



DEKOMOS

User's Guide

Pinnacle Systems, Inc.
280 N. Bernardo Avenue
Mountain View, CA 94043

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Preface

This User's Guide includes instruction and reference information for installing and using the DekoMOS Option for Deko systems and MOS (media object server) enabled newsroom computer systems. The DekoMOS Option may be used with iNEWS by Avid Technology or Electronic Newsroom Production System (ENPS) by Associated Press.

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DekoMOS User Guide

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REV D

June 2005

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Chapter 1: Welcome to DekoMOS

DekoMOS tightly integrates Pinnacle Systems' Deko line of character generators with your Newsroom Computer System.

During script creation, you can preview and select graphics from the DekoMOS Browser within the Newsroom Computer System. Journalists can also add text, stills, or clips to a graphic template and preview exactly how each graphic will air.

In the control room, the Playback Controller controls up to nine channels of Deko. Effects and clips are embedded in Deko templates so that the graphics air just as the art department intended. With DekoMOS, you can easily manage multiple graphic looks to support different shows or channel branding.

In this chapter, you will find:

- An introduction to DekoMOS and what it does
- An overview of how DekoMOS works in the newsroom environment
- A summary of new features
- How to use this manual

How MOS Enhances Newsroom Efficiency

Traditional Methods for Supporting Stories with Graphics

The process of capturing a newsworthy event on camera, creating and editing a story about the event, and then presenting the story on-air involves several people and several media devices. After the initial shooting, the piece is edited and then stored either on a tape device or digitally on a video server. A reporter enters the story text into a Newsroom Computer System, or NCS. The story is displayed on a teleprompter for the anchor to read and graphic elements are applied from other devices to identify and support the story.

Depending upon the size of the news department, there may be one or any number of reporters contributing to a single news program. Several media devices may be used in the process including, but not limited to:

- Video tape recorders, for playing a taped video recording of a story
- Video servers, for playing a digital video recording of a story
- Still stores, for accessing topical graphics, typically presented as over-the-shoulder graphics, to introduce a story
- Character generators, for creating lower third, over-the-shoulder, full screen, or other graphics to identify and support story topics
- Teleprompters, to display the story script for the anchor to read

The stories created by reporters are managed by the producer, who places them in an appropriate order for broadcast. This order is called a rundown. The rundown is entered as a list into the NCS, printed, and used as a guide for individuals operating the various media devices. The NCS can sort media, obtain newswire feeds and archive the stories of each reporter.

The process of creating stories with graphics and placing them in a rundown must be repeated for each news program that airs. Each rundown is completely dynamic. During a news program, stories are added, dropped, and reordered, sometimes just before the story is intended to air. Traditionally, this would force individuals, sometimes in different locations, to scramble with their printed rundowns and reorder their tasks. If one person is not synchronized, there is a chance that the incorrect media will air.

Using DekoMOS to Support Stories with Graphics

MOS stands for Media Object Server, a communications protocol for management of media devices by newsroom computer systems. MOS facilitates and coordinates the use of various media devices in news presentation. Quick changes can be made more easily with less chance of error. MOS can be used to control all types of devices including character generators, such as the Deko product line from Pinnacle Systems. MOS creates an active network link between each media device and the active rundown in the NCS. Through MOS, items for broadcast can be easily and quickly added, deleted, or reordered within a rundown.

About DekoMOS

DekoMOS changes the workflow of newsroom operations by allowing the journalist, operator, or producer to:

- See all available graphic templates
- Access those templates
- Add text, stills, or clips to graphics with replaceable fields
- Preview the completed graphic
- Insert the completed graphic into a story
- Control playback of stories with a dynamic rundown

DekoMOS from Pinnacle Systems is currently available for the following newsroom computer systems:

- ENPS by Associated Press
- iNEWS by Avid Technology

New Features Available with DekoMOS 3.0

In addition to the power and flexibility of previous versions of DekoMOS, DekoMOS 3.0 offers many new features.

New DekoMOS Playback Controller features include:

- Ability to invoke commands for the Playback Controller with GPI signals triggered by switcher tally position
- Ability to configure Program B channels for effects
- Preview window for each channel
- Grid to display items designated for playout on each channel
- New keyboard shortcuts

New DekoMOS client features include:

- In-line spell checking
- Keyboard shortcuts
- Enhanced layout flexibility
- Ability to configure default graphic duration
- Ability to access graphic browsers within DekoMOS
- Modal browser operation within ENPS

New DekoMOS Gateway features include:

- Improved logging options

DekoMOS and the Newsroom Environment

DekoMOS consists of several components working together, installed on different computers. DekoMOS gathers information from other applications and distributes information to other applications. Therefore, understanding the relationship of DekoMOS to other aspects of the newsroom environment is helpful.

Your newsroom computer system (NCS), or server, organizes the newsroom. There is two-way communication between the server and other computers with the NCS client software. Each NCS client has the DekoMOS Browser as a plug-in, functioning as part of the client software. The DekoMOS Browser communicates with the DekoMOS Gateway.

The DekoMOS Gateway manages configuration information. It also is the communication link between the NCS and the DekoMOS Playback Controller to create and modify news rundowns.

The DekoMOS Playback Controller, as the name suggests, controls playback of graphics on Deko systems. The DekoMOS Playback Controller can drive up to nine channels of Deko, across multiple systems, from a single user interface.

The DekoMOS Macro Server, installed on all Dekos used for playout, allows the DekoMOS Playback Controller to communicate with the Dekos.

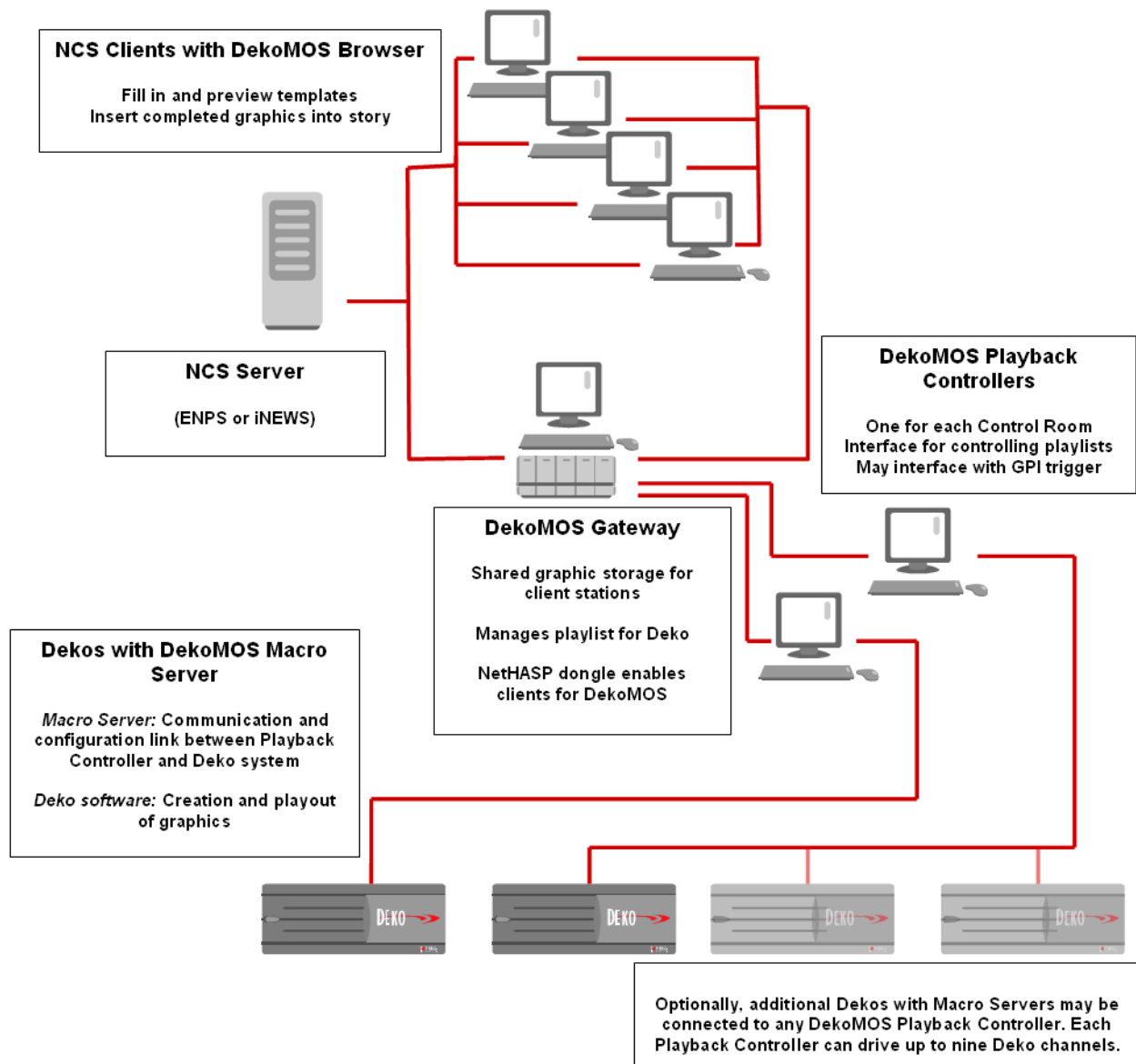
All DekoMOS components should be installed and configured as specified in this User Guide, starting on page 21, and in relevant NCS documentation.

Note: In this explanation, the term Deko refers to any one of these products: Deko3000, Deko 3000/Hybrid, Deko 3000HD, FXDeko II, Deko 2200, Deko 1000, Deko 1000/Hybrid, Deko 1000HD, and Deko 550. Older versions of DekoMOS may not be compatible with all Deko models listed here. Refer to Appendix A, page 155, for minimum system requirements.

NCS stands for Newsroom Computer System and may refer to iNEWS from Avid Technology or ENPS from Associated Press.

System Overview

Pinnacle's DekoMOS consists of interacting software modules installed on several hardware components of the newsroom as shown below.

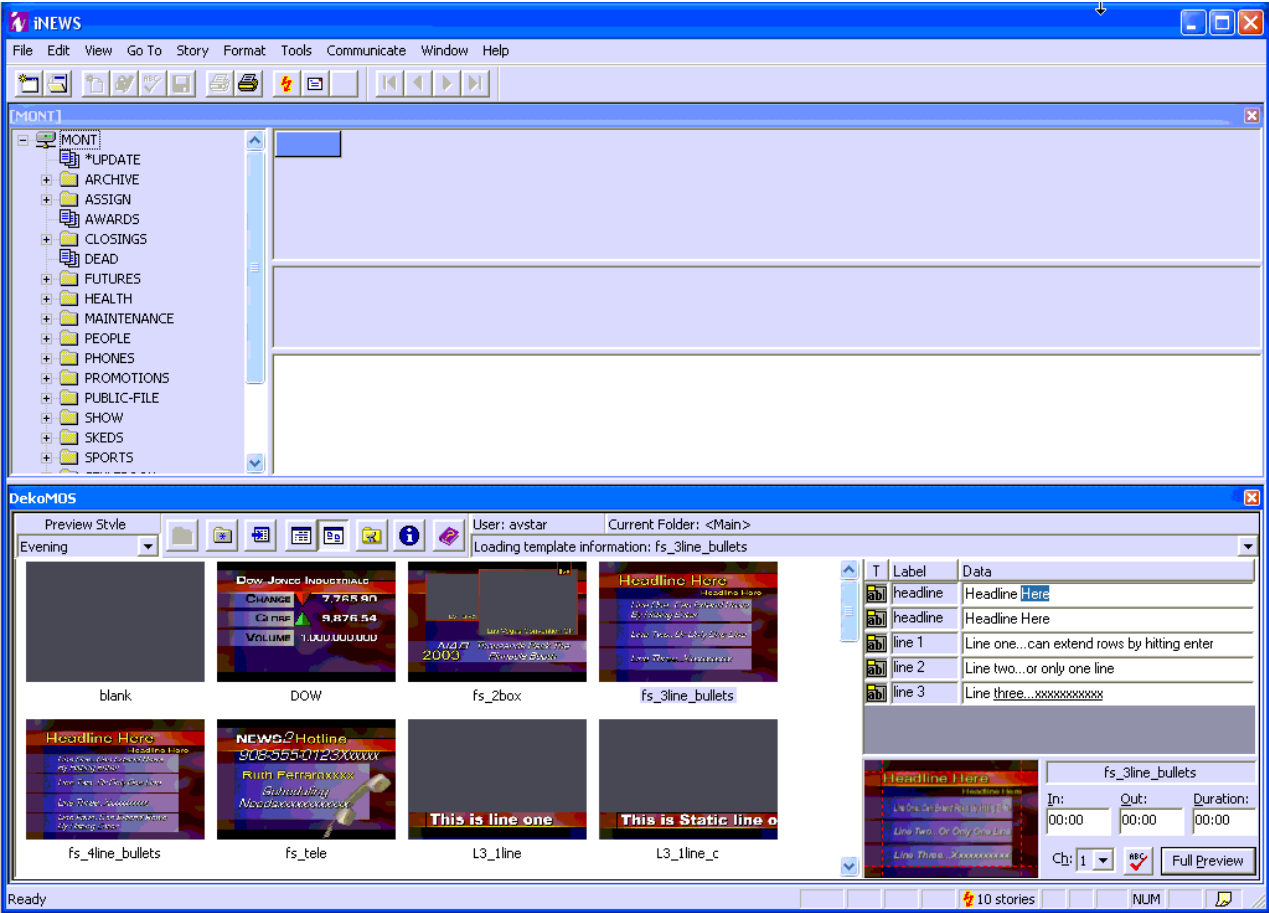


DekoMOS Browser

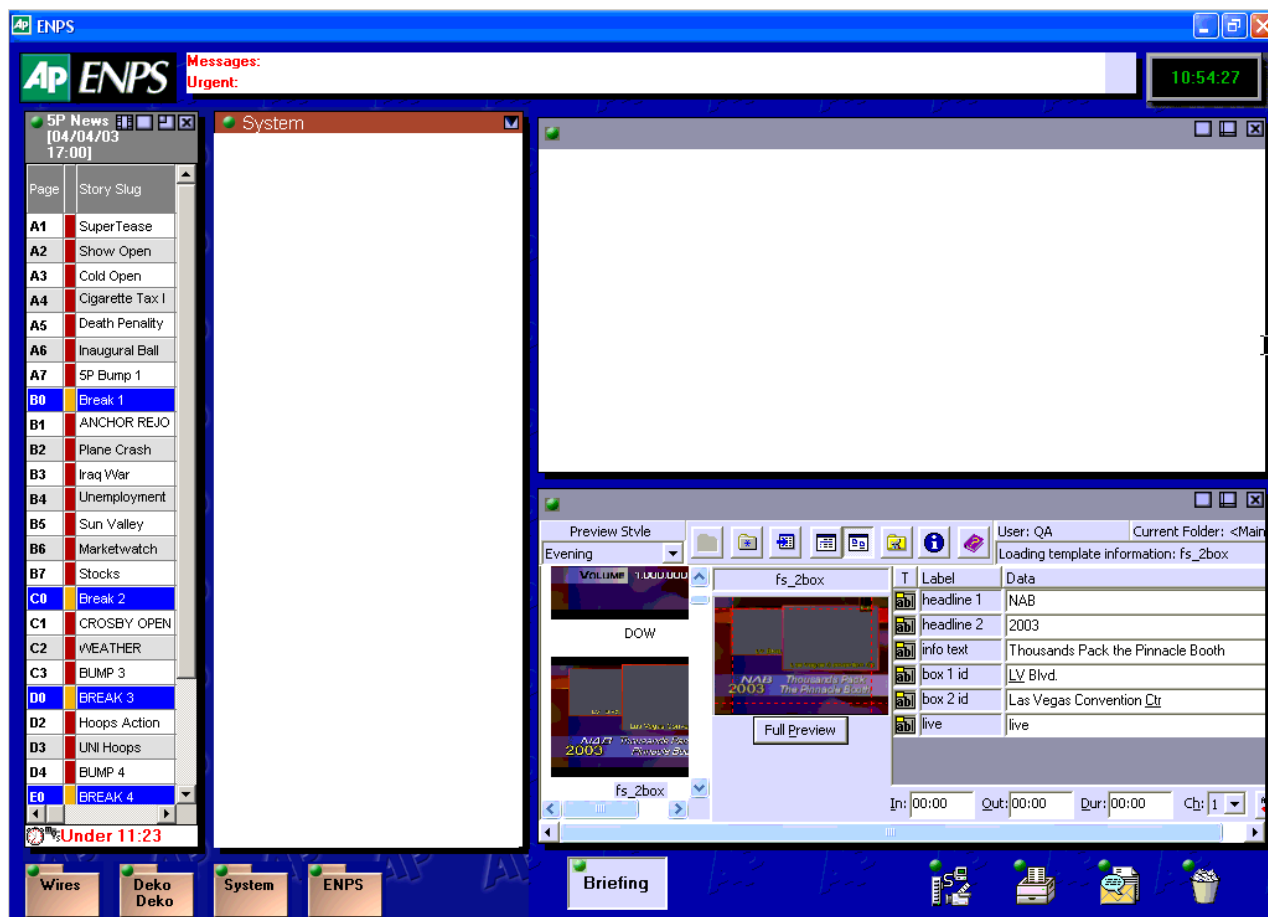


Each client workstation displays an interface for creating stories. The DekoMOS Browser is a plug-in for this interface that allows the reporter to drag and drop graphics templates into the story and alter replaceable text or graphics in the selected template. This interface is covered in detail in the chapter, *Building Stories with Graphics*, beginning on page 87.

DekoMOS Browser displays within the iNEWS client workstation interface



DekoMOS Browser displays within the ENPS client workstation interface

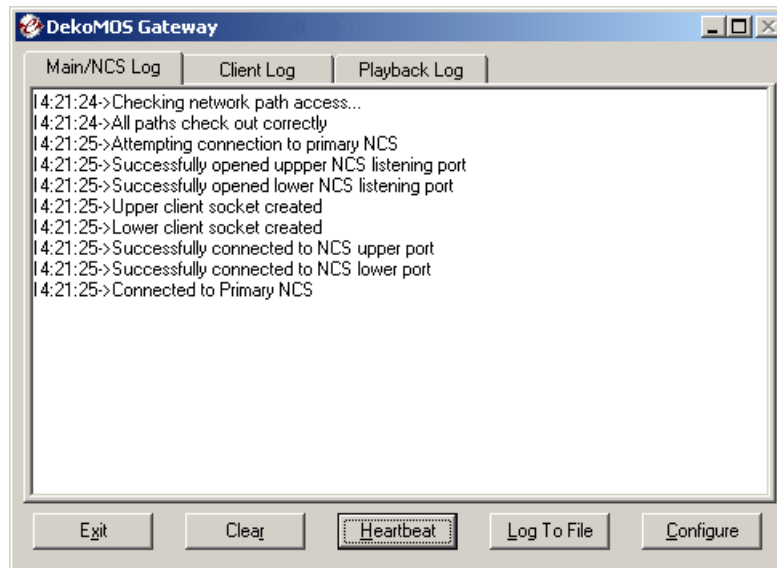


DekoMOS Gateway



The DekoMOS Gateway is the essential interface for communication between the NCS and all DekoMOS components. Important configuration information allowing all DekoMOS components to effectively communicate is stored here. The DekoMOS Gateway presents logs of DekoMOS activity and connections. For more information about the DekoMOS Gateway, see page 29.

DekoMOS Gateway Interface



DekoMOS Playback Controller



The DekoMOS Playback Controller displays an interface for controlling playback of items in a rundown. Last minute changes can be made efficiently. This interface is discussed in *Controlling Playback*, beginning on page 107.

DekoMOS Playback Controller Interface

Pinnacle Systems DekoMOS Playback Controller Current Controller: Control Room A

File Status Current Item Tools Configuration Help

Effect Status 00:38:34

#	Page	Slug/Description	Status	Ch.	Deko Template
1		Indonesian Earthquake			
100		Rescue Earthquake Stokes Indonesia Foreign Military R	On-Air	1	OTS_left_x
3		Supreme Court Age Discrimination Ruling			
101		State Capitol Supreme Court Ruling Boost for Workers c	Cued	1	OTS_right_x
102		Bush Approval Drops 146 Kerry Hammers Bush Administration Domestic Policy		1	OTS_right_x
103		Dow Jones Closes Down Dow Jones Industrials u 7,765.90 u 9,876.54 1,000,00		1	DOW
104		Hockey Finals SPORTSupdate Hockey Finals Growl 6 6-6-0-0 Stingra	MISSING	1	sports_x
105	2	Weather MON thunder storms 8 100° 67° Tue cloudy 4 100° 6		1	weather_5day
106		Pope Not Well ER Pope Has Feeding Tube Physician Predicts Recovery		1	OTS_right_x

Deko Response-> OK Rundown Changed: 12:37:51 AM Current Style:Evening NUM SCRL 12:38 AM

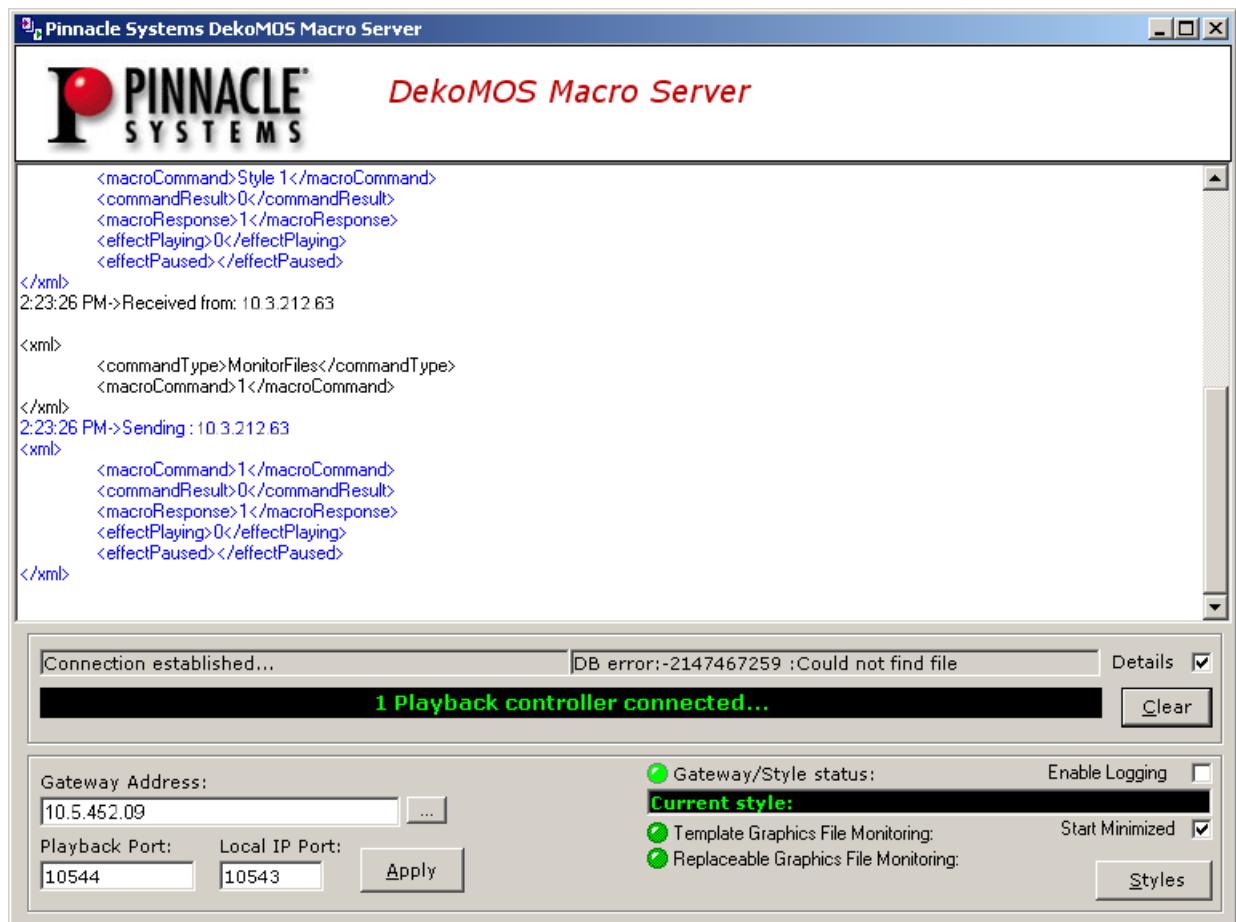
Start NetHASP License Manag... Pinnacle Systems De...

DekoMOS Macro Server



The DekoMOS Macro Server is the communication link between the Playback Controller, the Gateway, and the Deko system. This component is installed on each Deko used for playout to air. Information about installing and configuring the DekoMOS Macro Server begins on page 48.

DekoMOS Macro Server interface



How to use this Guide

The *DekoMOS User Guide* is an instructional manual for installing and learning to use DekoMOS as well as a handy reference for day-to-day operation. This *User Guide* offers step- by-step instructions and general information.

If you are responsible for installing DekoMOS, carefully follow the instructions in the installation chapter. If you are responsible for installation or for creating Deko templates, refer to the chapter *Preparing to Use DekoMOS*. If you are responsible for placing graphics in stories or for playout, you can find specific chapters for those tasks. However, you may want to read or skim all chapters to better understand how DekoMOS works and what to do if you have difficulty.

References to the Newsroom Computer System, or NCS, apply to ENPS from Associated Press and to iNEWS from Avid Technology. Specific references to ENPS or iNEWS are made only where there is a difference.

User Guide Conventions

The following terms are typically used to describe personal computer use and are used in this manual:

Click is to press and release the left button of your mouse. A click places the text cursor, activates a window, or activates a choice in a dialog box.

Double-click is to press and release the left mouse button twice, rapidly in succession.

Right-click is to press and release the right button of your mouse.

Choose refers to activating items, usually by clicking, in menus and dialog boxes that tell the system what to do.

Select refers to specifying files, windows, or text upon which the software will act.

The > character is used in place of “then choose” in descriptions of user interface pathways. For example, Start>Settings>Control Panel means “Click Start, then choose Settings, then choose Control Panel.”

Press refers to pressing keys on your keyboard. A plus (+) sign between keys that you are instructed to press means that you should press the first key and continue to hold it down while pressing the second key.

Other Sources of Information

Your DekoMOS includes online help with much of the same information as this guide. Click Help on the DekoMOS menu bar.

Be sure to read the Readme.txt file on the CD for information that was not available at the time of this printing.

Chapter 2: Installation and Setup

Using DekoMOS effectively depends upon proper installation and preparation. In this chapter, you will learn:

- What information to gather before installing
- How and where to install DekoMOS components
- How to configure DekoMOS components

Before you Install

Your DekoMOS Option

The DekoMOS Option includes:

- A Net HASP enabling dongle
- An Installation CD with all DekoMOS software components
- DekoMOS User's Guide

Gathering Information

Before you begin the software installation, gather the following information:

- The IP address of the Newsroom Computer System (the ENPS server or the iNEWS Gateway).
- The IP address of the fail-over NCS
- The NCS ID
- The Gateway ID that you have decided upon and defined in the NCS
- The path name to the location where clients may access updated DekoMOS client installers
- The IP address of the computer with the Net HASP installed, typically the same computer as the DekoMOS Gateway

For the following, recommended defaults are displayed in the configuration dialogs, but settings may be changed if necessary:

- The port number for the clients to communicate with the DekoMOS Gateway, default port 10542
- The port number for the DekoMOS Playback Controller to communicate with the DekoMOS Macro Server, default port 10543
- The port number for the DekoMOS Playback Controller to communicate with the DekoMOS Gateway, default port 10544
- The port numbers for the DekoMOS Gateway to communicate with the ENPS server, if applicable, defaults are 10540 and 10541
- The port number for the Net HASP, default is 475

Preparing Your System

File Storage Structure

DekoMOS components must be able to locate the Deko graphic template files and their components. Graphics for playout are stored on the Deko used for playout. Copies are stored on the DekoMOS Gateway for access by the DekoMOS Browser from the NCS clients. Information about the file storage structure is entered and displayed in various configuration windows. For more about appropriate storage structure, see page 84.

An Important Word about Fonts

Any fonts used in templates intended for use with DekoMOS must be installed on all computers, including Deko playout systems and NCS clients that access and display the templates. To install fonts, refer to the appropriate Windows documentation.

About Using DekoMOS in a Non-Latin Language Environment

English and other Latin based languages use a certain character set. Other languages use other characters. The language or languages that you can display depend upon system settings. For more information, refer to the appendix beginning on page 177, or to the appropriate Windows documentation.

DekoMOS currently uses single byte characters to recall the appropriate glyph to display a character. When a byte is sent to Deko, Deko converts it to Unicode according to the current code page. The information is then maintained internally in Deko in Unicode. Most TrueType fonts have more than one lookup table. If they have more than 256 glyphs, then they must be able to find those glyphs, usually with a Unicode lookup table. Before Unicode, many non-English applications supplied their own fonts where all the glyphs are in the first 256 positions. The applications had their own tables to know where the glyphs were stored. These fonts, possibly found in older graphics, do not work properly with more modern applications such as DekoMOS.

The DekoMOS Playback Controller may be set to display fonts appropriate for languages other than English. Refer to page 119.

Compatibility with components of previous versions of DekoMOS

Components of different versions of DekoMOS are compatible as indicated below. Naturally, many of the new features may not be available when connecting 3.0 to older components. The DekoMOS Playback Controller version must always match that of the DekoMOS Macro Server.

3.0 Gateway

- 2.1 Client, no 3.0 Client features
- 2.1 Macro Server
- 2.1 Playback Controller

2.1 Gateway

- 3.0 Client, no global default graphic duration
- 3.0 Macro Server
- 3.0 Playback Controller, does not support status callbacks

Before Installing on an iNEWS NCS

If you are using iNews, complete this process before installing any DekoMOS components. Update the information on the iNEWS MOS Gateway and Server as described in the *Avid iNEWS MOS Gateway Installation & Operations Manual*.

To configure the iNEWS MOS Gateway and Server:

1. Follow these instructions to modify the mosconfig.xml file, from iNEWS, on the iNEWS MOS Gateway. The proper settings for the <mosDevice> section of the mosconfig.xml file on the MOS Gateway are included in the Add.To.INews.MosConfig.xml.rtf file on the installation CD. Open this file in a program such as WordPad.
2. Replace the red placeholders with the proper values.
 - MOS ID should be the name you provide when you install the DekoMOS Gateway.
 - AMCP Name is the 8-character-or-less name used for communication between the iNEWS Gateway machine and the iNEWS Server machine.
 - Network Name of DekoMOS Gateway is the network name of the machine where the DekoMOS Gateway will be installed.

Note that MOS ID and AMCP Name can be the same value.

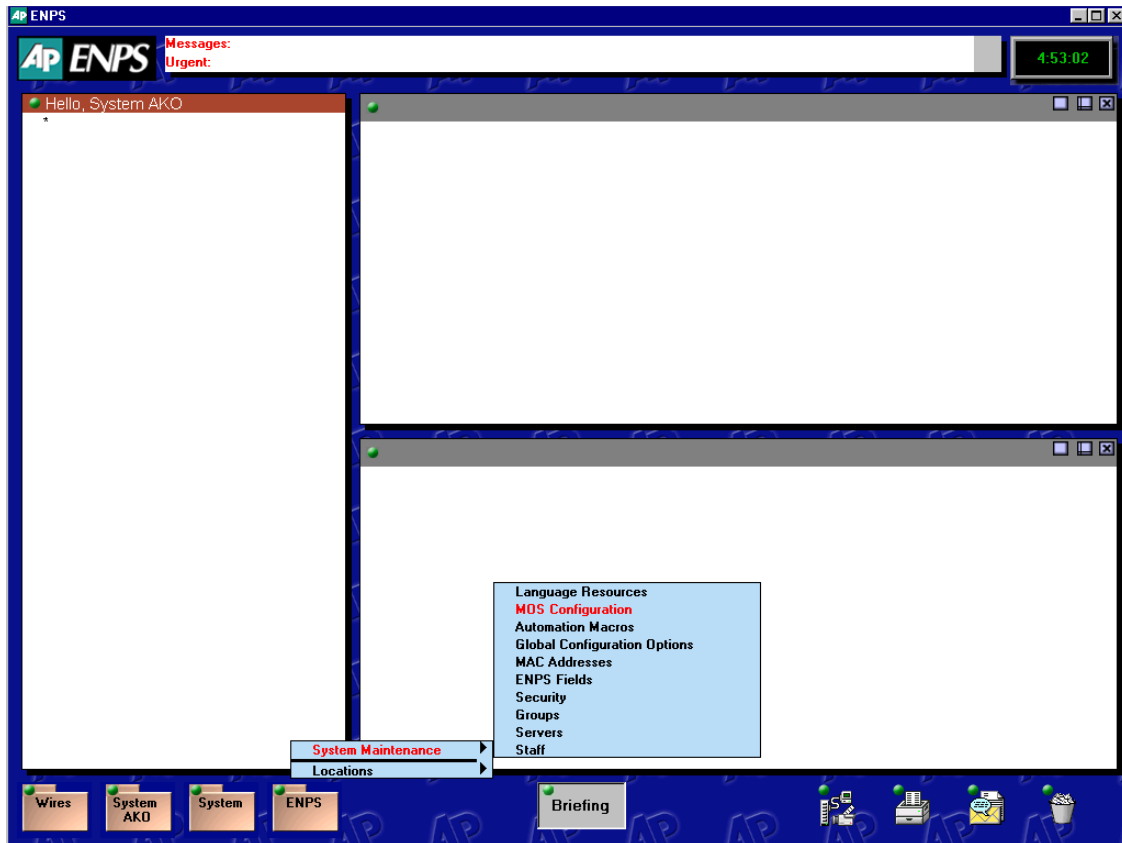
3. Select all of the text after the beginning paragraph of instructions.
4. Use Copy and Paste to insert the specification into mosconfig.xml in the mosDevices section.

