

# **Broadcast Pix**

**Sports**

**User's Guide**

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# Chapter 1: Introduction

This User Guide describes the purpose and functions of the Sports system, explaining the concepts you'll need to understand to use it effectively, and describes workflow procedures. The manual is designed for anyone who uses the Sports system.

See the following topics:

- ["Sports Description" on page 1](#)
- ["Sports Controller" on page 2](#)
- ["Multiviewer" on page 2](#)
- ["Workflow" on page 4](#)

## Sports Description

The Sports application offers a complete broadcast solution for sports coverage that includes a multi-channel server with an integrated Multiviewer and an efficient tactile Controller. The features in Sports include:

- Ingest and prepare playlists and replays from ingested AV content
- Multichannel synchronized ingest and playout of up to four camera feeds
- Instant replay from any camera angle
- Dynamic slow motion replay
- Playlists for highlights and packages
- Output to Preview and Program channels

You can ingest up to four channels of source material from a live feed, camcorder or tape deck. Information, or 'metadata', about a clip can be attached during ingest or retrospectively. Media can be trimmed to create markers or sub-clips without deleting any material dropped from the original content. Markers are items representing a piece of action with all the recorded camera angles of that action. A subclip is a single camera angle taken from a marker.

The client application is used in conjunction with a Sports Controller.

## Sports Controller

The Sports Controller has been designed to provide an optimum control surface for the Sports application. It features a T-bar for Slow Motion, and a Jog/Shuttle control for material review and selection.



The Controller can be connected to a USB port on the Sports server, or to any workstation running the Sports application. The controller is powered through the USB port of the host system.

## Multiviewer

Where space or the number of available monitors is at a premium, you can use the Multiviewer to display all Sports input and output channels on one monitor. Multiviewer also provides visual indication of audio status on all channels.



Tallies can be applied during playback, and are displayed as a red border round the edge of the input channel window, indicating when the corresponding camera angle is selected. It is also possible to apply tallies to the PVW and PGM channels to indicate which channel is playing out (On-Air).



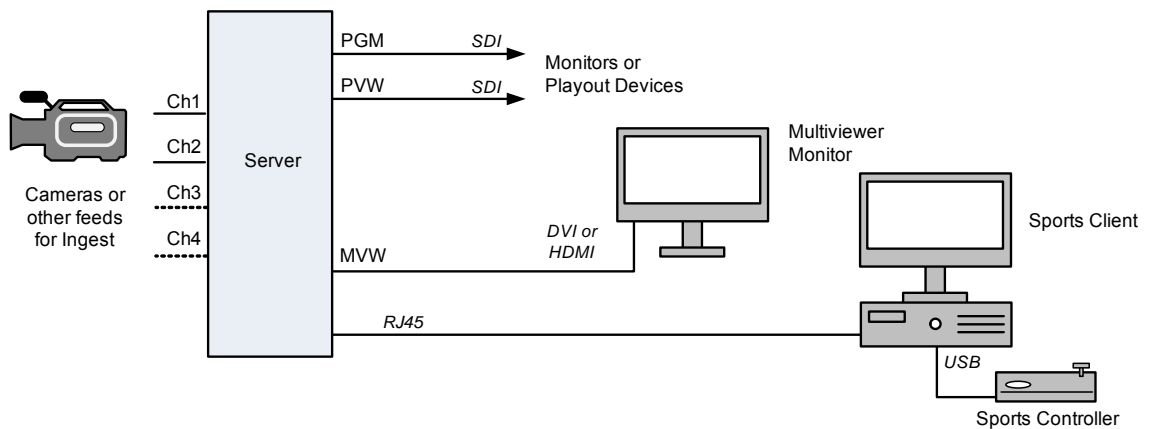
# Client Application Requirements

You can run the Sports directly on the Sports server but, especially on multiple user systems, it is more usual to run the application on client workstations. To run Sports from a client workstation, you require the following:

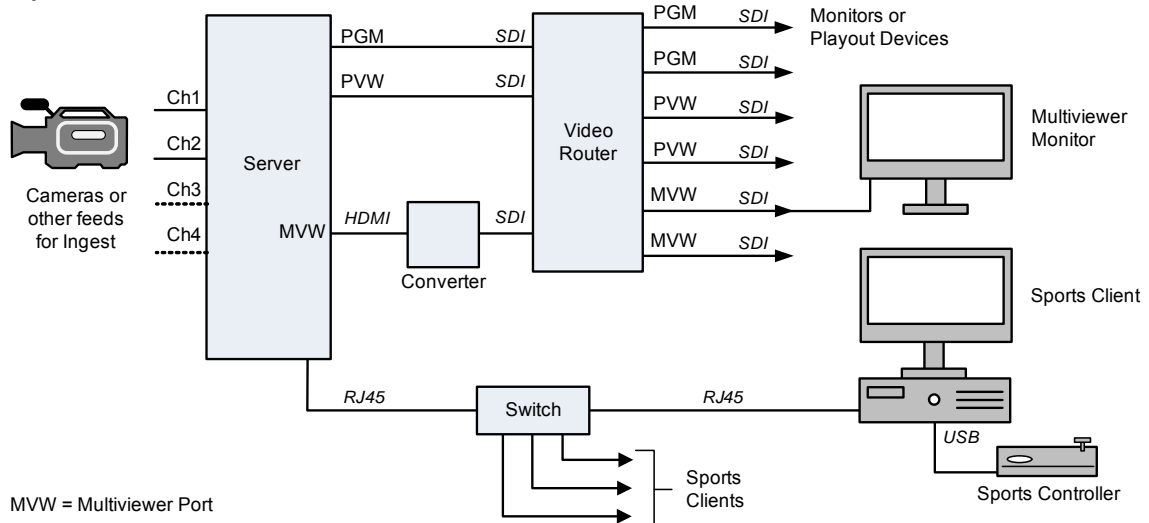
- Workstation running Microsoft Windows 7
- Ethernet connection to the Sports server
- Monitor with a resolution of 1920 x 1080 pixels

On a single client system, the Ethernet connection can be direct to the Sports server. Where more than one client connection is required, these must be made via a hub or switch.

## Single Client



## Mutple Clients



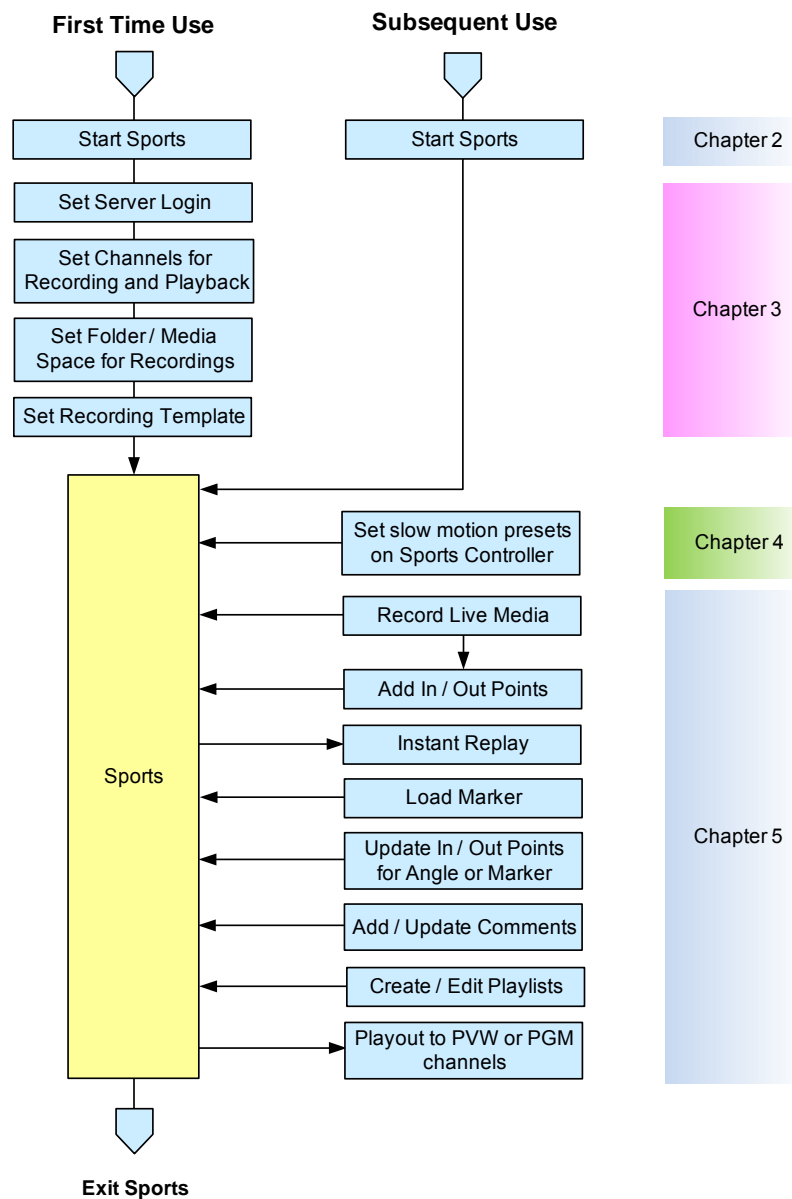
If you wish to edit and review clips and sequences, you will need a monitor connected to a video channel. Sports supports the direct connection of one playout device or monitor to each channel. For example, in a single client system, you could have one playout device connected to the Program channel (PGM), and one monitor connected to the Preview channel (PVW). You can add playout devices and monitors in this fashion until all the channels on the Sports server are allocated. However, for flexibility, it is more usual to employ a video router to share channels between playout devices and monitors.

Alternatively, you can use the Multiviewer, which displays all input and output channels on one monitor. Depending on your Sports server configuration, the Multiviewer output is available on a DVI or HDMI connector for connection to a PC monitor. You can also use an HDMI to SDI converter to connect to a video router or broadcast monitor that uses SDI connectors.

The monitor resolution specified above is required for both the Sports client application and for Multiviewer.

## Workflow

Before you can use Sports you must open the Preferences dialog box to specify which server you are going to use for ingest and playout, and provide login details. This is a one-time operation, you do not have to repeat this operation unless you decide to use another Sports server. You also need to specify which folder on the Sports server you want to save your recordings.



You must also specify the channels you want to use for recording and playout. A channel selected for recording cannot be used for playout, nor can you use a channel that has been opened by another user or application.

The diagram shows a sample workflow chart for creating a video playlist in Sports. Chapter numbers to the right of each stage are cross-references to detailed operating instructions.



# Chapter 2: Getting Started

This chapter describes the functions of the Sports software. See the following topics:


- "Starting Sports" on page 7
- "Sports Overview" on page 8
- "Arranging the Desktop" on page 11
- "Multiviewer" on page 12
- "Exiting Sports" on page 14

## Starting Sports

To start the Sports client, log in to Sports as follows.

---

### TASK

1. The Sports client window opens (see ["Desktop" on page 8](#)). 
2. If you have a monitor connected to the Multiviewer port, the monitor displays the available channels.

