Softron
Media
Services

OnTheAir Manager
User Manual

Contents

Welcome to OnTheAir Manager

Remarks

In this manual, pop–up menus will be indicated as: File > Save As. The word "File" before the sign ">" indicates the menu from the menu bar. The information after the ">" sign is a command that you can choose within the menu.

You can visit our web site www.softron.tv for information about updates as well as to contact us for support.

In the first part of this manual, we will briefly introduce you to OnTheAir Manager. You will learn about the different configurations and how to install and launch the software.

About OnTheAir Manager

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What is OnTheAir Node ?

OnTheAir Node is the next generation playout/ingest engine from Softron. It has been designed to fulfill a need in the broadcasting industry for an inexpensive, reliable and customizable video server based on off–the–shelf technology. The concept was to make OnTheAir Node completely faceless (apart from the System Preferences pane) and completely open to third–party applications along with Softron's own applications as well. It is controlled through Telnet, a very open, standards–based protocol used in many broadcasting equipment. This means the node can be controlled from any application on any platform to provide seamless playout and ingest functions.

Reliability

OnTheAir Node has been designed to launch automatically at startup and to resume operation, even after a crash or power loss. A log of everything that is played is maintained and available for the user. It is not necessary to have a display monitor connected to the Node server which makes it ideal for using on headless servers like the Xserve.
It has been tested with a media catalog of more than 500,000 video clips.

Media Cataloging

One of the challenges of having client/server setups is to make sure the client knows exactly what media are available on the server at any time. This is achieved by providing synchronization information to the clients even if they are disconnected for long periods of time. Information on the clips is provided as XML, making it easy for any application to retrieve the clip's characteristics like video codec, audio sample rate, creation date, last modification date, finder label etc... It also automatically validates the clips to make sure they are compatible for playback. If not, a detailed description of the problem is available to the client applications. The Node will also automatically retrieve a file even if it has been moved or copied. If the original becomes unavailable, a copy will be used instead and this is completely transparent to the user.

Clip Attributes

Another revolutionary feature of the node is that it publishes available clip attributes, so that every client application knows exactly what plugins are available on the node and what their possible values are. An example is the GPICommander plugin (the first plug–in to be released with the Node) which advertises all its inputs and outputs along with their state.
When the node is playing a clip and its attributes are different than the current value, the plug–in will automatically be called to adapt its state. So for instance, if a clip is marked with an attribute of "GPICommander Output 1 On" and the current value is off, then the appropriate output will be turned on automatically when the clip begins. That makes it very easy to assign attributes to clips and does not require to use manual actions anymore. Another available attribute is the logo overlay. The clients know exactly what logo overlay files are available on the node and can select which one to apply on each clip.

Playout
OnTheAir Node uses, under the hood, our well-knows playback engine that provides seamless, reliable SD and HD playout functions while adding features like multi-lingual audio support, station logo overlay and last but not least, alpha support for ARGB playback (playing a movie with its key on a separate output).
Each host computer will originally support two nodes to allow for multi-channel playout and/or ingest.
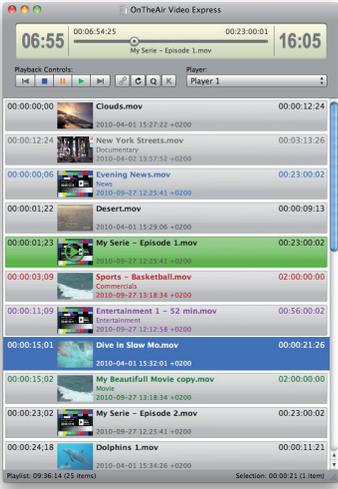

Ingest
While the ingest module for the Node will not be available until this summer, it will be completely integrated in the Node behaviour, so each node will be able to either ingest or playout according to its schedule (or the remote control commands).

About OnTheAir Video – DV – Express

This manual concerns OnTheAir Manager. OnTheAir Manager is the free client application for OnTheAir Node a client-server playout application.

There are also some standalone playout solutions available. OnTheAir Video, OnTheAir Video DV and OnTheAir Video Express, each with a speciality. Here is a quick description of each of them so you can make your choice. But to have an extensive view of the differences between each version, you should refer to the following page of the Softron website: http://www.softron.tv/products/ playout_standalone/compare.html
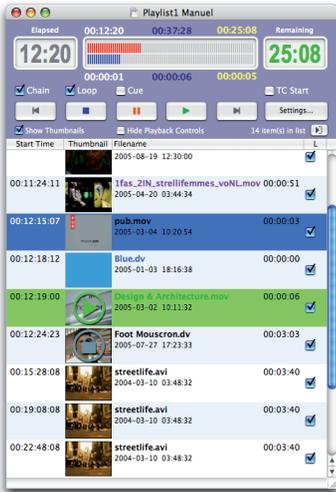

OnTheAir Video Express

OnTheAir Video Express is the "entry-level" playout application. Its strength relies in that it can output any file QuickTime can read to any available Video output. If you can open a file with QuickTime, you can output it with OnTheAir Video Express. It can also read ARGB files. This means that from After Effects or Motion project, you can export a file in Animation codec or Apple ProRes 4444 and overlay that file on top of an incoming signal, making it a really efficient Character Generator with tools you know. As QuickTime is used to output the video (and not our own engine as with OnTheAir Video), OnTheAir Video Express is not a playout application recommended for 24/7, it is rather intended at Live shows or productions. It also doesn't have some options like the Scheduling or Logo overlay option.

OnTheAir Video DV

The FireWire Version of OnTheAir Video called OnTheAir Video DV works (only) with any FireWire Converter. With the multichannel video option, you can output up to 4 video signal from one computer (with additional FireWire card and the appropriate number for FireWire converter). The strength of OnTheAir Video DV is that it is very light to run and can run from a laptop, Mac mini, with very few memory. It has the Scheduling option making it possible to use for 24/7 broadcast operations. Compared to OnTheAir Video, it doesn't have however the Logo, HD, or multi language options. It only plays dv stream files.

OnTheAir Video

The PCI version of OnTheAir Video uses our own playout engine that has been developed and improved since it was first used in 2004. It has proven very high reliability and therefore is the ideal companion for broadcast 24/7 or live shows. OnTheAir Video can playout most QuickTime codecs (provided they are i–frame) and has some advanced features (some are optional) such as Logo overlay, multilingual, Actions (to trigger external devices such as GPI or Character generators, etc...), Scheduling, ... For Live shows OnTheAir Video also has the Cue mode which will make it a very easy to use video player to start Video subjects.

OnTheAir Live, OnTheAir Manager and OnTheAir Server

OnTheAir Live and OnTheAir Manager are 2 Mac OS X client applications that can control OnTheAir Node.Each have their specifities, and in short OnTheAir Live is for Live production and OnTheAir Manager is for 24/7 scheduling of OnTheAir Node.

OnTheAir Live

OnTheAir Live is bundled free with OnTheAir Node. You can then install it on any number of client workstation. One OnTheAir Live can control multiple OnTheAir Node.
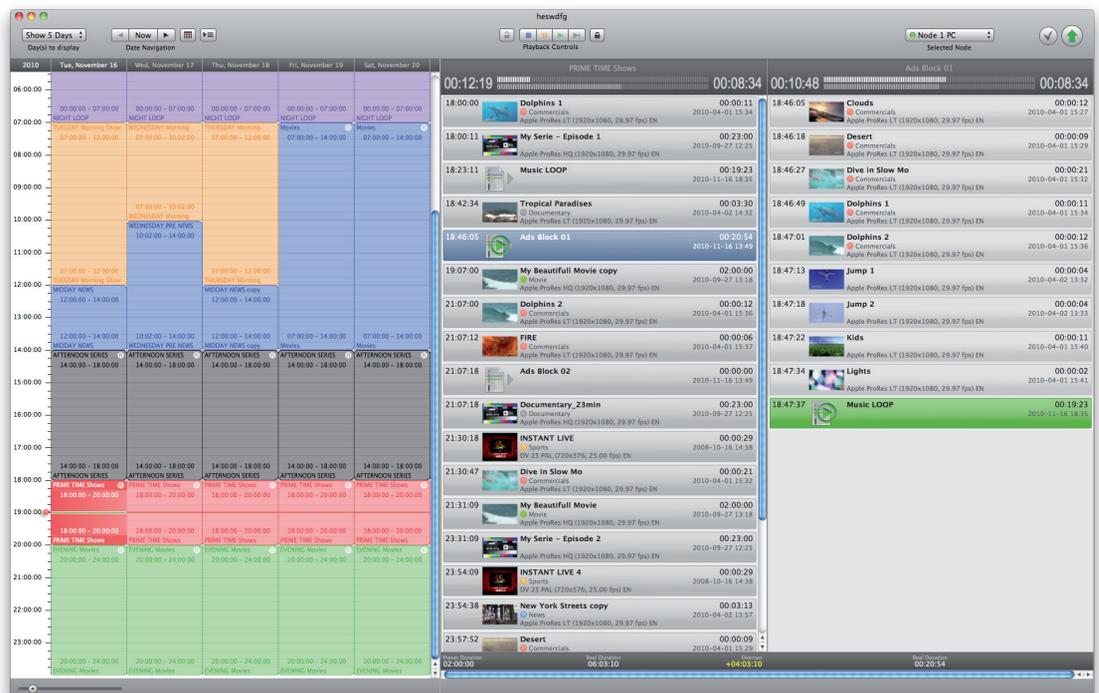
OnTheAir Live is typically to be used in Live production to start news subjects with Cue mode, A/B Roll, multiple playlist creations, etc... The great advantages compared to OnTheAir Video is that multiple clients can see what is playing, so you can have your producer, and journalists seeing what is the clip that is currently playing without being able to control the playout, and have only the operator controlling the playout. The A/B Roll is also a unique feature in OnTheAir Live, where you can have the next 2 subjects ready to play.

