point selector**: Arbitrary retake point. This button is displayed when the row is selected and when clicked, it changes the retake point.
13	**Pause indicator**: Displays which story item is currently paused
14	**Blue border**: Retake point indicator. The item that will be taken after pause has a blue border.
15	**Cut review player**: Play button is displayed when a snippet clip around the cut point becomes available for review.
16	**Retake marker**: Indicates where an item has been retaken.
17	**Item name**: The item name, that corresponds to a Viz Mosart template and variant
18	**Record | Pause**: Story recorder record and pause button and status indicator.
19	**Switch**: Story recorder activation switch.

For further details, see Story Recorder Mode.

4 Templates

Behind each operation displayed on the timeline in the Rundown window, is a Viz Mosart template.

A Viz Mosart template is the key element of controlling external devices and events handled by Viz Mosart. A template can send simultaneous control commands to multiple studio devices.

Typically, the actions defined on a template are either:

- **Automatic**
  Either invoked from another template or at a given time as part of the rundown
- **Preconfigured**
  Configured in the newsroom control system (NRCS or NCS) as part of a rundown, and then manually executed by the Viz Mosart operator
- **Manual**
  The operator initiates the template-driven operation, usually from a keyboard shortcut or touch panel.

Some template features are introduced below:

4.1 Template Sets

Templates are organized in *template sets*. Typically, there will be a template set for each show/program. As Viz Mosart runs, one template set will be *current*, meaning templates that will be executed during the show are drawn from this set.
An alternative set can be selected as the new current set, see Current template set below.

4.1.1 Standalone

Traditionally, Viz Mosart template sets are treated individually, with no connection to each other.

For example, a template set is created for each show or program. This is usually combined with automatically selecting the template set through the associated NRCS rundown. In addition, startup commands for preparing the studio (lights, sound etc.) for running the show are included in the template set.

When creating a template set for a *new* program, it is based upon a copy of an existing template set, with small adjustments according to the functionality needed by the program.

When this new template set is created (by copying an existing set), a copy of *all* templates is made, and no references are made between the original and copied templates. Each template set is classified as ‘standalone’.

Disadvantages with this approach:

- Many duplicates are created. Normally only a few of the templates in the set need to be adjusted for meeting the needs of a new program.
- With an ever-growing bank of templates being created for each new show, the amount of stored templates in Viz Mosart can exceed system norms. This results in long response times when saving templates and increases the memory footprint of both the Mosart Server and Viz Mosart client workstations.

- Maintenance of templates becomes cumbersome and error prone. When a change is made in a template that is common for all template sets, the same change has to be applied individually to every template set. This is a time consuming task across numerous template sets.

4.1.2 Hierarchical

An alternative approach to standalone is *hierarchical* template sets. This method also enables a new template set to be created, based on the logic of an existing template set. However, to begin with, *no* templates are copied from the existing template set.
Only when a change is made to an existing template, or when a new template created, is a template created and stored in the new template set.
The hierarchical approach can be adopted with all existing (standalone) template sets, to optimize machine capacity and introduce a more efficient workflow.

Referring to the background discussion in Working with Template Sets above, when you copy a template set, it is more efficient to use a hierarchical approach. These operations are usually performed by a system administrator, as outlined in Creating Hierarchic Template Sets below.

4.1.3 Direct Take

In addition to standard show-related template sets, there is a special template set called *Directtakes*.

Unlike standard templates, templates in this set are *not* intended to be executed as part of the rundown. Instead, they are usually manually executed during a running show *immediately* in an ad-hoc fashion.

Often a unique numeric value is assigned to each direct take. The operator enters executes the direct take template by entering its *number* on a numeric keypad.

4.2 Working with Templates

You create and edit individual templates and template sets (standalone and hierarchic) in the AV Automation application, **Template Editor**.

4.2.1 Creating a Hierarchic Template Set

- Templates are created and customized during the 'show design' phase of a Viz Mosart system setup.

This is a specialist operation, described in section **AV Automation > Template Editor** of the *Viz Mosart Administrator Guide* (can be browsed from Viz Mosart UI menu bar **Help > Viz Mosart Administrator Guide**).

4.2.2 Templates in the AV Automation Application

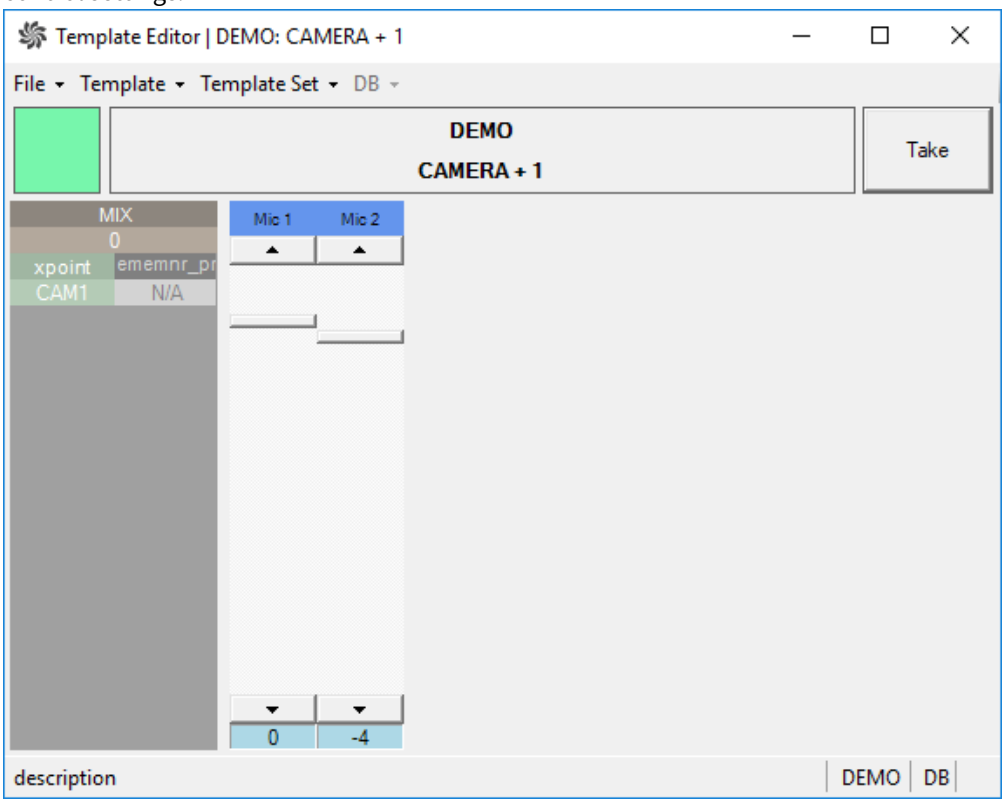
To create and modify show templates

- With a combination of mouse-over and contextual menus, an administrator can create and modify the templates that comprise a Viz Mosart-driven show.