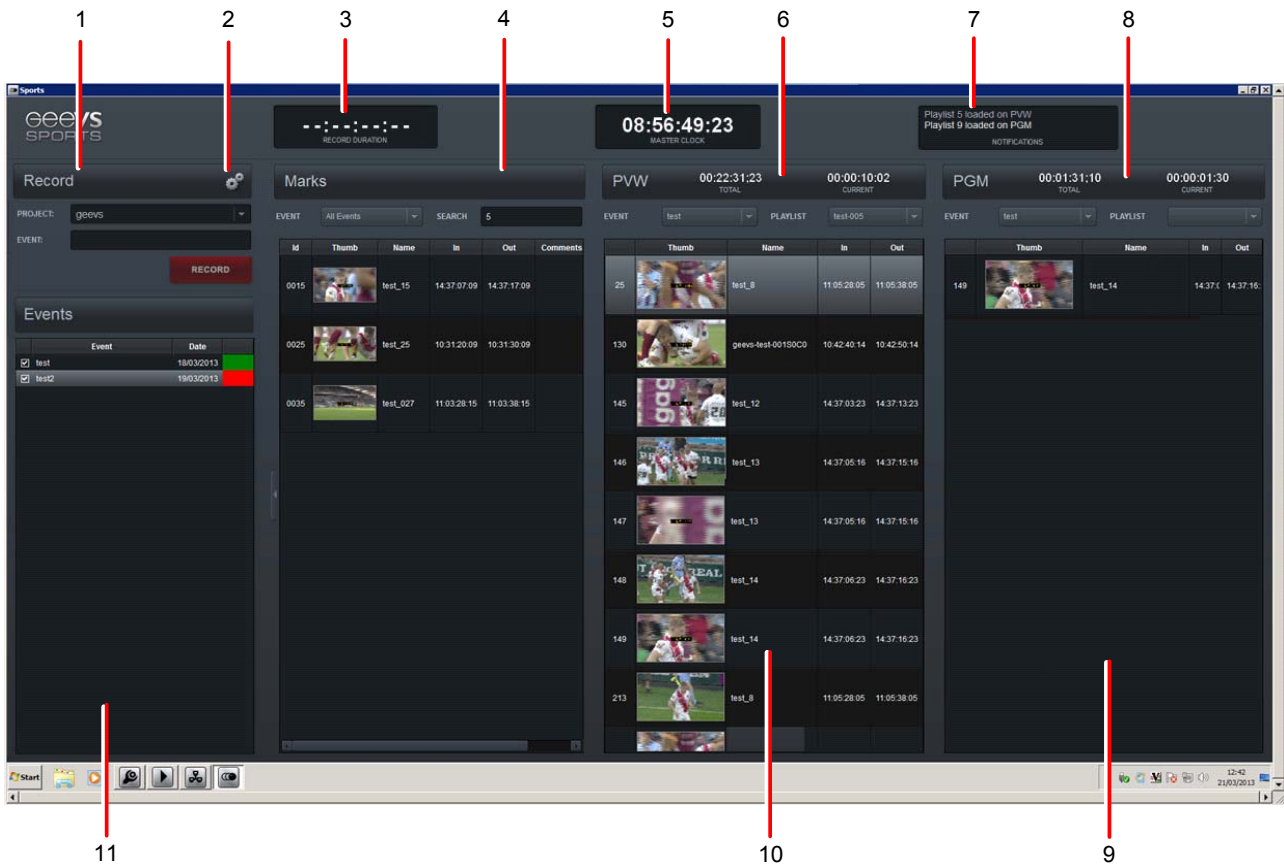


**NOTE:** Channels will be blank, or display a test pattern, if no content has been loaded on them.

# Sports Overview

You work with the Sports application through the interface as shown below.

## Desktop

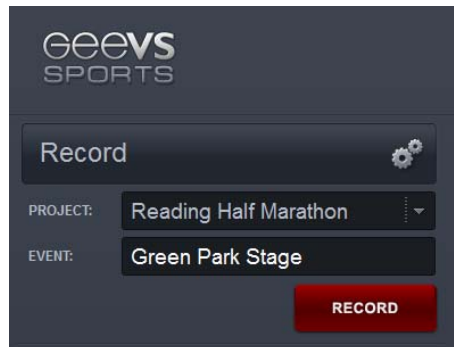


The main areas are as follows:

- |   |                                 |
|---|---------------------------------|
| 1. Record Panel                             | 7. Notifications Window         |
| 2. Cogs Icon (opens Preferences dialog box) | 8. Program (PGM) Channel        |
| 3. Record Duration Timecode                 | 9. Playlist Display Area (PGM)  |
| 4. Marks Panel                              | 10. Playlist Display Area (PVW) |
| 5. Master Clock Timecode                    | 11. Events Panel                |
| 6. Preview (PVW) Channel                    |                                 |

## Record Panel

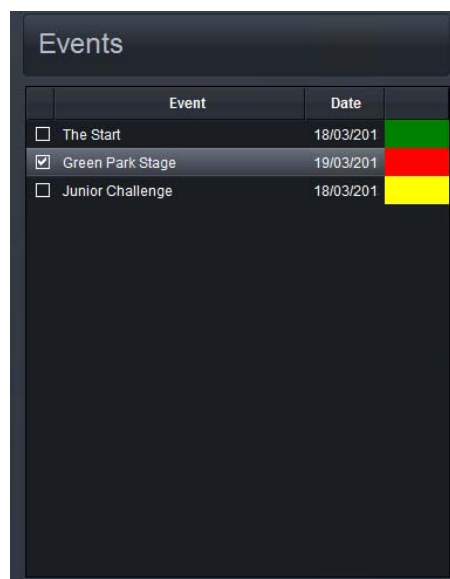
The Record panel is where you make recordings of media on the Gevs input channels. You can set the Project and Event names for your recordings here. Recording profiles and other user options can be set from a Preferences dialog box which is accessed by clicking on the Cogs icon.



## Events Panel

The Events panel is used to display events created in your projects. Events are groups of related clips, or 'Markers'. Each Marker can contain the same scene shot from different camera angles. From here, you can select:

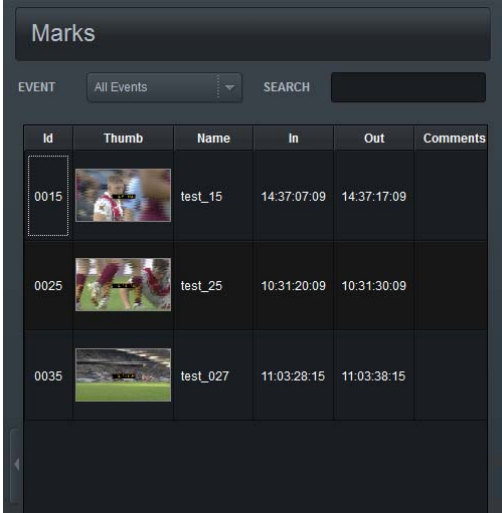
- the color to identify each event
- which events that are to be displayed in the Marks Panel



	Event	Date	
<input type="checkbox"/>	The Start	18/03/201	Green
<input checked="" type="checkbox"/>	Green Park Stage	19/03/201	Red
<input type="checkbox"/>	Junior Challenge	18/03/201	Yellow

## Marks Panel

The Marks panel is used to display the available Markers for the selected event or events. If you have a large number of markers, you can filter the number displayed by typing a search term in the Search box. The Marks panel then displays all Markers that have your search text in the Name or Comments fields.



Id	Thumb	Name	In	Out	Comments
0015		test_15	14:37:07:09	14:37:17:09	
0025		test_25	10:31:20:09	10:31:30:09	
0035		test_027	11:03:28:15	11:03:38:15	

## Preview and Program Panels

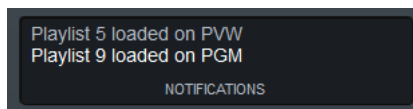
The Preview and Program panels carry the playlists for the output channel they represent. They are identical in appearance and functionality. Normally, the Preview channel, marked 'PVW', is used to preview playlists and their subclips, while the Program channel, marked 'PGM', is used to carry the main program content. You can configure Sports to display both channels as Program channels ('PGM').



Id	Thumb	Name	In	Out
25		test_8	11:05:28:05	11:05:38:05
130		geevs-test-001SOC0	10:42:40:14	10:42:50:14
145		test_12	14:37:03:23	14:37:13:23
146		test_13	14:37:05:16	14:37:15:16

## Notifications Window

The Notifications Window carries information about recent actions and events in Sports.





# Arranging the Desktop

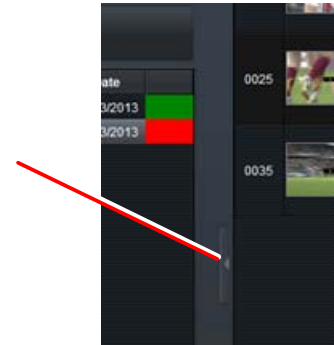
## Resizing the Sports Window

Press Ctrl+D to toggle Sports between full screen and user-defined screen size. When out of full screen mode, you can drag the Sports window to the size you want.

## Hiding the Record and Events Panels

To provide more space for the Marks, Preview and Program panels, you can hide the Record and Events panels by clicking on the arrow in the left hand border of the Marks Panel.

Click on the arrow again to reveal the Record and Events panel.



## Resizing Marks Panel Columns

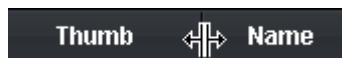
You can resize the Thumbnail and Comments columns in the Marks panel.

To resize the Thumbnails column, do the following.

---

### TASK

1. Position your mouse over the right hand border of the column marked Thumbs so that it changes to a double-arrow.



2. Holding down the left button, drag your mouse to move the column is at the width you require.
  3. To resize the Comments column, do the following:
    - a) Position your mouse over the right hand border of the column marked Columns so that it changes to a double-arrow.
    - b) Holding down the left button, drag your mouse to move the column is at the width you require.
-

## Changing the Order of Columns

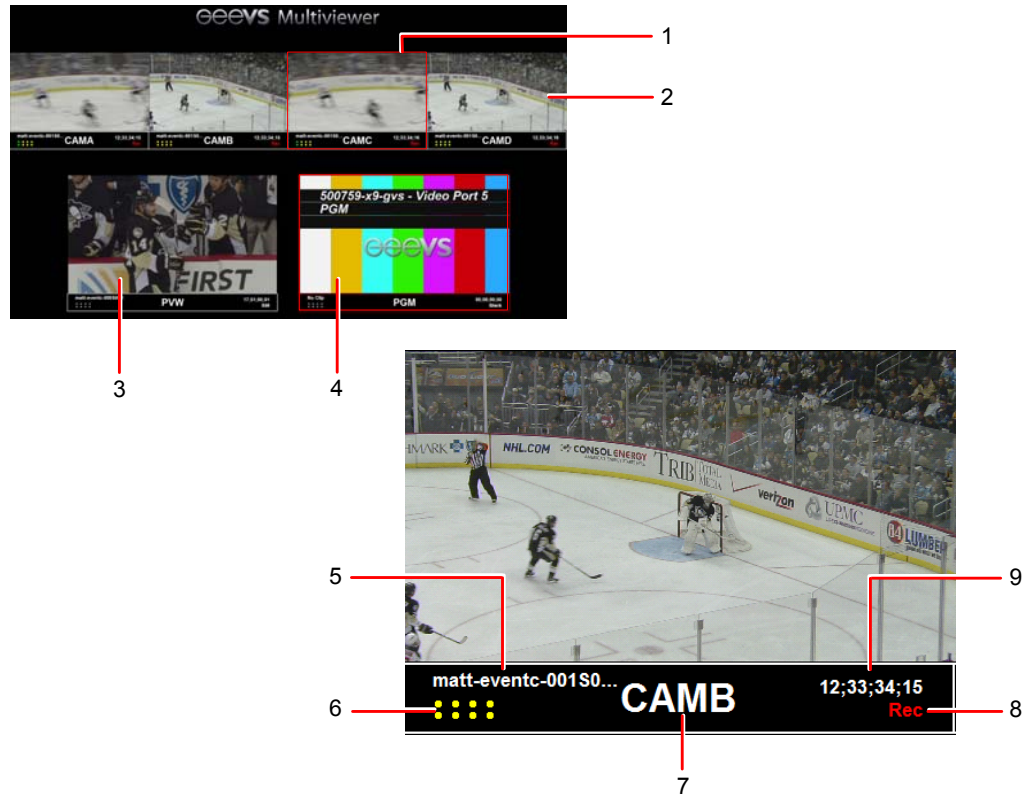
You can change the order of columns in the Marks, Preview and Program panels. Do the following.