Before Installing on an ENPS NCS

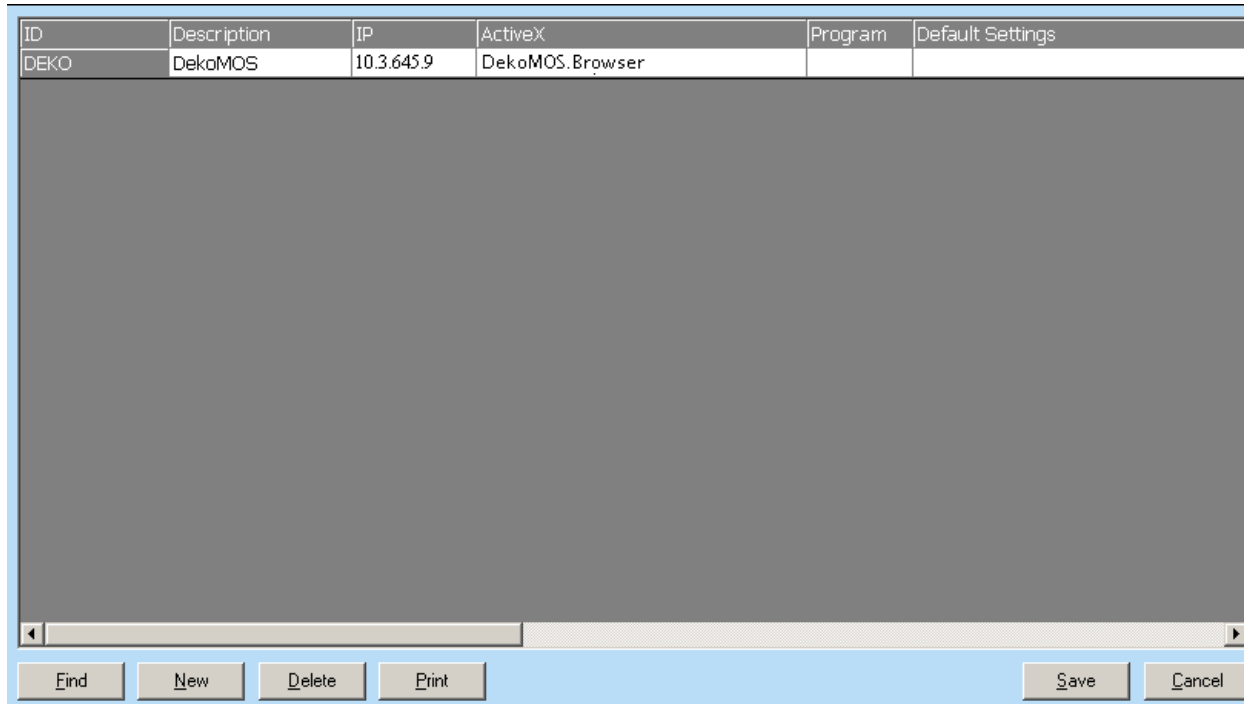
You must be an ENPS Administrator to complete this process.

To configure the ENPS MOS settings:

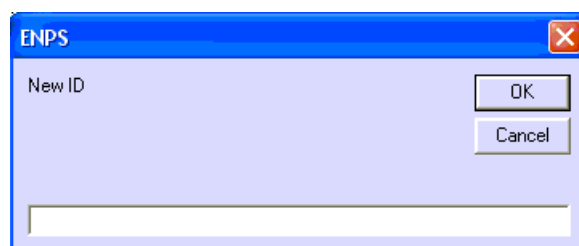
1. From the ENPS client interface, click the green Rover button on the Corporate folder at the bottom of your screen, fourth from the left. This folder is typically labeled with your station call letters or corporate name. By default, it is labeled ENPS.



- From the popup menu, click System Maintenance>MOS Configuration. A dialog with a list of configured MOS plug-ins appears.

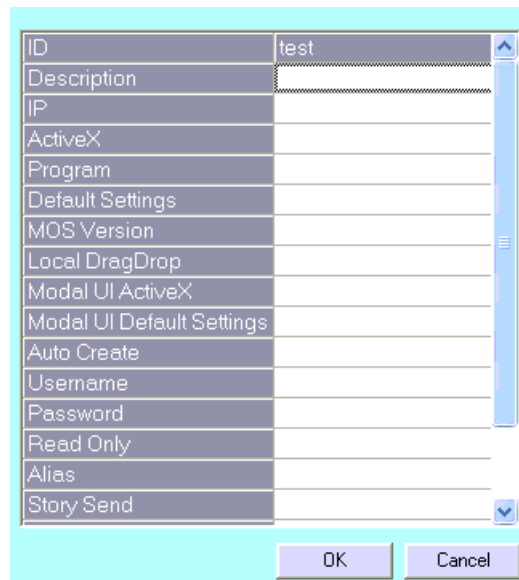


- Click the New button.
- In the dialog that appears, enter the same MOS ID that you will enter in the DekoMOS Gateway configuration in the Gateway ID field.



- Click OK.

6. A new row appears in the table. Double-click in the row. The MOS Configuration Popup appears.



The MOS Configuration Popup is a dialog box with a light blue border. It contains a table with 16 rows and 2 columns. The first row has the value 'test' in the second column. The other rows are empty. At the bottom of the dialog are 'OK' and 'Cancel' buttons.

ID	test
Description	
IP	
ActiveX	
Program	
Default Settings	
MOS Version	
Local DragDrop	
Modal UI ActiveX	
Modal UI Default Settings	
Auto Create	
Username	
Password	
Read Only	
Alias	
Story Send	

7. Type in the following:
 - The name that identifies this plug-in for users, in the Description field
 - IP address of the DekoMOS Gateway, in the IP field
 - ActiveX Application ID of the DekoMOS.Browser, in the ActiveX field
 - ActiveX Application ID of the DekoMOS.Browser, in the Modal UI ActiveX field
 - Click to mark the Auto Create field.
8. Click OK.
9. Click Save.

Net HASP Dongle

The Net HASP dongle included with your DekoMOS system should be connected to the machine where you will install the DekoMOS Gateway. Connect the dongle to either the parallel port or one of the USB ports on the back of the machine. To connect a printer to this computer, connect it with a cable to the dongle just as you would directly to the port. The Net HASP dongle enables the DekoMOS Option for the NCS clients. For more about seeing what options are enabled and enabling additional options, see page 47.

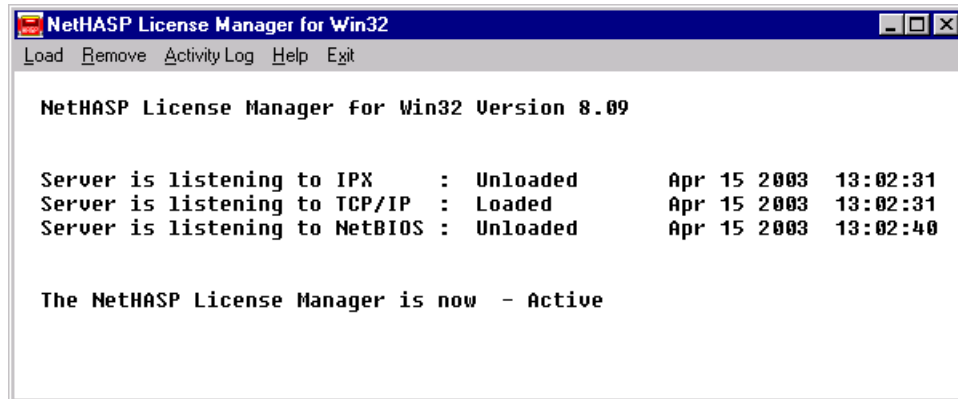
The Net HASP License Manager, the driver for the Net HASP, installs automatically with the DekoMOS Gateway. Pinnacle Systems recommends selecting *Service* as the installation option for the Net HASP License Manager. After installing, you should confirm that the Net HASP License Manager is running and that it is configured to use TCP/IP.

To confirm that the NetHASP License Manager is running and properly configured:

1. Right-click the NetHASP License Manager Icon in the task tray at the bottom of your screen.



2. Click Show to see the Net HASP License Manager window. You should see the words *Server is listening to TCP/IP: Loaded* and *Net HASP License Manager is now - Active*.



Components to Install

The DekoMOS Option requires installation of four software components:

- DekoMOS Gateway (on a designated PC)
Minimum system requirements are listed in Appendix A.
- DekoMOS Macro Server (on each payout Deko system)
- DekoMOS Playback Controller (on a designated PC)
Minimum system requirements are listed in Appendix A.

- DekoMOS Client (on all NCS client workstations)
The DekoMOS Client includes the DekoMOS Browser and the DekoMOS Editor.

Install each component as described on the following pages. The DekoMOS Gateway should be installed before the other components.

IMPORTANT: Make sure Internet Explorer version 5.0 or higher is installed on all machines before installing DekoMOS software components.

When updating from previous versions of DekoMOS, Pinnacle Systems' recommends that you update all four components. Mixed versions may not be compatible or may have limited feature functionality.

Installing and Configuring the DekoMOS Gateway

Gateway Installation and Basic Configuration

The DekoMOS Gateway may be installed on any machine in the network. We recommend installing the DekoMOS Gateway on a computer dedicated for this purpose.

The DekoMOS Gateway should be installed on a Windows NT Server, a Windows 2000 Server or a Windows 2003 Server Operating System. Otherwise, because of Windows limitations, the number of clients allowed to connect simultaneously will be limited to ten.

Once the DekoMOS Gateway is installed, you will need to configure:

- General Settings
- Connections
- Browser and Editor Settings
- Client Styles Settings
- Control Rooms

From the DekoMOS Gateway configuration window, you may also:

- Configure third-party graphic or clip browsers
- Configure Editor macros
- Confirm or add enabled options and number of enabled users
- Configure safe title area for graphics
- Enable spell checking and spell check preferences

To install the DekoMOS Gateway:

1. Insert the DekoMOS Option Installation CD. On the CD, navigate to DekoMOSGateway.exe.
2. Click OK and follow instructions on the screen to install.

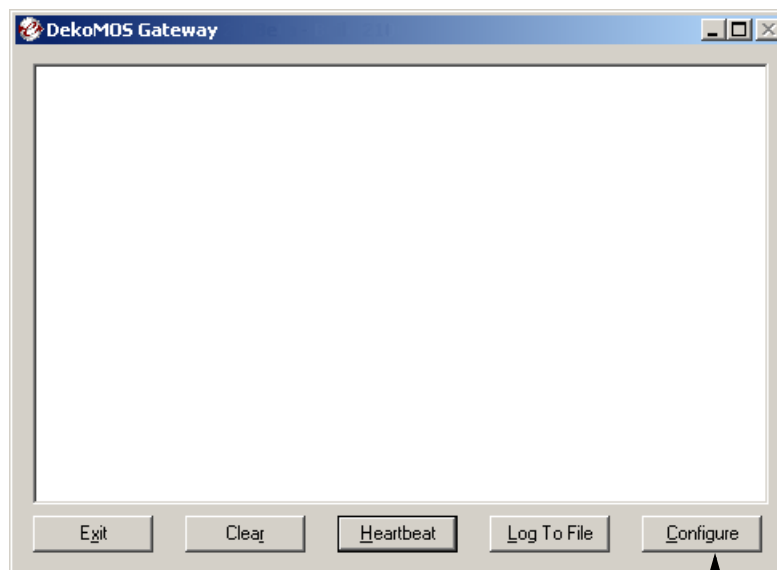
To access the DekoMOS Gateway configuration window:

1. If the DekoMOS Gateway is not running, click Start>Programs>Pinnacle Systems>DekoMOS>DekoMOS Gateway to run the DekoMOS Gateway application. If the DekoMOS Gateway is running, right-click on the icon in the system tray on the taskbar to maximize the window.



DekoMOS Gateway icon

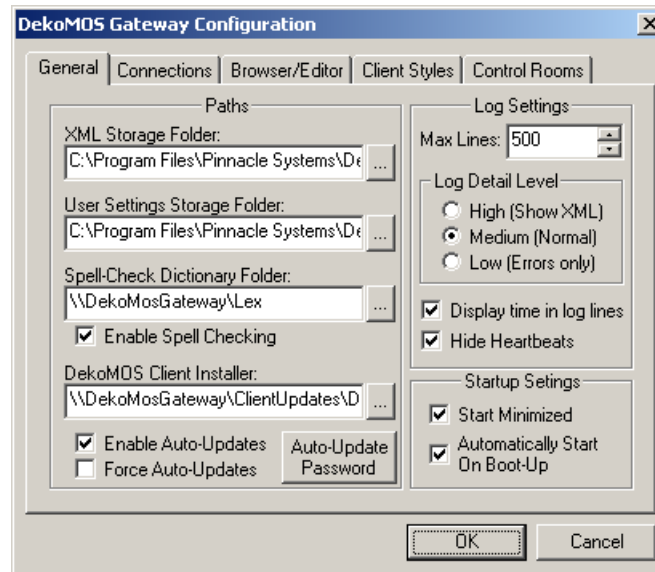
2. If you have not previously configured the Gateway, the DekoMOS Gateway Configuration window should appear automatically. If it does not appear, do one of the following:
 - click the Configure button
 - click Alt+C.



Configure button

To configure general settings:

1. Access the DekoMOS Gateway Configuration window if it is not already open. Select the General tab.



2. In the *Paths* area, enter settings as follows:

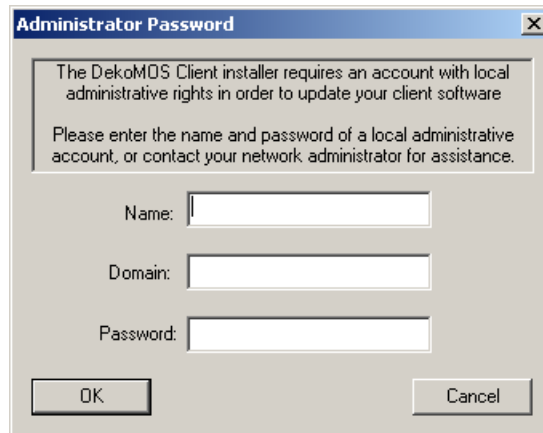
- In the XML Storage Folder text box, enter or browse to the pathname of the folder for storing active rundowns. If you enter a folder name that does not exist, when you click OK you will see a message asking if you would like the system to create this folder. This path is for the use of the Gateway and should therefore be local to this machine, beginning with a drive, C: for example.
- In the User Settings Storage Folder text box, enter or browse to the pathname of the folder for storing individual user client settings. If you enter a folder name that does not exist, when you click OK you will see a message asking if you would like the system to create this folder. This path is for the use of the Gateway and should therefore be local to this machine, beginning with a drive, C: for example.
- Click to check (recommended except when using languages without lexicons) or uncheck Enable Spell Checking. Then in the Spell-Check Dictionary Folder text box, enter the UNC name of the folder containing the lexicon files. It is important to use the full UNC name, beginning with \\ because this path is provided to the DekoMOS browsers on the NCS client machines. By default, DekoMOS installs the lexicon files to c:\program files\pinnacle systems\dekmos\lex. After installation, the administrator must share that folder so clients can read the lexicon files. The folder may be shared as *Lex*, so the pathname entered in the field in the General tab would be \\Gateway\Lex, substituting the word *Gateway* with the name of the machine where the DekoMOS Gateway is installed.

Note: For more information about file sharing, refer to your Windows documentation.

- Click to check Enable Auto-Updates or Force Auto-Updates. The full UNC name, including file name, of the latest client installer should appear in the DekoMOS Client Installer field. Using the full UNC name, beginning with \\ is important because this path is provided to the DekoMOS browsers on the NCS client machines. Enabling auto-updates allows the system to automatically receive and install DekoMOS software updates. Additionally, checking Force Auto-Updates, allows updates to install without offering the user an option to decline updating. Updating requires rebooting the NCS client machine.

Suggestion: Create a folder in the Gateway machine for the DekoMOS Client Installer. To do this, name the folder C:\Updates. Copy the latest DekoMOSClient.exe installer into the folder and share the folder as Updates. The DekoMOS Client Installer field in the General tab would then read \\(Gateway name)\Updates\DekoMOSClient.exe.

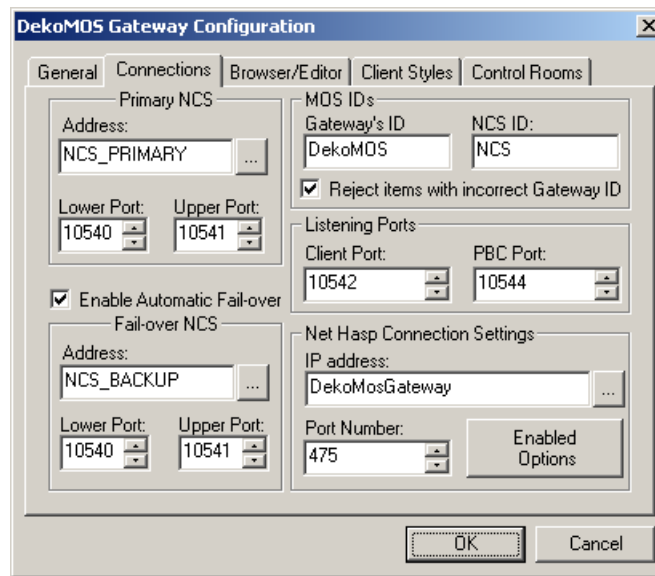
- Click the Auto-Update Password button to display a popup for entering the name, domain, and password of a local administrative account. Enter the information. This information is encrypted in auto-update files, allowing individual clients without administrative privileges to install auto-updates. Click OK.



3. In the *Log Settings* area, enter settings as follows:
 - For Log Detail Level, click the High radio button to show XML data in the Log of system activity. Click Medium for normal log activity. Click Low to show errors only. This setting is recommended unless you are troubleshooting.
 - We recommend leaving Max Lines at the default setting.
 - Click to check Display time in log lines (recommended) if you want the log to display the time, according to the system clock, when activity occurs.
 - Click to check or uncheck Hide Heartbeats. A heartbeat is a signal sent from one computer to another, requesting a return signal to confirm their connection. If checked, you see only the results of heartbeats you manually send, but not the ones the NCS initiates, or the ones the Gateway automatically sends.
4. In the *Startup Settings* area, make these selections
 - Click to check (recommended) or uncheck Start Minimized according to your preference.
 - Click to check Automatically Start on Boot-Up (recommended) to start the Gateway whenever you log on to this PC.
5. Click OK.

To configure connections:

1. Access the DekoMOS Gateway Configuration window if it is not already open. Select the Connections tab.



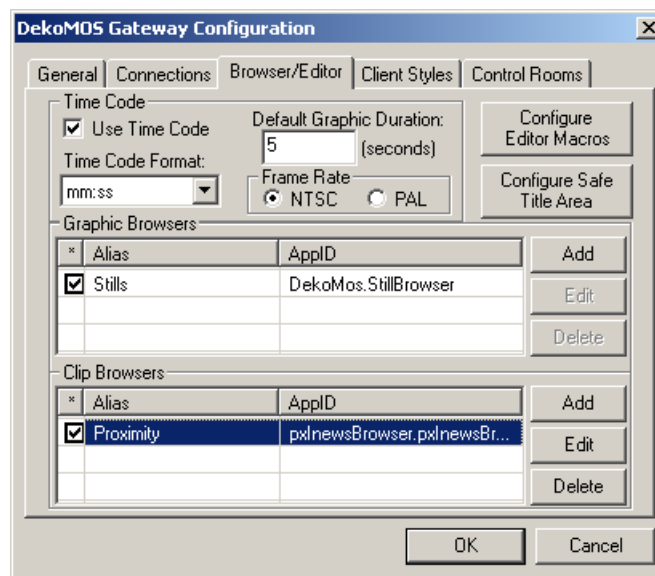
2. In the *Primary NCS* area, enter these settings:
 - In the Address field, enter the IP address for the iNews Gateway or ENPS server
 - For the Lower Port, Pinnacle Systems recommends keeping the default setting of 10540 unless you receive an error message.
 - For the Upper Port, Pinnacle Systems recommends keeping the default setting of 10541 unless you receive an error message.
3. Enable or disable *Automatic Fail-over* by clicking the checkbox. If the Gateway loses connection to the NCS, the Gateway will automatically try to reconnect. If it cannot reconnect, and Automatic Fail-over is enabled, the Gateway will try to connect to the fail-over NCS. If the Gateway cannot connect to the fail-over NCS, it will continue to alternate connection attempts to the NCS and the fail-over NCS until it connects to one. If you enable Automatic Fail-over, enter information in the Fail-over NCS area:
 - In the Address field, enter the IP address for the fail-over iNews Gateway or ENPS server
 - For the Lower Port, enter 10540.
 - For the Upper Port, enter 10541
4. In the *MOS ID* area, enter settings as follows:
 - In the Gateway ID field, enter the name that you have decided upon and defined in the NCS. This unique MOS ID string identifies the DekoMOS Gateway and is defined in the ENPS or iNEWS server configuration.
 - In the NCS ID field, enter the NCS ID assigned by your system administrator.
 - *Reject items with incorrect Gateway ID* should be checked unless you are using DekoMOS with an ENPS system and MOS Redirection.
5. In the *Listening Ports* area:
 - Client Port default setting is 10542. Pinnacle Systems recommends keeping this setting.

- PBC Port default setting is 10544. Pinnacle Systems recommends keeping this setting.
6. In the *Net HASP Connection Settings* area:
 - Enter the IP address of the computer with the Net HASP installed if it is not already entered. This field automatically defaults to the address of the current machine.
 - Keep the default setting of 475 for the Port number where the Net HASP will check for connections unless you receive an error message.
 7. Click OK.

Note: Using the Enabled Options button is described later in this chapter.

To configure the browser and editor settings:

1. Access the DekoMOS Gateway Configuration window if it is not already open. Select the Browser/Editor tab.



2. In the *Time Code* area:

Click to check Use Time Code to enable clients to enter a time code when a graphic is added to a story. Make a selection from the dropdown to specify the format of the time code.
3. Default Graphic Duration allows graphics to play for the specified number of seconds from a specified in time without entering a duration or an out time when you place graphics in a rundown. You can override this setting later.
4. Click to choose the appropriate Frame Rate setting, NTSC or PAL for your facility.

- Click the Configure Safe Title Area Button. The Safe Title Configuration popup appears.



Click to check Show safe title area to display a red dotted border around the area of a template that one could safely assume would appear onscreen. Because the edges of an image may be clipped by an overscanning monitor, text placed outside the safe title area could appear off screen. In a broadcast environment, you should probably keep the recommended default settings of ten percent from the Top, Left, Right, and Bottom edges. In a different environment, with monitors of varying dimensions, you may want to adjust percentages. When you are finished, click OK.

- In the Graphic Browsers and Clip Browsers areas, add, delete, or edit graphic or clip browsers. Refer to instructions starting on page 38 for details.
- To configure Editor Macros, refer to the section below.
- Click OK.

Configure Editor Macros

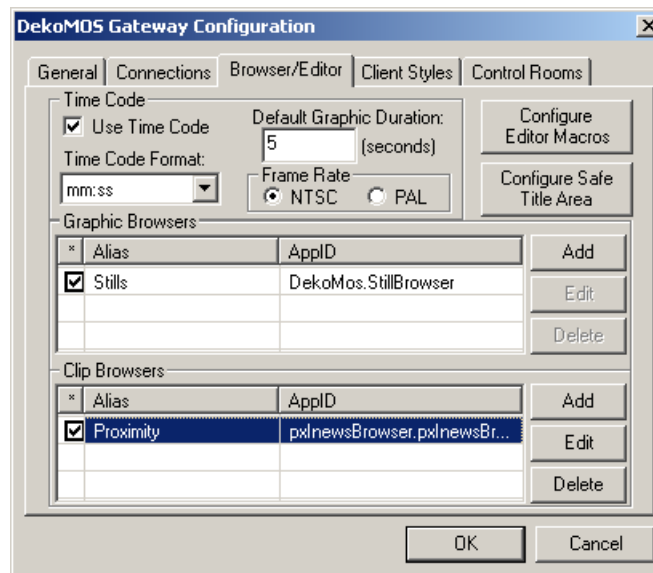
If there is a text string or special character that you know you will frequently use in replaceable text fields of the Deko templates, you may create a macro to type the text or character and then assign the macro to a keyboard shortcut for quick access.

Examples of text you might want to enter with an editor macro would be an often used anchor name or a name that is difficult to spell. Editor macros are also useful for entering frequently used symbols such as an up or down arrow indicating the price change of stocks. Editor macros are defined from the DekoMOS Gateway.

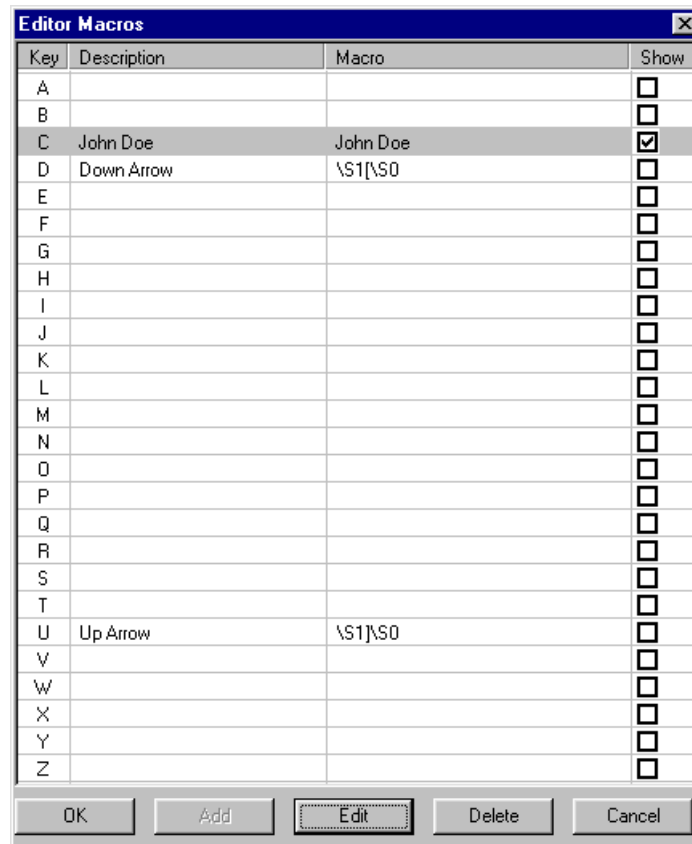
To assign a macro to a single key for quick access:

- Access the DekoMOS Gateway window.

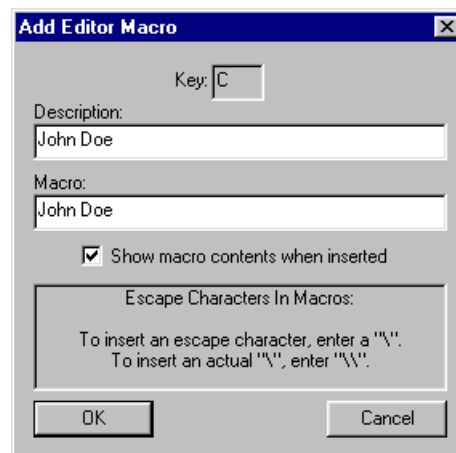
2. Click the Configure button. The DekoMOS Gateway Configuration window appears. Click the Browser/Editor tab.



3. Click the Configure Editor Macros button. The Editor Macros dialog appears.



4. Click a letter in the left column to select the Key to which you want to assign a macro.
5. Click the Add button. The Add Editor Macro dialog appears.
6. To assign a macro to a letter key, type the name of the macro in the Description field. Then do one of these:
- To create a macro for entering text, simply enter that text in the Macro field and then check *Show macro contents when inserted*.



- To create a macro for entering a symbol, picture, or for assigning a Deko preset style, in the Macro field enter a “\” as an escape character, then type in a macro using commands found in the *Deko Macro Command Reference*. Uncheck *Show macro contents when inserted*.

7. Click OK>OK.

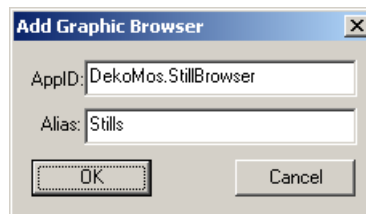
Note: To use hotkeys to enter text or graphics in a story, follow the instructions on page 103.

Configure DekoMOS to Access Images and Clips from Other Browsers

The DekoMOS Option has the ability to access stills and clips, to place in the editable fields of your templates. Access to the DekoMOS browser or a third-party storage system must be configured from the DekoMOS Gateway. At this time, Xenotrack from Proximity is compatible. For further discussion, refer to page 99.

To configure DekoMOS for access to graphic or clip browsers:

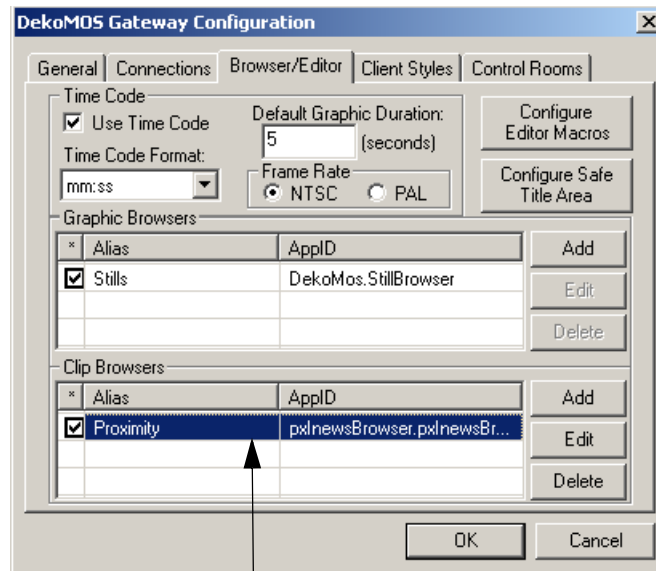
1. Click the DekoMOS Gateway icon on the task bar to see the DekoMOS Gateway window.
2. Click the Configure button. The DekoMOS Gateway Configuration window appears.
3. Click the Browser/Editor tab.
4. To add a graphic browser or a clip browser, click Add in the appropriate area. The Add Graphic Browser dialog appears.



5. Refer to the manufacturer's instructions for the software application ID of the plug-in and type it in the AppID field. In the alias field, type in the name you would like to appear in the DekoMOS Browser interface.
6. Click OK.

To delete a graphic or clip browser:

1. Click to highlight the browser in the list.



Browser name
highlighted in list

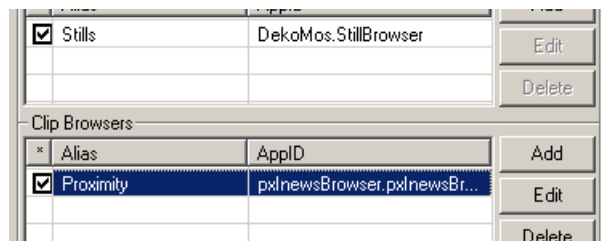
2. Click the delete button.

To edit a graphic or clip browser:

1. Highlight the browser in the list.
2. Click Edit.
3. The Add Graphic Browser dialog appears with the AppID and the Alias for the selected browser. Make changes as desired.
4. Click OK.