This is a specialist operation, described in section **AV Automation > Template Editor** of the *Viz Mosart Administrator Guide* (can be browsed from Viz Mosart UI menu bar **Help > Viz Mosart Administrator Guide**).

To browse your show templates

- From the AV Automation console program (running on the Viz Mosart server), navigate to **Main menu > Devices > Template editor**.
  Templates displayed in Template Editor provide detailed information about their origin, purpose and control settings.



4.3 Template Terms and Definitions

Some common terminology used in template design and execution:

- **Base template set**: The start point for a show design.
  For example, if a template set *TS2* is based upon template set *TS1* then *TS1* is defined as the *base template set of TS2*. Programmatically, this relation can be written in short notation as *TS2 > TS1*
- **Current template set**: The active template set in Viz Mosart. Changing the current template set is normally done from either:
  - The Viz Mosart client, from the **Studio setups** menu.
  - The NRCS (for example, ENPS or iNEWS) using the Viz Mosart control command [STUDIO SETUP]
  - The Viz Mosart server application Av Automation, from the the **Studio setups** menu.
- **Directtakes**: A special template set, where templates in this set are intended to be manually executed in an ad-hoc fashion.

- **Empty template**: An undefined, non-operative template. An empty template does nothing when executed. Note that empty templates are *not* displayed in the Viz Mosart client.
- **Gallery**: Corresponds to a Viz Mosart installation. Typically a gallery has a dedicated Viz Mosart server, with configured utilities and a Viz Mosart client.
- **Inherited template set**: A template set based on another template set.
  For example, if *TS2* > *TS1* then *TS2* is classified as an inherited template set.
- **Missing template**: A template that does not exist in the current template set. The operator is alerted to a missing template in the Viz Mosart client, where it is displayed with r*ed* text.
- **Shared template set**: The template set shared among all Viz Mosart installations that are connected to the same Viz Mosart template database.
- **Show design**: The background task of creating a set of templates, in a logical and programmatically valid order, for controlling a scheduled, rundown-driven, studio transmission.
- **Stand alone template set**: A template set not based on any other template set. All template sets in a current installation of Viz Mosart are classified as *standalone*. Programmatically, this relation can be written in short notation as *TS1* > *()*
- **Template description**: The template properties common for all Viz Mosart installations in a shared template set. This description uniquely identifies and describes the template.
- **Template implementation**: Contains the behavior or device control aspects of the template. The template implementation is related to the Viz Mosart installation. For a *shared* template set, each Viz Mosart installation will implement the template set differently, according to local studio setup.
- **Template set**: Viz Mosart templates are always contained in a template set. There may exist multiple *versions* of the same template but in *different* template sets. A template is uniquely defined by its *type* and *variant name* within its corresponding template set.
- **Template type**: Template type or category. Viz Mosart has a predefined set of template types. Each are displayed with a distinct visual appearance in Viz Mosart.
  Examples of template types are CAMERA, PACKAGE, VOICEOVER, LIVE, GRAPHIC and DVE.
- **Template variant**: Unique identifier of a template for given template type within a template set.
  For example, *camera1* and *camera2* are two variants of a camera template.

5 Audio Panel

The Audio Panel is a standalone utility that visualizes an audio remote panel, which can be:

- Behringer BCF2000
- JL Cooper MXL
- Skaarhoj Raw Panel

The Audio Panel is connected to the Viz Mosart Server, replicating faders, on air faders and faders in Preview.

As a software solution, the Audio Panel controls data transmission between the physical hardware panel and the AV Automation component on the Viz Mosart server.

The Audio Panel user interface is designed as an aid for configuration, testing and emergency control; it should not be considered a replacement for a physical audio mixer control panel in normal operation.