### TASK

- Press and hold the left mouse button over the column you want to move, and then drag the mouse left or right to the position you wish to appear in the panel.

## Multiviewer

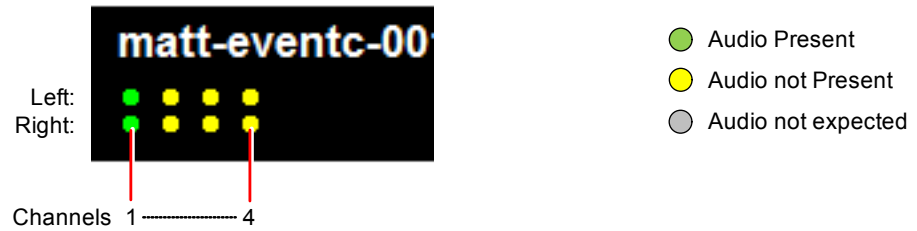
The Multiviewer displays all camera input angles, and the output channels PVW and PGM, on a single monitor. A monitor with a resolution of 1920 x 1080 pixels is required for Multiviewer.



1. Tally Indicator (red border)
2. Input Channels (Camera Angles)
3. Preview (PVW) Channel
4. Program (PGM) Channel
5. Clip Name
6. Audio Status Indicators
7. Channel / Camera / Angle Name
8. Audio Status Indicators Indicator
9. Timecode Display

## Audio Status Indicators

The audio status indicators have the following meanings:



## Record / Playback Status

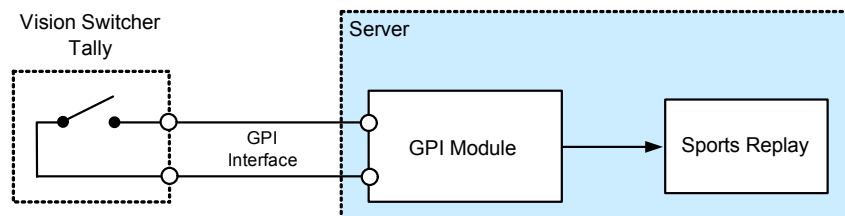
The Record / Playback status indicator can display the following conditions:

- Rec: Recording in progress
- Play: Playback in progress
- E-E: Line input device connected
- Still: Still Frame
- Black: Black - no video

## Tally Indicator

When using the Sports Controller, pressing any of the CAM buttons causes a tally to display as a red border around the selected channel on the Multiviewer. A tally can also be applied to the Preview and Program windows to indicate when that channel is providing live output (On-Air).

If GPI triggers are enabled, you can also apply tallies during recording. Refer to the Administrator and Database Guide for information on setting up GPI triggers.



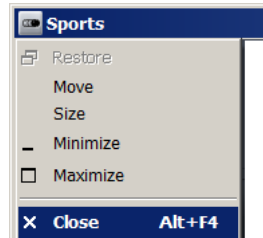
# Exiting Sports


To exit Sports, do one of the following:

---

## TASK

1. Do one of the following:
  - Click on the File menu and select Close.



- Click on the  button at the top-right of the screen.
  - Press Alt+F4.
2. Sports exits immediately with no warning message.
-

# Chapter 3: Preferences

You cannot use Sports until you have selected a Sports server, assigned record and playback channels, and selected a recording template. These settings are made in the Preferences menu, where you can also make other decisions as how you want Sports to operate.

See the following topics:


- ["Opening the Preferences Dialog Box" on page 15](#)
- ["Selecting a Server" on page 16](#)
- ["Channel Configuration" on page 17](#)
- ["Setting a Folder for Recording" on page 18](#)
- ["General Preferences" on page 19](#)
- ["Record Preferences" on page 20](#)

## Opening the Preferences Dialog Box

You configure Sports preferences in the Preferences dialog box. To open, do the following.

---

### TASK

1. Click on the Cogs icon in the top right corner of the Record area. 
  2. The Preferences dialog box displays with the Configuration tab open.
-

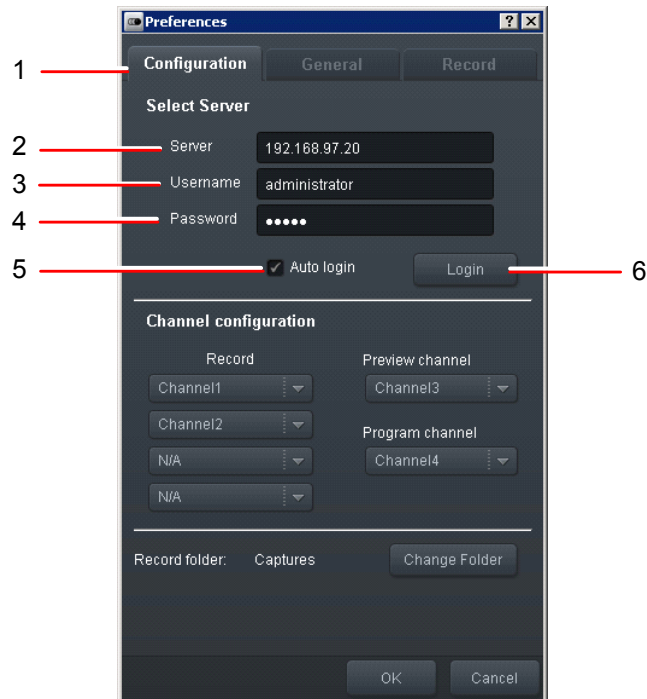
## Selecting a Server

**NOTE:** You will not be able to set options in the General and Record tabs until you have selected a server and have connected to it.

To select a server, do the following.

### TASK

1. With the Preferences dialog box open, ensure the Configuration tab is selected.



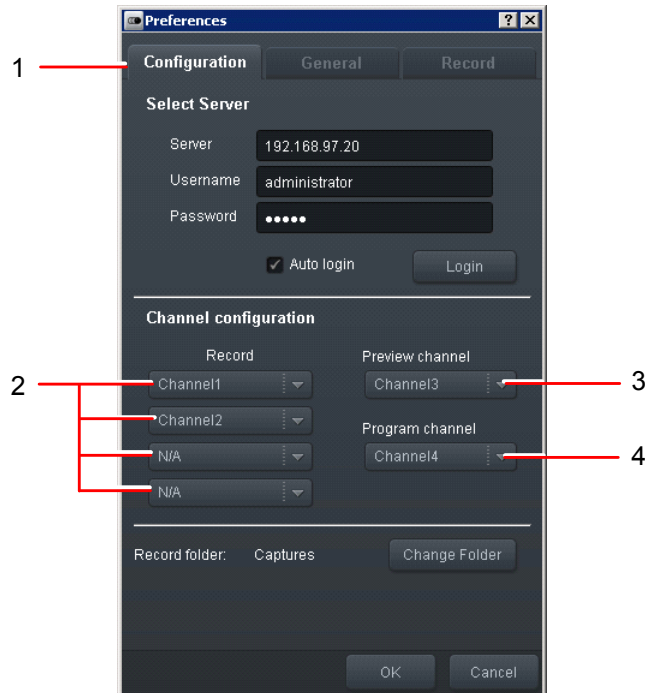
2. Type the server name of the Sports server in the Server text box.
3. In the Username text box, type your user name.
4. Type your password in the Password text box.
5. If you want to log in to the server automatically every time you start Sports, tick the Auto login box.
6. Click the Login button to connect to the server.

# Channel Configuration

To set the channels used for recording, do the following.

## TASK

1. With the Preferences dialog box open, ensure the Configuration tab is selected.



2. In the Channel configuration panel, select the channels you want to use for recording from the drop-down lists.

The Record channels represent the CAM1 to CAM4 (Camera 1 to Camera 4) on the Sports Controller respectively. The channels in the drop down lists are the channels as named in the Administrator. You cannot allocate any channel to more than one camera.

After allocating the Record channels, you must have at least two channels free if you want to allocate channels to the Preview and Program channels.

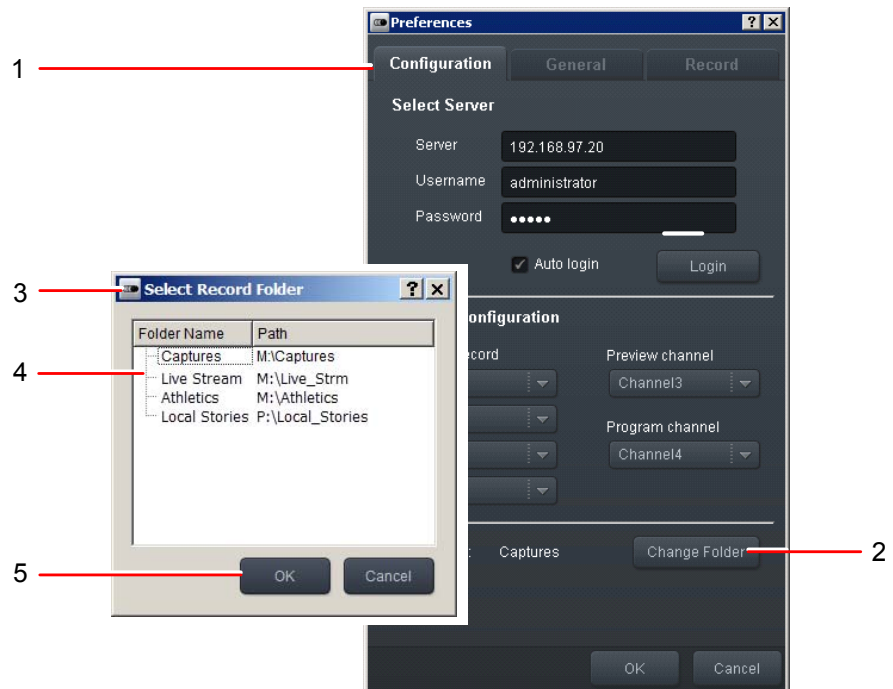
3. Select the channel you wish to use as the Preview channel from the drop-down list. The channels in the drop down list are the channels as named in Administrator. You cannot use any channel that has been allocated to a camera or the Program channel.
4. Select the channel you wish to use as the Program channel from the drop-down list. The channels in the drop down list are the channels as named in Admin Administrator. You cannot use any channel that has been allocated to a camera or the Preview channel.

## Setting a Folder for Recording

To set the folder used for recording, do the following.

### TASK

1. With the Preferences dialog box open, ensure the Configuration tab is selected.



2. Click the Change Folder button.
3. The Record Folder dialog box opens.
4. Click on the folder or Media Space you require.
5. Click on OK.

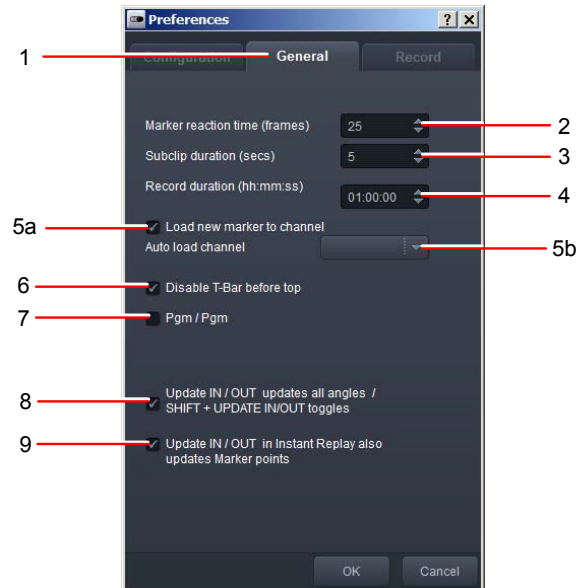


# General Preferences

The General Preferences tab is used to set operational behavior such as pre-roll, record maximum duration and loading preferences. Do the following.

