



JUST:live

User's Handbook
for just:live v1.7.0 and later

Last change: 2012-October-05

ToolsOnAir - Broadcast Engineering GmbH
Zirkusgasse 39
1020 Vienna
AUSTRIA

VAT ID: ATU 64362718
Phone: +43 (0) 1 236 8665
www.toolsonair.com
sales@toolsonair.com

Software and user guides described in this document are protected by copyright. No reproduction, distribution or use in whole or in part of any content is permitted without prior authorization of ToolsOnAir - Broadcast Engineering GmbH ("ToolsOnAir"). Any use, for any purpose, not allowed in the terms of the license is strictly forbidden. ToolsOnAir - Broadcast Engineering GmbH uses reasonable efforts to include accurate, complete and current information in this document, however, ToolsOnAir - Broadcast Engineering GmbH does not warrant that the content herein is accurate, complete, current, or free of technical or typographical errors. ToolsOnAir - Broadcast Engineering GmbH reserves the right to make changes and updates to any information contained within this document without prior notice. ToolsOnAir - Broadcast Engineering GmbH shall not be responsible for any errors or omissions contained in this document, and in particular ToolsOnAir - Broadcast Engineering GmbH shall not be liable for special, indirect, consequential, or incidental damages, or damages for lost profits, loss of revenue, or loss of use, arising out of or related to the information contained in this document, whether such damages arise in contract, negligence, tort, under statute, in equity, at law or otherwise. All rights reserved.

© 2012 Tools on Air - Broadcast Engineering GmbH
All trademarks and registered trademarks are the property of their respective owners.



TABLE OF CONTENTS

1. About the just:live Interface	1
2. just:live User Interface	2
2.1 Connecting to a Channel.	2
2.2 Managing Channel Connections.	2
2.3 Preferences.	3
2.4 Overview.	5
2.5 Library.	6
2.6 Preview Area.	7
2.7 Preview Area + Built-in Channel	8
2.8 Preview Area + just:connect Channel	8
2.9 Buffer Status.	8
2.10 Timeline.	9
2.11 Workbench Views	10
2.12 Workbench Views: List View	10
2.13 Workbench Views: "Instant Interface"	12
2.14 "Instant Interface": Poster Frame States	13
2.15 Inspector: Standard Attributes, Video & Audio	14
2.16 Inspector: Graphic Specific Settings	16
2.17 Finished Actions	17
3. Creating a Rundown	18
3.1 Saving and Opening Shows	18
3.2 Defining the Default Attributes of a Folder	19
3.3 Adding and Removing Folders	19
3.4 Adding an Element to the Workbench.	20
3.5 Loading Elements to the Timeline.	20
3.6 Using Videos on FX Layers	21
3.7 Video Preview and In/Out-Point Definition	21
3.8 Multiselection of Elements in the Workbench	21
3.9 Duplicating Elements in the Workbench	22
3.10 Splitting a Video Clip	22
3.11 Cueing a Video Clip.	22
3.12 Playing Elements Consecutively	23
3.13 Finished Actions in Detail	23
3.14 Building GPI/Router Control Events.	24
3.15 Using GPI/Router Control Events	24
3.16 Removing Elements from the Timeline/Workbench.	24

4. Control	25
4.1 Using the Keyboard to Control just:live	25
4.2 Using the Contour ShuttlePRO v2 to Control just:live	26
4.3 Using the Euphonix MC Transport to Control just:live	27
5. Customizing The UI	29
6. Custom FX Layer Control Interfaces	30
7. Graphic Elements	31
8. ToolsOnAir Helpdesk	33
9. Known Issues	33
10. Appendix	34
10.1 Aspect Ratio Control	34
10.2 VDCP Support	35
10.3 MOS Support	35

ABOUT THIS DOCUMENT

This document is a guide for the just:live user. It contains all necessary information on how to use the just:live user interface. We make these assumptions:

- You are familiar with the Macintosh environment.
- The just:live system has been properly configured by your system administrator.
- The system has been properly tested and no errors have occurred during the testing period.
- After reading this document the user understands how to use just:live.
- The user is aware of the third party hard- and software used with the same system.
- The user knows how his particular channel is configured and how to use the specific functions.
- The user knows how to react if a problem occurs, has access to the support system and knows how to report a bug or feature request.

1 ABOUT THE JUST:LIVE INTERFACE

The just:live graphical user interface (also called "just:live UI") represents a simple way to add videos and graphics (such as inserts, tickers or information templates) to your live rundown. Videos and realtime graphics can be collected in a show long in advance, making it possible that you only have to handle the footage needed during the production.

2

JUST:LIVE USER INTERFACE

2.1

JUST:LIVE USER INTERFACE

CONNECTING TO A CHANNEL

Start the just:live application in the folder "/Applications/Just Live". The "Connect to channel..." window appears.



Choose a channel here and enter your username and password. Click the "Connect" button to start the just:live UI with the selected channel activated.

To use the internal channel, select "Built-in Channel" from the channels drop-down box. If the "Built-in Channel" does not appear here, just:out is already started on this machine and therefore using the "Built-in Channel" is not possible.

Using the "Built-in Channel" is for testing purposes only. This kind of channel is much easier to setup and you can see the "On Air" window directly in the user interface. However, a crash of the application would stop the playout. Needless to say, all functions provided by just:connect (multi channel, multi concurrent control, user control, etc.) are not available.



Note

You will get a warning if access is denied. If you see a message beginning with one of the following words please contact your system administrator.

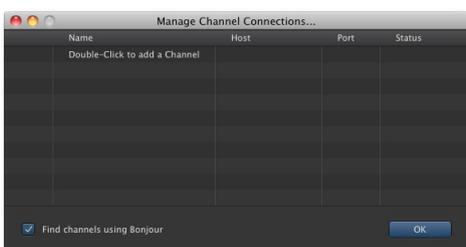
- Message 1: Sorry, User...
- Message 2: Sorry, Interface Client...
- Message 3: This channel is only for use with just:live!

Once the just:live UI has been started it will gather the channel information from just:connect (or initialize the "Built-in Channel") and present the information through the user interface to you.

2.2

JUST:LIVE USER INTERFACE

MANAGING CHANNEL CONNECTIONS

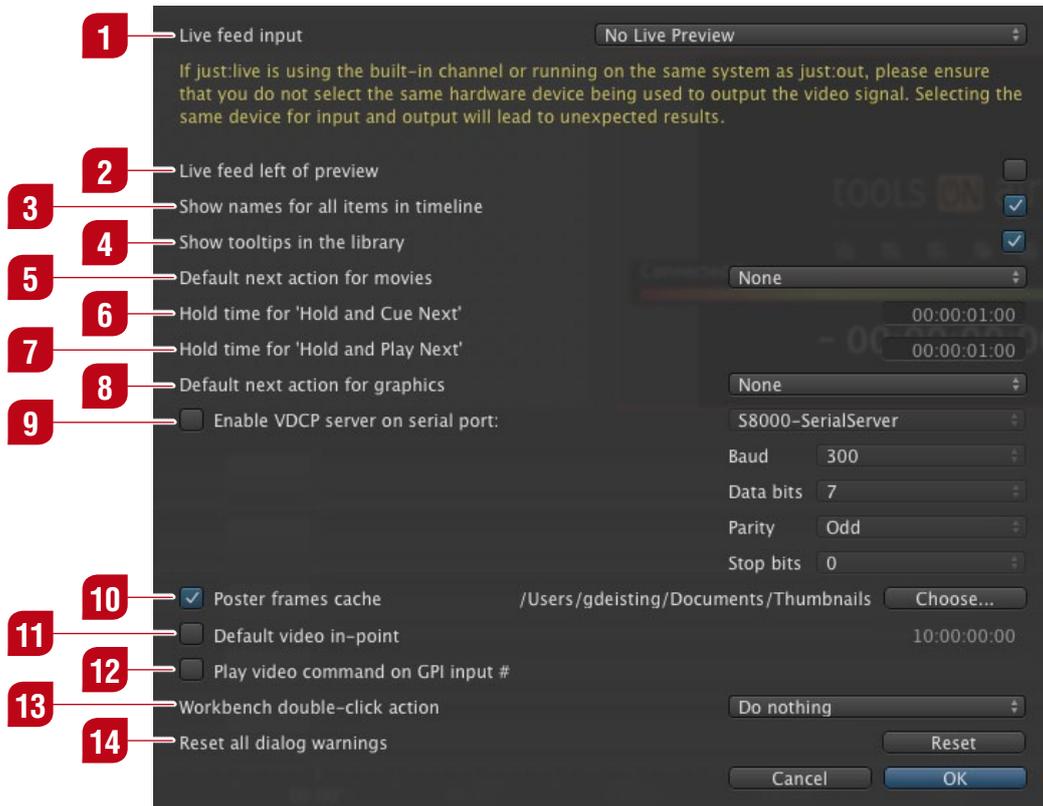


By clicking on the sprocket icon you can flip the login window. Here you can define fixed hosts to which you may want to connect.

This kind of setup should have been done by your system administrator. Please contact your administrator before making any changes.

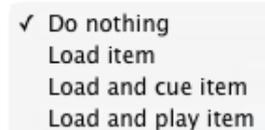
PREFERENCES

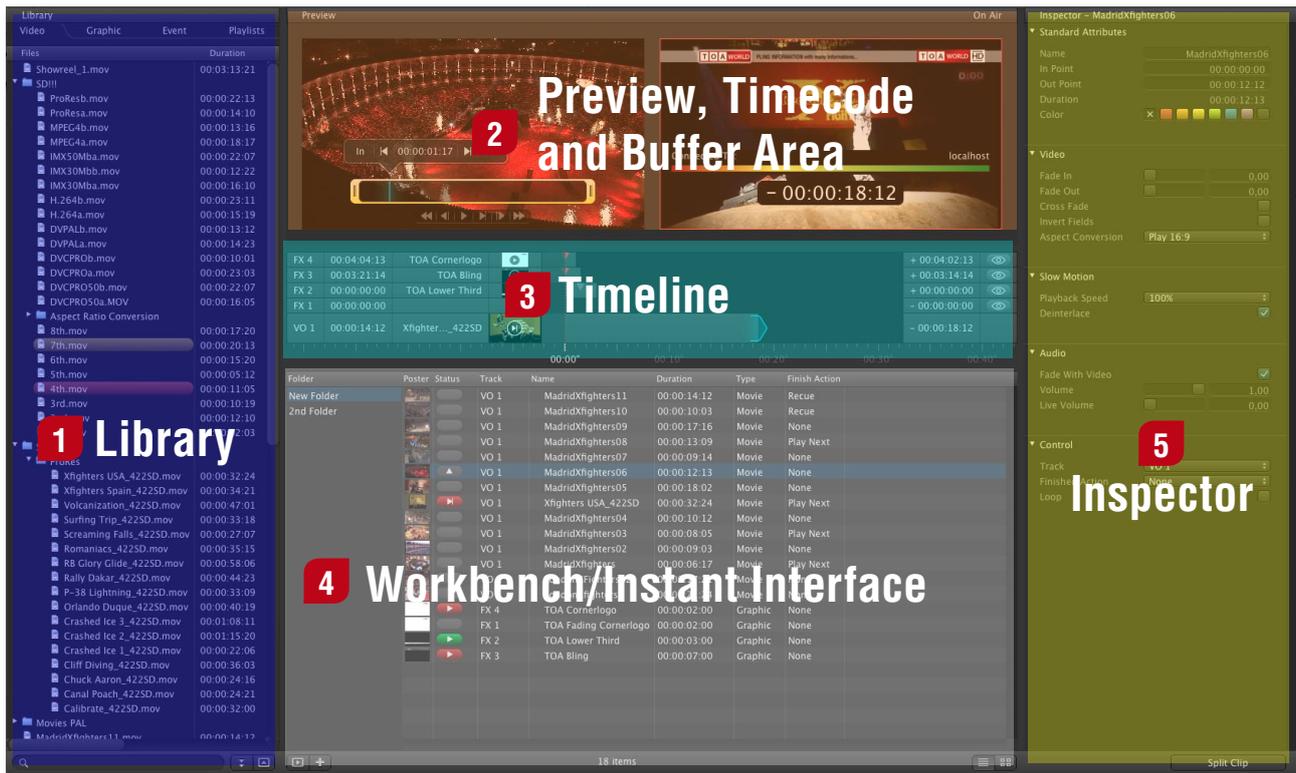
The actual setup and configuration of a channel is done in just:connect by your system administrator. The whole channel is defined there (number of activated layers, usage of a FX layer for the station ID ("bug"), user permissions for a particular channel, etc.). But there are also some settings which are related to the just:live UI installed on a particular machine. To configure a copy of just:live, open the preferences dialog in the menu "Just Live » Preferences".



