ForwardT Software

SLBlockEditor

Playback of Video
Clips Block in FDOnAir.
Project Editor

*Revision as of
November 15, 2010*

User's Guide

Notice

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FCC ID:

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient or relocate the receiving antenna.
Increase the separation between the equipment and receiver.
Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
Consult the dealer or an experienced radio/TV technician for help.

Shielded cables and I/O cards must be used for this equipment to comply with the relevant FCC regulations. Changes or modifications not expressly approved in writing by SoftLab-NSK Ltd. may void the user's authority to operate this equipment.

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This warranty is in lieu of any other warranty expressed or implied. In no event shall we be held liable for incidental or consequential damages, such as lost revenue or lost business opportunities arising from the purchase of this product.

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Introduction

The FDOnAir application offers the movie command that is used to play video clips according to the schedule: single clip, its fragment or clips block. The block may contain any number of clips and its fragments put in specified sequence.

To start playback of clips block using the movie command you should first prepare the SLBlock project (XML file with the specification of clips (fragments) to be played and the sequence of their playback). The SLBlockEditor utility is designed to create and to edit the projects.

Use of the application provides a possibility of automatic creation of the SLBlock project on the basis of the user-made files list. The application is included into the ForwardT Software package.
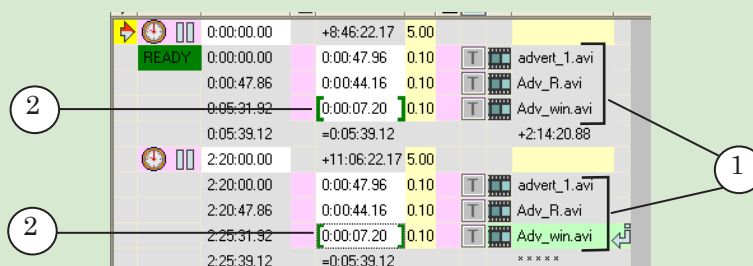
The SLBlock Project

The SLBlock project is an XML text file that contains references to video files. User specifies a full path to the file, start position and duration of the clip (fragment) in one tag. Sequence of tags in the project specifies the sequence of clips playback on air.

File of the project has the SLBlock extension.

Video files included into the project won't be modified/moved and there won't be created any new files. The block may include video files of different formats supported by FDOnAir: AVI, MPEG2, ASF, WMV, QuickTime, 3GPP.

✔ **Important:** Paths to video clips relatively a folder with a project file are recorded to the project. Take this fact into account if you need to move clips and/or project when it was created. In this case modify the SLBlock project if location of files was changed.

▬▶ **Example:** Let it is necessary to repeat the same clip sequence (1) several times a day and to playback fragments of some clip (2).
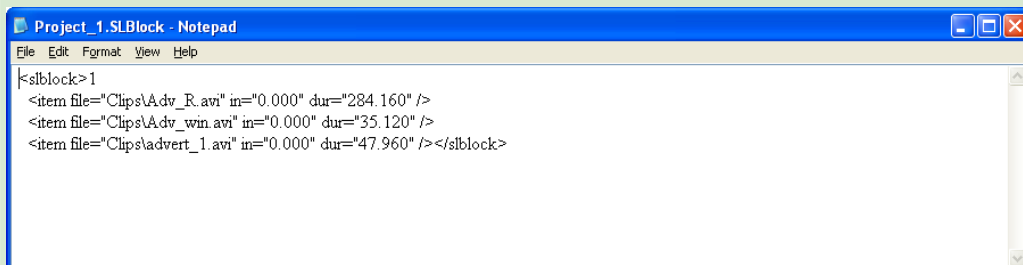

Use the SLBlock project.
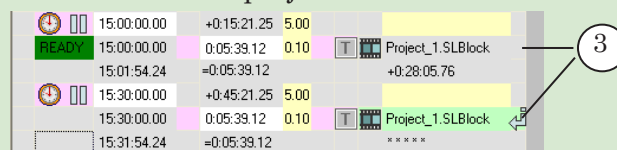
The SLBlock project allows:

1. Reducing of lines number in the schedule (5 times less if there are 5 clips in the block).

2. Reducing of time spending to configure fragments playback because the fragment will be selected once.

The picture displays project file opened in text editor.

```
Project_1.SLBlock - Notepad
File  Edit  Format  View  Help
<slblock>1
  <item file="Clips\Adv_R.avi" in="0.000" dur="284.160" />
  <item file="Clips\Adv_win.avi" in="0.000" dur="35.120" />
  <item file="Clips\advert_1.avi" in="0.000" dur="47.960" /></slblock>
```
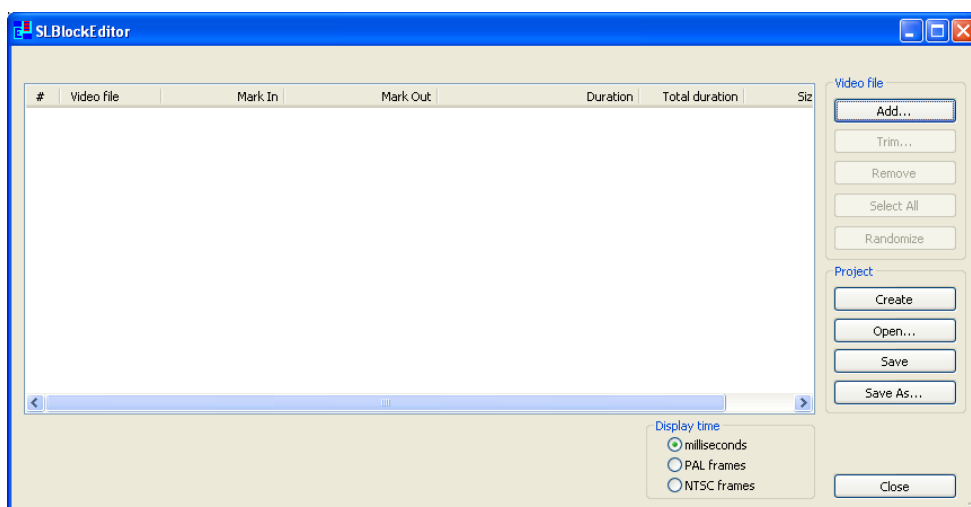
Application Launch

Open the following file to launch the application:
~\Tools\SLBlockEditor\SLBlockEditor.exe

where ~ denotes a full path to the folder where the ForwardT Software is installed.

You may also launch the application via the Start menu:
Programs > ForwardT Software > Tools > Block Editor.

First appears the main application window. Create a new project or open the existing one.

Main Application Window

You can create and save a list of clips (all clip and/or its fragment) as the project in the main application window. Use the TrimEditor utility to select the fragment and/or configure playback parameters of some clips from the list. The utility is started by clicking the Trim... button.
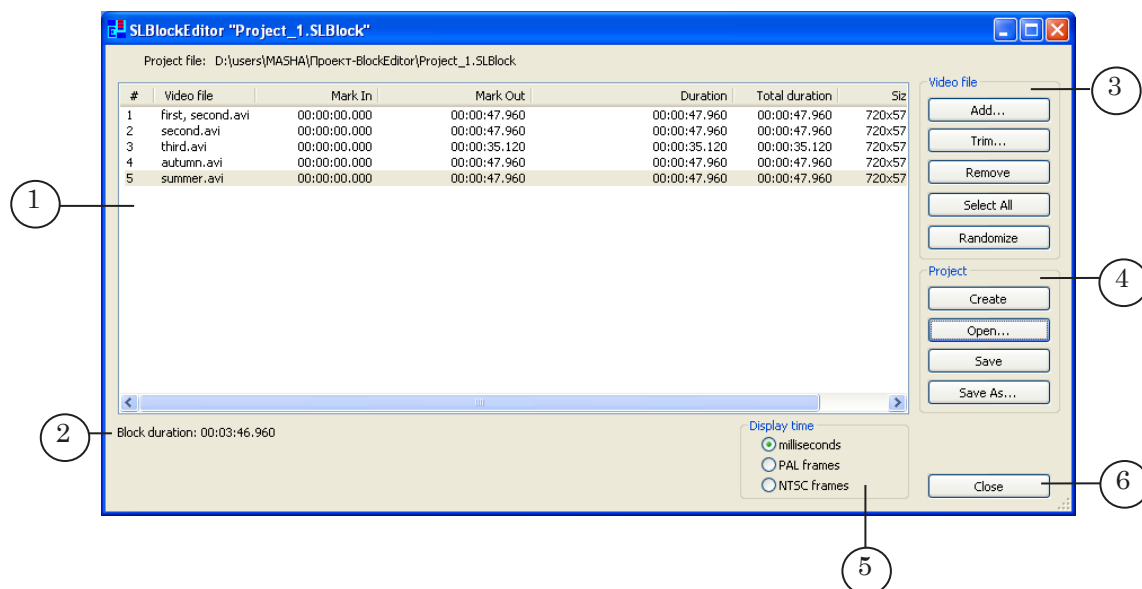
The main application window includes the following elements:

- table for working with the list of video files (1) used in the current project. Sequence of files in the table specifies its playback order;
- line with the information on a total duration of the block (2);
- the Video file group of buttons (3) used for list editing:
  - Add... is used to add video file to the list;
  - Trim... is used to select a fragment and to configure playback parameters of the selected clip;
  - Remove is used to delete selected video files from the list;
  - Select All is used to select all files in the list;
 - Randomize is used to change a sequence of video files in a random order;

- the Project group of buttons (4) used for working with files of projects:
    - Create is used to close the current project and to reset the table with files for creating a new project;
    - Open... is used to load the existing project to the application;
    - Save is used to save the current project;
    - Save as... is used to save the current project with a new name;
- the Display time group (5) contains the elements for selecting a format of time displaying in the application window:
    - milliseconds – hh:mm:ss.ms;
    - PAL frames – hh:mm:ss.frames for the PAL system;
    - NTSC frames – hh:mm:ss.frames for the NTSC system;
- the Close button (6) is used to exit the application.

✔ **Important:** We insistently recommend you to select time format (PAL/NTSC) in accordance with the used TV standard.

The following information (see the example on the picture below) is displayed in the application window if the current project was saved into the file:

- name of the project (1);
- full path to the project file (2).
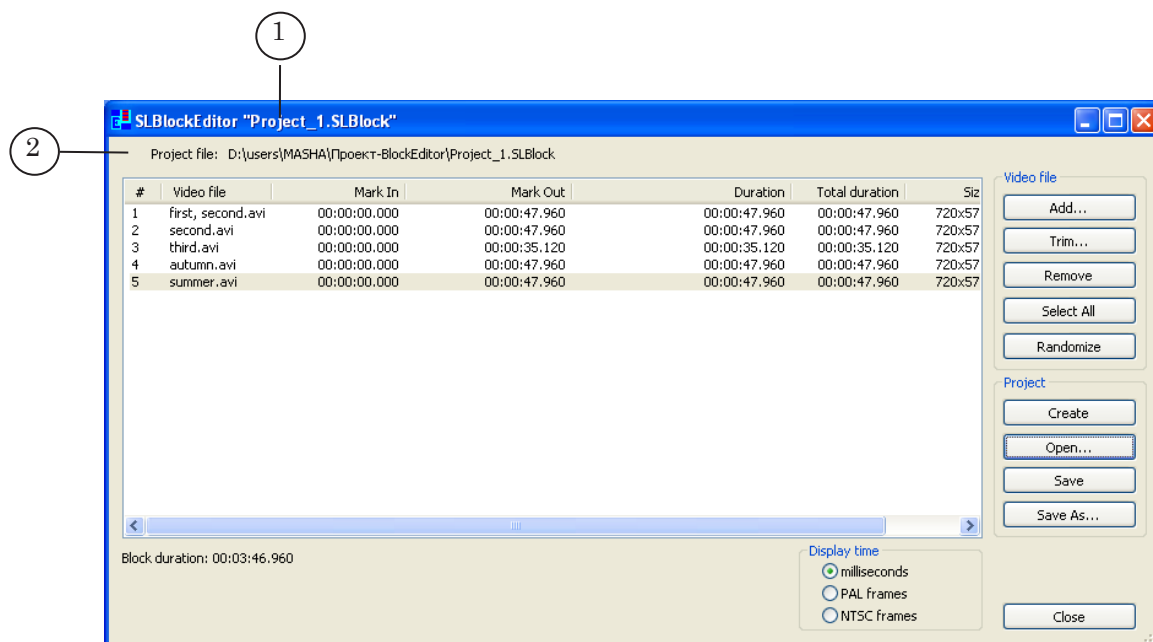
## Working With the Application

1. Steps for creating of the project

1. You may begin creating a project immediately after launching the application. If any project is opened and you need to create a new one click Create.

2. Create a list of video clips to playback them as the block (for more details, see «Adding of the video clip to the project»).

3. Select fragments of some clips if necessary (for more details on this issue see «Selection of clip fragment for playback»).