OnTheAir Manager

OnTheAir Manager is another client application. This one is not free. This the application that enables you to schedule your playout for 24/7. It has a calendar style user interface, and have some great new features like hierarchical playlists, clip categories, inherited attributes, repeated events, Live clips, etc...

One OnTheAir Manager can take control of multiple OnTheAir Node. But the schedules and playlists on one OnTheAir Manager client can not be shared among multiple users as they are stored locally. If you want to be able to have multiple clients modifying the same schedules and playlists, you will need OnTheAir Server

OnTheAir Server

When creating playlists with OnTheAir Live, or playlists and schedules with OnTheAir Manager, they are stored locally to the client. This means that multiple users can not access the same schedules and playlists. With OnTheAir Live, it is relatively easy to overcome, as you can save the .vpls playlist to a shared storage and open it from multiple locations. But with OnTheAir Manager all is stored in a local database which can not be saved to a shared storage and opened by multiple users as it would result in conflicts when multiple users will try to modify the same part of a schedule.

That is where OnTheAir Server is needed: when you want multiple users to be able to modify the same schedules and playlists. The Schedules and playlists will then not be stored locally but on the Server which will handle the read/write access to the database for multiple users.

When purchasing a OnTheAir Server license, it entitles you to install any number of OnTheAir Manager client applications.

Different possible setups

OnTheAir Video (DV and Express also) is a playout application that needs to be controlled from the computer where the application is running. However some usage may require to control the playout from a different computer. For example, if you install the playout computer in a Machine Room and want to control the playout from the Control Room. With OnTheAir Video this is only possible using a Screen Sharing application, or some Apple Scripts. This can work very nicely for some users, but is not always the ideal solution (may be a little slow, etc...)

That is why Softron has developed a version of OnTheAir Video that is based on the client–server architecture and it is called OnTheAir Node. OnTheAir Node uses the same reliable engine as OnTheAir Video, but brings the power of a client–server architecture.

With OnTheAir Video or OnTheAir Video DV or OnTheAir Video Express :
One client controls one or 2 output but only local: you need to be on the computer to control it.

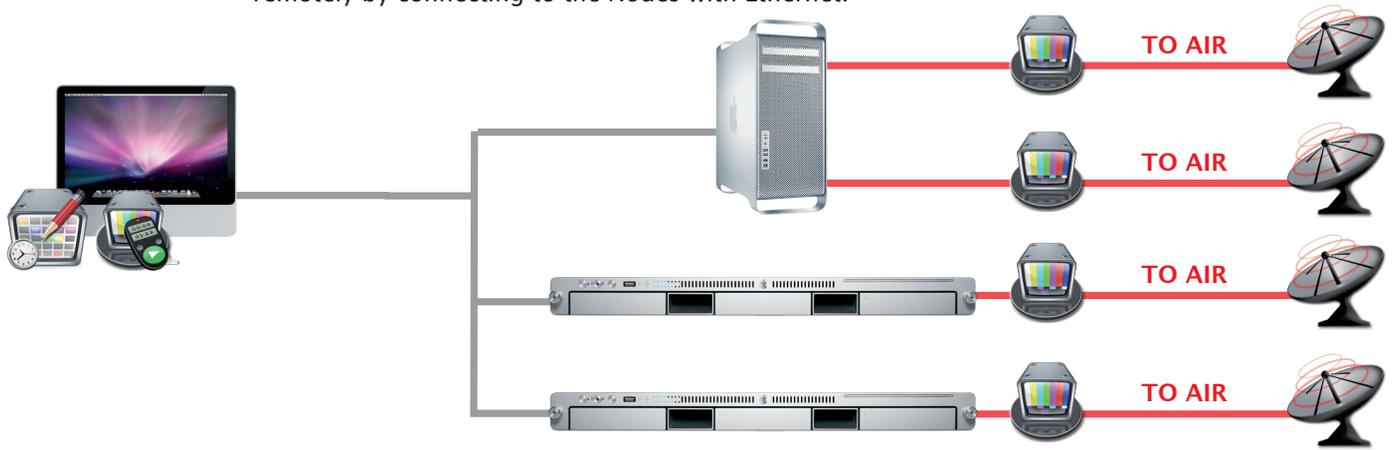**With OnTheAir Node + OnTheAir Manager (or OnTheAir Live) :**
One client (OnTheAir Manager or OnTheAir Live) control one output (OnTheAir Node) on the same computer.
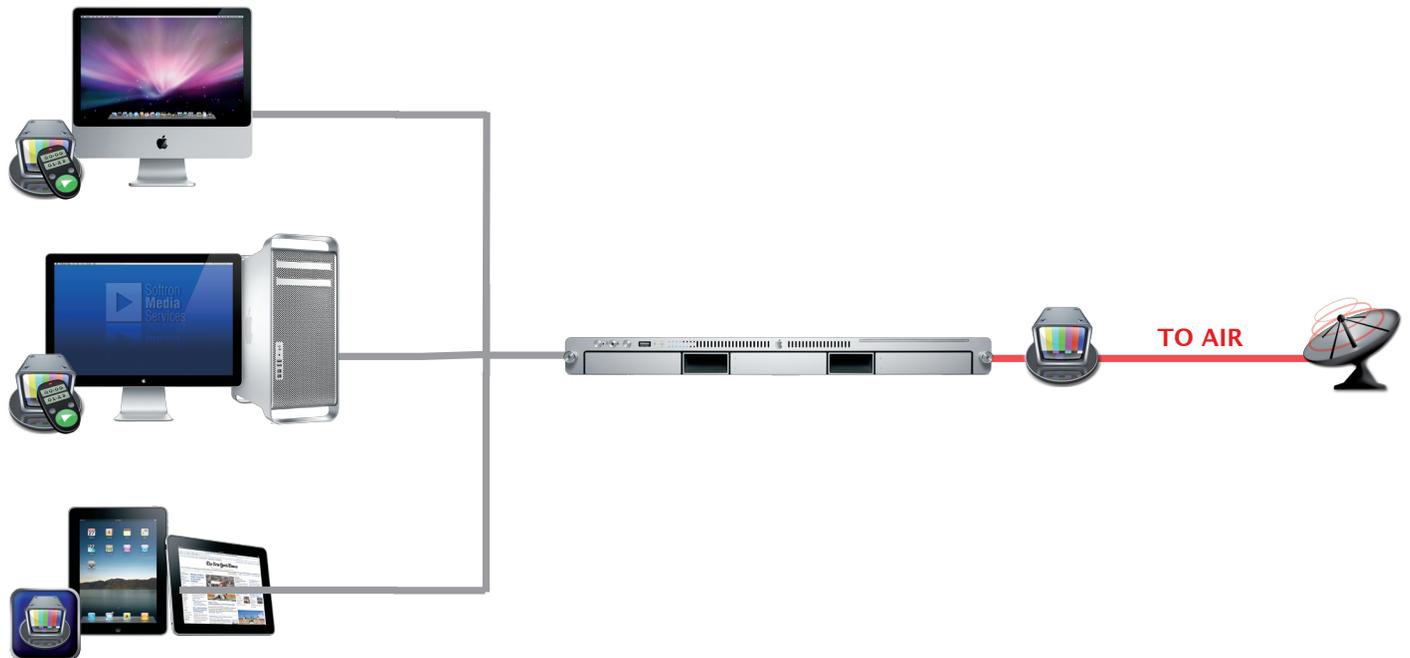