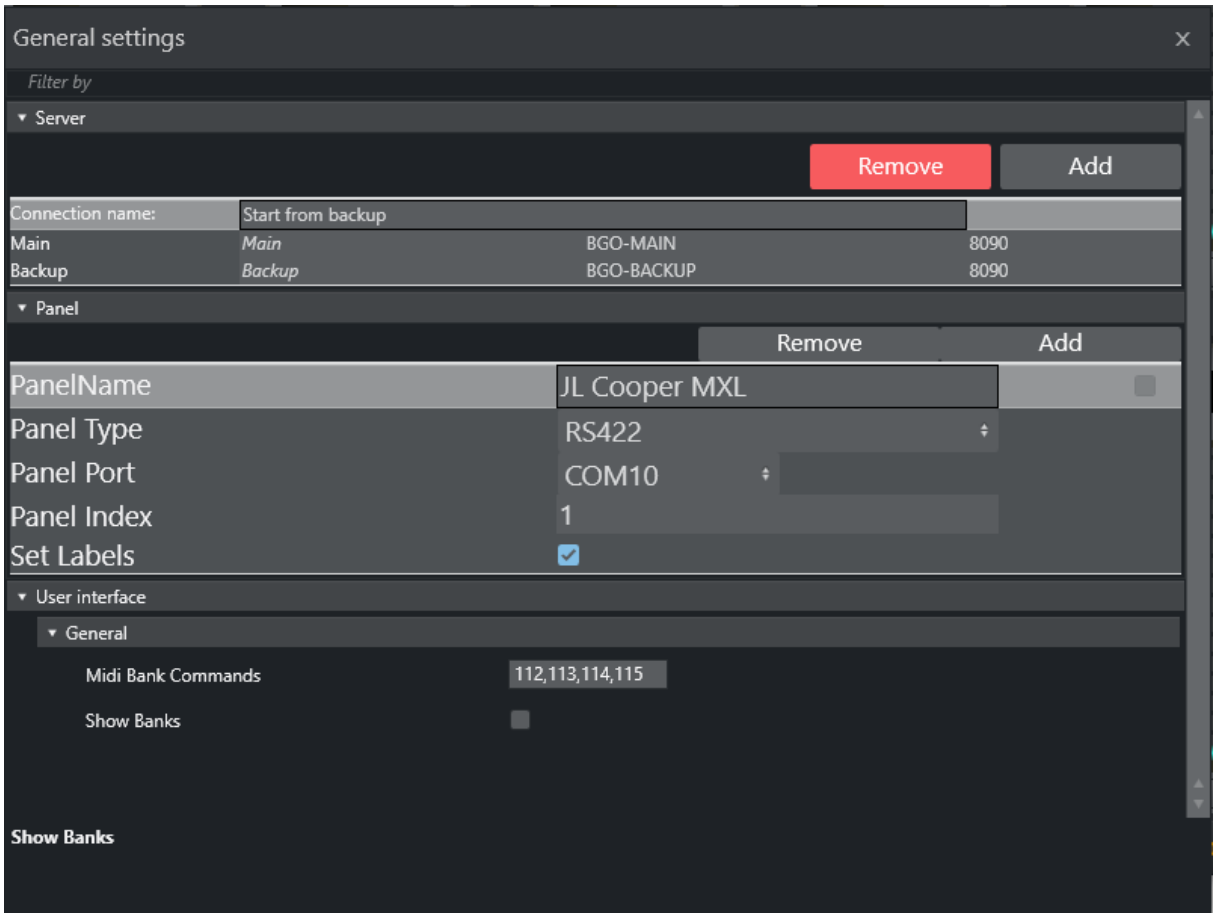
5.1 Setting-up the Audio Panel

There are some once-only setup steps to get the Audio Panel working.

1. Install the Audio Panel software from the Viz Mosart installer directory, named something like `VizMosartAudioPanel-5.8.2.32414.msi`.
2. Start the Audio Panel from the Windows start menu.
   (Located in the Viz Mosart folder `C:\Program Files (x86)\Mosart Medialab\Mosart Audio Panel\AudioPanel.exe).`
3. From the Audio Panel's menu bar, select **Tools > Settings > General Settings > Server**.
   Here are the Viz Mosart UI's connection settings that you will also use for the Audio Panel.
   This is where you configure the Audio Panel to find the server for Viz Mosart.
4. Use the same settings as the Viz Mosart UI.
   (Must be the same as for a GUI connected to that server).

- The Audio Panel requires Manus Administrator and AV Automation to run, as well as a green connection to that Viz Mosart server in the bottom left corner.
- A configuration file is created on startup of Audio Panel if it does not already exist. This file is located in *C:\ProgramData\Mosart Medialab\ConfigurationFiles* or *C:\channeltemplates*.

Below are a selection of options to help you set up an audio fader panel.



Note: The configuration file is located in *C:\ProgramData\Mosart Medialab\ConfigurationFiles* or *C:\channeltemplates*.
This configuration file is created on startup of Audio Panel, if it does not already exist.

5.1.1 Server Settings

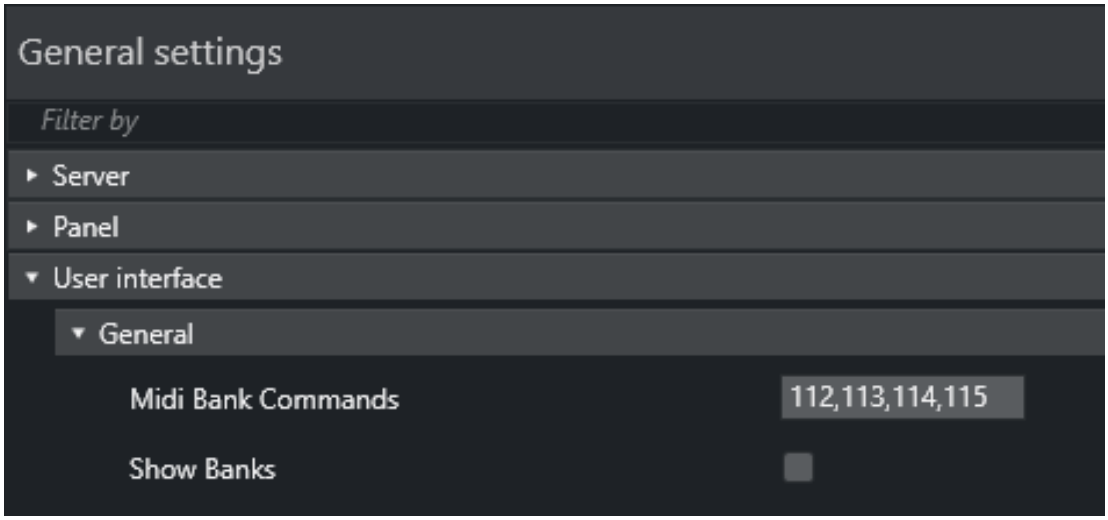
Item	Description
Connection name	This is the name used by the Audio Panel GUI.
Main	This can either be - server name or - IP address + port number.
Backup	Same as *Main*, used for the backup server.

5.1.2 Panel Settings

Item	Description
PanelName	A self-chosen name for the Audio Panel.
Panel Type	The type of connection used for the Audio Panel (for example, *MIDI*, *RS422*, *RS232, SKAARHOJ RAW PANEL*).
Panel Port	The specific port used in the above connection (for example, *COM3*). In case of a network connected Skaarhoj Raw Panel, this will be 2 fields, *Hostname* and *Port*. **Tip**: For set-up instructions, see Skaarhoj Raw Panel.
Panel Index	You can utilize several panels, so each shall have a unique number.
Set Labels	Check if you wish to send label information back to the panel (only for panels with LCD label buttons).

