



PRIME

Playout

Configuration Guide

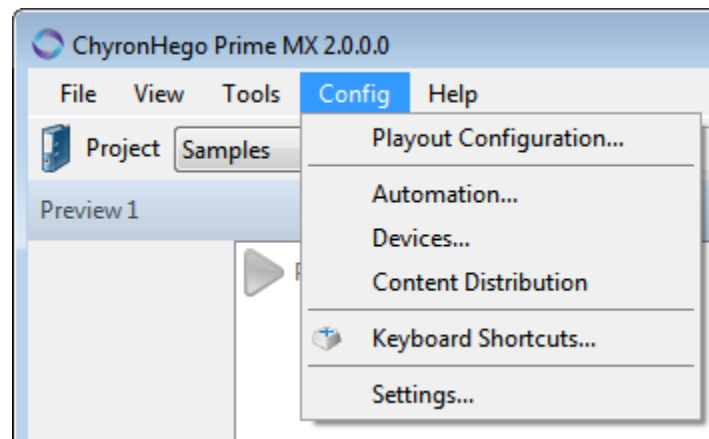
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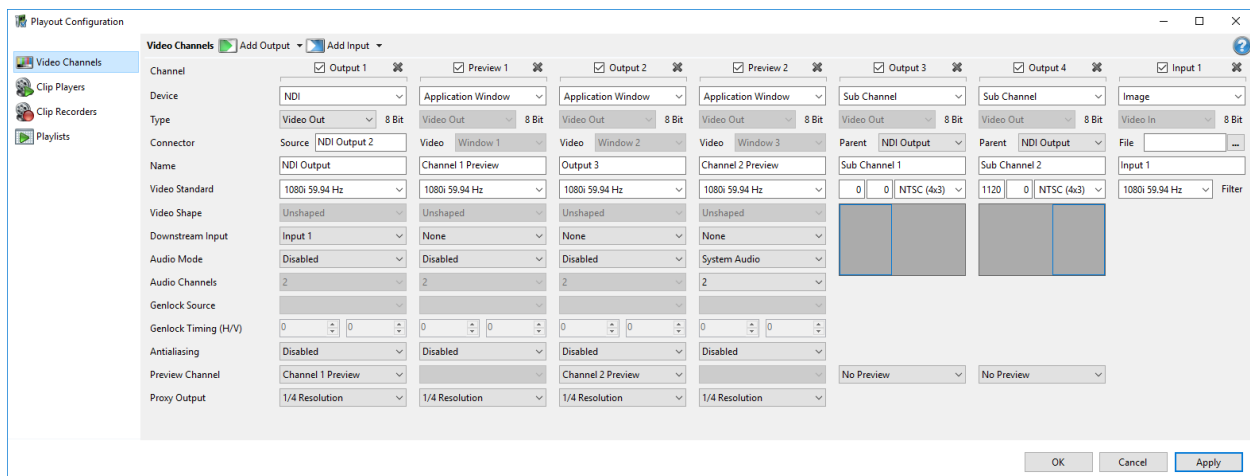
PRIME PLAYOUT CONFIGURATION

The Playout Configuration Panel may be accessed from the Runtime Playout Interface “Config” main menu:



From this dialog you may configure

- Video Channels: Inputs, Outputs, And Preview channels
- Clip Players
- Clip Recorders
- Playlists