One client (OnTheAir Manager or OnTheAir Live) control 2 output (OnTheAir Node) on the same computer.

| ———— | A/V signals |
| ———— | Network |

OnTheAir Manager 1.0b4 – User Manual vers 1.1.
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One client (OnTheAir Manager or OnTheAir Live) control multiple output (OnTheAir Node) remotely by connecting to the Nodes with Ethernet.
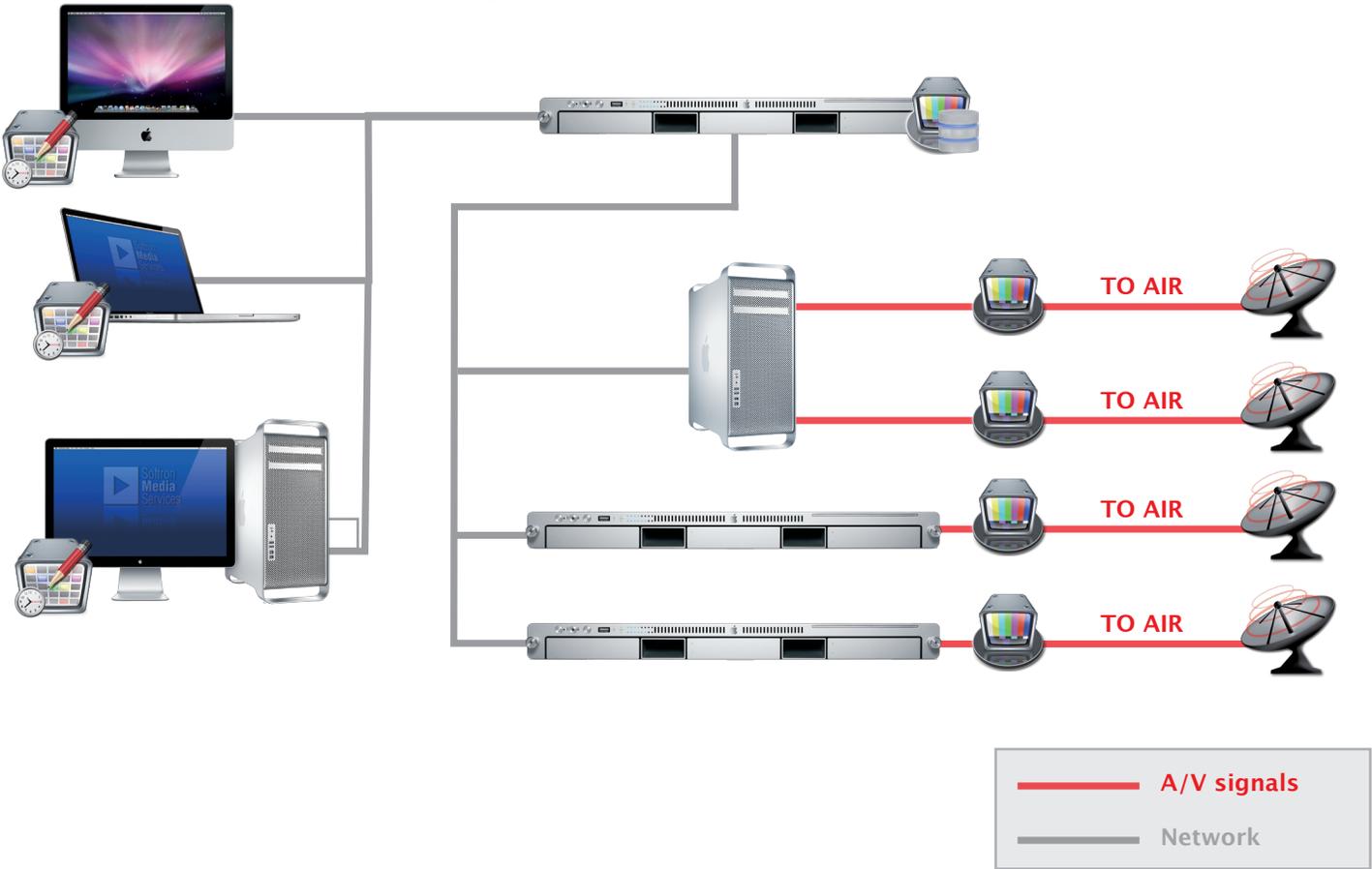

One or multiple output (OnTheAir Node) can be controlled by multiple clients (only OnTheAir Live – for OnTheAir Manager you will need OnTheAir Server)

With OnTheAir Node + OnTheAir Server + OnTheAir Manager :
One and or multiple clients (OnTheAir Manager) control one and or multiple output (OnTheAir Node) by connecting to a Server (OnTheAir Server)

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A/V signals	
Network	

System Requirements

2

▶ 2.1   Computer Requirements

OnTheAir Manager requires :
- any Intel Computer.
- Minimum *4 GB RAM*.
- Mac OS X version 10.5.8 or later

▶ 2.2   Video /Audio output

OnTheAir Manager doesn't do the output, (OnTheAir Node is the application that actually outputs the video) so it doesn't require any Video Card to be installed on the computer.

▶ 2.3   Storage

OnTheAir Manager doesn't do the output, (OnTheAir Node is the application that actually outputs the video) so it doesn't require any specific storage as the files are located on the computer where OnTheAir Node is installed (it can be the same computer). If you want to trim the files, you will need to mount the volumes.

▶ 2.4   Supported Codecs – File format

OnTheAir Manager doesn't do the output, (OnTheAir Node is the application that actually outputs the video) sorefer to OnTheAir Node user manual to know about the supported codecs.

Installing & Setting up OnTheAir Manager

II–13

In this second part, we will explain how to set up the OnTheAir Manager preferences.

Please read this section carefully. Not only will it provide valuable information on how to set up your hardware and software correctly, but also because much of the information provided will be helpful in your every day use of OnTheAir Manager.

Installing and licensing OnTheAir Manager

3

▶ 3.1   Installing OnTheAir Manager

- Download it from the download pages of www.softron.tv
- Unzip the file
- Drag and drop the file to the "Applications" Folder
- Double-click on the file "OnTheAir Manager" in the Applications Folder
- That's it

▶ 3.2   Using OnTheAir Manager in DEMO mode

OnTheAir Manager can be used in DEMO mode as long as you wish and all features active, except one major one: you will not be able to send schedules to the Node. So you will be able to build schedules, and playlists, etc, but nothing can be sent to a Node. If you want to make sure it answers your need, please ask us a temporary serial number.

Once you've tested OnTheAir Node thoroughly and want to buy it, just contact your nearest reseller or go the Softron online store. You will receive a Serial number or a dongle (option).

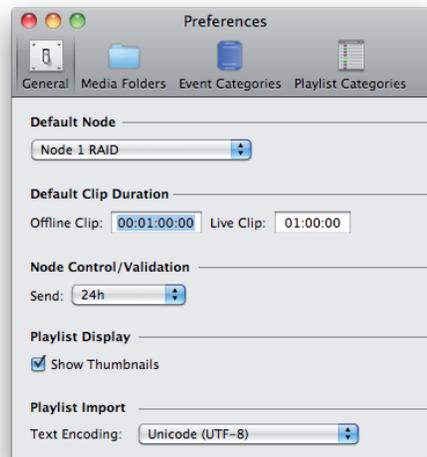## ▶ 3.3   Licensing OnTheAir Manager

All Softron applications can be licensed using Serial Numbers (by default) or Dongles (optional). By default you will receive a Serial Number. They have the advantage that they can be sent quickly (you will receive them by e-mail) and can't be lost. But you will need to activate the serial number on the computer you want to install it on, and deactivate it if you want to move it to another computer. This requires an internet access.

For more informations on the Software Licensing, download the "Application Licensing Explained" document available from the Document download page of the website:
http://www.softron.tv/support/download_docs.html

When you receive the license, it will "unlock" your current DEMO version so you are sure to be using the exact same version that you have tested. There is absolutely no difference between a DEMO version and a licensed version except the important fact that you are not able to send your schedules to a Node with the DEMO version.