4. Configure playback parameters of some clips (if necessary).

5. Save the project by clicking Save or Save As...

✔ **Important:** Paths to video clips relatively a folder with a project file are recorded to the project. Take this fact into account if you need to move clips and/or project when it was created. In this case modify the SLBlock project if location of files was changed.
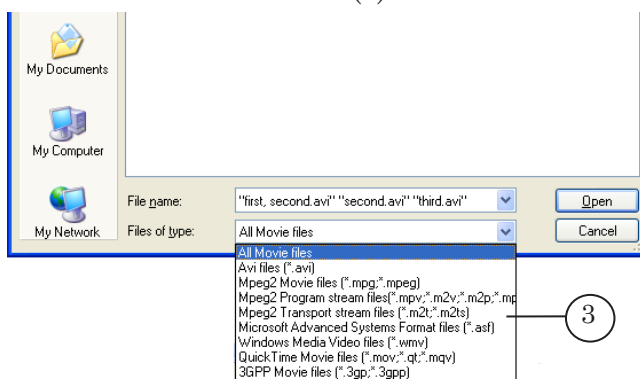
2. Adding of video clip to the project

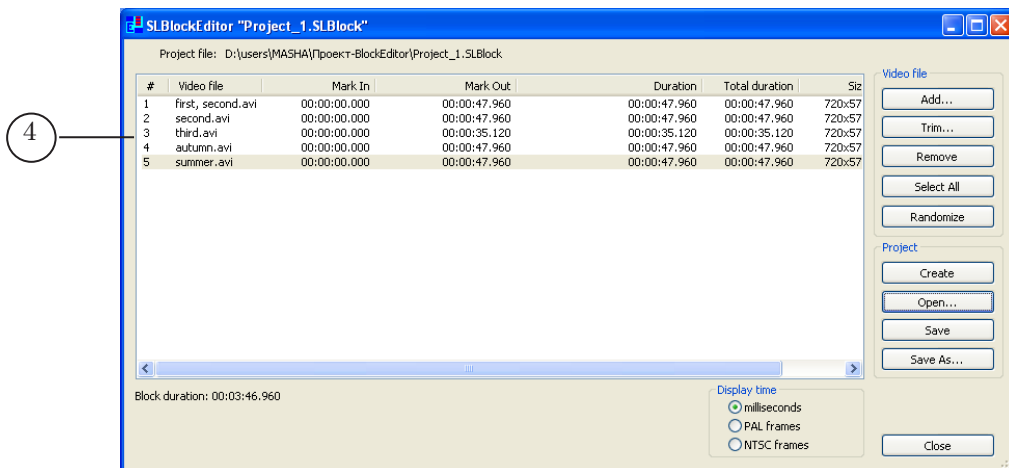1. Click Add... (1) in the main application window to add video clip to the project.
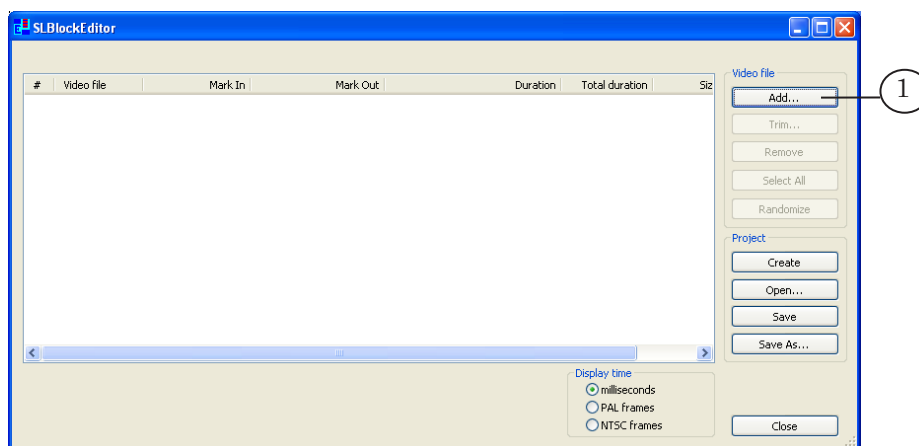
2. Select necessary video file(s) in the Add Video Files window and then click Open (2).
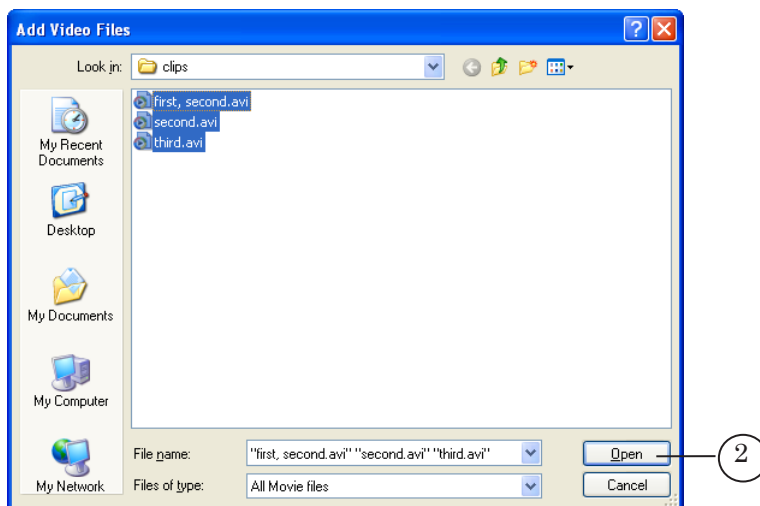
Files of different formats (3) can be added to the project.