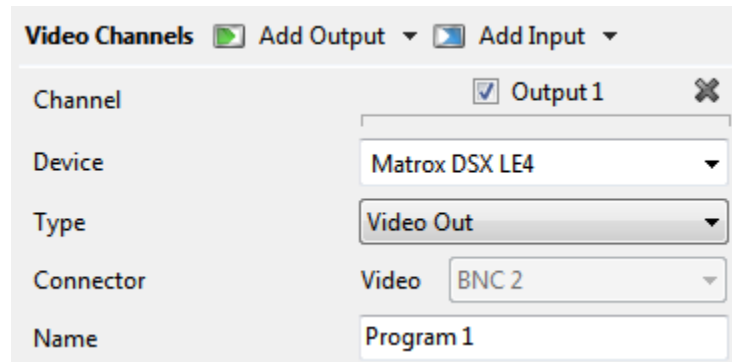


VIDEO CHANNELS

Outputs, Inputs

Add an output or input by clicking their respective toolbar buttons

Channel Properties



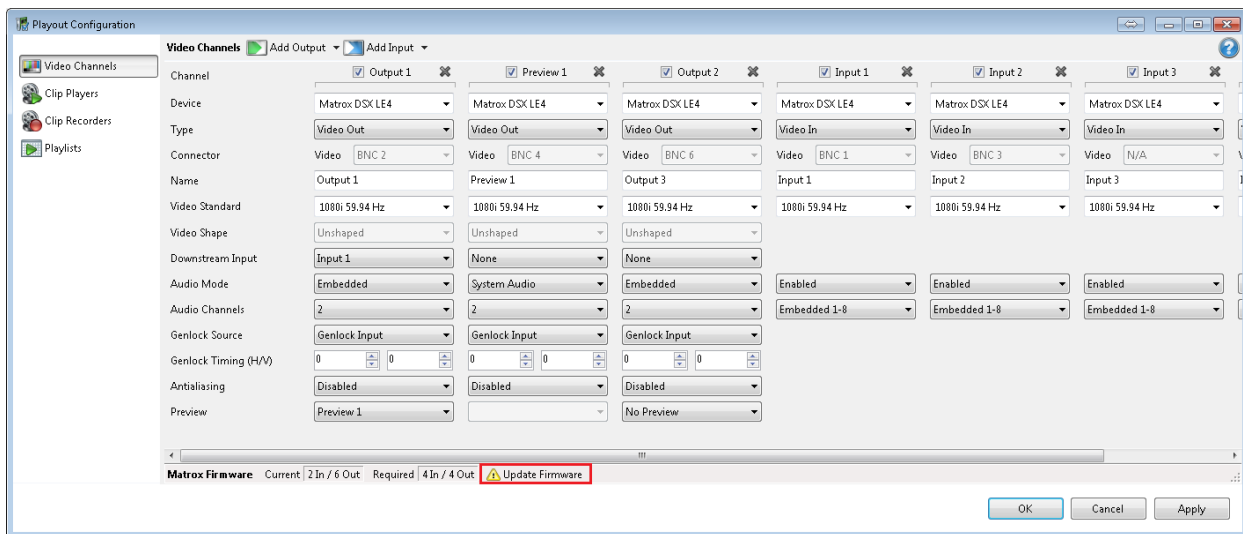
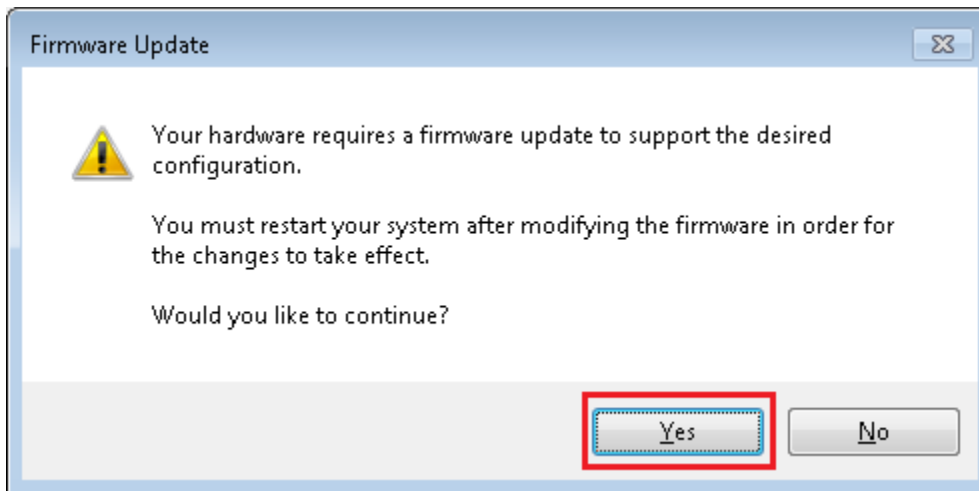
Channel	Shows a check box to enable/disable the channel, the direction of the channel (Input or Output/Preview), and a button to remove the channel
Device	Device types (only installed hardware devices will show up) <ul style="list-style-type: none"> • Matrox DSX LE4 • Bluefish444 Epoch Supernova • NDI • GPU Output • Desktop Window • Application Window • Sub Channel
Type	Selects between Video only, or Video + Key. Note: not all devices support Video + Key Select 8-bit or 16-bit color. 16 bit color allows full 10 bit I/O
Connector	Shows the connector to be used for the device. This may change as other devices are added or removed NDI Input: <ul style="list-style-type: none"> • System: Computer name or IP address • Source: Name of incoming stream NDI Output: <ul style="list-style-type: none"> • Source: User defined stream name.
Name	User defined name that will be shown throughout the application
Video Standard	Output resolution and frame rate to be used for the channel
Video Shape	Setting to Shaped Causes Fill output to be pre-multiplied. Note: Video Shape is only enabled if Type is set to Video + Key Out
Downstream Input	Video input to be used as background video. If set, the Downstream Input can be manipulated from within scenes
Audio Output	Chooses output audio type: None, SDI (Embedded), AES, or System Audio
Audio channels	The number of audio output channels
Genlock Source	The sync source for Genlock: Genlock Input, SDI Input or Internal
Genlock Timing (H/V)	Horizontal and Vertical timing value for Genlock

Antialiasing Sets the antialiasing for the output: Disabled, Multi Sample 2x-16x, Coverage Sample (Quality) 8x-16x

Preview Sets a Preview channel for the output. If a Preview channel is set, scene control panels will show up in the Preview channel when stopped, and in the Output channel when playing