Setting up OnTheAir Manager

▶ 4.1 "General" preferences

The first tab of the OnTheAir Manager preferences window is the General preferences

Default Nodes

Set which Node will be selected by default when you create a new Schedule. Note that this willalso be this Node that will be used to display the list of available attributes in the Event and Playlist Categories.
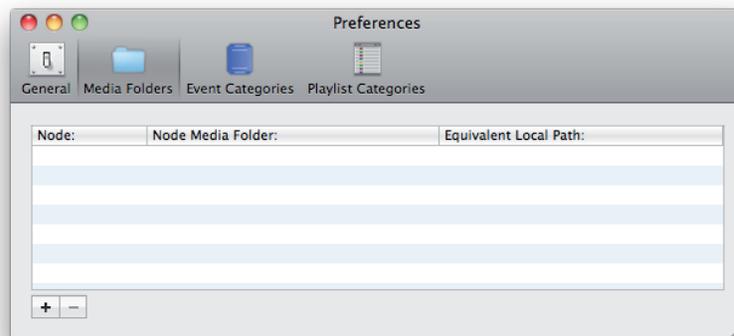
Default Clip Duration

You can create offline clips and Live Clips in OnTheAir Manager playlists and events. This sets the default duration for these clips but you will of course be able to change the durations every time you create an offline or a Live clip.

Node Control / Validation

When you click on "Send" Schedule to Node, or "Validate Schedule", OnTheAir Manager will not send/validate the whole schedule you've created. It will rather see what time it is right now, go one hour backwards and start from the event that should be playing one hour before, and then add the duration you set here. If you set it to 24 hours, OnTheAir Manager will only send or validate the next 24 hours, starting one hour backwards.
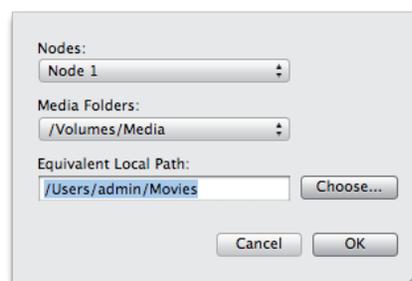
Playlist Import

You can import ASCII playlists in OnTheAir Manager (just a text file with the path of the different clips). This text file can be encoded in different format, and you can select here in which format it is exported. If you create your playlists on a Mac with Excel for example, you should choose Mac Roman formating.
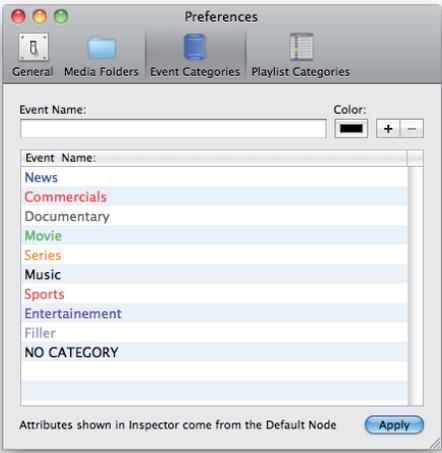
▶ 4.2 "Media Folder" preferences

When you will want to trim a clip OnTheAir Manager will need to have access to it. For that, the volume where the files are stored must be mounted your Mac. If the path to the files is the same on the OnTheAir Node computer (which indexes the files) and OnTheAir Manager's computer, you will not need to set any equivalent Local Path, and OnTheAir Manager will have access to it.

Only if the path are different on the OnTheAir Node computer (which indexes the files) and OnTheAir Manager's computer, or if you want to point to another volume/folder will you need to set this preference.

To add a Equivalent Local Path, click on the + button on the bottom left. This window will show up:

Select the Node you want from the list. Then OnTheAir Manager will show you the list of Media Folders for that Node. Select the one you need and then click on the "Choose..." button to choose the folder equivalent to the one selected in OnTheAir Node Media Folders.
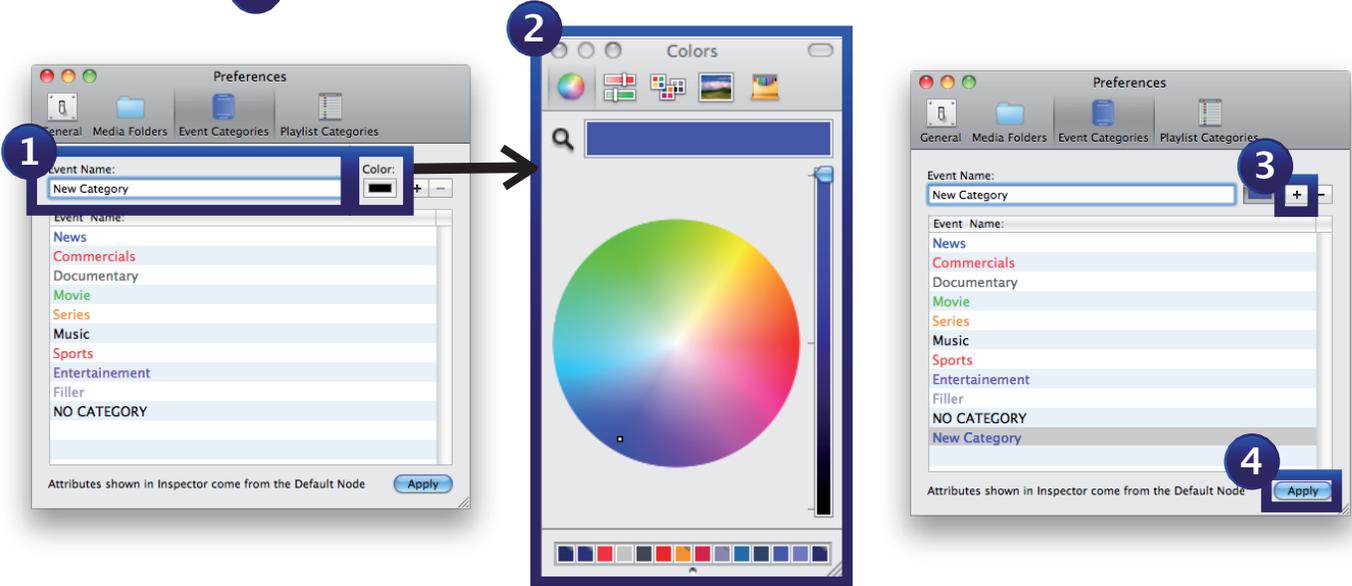
Add, delete, modify Categories

One of the most attractive feature of OnTheAir Manager is its ability to work with Categories. Categories are not only a way to put colors to different types of Events or Playlists, it is a way to automate the insertion of logos and graphics, the control of GPI triggers or Video routers. Once categories are set, users will usually not have to remember what logo they should put on which type of playlist, they will just have to select the appropriate category and OnTheAir Manager will do the rest.

There are two types of Categories: Playlist and Events. They are basically roughly the same and working the same way but we wanted to enable you to have different categories for playlists or events so you can have more relevant categories for EPG (Electronic Program Guides).
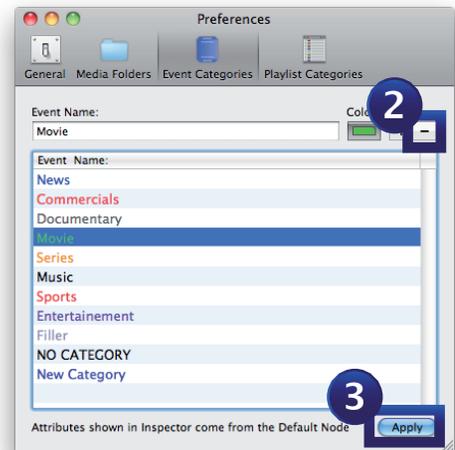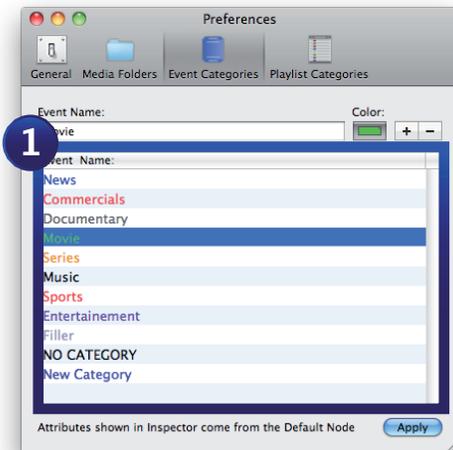
How to add categories ?