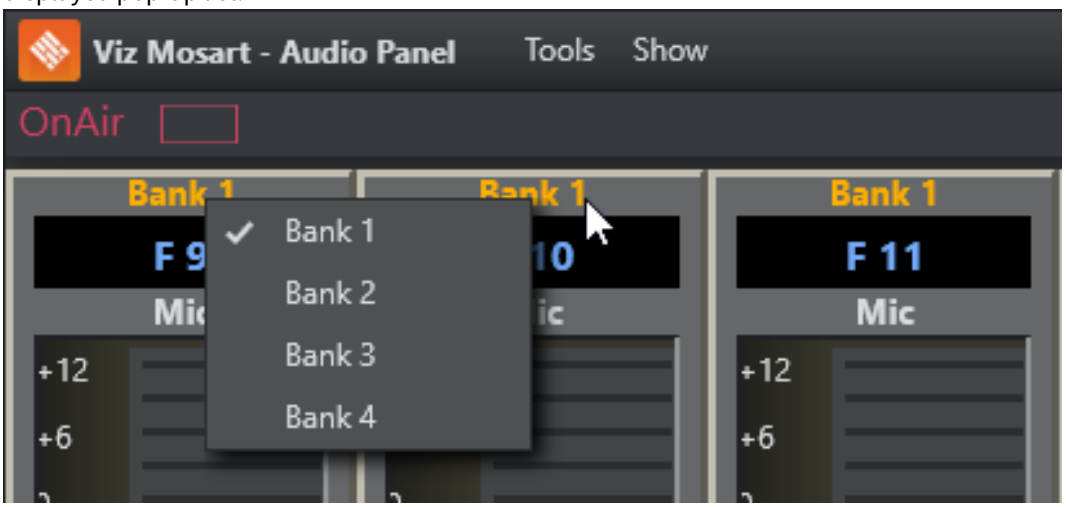
5.1.3 User interface

Use these settings to Bank faders on the JLCooper Panel.



General

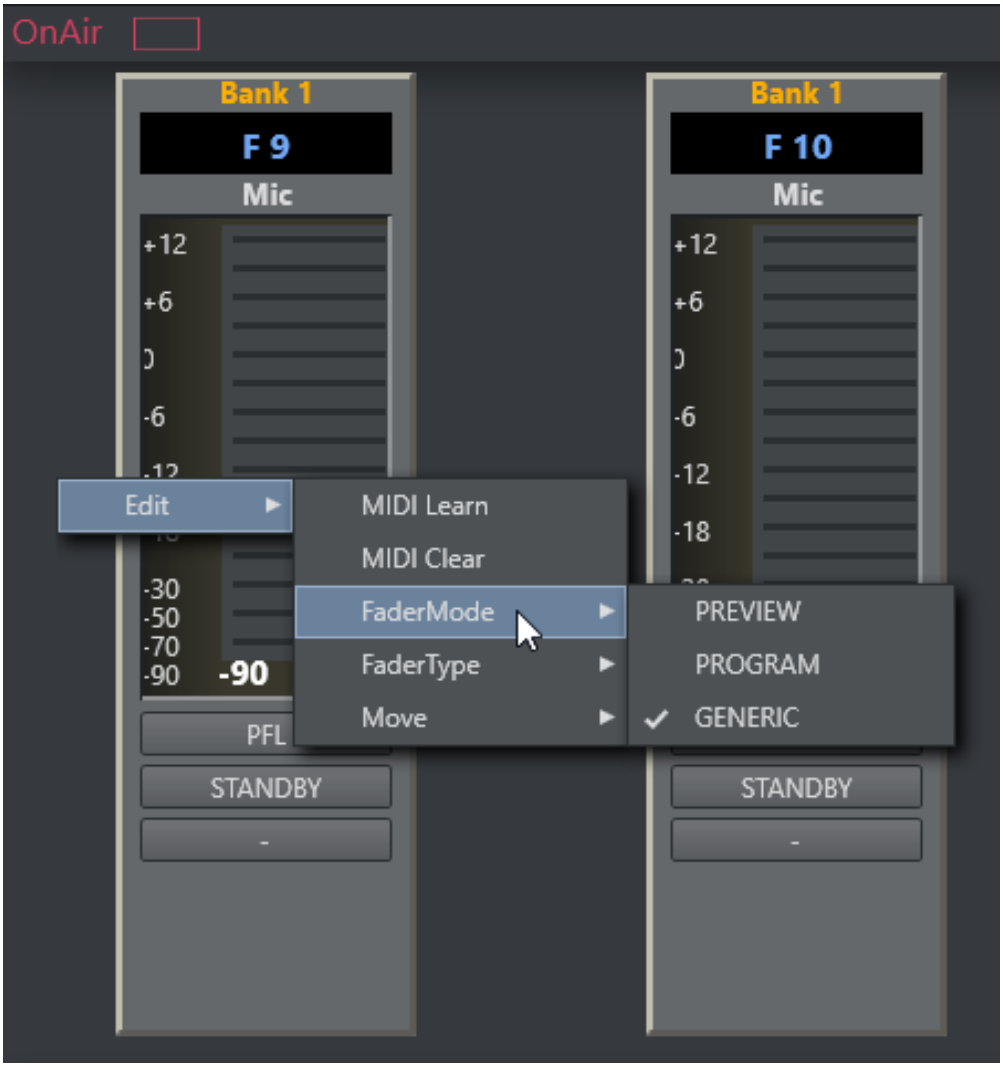
- **Midi Bank Commands:** Specifies MIDI controls on the JL Cooper Panel. Default values correspond to **F1**, **F2**, **F3** and **F4** keys.
- **Show Banks:** If enabled, the banks associated with each fader will be shown on the top of the faders in Audio Panel GUI.
  The bank for each fader can be changed by right clicking on the fader label and selecting the bank from the displayed pop-up list.



- In the **Show** menu there are options to show MIDI commands and to highlight in orange the selected bank on the faders.

5.2 Fader Configuration

- Configure fader operation properties by right-clicking on any fader, and selecting **Edit**.
  (the box with the numbers indicating the level of the fader).



5.2.1 Fader Edit Menu

Menu Item	Description
MIDI Learn	Assigns any physical fader on the **Audio Remote** panel to the selected fader in the Audio Panel. After selecting this function, move the fader on the physical audio remote panel so Audio Panel learns and memorizes this function.
MIDI Clear	Deletes the assigned physical fader from the Audio Panel.