- 1 Live feed input**
Depending on the hardware setup done by your system administrator, a video device will be selected in this drop-down box. This video device receives a video signal which will be shown in the "On Air" window. Do not select a video device here which is already used by just:out. Contact your system administrator if you are unsure.
- 2 Live feed left of preview**
When enabled, the "Preview" and "On Air" windows are swapped.
- 3 Show names for all items in timeline**
When enabled, the name labels of all clips in the timeline are always displayed. When disabled, the clip names in the timeline are only displayed when hovering above them with the mouse.
- 4 Show tooltips in the library**
Activating this option gives you additional information about an item in the library when you hover above it with the mouse for a short period of time. Disable this feature if you do not need tooltips.

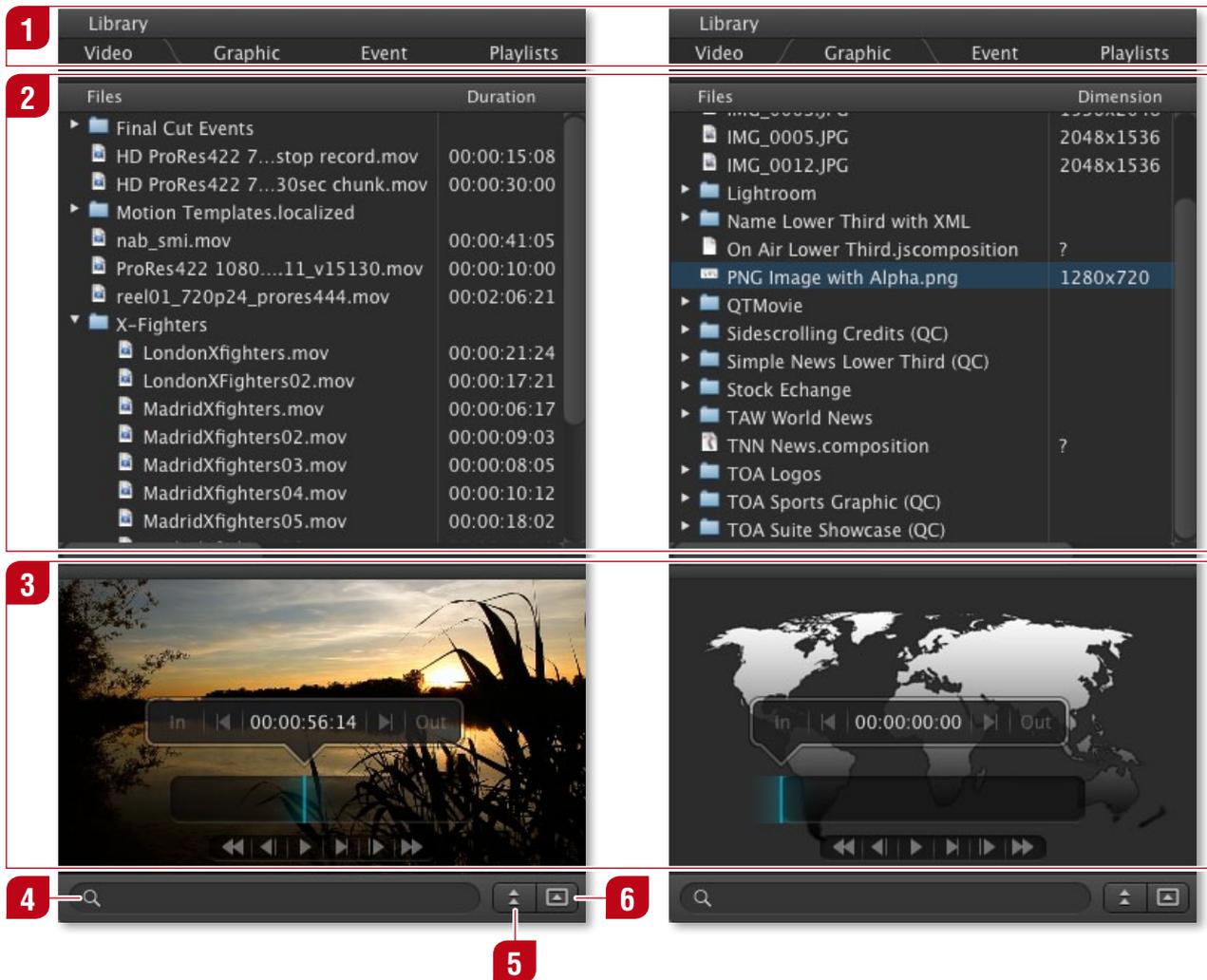
- 5 Default next action for movies**
This option allows you to predefine the default end action for every video which is dropped into the workbench. This preset can be overruled later for each video element using the inspector.
- 6 Hold time for 'Hold and Cue Next'**
This setting allows you to define how long the last frame of a video will be "held" before the next clip will be cued.
- 7 Hold time for 'Hold and Play Next'**
This setting allows you to define how long the last frame of a video will be "held" before the next clip will be played.
- 8 Default next action for graphics**
This option allows you to predefine the default end action for graphic elements which are dropped into the workbench. This preset can be overruled later for each graphic element using the inspector.
- 9 Enable VDCP server on serial port**
Enables the "Video Disk Control Protocol Server" (also see appendix "VDCP Support"). Contact your system administrator for the proper settings (depending on the serial device you want to use).
- 10 Poster frames cache**
This defines the folder where poster frames will be saved. By default the poster frames are saved in the folder "Poster Frames" inside of the "Documents" folder of the current user. This option is enabled by default. Disable it to suppress the creation of new poster frames in the workbench of just:live.
- 11 Default video in-point**
This option is disabled by default. Enable it to enter a timecode value. Once enabled, the in-point of QuickTime movies which are dragged from the library into the workbench will be set to the specified value (assuming that the QuickTime movie contains timecode). This is useful if all of your QuickTime movies contain a trailer or countdown before the actual video content starts.
- 12 Play video command on GPI input #**
Here you can define the GPIin which should execute the play command.
- 13 Workbench double-click action**
Only available when the workbench is in list mode. This defines the action which is executed when double-clicking an element in the workbench. The options are visible in the image on the right.
- 14 Reset all dialog warnings**
Pressing the "Reset" button enables dialog warnings again.





- 1 Library**
Divided in four tabs, the library shows QuickTime movies, graphic elements, events and saved playlists. Related metadata will also be shown (if available). A search field and the possibility to show a preview window complement the library.
- 2 Preview, Timecode and Buffer Area**
The "Preview" window is on the left and the "On Air" window on the right. Use the "Preview" window to preview a selected video clip or to define a new in/out-point for a selected video clip (using the yellow trimmer). The "On Air" window shows – depending on whether you are connected to the "Built-in Channel" or a just:connect channel – the final output (including the timecode and the buffer status) or only the timecode.
- 3 Timeline**
Shows all video clips, graphic elements and events loaded or already playing out (including the element names, the elapsed/remaining time info and the layers' "Play" buttons). The layer visibility is defined from top to bottom.
- 4 Workbench/Instant Interface**
This is the place where video clips, graphics, etc... are collected for the final payout. Folders can help you to organize and manage complex shows. You can choose between the list view and the poster frame view. Use the view which fits your needs best.
- 5 Inspector**
Here you can modify attributes of one or multiple selected elements.

LIBRARY

**1 Tabs**

The "Video" and "Graphic" tabs show the content of the video/graphic repository folders (which were defined by your system administrator in just:connect). The third tab is labeled "Event" and displays router controls (if such controls are available). The fourth tab labeled "Playlists" displays the contents of the playlist repository folder defined in just:connect. You can drag a playlist from the library and drop it into the workbench to add the content of the playlist to the show. Playlists previously defined in just:live and Final Cut Pro XML playlists are supported.

2 Repository Folder View

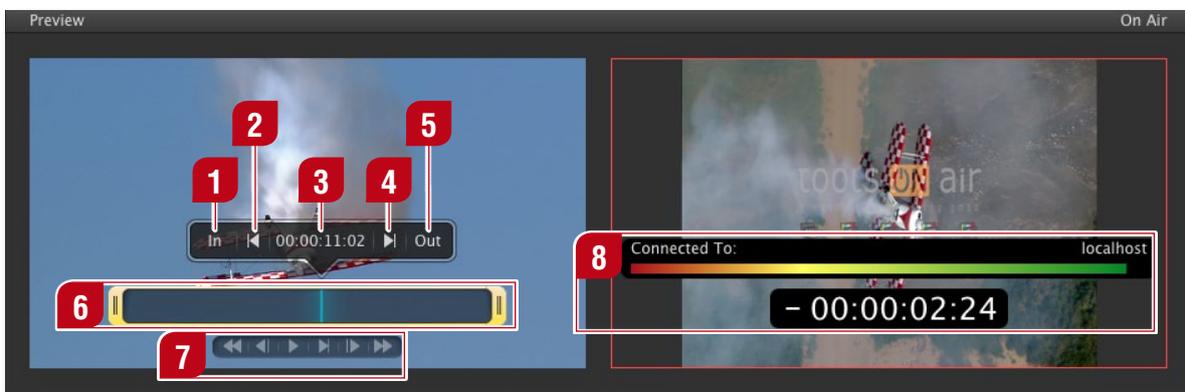
Displays the content of the repository folders in a similar fashion as the Finder's list view (including media related metadata). You can scroll vertical to see all items stored in the repository folders and horizontal to see the media related metadata. Move the mouse to the beginning of a column separator, click-hold the mouse button and move the mouse to the left or right to change the column width. Click-hold a column header and move the mouse left or right to change the order of the columns. In the library it is not possible to remove columns.

3 Preview

Preview of selected video or graphic. Use the "Preview" button to show or hide the preview window.

- 4 Search Field**
Allows you to search for files. Click on the magnifying glass to select the metadata field you want to browse. After typing in a text, only elements which match this text will be shown in the library. Note that the search is also tab related which means that the search field is usable for each tab separately.
- 5 Library Preview Button**
Press this button to show or hide the library preview window. You can use the mouse wheel or the "Preview" window to scrub through a video file. You can not set an in/outpoint here.