To select a graphic or clip browser as the default browser:

From the DekoMOS Gateway>Configure>Browser/Editor, select the graphic or clip browser in the list and click to toggle on a check mark in the box to the left of the browser alias.

**Configure Client Style Settings**

DekoMOS can easily manage and organize graphic templates to ensure the correct look or style of your broadcasts. For each programming entity, such as a station or a single show, that uses a

distinct style, you may create a style name. You then assign paths to that style for the templates, graphics, and custom typefaces utilized for that look. You will be able to reference this style from the client interface for easy access to the graphics appropriate for the station or show.

Note: All graphics in a single rundown must be from the same style. Adding graphics to a story is described in the chapter, *Building Stories with Graphics*.

In the examples that follow, each template has the same name and the same number and types of layers. The background, the Dow Jones Industrials banner, and the Change, Close, and Volume Headings are all fixed layers. The Up or Down change indicators and the numeric values are all in replaceable fields filled in by a reporter or via automation. The Current Style determines which look appears by defining the paths to templates, fixed graphics, and replaceable graphics. Once a template is selected and the replaceable fields are filled, changing the Current Style changes the appearance of the graphic, but the information or graphics in replaceable fields will remain.



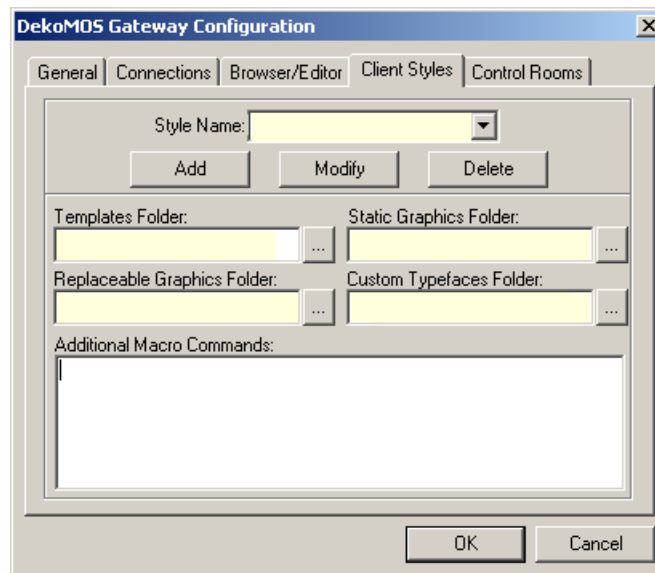
Here is an example of how a graphic might look, rendered in a certain style.



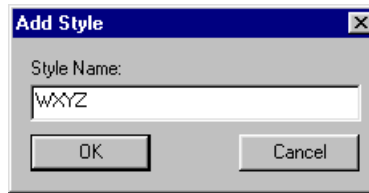
Here is the same graphic, rendered in a different style.

To add a style and define paths:

1. Access the DekoMOS Gateway Configuration window if it is not already open. Click the Client Styles tab.



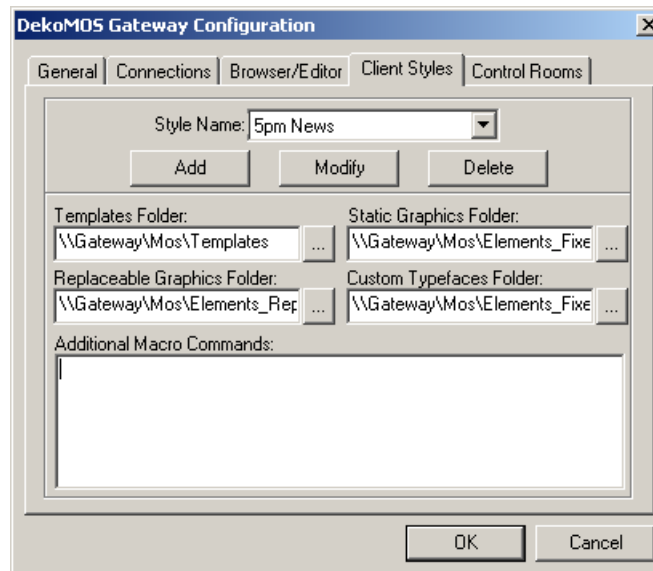
2. Click the Add button. The Add Style dialog appears.



3. Type a style name in the Style Name text box. Click OK to accept the name and return to the Configuration dialog. This is the name that will appear in the DekoMOS plug-in on the client computers and in the DekoMOS Playback Controller.
4. If the style name you just added is not displayed in the Style Name field, click the down arrow beside the field to display a dropdown list of style names. Click the Style Name to select it.
5. In each of the four Folder fields, type in the path that the style should reference or press the browse button to the right of the field to navigate to the appropriate folder. All clients will locate the elements for display in these folders. Pinnacle Systems recommends that they reside on the system where the DekoMOS Gateway is installed.

Important: All folders should be shared for Read Only access. This ensures that the graphics will remain as they were created while allowing access to those graphics. For best performance, files for playout are stored on the Deko. Duplicate files stored on the Gateway are accessed by the DekoMOS Browser.

Please refer to the recommended file structure for graphics described on page 84.



6. Click OK.

To change a style name:

1. Click the DekoMOS Gateway icon on the taskbar to see the DekoMOS Gateway window.
2. Click Configure>Client Styles.
3. Select the style to modify from the Style Name dropdown.
4. Click the Modify button, then change the style name.
5. Click OK.

To change the appearance of a style:

1. Click the DekoMOS Gateway icon on the taskbar to see the DekoMOS Gateway window.
2. Click Configure>Client Styles.
3. Select the style to modify from the Style Name dropdown.
4. To change the style's reference locations for the clients, in each of the four Folder fields, type in the path that the style should reference or press the browse button to the right of the field to navigate to the appropriate folder.

To delete a style:

1. Click the DekoMOS Gateway icon on the taskbar to see the DekoMOS Gateway window.
2. Click Configure>Client Styles.
3. Select the style to delete from the Style Name dropdown.
4. Click the Delete button.
5. Click OK.

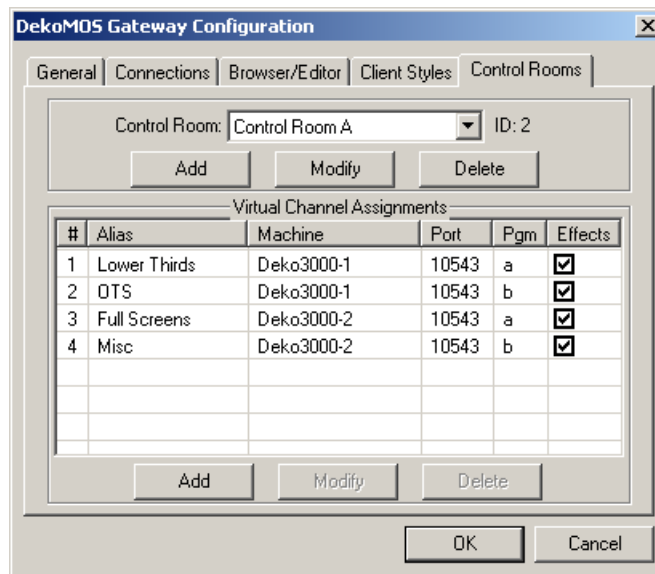
Configure Control Rooms

A control room consists of a set of Deko systems used for playback of a single rundown or show. Traditionally, the outputs of these Deko systems would all be routed to the same room. With DekoMOS, you can define control rooms and assign specific channels of specific Dekos to the virtual channels of that control room. Each control room can have as many as nine channels assigned to it. Using control rooms with virtual channels allows rundowns to be easily redirected to a different control room for playback in case of emergency or for flexibility.

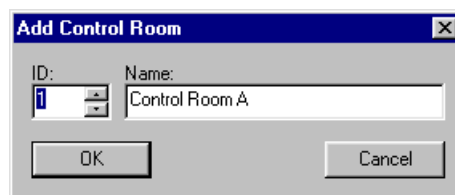
You can also control one rundown from multiple control points. The same rundown can appear on multiple DekoMOS Playback Controllers. In this case, each Playback Controller may be used for a certain function, as the station prefers. For example, an operator may be advancing Channel 1 and Channel 2 from the keyboard of one DekoMOS Playback Controller, while a GPI connected to another DekoMOS Playback Controller and to the switcher is advancing Channel 3.

To create a control room with virtual channels:

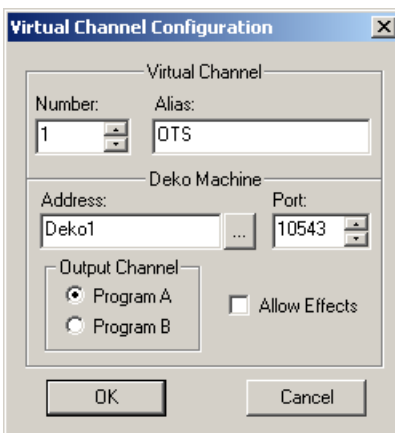
1. From the DekoMOS Gateway Configuration window, click the Control Rooms tab.



2. To add a control room to the list, click the Add button in the Control Room section. The Add Control Room dialog appears.



3. Type a name in the Name text box.
4. Type an ID in the ID field or use the up or down arrow next to the ID field to select an ID. The ID should be unique to this control room.
5. Click OK.
6. In the Virtual Channel Assignments section, click Add. The Virtual Channel Configuration dialog appears.



7. Type in the Number text box or use the up and down arrows to assign a number to the channel. The number should be unique to this channel in this control room.
Note: If you plan to use tally control for playout and your switcher uses hard tally assignments, DekoMOS virtual channel assignments should be fixed for each physical Deko channel.
8. In the Alias text box, type in a name that identifies this channel (e.g. Lower Thirds, OTS, Full Screens, Other, or Channel 1, Channel 2, etc.). This name will display in the DekoMOS Playback Controller.
9. In the Deko Machine area, enter information as follows:
 - Type in or browse to the address of the Deko that will supply output for this channel. To browse, click the button to the right of the Address field.
 - Port number 10543 appears by default. Do not change this port number unless you receive an error message.
 - Click the Program A or Program B radio button to select the Deko program window for this channel. For more information about Program and Preview windows, refer to your *Deko User's Guide*.
 - Click to check *Allow Effects* to automatically play associated effects when a graphic is brought to air. Leave this selection unchecked to air the graphics without playing associated effects.
10. Click OK.
11. Repeat the procedure to add additional channels. When adding additional channels, you may notice that DekoMOS automatically assigns a default channel based on the previously assigned channel and the assumption that you are using dual-channel Dekos. For example, if you enter Virtual Channel 1 as FXDeko II Program A, when you configure Virtual Channel 2, it will automatically default to FXDeko II Program B. You may change this default.
12. Click OK at the bottom of the Configuration window.

Note: To configure within a grid in the DekoMOS Gateway, double-click on an existing item to edit the item. Double-click on a blank area to add an item.

To control a rundown from more than one Playback Controller:

For each Playback Controller that you want to control a rundown, create a control room and assign channels as in the procedure above, to suit your needs. The Control Room driven by a Playback Controller is selected from the Playback Controller interface.

To modify a channel:

1. From the DekoMOS Gateway Configuration window, click the Control Rooms tab.
2. Select a Control Room from the dropdown Control Room list.
3. In the Virtual Channel Assignments area, click the Channel name to select it. The channel appears highlighted in the list.
4. In the Virtual Channel Assignments section, click Modify or double-click on a channel to modify it. The Virtual Channel Configuration dialog appears.
5. Change information as desired in the dialog, then click OK.

To delete a channel:

1. From the DekoMOS Gateway Configuration window, click the Control Rooms tab.
2. Select a Control Room from the dropdown Control Room list.
3. In the Virtual Channel Assignments area, click on the Channel name to select it. The channel appears highlighted in the list.
4. In the Virtual Channel Assignments section, click Delete.

To modify a Control Room name or ID:

1. From the DekoMOS Gateway Configuration window, click the Control Rooms tab.
2. Select the Control Room from the Control Room dropdown.
3. In the Control Room section, click the Modify button. The Virtual Channel Configuration dialog appears.
4. Make changes as desired.
5. Click OK.

To delete a Control Room:

1. From the DekoMOS Gateway Configuration window, click the Control Rooms tab.
2. Select the Control Room from the dropdown and then click the Delete button in the Control Room section.

Options Enabled on the Net HASP

From the Gateway, you can see a list of options and users enabled for DekoMOS. Additional options or user licenses may be purchased from Pinnacle Systems.

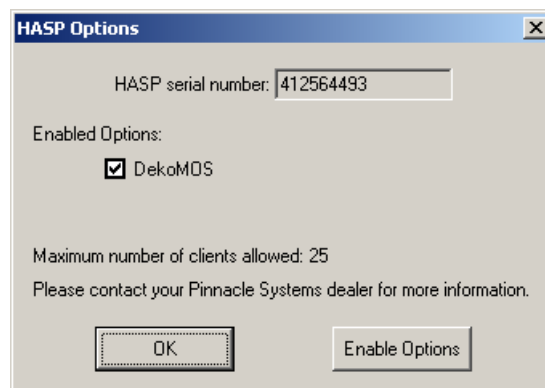
To see options and number of users enabled for DekoMOS:

1. Click the DekoMOS Gateway icon on the taskbar to see the DekoMOS Gateway window.



DekoMOS Gateway icon

2. Click the Configure button, then select Connections.
3. Click the Enabled Options button. The HASP Options window appears. A check mark appears beside enabled options.



To enable additional options or more users:

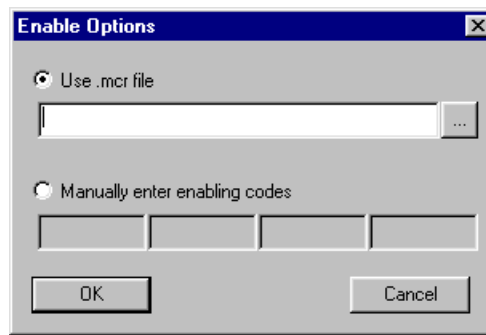
1. If you purchase additional options from Pinnacle Systems, you receive a SetOpt.mcr file with the enabling code for those options. If you purchase additional user licenses, the enabling code is sent to you in a SetLimit.mcr file. Start the DekoMOS Gateway. If it is already running, click the DekoMOS Gateway icon on the taskbar to see the DekoMOS Gateway window.



DekoMOS Gateway icon

2. Click the Configure button, then select the Connections tab.
3. Click the Enabled Options button. The DekoMOS Options window appears.

- Click the Enable Options button. The Enable Options dialog appears.



- Do one of the following:
 - Click to choose *Use .mcr file*. Type in the name of the SetOpt.mcr or SetLimit.mcr file or locate it with the browse button.
 - Click to choose *Manually enter enabling codes*. Enter the four multi-digit numbers of your purchased code in the four Enabling Code fields.
- Click OK.

Installing Components on the Deko System

The DekoMOS Macro Server is the communication connection with the DekoMOS Playback Controller. The Macro Server receives and processes macro commands. The DekoMOS Macro Server also acts as a client to the DekoMOS Gateway to retrieve a list of defined Styles from the Gateway. Once a style is defined in the DekoMOS Gateway and selected from the Playback Controller, the Deko paths will be set according to the values configured in the DekoMOS Macro Server.

To install the DekoMOS Macro Server on the Deko:

- Insert the DekoMOS Option Installation CD in the Deko machine's CD-ROM drive.
- On the CD, navigate to the DekoMOSMacroServer.exe file, then click OK or press Enter.
- Follow the on-screen prompts to complete the installation.

To create a macro to automatically start the DekoMOS Macro Server when the Deko starts:

- Click Start>Programs>Accessories>Notepad.
- In the Notepad text window, type the following, *with no line breaks*:

```
shell open name="c:\Program Files\Pinnacle Systems\DekoMOS\DekoMosMacroServer.exe"
```
- Click File>Save File As. In the Save File As dialog, enter the name init.mcr and save the file in the C:\FXDekoII folder, or comparable folders for the Deko model you are using.

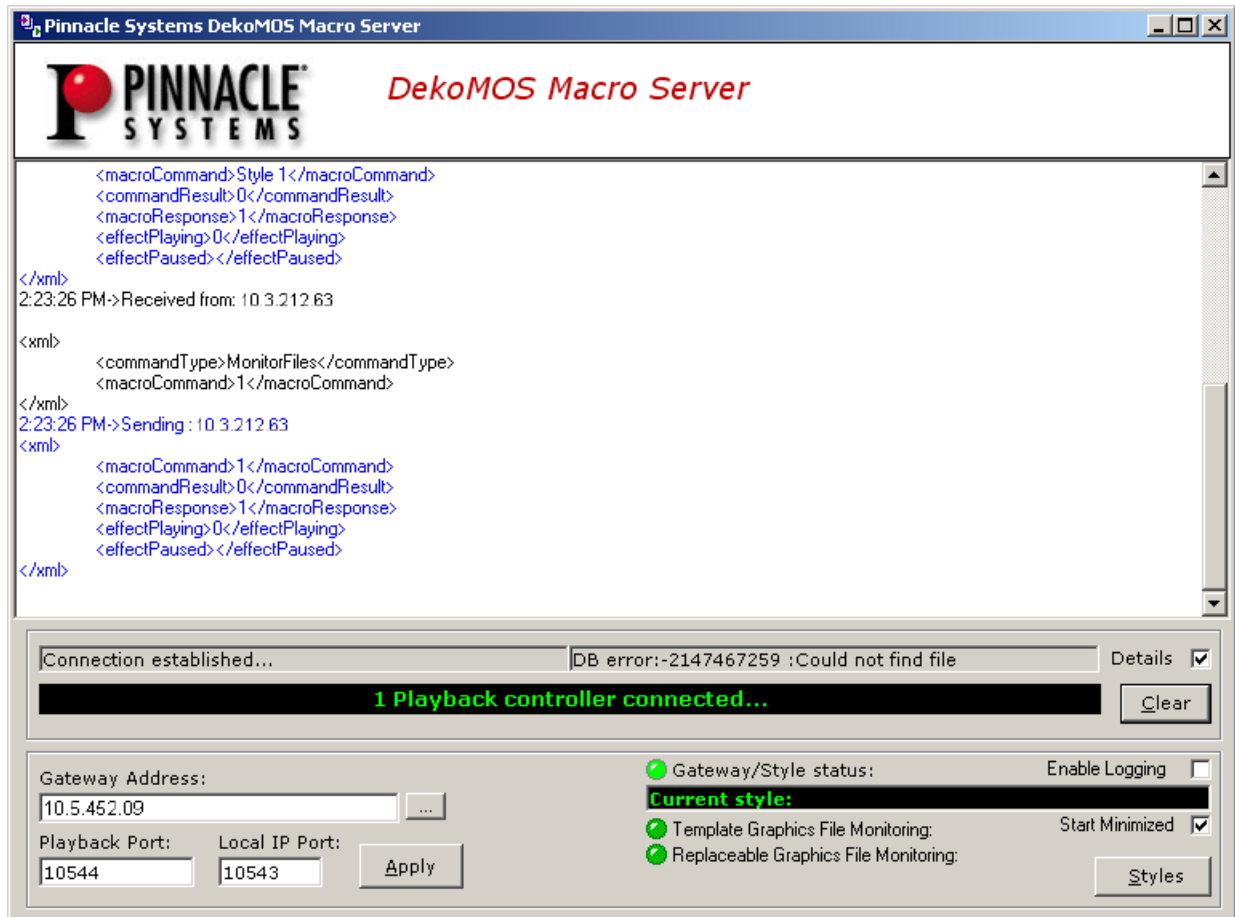
To configure the DekoMOS Macro Server:

- Do one of these:
 - If the DekoMOS Macro Server is not running, access the configuration window by clicking Start>Programs>Pinnacle Systems>DekoMOS>DekoMOS Macro Server.

- Double-click the desktop icon.



- If the DekoMOS Macro Server is running and is visible in the system tray, click on the DekoMOS symbol in the system tray to maximize.
2. The DekoMOS Macro Server window appears. The top portion of the window displays a log of DekoMOS Macro Server activity. To specify that this log show data communication in full xml view, click to check *Details*, near the bottom right of the window. Or, uncheck to show simple one line view. To clear the information displayed here, click the *Clear* button.



3. In the Gateway Address field, enter the IP address of the machine running the DekoMOS Gateway. The Playback Port field and the Local IP Port field are 10544 and 10543, respectively, by default. Do not change these port numbers unless you receive an error message. The Playback Port number must be the same number entered during DekoMOS Gateway configuration as the Playback Port.
4. Click the Apply button below the Gateway Address field.
5. Click Enable Logging if you want all logged information about Macro Server activity to be automatically sent to the folder Pinnacle Systems\DekoMOS\Logs.

6. Click Start Minimized to specify that upon starting the DekoMOS Macro Server will not display this window, but will appear in the system tray.

To verify that the Macro Server is communicating with the Gateway:

When the Macro Server is correctly communicating with the DekoMOS Gateway, the LED light next to *Gateway/Styles status* is green. If there is no communication, the light is red.

To verify that the Macro Server can confirm the existence of scheduled graphics, graphic assets, and clips:

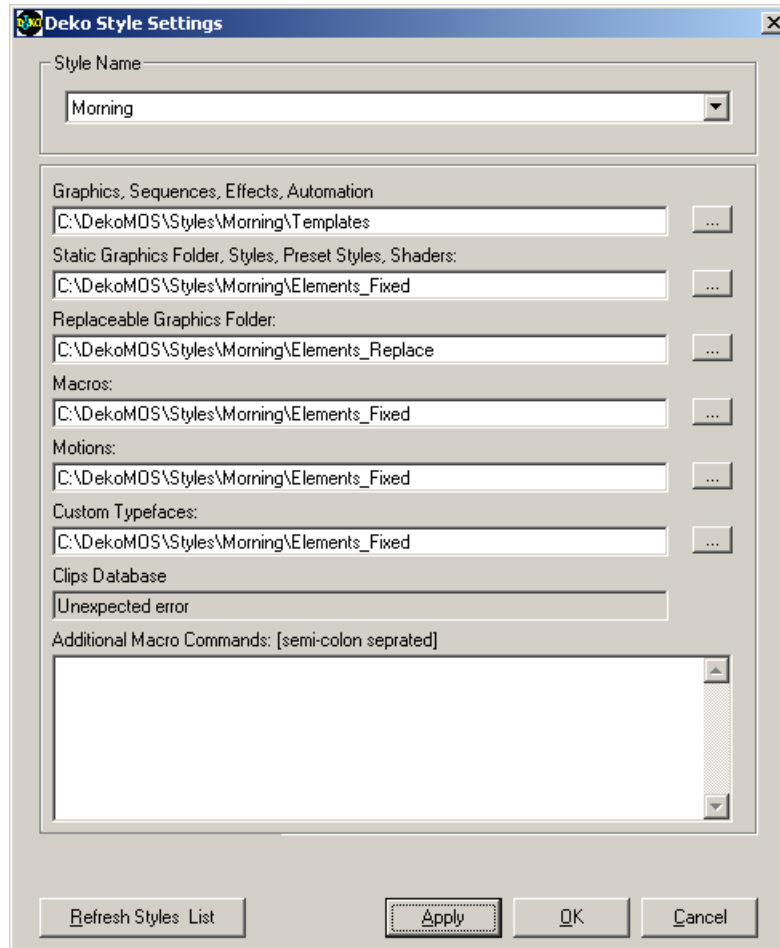
The LED lights next Template Graphics File Monitoring, and Replacement Graphic File Monitoring should be green. The Macro server must be able to monitor these files to communicate information to the Playback Controller.

To configure styles and corresponding local paths:

IMPORTANT: The same style names, but with local paths, must be entered in the configuration of the Macro Server as were entered during Gateway configuration. For best performance, files for playout are stored on the Deko. Duplicate files stored on the Gateway are accessed by the DekoMOS Browser.

1. Access the configuration window by clicking Start>Programs>Pinnacle Systems>DekoMOS>DekoMOS Macro Server. If the Macro Server is already running, click the icon in the system tray.
2. Click the Styles button to see the Deko Style Settings dialog.
3. To configure styles defined in the DekoMOS Gateway, select the Style Name from the dropdown list and then set the appropriate paths that this style will use. When the Playback Controller sets a style, Deko uses the paths defined by the style.

Although you should use the same paths as set in the DekoMOS Gateway for that style, paths should be local to this machine for best performance.



4. Use the Additional Macro Commands box to send additional commands to Deko when the style is selected. This is useful for opening any show-specific presets or other files.
5. Click Apply to apply settings for a style.
6. Click OK when you have finished configuring styles.

To retrieve styles recently configured in DekoMOS Gateway and add them to the dropdown list of styles in the Deko Style Settings window:

This occurs automatically when the Macro Server starts. To do this manually, click the Refresh Styles List button in the Deko Style Settings window.

Installing the DekoMOS Playback Controller

The DekoMOS Playback Controller may be installed on any machine with network access to the Gateway and the Deko machines. Recommended practice has the DekoMOS Playback Controller available within each control room since it is the control point for playout of Deko graphics.

The Gateway setting configures the communication between the Playback Controller and the DekoMOS Gateway. This connection obtains the list of available rundowns and the components in the rundowns.

Install and Configure the DekoMOS Playback Controller

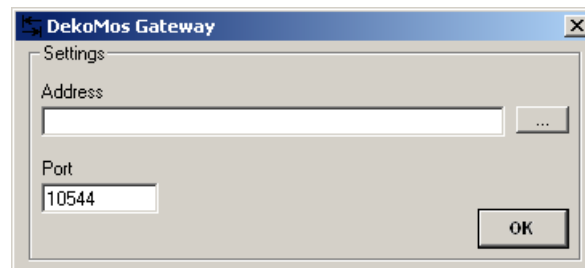
To install the DekoMOS Playback Controller:

1. Insert the DekoMOS Option Installation CD. On the CD, navigate to DekoMOSPlaybackController.exe.
2. Click OK and follow instructions on the screen to install.

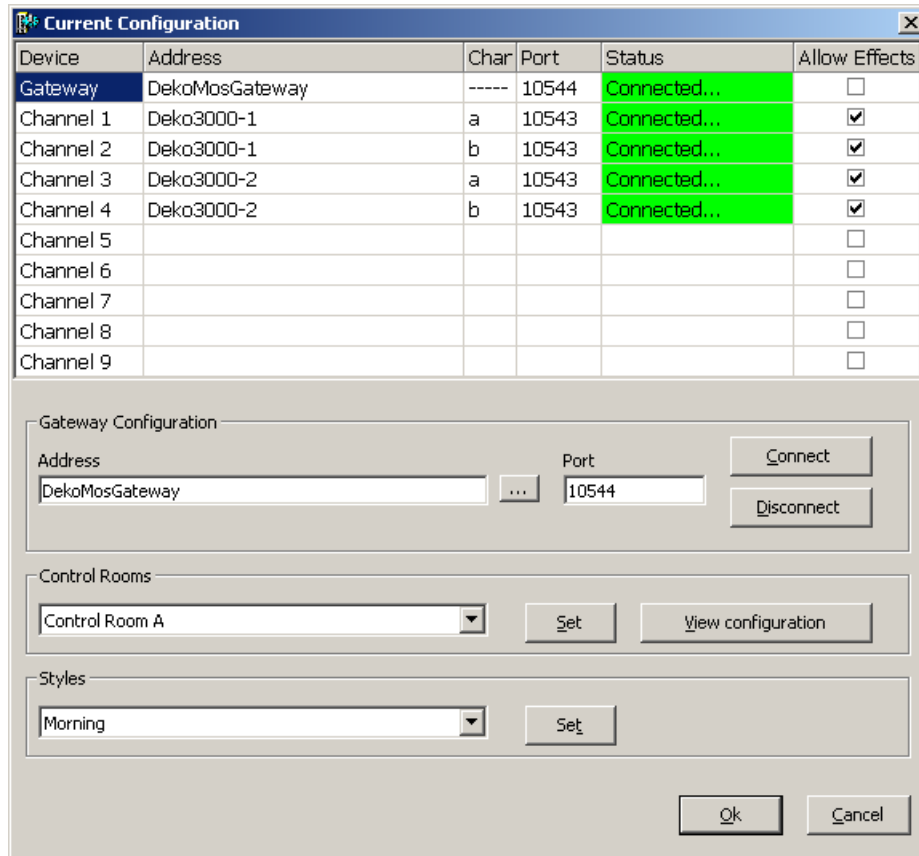
IMPORTANT: When installing on a Windows 2000 or Windows XP operating system, you may see a message indicating failure to install Microsoft data access components. This is because a newer version of these components already exists on these operating systems. You may ignore the message.

To configure the Playback Controller:

1. From the desktop, click Start>Programs>Pinnacle>DekoMOS>DekoMOSPlaybackController. The DekoMOS Playback Controller interface displays.
2. If this is the first time the program has been started, the DekoMOS Gateway dialog displays. Enter the DekoMOS Gateway name or IP address. Click OK.

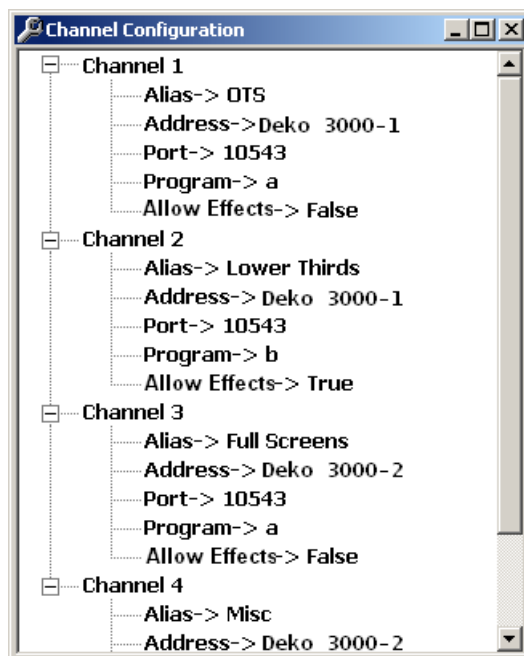


- Click Configuration>Gateway Configuration. The Current Configuration window appears. Information in the Device table at the top of this window is automatically configured.



- Look at the Status column to confirm that all output channels are connected, as indicated by the word Connected and a green background.
- Look at the Allow Effects column to see if associated effects will play when a graphic airs. A check indicates that associated effects will play. This display is for information only. The setting is configured in the DekoMOS Gateway, as described starting on page 43.
- From the Control Room dropdown list, select a control room, then click set. This determines the group of Dekos that this Playback Controller will drive, as defined in the DekoMOS Gateway.
- From the Styles dropdown, select a style, then click Set.

8. To see a summary of your configuration for this Playback Controller, click the View Configuration button. Close this view with the close button in the top right corner.



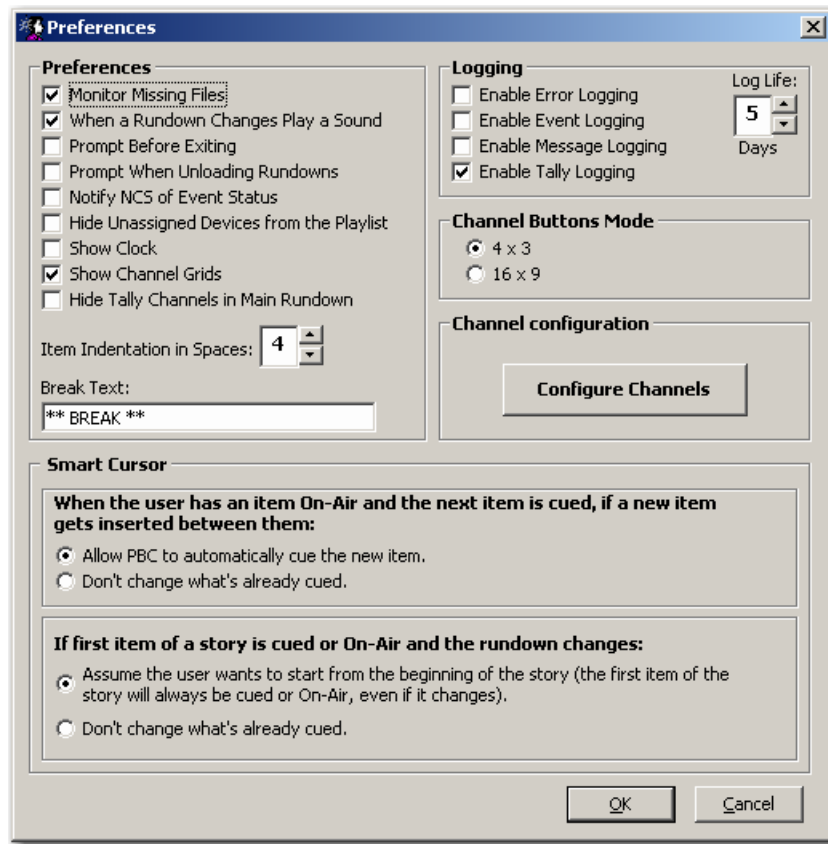
9. Click Exit.