1 type the name of your category in the "Event Category Name" field

2 choose a color by clicking on the color well and selecting a color from the Color Selection window

3 click on the + icon

4 click on "Apply"
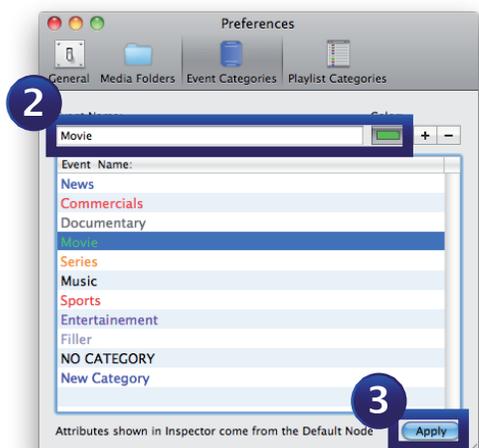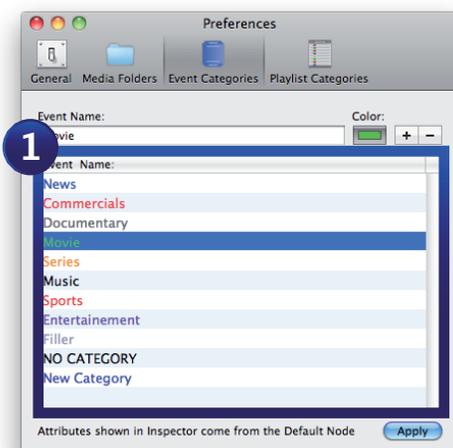
How to delete categories ?

1 Select the category you want to delete in the Category list

2 Click on the "–" icon to delete it from the list

3 Click on "Apply"

4 Confirm you want to delete it when prompted

?
- When you delete a Category, all events and/or playlist that use this category will be listed as having no category set and thus loose all their inherited attributes.
- If you don't click on "Apply", your Categories won't be added/deleted.

How to modify categories ?

1 Select the category you want to modify in the Category list

2 Change its name and/or color (or modify its Attributes)

3 Click on "Apply"
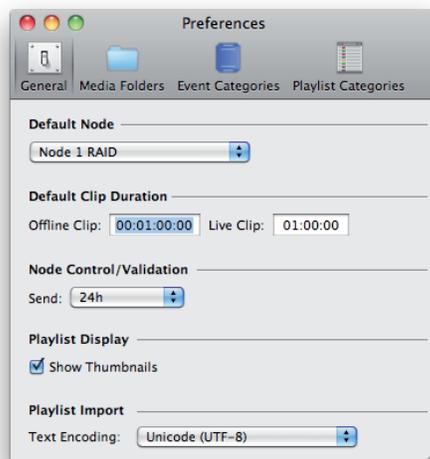
Setting Attributes for Categories

As said earlier, the beauty of Categories comes when you start giving default Attributes to these Categories. Before reading this chapter, you need to make sure you understand correctly what an, Attribute is, and refer to the next chapter explaining how to set Attributes.
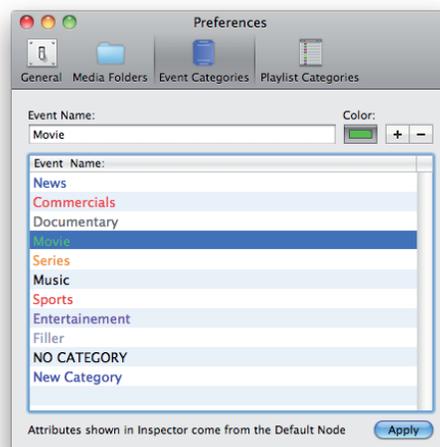
When you select or create an Event or Playlist category, we have seen earlier that you can modify its name or its color. Let's start with an example and let's say you want to have a special "Movies" logo when you are playing Movies and that your user don't have to remember to set the Movie logo when they program it. So let's see how to set the logo movies to be selected when you set an event to be of the Category "Movie".
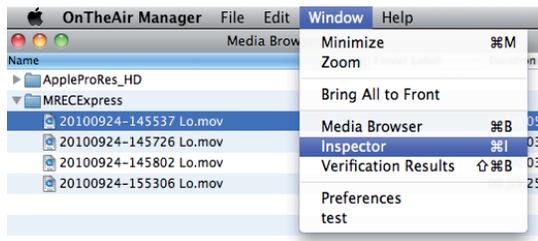
?
- In order to use the Logo Attribute, you need to have purchased the logo option. If you didn't purchase the logo option, you will not see the logo attribute listed.
- The current version of OnTheAir Node doesn't have the logo option. This example is chosen because it's the easiest to understand but it can be used also for GPI triggers or controlling a video router.
- Maker sure you set your Node preferences correctly and that you added a logo folder in the playback section of OnTheAir Node preferences. If you didn't set any logo folder, you will not see the logo attribute listed.
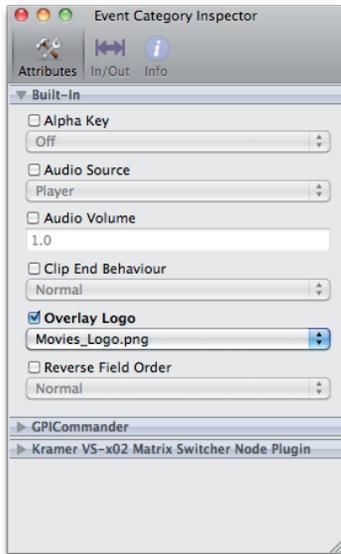

1 In the first "General" tab, make sure to **set the default Node** on the Node you want to use as the available attributes that you will see later in the Inspector will come from this Default Node.

2 Go in the Event Categories preference tab and **select the "Movies" Category**

3 Go in the Menu "Window > Show Inspector", or press cmd + I to **show the Inspector**

4 Select the First tab "Attributes", click on the little triangle in front of "Built-in" to reveal the list of Built-in Attributes and **choose your Movies logo in the "Overlay logo" attribute menu**

5 **Click on "Apply"** in the Event Categories preference window.

That's it, now all Event that have the category "Movie" will have the logo "Movies" selected by default when they will play.

About inheritance of Attributes in Events/Playlists/Clips

The General principle of Attributes inheritance
- a clip inherits its attributes from the playlist it is in
- a playlist that has a category set inherits its attributes from its category attributes
- a playlist that has no category will inherit its attributes from the playlist or the event it is in
- an event inherits its attributes from its category attributes
- if you modify an attribute manually (check the checkbox and select another value), this overrides the inherited or the category attribute

To understand this perfectly, let's use our Movie Category example.

Once you have set the logo "Movies" to be overlaid every time you set an event to be of the Category "Movie", you may want that the Movie logo goes off during the commercial break. To do that you have a few choices.

1/ Manually modifying the attributes of a clip
- In your Movie event, drag your Commercial clips, by default, they will inherit the attributes of the Movie event and thus have the Movie logo on.
- Select them (you can select multiple clips at a time).
- In the Inspector, go to the Built-in Attributes window and set the Overlay logo attribute to "None"

2/ Creating a playlist and set its Overlay logo attribute to "None"
- Create a new playlist
- Select it (in the playlist browser or in an event)
- In the Inspector, go to the Built-in Attributes window and set the Overlay logo attribute to "None"
- Drag that playlist in your "Movie" event
- Drag your Commercial clips in that Commercial playlist
- Then all the clips that you drag in there will inherit the Commercial playlist attributes and have no logo overlaid (except if you manually select a clip and force it to have another logo of course)