2.6 JUST:LIVE USER INTERFACE
PREVIEW AREA



- 1 In-Button**
Defines the in-point of a video clip. You can also use the yellow trimmer to define the in-point by using your mouse (click-drag).
- 2 Go to In-Point**
Moves the CTI to the defined in-point.
- 3 CTI Position**
Shows the timecode of the CTI position.
- 4 Go to Out-Point**
Moves the CTI to the defined out-point.
- 5 Out-Button**
Defines the out-point of a video clip. You can also use the yellow trimmer to define the out-point by using your mouse (click-drag).
- 6 Trimmer and CTI**
The yellow trimmer is a visual representation of the in/out-point. When dragging a video clip from the library to the workbench, the "active play" area marked in QuickTime Player is used to automatically set the video's in- and out-point. Using the blue CTI you can scrub through the video, which allows you to get a better overview.

7 Control



Rewind



Play/Pause



Fast forward



Step one frame backward



Step one frame forward



Play selected range

8 Timecode Information Overlay

When using the "Built-in Channel", this overlay shows the buffer status and the name of the channel you are connected to. The timecode overlay shows the current time, elapsed time or remaining time. Click it to switch modes.

2.7

JUST:LIVE USER INTERFACE

PREVIEW AREA + BUILT-IN CHANNEL



When using the "Built-in Channel", the "On Air" window shows the engine's output (all videos and graphic elements but not the incoming live video signal). Also, the "On Air" window is overlaid with the buffer status and the timecode information.

2.8

JUST:LIVE USER INTERFACE

PREVIEW AREA + JUST:CONNECT CHANNEL



When using a channel administered by just:connect, there will be no "On Air" window showing the engine's output. Instead, a floating just:live timecode window will be shown.

If you want to see the actual engine output and the engine's buffer status, you need to activate the "Preview" and "Diagnostics" window in the just:out you are connected to.

2.9

JUST:LIVE USER INTERFACE

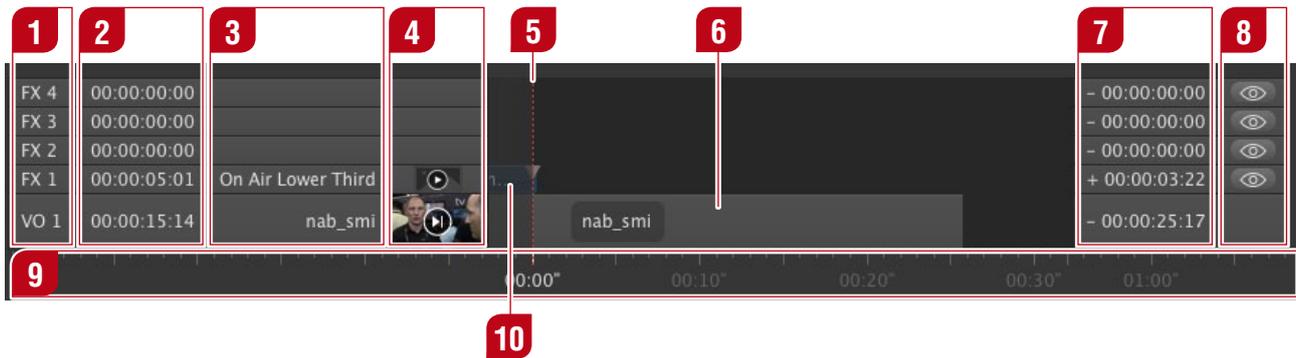
BUFFER STATUS



When using the "Built-in Channel" you see the buffer status bar inside the "On Air" window.

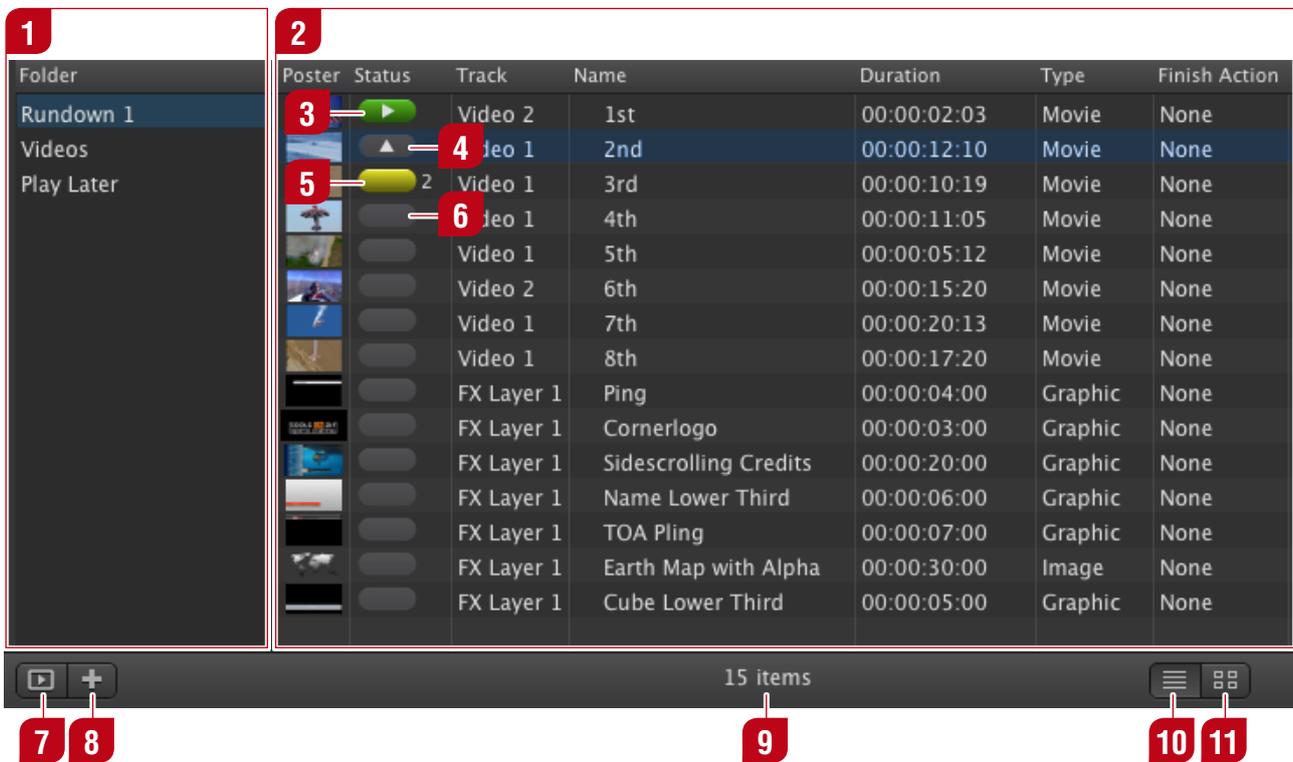
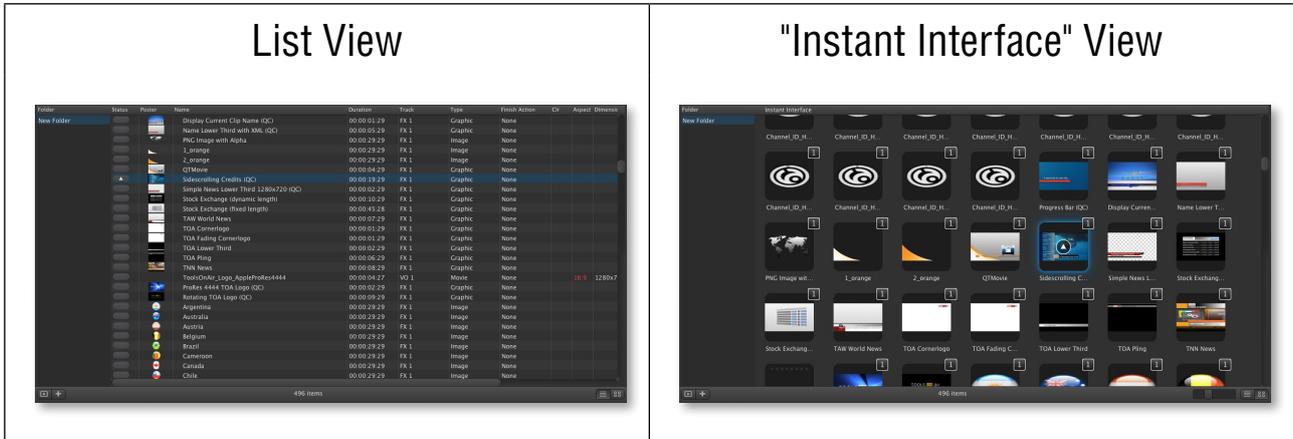
Green buffer status is good but if the buffer reaches the red range, it should recover in time, otherwise the playout will stagger. Please consult your system administrator for further information.

TIMELINE



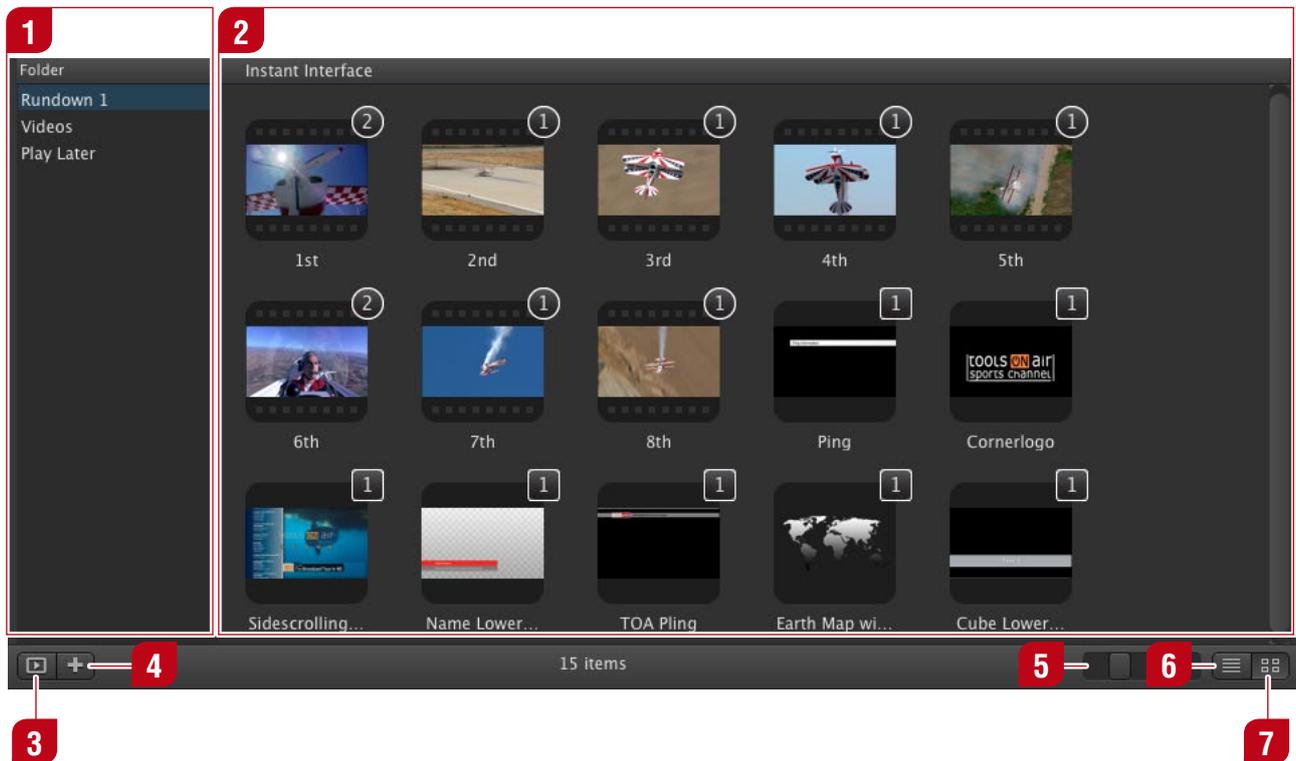
- 1 Layer Name**
Each layer has a name. Your system administrator can change the names in just:connect.
- 2 Elapsed Time**
Elapsed time of an element.
- 3 Element Name**
Displays the name of the currently active element
- 4 Poster Frame**
Shows (if available) the poster frame of an element.
- 5 CTI**
Current time indicator, indicates the current position.
- 6 Video Element**
A video element.
- 7 Remaining Time**
Remaining time of an element.
- 8 Hide Layer Buttons**
Clicking the  icon toggles the "hidden" attribute of a layer. Visibility of hidden layers can be changed in the menu "Window » Show Hidden Layers"
- 9 Timeline Ruler**
The scale of the timeline ruler can be changed by using your mouse wheel while hovering above the timeline's ruler. The timeline can either be static or rolling ("Window » Static Timeline Ruler"). In static mode the timeline ruler description starts with zero, in rolling mode the description equals the engine time.
- 10 Graphic Element**
A graphic element.

just:live provides two different views to organize and view your elements which are ready for being aired. The following chapters explain the differences and functions.