To configure the layout and appearance of the Playback Controller:

Click Configuration>Layouts>Layout Settings to see a dialog box that allows you to determine the columns of information that are visible in the Playback Controller and how information is displayed. Close the dialog box after making your selections. For more information, see page 113.

To configure prompts, logging, cueing and cursor preferences:

Click Configuration>User Preferences to see the Preferences dialog. Click to check or uncheck your preferences, then click OK. For more information, see page 120.



To specify text to indicate a break in the rundown:

Click Configuration>User Preferences to see the Preferences dialog. In the Break Text text box, type in the text that you want to appear in the rundown to indicate a break. Click OK.

Note: This feature is only available if DekoMOS is installed with ENPS systems. However, it is possible to create a story to indicate break in the rundown when using an iNEWS NCS. To add breaks to a rundown using the text configured here, see page 105.

Connect and Configure GPI Triggers and Tally Control for the Playback Controller

You can connect up to two local GPI (General Purpose Interface) triggers or the GPI-10 from Burst Electronics to the DekoMOS Playback Controller PC. You can use these devices to invoke certain commands such as Play Effect or Clear Channel. Each local GPI trigger can invoke a single command. The GPI-10 can invoke as many as ten commands.

GPI triggers are not supplied by Pinnacle Systems, but may be obtained from third-party vendors. If ordering a GPI-10 from Burst Electronics, specify the Pinnacle version.

To partially or fully automate playout, switcher tally condition and GPI pulses from the switcher can trigger the Burst GPI-10 to send pulses to the DekoMOS Playback Controller. More information about the appropriate hardware connections is in the Appendix, beginning on page 157.

To connect local GPI triggers to the DekoMOS Playback Controller:

Connect local GPI triggers to the DekoMOS Playback Controller PC as follows:

- Local RS-232 Port uses local RS-232 Com Ports
- GPI1=Pins 4 & 1
- GPI2=Pins 4 & 8

To connect the Burst GPI-10 to the DekoMOS Playback Controller:

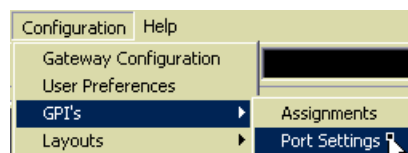
The GPI-10 from Burst Electronics comes with a serial cable. Connect the serial cable to the serial port on the back of the DekoMOS Playback Controller PC. For further information, refer to the appropriate documentation from Burst Electronics.

To connect the Burst GPI-10 to respond to tally condition:

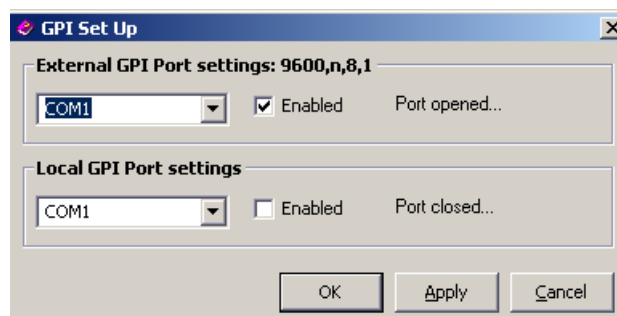
Refer to detailed discussion and instructions in the Appendix, beginning on page 157.

To configure GPI ports:

1. Click Configuration>GPIs>Port Settings.



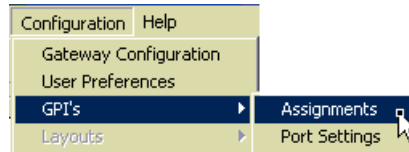
The GPI Set Up dialog appears. This dialog allows you to tell the Playback Controller where a GPI trigger is connected and to enable the GPI trigger.



2. Click to check or uncheck Enabled. If Enabled is checked, You should see the message Port opened.
3. Click OK.

To configure commands invoked by a GPI signal:

1. From the Playback Controller interface, click Configuration>GPIs>Assignments.



The GPI Assignments dialog appears. This dialog allows you to assign commands to GPI triggers

The two rows below Local GPI Assignments correspond to single GPI triggers connected to USB ports.

The ten rows below External GPI Assignments correspond to the ten buttons on the Burst Electronics GPI-10.

 A screenshot of the 'GPI Assignments' dialog box. It has a title bar with a close button. The dialog is divided into two main sections: 'Local GPI Assignments' and 'External GPI Assignments'. Each section has a table with two columns: 'Tally ON' and 'Tally OFF'. The 'Local GPI Assignments' table has two rows. The 'External GPI Assignments' table has ten rows. Below the tables, there are fields for 'Macro:' and 'Channel:' (a dropdown menu). At the bottom, there are 'OK' and 'Cancel' buttons.

Local GPI Assignments	
#	Tally ON
1	
2	

External GPI Assignments	
#	Tally ON
1	
2	
3	
4	Tally On Channel 1
5	Tally On Channel 2:Smart Play Next Channel 2
6	Tally On Channel 3:Smart Play Next Channel 3
7	Play Next Channel 1
8	Play Next Channel 2
9	Play Next Channel 3
10	

Macro: Channel:

To remove an assignment press the "Delete" key.

Double Click to assign,edit or modify commands.

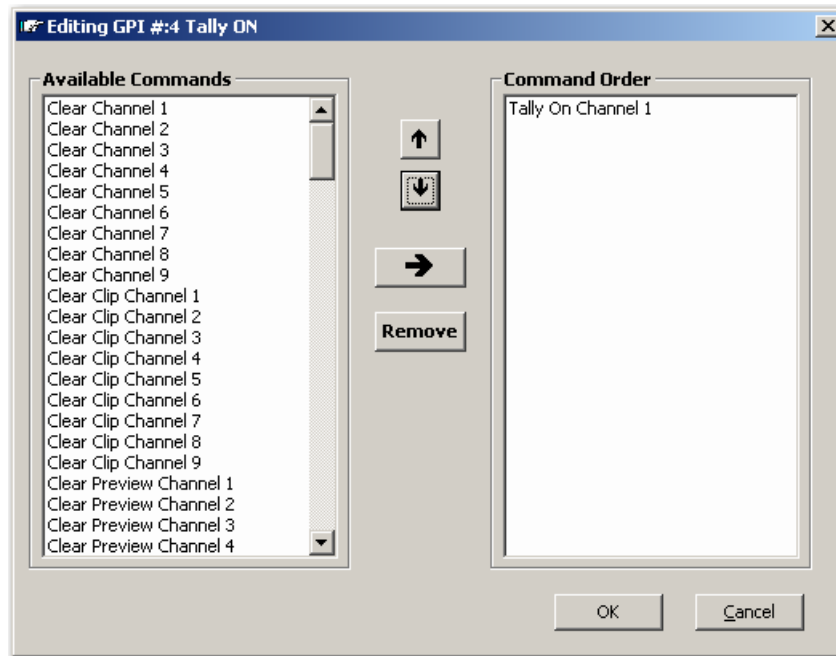
To assign a macro to a GPI, type in your macro command, select a channel from the drop down channel list. Select/highlight the typed in macro and drag it into the GPI assignment.

OK Cancel

2. Double click any row to add or delete GPI actions assigned to the corresponding GPI trigger.

Note: A discussion about choosing commands followed by a command reference table begins on page 59.

The Editing GPI dialog appears.



3. Add, reorder, or Remove commands from the GPI trigger.
 - To Add a command, click to highlight the command in the Available Commands list, then click the Right Arrow button to enter the command in the Command Order list.
 - To reorder commands, click to highlight a command in the Command Order list, then click the Up or Down arrow button to change the position of the command in the list.
 - To remove a command so that it is no longer assigned to the GPI trigger, click to highlight the command in the Command Order list, then click the Remove button.

For each External GPI Assignment triggered by tally pulses, a Tally On and a Tally Off condition can be set. Actions in the Tally On column are triggered if the appropriate channel is tallied on at the switcher. Actions in the Tally Off column are triggered if the appropriate channel is tallied off at the switcher.

IMPORTANT: Unpredictable results can occur if tally or GPI pulses are received before a designated action, such as Play Next, is completed. Therefore, be sure to allow adequate time between tally and/or GPI triggered effects.

4. Click OK.

Choosing GPI Commands to Assign

One or more GPI commands can be assigned to the tally on or tally off condition of each available GPI button. Choosing appropriate commands depends upon how you want to use your graphics and whether those graphics include effects for transitioning on or off air. The sample GPI settings shown here are useful for several scenarios.

External GPI Assignments		
#	Tally ON	Tally OFF
1		
2		
3		
4	Tally On Channel 1	Tally Off Channel 1:Play Next Channel 1
5	Tally On Channel 2:Smart Play Next Channel 2	Tally Off Channel 2:Clear Channel 2:Smart Take Channel 2
6	Tally On Channel 3:Smart Play Next Channel 3	Tally Off Channel 3:Clear Channel 3:Smart Take Channel 3
7	Play Next Channel 1	
8	Play Next Channel 2	
9	Play Next Channel 3	
10		

For graphics without effects, such as many lower thirds, note the commands assigned in the example above to GPI button 4. With the tally off condition, the graphic for channel 1 begins to play, so that the graphic can be seen on air as soon as the channel is tallied on.

For graphics with built in effects without pauses, such as an over-the-shoulder that flies in with a ripple, note the commands assigned in the example above to GPI 7. This is appropriate for blind takes. The next graphic plays when channel 1 is tallied on so that the effect is seen on air.

For a channel that will play some graphics with effects and some graphics without effects, notice the Smart Take and Smart Play Next commands assigned to buttons 5 and 6 for channels 2 and 3 in the example above. In the tally off condition, the channel is cleared first, with the Clear Channel command. The Smart Take command examines the next graphic in the rundown assigned to the channel. If the graphic has an effect, it loads to the Preview channel but does not play to the Program, or on-air, channel. If the graphic does not have an effect, Smart Take plays it directly to the Program channel. In the tally on condition, the Smart Play Next command examines the Program Channel. If the Program channel is clear, Smart Play Next plays the graphic in the Preview channel to the Program channel. If the Program channel is not clear, Smart Play Next does nothing.

Additional Conditions for Playout of Graphics with Effects via GPI Commands

In addition to correct assignment of GPI commands, successful playout of graphics with effects via GPI commands requires:

1. From the Deko interface of the playout machine, click Options>Preferences. Verify that *Automatically play linked effects* is unchecked. For more about the Deko interface, refer to the *Deko User's Guide*.
2. From the DekoMOS Playback Controller interface, click Configuration>User Preferences>Configure Channels. In the Channel Setup window that appears, verify that Sync Mode is set to *Air Item* and Playback Mode is set to *Auto Cue*. *Receives Tally Feedback* and *Enable Tally Commands* should be checked. For more about the Channel Setup window, refer to page 127.

Available GPI Commands

Command	Action
Clear Channel 1 Clear Channel 2 Clear Channel 3 Clear Channel 4 Clear Channel 5 Clear Channel 6 Clear Channel 7 Clear Channel 8 Clear Channel 9	Clears all Deko graphic and associated output from the designated Program channel
Clear Clip Channel 1 Clear Clip Channel 2 Clear Clip Channel 3 Clear Clip Channel 4 Clear Clip Channel 5 Clear Clip Channel 6 Clear Clip Channel 7 Clear Clip Channel 8 Clear Clip Channel 9	Clears a clip loaded to the designated channel.
Clear Preview Channel 1 Clear Preview Channel 2 Clear Preview Channel 3 Clear Preview Channel 4 Clear Preview Channel 5 Clear Preview Channel 6 Clear Preview Channel 7 Clear Preview Channel 8 Clear Preview Channel 9	Clears all Deko graphic and associated output from the designated Preview channel
Effect Cancel Channel 1 Effect Cancel Channel 2 Effect Cancel Channel 3 Effect Cancel Channel 4 Effect Cancel Channel 5 Effect Cancel Channel 6 Effect Cancel Channel 7 Effect Cancel Channel 8 Effect Cancel Channel 9	Cancels effects associated with graphics loaded to the designated channel.

Effect Resume Channel 1 Effect Resume Channel 2 Effect Resume Channel 3 Effect Resume Channel 4 Effect Resume Channel 5 Effect Resume Channel 6 Effect Resume Channel 7 Effect Resume Channel 8 Effect Resume Channel 9	Resumes play of effects associated with graphics loaded to the designated channel.
Hold Mode	Toggle on or off Hold Mode allowing you to hold an event or events.
Hold Event	If Hold Mode is on as described above, holds the current event in the Program channel. If you place hold more than one event, playout cycles through these events, ignoring other events in the rundown.
Jump Next Story	Now Pointer jumps to the first item in the next story in the rundown.
Jump Previous Story	Now Pointer jumps to the first item in the previous story in the rundown.
Navigate Next Channel 1 Navigate Next Channel 2 Navigate Next Channel 3 Navigate Next Channel 4 Navigate Next Channel 5 Navigate Next Channel 6 Navigate Next Channel 7 Navigate Next Channel 8 Navigate Next Channel 9	Now Pointer moves to the next item in the designated to play to the specified channel.
Navigate Previous Channel 1 Navigate Previous Channel 2 Navigate Previous Channel 3 Navigate Previous Channel 4 Navigate Previous Channel 5 Navigate Previous Channel 6 Navigate Previous Channel 7 Navigate Previous Channel 8 Navigate Previous Channel 9	Now Pointer moves to the previous item in the designated to play to the specified channel.
Navigate First	Now Pointer moves to the first item in the rundown.

Navigate Last	Now Pointer moves to the last item in the rundown
Navigate Next	Now Pointer moves to the next item in the rundown.
Navigate Previous	Now Pointer moves to the previous item in the rundown.
Play Next Channel 1 Play Next Channel 2 Play Next Channel 3 Play Next Channel 4 Play Next Channel 5 Play Next Channel 6 Play Next Channel 7 Play Next Channel 8 Play Next Channel 9	Plays the next item in the rundown assigned to the designated Program channel.
Play Previous Channel 1 Play Previous Channel 2 Play Previous Channel 3 Play Previous Channel 4 Play Previous Channel 5 Play Previous Channel 6 Play Previous Channel 7 Play Previous Channel 8 Play Previous Channel 9	Plays the next item in the rundown assigned to the designated Program channel.
Smart Play Next Channel 1 Smart Play Next Channel 2 Smart Play Next Channel 3 Smart Play Next Channel 4 Smart Play Next Channel 5 Smart Play Next Channel 6 Smart Play Next Channel 7 Smart Play Next Channel 8 Smart Play Next Channel 9	Item cued plays to the Program channel only if the channel is clear.

Smart Take Channel 1 Smart Take Channel 2 Smart Take Channel 3 Smart Take Channel 4 Smart Take Channel 5 Smart Take Channel 6 Smart Take Channel 7 Smart Take Channel 8 Smart Take Channel 9	If the graphic loaded to the Preview channel has an effect, this command holds the graphic in the Preview channel. If the graphic does not have an effect, this command sends the graphic to the Program channel.
Sync Channels	All graphics without effects play immediately. Graphics with effects cue for a blind take.
Tally Disable Channel 1 Tally Disable Channel 2 Tally Disable Channel 3 Tally Disable Channel 4 Tally Disable Channel 5 Tally Disable Channel 6 Tally Disable Channel 7 Tally Disable Channel 8 Tally Disable Channel 9	The designated channel does not respond to tally/GPI commands.
Tally Enable Channel 1 Tally Enable Channel 2 Tally Enable Channel 3 Tally Enable Channel 4 Tally Enable Channel 5 Tally Enable Channel 6 Tally Enable Channel 7 Tally Enable Channel 8 Tally Enable Channel 9	The designated channel responds to tally/GPI commands.
Tally Off Channel 1 Tally Off Channel 2 Tally Off Channel 3 Tally Off Channel 4 Tally Off Channel 5 Tally Off Channel 6 Tally Off Channel 7 Tally Off Channel 8 Tally Off Channel 9	The designated channel is in the Tally Off conditions.

Tally On Channel 1 Tally On Channel 2 Tally On Channel 3 Tally On Channel 4 Tally On Channel 5 Tally On Channel 6 Tally On Channel 7 Tally On Channel 8 Tally On Channel 9	The designated channel is in the tally on condition.
--	--

To use a GPI trigger to invoke actions not included in the list of available commands:

1. Click Configuration>GPIs>Assignments to see the GPI Assignments dialog.
2. Type a macro to execute the desired action in the Macro text box.

Note: The Deko Macro Programming Language combines many of the features of Visual C and Visual Basic. It supports many standard programming constructs such as real and integer arithmetic, variables, arrays, objects, loops, and conditional statements and subroutines. Every command recognized by Deko is listed and described in detail in the *Deko Command Reference*.

3. Use the Channel dropdown to select the Deko channel upon which the macro will act. For more about channel assignment, see page 44.
4. Drag and drop the macro to one of the local or external GPI fields to assign it to a GPI.
5. Click OK.

Installing and Configuring the DekoMOS Browser on the Client Computers

The DekoMOS Browser must be installed on each client computer.

After installation, you must configure the DekoMOS Browser to communicate with the DekoMOS Gateway. The DekoMOS Browser may be installed and configured on one computer, after which the configuration file it produces (System32\DekoMos.ini) may be copied to configure additional clients.

You may also configure individual user settings. The browser displays its contents and executes spell checking according to the preferences of each individual user.

Install the DekoMOS Browser

To install the DekoMOS Browser on the client computers:

1. Insert the DekoMOS Option Installation CD. On the CD, navigate to DekoMOSClient.exe.
2. Click OK and follow instructions on the screen to install.

To allow all clients to automatically access updates on one client:

Refer to configuration instructions on page 31.

Configure the DekoMOS Browser

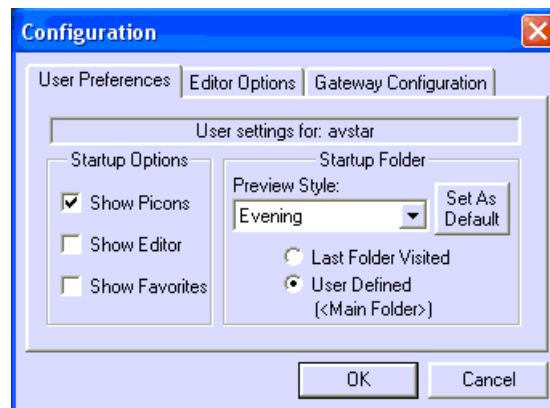
To access configuration dialog for DekoMOS Browser preferences and settings:

Open the DekoMOS Browser in either the iNEWS or ENPS Client interface, as described on page 88. Click the Configure button on the toolbar of the DekoMOS Browser.



To configure User Preferences on a client computer:

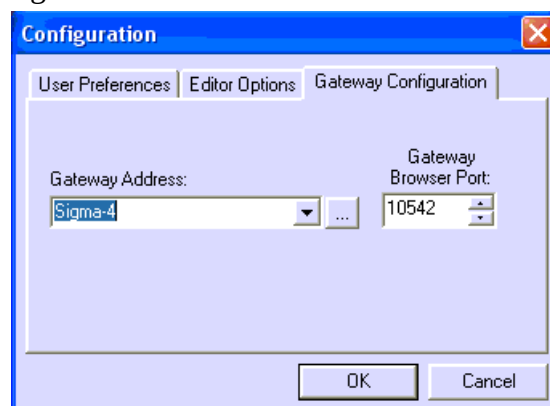
1. Access the configuration window as described above.
2. Click the User Preferences tab.



3. Select preferences to indicate what you want the DekoMOS Browser to display. For more detailed instructions, see page 94.
4. Click OK.

To configure Gateway Settings on a client computer:

1. Access the configuration window as described above.
2. Click the Gateway Configuration tab.



3. Enter the IP address of the computer where the DekoMOS Gateway is installed by typing in the text box or using the browse button.
4. The Gateway Browser Port is set to 10542. Do not change this default setting unless you have changed it in the DekoMOS Gateway configuration.

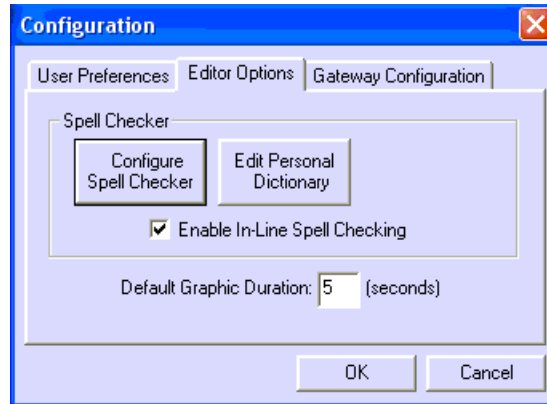
5. Click OK.

To configure Gateway Settings on additional clients from an .ini file:

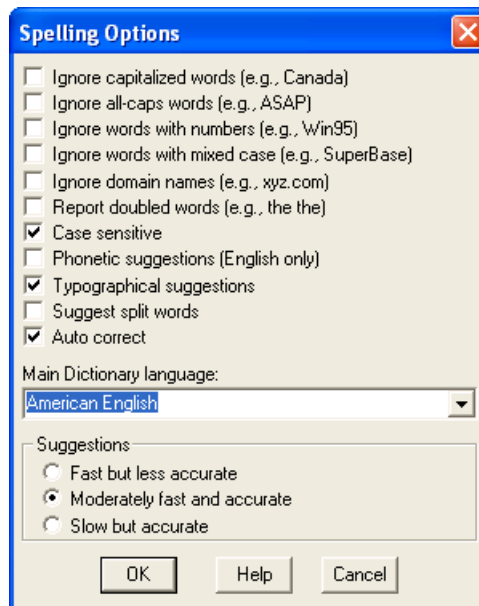
Gateway Settings, as configured above, are stored in a file called DekoMOS.ini in C:\WinNT\System32 or C:\WINDOWS\system32. After installing and configuring on one client computer, you can copy this DekoMos.ini file onto any other machines, rather than actually repeating the steps above.

To configure the Spell Checker:

1. Click the Configure button on the toolbar, then click the Editor Options tab.



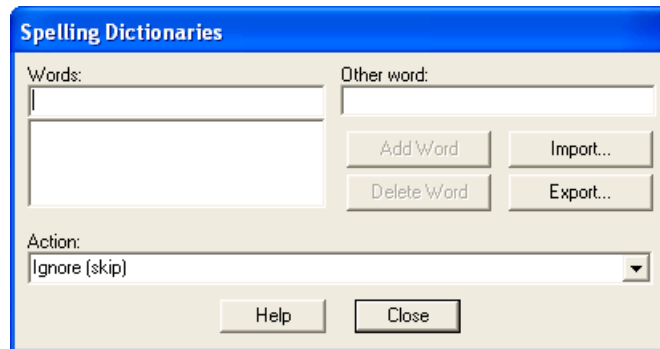
2. Click the Configure Spell Checker button. The Spelling Options window appears.



3. Click or Tab to select check box options. For a more detailed description of available options, see page 173.
4. Select the Main Dictionary language from the dropdown.
5. Under suggestions, click to select the radio button indicating the desired degree of accuracy.
6. Click OK.

To edit your Personal Dictionary:

1. Click the Configure button on the toolbar, then click the Editor Options tab.
2. Click the Edit Personal Dictionary button. The Spelling Dictionaries window appears.



3. Use the controls to add a word to your personal dictionary and associate another word and an action with that word. You can also delete words or import all of the words in a text file. For a detailed description of the controls in this window, see page 170.
4. Click Close.

To have spelling errors underlined as you type text in the Editor:

1. Click the Configure button on the toolbar, then click the Editor Options tab.
2. Click to check *Enable In-line Spell Checking*.
3. Click OK.

Note: The underline displays in the editor, not the graphic output.

To edit the Default Graphic Duration, for automatically setting the Out Time of graphic payout when you assign a graphic to a story:

1. Click the Configure button on the toolbar, then click the Editor Options tab.
2. Click to type a duration, in seconds, in the Default Graphic Duration field.
3. Click OK.

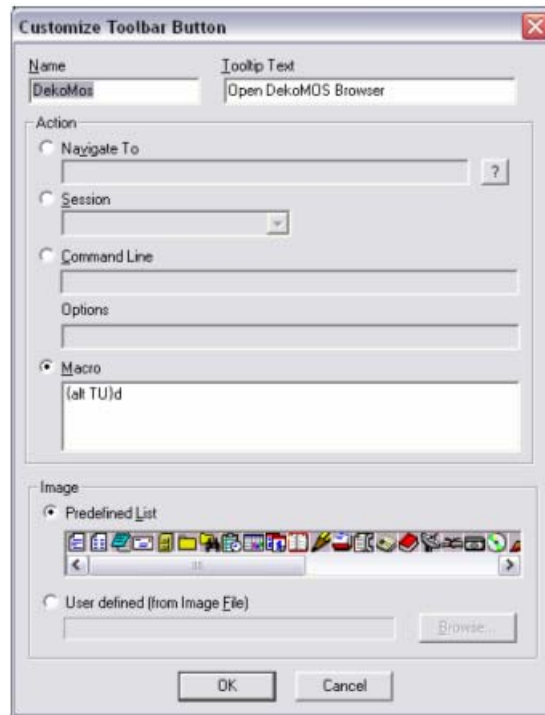
Create Toolbar Button and Shortcut Access the Browser from iNEWS

iNEWS allows you to create toolbar buttons to access the DekoMOS client. The iNEWS System Administrator can also create keyboard shortcuts giving the user direct access to DekoMOS directly from the keyboard.

To create a DekoMOS toolbar button in the iNEWS interface:

1. Right click on one of the existing iNEWS tool bars. In the popup menu that appears, select **Customize**.
2. In the Customize Toolbar window that appears, click the New button.
3. Type in a name for the new toolbar and then click OK.
4. Click **Add** to add a new button.

- The Customize Toolbar button appears. In the Name field, type in a name for the new button.



- If desired, type in descriptive text in the Tooltip Text field.
- Click the Macro radio button.
- In the Macro window enter:
`(alt TU)d`
- Click **OK** to close the Customize Toolbar Button window.
- In the Customize Toolbar window, click **Text labels** to show the button name under the toolbar button.
- Click **OK** to close the Customize Toolbar window.
- Click **Yes** to show the newly created toolbar. The toolbar is now floating on top of the iNEWS GUI. Click and drag to position as desired.



To create shortcuts to the DekoMOS Editor in the iNEWS interface:

- A keyboard shortcut can be set up by the System Administrator. The iNEWS keyboard shortcuts are configured in the folder **System.Keyboard**. The example below assigns DekoMOS to the function key ALT+F12

```

; ALT/F12          DekoMOS
@{alt{f12}}~{alt TU}d

```
- Once the System Administrator has set up the new keyboard shortcut, you must reload keyboard. To reload the keyboard, do one of the following:

- Log off iNEWS and log on again.
- In iNEWS, click Tool menu>Options>Preferences. In the Preferences window that appears, click the Session tab, click Reload, then click OK.



Locations and Shortcuts

All components are installed into sub-folders in ProgramFiles\Pinnacle Systems\DekoMOS.

All components store their settings in winNT\system32\DekoMos.ini or windows\system32\DekoMOS.ini.

Shortcuts are created in: Windows Start menu\Programs\Pinnacle Systems\DekoMOS.

Chapter 3: Preparing to Use DekoMOS

In this chapter you will learn:

- How to create Deko templates with replaceable fields for use with DekoMOS
- How to structure paths and folders for storing graphic components
- Important information about using third-party components with DekoMOS

Creating Templates

About Templates

DekoMOS users have the convenience of selecting a graphic template for a story and filling in replaceable layers of the template with appropriate text, stills, or clips. Templates are not created with the DekoMOS option itself. Templates for DekoMOS are created on Deko character generators, such as Deko3000 or FXDekoII, or with PostDeko, the software only, offline creation tool. Any Deko graphic can be used as a template if *the appropriate layers are replaceable*.

Overview of Creating Replaceable Layers in a Deko Graphic

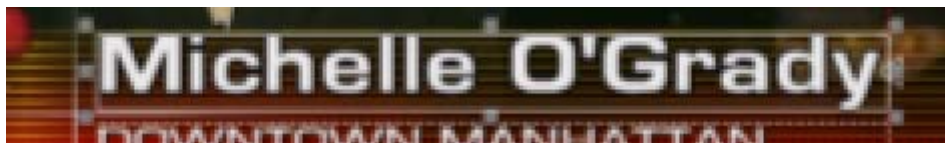
Specific instructions follow, and vary slightly depending upon the type of replaceable layer you want to create. However, in short, any graphic may serve as a template if you *select a layer*, then specify *Replace*, *ID*, *Name*, and *Channel*. Make sure you have selected the layer, not the text within the layer. If your cursor sits inside the layer on the first character typed, with the Move tool selected, press the Page Up key to select the layer. A selected layer will display grey handles on each side and corner of the layer.



Wrong: Cursor is in the layer. The layer is not selected.



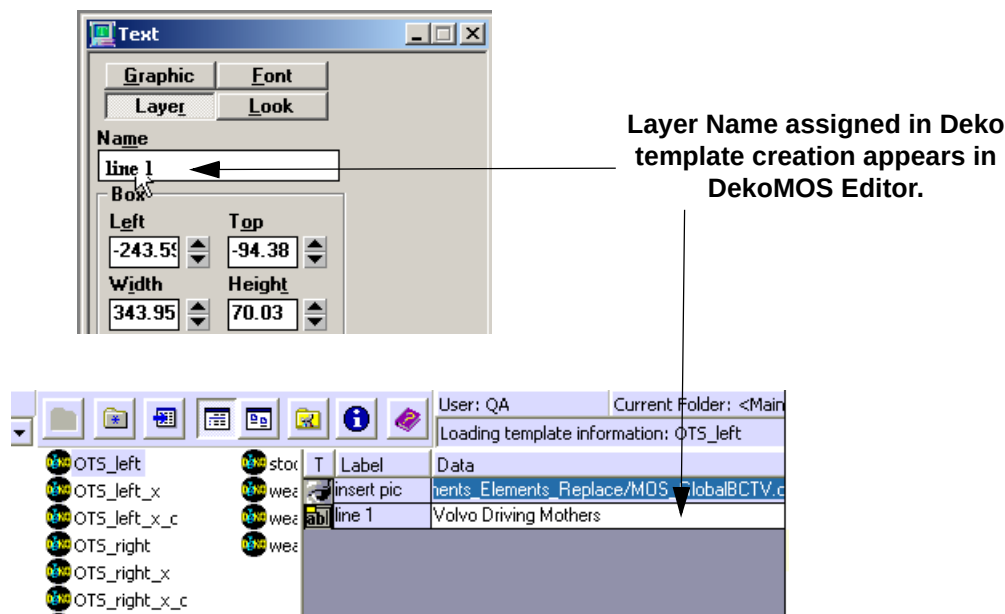
Correct: The layer is selected, as indicated by the handles displayed on each side and corner, shown above and in the close-up below.



IMPORTANT: These instructions apply to the Deko interface, not the DekoMOS interface. For more information, refer to the *Deko User Guide*.

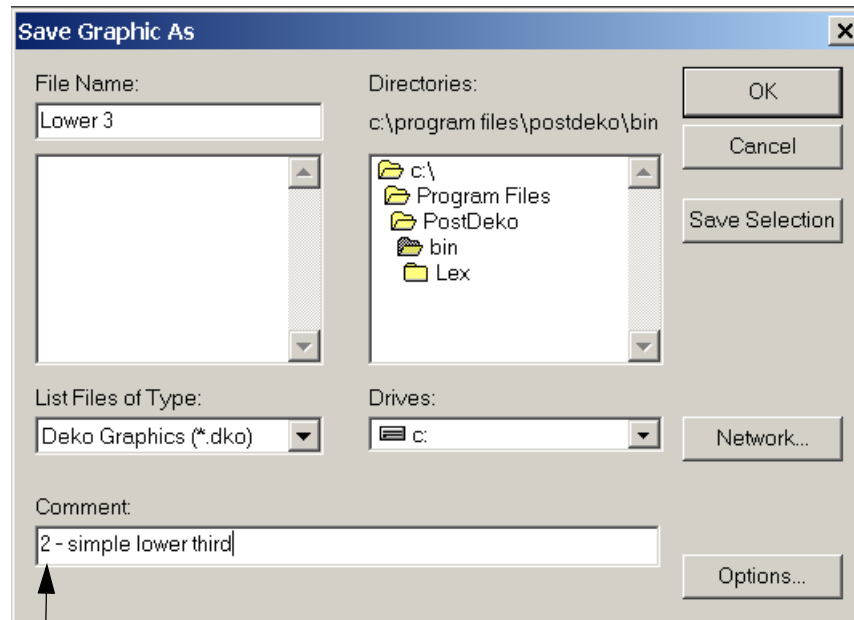
Use controls in the Style window, Layer tab, to select **Replace**, specify a consecutive **ID number**, and **Name** the layer. Note that the Style window sometimes appears as the Text or Rectangle window, depending upon your most recent task and the layer selected.