## TASK

1. With the Preferences dialog box open, ensure the Record tab is selected.



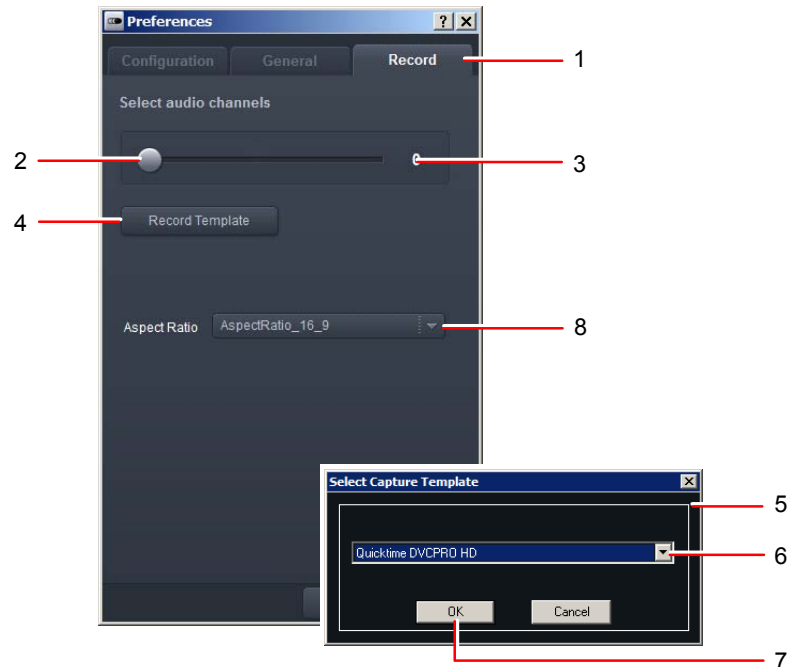
2. Select the Marker reaction time from the control box. Select a value between 0 and 99 frames. The default setting is 25 frames.
3. Select the minimum subclip duration from the control box. Select a value between 0 and 99 seconds. The default setting is 5 seconds.
4. Set the maximum recording time from the option list. Your recording will stop if it exceeds this value should you forget to stop it manually. The default setting is 1 hour.
5. Select the auto-load options for Markers:
  - a) Tick the 'Load new marker to channel' box to enable auto-loading.
  - b) In the Auto Load drop-down list, set the default channel (Preview or Program) for loading Markers. You can still override this setting during edit operations, if required.
6. Tick the 'Disable T-Bar before top' box if you do not want media to play until the T-Bar is set to its topmost position.
7. Tick the 'Pgm/Pgm' box if you want both channels to display 'PGM' instead of 'PVW' and 'PGM'.
8. To allow updating of Markers when In and Out Points are updated on all subclips, tick the box against the 'Update IN / OUT updates all angles / SHIFT+UPDATE IN / OUT updates current angle only' caption. If the box is unticked, changes to the In and Out Points are temporary.
9. To allow updating of Markers when In and Out Points are updated on all subclips, tick the box against the 'Update IN / OUT points in Instant Replay also updates Marker' caption. If the box is unticked, changes to the In and Out Points are temporary.

# Record Preferences

The Record Preferences tab is used to select the number of audio channels, codec template, and aspect ratio for your recordings. Do the following.

## TASK

1. With the Preferences dialog box open, ensure the Record tab is selected.



2. Drag the slider with your mouse to change the number of enabled audio channels. Alternatively, press the ← and → cursor keys on your keyboard to change the number of audio channels.
3. The number of enabled audio channels display to the right of the slider. Depending on your server hardware, up to 16 channels of audio are available. You can only set the number of audio channels in increments of two, i.e. 0, 2, 4, 6, etc.
4. To select a format for recording, click on the Record Template button.
5. The Capture Template dialog box opens.
6. Select the codec you require from the drop down list. The range of available codecs is dependent on parameters for the channels set by the Administrator for your Sports system.  
Click OK to save your codec / record template selection.
7. Select the aspect ratio for your recordings from the Aspect Ratio drop down list. The options are 16:9, 4:3 and 14:9.

# Chapter 4: Sports Controller

You can use the Sports Controller to control the Sports application. Your Controller should have been connected and installed on your system by your Administrator.

The Controller is shown below.



The controls and indicators are as follows:

- 1) Shift Button
- 2) Two-Line Alphanumeric Display
- 3) Display Button
- 4) Preset Buttons 1 to 3
- 5) T-Bar (Slow Motion control)
- 6) Server selection (not used)
- 7) Numeric Keypad
- 8) Shuttle / Jog Control
- 9) Marker/ Subclip Buttons
- 10) Function Buttons
- 11) Camera Angle and Channel Selection Buttons

See the following topics:

- ["Controls and Indicators" on page 22](#)
- ["Controlling Playback Speed" on page 23](#)

# Controls and Indicators

## Controls

The controls available on the Sports Controller are listed below.

Shift	Used in conjunction with other keys, e.g. to select a marker or channel for an action.
Display	Toggles Instant Replay mode: OFF = Repeated, ON = Continuous
Preset 1 to 3	Used to set user-defined playback speeds.
Cam1 to Cam4	Selects camera or camera angle.
PVW	Selects the Preview Channel
PGM	Selects the (main) Program Channel.
Prev	Goto the preceding item, or move the selected item one position forward.
Next	Goto the next item, or move the selected item one position back.
Load	Load the selected clip.
Play	Play the selected clip.
Cue	Move the pointer to the start of the clip.
Server 1 to 4	Not used in Sports.
Mark	Add a Marker to the clip
Mark In	Add an In Point to the clip. Press repeatedly to move the In Point.
Mark Out	Add an Out Point to the clip. The In Point is set to the position determined by the last press of the Mark In Key.
Update In	Change the In Point.
Update Out	Change the Out Point.
Go to In	Go to the In Point.
Go to Out	Go to the Out point.
Clip	Press to confirm playlist selection.
List	Calls up a list of available playlists.
Add	Adds subclips to a playlist
Delete	Delete the selected item.
Keypad	Keys 0 to 9 for inputting values such as a playlist ID.
Clear / Escape	Clear or cancel a key action.
Enter	Press to confirm selection or value entered via the keypad.

† Control has an LED to indicate when it is active.

## Display

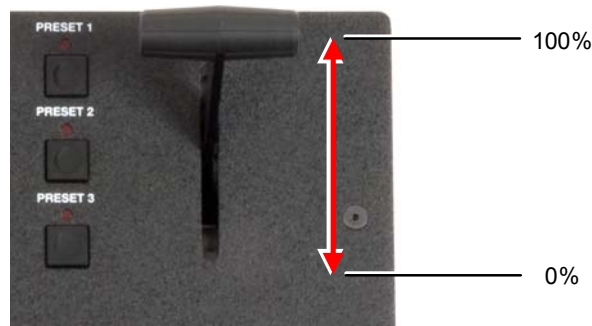
In addition to the indicators associated with the controls listed above, the Controller has a two-line alphanumeric display which provides visual indication of the current status or action.



## Controlling Playback Speed

### Controller T-Bar

You can control playback speed of clips, subclips and playlists using the Sports Controller's T-Bar.



Stop the T-bar at 0% to pause playback. Move the T-bar to resume playback.

**NOTE:** Setting the T-bar does not start playback unless the Controller is in Play Mode (indicator next to the Play button is lit).

*Holding down the SHIFT key also disables the T-Bar. On releasing the SHIFT key, playback control is returned to the T-Bar when Play Mode is enabled.*

The alphanumeric display shows the current T-Bar playback setting, e.g. 'Speed = 50%', whether the T-Bar is enabled or disabled.

## Using the Preset Buttons

You can use the Preset buttons PRESET 1, PRESET 2 and PRESET 3 to store user-defined playback speeds.

To assign a new playback speed for a Preset button, do the following.

---

### TASK

1. Adjust the T-bar to the playback speed you want to store.
  2. While holding down the SHIFT button, press the PRESET button you want to assign for the speed setting.
-

# Chapter 5: Using Sports

Sports can record up to four live feeds in sync, providing instant replay and dynamic slow motion control of each angle on two independent output channels.

See the following topics:

- ["Recording" on page 25](#)
- ["Working with Events" on page 27](#)
- ["Markers and Subclips" on page 29](#)
- ["Playlists" on page 34](#)

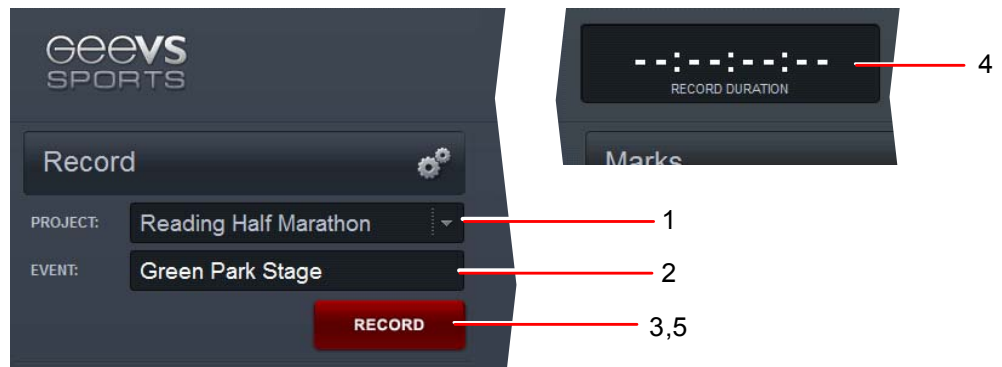
## Recording

To start and stop recording, do the following.

---

### TASK

1. In the Record area, type the name for your recording in the Project combo box, or select a name from the drop-down list. The name applies to all channels.



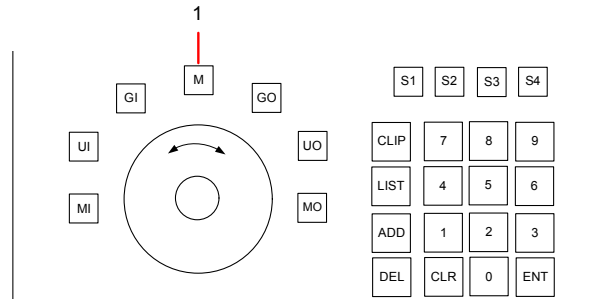
2. Type a name for the Event. For more information about Events, see ["Working with Events" on page 29](#).
  3. Click on the RECORD button. Recording starts on all channels, and the RECORD button name changes to STOP.
  4. The Record Duration timecode display starts counting.  
**NOTE:** You cannot change settings in Preferences while recordings are in progress.
  5. To stop recording, click the STOP button. The button name changes back to RECORD.
  6. If your recording exceeds the maximum recording duration that has been set in Preferences, the recording stops automatically.
-

## Adding In / Out Points with the Mark Button


You can create In and Out Points in a marker using a single button. The In and Out Points define the start and end points of a subclip. Do the following.

### TASK

1. During the recording, press the MARK button.



2. A marker displays in the Marks panel with In and Out points based on the pre-roll and post-roll values you selected in Preferences.