- 1 Folder List**
You can create folders to organize files. Click the "+" button to add a folder or press the backspace key to remove a selected folder.
- 2 Element List**
Lists the content of the currently selected folder.
- 3 Play Element**
The green status means that the element is scheduled. Clicking the status button airs the element. Holding down the command key while clicking the "Play" button cues the first frame instead of playing the clip. This also works while the clip is playing out.
- 4 Selected Element**
Clicking this status button adds the corresponding element to the timeline.
- 5 Loaded Element**
The yellow status means that the element is scheduled. It has to wait until the preceding elements have finished. Each element of this type has a number beside it which indicates the scheduled order.
- 6 Element**
This element is not selected and not scheduled.
- 7 Folder View Button**
Click this button to hide or show the folder list.
- 8 Add Folder**
Click this button to add a folder. Use the inspector to rename folders.
- 9 Item Count**
Displays the item count of the currently selected folder.
- 10 List View**
Toggles the list view.
- 11 "Instant Interface" View**
Switches to the "Instant Interface" view.

WORKBENCH VIEWS: "INSTANT INTERFACE"

**1 Folder List**

You can create folders to organize files. Click the "+" button to add a folder or press the backspace key to remove a selected folder.

2 Poster Frames

Shows the content of the selected folder, where each element is displayed with its poster frame. The different symbols and colors are explained in the next chapter.

3 Folder List Button

Click this button to hide or show the folder list.

4 Add Folder

Click this button to add a folder. Use the inspector to rename folders.

5 Poster Frame Size

Use this slider to adjust the poster frame size.

6 List View

Switches to the list view.

7 "Instant Interface" View

Toggles the "Instant Interface" view.

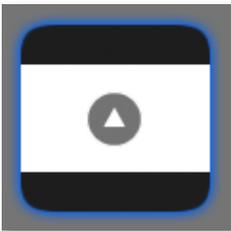
"INSTANT INTERFACE": POSTER FRAME STATES

The instant interface uses different symbols and colors to display the content of your folders and the states of their containing elements.



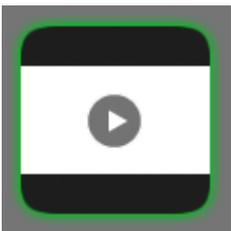
Not Selected

Represents a video/graphic which is not selected.



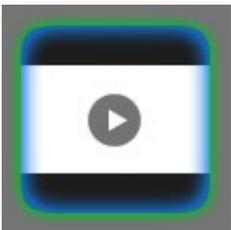
Selected

Represents a video/graphic which is selected. Clicking the arrow inside loads the element on the target layer you have defined in the inspector.



Not Selected & Ready to Play

Represents a video/graphic which is scheduled. This element is not selected and ready to play. Clicking the play button inside airs the element.



Selected & Ready to Play

Represents a selected video/graphic which is scheduled. Clicking the play button inside airs the element.



Following Item

Represents an element which is scheduled but currently not on air. Each element of this type has a number inside which indicates the scheduled order.



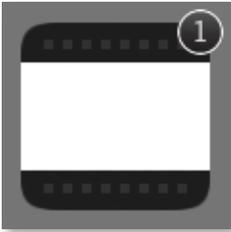
Playing

This element is currently on air.



FX Layer

This additional number in the upper right corner of a graphic element shows the layer in which the element will be loaded. This will not be shown if only one FX layer is activated for this channel.



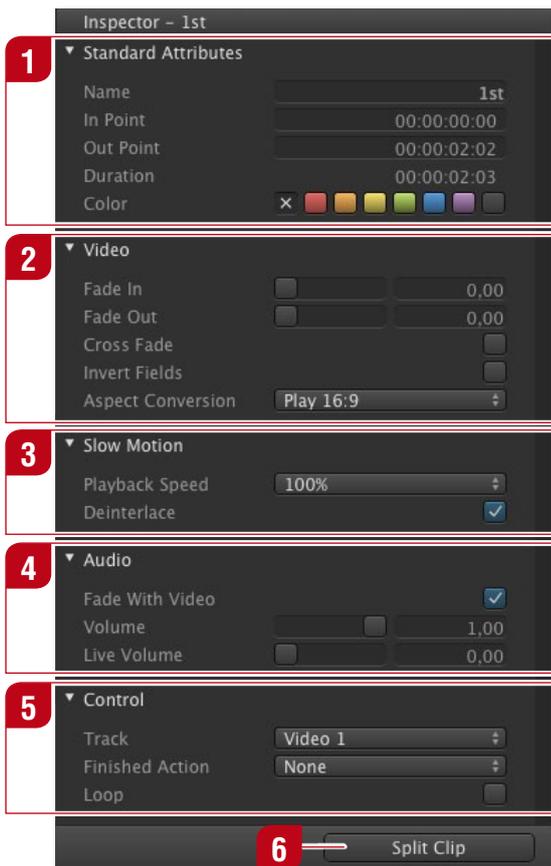
Video Layer

This additional number in the upper right corner of a video clip shows the layer in which this element will be loaded. This will not be shown if only one video layer is activated for this channel.

2.15

JUST:LIVE USER INTERFACE

INSPECTOR: STANDARD ATTRIBUTES, VIDEO & AUDIO



1 Standard Attributes
Default attributes of a selected element.

2 Video
Several video specific attributes.

3 Slow Motion
Allows you to set the playback speed of a video clip (25%, 33%, 50%, 66%, 75% and 100%).

4 Audio
Several audio specific attributes.

5 Control
Several control specific attributes.

6 "Fast Access" Button

- **Playlist** is selected: The button allows you to save the selected playlist.
- **Graphic** is selected: The button allows you to reset all input ports (= reset all attributes to their default value).
- **QuickTime movie** is selected: The button allows you to split the clip.
- **Still image** is selected: The button is disabled.

1 Standard Attributes

- **Name:** Can be used to change the name of a selected element.
- **In/Out Point:** Defines the in/out-point of a selected element.
- **Duration:** Allows you to control the duration of a selected element.
- **Color:**



An element may have a color defined by selecting it in the inspector. The color of each element is also shown in a column in the workbench (if this column is enabled). When dragging and dropping elements from the library, the "Finder" color (if defined) will automatically be set for the element and shown in the workbench.

2 Video

- **Fade In/Out:** Videos can fade-in or fade-out up to 10 seconds from and to black.
- **Cross Fade:** When enabled, video clips cross fade from the "live" video input at the start and back to the "live" video input at the end (according to the "Fade In" and "Fade Out" settings). When not enabled, a video clip with fade-in or fade-out will fade from or to black instead of the live video input.
- **Invert Fields:** When enabled, video fields are inverted. DV PAL footage uses lower field first. This can be changed during playout of the selected clip and will be executed immediately depending on the video buffer set in just:out preference pane by your system administrator.
- **Aspect Conversion:** Defines how to handle the aspect ratio of the selected QuickTime movie. Your system administrator should already have a setting predefined in the just:out preferences. Several options are available depending on the direction of the conversion. For a visual description please refer to the chapter "Aspect Ratio Control" in the appendix at the end of this document.

3 Slow Motion

- **Playback Speed:** This setting allows you to play the video at a slower frame rate than the original frame rate. Select the speed here or use one of the available shortcuts which you can find under the "Edit" menu.
- **Deinterlace:** Choose if the selected clip should be deinterlaced when slow motion is enabled.

4 Audio

- **Fade With Video:** When enabled, the audio will automatically fade with the video's fade-in and fade-out settings.
- **Volume:** Allows you to adjust the volume of a selected video clip with a value between 0 (muted) and 1 (full volume).
- **Live Volume:** The "Live Volume" attribute is the same as the "Volume" attribute but relates to the volume of the live input. By default, the "Volume" attribute is set to 1 (full volume) and the "Live Volume" property to 0 (muted).

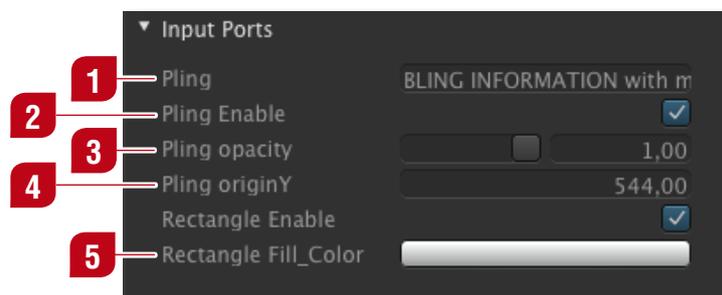
5 Control

- **Layer:** just:live reflects the activated layer count for the active channel, so there can be multiple layers available for playout. If you have more than one video or FX layer, you can load an element to the layer of your choice. Select the element, then set the target layer you want to use in the inspector.
- **Finished Action:** See chapter "Finished Actions".
- **Loop:** See chapter "Finished Actions".

2.16

JUST:LIVE USER INTERFACE

INSPECTOR: GRAPHIC SPECIFIC SETTINGS



1 Text Field

Text in this field can be changed at any time. It accepts all characters.

2 Checkbox

A checkbox is a boolean value (it can be unchecked or checked, "false" or "true"). In this case the checkbox enables or disables a certain element inside of the selected graphic.

3 Slider

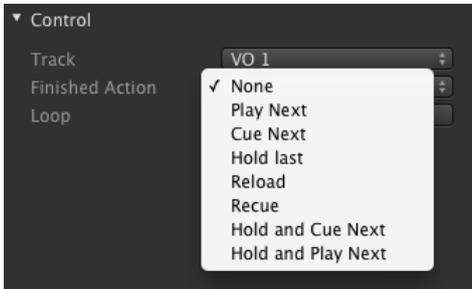
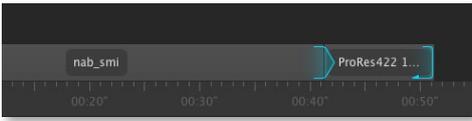
A slider can be used to define a value roughly. The exact slider value is displayed in the text box on the right of it. This text box can also be used to modify the slider's value. A slider value has a minimum and maximum value.

4 Number Variable

A number value which can be positive or negative.