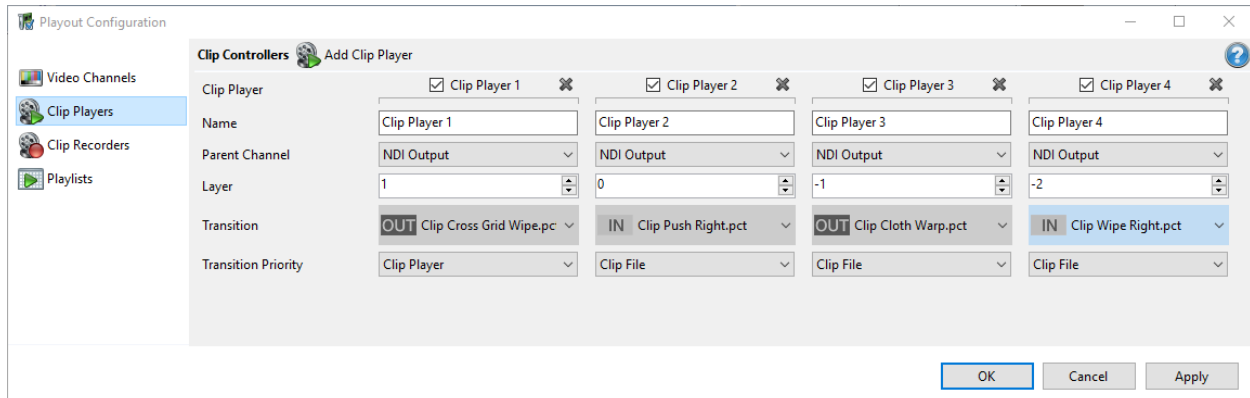
Flashing the Matrox Board

When you change the channel configuration that doesn't match the current board configuration you will be prompted the following:



CLIP PLAYERS

Configures the number available clip players for the system. Clip Players can play clip scene files directly to a Layer on an output channel. Click the Add Clip Player toolbar button to add new clip players.



Clip Player Properties

- **Name** - Assign a user-friendly name to identify the Clip Player throughout the application
- **Parent Channel** - Select a channel from the list. The list will be populated from the configure **output** channels in the “Video channels” section.
- **Layer** - Assign a layer number for which this clip player will use in the output channel. The higher the number the more forward in the order it will play. You can assign negative or positive numbers. If you assign -5 it will likely be a background clip in that channel unless another clip player or graphic scene has a higher negative value.
- **Transition** – Select a file based transition. File based transitions can be created using the Scene Designer. See the Main PRIME User Guide.
- **Transition Priority** – Allows you to select which clip, incoming or outgoing, has the top most priority when transitioning between clips

CLIP RECORDERS

Configures the number of available clip recorders on the system. Click the Add Clip Recorder toolbar button to add new clip recorders

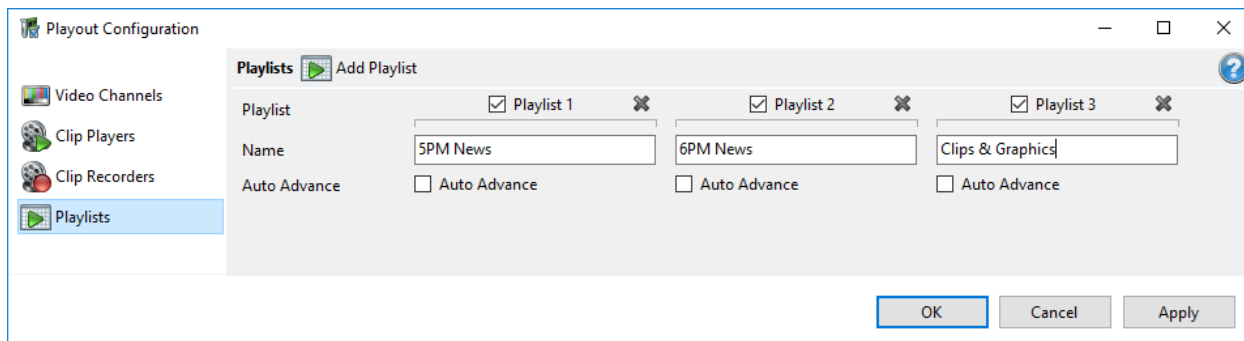


Clip Recorder Properties

- **Parent Channel** - Select a channel from the list. The list will be populated from the configure input channels in the “Video channels” section.
- **Name** - Assign a user-friendly name to identify the Clip Player throughout the application
- **Default Folder** – Sets the default folder to which recorded clips will be saved
- **Default Compression** – Sets the default compression of recorded clips: None (uncompressed), JPEG (better for footage), LZO (better for graphics)
- **Frame Grab** – If set, causes clip player meta data files to be generated when frame grabs are captured

PLAYLISTS

Configures the number of playlist windows to create on startup. Use the Add Playlist button to add new playlist windows.



- **Name** - Assign a user-friendly name to identify the Playlist throughout the application
- **Auto Advance** – Auto advance mode will automatically cue the next item in the playlist