- **Replace** allows the currently selected layer to accept external data.
- **ID number** indicates the order in which layers accept external data. Each layer with an assigned ID number must have its own unique consecutive ID. Set the ID numbers in the order you want them to appear in the DekoMOS Editor that opens with the DekoMOS Browser within the newsroom client interface. If you do not specify layer ID numbers, Deko uses the layer orders as IDs. It places layer 1 text in the first replaceable layer it finds, layer 2 in the next, etc.
- The **name** you assign to the layer should identify the type of information or image required for the reporter or producer. This name appears in the DekoMOS Browser in the newsroom client interface.



When you save the layer, give the template a name identifiable by DekoMOS users, for example *lower3* or *1line*. You may also want to use a naming protocol to indicate clips or effects embedded in graphics, such as *1line_x* to indicate an effect or *1 line_c* to indicate a clip.

- In the Save dialog, use the graphics comment field to designate the **channel** to which the graphic should play. Only the first character in the field specifies a channel, and other comments may follow, for example, 2-Simple Lower Third. It is possible to override this channel later.



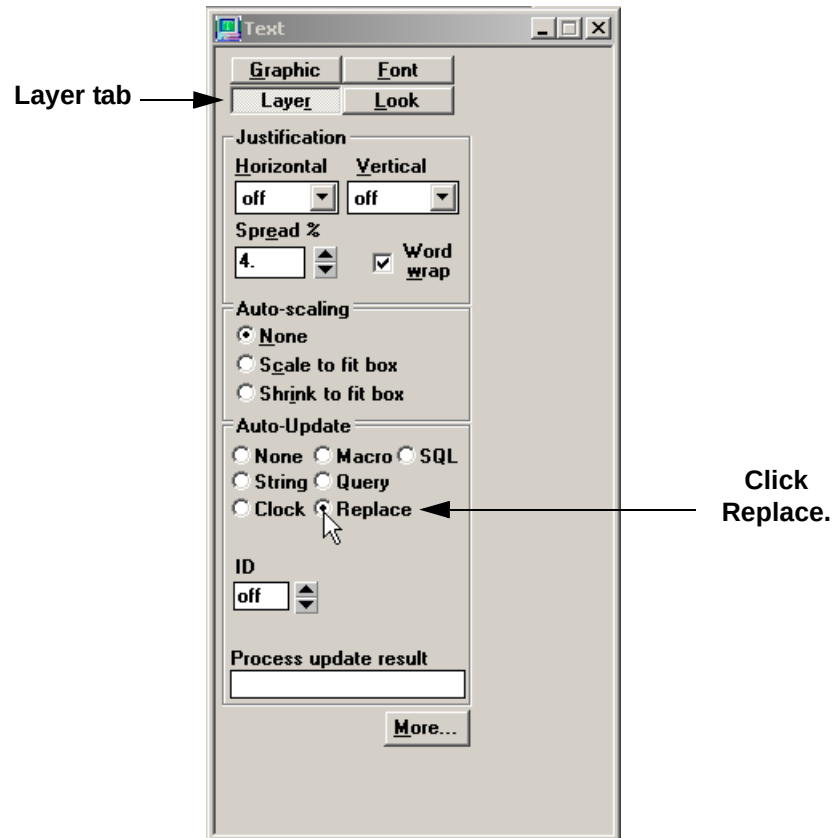
Indicates that graphic will
play to channel 2

For more information about creating graphics with Deko, refer to the *Deko User Guide*.

To create a replaceable text layer:

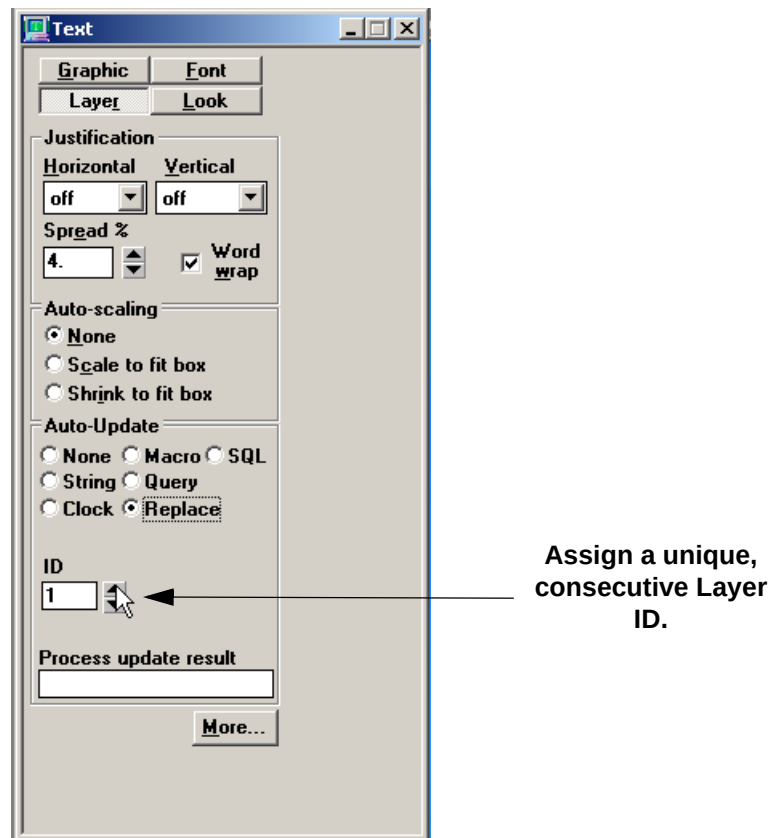
- Do one of these:
 - Click File>Open (Ctrl + O) and navigate to the graphic file you want to use as a template. Open the file into the Program window.
 - Clear the Program window and create a new graphic with one or more text layers. For more information, see the *Deko User Guide*.
- Select a text layer that you want to be replaceable. Remember, a solid box with handles on each side and corner of the layer box indicates a selected layer.
- In the Style window, currently labeled as the Text window, click the Layer tab.

4. In this window, in the Auto-Update section, click Replace to accept external data into the currently selected layer. If you do not see these controls, click More.



5. Continuing near the bottom of the same window, the ID, by default, is Off. Off means that the layer number will indicate the order in which external data will be entered into the layers. Click the up arrow to specify an ID number. This number indicates the order in which the

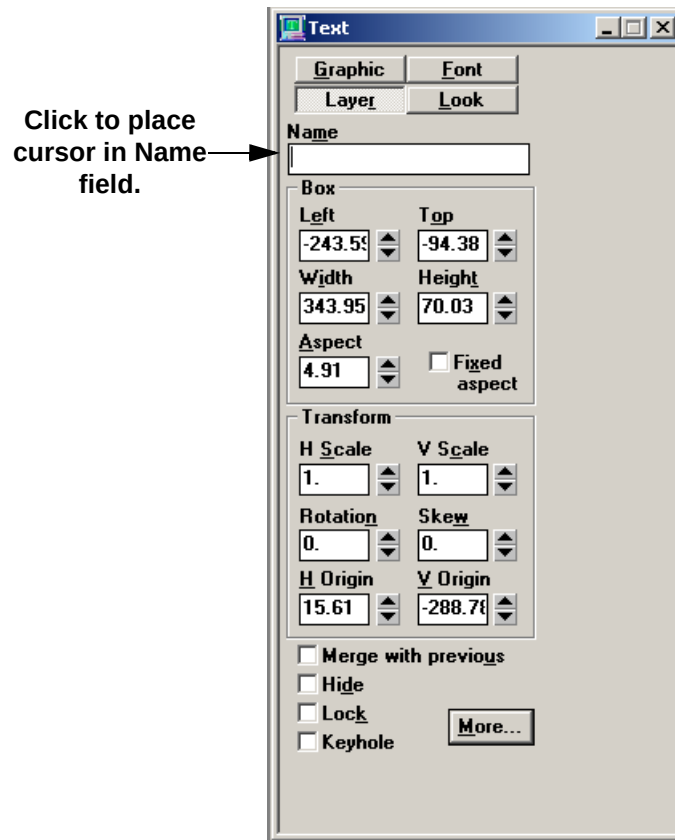
data, defined in the DekoMOS client plug-in, will populate layers. Layer IDs should be unique and consecutive.



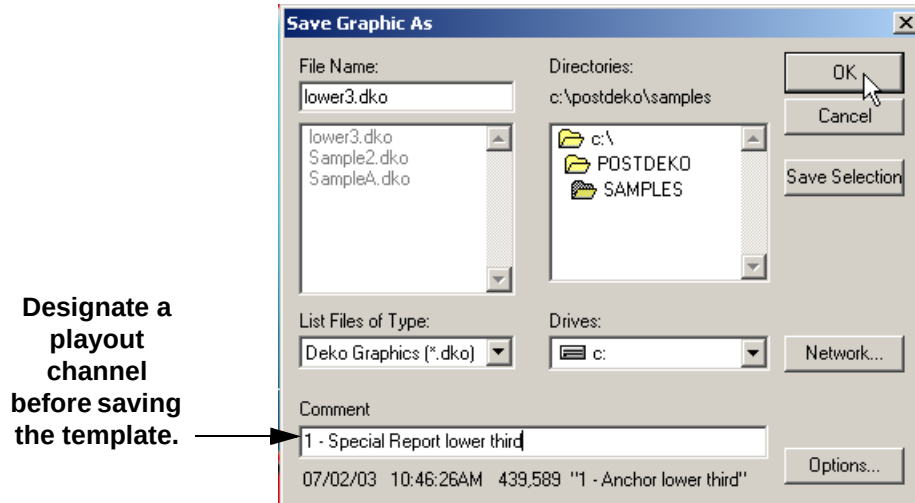
IMPORTANT: Duplicate layer IDs cause in undesirable results.

6. Click the More button on the Style window to reveal additional controls including the Name field.

- Click to place the cursor in the Name field. Type a name in the Name field to identify the type of text required for the Reporter/Producer. This name will appear in the DekoMOS Newsroom Client interface.

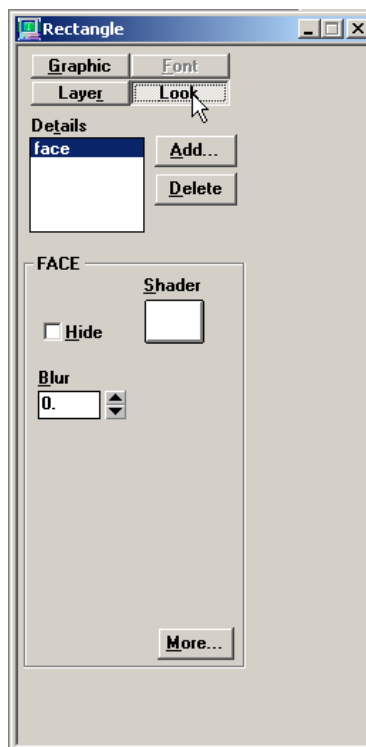


8. Click in the Program window displaying the graphic to activate it.
9. Click File>Save Graphic As, or press F12, or Save File (FAK) to access the Save Graphic As dialog. Give the template a name identifiable by DekoMOS users, for example *lower3* or *1line*. Use the graphics comment field to designate the channel to which the graphic should play. Only the first character in the field specifies a channel, and other comments may follow, for example, 2-Simple Lower Third. If no comment is added, the graphic defaults to Channel 1. It is possible to override the channel later.
10. Click OK to save your graphic.

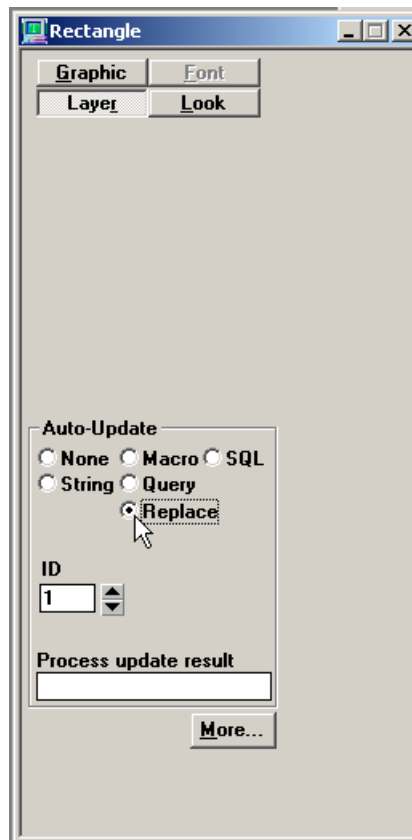


To create a replaceable still or image layer:

1. Open a new or existing Deko graphic. Create a rectangle layer with a face as the only detail. Use a texture for the face shader. For further instructions, refer to the *Deko User Guide*.



2. Make sure that the layer is selected.
3. In the Face Shader window, Texture tab, choose a default texture and check the Auto Replace box. From the AutoScale dropdown, choose Fit, Crop, or Preserve, depending upon the shape of the rectangle and the graphics that may be used for this layer.
4. In the Style window, currently titled Rectangle window, click the Layer tab. For Auto Update choose Replace. Designate a Layer ID. If you do not see these controls on the layer tab, click More.



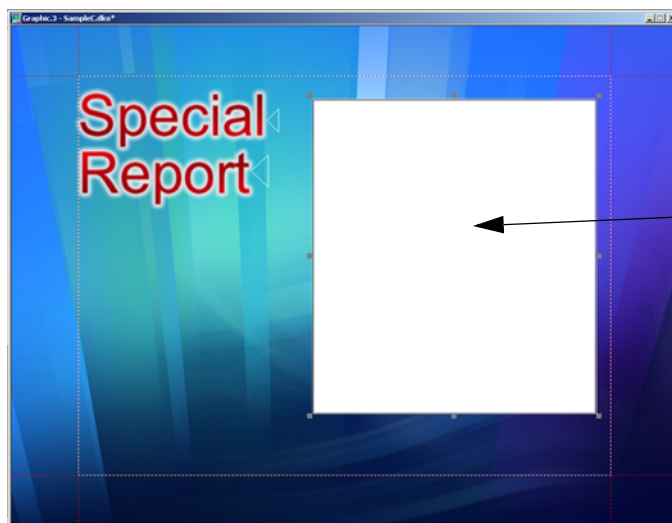
5. Click More. Click to place cursor in the Name field and type a name for the layer.
6. Remember to designate a channel with the first character in the Comment field when you save.

When using the template, reporters can designate a still to populate the layer.



To create a replaceable clip layer:

1. Open a new or existing Deko graphic. Create a rectangle layer with a single face. For further instructions, refer to the *Deko User Guide*.



Rectangle layer
with single face.

2. In the Style window, currently titled Rectangle, click the Layer tab, for Auto Update choose Replace. Designate a unique, consecutive layer ID. If you do not see these controls on the Layer tab, click More.
3. For Associated, choose a default clip name from the dropdown list of available clips.
4. Click More. Click to place the cursor in the name field and type a name for the layer.
5. Remember to designate a channel with the first character in the comment field when you save.
6. So that reporters can see a picon representation of the clip in the DekoMOS Browser, create a bitmap from the embedded background of the clip. Save it to the Elements_fixed folder with the same name as the clip.

About Creating Graphics for Automated Playout via Tally Signals

With the appropriate devices connected and configured, the DekoMOS Playback Controller can play graphics in response to a GPI pulse triggered by the tally condition of the switcher or other device. For graphics intended to air this way:

- Create graphics without effects if you want the graphic to pop on air, as with a blind take.
- Create graphics with effects without pauses if you want to begin playing to air when the tally on condition is set.

For more about creating graphics with effects, refer to the *Deko User's Guide*.

Troubleshooting Graphics

Despite a well conceived design effort, some templates may not appear as intended when text or graphics are placed in the replaceable fields. Following is a checklist for troubleshooting graphics problems within the Deko interface.

- Follow the four standard rules of DekoMOS template creation:
 1. Replace on
 2. ID on
 3. Layer Name, appropriate for the layer
 4. Channel designation
- Turn Word wrap on or off, as appropriate.
- Turn Shrink to fit on as appropriate.
- Make sure layers are properly justified. For example, center justify for lottery numbers.
- Use unique, consecutive layer replacement ID numbers.
- Texture layers must be set to replace in both the layer properties and in the shader.
- Use correct layer names.
- Use correct layer order.
- Layer font style properties should be the same as the text in them. DekoMOS automation only sees those layer properties.
- Check for duplicate layers. For example, a duplicate bullet layer in a full screen template, one right on top of the other is only noticed when you scroll through the layers.
- Verify correct font style before finalizing template. Problems can occur due to misinterpretation of how to obtain the desired effect. For example, Swiss Bold is obtained by using SwissBT and the BOLD feature.
- Use correct opacity settings for shaders.
- Turn on or off details, such as shadows, as appropriate.
- Check that embedded effects and embedded clips work for the graphic.
- Position layers carefully to match with background elements as appropriate.
- Stay within the safe title area.
- Make sure all correct fonts are installed on client and playout systems.

Creating Static Design Elements for your Templates

Following are recommended guidelines for creating design elements for your graphic templates and importing images into Deko. These elements are commonly created in a Paint application, such as Photoshop, and imported into Deko. These might include banners, frames, logos, headshots, full-frame backgrounds and other items used to convey a show's distinct look.

Aspect Ratio

To ensure appropriate aspect ratio while in other square pixel graphic applications, such as Paint, always work in 720 X 540 for NTSC and 768 X 576 for PAL.

Note: If texture images originate from AP Graphics Bank, they were probably downloaded as 768 X 576. If they are for use in an NTSC environment, a conversion can be done in Adobe Photoshop.

Textures

To ensure Deko's best handling of an imported image as a texture, always position textures center screen. Save texture images as Targa files (.tga). This stores an alpha channel for keyable elements.

Scaling

To ensure that sizing and scaling of images in the template are consistent, always save in full resolution with the same center line and eye line.

Find scaling options in the File Open dialog box. Refer to your *Deko User's Guide* for file import instructions appropriate for your Deko model and version.

Preparing Clips to Use with Templates

Moving video, commonly called clips, can come from a variety of sources. Clips can either be DV25 format or .avi files with the Pinnacle Systems DV25 codec. This codec is necessary for playout of .avi files on a Deko. You may download the codec from the Pinnacle Systems Support Web site. Fill and key are separate files and are associated in Deko.

Because a DekoMOS template preview within the client application is a static image, clips cannot be previewed. However, you can create a bitmap to represent a clip in a template preview.

To create a representation of a clip for template preview:

1. When you create the clips for your templates, create a bitmap of a single frame (one that you want to be the representative frame).
2. Save this bitmap with the same name as the clip. For example, if the clip file is named background.dv, save its bitmap representation as background.bmp. Save the bitmap file in the "Elements_Fixed" folder (on the central graphics storage system, usually the DekoMOS Gateway system).

The thumbnails in the DekoMOS Browser do not show the clip, but the Preview displays the representative frame.

Storage Structure for Graphic Components

Because DekoMOS uses several software components installed on several hardware components, a viable and consistent directory structure for graphics is very important. Here is a recommended practice for DekoMOS directory setup of systems shared by reporters for browsing, editing and preview of on-air templates.

Files that must be stored include:

Templates

The template is an entire graphic used for on-air display. Save templates separately from design elements that are part of the graphic. A design element is one part of the graphic, and may be fixed or replaceable. Saving the templates separately allows the DekoMOS browser to access only the templates, rather than populating with templates and individual elements. Within the template folder, you may have sub-folders for better organization.

Static Elements

These design elements are not meant to be modified or replaced by the DekoMOS user. An example of a fixed element might be the station logo, or a permanent banner design. This type of design element should be stored separately from the templates and from replaceable elements. This folder may not have sub-folders.

Replaceable Elements

These design elements exist as dynamic components of graphics, and are meant to be altered or replaced frequently. An example of a replaceable element might be the topical image for an over the shoulder template. This type of design element should be stored separately from the templates and from fixed or static elements. This folder may not have sub-folders.

To create a storage structure for DekoMOS graphic components:

1. This structure is recommended for systems intended for template design, shared storage for NCS client access to graphics (usually stored on the DekoMOS Gateway system), and each Deko system used for on-air playout. Create the following folders in the directory titled DekoMOS_COMPONENTS, in the root of your system drive:



Notes: It is important to include the underscore (_) symbol in place of spaces in all directory names. Naming folders as illustrated facilitates technical support assistance.

Sometimes a single facility has several control rooms or broadcast stations and therefore broadcasts multiple styles. In this situation, name the parent directories DekoMOS_Components_name of station or DekoMOS_Components_name of style.

The Templates directory can contain subfolders to better organize graphics for the DekoMOS user. Those subfolders appear in the DekoMOS Browser interface. Other folders may not have sub-folders.

2. On the DekoMOS Gateway, using Windows Explorer, share the directories with the following properties:

- Elements_Static: Read Only for everyone; Read/Write for specific users who save or move graphics to this location
- Templates: Read Only for everyone; Read/Write for specific users who save or move graphics to this location
- Elements_Replace: Read Only; When using graphics from a third-party, images transfer via FTP.

To ensure that client computers can see new or modified templates:

Any templates modified or created on Deko must be copied to the Gateway so clients can see new or modified templates.

Using Other Products

Accessing Stills and Clips for DekoMOS Templates

DekoMOS templates may include replaceable fields for still images or clips.

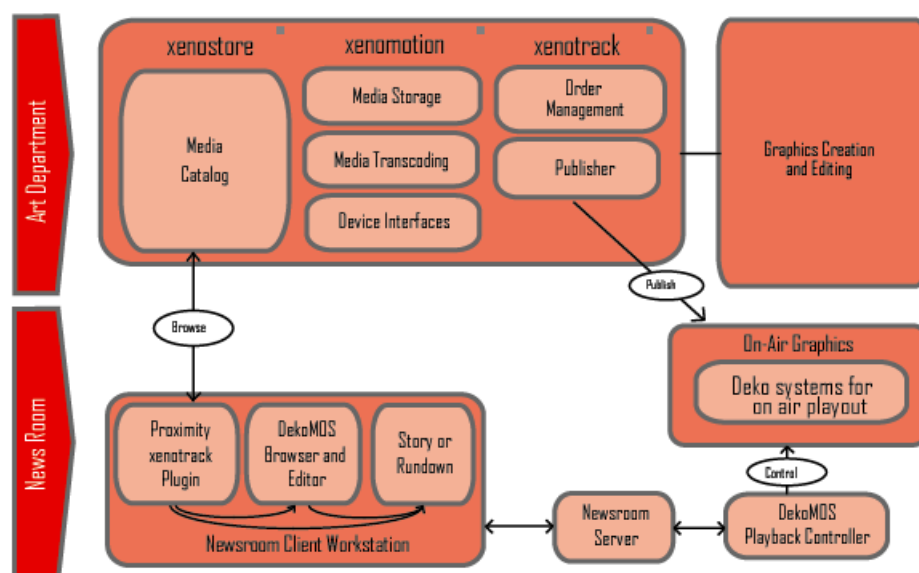
Stills and clips can enhance a story in a variety of ways. One example is a topical image introducing a story segment called an over-the-shoulder, or OTS, because the image is positioned just above and to the right of the anchor. Traditionally, OTS images are applied from a still store device that sorts and manages large volumes of images.

Often, artists enhance these images to better relay the story. Rather than just show a picture of a fire (left), an artist may combine partial graphics into one (right), and store this in a still store media device for use the next time a story calls for a similar graphic.



To manage these topical images, you can use third-party software to create and use a central database allowing the reporter to quickly order and insert OTS elements in their written story even as the story develops.

Xenotrack from Proximity offers this kind of workflow. Xenotrack simplifies newsroom graphics production in one station or across a network. Newsroom users can search and browse, drag and drop media to a story, order new graphics, and track their progress. Xenotrack manages the production process and delivers content to on-air servers. For more information, refer to the appropriate Proximity documentation.



Chapter 4: Building Stories with Graphics

This chapter describes:

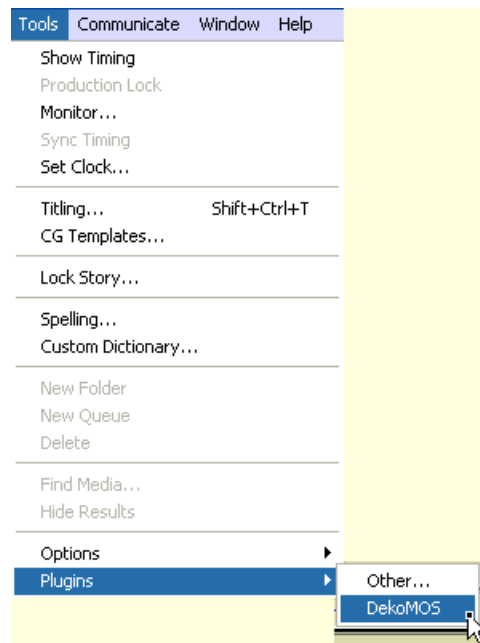
- Accessing the DekoMOS Browser interface from your client computer
- Using the Browser to access graphics templates and place them in a story
- How to replace text, stills, or clips in the templates

About the DekoMOS Browser

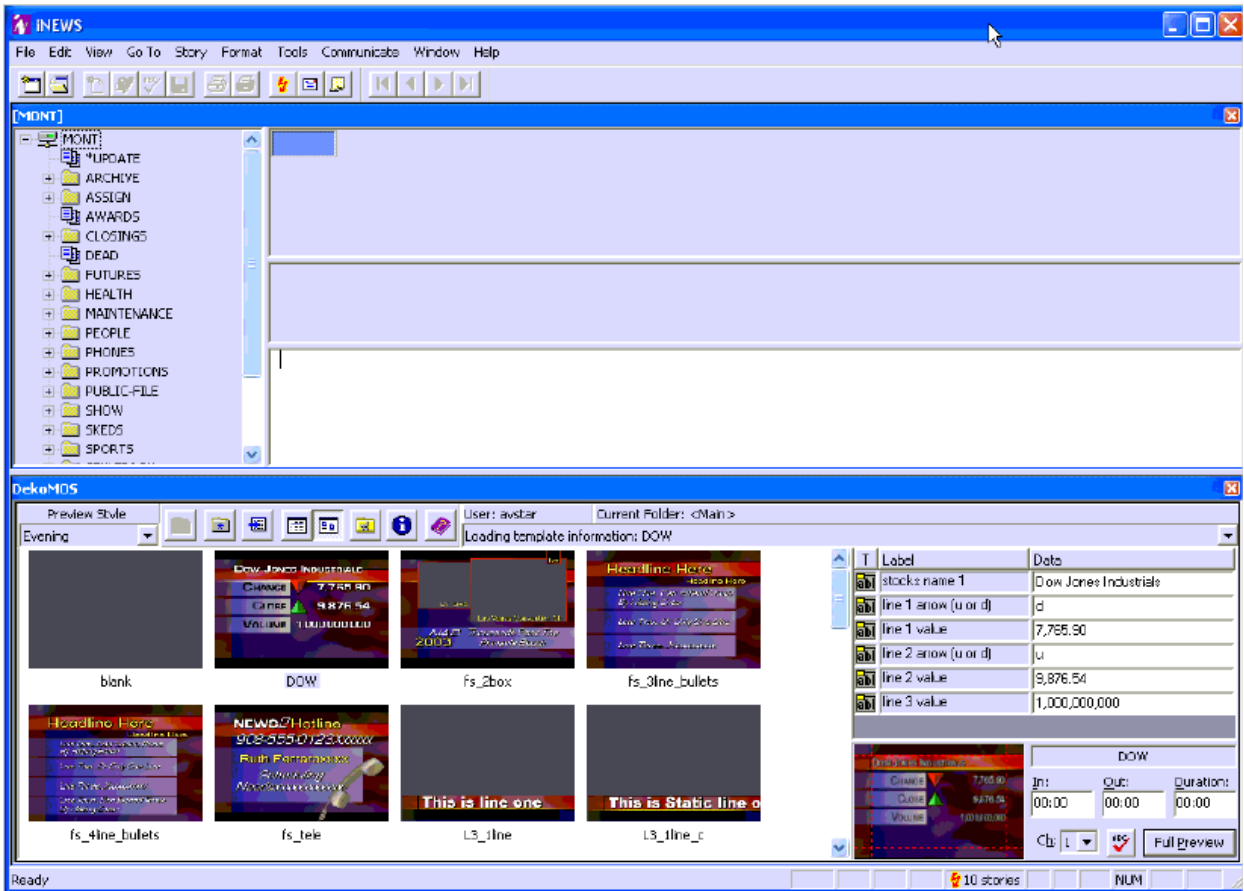
Access the DekoMOS Browser and Editor

To access the DekoMOS Browser:

1. From the NCS client workstation, start iNEWS or ENPS.
2. Depending upon the NCS that you are using, do one of the following:
 - If using iNEWS, from the iNEWS menu click Tools>Options> DekoMOS Browser to open the DekoMOS Browser window.



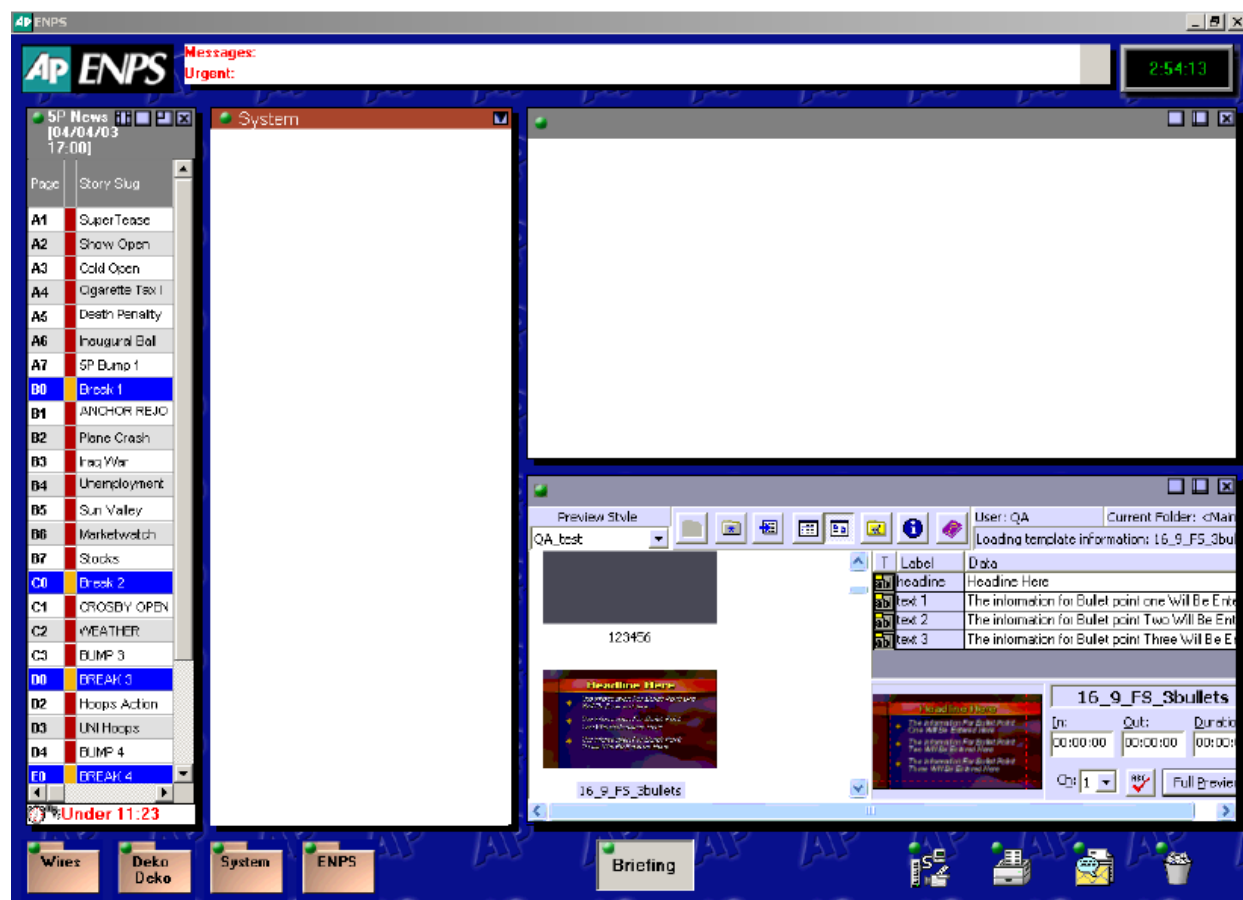
The browser appears within the iNEWS client workstation interface.