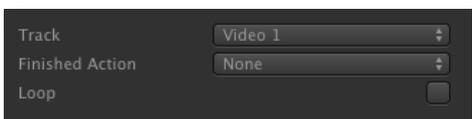
5 Color Value

Clicking on the colored bar opens a color picker.



An element can have a so called "Finished Action". You can set the "Finished Action" of an element in the inspector inside the "Control" section.

None	Output switches back to live.
Play Next	Automatically plays the next scheduled element.
Cue Next	Cues the first frame of the next element.
Hold Last	Holds the last frame.
Reload	Reloads the clip, output switches to live input (not available when "Loop" is activated).
Recue	Recues the clip and waits at the first frame (not available when "Loop" is activated).
Hold and Cue Next	Holds the last frame and cues the first frame of the next element after the predefined time (default 1 second)
Hold and Play Next	Holds the last frame and plays the next element after the predefined time (default 1 second)



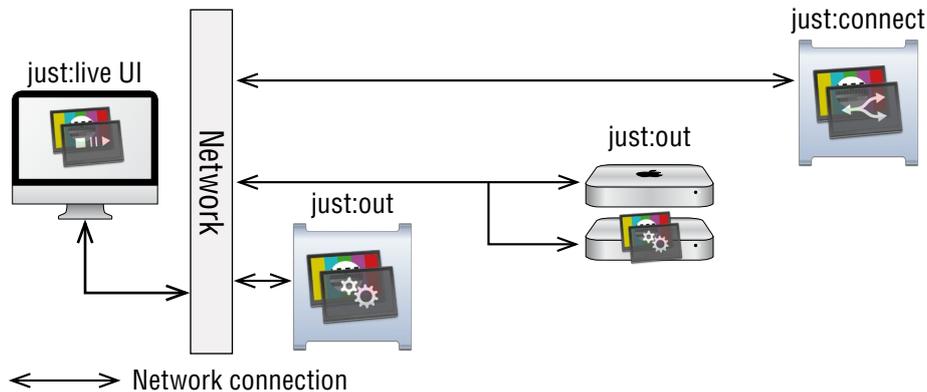
In addition to the "Finished Action" you can define that a clip should play in a loop. Doing so the clip will be on air until you disable the loop attribute (the clip will play until its end and will then execute the finished action) or until you click on the "Play" button (this will skip the remaining frames of the clip and executes the "Finished Action" immediately).

3

CREATING A RUNDOWN

Make sure that the channel is ready by checking the following points (contact your system administrator if you are unsure).

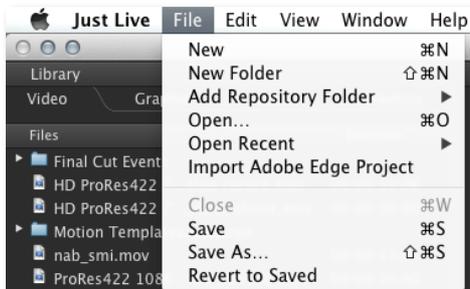
- **just:out** is running
 - **just:connect** is running
- } or **just:live** is running with the "Built-in Channel"



3.1

CREATING A RUNDOWN

SAVING AND OPENING SHOWS



When you start the just:live UI, a new "Show" with the name "Untitled" is generated automatically. In a show, the status of the workbench and the timeline are saved and therefore can be recalled whenever needed.

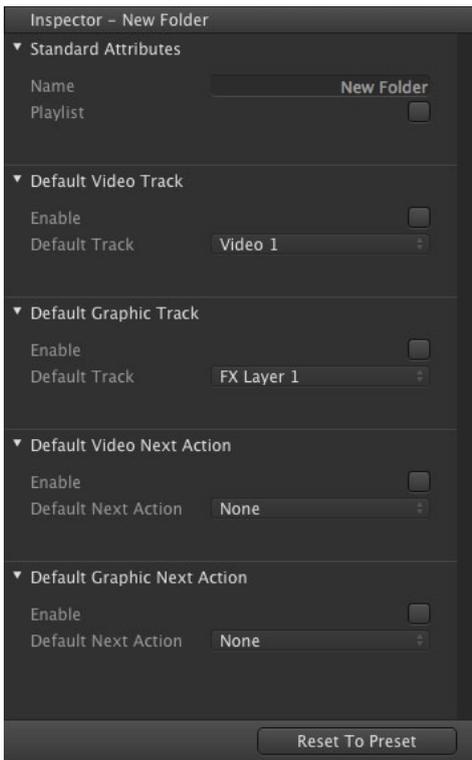
To save a show go to the "File" menu and select "Save" or "Save as...". To close the current show and open a previously saved show go to the "File" menu and select "Open..." (or select one of the shows shown under the "Open Recent" menu).

Changing the show is only possible when there is no clip playing in the timeline. A warning will be displayed before the current show is closed.

3.2

CREATING A RUNDOWN

DEFINING THE DEFAULT ATTRIBUTES OF A FOLDER



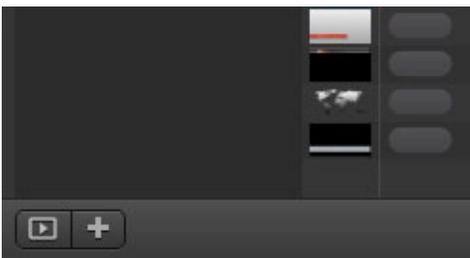
To define the attributes of a folder, select the folder in the workbench and define the attributes in the inspector. In addition to the attributes of the folder itself you can also predefine the layer selection and the default finished action for each video and graphic element dropped into that folder.

Activating the "Playlist" option adds a playlist icon besides the folder name in the workbench. Clicking once on this icon loads all elements into the timeline in the order in which they are listed in the workbench. This feature is very useful if you want to load several elements into the timeline with a single click. This feature is only available when using the list view in the workbench.

3.3

CREATING A RUNDOWN

ADDING AND REMOVING FOLDERS



A show can have one or several folders. As in the operating system, a folder allows you to add a logical structure to your data by separating and collecting items into different folders. You can add a folder by pressing the "+" button at the bottom of the folder list in the workbench, or by selecting "New Folder" under the "File" menu.

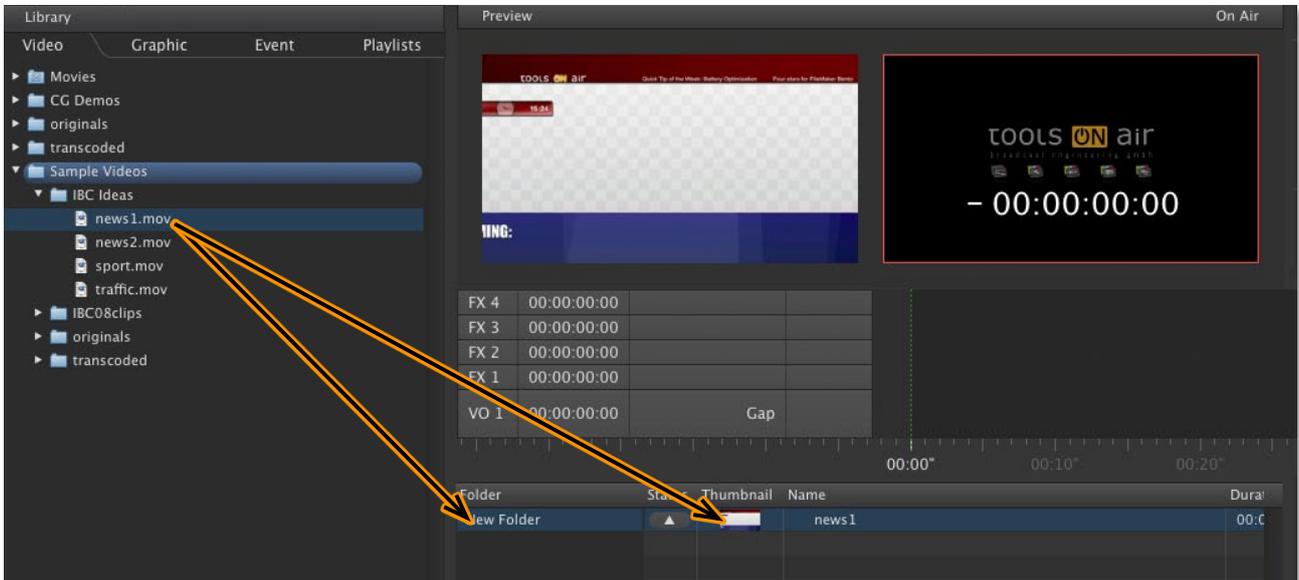
To remove a folder from the show (including the items within the folder), select the folder and press the backspace key on your keyboard. The items within the folder will not be deleted from the disk.

3.4

CREATING A RUNDOWN

ADDING AN ELEMENT TO THE WORKBENCH

In order to play out videos, graphics or to send GPI/Router commands you first have to drag them from the library and drop them into the workbench – as demonstrated in this screenshot.



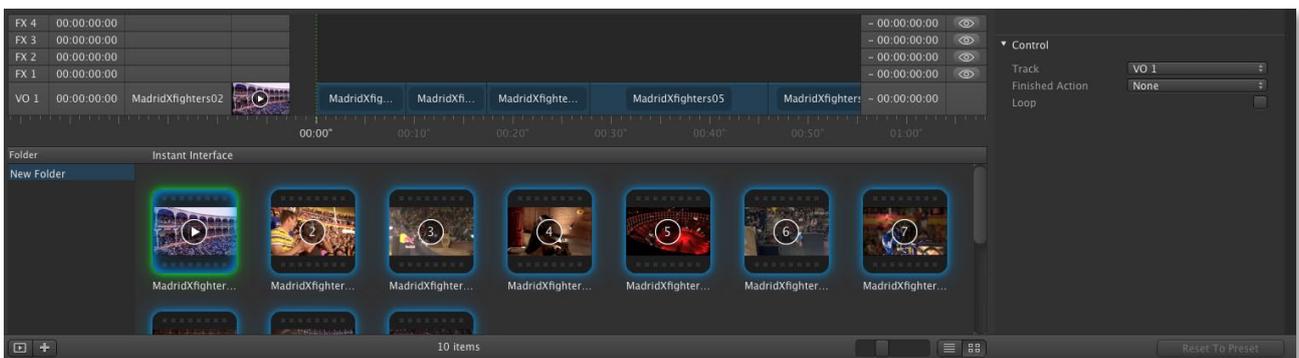
Once dropped, they will be added to the list of videos, graphics and GPI/Router commands available for immediate usage. Above the workbench you see the timeline. Elements in the workbench can be loaded into the timeline and then played out.

3.5

CREATING A RUNDOWN

LOADING ELEMENTS TO THE TIMELINE

Before playing out a video, graphic or sending a GPI/Router command you need to load the respective element to the timeline. This way you can build up small sequences of elements in the timeline before the playout of the videos and graphics starts. For example you could load several videos to the timeline, in which case they appear as a sequence in the timeline one after the other. Once you have loaded the elements you can then play the first video/graphic/command.

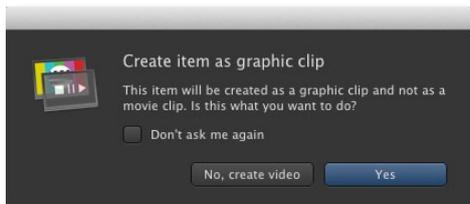


In addition of loading elements into the timeline, you can also double click an element in the workbench which will immediately execute the action defined in just:live's preferences. In such case the options are "None", "Load", "Load and Cue" or "Load and Play". This function only works if there is no other element already loaded on the target layer.