Id	Thumb	Name	In	Out	Comments
0038		The Start	11:03:42:03	11:03:52:03	Opening stages of the Half Marathon

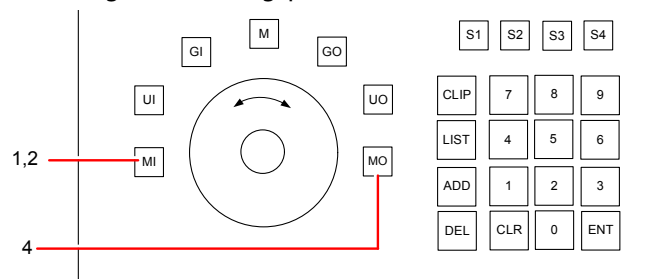
## Adding In / Out Points with the Mark In and Out Buttons

You can use MARK IN and MARK OUT buttons to add a mark. This has the advantage in that a mark is not added until the MARK OUT button is pressed. If no action occurs, you do not press the MARK OUT button. If the action starts later than anticipated, you press the MARK IN button again to change the In Point.

Do the following.

### TASK

1. During the recording, press the MARK IN button [MI].



2. If the action you want to mark does not occur, continue to press the MARK IN button.
3. The In point updates with each press.



4. When the action you want to mark has finished, press the MARK OUT button.
5. The marker is stored in the database.

## Working with Events

An Event is a way of tagging a recording to a specific event. This makes it easier to locate subclips in the future. You can assign an event for each recording, or you can tag multiple recordings to a single event. For example, you can record each set of a tennis match separately, and then group all the match recordings in one event called 'Tennis Match'.

To work with events, see the following topics:

- ["Selecting an Event" on page 27](#)
- ["Assigning Event Colors" on page 28](#)
- ["Filtering by Event" on page 28](#)
- ["Adding an Event to a Channel" on page 29](#)

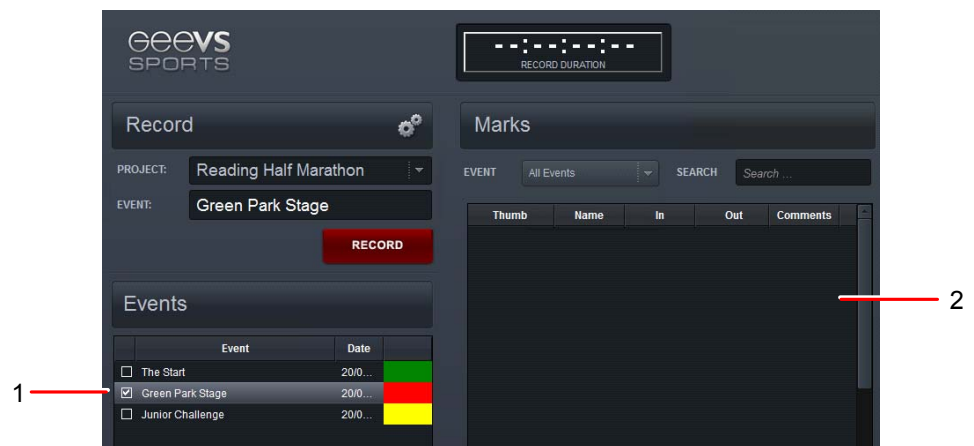
## Selecting an Event

Clicking an event selects all recordings associated with that event and displays them in the Marks area. You can use these marks to play out your recordings and build playlists.

To select an event, do the following.

### TASK

1. Select the event in the Event list by clicking the box to the left of the name.



2. The recordings associated with the event display in the Markers area.

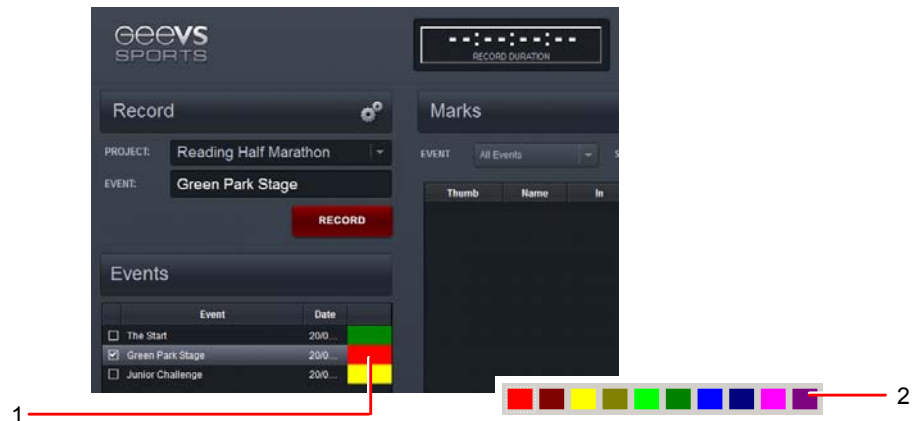
**NOTE:** If there are many markers in the event, it may take several seconds for them all to display.

## Assigning Event Colors

You can assign colors to an event to make it easier to identify them in the Markers list.

### TASK

1. Double-click the colored box to the right of the event in the Events list.



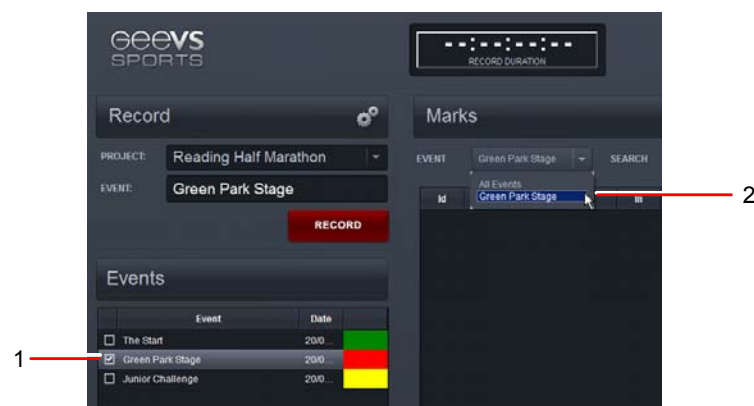
2. The Color Selection box opens.
3. Select a color, and then click OK.
4. All media grouped with the event displays with the color you selected.

## Filtering by Event

You can filter events that you have selected. This can help you look for a specific shot to play out or to add to a playlist. Do the following.

### TASK

1. Select an event in the Event list.



2. Select that event from the list at the top of the Marks area.
3. The Marks area displays only the recordings from that event.
4. To view all selected events, select Select All from the list.

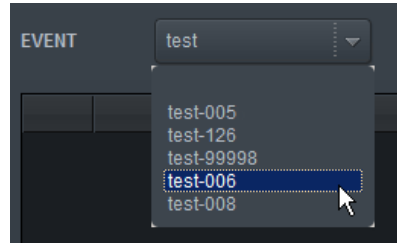
## Adding an Event to a Channel

To add an Event to the PVW or PGM channel, do the following.

---

### TASK

1. Click on the Event drop-down list for the channel (PVW or PGM) to which you wish to add the Event.



2. Select the Event from the drop-down list.
  3. The Event is added to the channel.
- 

## Markers and Subclips

A marker is an item representing a piece of action and all the recorded camera angles of that action. A subclip is a single camera angle taken from a marker.

In Sports, you can mark live action as it happens. For example, when a goal is scored in a game and you create a marker for it, Sports creates a subclip across all recorded angles, all with the same start and end timecodes.

See the following topics:

- ["Sorting the Marker List" on page 30](#)
- ["Instant Replay Payout" on page 30](#)
- ["Cueing a Subclip" on page 32](#)
- ["Adjusting Marker In and Out Points" on page 32](#)
- ["Adding Marker Metadata" on page 33](#)
- ["Searching for Markers" on page 33](#)

## Sorting the Marker List

Markers are displayed in the Marks panel in list format with relevant metadata arranged in columns. The columns are as follows:

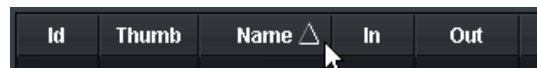
- Id:** An identification number unique to the marker, e.g. 0039.
- Thumb:** A thumbnail of a frame within the marker.
- Name:** The name of the marker.
- In:** Timecode of the In Point for the marker's subclip. This is user defined.
- Out:** Timecode of the Out Point for the marker's subclip. This is user defined.
- Comments:** User's remarks or comments about the marker.

Markers can be sorted on any column in ascending or descending order. To sort a Marker list, do the following:

---

### TASK

1. Left click on the column on which you wish to sort the Markers:



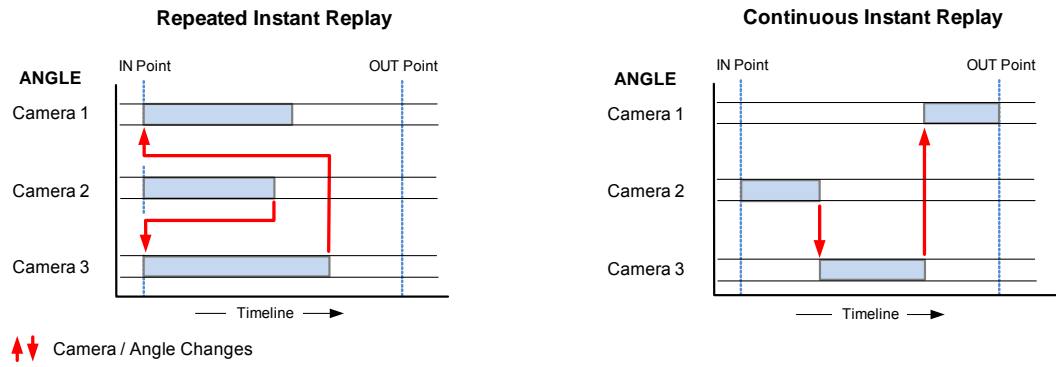
2. An triangle displays next to the column label, denoting that Markers are sorted on that column. The triangle points upwards when the list is sorted in ascending order, and downwards when the list is sorted in descending order.
  3. Subsequent clicks on that column toggles the sort order in ascending or descending order.
- 

## Instant Replay Payout

Instant Replay has two modes for switching between angles while playing out.

- Repeated Replay:** The new angle selection starts from the Marker's In Point. Each change of angle prompts the action to restart from the same point (In Point).
- Continuous Replay:** The new angle selection starts from the point where the previous angle was interrupted. Thus, the action is viewed only once but from multiple angles.

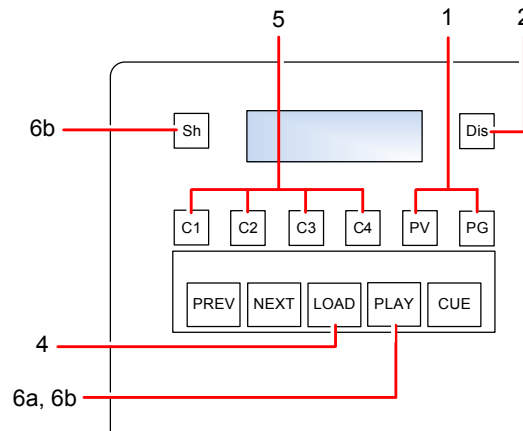
Instant Replay modes are set by the DISPLAY button. When the DISPLAY button is OFF, Repeated Instant Replay mode is enabled, and when the DISPLAY button is ON, Continuous Instant Replay mode is enabled.



To playout a subclip as an instant replay, do the following.

**TASK**

1. On the Controller, select an output channel (PVW for Preview or PGM for Program). If you do not select a channel, Sports selects the channel you chose in "General Preferences" on page 19.