3/ Using a playlist that has a category which has the Overlay logo attribute set to "None"
- In your Event Categories preferences, create a "Commercials" playlist category, and mopdify its attributes so the value for the Overlay Logo attribute is set to "None".
- Create a new playlist, and set its category to "Commercial"
- Drag that playlist in your "Movie" event
- Drag your Commercial clips in that Commercial playlist
- Then all the clips that you drag in there will inherit the Commercial playlist attributes and have no logo overlaid (except if you manually select a clip and force it to have another logo of course)
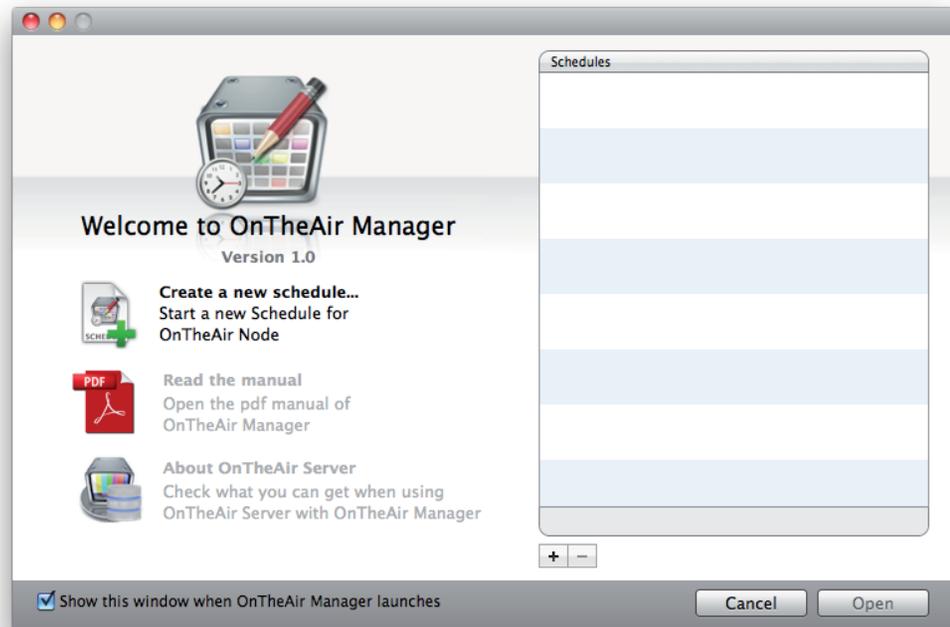
Using OnTheAir Manager

In this third part, we will explain how to use the OnTheAir Manager.

Overview of the user interface

▶ **5.1** **Welcome Window: "Schedule List"**

When you start OnTheAir Manager, this window should pop-up:

To start up you need to create a new schedule. For that, click on
- Create a new schedule on the left hand side
- the + icon at the bottom of the list

This window should open:

Give your schedule a Name and a Start / End date, and click on "OK".

- A Schedule is not linked to a specific Node. The Node selection is done in the Main Window and the default Node is set in the preferences.

You can create an unlimited number of schedules.

To open your new schedule, select it in the list and click on "Open".

? • Deleting a Schedule is not undoable, make sure you are deleting the correct schedule before doing this.

Media Browser

① Node Name – Refresh Button

Click on the Refresh button if you want to force the selected OnTheAir Node to rescan its media folders and recheck if any new media has arrived. Be aware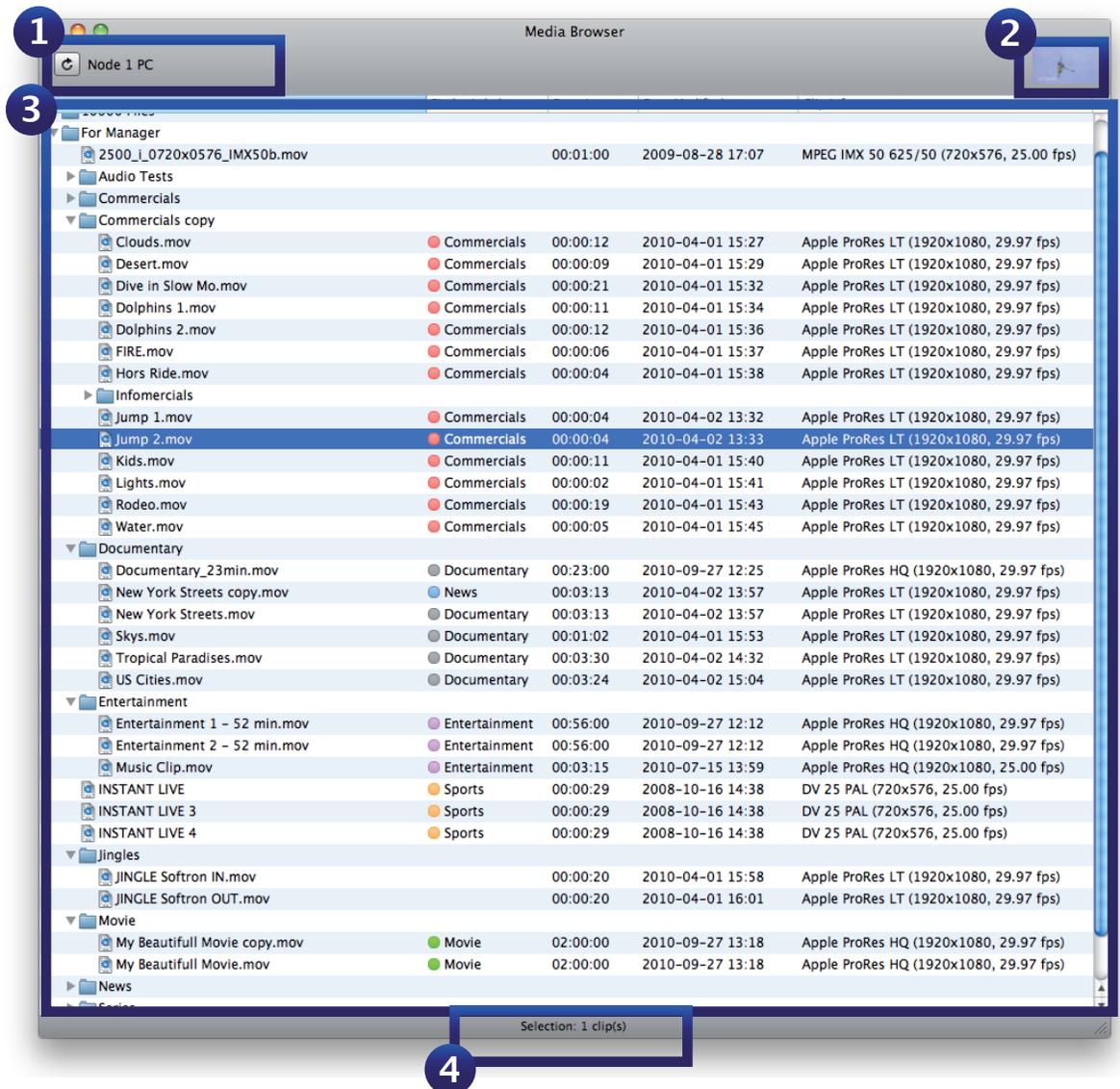 that this may take a while and that the Node might not be responsive during the scanning process (called enumeration). This button is to be used for Xsan users where sometimes the Node is not warned that a new file has arrived or has been deleted.

② Thumbnail
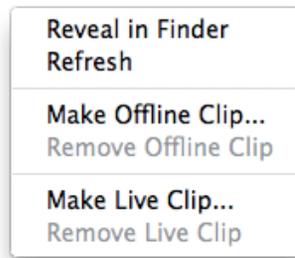
Shows the Thumbnail of the selected clip

③ List of available Media for the selected Node

There is the list of all Media available for the selected Node with informations such as: the validity (will be greyed out if not valid or offline), the Finder Label (set in the Finder), the Duration, the Last Modification Date, the format
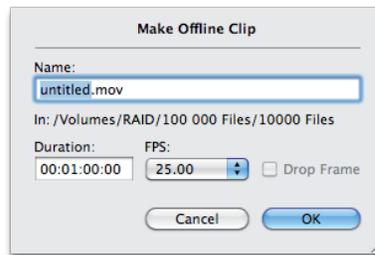
④ Number of Selected Items

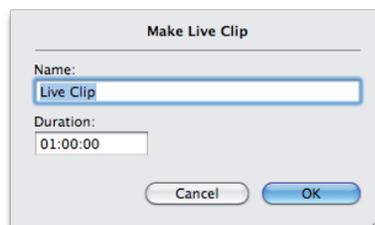Note that when you Control Click on a folder or clip in the Media Browser, you get the following menu:

- Reveal in Finder : Shows the clip where it "physically" is on your hard drive. Note that for that the Volume where the clips are stored must be mounted on your desktop and that you have access to it. If you don't have access to the clip, this command will have no effect.
- Refresh : Does the same thing as the "Refresh" button on the top of the Media Browser window (force the Node to rescan a media folder) except that it does that only for the selected folder, and not for all the media folders.
- Make Offline Clip...: If you want to plan some clips that are not present already on your server, you can already create them. The offline clip will be created at the position where you ctrl–clicked to open the menu. When you create an offline clip, the following window opens where you can set a name, a duration, a frame per second and if it is a drop frame or not.