3.6

CREATING A RUNDOWN

USING VIDEOS ON FX LAYERS

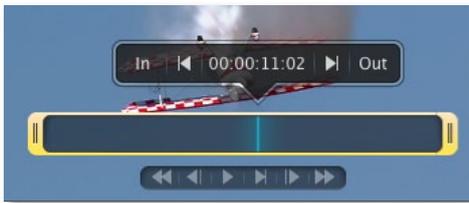


It is not possible to send a graphic element to a video layer. But there may be situations where you would like to play a video on a FX layer. To do this you can hold the command key while dropping the video into the workbench. This will display a dialog which allows you to treat the video like a graphic element.

3.7

CREATING A RUNDOWN

VIDEO PREVIEW AND IN/OUT-POINT DEFINITION



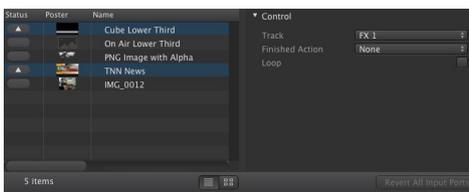
Click on the video you want to preview to show it in the "Preview" window. Use the mouse, keyboard and/or an optional external device to control the preview. To set a new in-point, grab and reposition the yellow trimmer on its left end. To set a new out-point do the same on its right end.

Once you have set a new in/out-point, the change will be applied immediately for the selected video.

3.8

CREATING A RUNDOWN

MULTISELECTION OF ELEMENTS IN THE WORKBENCH



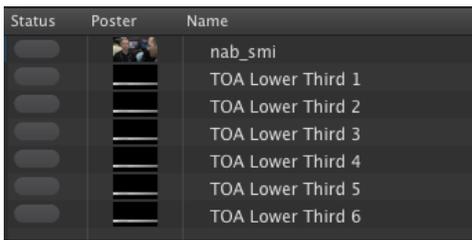
To change the attribute(s) of multiple elements (which are of the same type), select the elements in the workbench with your mouse while holding the shift key (selects a range) or the command key (adds another element to the selection).

Now the shared attributes should be shown in the inspector and therefore any change of an attribute will be applied to all of the selected elements.

3.9

CREATING A RUNDOWN

DUPLICATING ELEMENTS IN THE WORKBENCH



Sometimes it is useful to duplicate elements in the workbench. Imagine a lower third which should be played out several times but each time with a different name.

To make this happen, click on the element you want to copy and press `command+c` and then `command+v`. This makes a new copy of the selected element every time you press `command+v`.

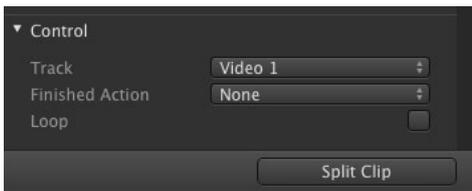
After that you can change the elements' attributes using the inspector. Changing the names of the elements will allow you to recognize the elements when using them later on.

3.10

CREATING A RUNDOWN

SPLITTING A VIDEO CLIP

Sometimes it can be useful to split a video clip, for example to add commercial breaks to a feature film.



To split a video clip, select it to show it in the "Preview" window. Move the CTI to the position you want to split the clip using the mouse, keyboard and/or an optional external control device. Now click on the "Split Clip" button at the bottom of the inspector.

3.11

CREATING A RUNDOWN

CUEING A VIDEO CLIP

In some situations it is necessary to show the first frame of the next video without starting the playout itself. This function is called "cueing" and can be achieved by defining a "Finished Action" which executes this automatically. In case the video clip is already loaded you can cue the first frame by holding down the `command` key while pressing the "Play" button. This cues the first frame of the video. To start the playout, the "Play" button has to be clicked a second time.

PLAYING ELEMENTS CONSECUTIVELY

In just:live, by default each clip in the timeline does not start automatically when an earlier clip finishes. Instead, just:live goes back to the default output defined by your system administrator (black or live signal pass through).

Each clip waits at the CTI line for you to issue a play command – or trigger – for it to start. Thus, if you load five video clips into the timeline you will also issue five play commands to play them out – unless you define "Finished Actions". A play command is only valid if nothing is currently playing and there is an element waiting at the CTI line to be played out.

However, if you want to play several elements with a single play command, you can do this by setting the "Finished Action" attribute for each element in the inspector to "Play Next". By default this is "None", which means that the next element stops and waits at the CTI as described above. When set to "Play Next", the next element in the timeline is automatically started when the current element is finished without issuing a further play command.



Note

Usually each layer has to be started explicitly. However it is possible to execute actions on multiple layers at the same time by pressing the command key while clicking the first element of each layer. The play command will then be issued to all selected layers.

FINISHED ACTIONS IN DETAIL

Each item in the workbench has a pre-assigned "default" layer to which it will be loaded. You can change the target layer in the inspector. By default all videos are assigned to the first video layer and all graphics are assigned to the first FX layer.

The "Play" button in the following screenshot shows the video waiting at the CTI line on the video layer. If a video is currently playing on a layer, clicking on the "Play" button executes the "Finished Action" immediately. If a graphic element is currently waiting on a stopframe, clicking on the "Play" button releases the stopframe. In this case the graphic is released from the stopframe and continues to play until the next stopframe is reached or the graphic reaches the end.



3.14

CREATING A SCHEDULE

BUILDING GPI/ROUTER CONTROL EVENTS

It is possible that your system administrator has already prepared events. If this is not the case or if you need other events, please contact your system administrator.

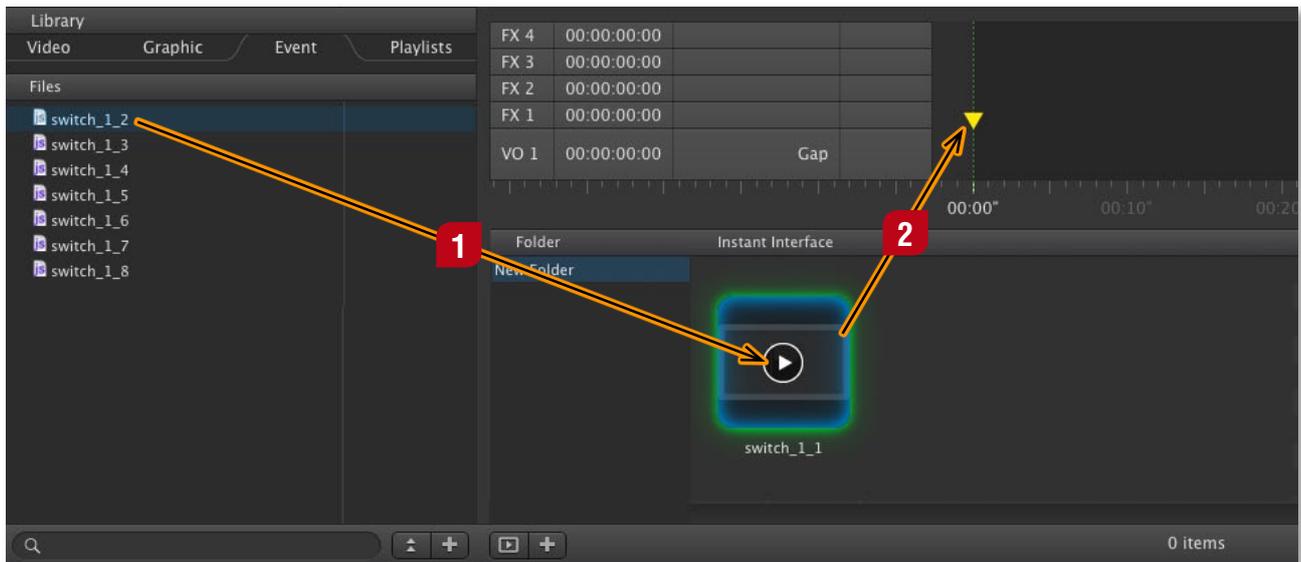
3.15

CREATING A RUNDOWN

USING GPI/ROUTER CONTROL EVENTS

Using GPI and router control works the same way as using videos and graphics. First you have to switch to the "Event" tab. Your system administrator should already have prepared events for you. If this is not the case (i.e. the "Event" list is empty), please contact your system administrator.

Drop an event into the workbench. Select the event in the workbench and load it into the timeline. The event can be triggered as usual.



3.16

CREATING A RUNDOWN

REMOVING ELEMENTS FROM THE TIMELINE/WORKBENCH

Highlight the element(s) you want to remove using your mouse and/or keyboard. When you have made your selection, press the backspace key on your keyboard to remove the selected element(s).

If you select an element which is already loaded on the timeline, it will be removed from the timeline. All selected elements not loaded on the timeline will be removed from the workbench. Press the backspace key two times to delete an element which is already loaded on the timeline. It will then be removed from the timeline and the workbench.

Action	Key
Load	ctrl
Now	alt
Play Layer 1 (VO1)	F1
Play FX Layer 1 (FX1)	F2
Play FX Layer 2 (FX2)	F3
Play FX Layer 3 (FX3)	F4

Action	Key
Play FX Layer 4 (FX4)	F5
Set In-Point	F6
Rewind Preview	F7
Stop Preview	F8
Fast Forward Preview	F9
Set Out-Point	F10

4.2

CONTROL

USING THE CONTOUR SHUTTLEPRO V2 TO CONTROL JUST:LIVE

If you intend to use the shuttle device (<http://retail.contourdesign.com/?/products/23>) please do not install the Contour drivers for Mac OS X. When the drivers are installed it is not possible for just:live to properly communicate with the shuttle device.



1	Rewind Preview
2	Fast Forward Preview
3	Stop Preview
4	Play Preview
5	Play Layer 1 (VO1)
6	Play FX Layer 1 (FX1)
7	Play FX Layer 2 (FX2)
8	Play FX Layer 3 (FX3)
9	Play FX Layer 4 (FX4)
10	Load
11	Now
12	Move Selection Up
13	Set In-Point
14	Move Selection Down
15	Set Out-Point