2. Set the DISPLAY button to OFF, for Repeated Instant Replay, or set the DISPLAY button to ON, for Continuous Replay. The LED next to the DISPLAY button indicates whether the setting is ON or OFF.
3. In Sports, select the marker you require from the Markers panel, using the PREV and NEXT buttons on the Controller.
4. In the Controller, press LOAD. All angles are loaded.
5. Select a camera angle using the angle buttons (CAM 1, CAM 2, etc.)
6. To play out the clip, do one of the following:
  - a) Press PLAY to play out the clip from the In Point to the end of the clip (Marker Play).
  - b) Press SHIFT+PLAY to play out from the In Point to the Out point of the clip (Playout Mode)
  - c) Press PRESET 1, 2 or 3 to play out the clip from the In Point to the end of the clip at the speed stored in the selected Preset.
  - d) Press SHIFT+PRESET 1,2 or 3 to play out from the In Point to the Out point of the clip at the speed stored in the selected Preset.

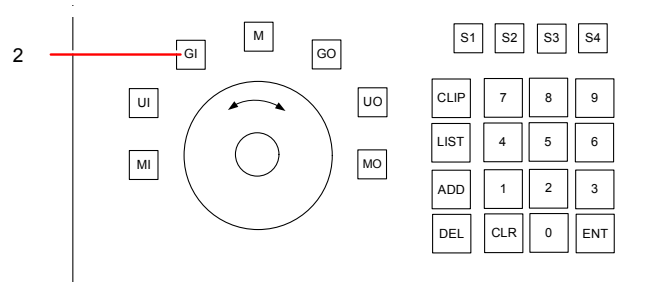
**NOTE:** To change the playback speed for Preset buttons PRESET 1, PRESET 2 and PRESET 3, see "Using the Preset Buttons" on page 24.

## Cueing a Subclip

To cue a subclip, do the following.

### TASK

1. Load a subclip to an output channel.
2. Press the GO TO IN button.



3. The subclip jumps back to the In point.

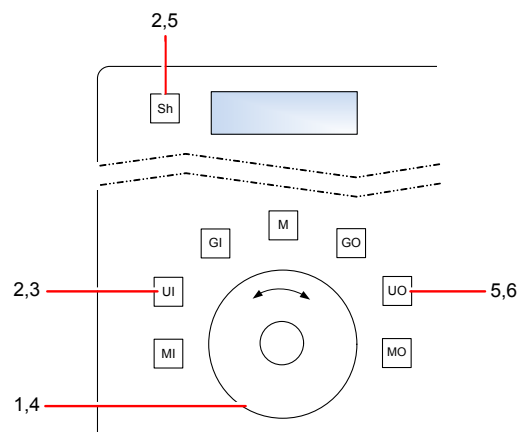
**NOTE:** You can press GO TO IN at any time, even during playback.

## Adjusting Marker In and Out Points

You can adjust In and Out points by doing the following.

### TASK

1. Adjust the Jog/Shuttle control to move to the position in the Marker where you want the IN Point.



2. Press SHIFT+UPDATE IN to change the In Point for the selected angle.

**NOTE:** The In Point for all subclips associated with the Marker are updated if you have chosen that option in Preferences. Otherwise only the selected subclip is updated in the current playlist. See ["General Preferences" on page 19](#).

3. Option: Press UPDATE IN to change the In Point for the Marker. The In Point setting is temporary and is enabled for the current playback session only.
4. Adjust the Jog/Shuttle control to move to the position in the Marker where you want the OUT Point.

5. Press SHIFT+UPDATE OUT to set the new Out Point.

**NOTE:** The Out Point for all subclips associated with the Marker are updated if you have chosen that option in Preferences. Otherwise only the selected subclip is updated in the current playlist. See "[General Preferences](#)" on page 19.

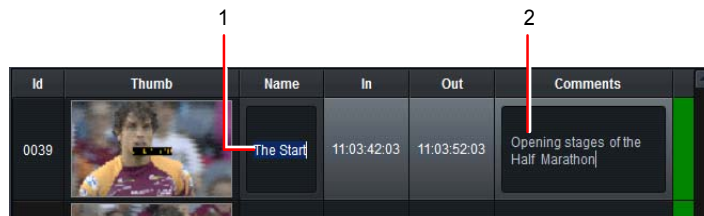
6. Option: Press UPDATE OUT to change the In Point for the selected angle. The In Point setting is temporary and is enabled for the current playback session only.

## Adding Marker Metadata

You can change the marker name and add comments by doing the following.

### TASK

1. To change the Marker name, double-click inside the subclip Name text box and type the text you want. Press Enter to save your changes to the Sports database.



2. To add or update comments for the Marker name, double-click inside the subclip Comments text box and type the text you want. Press Enter to save your changes to the Sports database.

## Searching for Markers

You can search for markers, and you can delete a search. Do the following.

### TASK

1. To search for markers, type the text you want to search for in the Search text box.



2. To add or update comments for the Marker name, double-click inside the subclip Comments text box and type the text you want. Press Enter to save your changes to the Sports database.

# Playlists

Playlists are a useful way of grouping subclips for replay. You can create playlists and assign them to the PGM or PVW channels, add subclips to a playlist, change the playing order of a playlist, and remove subclips from playlists, and delete playlists.

See the following topics:

- ["Creating a Playlist" on page 34](#)
- ["Adding Subclips and Markers to an Existing Playlist" on page 36](#)
- ["Removing Subclips from a Playlist" on page 36](#)
- ["Displaying a Playlist" on page 37](#)
- ["Playing out a Playlist" on page 38](#)
- ["Changing the Playlist Order" on page 38](#)
- ["Jumping to Next / Previous Item in Playlist" on page 38](#)
- ["Deleting a Playlist" on page 39](#)
- ["Importing a Playlist" on page 39](#)

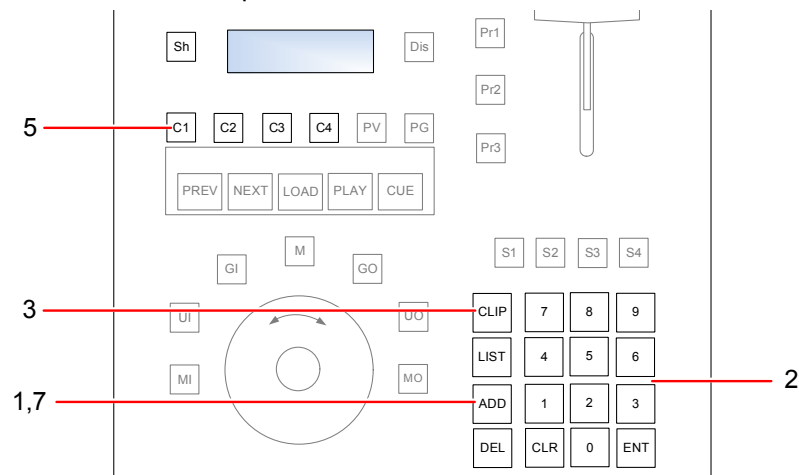
## Creating a Playlist

### Playlist with Subclips

To create a playlist, and add subclips to it, do the following.

#### TASK


1. On the Controller, press the ADD button.



2. On the Controller's numeric keypad, type a number to identify the playlist.
  - To create a new playlist, type a number you have not used for a playlist before.
  - To add subclips to an existing playlist, type the playlist number.
3. Press the CLIP button.



- In Sports, select the Marker you want.

Id	Thumb	Name	In	Out	Comments
0038		The Start	11:03:42:03	11:03:52:03	Opening stages of the Half Marathon


- On the Controller, select the camera angle (press CAM 1, CAM 2, etc.) you want to playback.
- Repeat Steps 3 to 5 to add more subclips from the loaded marker.
- Press the ADD button again to exit Add Mode.

## Playlist with Markers

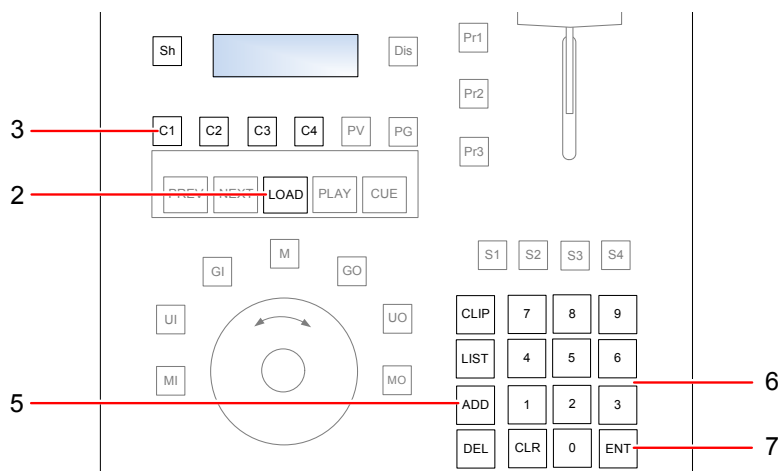
To create a playlist, and add markers to it, do the following.

### TASK

- In Sports, select the marker you require from the Markers panel.

Id	Thumb	Name	In	Out	Comments
0038		The Start	11:03:42:03	11:03:52:03	Opening stages of the Half Marathon

- On the Controller, press LOAD. All angles are loaded.



- Select the camera angle (press CAM 1, CAM 2, etc.) you want to playback.
- If required, adjust the In and Out Points. See ["Adjusting Marker In and Out Points" on page 32.](#)
- Press the ADD button.
- On the Controller's numeric keypad, type a number to identify the playlist.
  - To create a new playlist, type a number you have not used for a playlist before.
  - To add subclips to an existing playlist, type the playlist number.
- Press ENTER.

8. Repeat steps 3 to 7 to add more markers.
9. Press the ADD button again to exit Add Mode.

## Adding Subclips and Markers to an Existing Playlist

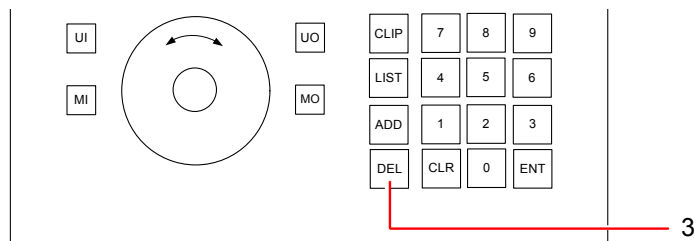
To add subclips to an existing playlist, ["Playlist with Subclips" on page 34](#). To add markers to an existing playlist, see ["Playlist with Markers" on page 35](#).

## Removing Subclips from a Playlist

To remove a subclip from a playlist, do the following.

### TASK

1. Open a playlist.
2. Select the subclip you want to delete using the PREV or NEXT key on the Controller.
3. Press the DEL key on the Controller, or the Del key on your computer.



4. The subclip is deleted.

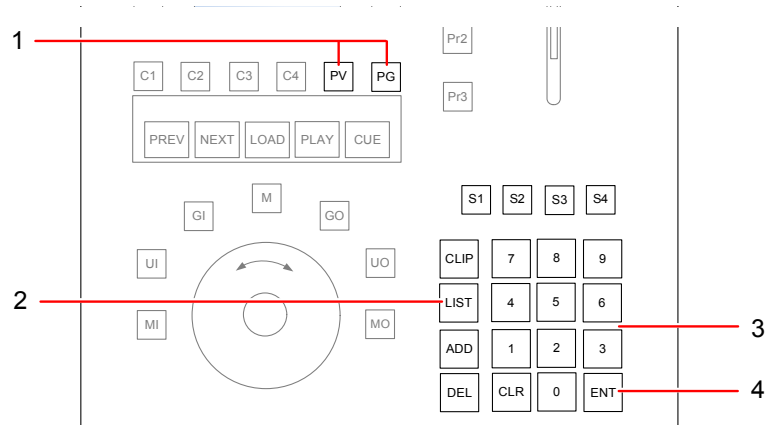
# Displaying a Playlist

## Using the Controller

To display a playlist using the Sports Controller, do the following.