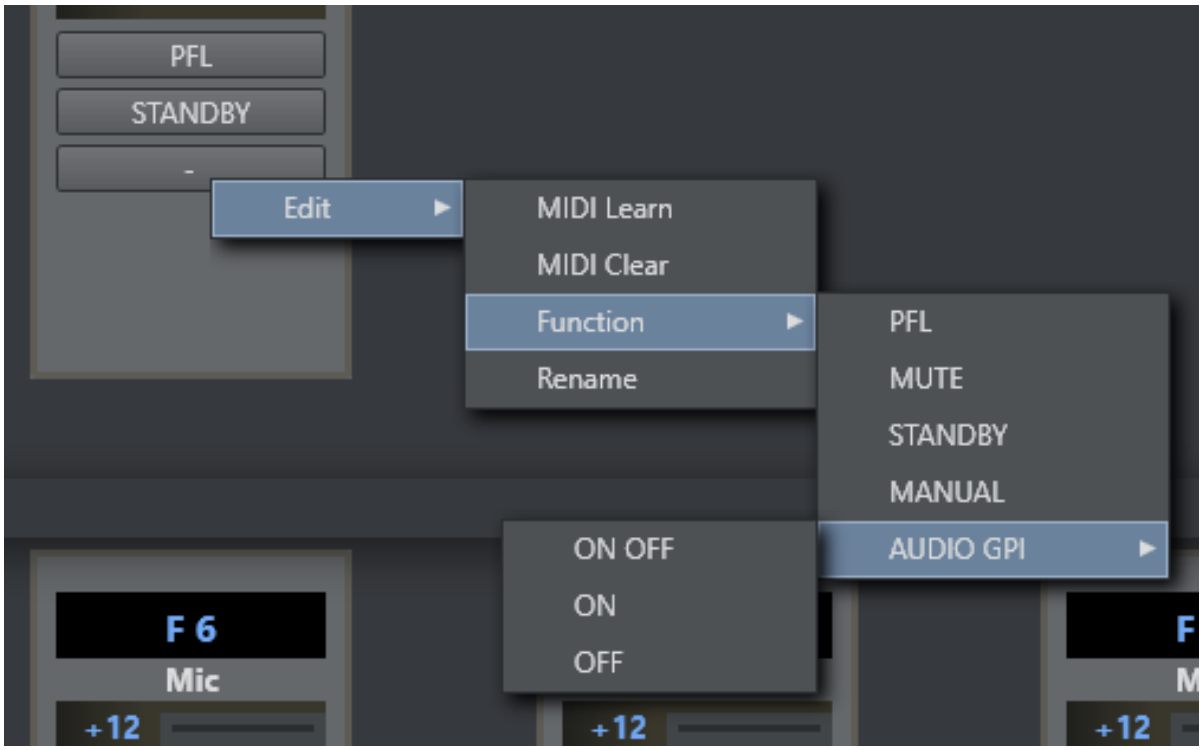
Menu Item	Description
FaderMode	Selects whether the logical fader should work in *Preview*, *Program* or as a *Generic* fader which is constantly in use. **Program**: Retrieves the active faders from the template currently in Program. The virtual fader becomes visible and can be adjusted when taken On Air. **Preview**: Retrieves the active faders from the template in Preview. It permits you to change the levels while it is in preview, i.e. before it is taken On Air. **Generic**: Simple remote operation of a physical fader on an audio mixer. Constantly connected from the same source. Locks the fader to the same source (for example, Mic 4) always remains static in the Audio Panel and does not change based on current story in Viz Mosart. See Also Selecting a Source.
FaderType	Select a text that you wish to display as label information in the panel. Only for panels with LCD label buttons.
Move	Moves the selected fader *UP* or *Down* in the Audio Panel

5.2.2 Selecting a Source

If you are using the *GENERIC* fader mode, a source from the source list can be selected by right-clicking in the area where labels are listed. Check the default number of faders. Input selection can be configured by right-clicking the fader header and selecting fader names.
You can select a fader label by right-clicking on the label (the black area just below the fader header) and selecting the appropriate function in coordination with your audio mixer.

> **Note:** Selecting *ANY* could remove the label. If no label is present, then an *ANY* function is the selected label.
> To change the label again, right-click in the required fader, **Edit > FaderType** then select a new label.

5.2.3 Assign Function Keys



- Any function buttons below the GUI faders can be assigned to any of the function keys on a physical audio panel.
  The function of the button is set under the **Function** menu.
- The name can be changed using **Rename**.

Menu Item	Description
MIDI Learn	Assigns any physical button on the audio remote panel to the selected button in the Viz Mosart Audio Panel. After selecting this function, click the button on the physical mixer so Audio Panel learns and memorizes this function.
MIDI Clear	Deletes the assigned physical button from the Audio Panel.

Menu Item	Description
Function	Select a function for the button. Will be triggered on the fader in AV Automation. **PFL**: Activates the pfl mode on the fader. **MUTE**: Activates the mute mode on the fader. **STANDBY**: Activates the standby mode on the fader. **MANUAL**: Activates the manual mode on the fader. ⚠ AUDIO GPI functionality is only available for Studer 3000 and Lawo RMNOPL drivers **AUDIO GPI - ON OFF:** Toggles the Audio GPI for a specific GPI number on the mixer. **AUDIO GPI - ON**: Turns the Audio GPI for a specific GPI number ON. **AUDIO GPI - OFF**: Turns the Audio GPI for a specific GPI number OFF.
Rename	Renames the button label

5.2.4 Update After Viz Mosart Server Switching

The server that the Audio Panel GUI is connected to follows the Viz Mosart GUI. Switching between a main and backup server in the Viz Mosart GUI accordingly configures the selected server for the Audio Panel GUI.

5.3 Skaarhoj Raw Panel

This guide enables you to use a Skaarhoj Raw Panel device with Mosart Audio Panel.