- If using ENPS, click the rover (green dot) on the ENPS Media Control Icon.



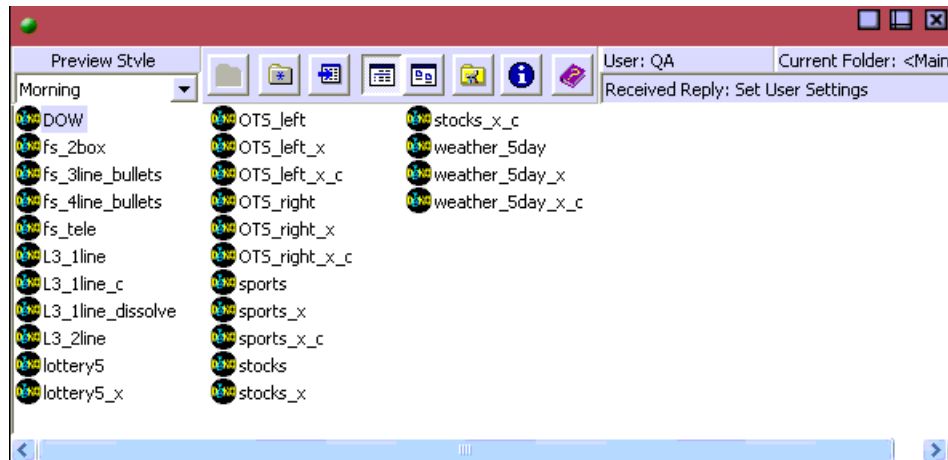
From the pop-up list that appears, select DekoMOS or the name entered during configuration to open the DekoMOS window. The browser appears within the ENPS client workstation interface.



About the DekoMOS Browser and Editor

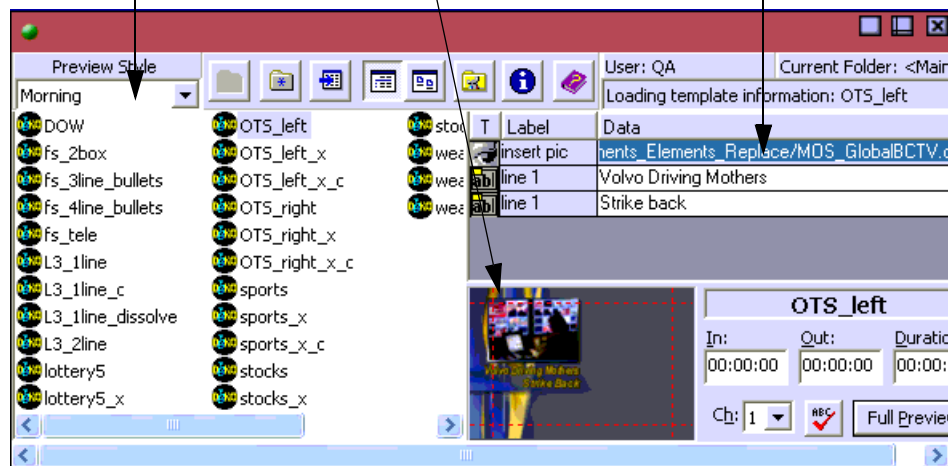
Initially, the DekoMOS Browser displays a list of available graphic template files. Once you double-click on a file to select it, the DekoMOS Browser also displays an Editor, including a thumbnail of that graphic and a form for filling in the graphic's replaceable fields.

Initial Appearance of the Browser

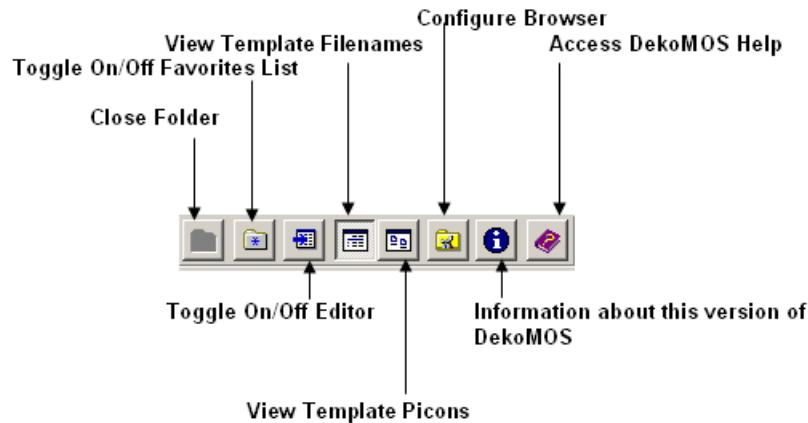


Appearance of the Browser with a Template File Selected

List of available templates **Mini-preview** **Replaceable Fields Editor**



Toolbar Buttons



Preview Style dropdown

Select from any of the styles configured on the DekoMOS Gateway. They must also be configured in the DekoMOS Macro Server for correct payout. Your selection determines the paths the browser searches to find graphics and templates specified by the files in the browser, and therefore the template file names displayed in the browser.



Note: If there is only one configured Preview style, the Preview Style dropdown does not appear.

User

This is the name that you use to log onto the system. The browser uses your preferences, including Preview Style and browser display options.

Current Folder

This displays the name of the main folder specified in the Gateway under Styles as the Templates path, or the currently selected sub-folder of that main folder. Subfolders can be used to organize your graphic templates. Examples of subfolders you might want to use include Sports, Full Screens, and OTS.

List of Available templates and folders

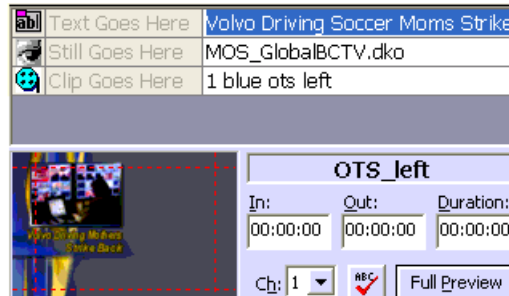
This list displays all folders and template files in the current folder. This can either be in text view or picon view.

Mini-Preview

When a template is selected, this displays the template's appearance as created and saved, if all path settings are correct. After specifying text, stills, or clips in the Replaceable Fields Editor, this display updates automatically.

DekoMOS Editor

This editor displays a cell for each replaceable field in the selected template. To the left of the cells, icons indicate whether the field is a text field, still graphic field, or clip field, as shown below.



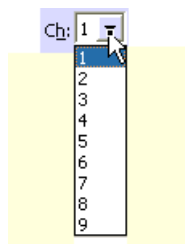
In Time, Out Time, and Duration

In these fields, type specifications about when the graphic should appear relative to the start of the show. Whether the Editor includes a field for Out Time or for Duration is determined by Gateway Settings. The information entered in these fields does not cause an action, but is displayed in the Playback Controller. An entry in one field causes the other fields to change as follows:

- If the In Time is changed, Out Time automatically adjusts per the Duration. If no duration is entered, Out Times and Duration are adjusted per the default duration. To enter a default duration, see page 67.
- If the Out Time is changed, the Duration automatically adjusts per the In Time.
- If the Duration is changed, the Out Time automatically adjusts per the In time.

Channel selection

The selected template displays its default channel assignment. To assign to a different channel, choose from the dropdown.



Full Preview button

Use the Full Preview button, or double click on the Mini Preview, to open a larger preview of the currently selected template with the text and graphics specified in the Replaceable Fields Editor.

Spell Check

Click the Spell Check button to check spelling of all text typed in the editor for insertion in the replaceable fields.

If In-line spell checking is enabled you will see spelling errors underlined as you type in the editor. The underline does not display in the graphic output.

For more information about configuring the Spell Checker, see page 66.

Favorites List

The browser can display a special section at the bottom of the window listing those template files designated as favorites. The Favorites list, illustrated on page 95, allows you to easily look for commonly used graphics without scanning the entire list in the browser. The Favorites list is specific to the current user, not the physical system.

Organizing the DekoMOS Browser and Editor Display

Configuration

To configure user preferences on client computer:

1. To see the Configuration dialog, do one of these:
 - click the Configure button on the DekoMOS Browser toolbar.



- press Alt + C.
2. Click the User Settings tab to configure individual user preferences. Settings are applied to the name used to log on to the system and are specific to that user, not the workstation.

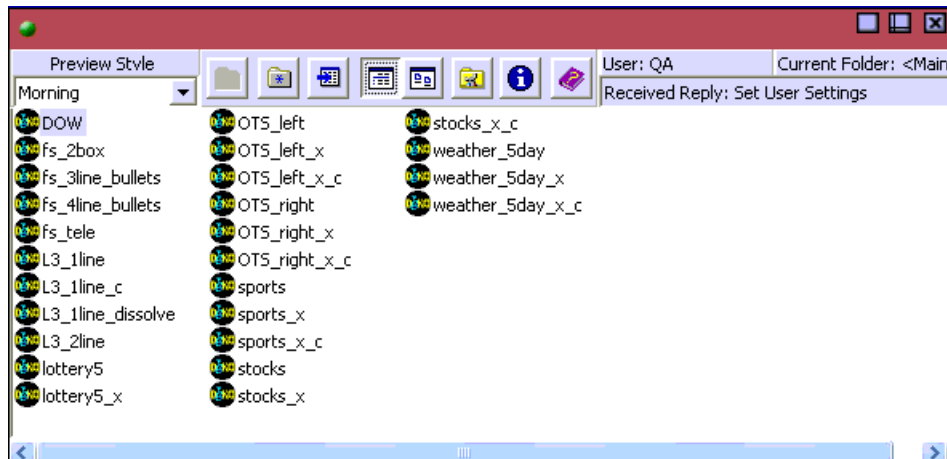


3. In the Startup Options section, you may define what is included in the browser window at startup. Click to place a check mark by each display option you want.

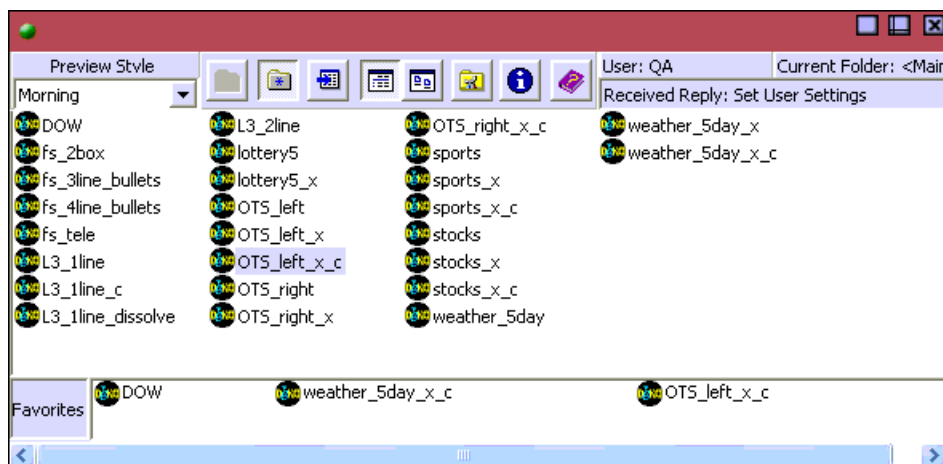
Browser Displaying Picons



Browser Displaying File Names



Browser with Favorites List



4. In the Startup Folder section, select a style from the Preview Style dropdown. To set the style as the default, click the Set as Default button. The Style you use defines the paths the browser uses to find templates and graphics.

Note: In the DekoMOS Browser toolbar, the Preview Style section appears only if there is more than one Preview style defined.

5. Click one of the two radio button folder choices to specify the folder initially displayed in the browser. User defined is the default setting.
6. Click OK.

To configure Editor Options, including spell checking and Default Graphic Duration:

1. To see the Configuration dialog, do one of these:
 - click the Configure button on the DekoMOS Browser toolbar.



- press Alt + C.
2. Click the Editor Options tab. For details, refer to instructions beginning on page 66.

To configure Gateway settings:

1. To see the Configuration dialog, do one of these:
 - click the Configure button on the DekoMOS Browser toolbar.



- press Alt + C.
2. Click the Gateway Configuration tab. For details, refer to instructions beginning on page 65.

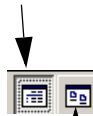
Change the Browser or Editor Display

To toggle between template filenames or template picons in the browser:

Do one of these:

- Press Alt+T.
- Click the toolbar button.

Click to display list of template file names



Click to display template picons

To toggle on or off the Editor:

Do one of these:

- Press Alt+E.

- Click the toolbar button.



- The Editor opens automatically when you double-click a file in the browser.

To toggle on or off the Favorite Templates list:

Do one of these:

- Press Alt+F.
- Click the toolbar button.



To see contents of a folder in the browser:

Double-click on the folder to Select and Open it. The folder name appears in the Current Folder field of the Browser window. Filenames or picons of templates in that folder appear in the Browser window.

To close a folder and return to the previous level in the browser:

Click the Folder icon at the left of the Toolbar.

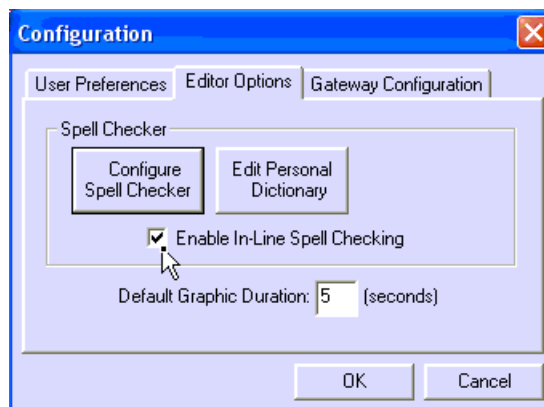


To have possible spelling errors underlined as you type in the Editor:

1. To see the Configuration dialog, do one of these:
 - click the Configure button on the DekoMOS Browser toolbar.



- press Alt + C.
2. In the Configuration dialog, click the Editor Options tab.
 3. Click to check Enable In-line Spell Checking.



With In-Line Spell Checking enabled possible spelling errors will appear underlined as you type in the editor to fulfill the text fields of a graphic. Whether or not you choose to change the spelling of the word or words, the underline will not appear in the graphic itself during preview or payout.

4. Click OK.

To disable underlining of possible spelling errors as you type in the Editor:

1. To see the Configuration dialog, do one of these:
 - click the Configure button on the DekoMOS Browser toolbar.

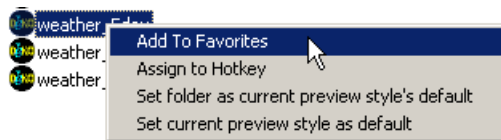


- press Alt + C.
2. In the Configuration dialog, click the Editor Options tab.
 3. Click to uncheck Enable In-line Spell Checking.
 4. Click OK.

Simplify Access to Template Files

To place a file in the Favorites list:

1. Right-click on a template in the main browser.
2. A pop-up menu appears. Click Add to Favorites.



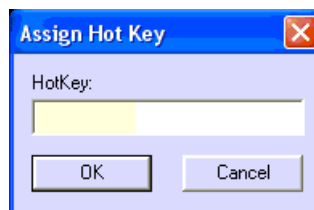
Note: This procedure works whether or not the Favorites list is currently displayed.

To remove a file from the Favorites list:

1. Right-click on the file in the Favorites list.
2. In the popup list, click Remove From Favorites.

To assign a file to a hotkey for easy keyboard access:

1. Right-click on a template in the main browser.
2. A pop-up menu appears. Click Assign to Hotkey.
3. Use the dialog that appears to assign the file to a hotkey with a modifier key. Note that some keys are already used by the NCS.



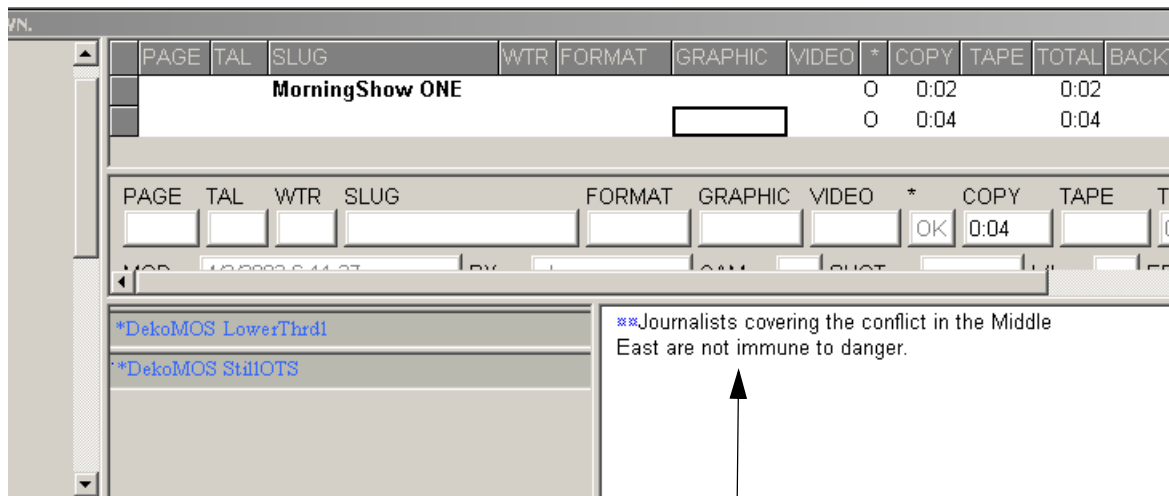
Adding Graphics to a Story

The DekoMOS Browser allows you to choose graphics with replaceable fields for your story. The DekoMOS Editor allows you to type in text or browse to stills and clips to fill the replaceable fields.

DekoMOS may be linked to an additional graphics management system such as Proximity's Xenotrack. You can browse for graphics in this storage system and simply drag and drop from the browser to the DekoMOS Editor to fill the replaceable image fields of your templates.

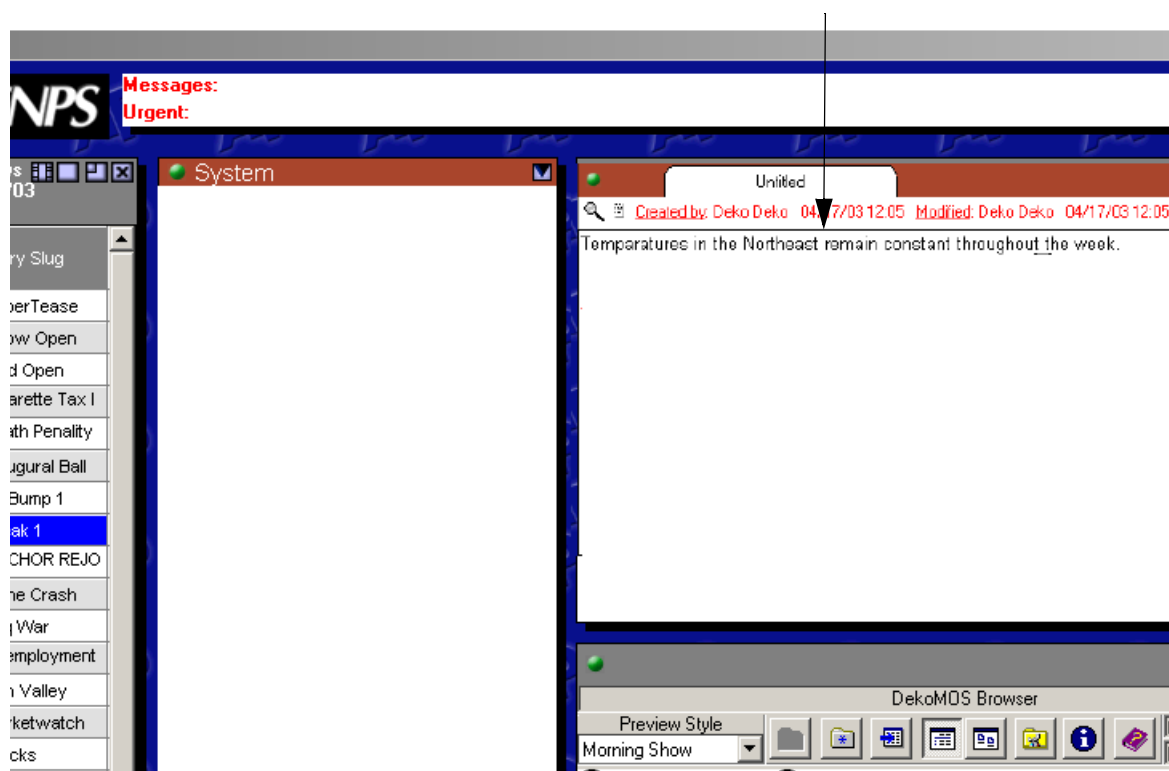
To choose a template, fill in the blanks, and place it in a story:

1. Type your script into the text window of the client interface.



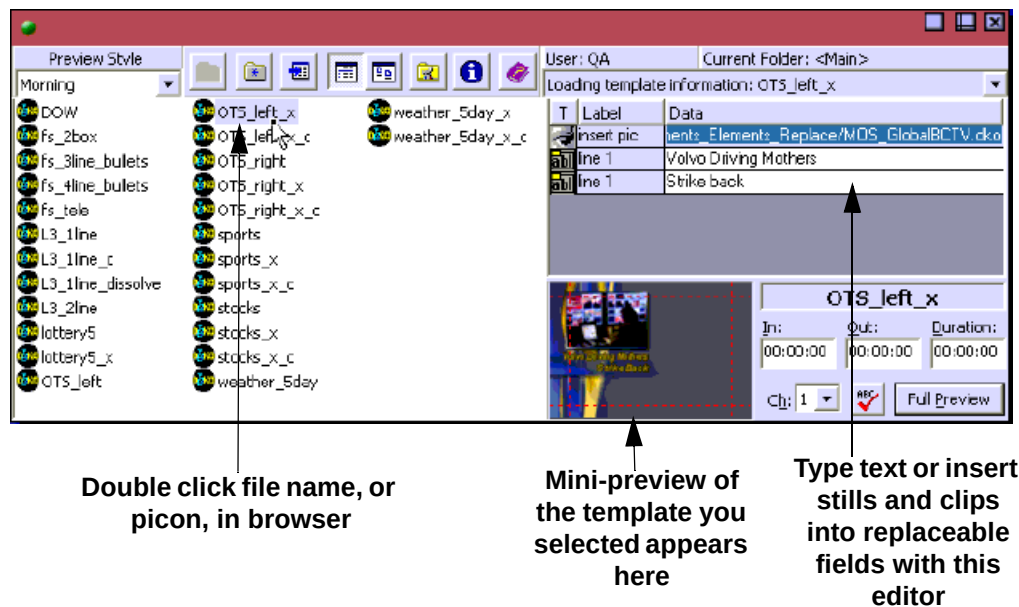
Story in iNEWS interface

Story in ENPS interface



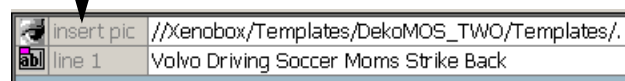
2. At any time, to select a graphic template, do one of these:
 - double-click on a file name or a thumbnail of a template in the DekoMOS Browser. The DekoMOS Editor appears with a preview of the template in the Mini-Preview section. The Editor displays a cell for each replaceable field in the template. An icon in the left column of the table indicates the type of replaceable field.
 - If you are using the ENPS interface, press Shift + Tab to activate the DekoMOS browser. Use the up or down arrow keys to highlight a Deko graphic file. Press Enter to select the file and display

the Editor. The Editor displays a cell for each replaceable field in the template. An icon in the left column of the table indicates the type of replaceable field.



- For each text field displayed in the DekoMOS Editor, type in the desired text. If the graphic was created with default text in the layer, this text appears in the Editor, but you can select and change it.
- For each still field that you want to edit, double-click the layer name to open the DekoMOS Stills Browser.

Double-click here



Drag and drop a file from the DekoMOS Stills Browser onto the appropriate line in the Editor. Click anywhere outside this browser to close it. If more than one image browser is configured,

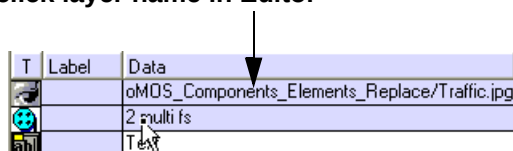
as described on page 38, you can select the browser of your choice with the tab on the left side of this window.



IMPORTANT: Appropriate storage structure is essential if you use this method of template fulfillment. Stills must be in the Replaceable Graphic directory. The representative bitmaps for the clips must be in the Replaceable Graphic directory or Static Graphic directory. The clips should be imported to the clip database of the playback Deko Machine.

- For each clip field that you want to edit, double click the layer name to open the Insert Clip dialog. In the Insert Clip dialog, type the Clip Name and the Clip Alias, and then click OK.

Double click layer name in Editor



Type in the Clip file name and Alias, and then click OK.



- The Mini-Preview automatically updates to show how your graphic will appear. Click Full Preview to see a larger view.

Full Preview

- To add the item to the story, do one of these:
 - Drag and drop the Mini-Preview into the story.
 - Press Ctrl + Enter. This shortcut works only with ENPS. This automatically saves the item, activates the story window, and returns the cursor to the story.

When the story is completed and saved, these DekoMOS objects become part of the story. When a rundown becomes active, the playlist of DekoMOS objects will be published to the DekoMOS Playback Controller.

Note: All graphics in a single rundown must be from the same style. For more about DekoMOS styles, see information beginning on page 39.

To tab through fields in the editor:

Do one of these:

- Press Tab
- Press Enter.

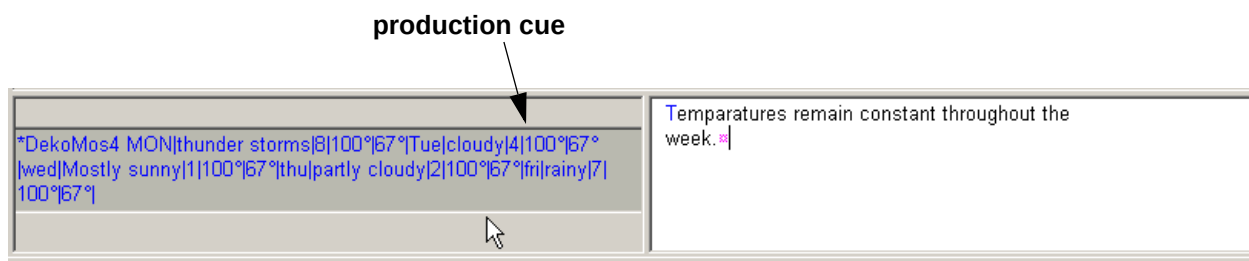
To enter often used text or graphics into a replaceable field with two simple keystrokes:

You may pre-configure keystroke shortcuts for entering text or graphics into a replaceable field according to the instructions beginning on page 35.

1. With the cell selected in the DekoMOS Editor, press Alt+A to open a Shortcut Key Table.
2. Press the letter of the macro you want to assign to the field.

To edit replaceable fields in a graphic in an iNEWS story:

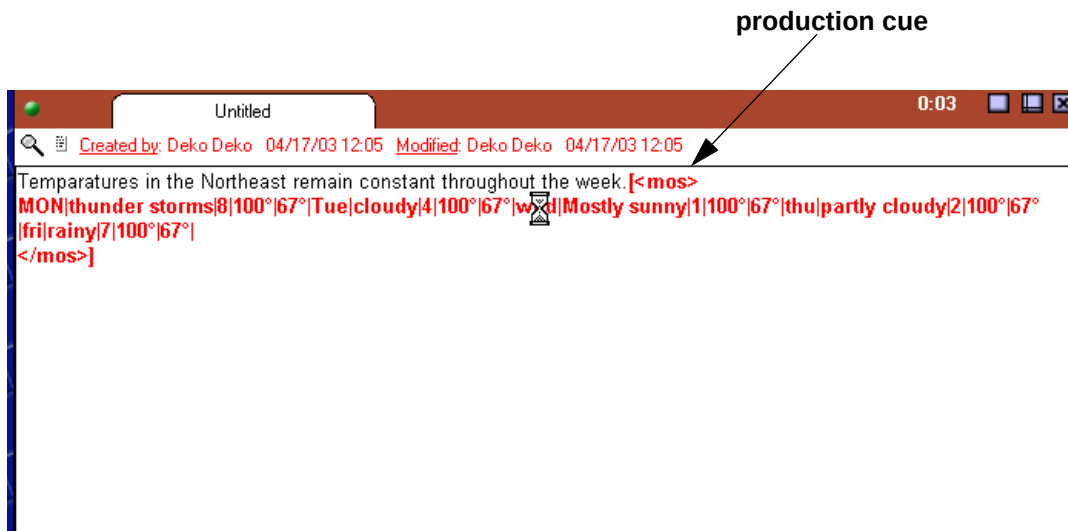
1. In the iNews client interface, beside the story, you will see a list of production cues corresponding to the graphics in the story. To edit this DekoMOS item:
 - Double-click it
 - With the cursor in the item, press Enter.



2. The DekoMOS Editor appears. An image of the template with the current information is displayed in the Mini-Preview. Current contents of replaceable fields appear in the Replaceable Fields Editor.
3. Edit any of the replaceable text fields in the table.
4. Click OK to save and exit from the Editor. The edited graphic is now in the story, replacing its previous version.

To edit replaceable fields in a graphic in an ENPS story:

1. Double-click the DekoMOS object production cue in the story.



2. The DekoMOS Editor appears. An image of the template with the current information displays in the Mini-Preview. Current contents of replaceable fields appear in the Replaceable Fields Editor.
3. Edit any of the replaceable text fields in the table.
4. Click Save, then click Exit, or click Save and Exit. The edited graphic is now in the story, replacing its previous version.

Note: Exiting the program does not automatically save your work.

To change DekoMOS graphic templates but preserve contents of the replaceable fields:

1. Do one of these:
 - If the template you want to change is already open in the Editor but not yet inserted into the story, proceed to the next step.
 - If the graphic has already been dropped into the story, double-click the DekoMOS object production cue into the story (ENPS) or in the list of production cues (iNEWS). The graphic appears in the Editor.
2. Drag and drop a different template into the Mini-preview area of the Editor. The replaceable fields in this template are filled in with the text or files already entered into the editor to the extent that the fields correspond with those in the original template. Text from the first available text field of the original graphic template is entered into the first available text field of the new graphic template. A clip from the first available clip field in the original graphic template is entered into the first available clip field of the new graphic template, and so on.
3. Do one of these:
 - If the original graphic was already in the story, click Save>Exit, or click Save and Exit. The new graphic is now in the story, replacing the previous version.
 - If the original graphic was not yet placed in the story, drag and drop the mini-preview into the story.

Adding Breaks to a Rundown

Within an ENPS system, DekoMOS provides a convenient method of identifying commercial and station breaks. You can drag a special MOS object into a story in the rundown. When the Playback Controller sees this DekoMOS object in the rundown, it creates a dark line in the playback sequence to highlight each break.

To indicate a break if you use an iNEWS system, Pinnacle Systems recommends that you create an empty story with a title such as *Break*. The title of this story appears in the rundown to indicate a break, but does not trigger any action.

To add a break to the rundown in an ENPS system:

1. In your NCS client interface, create a story specifically for this purpose, without text.
2. From the Windows desktop click Start>Programs>WordPad.
Note: Pinnacle Systems recommends using WordPad, although other programs suitable for opening text files may be used.
3. In Wordpad, or the application of your choice, click File>Open. In the File Open dialog, navigate to the BreakObject.txt file and open it. The BreakObject.txt file is provided on the DekoMOS Installation CD.
4. Highlight the entire text of the BreakObject.txt file. Drag and drop this text from Wordpad into the story in the ENPS client interface. This creates a MOS object in the story window that will indicate a break in the rundown.

To specify text for indicating the break in the rundown:

Specify break text from the Playback Controller configuration. For details, see page 55.