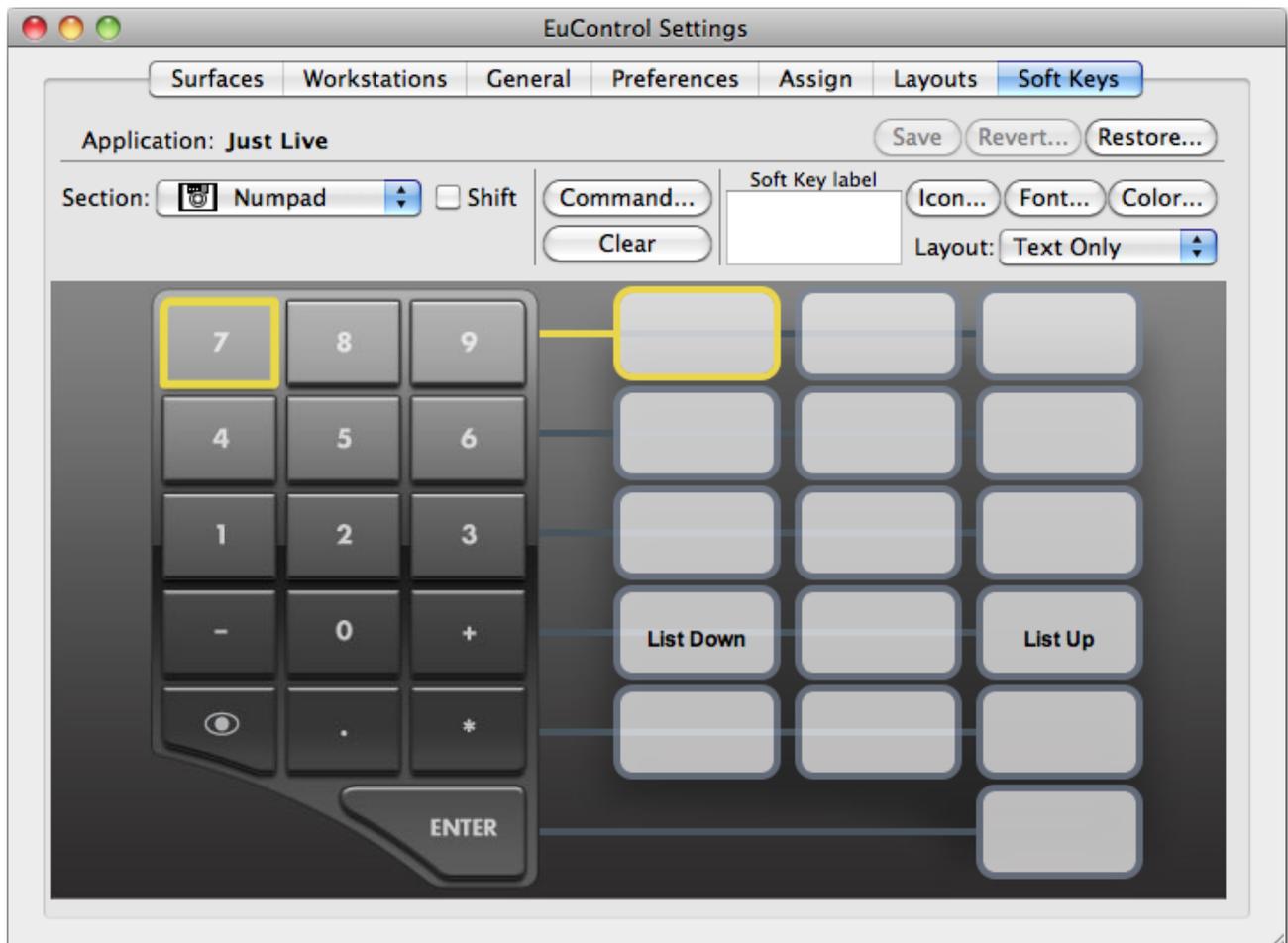
USING THE EUPHONIX MC TRANSPORT TO CONTROL JUST:LIVE

It is possible to use the "Euphonix MC Transport" external device. There is a standard setup for the device installed in the "Applications/Just Live" folder with the filename "Just Live.xml". If you have already installed the Euphonix software (you should have an "EuControl" icon in your menu bar to the left of the clock, and it should be green and not black to indicate that the MC Transport device is properly installed) please copy this file into the folder "/Library/Application Support/Euphonix/UserSets/MC2User/MC_USER_SET__Root" and then restart the "EuControl" application (or restart your machine). Once "EuControl" has restarted you can start just:live and the MC Transport device should automatically work. You can use "EuControl" to reconfigure the soft key mappings if you wish. Please refer to the MC Transport user manual supplied with the device for an explanation of the "EuControl" application.

You can – at any time – reconfigure the MC transport for your own needs. The following shows the default setup.

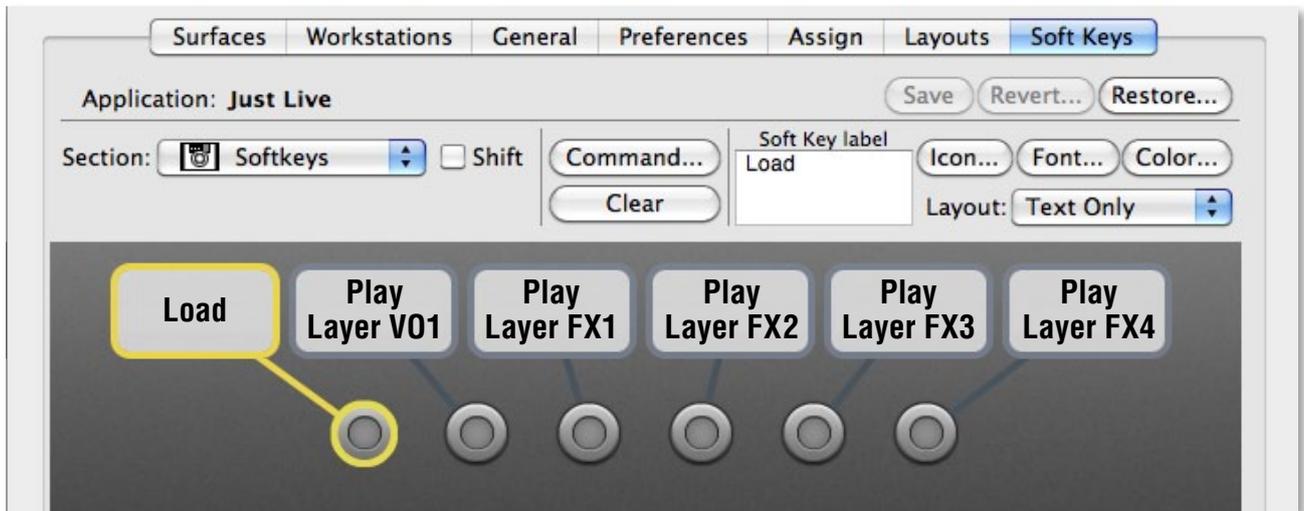
Configuring the Number Pad

In this screenshot of the "EuControl Settings" you can see that the "+" and "-" buttons are mapped to move a selection up or down in the workbench.



Configuring the Soft Keys

The six soft keys are mapped like this.



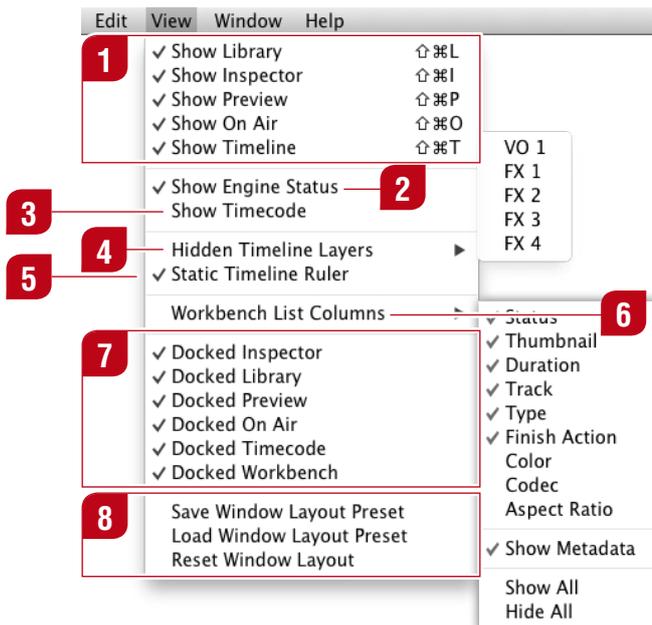
Configuring the Transport Wheel

The transport wheel consists of a jog wheel, a shuttle wheel and seven keys. The jog and shuttle wheels are used to drive the preview in just:live (jog frame-by-frame, shuttle the preview playback speed between -8x and +8x speed). However, you need to assign keys to both wheels in order to "activate" them. Therefore the first two keys on the wheel (clockwise, left-to-right) are assigned to jog and shuttle. They are active by default, meaning that their LEDs will be turned on when just:live starts. The user can press either or both of these keys to toggle the wheels on and off. For example, if the user wants to use the shuttle and be sure that the jog wheel is inactive, he can press the jog button so that its LED is turned off and the jog wheel is deactivated. The third key is not currently assigned, the other four keys are "stop", "play", "set in point" and "set out point", obviously all related to the preview.



5

CUSTOMIZING THE UI



In just:live it is possible to change the look and feel of the interface to match the users needs. The visibility of single windows and columns can be turned on or off in the "View" menu.

1 Interface Areas

Shows or hides certain areas in the interface.

2 Show Engine Status

Shows or hides the engine status (buffer) inside of the "On Air" window (only usable with the "Built-in Channel").

3 Show Timecode

Shows or hides the timecode inside of the "On Air" window.

4 Hidden Timeline Layers

Enables or disables the hide attribute of a particular timeline layer.

5 Static Timeline Ruler

The timeline can either be static or rolling. In static mode the timeline ruler description starts with zero, in rolling mode the description equals the engine time.

6 Workbench List Columns

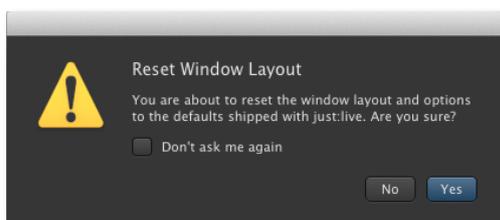
Here you can define which columns are shown when the workbench is in list mode.

7 Docked Settings

Most parts of the interface can either be docked or undocked (floating window). When an area is undocked it can be moved and resized.

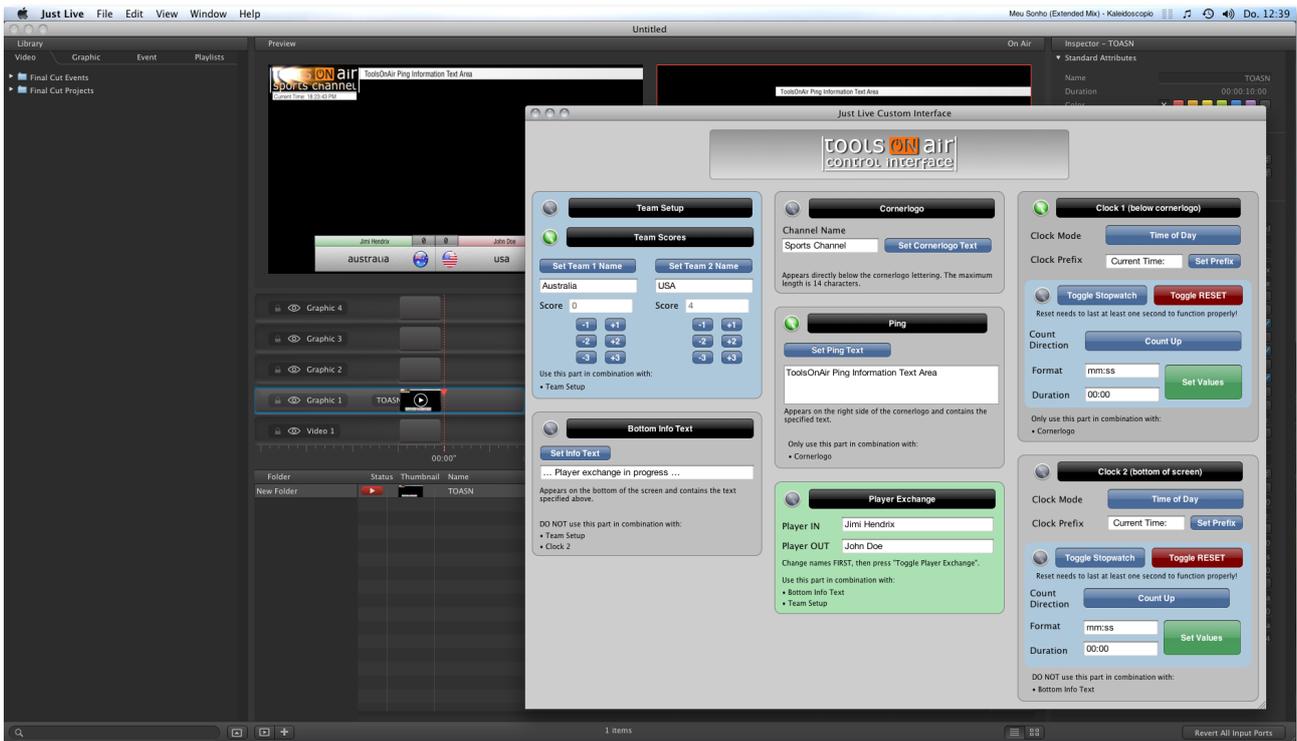
8 Window Layout Presets

Using the "Save/Load Window Layout Preset" commands it is possible to save the window layout as a file and to reload a preset on the same machine or to copy it to another machine and load it there. Choosing the "Reset Window Layout" will load the default just:live window positions, after accepting this warning dialog:



CUSTOM FX LAYER CONTROL INTERFACES

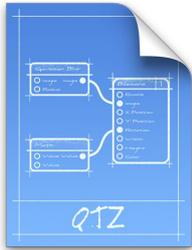
In just:live it is possible to use custom FX layer control interfaces created in Apple's Dashcode. Dashcode is a HTML/CSS/Java based IDE to create Dashboard widgets but also iPhone and iPad interfaces. When creating custom interfaces with Dashcode you make use of the published input ports of a Quartz Composer or Composition Builder composition. A published input port can directly be accessed from a custom interface. A tutorial called "Just Live Dashcode Interface Design Tutorial" is available at the TOA helpdesk.