⚠ Mosart only supports Skaarhoj panels which use Raw Panel Protocol V2

5.3.1 Working with the Skaarhoj Raw Panel

Setup and Configuration

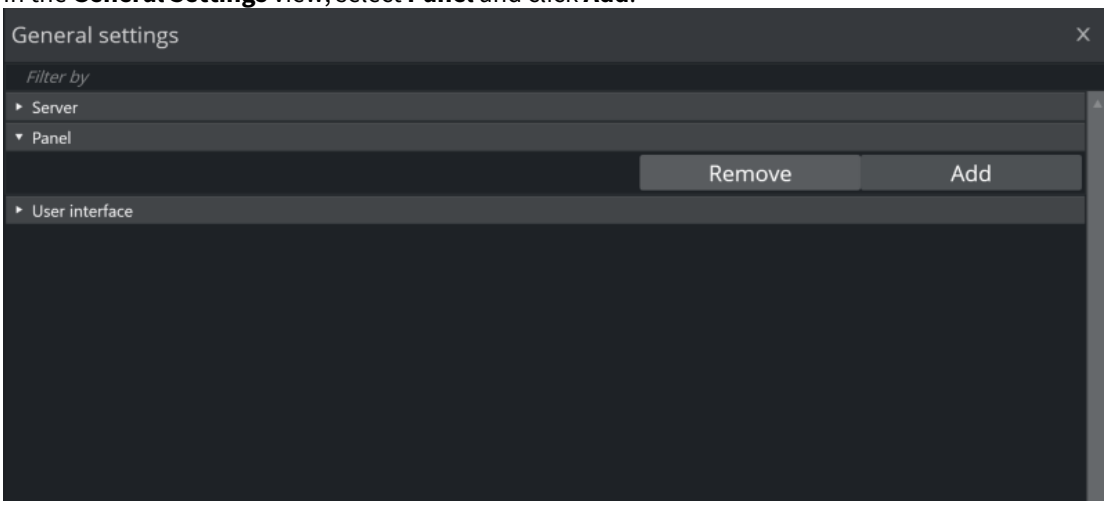
To configure a Skaarhoj Raw Panel

1. Make sure your Skaarhoj device is connected to the same network as your Viz Mosart server.
2. Make sure that both applications *Mosart Manus Administrator* and *Mosart AV Automation* are running.
3. Start the Mosart Audio Panel from the Windows start menu.
   (Located in the Viz Mosart folder `C:\Program Files (x86)\Mosart Medialab\Mosart Audio Panel\AudioPanel.exe).`

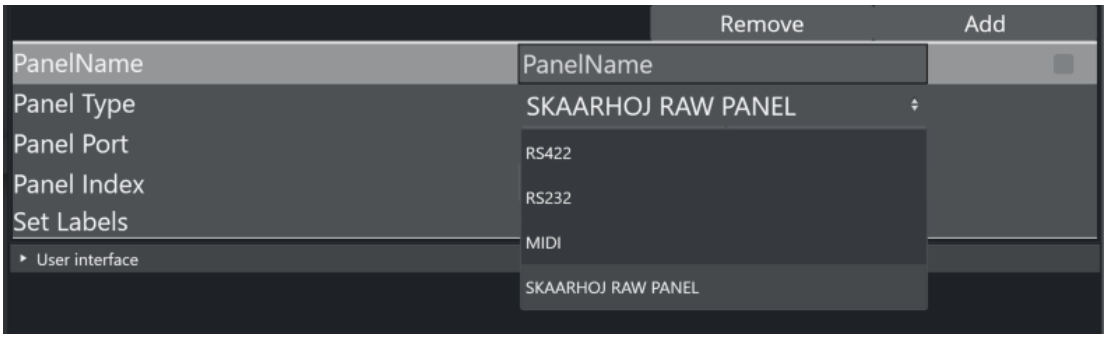
⚠ **Note**: If the Audio Panel is not present as a menu option, first install it by running the file named something like *VizMosartAudioPlayer-5.9.0.36081.msi*, located in your Viz Mosart installation folder.

4. In Mosart Audio Panel, navigate to **Tools > Settings > General Settings**.

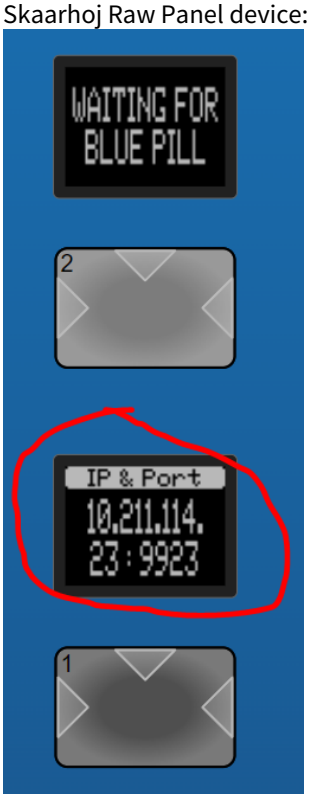
5. In the **General Settings** view, select **Panel** and click **Add**.

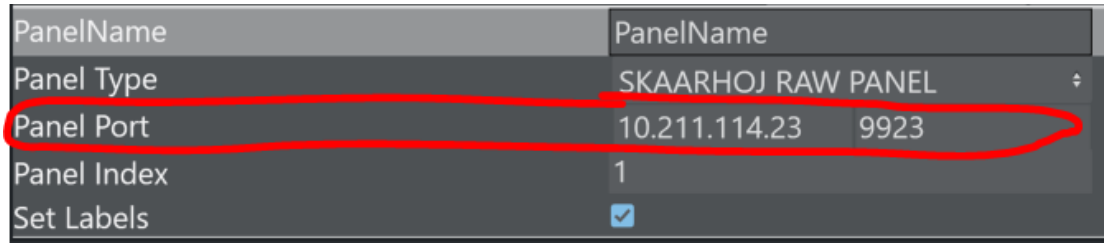


6. Fill in



a. **PanelName**: An arbitrary name for your panel.
b. **Panel Type**: Select *SKAARHOJ RAW PANEL*.
c. **Panel Port**: Enter *Hostname* and *Port* into the respective fields.
If no other device is connected to it, this information is displayed on one of the displays on the Skaarhoj Raw Panel device:





d. **Set Labels**: Select the ***Set Labels*** check-box if you want fader levels displayed on the Panel.

7. Exit **Settings**.
If the connection was successful, the Skaarhoj Raw Panel device stops displaying anything on its screens.
8. To bind a fader on the device to a fader in Mosart Audio Panel, select a fader in Mosart Audio Panel and **Right-click > Edit > Midi Learn**.

The Fader should be blinking with a large letter "**M**".

9. Move the fader on the Skaarhoj device that you want to bind with the fader on the Mosart Audio Panel. The faders should now be connected.

Binding to Function Keys

To bind a button on the Skaarhoj Device to a Mosart Audio Player function button

- Follow the exact same steps as with the Fader, go *Right Click* > *Edit* > *Midi Learn*, then click the button you want to bind.

6 Playing Audio

To play out audio files, you use an *audio player*. An audio player (*Mosart Audio Player*) is already included with Viz Mosart.
Several third-party players are also supported.

This section highlights the Mosart Audio Player.

6.1 Working with the Mosart Audio Player

Info: The Mosart Audio Player replaces the discontinued *Soundfile Player*.

6.1.1 Getting Started

Info: Initial setup must first be performed by your system administrator as described in the *Viz Mosart Administrator Guide*, section *AV Automation Device Properties.*
This setup defines the Viz Mosart Audio player as default audio playout device and creates a Desktop shortcut.