Note that if you want the file to reconnect properly, you'll have to place it in the same folder (you can see which folder below the name of the offline clip and give it the same name (check if your volume is case sensitive or not too because the name may need to be in the same case too). But the duration is just an indication. If the file is longer afterwards, it will adapt its duration to the real duration. If the file is shorter than before, it will loose its eventual out points.

- Remove Offline Clip: Will delete the selected offline clip(s). note that you can select multiple Offline clips at a time. Even in multiple Folders.
- Make Live Clip...: OnTheAir Manager can handle Live clips and you can create them here. Again, give it a Name and duration and click on OK (see the chapter about Live clips later in this manual for more informations).

Show X Days
Select the number of days you want to been at once in the calendar `Show 5 Days ⬍`

Calendar Navigation
Click on ◀ or ▶ to move the dates viewed
Click on `Now` to go to current date and time
Click on ▦ to go to a specific Date (provided the dates are in the Schedule's dates)

Follow Mode On/Off
When this button: ▶☰ is enabled: ▶☰ ,the calendar and playlist view will follow and automatically scroll and open playlist to show what is currently playing on Node. Be aware that you will not be able to modify playlists when the Follow mode is activated.

Playback Controls – Lock/Unlock Node control
◼ ❙❙ ▶ ▶❙ Using these buttons, ou can have basic controls over playout such as stop, pause, play and skip to next. Note that you need to be authenticated to OnTheAir Node and that you need to maintain the alt key pressed to be able to control this.
It is also on the left and right of these playback control buttons that you will find the Lock 🔒 and Unlock 🔓 Node Control buttons. When you are not authenticated, the Lock button and playback control buttons are greyed out so you can only click on the Unlock button. When you are authenticated and want to lock the control of the Node, you need to click on the Lock button (the one that is not greyed out).

5 **Selected Node** `● Node 1 PC ⇳`
When you select a Node in this popup menu, it will change a few things in the interface:
- the media browser will reflect the clips available for that specific Node
- the list of attributes (in Inspector) will reflect the available attributes for that Node
- the status (Online – Not valid – Offline) of the clips in playlist will reflect their status for that Node
- when you click on the Send Schedule button, on the Validation button or on the playback control icons, it will do it only for the selected Node

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- When you change the Selected Node of a given schedule, all the clips information and playlists need to be recomputed to check if there are any offline files, etc. The more you have playlists, events, and clips in these playlists and events, the more this process will be long. That's why we advise not to have too long schedules and rather to have for example monthly Schedules.

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6 **Validation and Send Schedule button**
Before sending your schedule to OnTheAir Node, you will want to validate it to see if there are any underrun, offline clips, etc... Click on this icon to start the validation : ✓
A window will popup to show you eventually some issues. More info on validations later in this chapter.
Once you are sure your schedule is ready, you can click on the Send Schedule button. The "Send Schedule" button will change color depending on the status:

⬆ GREEN = the Schedule on the selected Node is up to date compared to what you are seeing in the user interface

⬆ ORANGE = the Schedule on the selected Node is different then what you see in your user interface. IT has been modified by you or another user since the last time it was sent to OnTheAir Node. this means that some clips that you see here may not be in the playlists of the Node.

⬆ RED = the Schedule on the selected Node is not the same as the one here. Sending this schedule will then stop what is currently playing and start the event it should be playing at the beginning in the new schedule.

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7 **Calendar Area**
This is in this area that you create your "Schedule" in a Calendar style user interface. Click and drag to create a new event (you can then fine tune using the inspector or zooming in). You will be able to navigate in these events, make repeats, move them, etc... It is really working like a calendar application. More info on that on the chapter that explains how to create and manipulate events.

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8 **Zoom control**
You can zoom in and out to see the calendar Area more or less in details

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9 **Playlist list**
Additionally to create events, you can create playlists which are listed here. This playlist list is common for all nodes and all schedules, so you can reuse them for all your schedules, provided the node you want to send it to has access to the same media of course. To create a playlist, just click on the + icon at the bottom of the list. You can also duplicate a playlist and delete it. Be aware that if you delete it it will be deleted in all schedules.

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10 **Event and Playlist content view Area**
When you click on a specific event or on a playlist in the playlist list, you will see its content in this area with some info also if the playlist is playing, etc...
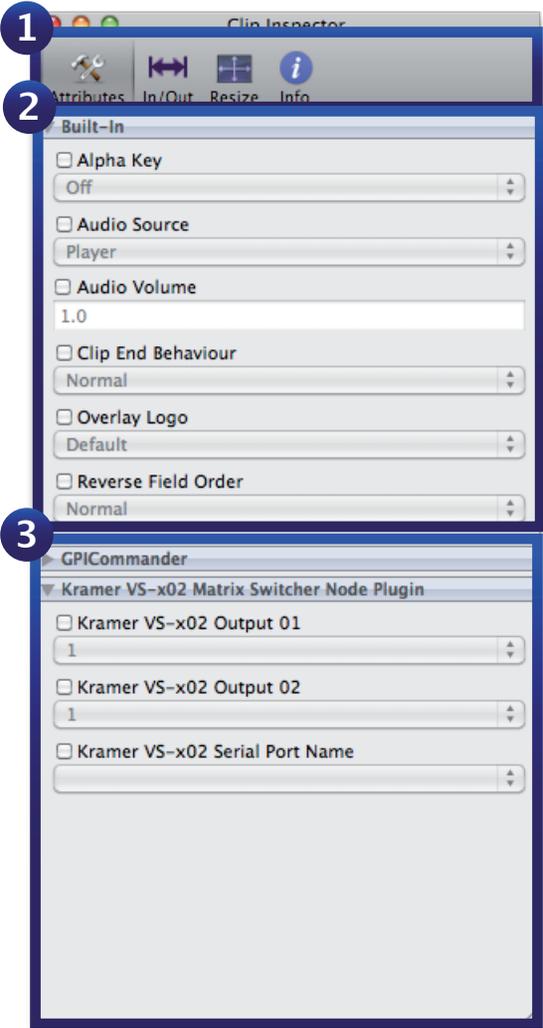
Inspector: General Idea

OnTheAir Manager has a very powerful Inspector. This is the same inspector that you use to modify Events, Playlists or Clips. The Inspector will eventually modify to show a different content. For example, playlist don't have a start date and time (only event have a start date and time) or clips don't have a category, events don't have in/out points, etc...

▶ 5.5

Clip/Playlist/Event Inspector : Attributes

1 Tool Bar
Select what you want to see/edit: "Attributes", "In/Out", "Info".

2 Built-in Attributes
Modify the Built-in Attributes here: Alpha Key, Audio Source, Audio Volume, Clip End Behavior, Logo Overlay, Reverse field Order

3 Custom Attributes
Modify the Custom Attributes. These attributes will depend on the plugins (to control for example GPI Commander, or a Video Router) that are installed on the selected Node.

2 Built-in Attributes

Alpha Key
You can use OnTheAir Node to overlay graphics on top of an incoming signal if you have a video card that supports Keying. To check, refer to the Knowledge Base article here:
http://softron.zendesk.com/entries/303926-which-video-cards-can-you-use-to-key
If you enabled the Key on that Node (Keying set to Internal or External in OnTheAir Node Playback Preferences), you can then enable or disable keying for each individual clip. Be aware though that every time you will enable or disable the key, the output will jump. So we recommend not to switch it often.

Audio Source
Select here what will be the source of the audio that will be outputted:
* Player : The Audio that will be outputted is the audio of the clips played
* Audio In: The Audio that will be outputted is the audio that is getting in the selected video input (and coming for example from your studio)

Volume
You can adjust the volume for every clip. To adjust the volume, select one or more clip and drag the slide bar in the drawer window.

Clip end Behavior
This option sets the way the selected clip(s) should end:
* *Normal :* the clip will end as it is set in the Playback Mode for the playlist. So if the playlist is in Chain Mode, OnTheAir Node will play the next clip, if it is not in Chain Mode, OnTheAir Node will stop after playing the clip. If the playlist is in cue Mode, OnTheAir Node will select the next clip, ready to be cued.
* *Loop :* OnTheAir Node will go back to the beginning of the clip and play it again.