3. The information on added file(s) (4) is displayed in the table.

3. Selection of clip fragment for playback

You may select a fragment of video clip for its playback on air. Files with video clips are not modified and new files with fragments of some clip are not created.

Fragment boundaries are specified with the Mark In (start of the fragment) and the Mark Out (end of the fragment) marks.
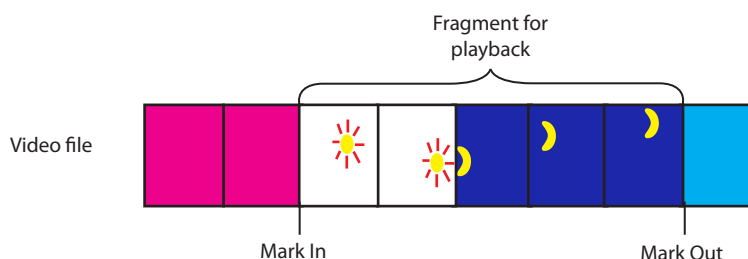
The 00:00:00.00 value will be displayed in the Mark In column (1) of the table located in the main application window after video clip was added to the project. The Mark Out column (2) displays the value corresponded to another one from the Duration column.

Use the TrimEditor utility to select necessary fragment and to specify its boundaries with a frame accuracy. The utility is opened via the button located in the main application window. General workflow is the following:
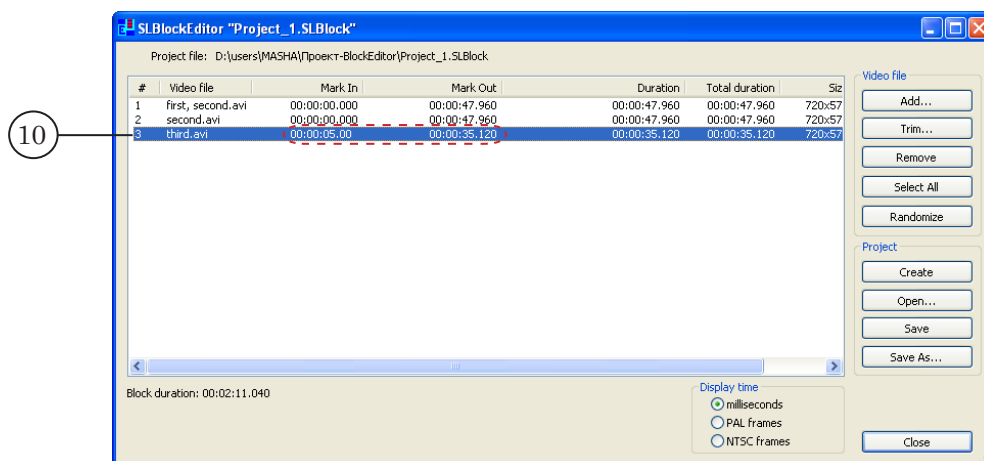