6.1.2 Supported Formats

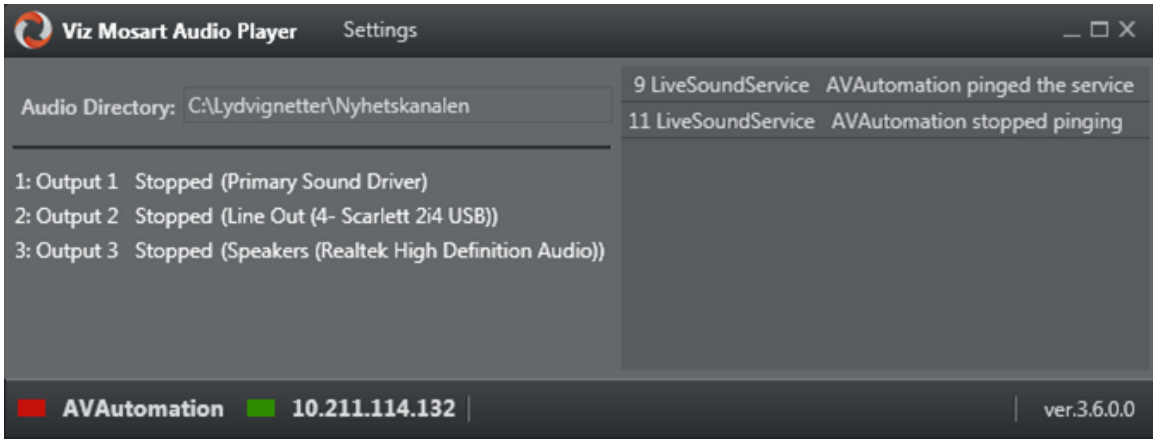
mp3, wav, wma, aac, m4a, mp4, aiff, avi.

6.1.3 Audio Player UI

To open the Audio Player

- Click the Desktop icon

Info: If there is no icon, you can start the program from `C:\Program Files (x86)\Mosart Medialab\Mosart Audio Player\Mosart Audio Player.exe`.
Otherwise see the Info above.



Audio Player Explained

Under standard operation, the audio player acts as a monitor and has no controllable features.

UI Element	Description
Settings	Opens the **Settings** menu for advanced Audio Player configurations.
Audio Directory	Folder path to your available audio files. All files in this folder are ready to be played. Only files located in this directory are available to the Viz Mosart audio player.
Numbered Output list	A list of all available devices.
Log panel (right hand panel)	All log messages that the audio player creates.
AVAutomation (status)	**Green**: AV Automation is connected **Red**: No AV Automation connection.
IP Address	IP address of the computer that the Audio Player is running on.
Version	Version number of the Audio Player.

6.1.4 Mosart Audio Player Settings

These advanced settings determine audio destinations and player characteristics.
For most users, they are filled-in by your system administrator and need not be changed.
For further details, refer to the the *Viz Mosart Administrator Guide*, section *Audio* under *AV Automation Device Properties.*

6.2 Working with Third Party Audio Players

In addition to the onboard player described above, Viz Mosart supports a variety of audio players including Vizrt's TriCaster switcher.

For further details, refer to the the *Viz Mosart Administrator Guide*, section *Audio* under *AV Automation Device Properties.*

7 Timing Display

The Timing Display provides timing information for the studio control room and studio floor. The timing display is synchronized with the current rundown in Viz Mosart and can be configured to display details only relevant to the user.

> **Note**: From Viz Mosart 5.0.3, a convenient web-based Timing Display is offered as an optional web application. For details, see the Mosart Web Applications Guide.

You can run as many customized Timing Display applications as required. For example, the Timing Display can be running on the studio floor and be connected to the in house intercom system to provide an audible count to the presenter's earpiece. An additional Timing Display can be running in the control room with a monitor speaker for counting down packages, so the producer is updated on the current production.

7.1 Customizing the Timing Display

The Timing Display can be modified to suit your specific studio requirements and workflows.

- Grid lines
- Selecting Timing Display panels
- Audio Countdown
- Explanation of the Selectable Timers

7.1.1 Grid lines

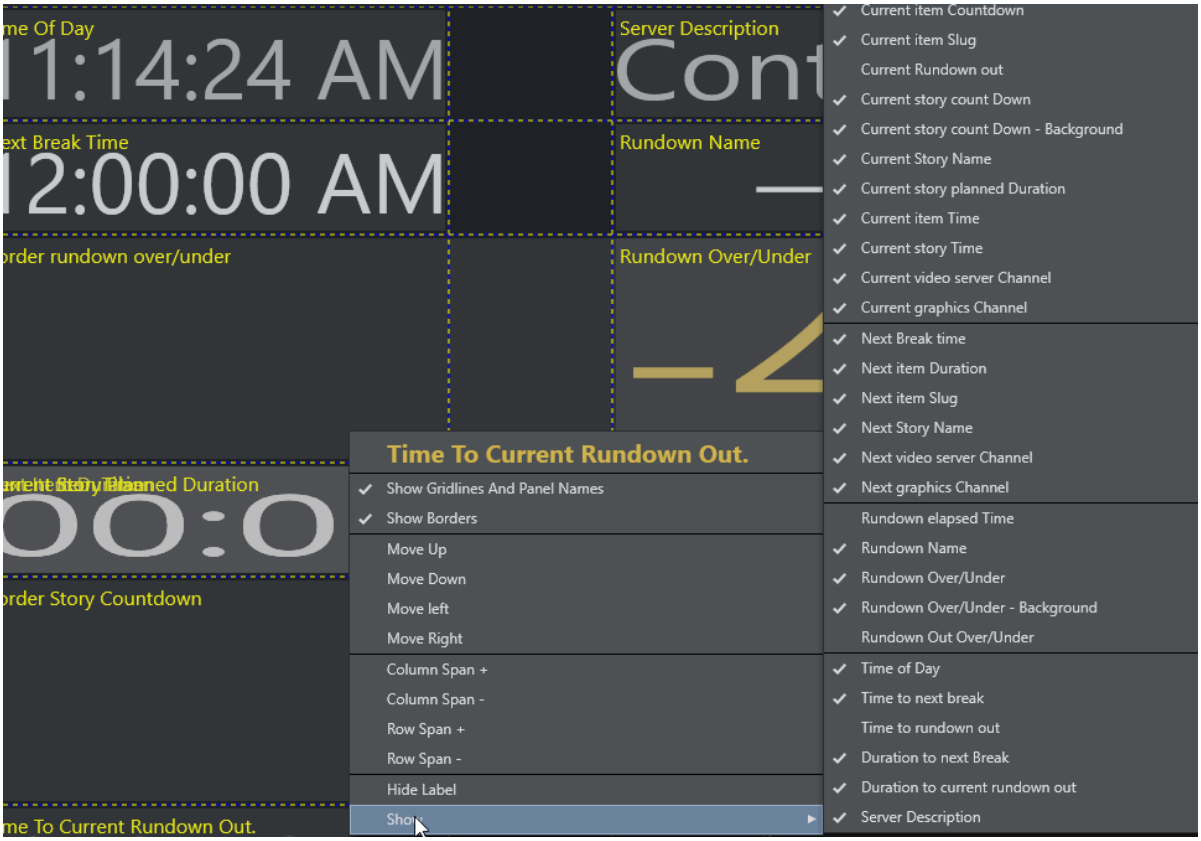
Enabling grid lines, makes it easier to add/remove Timing Display panels.