All the other modes available in OnTheAir Live are not available in OnTheAir Manager as you would not want to ask to stop at end to one clip.

Overlay Logo
It is here where you choose the logo to overlay on one or more clip. Don't forget that the logos or graphics files must be in the folder indicated in the preferences and that these files must be in png, tiff or psd and in the resolution 720*576 for PAL or 720 x 486 or 720 x 480 for NTSC, 1920*1080 for HD, 72 dpi, with an extension .png at the end.

To choose which file is to be overlaid, select one or more clips and in the drawer, click on the logo overlay pull down menu and select the file you want.

If you wish to have more complicated Graphics overlay like, tickers, animated logo, clocks, etc. Check our product OnTheAir CG. It can be controlled from OnTheAir Node so you can choose when to overlay your graphics as well.

Reverse Field order
If the editor has exported the clip with the wrong field priority, you can still correct it here.
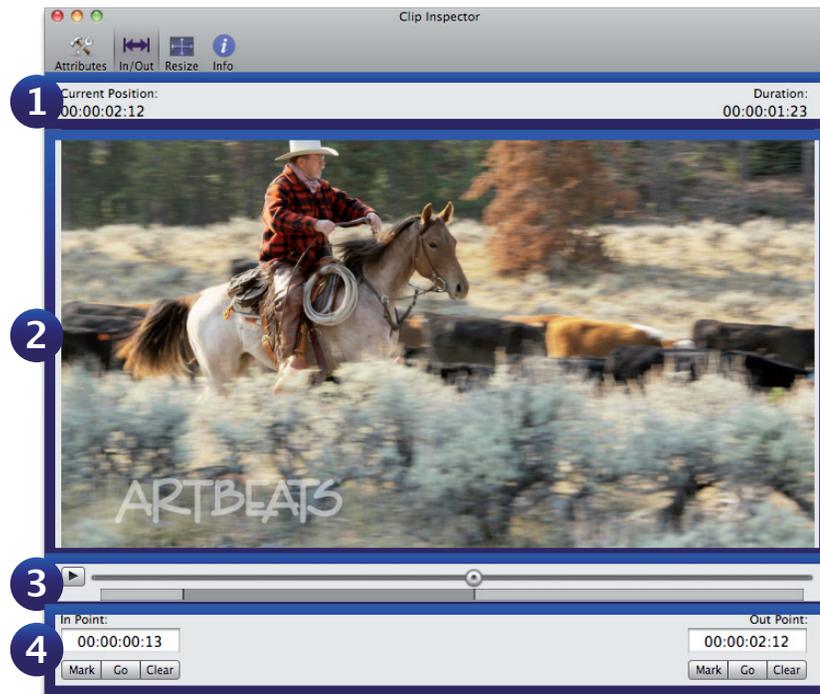
3 Custom Attributes

OnTheAir Node can have Custom attributes which are given by the plugins that you install in the plugin folder of OnTheAir Node. There can be multiple plugins such as:

- GPI Commander: to control a GPI Commander USB converter box (to be purchased separately)
- OnTheAir CG: to control our Character Generator program OnTheAir CG (start, stop, update projects)
- Video Router plugin: you can control almost any Video Router provided the plugin is available. We control video routers using RS232 but may need to develop a specific plugin for you. This development is free of charge. Contact us before you buy OnTheAir Node to make sure that it will be possible to control your router and in which time frame.
- etc... it can be almost anything that has to be controlled by the playout. Contact us if you have some needs, we'll be happy to talk about it.

When you modify the value of a clip Attribute (Built-in or Custom), its title becomes in bold, showing that the value set there is not the default one

When you modify only the Custom Attributes, this icon appears in the playlist:

Clip Inspector : In/Out

1 MovieTime Indicators
- « *Current Position* » : the timecode (start at 00:00:00:00) at the position where the playhead is located
- « *Duration* » : the Clip Duration (considering the in/out points)

2 Preview Window
Video Preview of the Movie

3 Timeline
Scrub/Play into the Movie (you can use standard JKL and arrows shortcuts to move the playhead)

4 In/Out Points
- « *In Point* » : the timecode where the In Point is set.
- « *Out Point* » : the timecode where the Out Point is set.

To set in and out points, you can
- go to a position in the timeline, and use the i and o shortcuts
- click on Mark, Go, Clear button
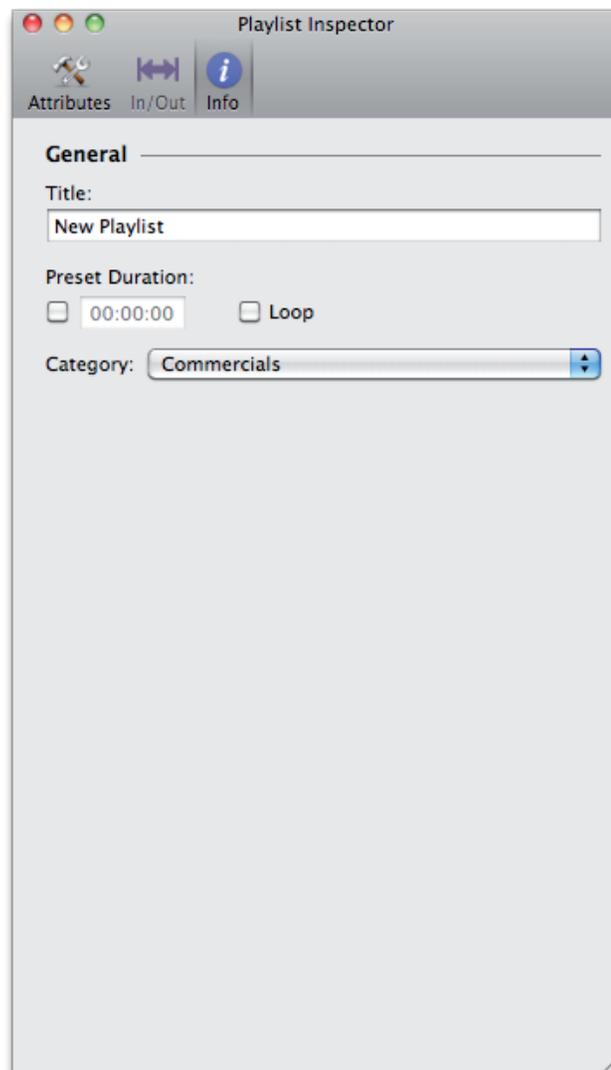- manually type the Timecode In/Out

Beware that these in/out settings are set only for the selected clip in this playlist. It will not change the in and out points of all the occurrences. If you want to do that, you'll have to re-export the clip or copy-paste it from one playlist to another.

Clip Inspector : Info

Info is the tab where you can see different informations such as the full path of the clip, its codec. This can be very useful if you want to check where a media is located, etc...

If you click on a playlist, you'll see that the Info Inspector for the playlist is different, and if you can not modify any setting for a clip, with a playlist you can modify:

- Title : the name of the playlist
- Preset Duration : the duration that you are planning the playlist will be. Be aware that it's the duration you'll see if you drag a playlist in an event, and this is this duration that is taken into account to calculate the Underrun/Oberrun values, not the real duration. If you want the real duration to be taken into account, you must uncheck the preset duration.
- Loop: you can set the playlist in Loop. It will then loop its content until there is a new event with a fixed start time that starts. So in an event, if you place items after this looping playlist, they will not play (and show greyed out).
- Category: you can set the category of the playlist. And remember that when you set a category, the playlist automatically gets all the attributes of its category (logos, GPI, etc...).

Event Inspector : Info

If you click on an event playlist, you'll have even mode information that you can modify. As for example only Events have a start time.

- Description : the name of the event
- Event Category: you can set the category of the event And remember that when you set a category, the event automatically gets all the attributes of its category (logos, GPI, etc...).
- Start Time / End Time / Duration: If you can not drag the event precisely enough in the Calendar, you can still fine tune it here by entering manually the value of the start/end time, and duration.
- Repeat: as with any calendar type of application, you can ask an event to be repeated. This will mean that the same event will be played on different days (always at the same time).
- Behavior:
  * Start/End conditions: This feature is not yet available.
  * Loop: the content of the event will be played in loop until the next event starts
  * Stick to previous: will change the start time of the event so it sticks to the previous event
  * Stick to next: will change the end time of the event so it sticks to the next event.