Chapter 5: Controlling Playback

This chapter covers the DekoMOS Playback Controller interface, generally installed on its own PC. Information in this chapter includes how to:

- Access the Playback Controller and designate its control room
- Configure layouts and user preferences
- Play to air items in a rundown and items not in a rundown from this interface
- Play items in a rundown with a GPI trigger

About the DekoMOS Playback Controller

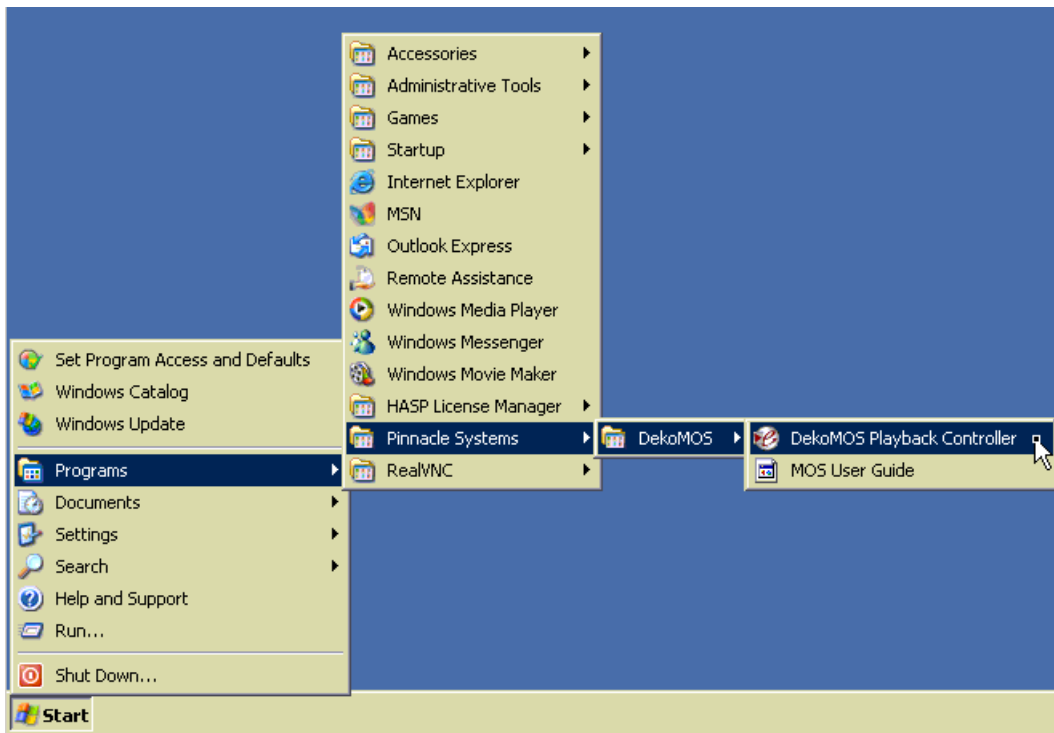
With the DekoMOS Playback Controller, you can control playback of shows and stories that include DekoMOS Graphic inserts. Initially, the interface displays a list of available rundowns. Double-clicking on a rundown in the list displays detailed information about items in the rundown. You can print a rundown, selectively play items in a rundown, and play additional graphics that are not in the rundown.

Access the Playback Controller and Assign a Control Room

Each DekoMOS Playback Controller can control playout from a specific group of Deko channels configured as a Control Room with the DekoMOS Gateway. A Style, also configured with the DekoMOS Gateway, is selected, determining the appearance of graphics rendered and played to air.

To access the DekoMOS Playback Controller and see a list of available rundowns:

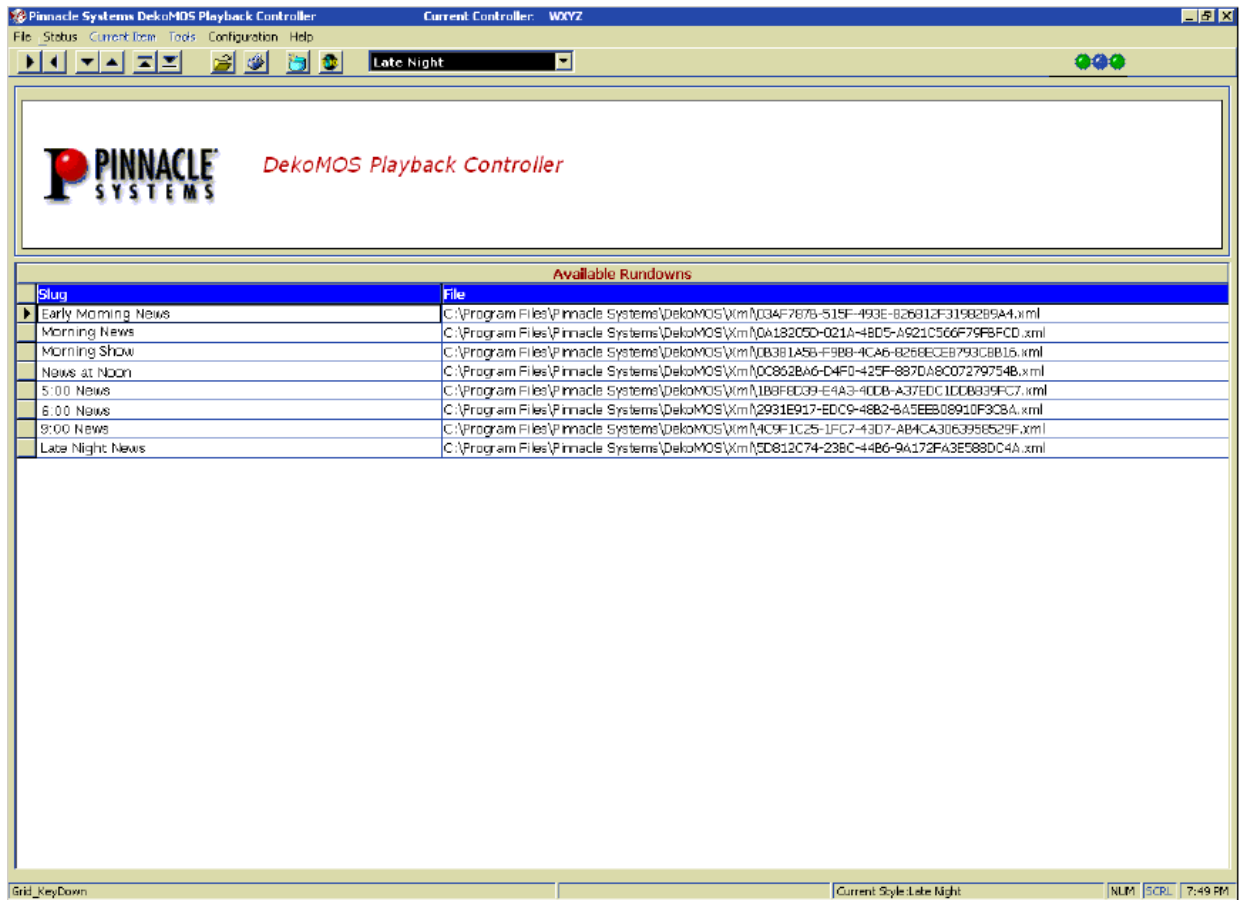
1. On the dedicated DekoMOS Playback Controller PC, do one of these:
 - From the Windows Start Menu, select Programs>Pinnacle Systems>DekoMOS>DekoMOS Playback Controller.



- Double-click the Playback Controller icon on the desktop.

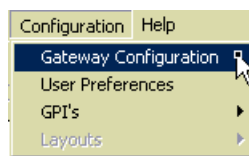


2. A list of available rundowns appears.

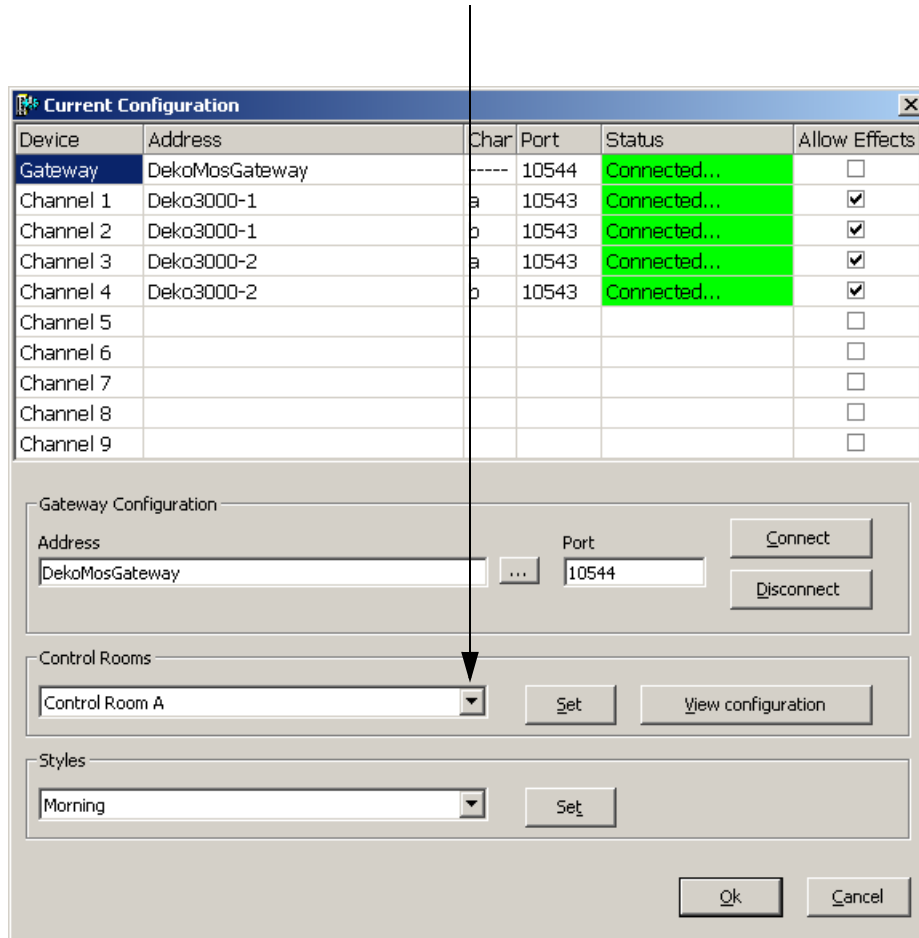


To define which Control Room, as configured in the Gateway, is driven by the Playback Controller and choose the style for graphic display:

1. Click Configuration>Gateway Configuration.



- In the Current Configuration window, click the arrow to the right of the Control Room field to see a dropdown list.



- Click a Control Room name in the list to select it, then click the Set button. View the Status column in the information table in the top half of this window to confirm connection to the Deko machines in the selected Control Room.

Note: Control Rooms are configured in the DekoMOS Gateway. Refer to page 43 for more information.

- Click the arrow to the right of the Styles field to see a dropdown list of available styles.
- Click a Style in the list to select it, then click the Set button.

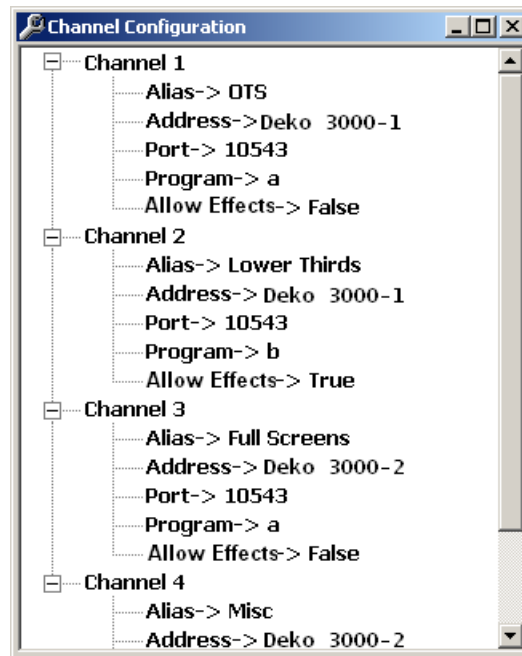
Note: Styles are configured in the DekoMOS Gateway. Refer to page 39 for more information.

- Click OK.

To see a summary of the Deko machines and channels that the Playback Controller is configured to control:

- Click Configuration>Gateway Configuration.

- In the Current Configuration window, click View Configuration. The Channel Configuration window appears. You can not make changes in this window; it is for informational display only.



The Alias that you assigned in the DekoMOS Gateway for each channel is listed in this Channel Configuration window. When you display a rundown, the same aliases also appear beneath the preview for each channel.



- To close the Channel Configuration window, click the Close button .

To see which control room is activated:

Refer to the information in the title bar of the Playback Controller, beside the label Controller.

Controller: Control Room 1

To open a rundown:

From the initial Playback Controller interface, do one of these:

- Double-click on a show name.
- Press the Up or Down arrow key, and then press Enter to select a show name.

In the top half of the window, you see a representation of graphics loaded to each playout channel in the designated Control Room.

The lower half of this window displays an ordered list of all Deko graphic items in the show, their template filenames, item filenames, story name, and segment breaks.

#	Page	Slug/Description	Status	Ch.	In Time	Duration	Out Time
	P1	This is our first story					
156		Row One Row Two	Program	1	00:00	00:00	00:00
157		This is line one	Program	2	00:00	00:00	00:00
158		Full Screen Title Body text Goes here	Program	3	00:00	00:00	00:00
159		(CURVE_LF_BLUE)	Program	4	00:00	00:02	00:02
	P2	Here's another story					
160		Row One Row Two		1	00:00	00:00	00:00
161		This is line one		2	00:00	00:00	00:00
162		Full Screen Title Body text Goes here		3	00:00	00:00	00:00
163		(CURVE_LF_BLUE)		4	00:00	00:02	00:02
	P3	And here's a third story					
164		This is a one liner		1	00:00	00:00	00:00
165		Reporter Name		1	00:00	00:00	00:00
166		One Line Super		1	00:00	00:00	00:00
167		Last One Liner		1	00:00	00:00	00:00
	P4	How about one more?					
168		Over The Shoulder Right		1	00:00	00:00	00:00

Printing and Exiting a Rundown**To print a rundown:**

Do one of these:

- Click File>Print.
- Press Ctrl+P.

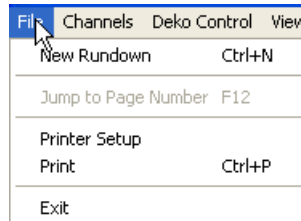
- Click the Print toolbar icon.



To return from a rundown to the list of active rundowns:

Do one of these:

- Click File>New Rundown.



- Press Ctrl + N.
- Click the File toolbar button.



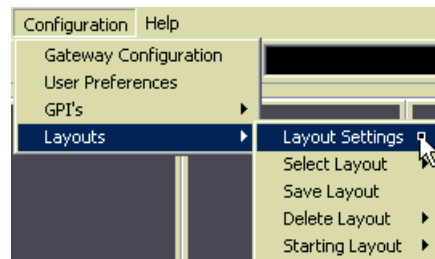
Configure Layout and User Preferences

Layout Settings

You can configure the types of information you want displayed, in columns, in a rundown including Item Number, Page Number, a Slug or Description, the current cueing or playout status of the file, the designated playout channel, and other things. You can also configure highlight style, whether or not you want to see record selectors and how they should display, and the colors used to indicate the status of a file.

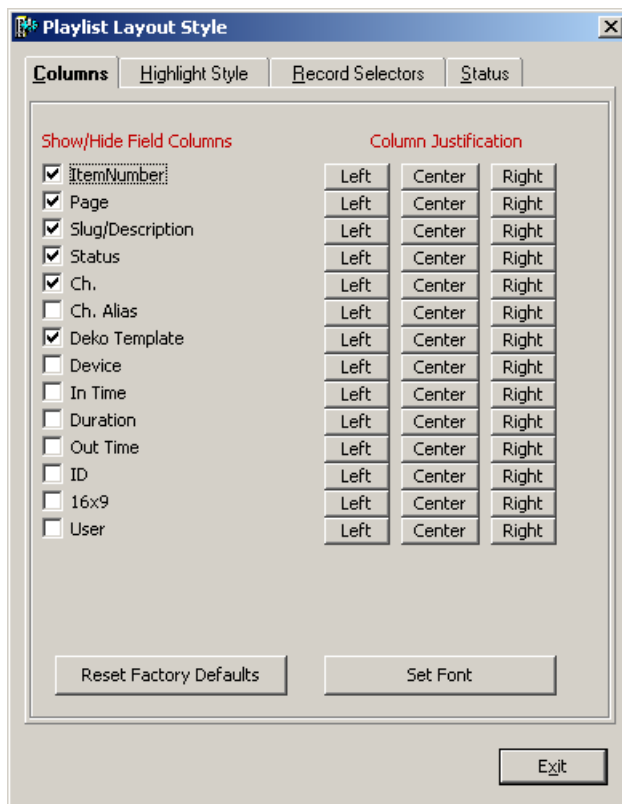
To specify how information is displayed in a rundown:

- Click Configuration>Layouts>Layout Settings to see the Playlist Layout Style window.

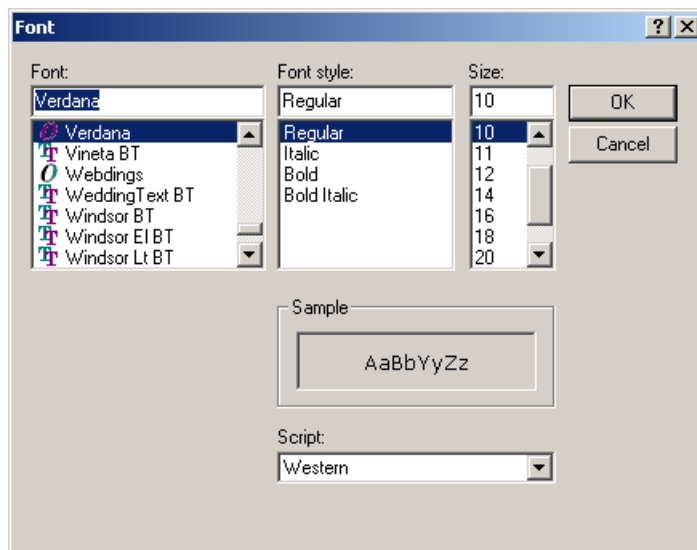


- Click the Columns tab if it is not already displayed.

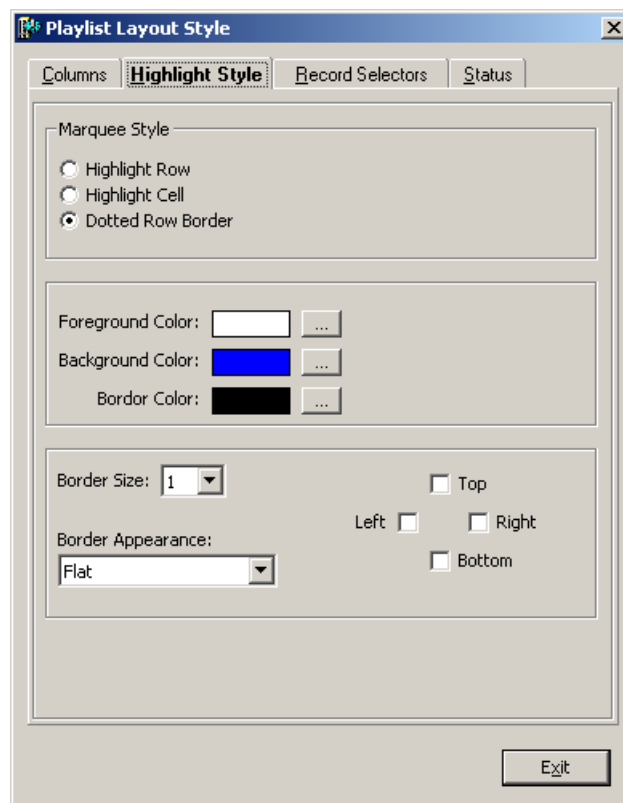
- Click to place a check mark beside the names of the columns you want visible in your rundown. For each column, click to select Left, Center, or Right justification.



- Click Set Font to display the Font dialog. Select a font for displaying the rundown, then click OK.



5. Click the Highlight Style tab.



With Marquee Style settings, determine how an item selected in the rundown is highlighted.

Page	Slug/Description	Status	Ch.	Ch. Alias	Deko Template	Device	In Time	Duration
	New Row 2 QA QA							
	NAB 2003 Thousands Pack the Pinnacle Booth LV E		4	chn4 3k	fs_2box	10.6.211.14	00:00	00:00
	New Row 1 System Administrator							
	Headline Here Headline Here Line one...can extend		1	chn 1 1k	fs_3line_bullets	10.6.211.14	00:00	00:00

Rundown item selected with Highlight Row setting on

Page	Slug/Description	Status	Ch.	Ch. Alias	Deko Template	Device	In Time	Duration
	New Row 2 QA QA							
	NAB 2003 Thousands Pack the Pinnacle Booth LV E		4	chn4 3k	fs_2box	10.6.211.14	00:00	00:00
	New Row 1 System Administrator							
	Headline Here Headline Here Line one...can extend		1	chn 1 1k	fs_3line_bullets	10.6.211.14	00:00	00:00

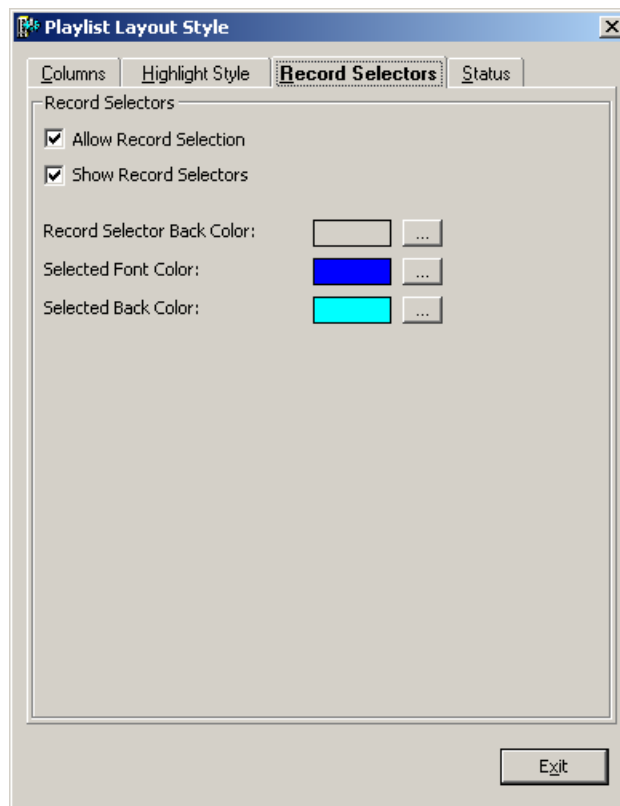
Rundown item selected with Highlight Cell setting on

Page	Slug/Description	Status	Ch.	Ch. Alias	Deko Template	Device	In Time	Duration
	New Row 2 QA QA							
	NAB 2003 Thousands Pack the Pinnacle Booth LV E		4	chn4 3k	fs_2box	10.6.211.14	00:00	00:00
	New Row 1 System Administrator							

Rundown item selected with Dotted Row Border setting on

6. Select your preferences for highlighting, foreground and background color, and border appearance.

7. Click the Record Selectors tab.

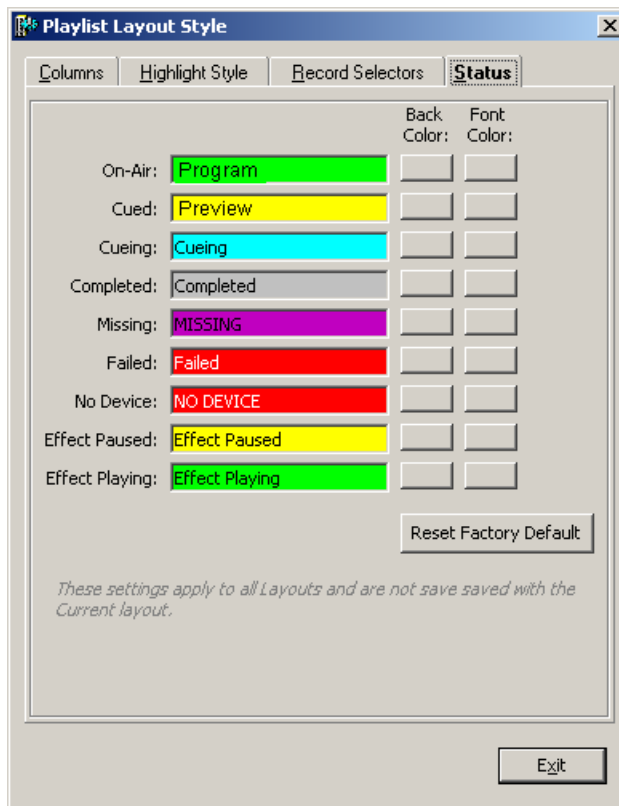


Record Selectors are the cells in the left most column of a rundown. This is where a caret appears, called the Now Pointer, indicating record selection. Select your preferences.

8. Click the Status tab. Select background and font color to indicate the playout status of items in a rundown:
 - Program
 - Preview
 - Cueing
 - Completed
 - Missing
 - Failed
 - No Device
 - Effect Paused
 - Effect Playing

For example, an item playing on a Program channel is, by default, displayed in the list with a bright green background. Use the Reset Factory Default button to display items in the list as indicated in the illustration below. The text in each colored field is the text used to notify the

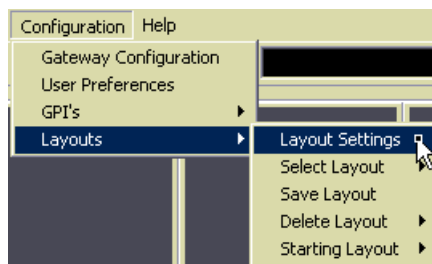
NCS of event status when the preference Notify NCS of Event Status is selected via Configuration>User Preferences.



9. Click Exit to exit the Playlist Layout Style dialog.

To select a font to display a language other than English:

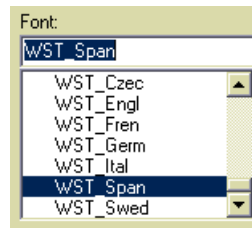
1. Click Configure>Layouts>Layout Settings to see the Playlist Layout Style.



2. Click the Columns tab if it is not already displayed.

3. Click Set Font.

4. Scroll through the list of available fonts and select an appropriate font for the language you want to display. In the fonts list, there are several specialized language fonts with the name WBT_name of language, as shown here.

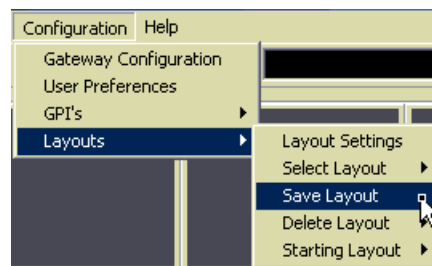


5. Click OK.
6. To save this setting, follow the instructions to save your layout settings.

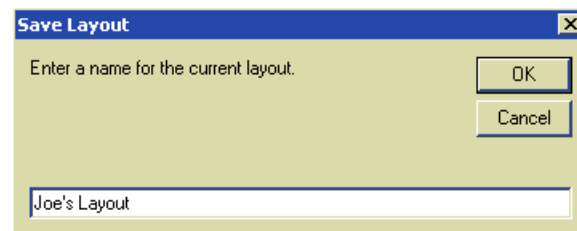
Notes: The language or languages that you can display depend upon system settings. Refer to the appropriate Windows documentation. For more about DekoMOS and fonts for languages other than English, refer to page 23.

To save and recall Playlist Layout Style settings:

1. Click Configuration>Layouts>Save Layout.



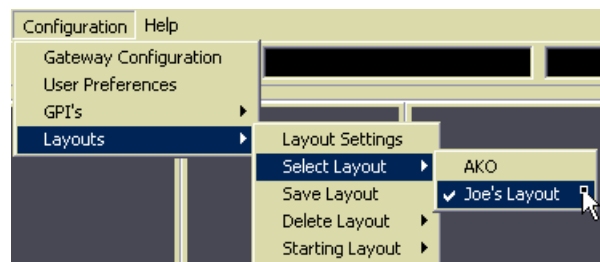
2. The Save Layout dialogue appears. Type the name you want to use for your layout settings.



3. Click OK.

To recall a saved layout:

1. Click Configuration>Layouts>Select Layout.



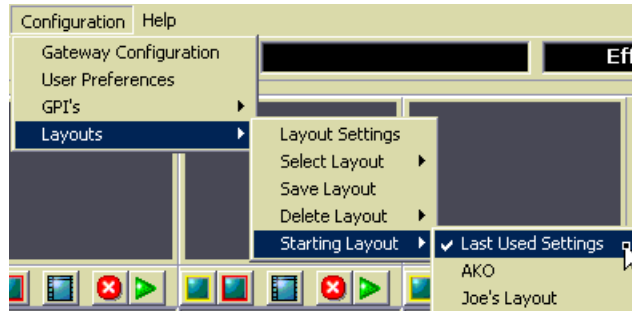
2. The name of your layout is in the list of layouts. Click to select it.

To delete a saved layout:

1. Click Configuration>Layouts>Delete Layout.
2. The name of your layout is in the list of layouts. Click to select it.

To designate the layout settings that you want to be in effect when the DekoMOS Playback Controller opens:

1. Click Configuration>Layouts>Starting Layout.

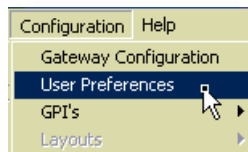


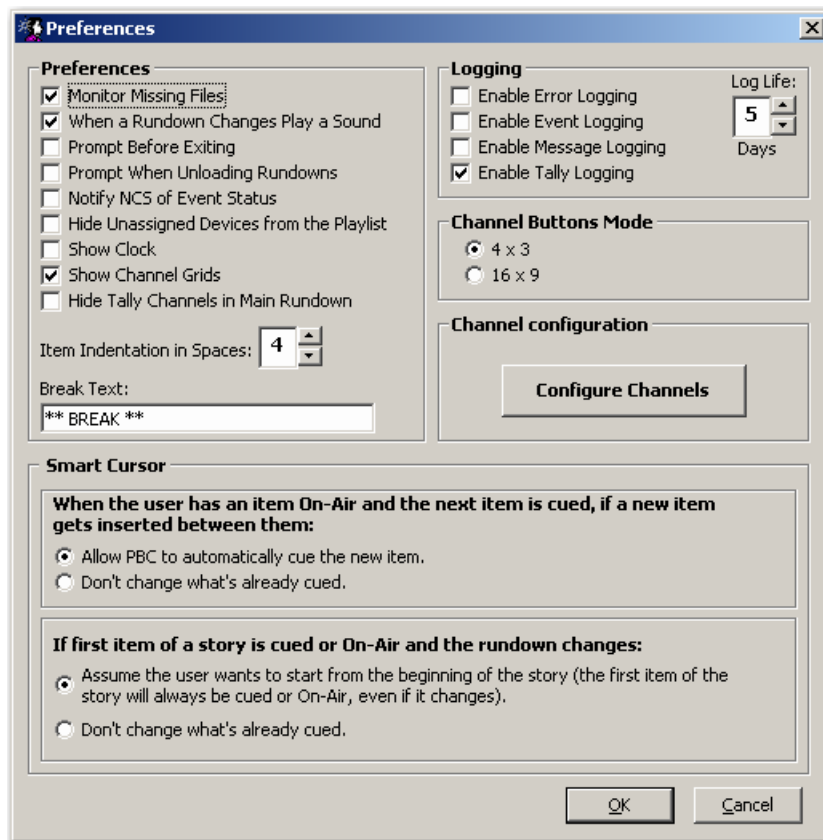
2. Click to select a layout in the list or to specify that the DekoMOS Playback Controller open with the last used settings. The selected layout is indicated with a check mark.

User Preferences

To access the Preferences dialogue:

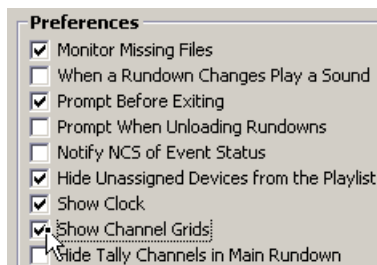
Click Configuration>User Preferences to see the Preferences dialog.