- To Enable grid lines
  Right-click anywhere in the window and select **Show Gridlines And Panel Names.**
  Information about the individual sections are presented in the Timing Display.

7.1.2 Selecting Timing Display panels

Each panel is selectable from a dropdown list.

- **Right-click > Show**

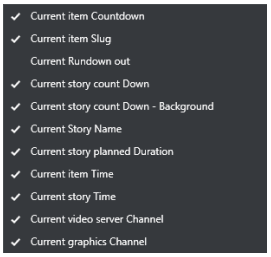


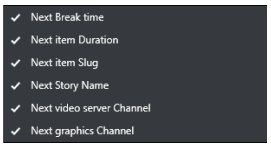
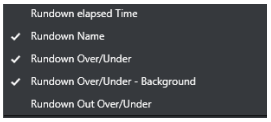
7.1.3 Audio Countdown

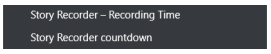
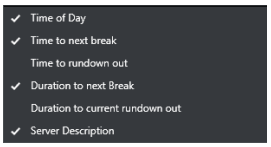
The Timing Display also has a customizable audio countdown utility.

- Can be connected to an in house intercom system or a direct monitor speaker in the control room or studio floor.
- Can be enabled to count on certain events.
- Viz Mosart provides an English voice set for use with the Timing Display.
  You may decide to localize the voice set by recording your own.

7.1.4 Explanation of the Selectable Timers

Element	Description
Current 	• **Current item Countdown:** Countdown to the end of current on-air template. • **Current item Slug:** Name of the current item, as media content name or Mosart template name (if media content name is unavailable). • **Current Rundown out:** TBC • **Current Story count Down:** Countdown to the end of the current story, as defined by planned story duration given in the NRCS. • **Current Story count Down - Background:** Background color for the "Current Story count Down" timer. When the countdown reaches 00:00 it changes to red color (indicating a story going over time). To be used in the same position/frame as the "Current Story count Down". The Background has to be added first, and then the actual Story countdown. • **Current Story Name:** Name of the story currently on-air. • **Current story planned Duration**: The editorial story time entered in the NRCS. Also shown in the rundown as a small tick:  • **Current item Time:** How long the current item has been on-air. • **Current Story Time:** How long the current story has been on air. • **Current video server Channel:** When a clip is on-air, this is the name of the video server port in use, as given in the *Alias* field in Video server port configuration in AV Automation (or *Name* if *Alias* is empty). • **Current graphics Channel:** When a full screen graphic is on-air, this is the Engine number used, from the list of Engines enabled in 'Graphics configuration' in AV Automation.

Element	Description
Next 	• **Next Break Time:** Clock time for the next Break story in the on-air rundown, as defined in the NRCS (as "back-time", "hard hit time" or equivalent for the Break story). • **Next item Duration:** The duration of the next item to go on-air, currently cued in preview. • **Next item Slug:** Same as "Current item Slug", but for the item in preview. • **Next Story Name:** Name of the next story to go on-air. • **Next video server Channel**: If the next template includes a clip, this will indicate on what video server channel it is cued. Channel details are provided in the *Alias* field in 'Video server port configuration' in AV Automation (or from *Name* if *Alias* is empty). **Tip**: Refer to the *Viz Mosart Administrator Guide*, section *AV Automation > AV Automation Device Properties > Video Servers* for further details. • **Next graphics Channel**: If the next template includes a full screen graphic, this will show what Engine number the graphic is cued on, from the list of Engines enabled in 'Graphics configuration' in AV Automation.
Rundown 	• **Rundown elapsed Time:** How long the show has been running, counting up since the first Take Next after loading/re-loading the rundown. • **Rundown Name:** For a MOS-based NRCS, the rundown name comes from the NRCS. For iNews the name comes from the *Name* column in the **Edit rundowns** editor in the Viz Mosart GUI. • **Rundown Over/Under:** How much the current rundown is either over or under time to match the clock time given in the NRCS for the next Break in the rundown. Remaining content time is calculated from the sum of all planned story durations as given in the NRCS (see **Current story planned Duration** above), for all stories before the next scheduled Break story. "Under time" is indicated as a negative time (for example, -01:23). "Over time" is indicated with a plus (for example, +01:23). • **Rundown Over/Under - Background:** Background color for the "Rundown Over/Under" timer. When the rundown is under on time, the background will be grey, while it will be red when the rundown is over on time. To be used in the same position/frame as the "Rundown Over/Under". The Background has to be added first, and then the actual "Rundown Over/Under" timer. • **Rundown Out Over/Under: TBC**

Element	Description
Story Recorder 	• **Story Recorder - Preroll countdown:** Time (in seconds) after a paused show will begin recording again. • **Story Recorder - Recording Time:** Total duration of recorded show, so far. Grows from the first taken item, and does not include any initial Break items. • **Story Recorder countdown:** Remaining time of show, based on planned show duration provided from the NRCS.
Other 	• **Time of Day:** Current time of day, coming from the active Mosart server's local time. • **Time to next break:** Count down to next break calculated from current Time of Day and defined Time of Day for next break, as provided by the NRCS (this last can also be a calculation of in-time plus show duration). The story defined as Break story must hold a Mosart Break template for this time to be correct. • **Time to rundown out:** TBC • **Duration to next Break**: Countdown to next break, as accumulated time of all planned story durations between current position and the story defined as Next Break. • **Duration to current rundown out:** Countdown to the last break of current active rundown, as accumulated time of all planned story durations, between the current position and the story defined as last break. • **Server Description:** The server description setting in Manus Admin settings for the current, active Mosart server.