Custom interfaces are "published" by just:live on the local intranet on port 5000. You can use any browser to view and use a custom interface by entering the IP address of the machine running just:live followed by a colon and 5000 (e.g. "127.0.0.1:5000"). Note that for a custom interface to be available in this way it must first have been "loaded" in just:live by either displaying the associated graphic in the preview or bringing it on air.

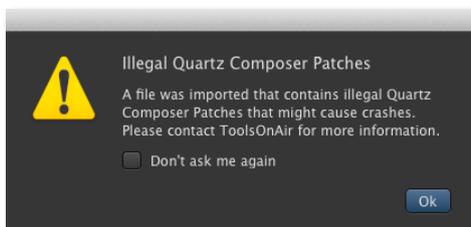
GRAPHIC ELEMENTS

just:live supports "Quartz Compositions" (file ending ".qtz"), "Composition Builder Compositions" (file ending ".composition"), "ToolsOnAir Graphics Engine Compositions" (file ending ".jscomposition"), JPEG and PNG files. Quartz Composer and Composition Builder files are handled differently by just:live.



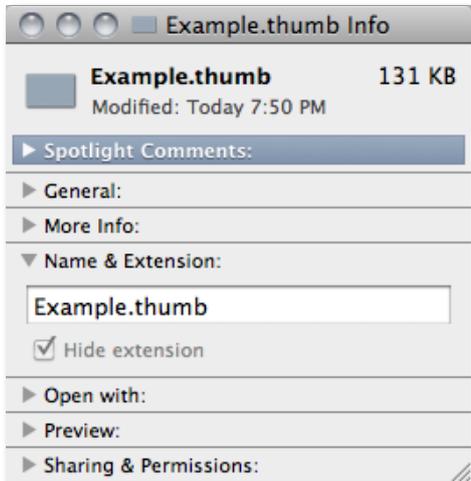
Quartz Compositions

- Initial duration of 30 seconds (adjustable in the inspector or in the "TOA Stopframes" patch)
- No stopframes (unless "TOA Stopframes" patch is used)
- Published input ports are shown in the inspector
- Thumbnail from a random frame of the composition (unless thumbnail is specified)



Illegal Quartz Composer Patches

Not all Quartz Composer patches are supported by the just:out rendering engine, particularly the "JavaScript" patch. If a Quartz Composer or Composition Builder composition with such a patch is dropped into the workbench, a warning will be displayed.



Thumbnails for Quartz Compositions

It is possible to specify a thumbnail image for a Quartz file. Save a JPEG image in the same folder like the Quartz file and supply the file name with the ".thumb" extension instead of the ".jpg" extension.

Example: Save an image with the name "Example.thumb" for a Quartz Composition named "Example.qtz". For best results the thumbnail image should be 355x199 pixels.

Make sure that the extension of the file is set correctly. Sometimes it is not sufficient if you just replace ".jpg" by ".thumb" in the Finder. The "Info" window of a file could still display the file name as "myfile.thumb.jpg". If so, remove the ".jpg" extension.

Notes



- Not every Quartz Composition works with just:live. ToolsOnAir provides no support for custom QTZ Plug-Ins/patches. Please contact ToolsOnAir if you need customized graphics development.



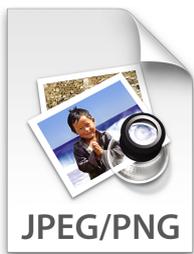
Composition Builder Compositions

- Duration as set in the composition
- Stopframes as defined in the composition
- Published input ports are shown in the inspector according to the given permissions in the composition
- Thumbnail loaded from the composition package



ToolsOnAir Graphics Engine Compositions

- Duration adjustable in the inspector
- Partial stopframe support
- Published input ports are shown in the inspector



JPEG and PNG Images

- Drag and drop directly into the workbench
- Automatic stretching of the pixel size of the image to cover the full output frame
- It is recommended that you only use images that are properly sized for whatever output display mode has been selected defined for that particular channel

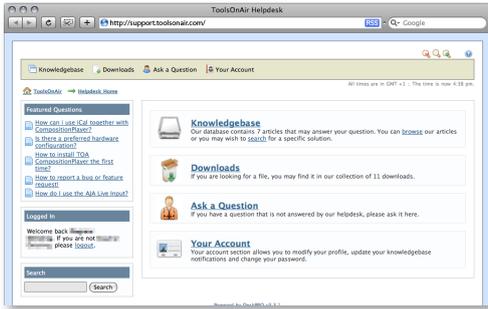


Using QuickTime Movie Files on FX Layers

- Drag and drop directly into the workbench while holding down the command key
- Automatic stretching of the movie to cover the full output frame, therefore it is recommended that you only use movies that are properly sized for whatever output display mode has been defined
- Drag and drop of QuickTime movies from the library to a FX layer on the timeline or workbench displays a movie as if it was a "graphic", meaning that it will be displayed over any QuickTime movie playing on the video layer. As such, it makes sense to drop QuickTime movies containing an alpha channel into a FX layer (we recommend to use Apple ProRes 4444 movies). When a QuickTime movie is used as a graphic it is not possible to set an in- or out-point

8

TOOLSONAIR HELPDESK



Administrators and users are able to use the ToolsOnAir online helpdesk. The helpdesk provides frequently asked questions, current software installations and more supplemental documents like user manuals and data sheets. You can also report bugs or submit feature requests to our developers and engineers.

<http://support.toolsonair.com/>

9

KNOWN ISSUES

(1) Using a "Contour ShuttlePRO" changes the UI

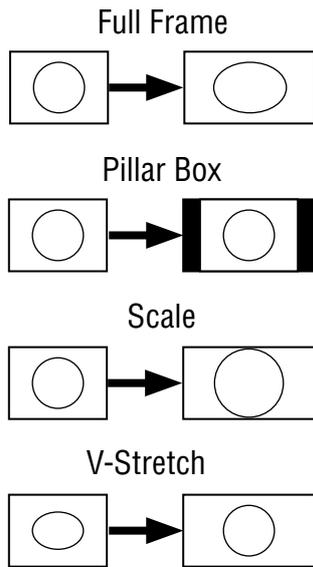
When using the shuttle wheel of a "Contour ShuttlePRO" device for previewing a file in just:live's UI and the mouse cursor is above the workbench or above a timeline, the OS interprets the shuttle movement as a scrolling wheel and therefore moves the scrollbar and/or changes the scaling of the timeline.

(2) Check the validity of items does not work when loading playlists

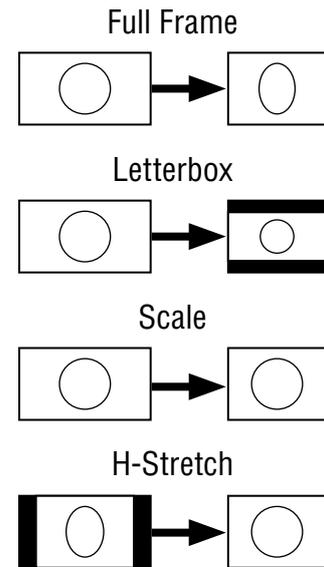
When a playlist is loaded via just:connect, files included in the playlist will not be checked for frame rate compatibility or unsupported Quartz Composer patches. This could result in interrupted playout and therefore extra care has to be taken when scheduling playlists in 3rd party systems.

just:out provides a comprehensive aspect ratio control. The following illustrations may help you to understand the different options.

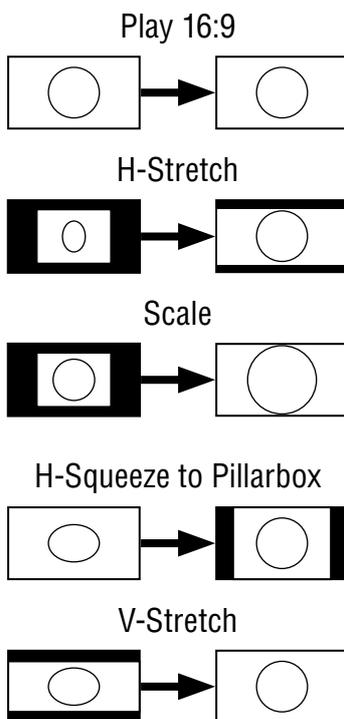
Playing 4:3 material in 16:9



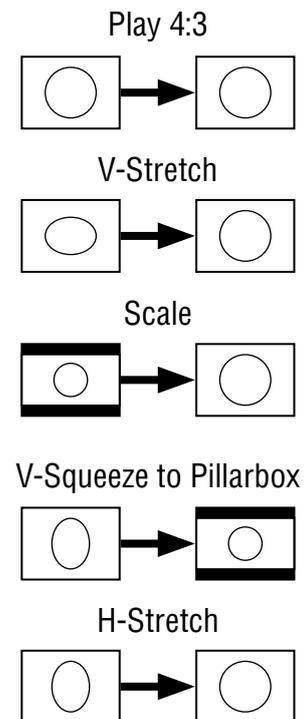
Playing 16:9 material in 4:3



Playing 16:9 material in 16:9



Playing 4:3 material in 4:3



VDCP SUPPORT

just:live supports basic functions using the VDCP protocol. Currently we tested VDCP devices from HiTech but we expect other devices using the same protocol to work properly too. We support the following functions:

- Load (all clips in the workbench will be accessible)
- Load (loads the selected video in the timeline)
- Play (plays the first video in the timeline)
- Stop (executes the Finished action immediately)

Make sure that the option to handle clip names with more than eight characters is enabled ("Vari Length ID" setting in the HiTech device) which allows you a maximum of 93 characters. Currently only the serial port of the KonaLHi is supported, so please make sure you are using this kind of video card.

MOS SUPPORT

TOA supports communication with newsroom systems via the MOS protocol. This allows Octopus or ENPS newsroom systems to send rundowns (including video and graphics files) directly into just:live's workbench. In addition realtime graphics templates can be filled in the newroom system, taken over and played out by just:live. Please read the "TOA Newsroom integration via MOS" manual for more information.