1. Click a row with the necessary file (3) in the table with video files list. Then click Trim... (4) or double-click the row with the necessary file.
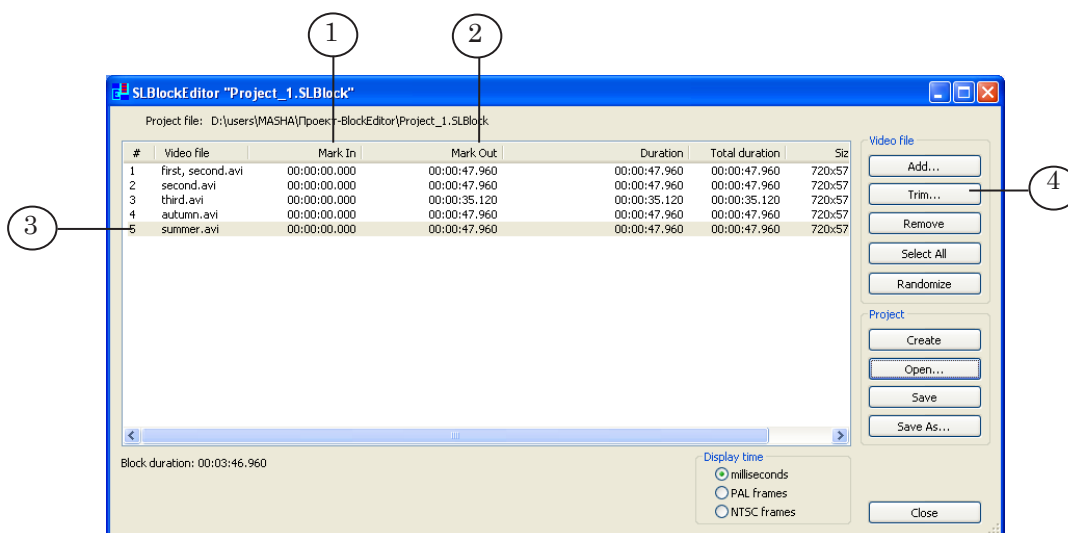
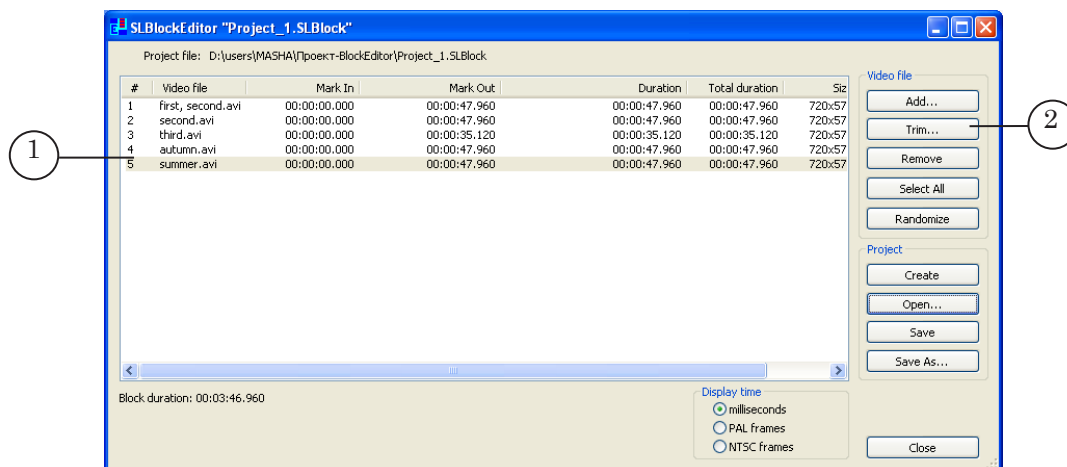2. The TrimEditor main window appears.

3. Select start of the fragment using either the slider or the buttons. Then click the Set current frame as mark in (5) button.

4. Select end of the fragment using either the slider or the buttons. Then click the Set current frame as mark out (6) button.

5. Duration of the fragment is displayed in the Clip field (7) in the Duration group.

6. Click OK (8) to close the TrimEditor window with saving of configuration. Click Cancel (9) to close TrimEditor without saving of configuration.

7. Specified values (10) will be displayed in the Mark In and the Mark Out columns.

4. Configuration of clip playback parameters

The application provides a possibility of specifying separate playback settings for every clip. Complete the following steps to specify them:

1. Click a row with necessary file (1) in the table with video files list. Then click Trim... (2) or double-click the row with the necessary file.
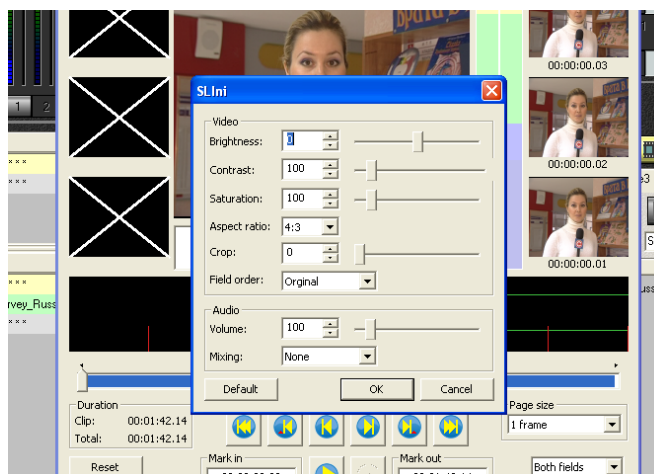

2. The TrimEditor utility window appears.

3. Click SLIni... (3).

4. Configure playback parameters in the appeared window. Then click OK.

5. Click OK (4) to close the TrimEditor window with saving of configuration. Click Cancel (5) to close the window without saving of configuration.

6. Settings file (a file with the SLIni extension) will be automatically added to the folder with configured video file. Settings will be active until the SLIni file with settings is located in the same folder as the video clip file.

For more information on this issue, see «FDOnAir. Additional Sections».

✔ **Important:** Only one file with playback settings can be created for one clip. At recurring configuration of playback parameters the file will be also overwritten. It is impossible to create different SLBlock projects and include the same video file with different playback configuration there.

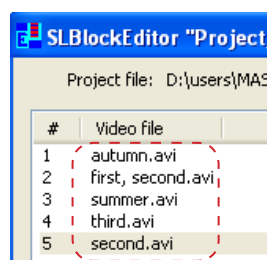## 5. Creation of projects with a random sequence of video files

When you have created and saved the project you can make others including the same video files and settings. The only distinction here is the sequence of video files:

1. Create and save the project.
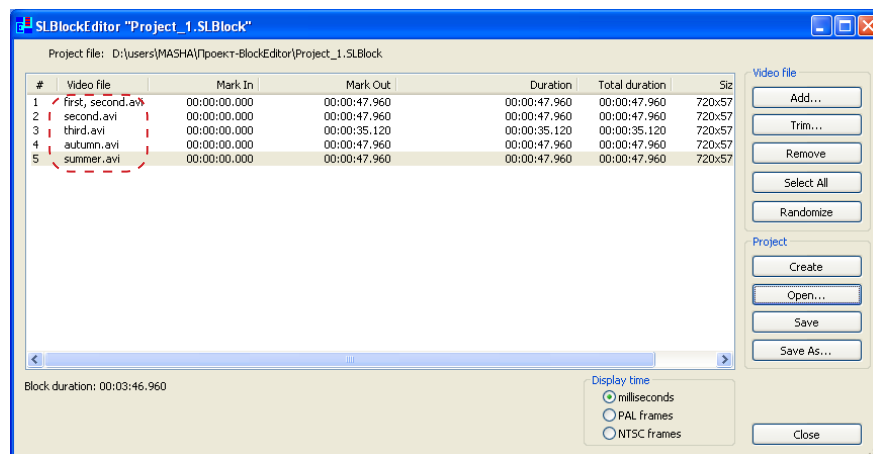
2. Click Randomize in the main application window.

   The sequence of files will be randomized.

3. Click Save as... to save the project with randomized file sequence with a new name.

## Adding of the Command for Playback of Files Block to the FDOnAir Schedule

The movie command is used to play block of clips in the FDOnAir application according to the SLBlock project.

Complete the following steps to add this command to the schedule:

1. Pass to the Movies file page (1) in the FDOnAir main window.
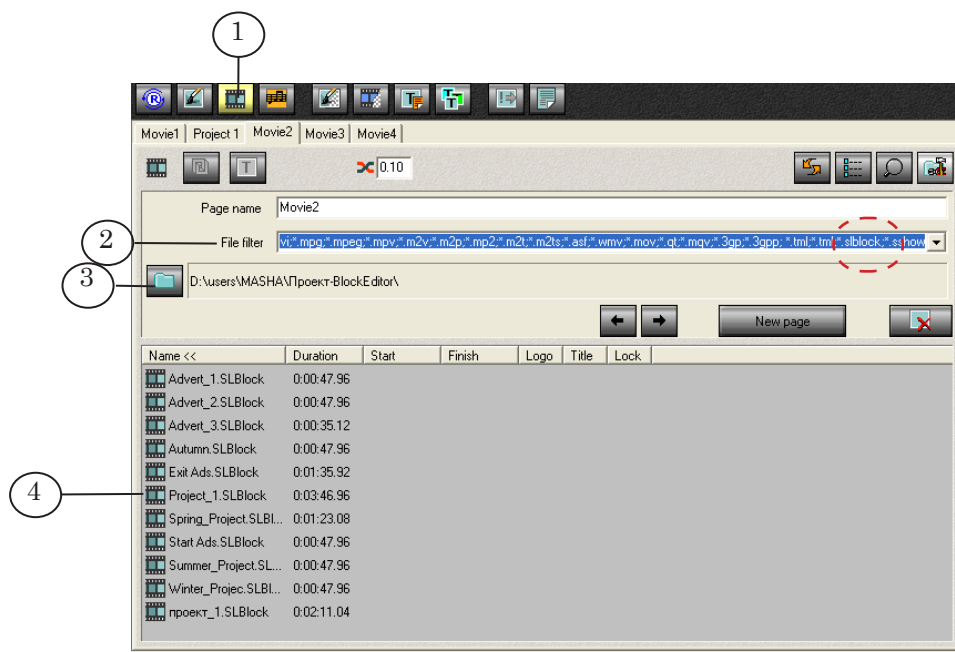
2. Be sure that the filter with the *.slblock mask is in the File filter list (2).

3. Click (3) and select the folder with the SLBlock project.

4. Select necessary project in the (4) list by double-clicking its name.

5. The movie command with the specified project will be added to the schedule (5).
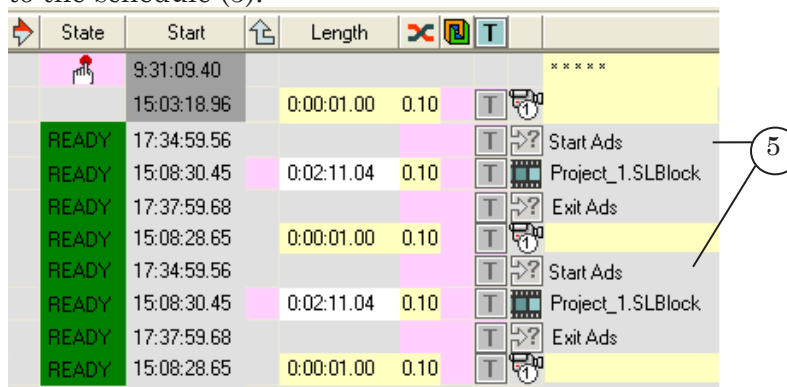
Using of the SLBlock Projects. Examples

1. Automatic insertion of ads

The picture below presents an example of the schedule for automatic ads insertion: a – without the SLBlock projects; b – with the SLBlock projects.

a

b

Automation of exit from ads clips playback is implemented via the Wait signal command (1). When specified cue appears (DTMF tone, for example) in the input signal the mark will be identified and the command will be immediately responded.
For more information on this issue, see «AutoDetect. Broadcast Automation Based on Detecting Cue Tones».

The Wait signal command and playback of the last ads clip (Advert_2.avi) will start simultaneously in the schedule presented on the a) picture. If the cue appears when other clips are playing (Advert_4.avi or Advert_3.avi in our example) the Wait signal command won't respond and broadcasting of clips will continue.

To solve this problem we recommend using projects for clips block playback.

One command of files block playback instead of a sequence of commands was added to the schedule presented on the b) picture. The Wait signal command is started simultaneously with the playback of files block. In this case the cue waiting will be activated at starting of the first ads clip. The command of exit from ads block will be responded when the cue appears at a playback of any clip.

2. Playback of video clip fragment

You can also play a specific fragment of the file repeatedly via the SLBlock project.

If the project is not used the bounds of the fragment (that is played back) must be configured every time when the movie command was added to the schedule (1).

To avoid this you may create the SLBlock project once. The project will have a reference only to one file with specification of fragment bounds. Insert the movie command as many times as it is necessary into the schedule to use the project (2).

Useful Links

ForwardT Software set: description, download, documentation, solutions

http://www.softlab-nsk.com/forward/index.html

Support

e-mail: forward@sl.iae.nsk.su

forward@softlab-nsk.com

forward@softlab.tv

Forum

http://www.softlab-nsk.com/forum (currently available in Russian only)

Additional Documentation:

FDOnAir. Broadcast Automation

FDOnAir. Additional Sections

FDOnAir Commands

AutoDetect Software. Broadcast Automation Based on Recognition of Jingles and Video Fragments