**TASK**

1. Select the channel you require, PVW or PGM.



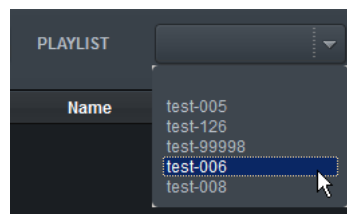
2. On the Controller, press the LIST button.
3. On the Controller’s numeric keypad, type the ID of the playlist you want to display.
4. Press ENTER. The playlist displays.

## Using Sports

To display a playlist from within Sports, do the following.

**TASK**

1. Click on the Playlist drop down list for the relevant channel, PVW or PGM, and select the playlist you require.



2. The playlist is loaded to the channel.

## Playing out a Playlist

To play out a playlist, do the following.

---

### TASK

1. Display the playlist, as described in ["Displaying a Playlist" on page 37](#).
  2. Press the PLAY button.
- 

## Changing the Playlist Order

**NOTE:** Do not attempt to change the playlist order while in playing mode.

If the playlist is in non-playing mode, you can change the order in which the subclips are played out. Do the following.

---

### TASK

1. On the Controller, press the PREV and NEXT buttons to navigate to the subclip you want.
  2. While pressing and holding the SHIFT button, press the PREV and NEXT buttons to move the subclip up or down in the playlist.
- 

## Jumping to Next / Previous Item in Playlist

You can jump to another item in the Playlist while it is playing out (Play Mode). Do the following.

---

### TASK

- Press NEXT to cue the next item in the Playlist.



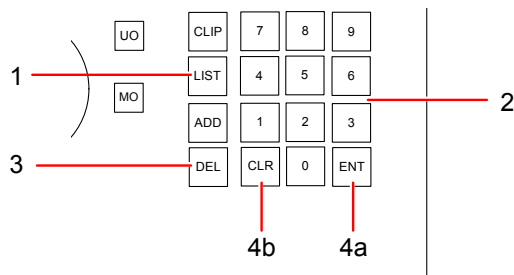
- Press PREVIOUS to jump to back to the previous item in the Playlist.
  - Press CUE to jump to the cued clip.
-

## Deleting a Playlist

To delete a playlist, do the following.

### TASK

1. Press the LIST button.



2. On the Controller's numeric keypad, type the ID for the playlist you want to delete.
3. Press the DEL button.
4. You are asked if you really want to delete the playlist.
  - a) Press ENTER to delete, -or-
  - b) Press CLR / ESC to cancel the deletion.

## Importing a Playlist

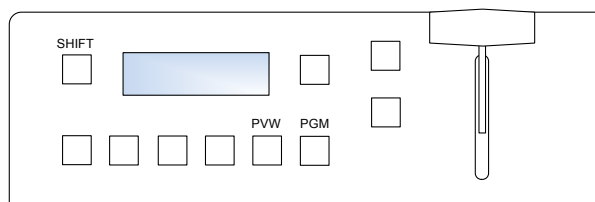
Sequences created in Sports and saved in the relevant Project folder, will display in the list of Playlists in Sports. In order to be used by Sports, they must be named `Event-nnn`, where `Event` is the name of the event and `nnn` is a three digit number.

## Rerouting a Channel Output

You can reroute the contents from the PVW channel to the PGM channel, or vice-versa. Do the following.

### TASK

1. While pressing and holding the SHIFT button, select the output channel you want to reroute: PVW or PGM.



2. Release the SHIFT button.
3. Press the output channel you want to reroute to: PGM or PVW.
4. The output channel is rerouted, and any playlist running is cued to the first item.



# Chapter 6: Troubleshooting

If you are having problems with your Sports system, see the following topics before you contact your local Technical Support office:

- ["Network" on page 41](#)
- ["Media" on page 41](#)
- ["Channels" on page 42](#)
- ["Access" on page 43](#)
- ["Sports Controller" on page 43](#)
- ["Multiviewer" on page 44](#)

## Network

### Problems Logging In

Check the following:

- Ensure you have entered the correct server name or IP Address as described in [Chapter 3: Preferences](#).
- Check you are using the correct user name and password. Ensure the Caps Lock key is OFF, as passwords are case sensitive. See [Chapter 3: Preferences](#).
- Is your computer connected to the server (check network cable connection)?  
† Control has an LED to indicate when it is active.

## Media

### Cannot See Projects, Events, Playlists, etc.

Before you can use the Sports application, you set various options for server, channels, recording templates, etc. Click on the Cogs icon to open Sports Preferences and check the following:

- A valid Sports server has been selected in the Configuration tab and that the login details are correct.
- Channel inputs have been assigned for recording (captures) and channel outputs have been assigned for Preview (PVW) and Program (PGM) channels.
- A valid folder or media space has been assigned for recordings (Configuration tab).
- A valid codec (record template) has been selected in the Record tab.

Refer to ["Chapter 3: Preferences" on page 15](#) for further information.

## Clips will not Play

Check the following:

- Clips are compatible with the video standard set in the Sports server.
- Clips have the same frame rate as configured on the Sports server.

## Cannot Preview Clips

You cannot see clips playing, even though their associated thumbnail displays.

- You must have a monitor connected to the channel on which you are playing or editing clips,  
or:
- You must have a monitor connected to the server's Multiviewer port. See ["Multiviewer" on page 44](#).

## Audio not Present

Check the following:

- Confirm the required audio channels are enabled in Preferences.
- Check the status of audio indicators in Multiviewer. See ["Multiviewer" on page 12](#).
- Check AES audio connections to and from the Sports server.

## Channels

### Cannot Acquire Channels

A "Channel in Use" message displays when you try to acquire it.

The channel you are trying to acquire is in use, either by another user or by another application. The name of the user in question is displayed in the message so you will be able to ask that user if he or she can make the channel available for you.

If the message states that the channel is being used by you, check the following:

- Have you opened that channel in another client application? Even if you have closed down that application, the channel may still be locked. Re-open the application in question and release the channel.
- If you have no other applications open, you may have already opened the channel for recording and you are now trying to acquire it for playback (or vice-versa).
- If it is not desirable to release the channel, e.g. because it is capturing a live feed, consider using another channel.



## Cannot Record Channel Media

Check the following:

- Check the video source is connected to a channel input that has been assigned for recording. See "[Channel Configuration](#)" on page 17.
- Check that a folder has been allocated for your recordings. See "[Setting a Folder for Recording](#)" on page 18.
- Confirm presence of video on the Multiviewer monitor on the channel(s) to be recorded.

## Access

### Client Functions are Unavailable

Some of the functions described in this guide are unavailable.

These functions may have been blocked on your Sports user account. If you feel you require any of these functions, you should talk to the administrator for your Sports system.

Some of the features documented in this guide may not available as standard but may be ordered as an option, or require additional licensing. Contact your local office for details.

## Sports Controller

### Controller not Responding

Check the following:

- Confirm the Controller is connected to a USB port on the workstation.
- Ensure Sports has started before trying to use the Controller.
- Is the alphanumeric display lit and displaying text?
- Are the USB drivers for the Sports Controller installed?
- Run the file GeeMCCfg.exe and check the settings are as described in "[Installing Sports Controller Drivers](#)" on page 47.
- Check the Registry setting is as described in "[Registry Settings](#)" on page 50. (Caution is required when working in the Windows Registry.)

# Multiviewer

## Media does not Display / Displays Incorrectly

Check the following:

- You are using a monitor that is capable of, and is configured to, a resolution of 1920 x 1080 pixels.
- The monitor is connected to the DVI or HDMI connector of the Sports server.
- Multiviewer and Live Previews options are enabled on the Sports server. See the *Administrator and Database Guide*.

# Appendix A: Sports Configuration Guide

The following procedures should be carried out by Administrators or personnel responsible for the maintenance of the Sports servers only. See the following topics:

- ["Client Installation" on page 45](#)

## Client Installation

See the following topics:

- ["Software Installation" on page 45](#)
- ["Connecting and Configuring the Sports Controller" on page 45](#)

## Software Installation

When you install Sports on a server, all associated client applications are installed by default. If you want to install client applications on remote workstations, you must do the following.

---

### TASK

1. Copy the software to a local folder on each workstation.
  2. Right-click on the .exe file and, from the menu that opens, select 'Run as Administrator'.
  3. Follow the on-screen prompts.
- 

## Connecting and Configuring the Sports Controller

The Sports Controller is used to control the Sports application. You will require a USB cable with a Type B (peripheral) connector to fit the connector on the Controller. If a USB cable has been supplied with the Controller, use that cable.

See the following topics:

- ["Connecting the Sports Controller" on page 46](#)
- ["Installing Sports Controller Drivers" on page 47](#)
- ["Calibrating the Sports Controller" on page 48](#)
- ["Registry Settings" on page 50](#)

## Connecting the Sports Controller

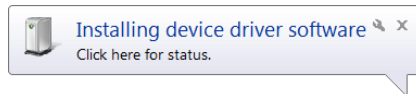
To install and configure the Sports Controller, do the following.

### TASK

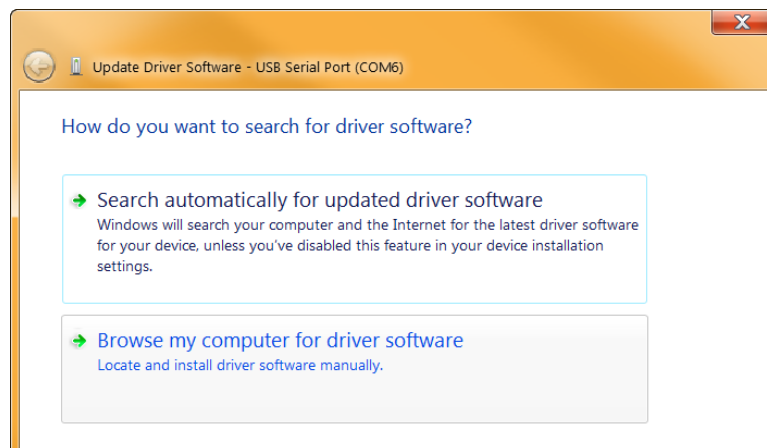
1. On the Sports server, locate the folder containing the files `ftdibus.inf` and `ftdiport.inf`, and copy it to a local drive on the workstation.
2. Ensure the workstation is not connected to the internet, either by cable or wireless connection. Disconnect the network cable if necessary.
3. Connect the USB cable between a vacant USB port on your workstation and the B-Type USB connector (arrowed) on the rear panel of the Controller.



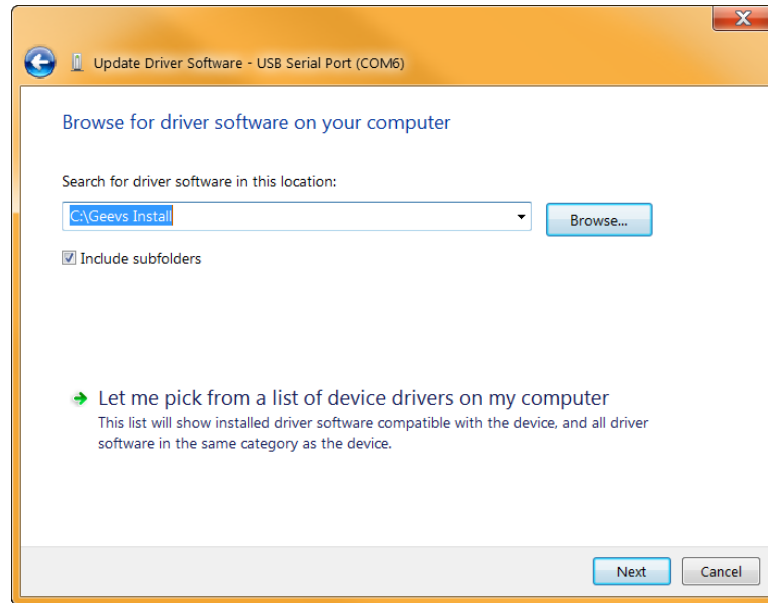
4. An 'Installing device driver software' message displays.



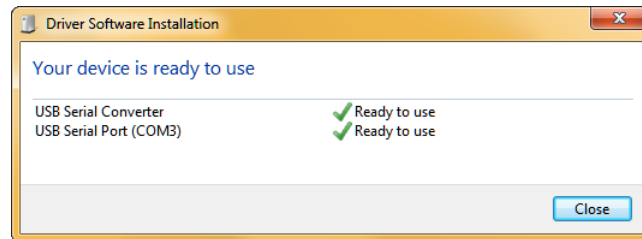
5. A window opens asking how you want to search for the driver software. Select 'Browse my computer for driver software'.



6. A window opens asking how you want to browse for drivers.



7. Click the Browse button. An file manager window opens. Navigate to the folder where you saved the folder containing the .inf files, and click Open.
8. Click Next. The software installation starts. A dialog box opens, displaying progress of the installation. When the software has been installed, a 'Ready to use' message displays.



9. Click the Close button. A message box opens prompting you to install drivers. See ["Installing Sports Controller Drivers" on page 47.](#)

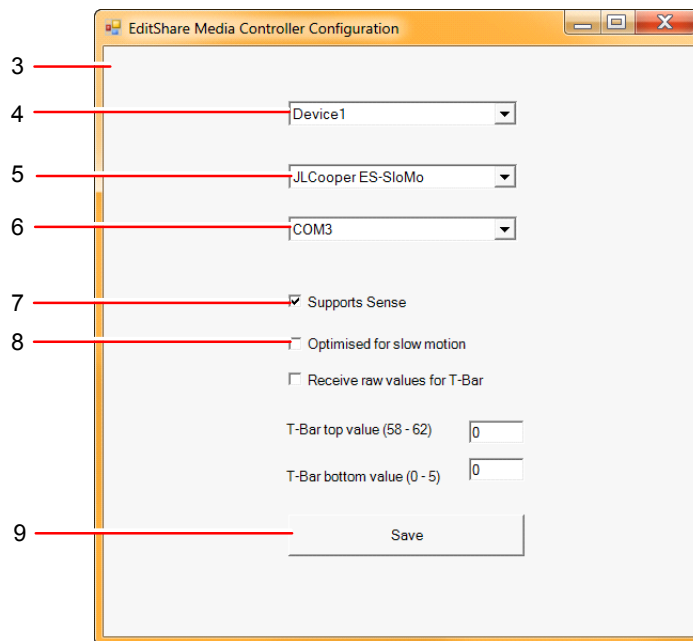
## Installing Sports Controller Drivers

Do the following.

### TASK

1. Record the port number used by the Controller by doing the following:
  - a) Open the Windows Device Manager and navigate to the Ports area.
  - b) Unplug the controller and then plug it in again.
  - c) Note which USB serial port appears in the Ports list.
2. On the server, navigate to the `C:\Program Files\EditShare\Geevs` folder, and copy the file `GeeMCCfg.exe` to a local drive on the client workstation.

- On the client workstation, double-click on the file `GeeMCCfg.exe` copied from step 1. The Controller Configuration application opens.



- Select Device 1 from the Device Number drop down list.
- Select 'JLCooper ES-SloMo' from the Controller Type drop down list.
- Select the COM Port you identified in Step 1 from the COM Port drop down list.
- Tick the 'Supports Sense' box.
- Untick the 'Optimised for Slow Motion' box.
- Click the Save button to save your settings.
- Proceed to ["Calibrating the Sports Controller" on page 48.](#)

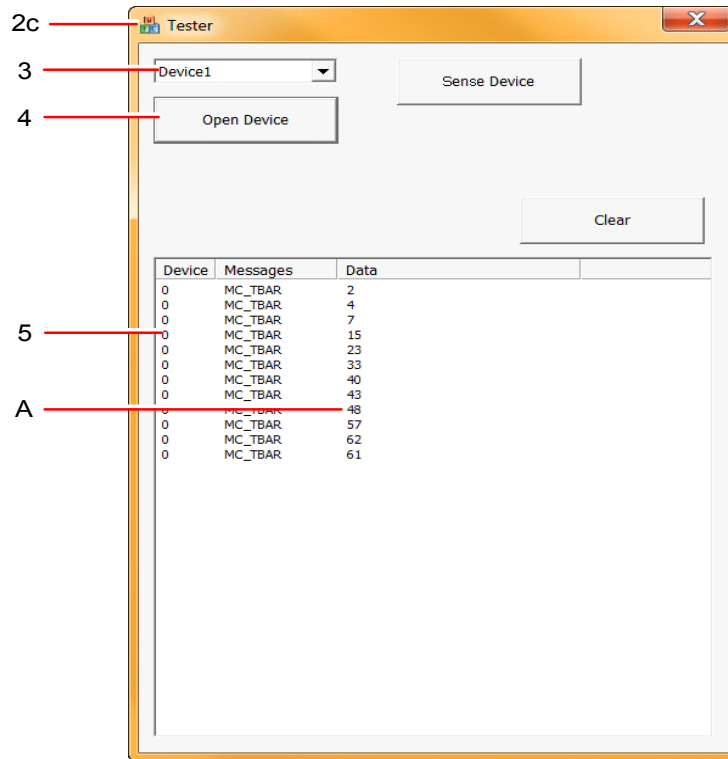
## Calibrating the Sports Controller

Due to variations in manufacturing, the T-Bar on your Sports Controller may not adjust fully between 0 and 100% playback speed. It is therefore necessary to compensate for this variation by carrying out the following procedure.

### TASK

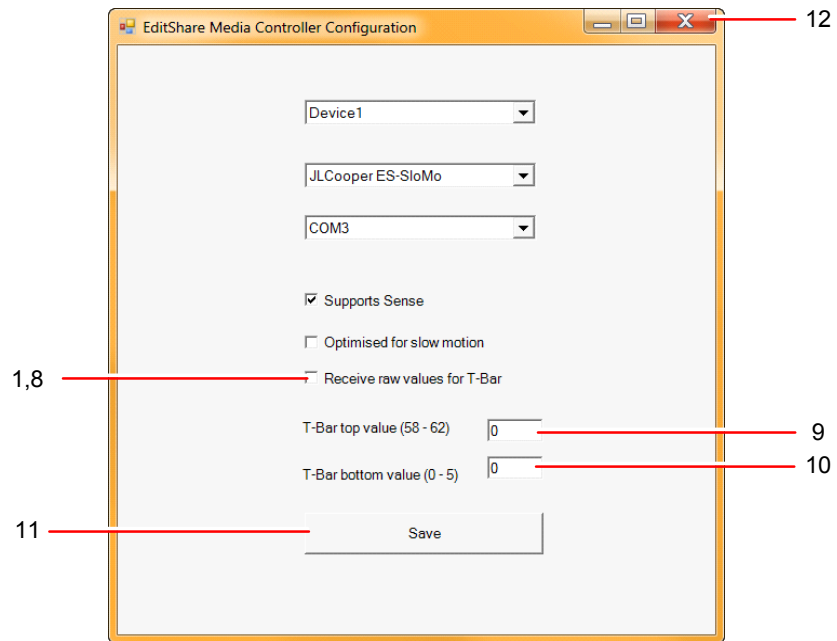
- With the file `GeeMCCfg.exe` open, as described in ["Installing Sports Controller Drivers" on page 47](#), tick the box marked 'Receive raw values for T-Bar'.
- Run the file `MCTester.exe`. Do the following:
  - If you do not have a local copy of the file `MCTester.exe`: On the Sports server, navigate to the `C:\Program Files\EditShare\Geevs` folder, and copy the file `MCTester.exe` to a local drive on the client workstation.
  - On the client workstation, double-click on the file `MCTester.exe` to start it.

c) The Media Controller Tester application opens.



3. Select Device1 from the drop down list.
4. Click 'Open Device'.
5. Set the Sports Controller T-Bar to its topmost position (100%). As you move the T-Bar, the results window is populated with data.
  - a) Note the value displayed in the Data column of the results window 'A'. The value should be between 58 and 62 (inclusive).
  - b) Move the T-Bar down slightly and then return to the topmost position. Note the value now displayed at 'A'.
  - c) Repeat step (b) until you get two or more values that match. Record that value for use later.
6. Set the Sports Controller T-Bar to its bottommost position (0%).
  - a) Note the value displayed in the Data column of the results window 'A'. The value should be between 0 and 5 (inclusive).
  - b) Move the T-Bar up slightly and then return to the bottommost position. Note the value now displayed at 'A'.
  - c) Repeat step (b) until you get two or more values that match. Record that value for use later.
7. Close the Media Controller Tester application and return to the Media Configuration application (*GeemCCfg.exe*).

- Untick the 'Receive raw values for T-bar' box.



- Add the value you recorded in step 5 to the 'T-Bar top value (58-62)' text box.
- Add the value you recorded in step 6 to the 'T-Bar bottom value (0-5)' text box.
- Click the Save button to save your settings.
- Click the Close button to exit the application.

## Registry Settings

Do the following.

### TASK

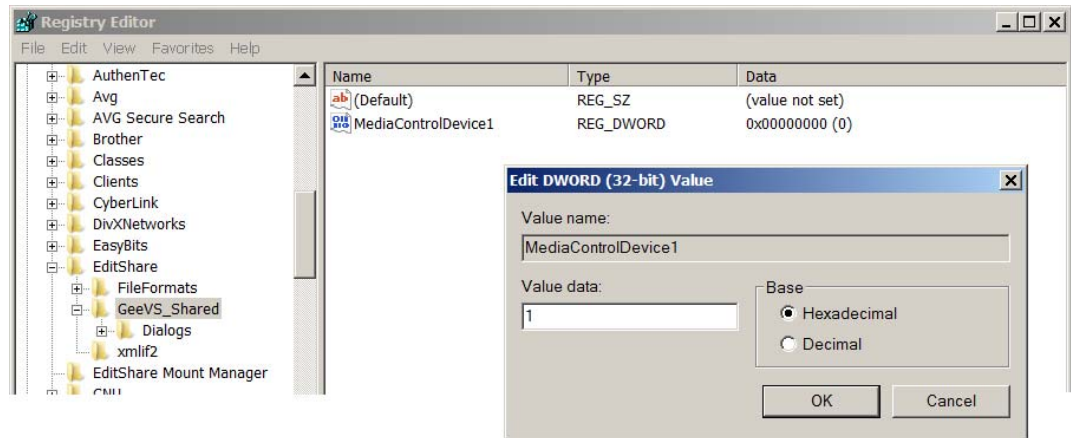
- Click the Start button, select Run, and type regedit.
- The Registry Editor opens.




**Take great care when working in the Registry Editor. Errors can be destructive. Do not change any entries other than that described below.**



3. Locate HKEY\_CURRENT\_USER\Software\EditShare\Geevs\_Shared. .



4. Right-click on MediaControlDevice1 and, from the menu that opens, click on Modify.
5. In the dialog box that opens, enter '1' in the Value data field, and then click OK.
6. Click on the  button to close the Registry Editor and to save your settings.
7. The Sports Controller is now ready for use.



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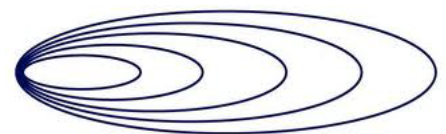
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**Broadcast Pix**