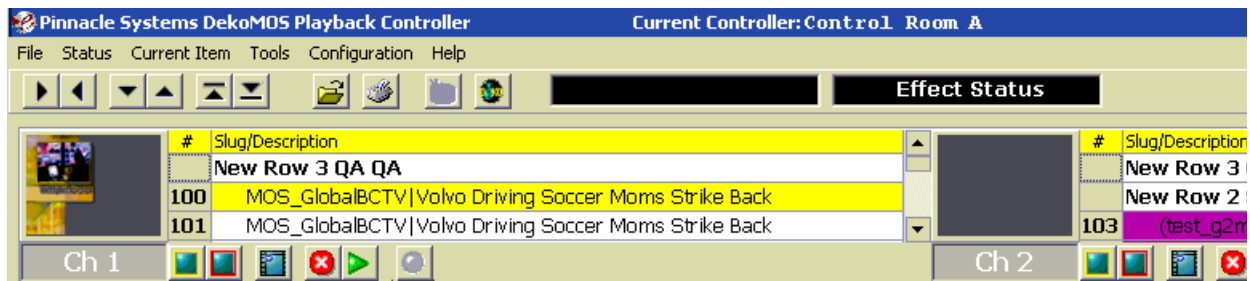


To display text or no text with the mini-previews that represent graphics cued to each channel:

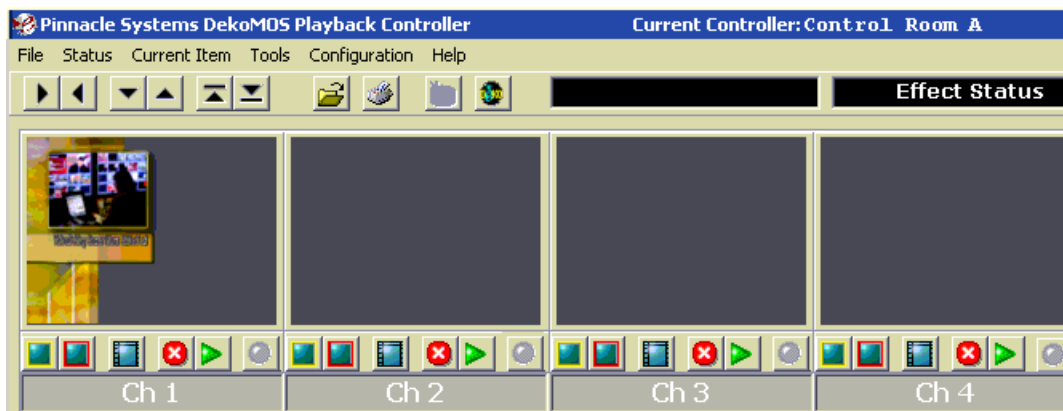
1. Click Configuration>User Preferences to see the Preferences dialog.
2. In the Preferences dialogue, click to check Show Channel Grids.



When a rundown is open, a description of fields in the graphic template and text in those fields appears next to the mini-preview, as shown below.



Click to uncheck this choice to display mini-previews without any descriptive text, as shown below.

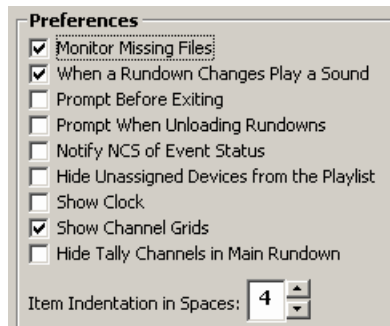


3. Click OK to keep these choices and exit the Preferences dialogue. Or, continue selecting other preferences and then click OK.

To indent DekoMOS items in a rundown:

1. Click Configuration>User Preferences to see the Preferences dialog.

- In the Preferences dialogue, locate the Item Indentation in Spaces field. Use the up or down arrow to indicate the amount of indentation for descriptions of DekoMOS items in a rundown.



Indicate indentation
here

Changes to this setting are immediately reflected in an open rundown.

ItemNumber	Page	Slug/Description	Status	Ch.	Ch. Alias
		New Row 1 QA QA			
100		MOS_GlobalBCTV Vc	Preview	1	ch1_3k
		testno effect			
101		Dow Jones Industrial		1	ch1_3k
102		NAB 2003 Thousand		1	ch1_3k
103		This is line one		1	ch1_3k

In this example, indentation is set at 5.

- Click OK to keep these choices and exit the Preferences dialogue. Or, continue selecting other preferences and then click OK.

To display a boldly visible clock in the toolbar

- Click Configuration>User Preferences to see the Preferences dialog.
- In the Preferences dialogue, click to check Show Clock. A bold clock displaying hours, minutes, and seconds appears in the toolbar.



- Click OK to keep this choice and exit the Preferences dialogue. Or, continue selecting other preferences and then click OK.

To monitor for missing files:

- Click Configuration>User Preferences to see the Preferences dialog.
- In the Preferences dialogue, click to check Monitor Missing Files. With this choice enabled, the DekoMOS Playback Controller monitors the Template, and Replaceable elements folders. If an item in a rundown is missing from any of these folders, the status immediately displays

as Missing, along with the color indicator selected in your layout settings. If this setting is changed while a rundown is open, the new setting is not effective until the rundown is reopened or another rundown is opened.

KWGN						
ItemNumber	Page	Slug/Description	Status	Ch.	Ch. Alias	Deko Template
		Story 1				
100		Slug line 1 is good S	MISSING	5	ch5_FD	OTS 2 Line.dko
101		Name or Location y	MISSING	5	ch5_FD	1 line super.dko

This is an example of a rundown displaying Missing files with the Monitor Missing Files preference checked. The word MISSING appears in the Status column and the row is highlighted in purple.

KWGN						
ItemNumber	Page	Slug/Description	Status	Ch.	Ch. Alias	Deko Template
		Story 1				
100		Slug line 1 is good S	Failed	5	ch5_FD	OTS 2 Line.dko
101		Name or Location y		5	ch5_FD	1 line super.dko

This is an example of the same rundown with Missing Files with the Monitor Missing Files preference not checked. There is no indication in the Status column or with highlighting that the files are missing.

- Click OK to keep this choice and exit the Preferences dialogue. Or, continue selecting other preferences and then click OK.

To display only those items in the rundown that are assigned to channels in the designated control room:

- Click Configuration>User Preferences to see the Preferences dialog.
- In the Preferences dialogue, click to check Hide Unassigned Devices from the Playlist. With this selection, for example, if the PBC is set to control channels 1 and 2, it will not display items that are designated for channel 3 or other channels.
- Click OK to keep this choice and exit the Preferences dialogue. Or, continue selecting other preferences and then click OK.

To send a message to the NCS about the status of each item in a rundown:

- Click Configuration>User Preferences to see the Preferences dialog.
- In the Preferences dialogue, click to check Notify NCS of Event Status. With this selection on, DekoMOS Playback Controller sends a message to the Gateway indicating the status of each item. The Gateway, in turn, relays the message to the NCS.

With ENPS, in the rundown view, text displays to tell the user what the state of each item is. If the text matches certain pre-defined text in ENPS, it will set the color of the text and its background in the ENPS rundown view.

- Click OK to keep this choice and exit the Preferences dialogue. Or, continue selecting other preferences and then click OK.

To have DekoMOS Playback Controller play a sound when a rundown changes:

1. Click Configuration>User Preferences to see the Preferences dialog.
2. Click to check *When a Rundown Changes Play a Sound*.
3. Click OK to keep this choice and exit the Preferences dialogue. Or, continue selecting other preferences and then click OK.

To have DekoMOS Playback Controller display a prompt before exiting:

1. Click Configuration>User Preferences to see the Preferences dialog.
2. Click to check *Prompt Before Exiting*.
3. Click OK to keep this choice and exit the Preferences dialogue. Or, continue selecting other preferences and then click OK.

To have DekoMOS Playback Controller display a prompt before unloading a rundown:

1. Click Configuration>User Preferences to see the Preferences dialog.
2. Click to check *Prompt Before Unloading Rundowns*.
3. Click OK to keep this choice and exit the Preferences dialogue. Or, continue selecting other preferences and then click OK.

To determine whether channels configured for GPI control triggered by tally signals appear in the rundown:

1. Click Configuration>User Preferences to see the Preferences dialog.
2. Click to check or uncheck *Hide Tally Channels in Main Rundown*. If checked, any items set to output to a channel designated as a tally channel do not appear in the list of items in the rundown.
3. Click OK to keep this choice and exit the Preferences dialogue. Or, continue selecting other preferences and then click OK.

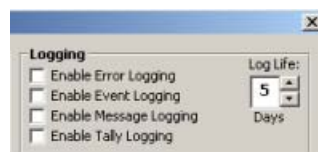
To specify how a break is indicated in a rundown:

1. Click Configuration>User Preferences to see the Preferences dialog.
2. In the Break Text field, type in the text you want to appear in the rundown to indicate a commercial break.
3. Click OK to keep this choice and exit the Preferences dialogue. Or, continue selecting other preferences and then click OK.

Note: This feature is only available if DekoMOS is installed with ENPS systems.

To specify what logs are kept by the DekoMOS Playback Controller:

1. Click Configuration>User Preferences to see the Preferences dialog.
2. In the Logging area, click to check to indicate the logging you want to enable.



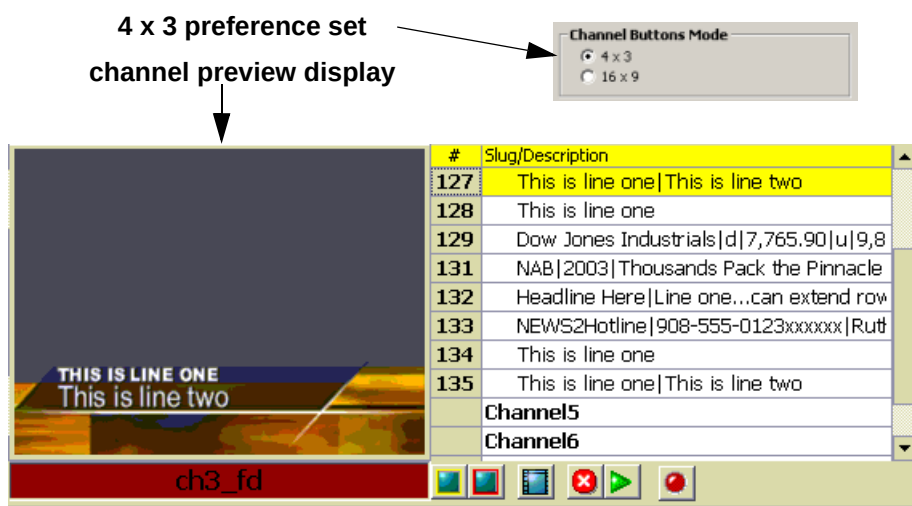
3. In the Log Life field, type in or click the Up or Down arrows to enter the number of days that you want to keep logs.
4. Click OK to keep these choices and exit the Preferences dialogue. Or, continue selecting other preferences and then click OK.

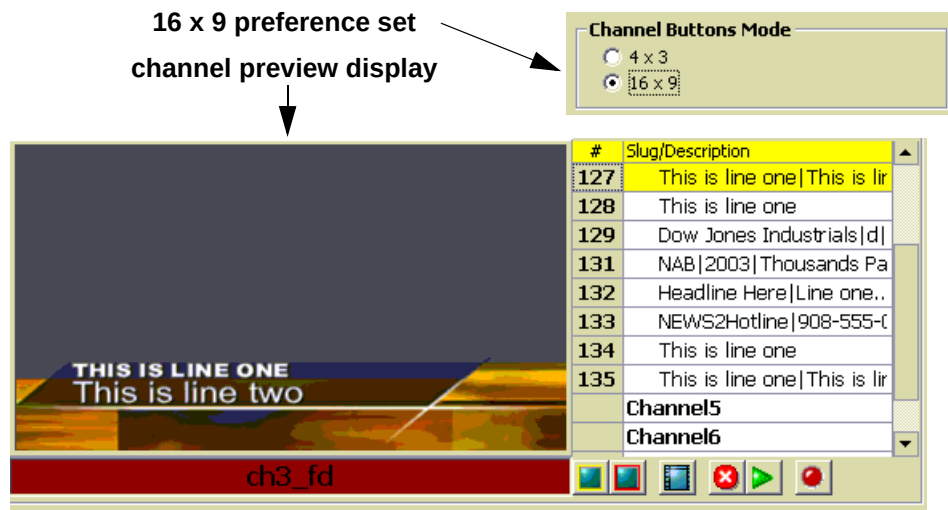
To keep a log of graphics that actually air:

1. Click Configuration>User Preferences to see the Preferences dialog.
2. In the Logging area, click to check Enable Tally Logging.
3. Click OK to keep this choice and exit the Preferences dialogue. Or, continue selecting other preferences and then click OK.

To set the dimension for individual channel previews according to the graphics that you typically use:

1. Click Configuration>User Preferences to see the Preferences dialog.
2. In the Channel Buttons Mode area, click the 4 x 3 radio button or the 16 x 9 radio button. This setting allows an ideal display for the dimension of graphics that you typically use, but other graphics will still display.

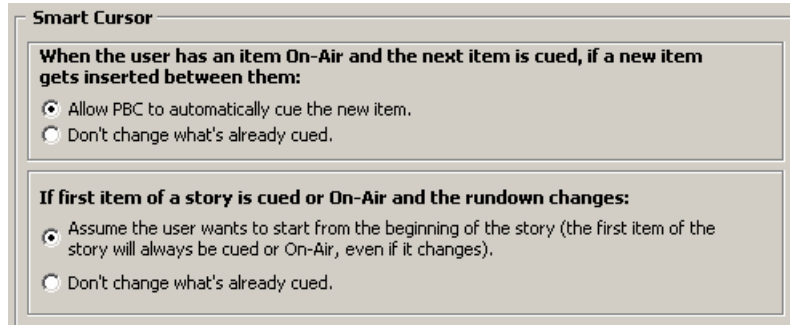




3. Click OK to keep this choice and exit the Preferences dialogue. Or, continue selecting other preferences and then click OK.

To specify how adding items to a story or changing items in a story effects cueing:

1. Click Configuration>User Preferences to see the Preferences dialog.
2. In the *Smart Cursor* area, click to select cueing preferences in response to cursor movement.



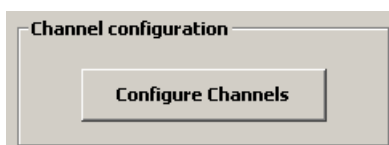
3. Click OK to keep these choices and exit the Preferences dialogue. Or, continue selecting other preferences and then click OK.

Channel Configuration

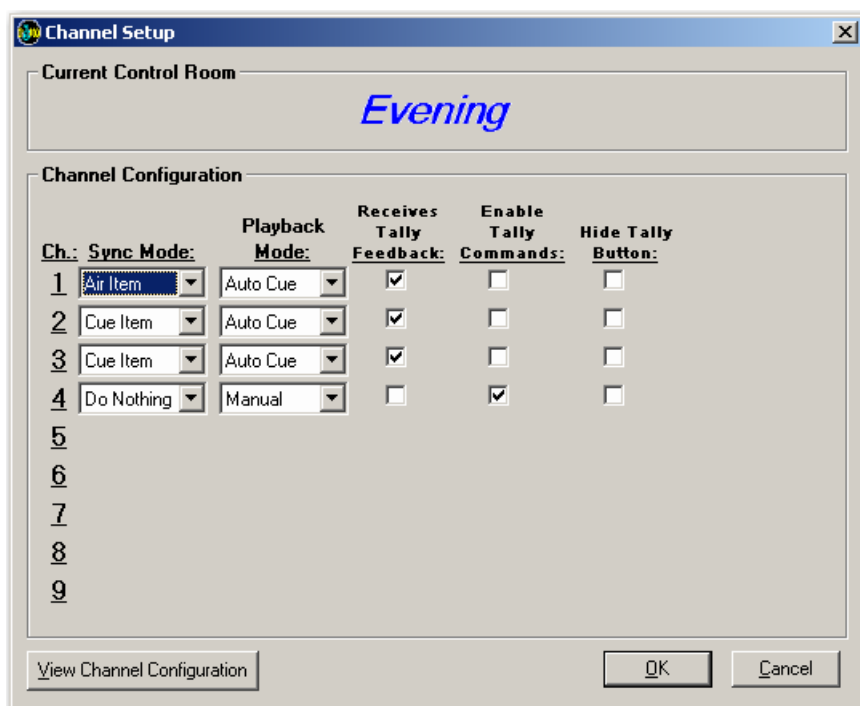
You can configure the cueing and playout behavior and the response to tally signals of individual channels within the currently selected Control Room.

To access controls for channel configuration:

Click Configuration>User Preferences, then click the Configure Channels button.

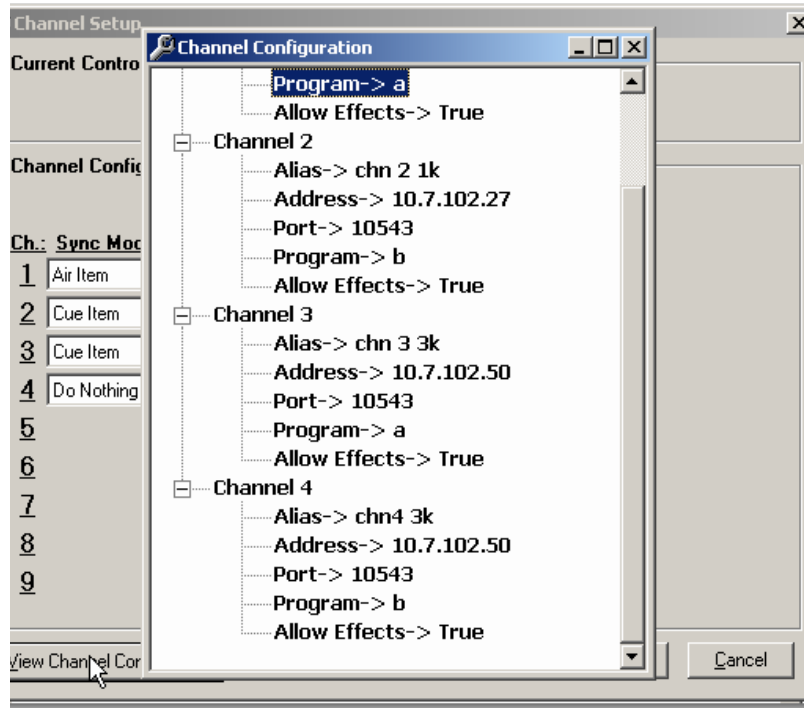


The Channel Setup dialog appears.



To see details of each channel, as configured in the DekoMOS Gateway:

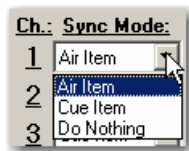
In the Channel Setup dialog, click the View Channel Configuration button. The Channel Configuration information window appears.



To determine if items assigned to a certain channel automatically air or cue when selected with the Now Pointer:

In the Channel Setup dialog, click the dropdown arrow associated with a certain channel in the Sync Mode column.

- Choose *Air Item* if you want items in this channel to load directly to a program channel when selected. This choice is typical for items without effects.
- Choose *Cue Item* if you want items in this channel to load to a preview channel when selected. This choice is typical for blind takes, items with effects that will move to the program channel when the effect plays.
- Choose *Do Nothing* if you do not want items assigned to this channel to cue or play when selected.



To specify if, when an item is played in the rundown, the next item cues automatically:

In the Channel Setup dialog, click the dropdown arrow associated with a certain channel in the Playback Mode column.

- Choose *Manual* to specify that the next item does not automatically cue.

- Choose *Auto Cue* to specify that the next item automatically cues when an item plays.



To control how a channel responds to tally signals:

In the Channel Setup dialog, use the Receive Tally Feedback and the Enable Tally Commands checkboxes.

Receives Tally Feedback:	Enable Tally Commands:	Hide Tally Button:
☒	☐	☐
☒	☐	☐
☒	☐	☐
☐	☒	☐

With *Receive Tally Feedback* checked and *Enable Tally Commands* checked, all tally and GPI commands are executed.

With *Receive Tally Feedback* checked and *Enable Tally Commands* unchecked, only commands affecting tally condition, such as Tally On, Tally Off, and Enable Tally, are executed.

With *Receive Tally Feedback* unchecked and *Enable Tally Commands* unchecked, the channel does not receive or recognize tally commands.

GPI Configuration

You can configure the Playback Controller to accept GPI signals. These GPI signals can be invoked manually or triggered by tally condition. For additional information about configuring GPI commands, see page 59. For information about hardware connections, refer to the Appendix beginning on page 157.

Playing Graphics in a Show

The DekoMOS Playback Controller automatically progresses through a show when you press the Spacebar or Enter. For flexibility, items in the rundown may be individually selected, then cued, and played to air. The Playback Controller will indicate by color if a file is missing and you can search for missing files. Additional graphics that are not in the rundown can be played to air also. From the rundown, an operator can change the playout channels for Deko graphics.

Note: Playout channel control is currently available only with ENPS systems.

To open a rundown:

From the initial Playback Controller interface displaying a list of rundowns, do one of these:

- Double-click on a show name.
- Press the Up or Down arrow key, and then press Enter to select a show name.

To select the first item in the rundown:

Do one of these:

- Click the Home button on the toolbar.



- Press the Home key twice.

To see a mini-preview of a graphic:

A preview of the graphic cued for each channel appears at the top of the Playback Controller whenever a rundown has been selected and a list of items in that rundown is displayed.

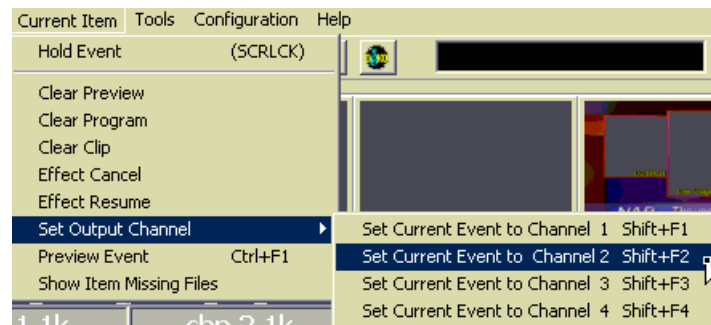
To see a full preview of a graphic:

Do one of these:

- Select the item, then right click. From the popup menu, click to choose Preview Event.
- Select the item, then press Ctrl+F1.
- Select the item, then from the menu, click Current item>Preview event.

To change the playout channel of a graphic in a rundown:

- Select the item in the rundown. If the rundown is not displaying the channel column, change your preferences as explained on page 113. The item must not be cued or playing to air.
- Do one of the following:
 - Click Current Item>Set Output Channel. Then click to set current event to the desired channel.



- Right-click the item in the rundown. From the popup menu, click Set Output Channel, then click to set current event to the desired channel.
- Press Shift + F1 to set the event to channel 1, Shift + F2 for channel 2, Shift + F3 for channel 3, or Shift + F4 for channel 4.

To play a cued item, automatically selecting the next item in the list:

Do one of these:

- Click the Play Next button on the toolbar.



- Press the Enter key.
- Press the Spacebar.

To play a cued item and automatically select another item in the list:

On the number pad of your keyboard, press the three digits of the item number, then press Enter.

To select the next item in the rundown:

Press the Down Arrow key.

To select the previous item in the rundown:

Press the Up Arrow key.

To select any item in the rundown:

Do one of these:

- Click on the item.
- Press the Up or Down arrow keys to move the selection caret to the desired item.
- Click Tools>Jump to Page Number, or press F12, then enter the page number of the desired file and click OK.
- On the number pad of your keyboard, press the three digits of the item number, then press Enter.

Once an item is selected, a caret appears to the left of the item. The item or row may be highlighted, or the row may be bordered with a dotted line, depending upon layout settings.

Caret indicates selected item

	ItemNumber	Page	Slug/Description	Status	Ch.	Ch. Alias
			Channel1			
	100		MON thunder storms		1	Ch 1
	101		Headline Here Headl		1	Ch 1
	▶ 102		MON thunder storms		1	Ch 1
			Channel2			
	103		MON thunder storms		2	Ch 2
	104		MON thunder storms		2	Ch 2
	105		MON thunder storms		2	Ch 2
			channel 3A			
	106		MON		3	Ch 3
	107		NAB 2003 Thousand		4	Ch 4
	108		MON Pick 5 2A 3F C		3	Ch 3

To select the next item assigned to the same channel as the currently selected item:

Press Ctrl + Down Arrow key.

To select the previous item assigned to the same channel as the currently selected item:

Press Ctrl + Up Arrow key.

To select the last item in the rundown:

Do one of these:

- Click the End button on the toolbar.



- Press the End key.

To play the previous item in the list:

Do one of these:

- Click the Play Previous button on the toolbar.



- Press the Backspace key.

To select the first item of a story:

Press the Page Up key.

To select the first item of the previous story:

Press the Page Up key to select the first item of the current story. Then press the Page Up key again to move to the first item of the previous story.

To select the first item of the next story:

Press the Page Down key.

To go to the first item following the most recently played item:

Press the Home key. Note that if the most recently played item is already selected, pressing the Home key will move selection to the top of the page.

To cue a selected item:

Do one of these:

- Click the Play Next button on the toolbar.



- Press the Enter key.
- Press the Spacebar.

To play a selected item that is already cued, and cue the next item:

Do one of these:

- Click the Play Next button on the toolbar.



- Press the Enter key.
- Press the Spacebar.

File Status and Missing Files**To determine, by color, the status of items in the rundown:**

By default, items are color coded as follows:

- Purple indicates File Missing.
- Green indicates graphic in Program channel and Effect Playing.
- Blue indicates Cueing in progress.
- Yellow indicates graphic in Preview channel or Effect Pause.
- Red indicates Failed Attempt or No Device.
- Black indicates a Break (available with ENPS systems only).

- Gray indicates that play is complete.

Green indicates that a file is loaded to a Deko Program channel.

6:00 News						
ItemNumber	Page	Slug/Description	Status	Ch.	Ch. Alias	
102		MON thunder storms Channel2		1	Ch 1	
103		MON thunder storms	Completed	2	Ch 2	
104		MON thunder storms	Completed	2	Ch 2	
105		MON thunder storms	Program	2	Ch 2	
		channel 3A				
106		MON	Preview	3	Ch 3	
107		NAB 2003 Thousand	Program	4	Ch 4	
108		MON Pick 5 2A 3F C	Program	3	Ch 3	
109		Dow Jones Industrial	Preview	2	Ch 2	
110		NEWS2Hotline 908-E	Preview	1	Ch 1	

Yellow indicates that a file is loaded to a Deko Preview channel.

These default color settings may be changed as described beginning on page 113.

To see if a file is missing even if the Monitor Missing Files preference is not checked:

If the Monitor Missing Files preference is selected, as described on page 123, the word Missing automatically displays in the Status column for missing files and the row is highlighted in purple or another color if you changed the default settings.

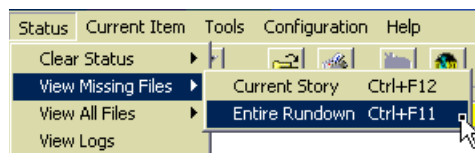
If you did not select this preference, but decide you want to see these indications that a file is missing, click the Check for Missing Files button on the toolbar.



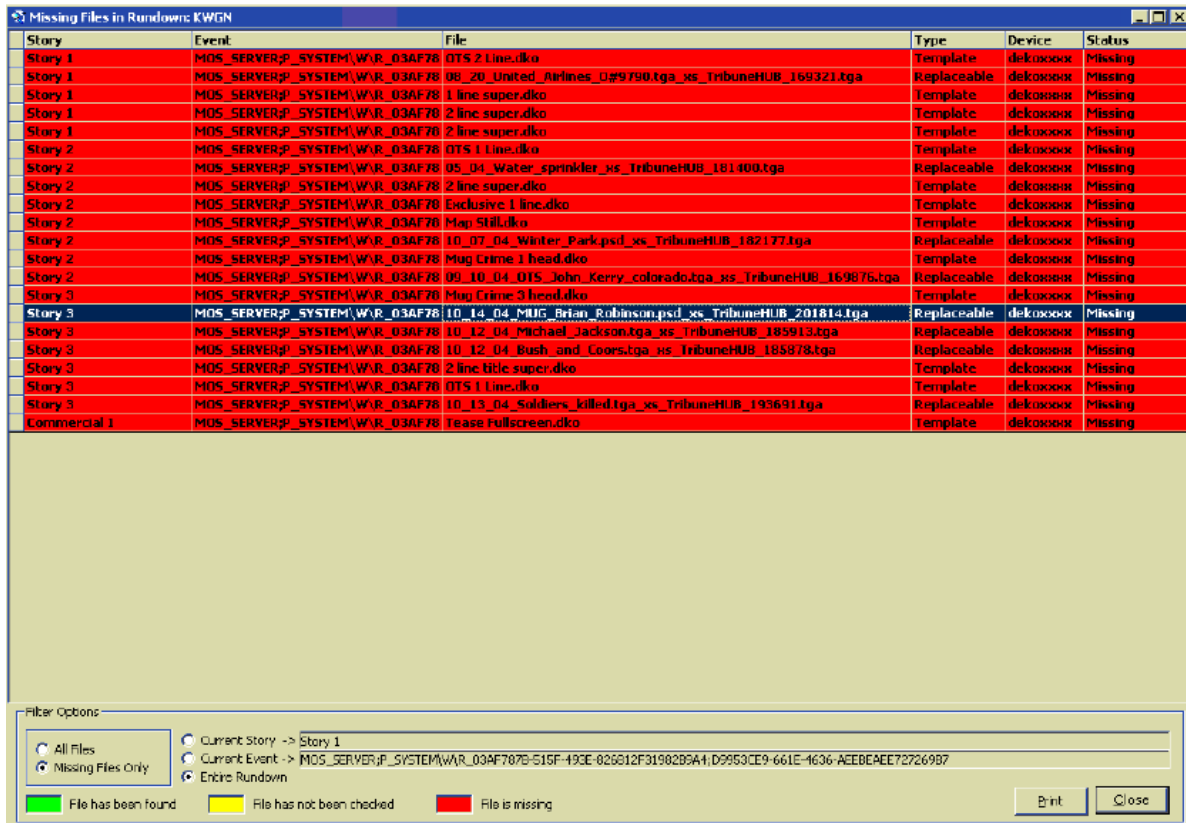
To view detailed information about missing files:

1. Do one of these

- Click Status>View Missing Files>Current Story or Press Ctrl + F12 to see the Missing Files in a Rundown window, displaying missing files in the current story.
- Click Status>View Missing Files>Entire Rundown or press Ctrl + F11 to see the Missing Files in a Rundown window, displaying missing files in the entire rundown.



2. The Missing Files in a Rundown window appears.



- Click the radio buttons near the bottom of the window to change whether the list includes missing files in the Current Event, Current Story, or the Entire Rundown.
 - Click the radio buttons in the Filter Options area to display All Files or Missing Files only.
 - To print this information, click the Print button.
3. This window must be closed before you can continue using the Playback Controller. To close the window, do one of these:
- Click the Close button at the bottom right of the window.
 - Click the Windows Close button at the top right, in the title bar.
 - Press Escape.
 - Press Alt + C.

Making Changes

Graphics that are not in the rundown can be brought to air if their file name is in the Select Graphic for Air list. You may want to add some graphic file names to this list for emergency situations.

To add graphic file names to the Select Graphic for Air list:

- Do one of these:
 - Click Deko Control>Display Deko Graphic
 - Press Insert.

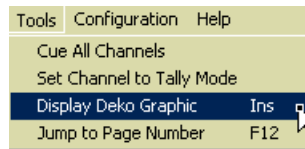
- Click the Display Deko Graphic toolbar button.



- In the Display Deko Graphic dialog that appears, click View File.
- In the text window that appears, type the full path name of files you would like to add to the list. To pre-assign the playout channel, press Tab, then type the channel number. Press Enter to separate file names.
- Click File>Save.
- Exit the text window.
- To see the list in the Display Deko Graphic dialog, close this dialog and then reopen it.

To bring to air graphics not in the rundown:

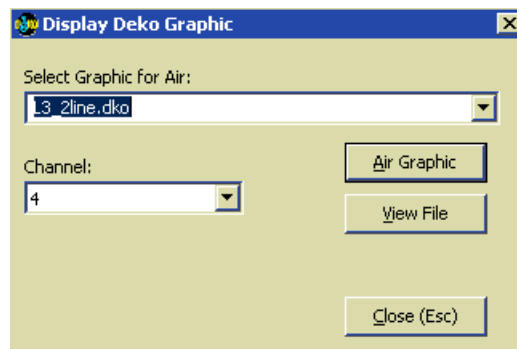
- Do one of these:
 - Click Tools>Display Deko Graphic.



- Press Insert.
- Click the Display Deko Graphic toolbar button



- In the dialog that appears, in the Select Graphic for Air field, type the first letter of a file name in the dropdown list, or click the down arrow and select from the dropdown.



- Click the channel dropdown and click to select a playout channel.
- Click Air Graphic.

Playback with a GPI Trigger

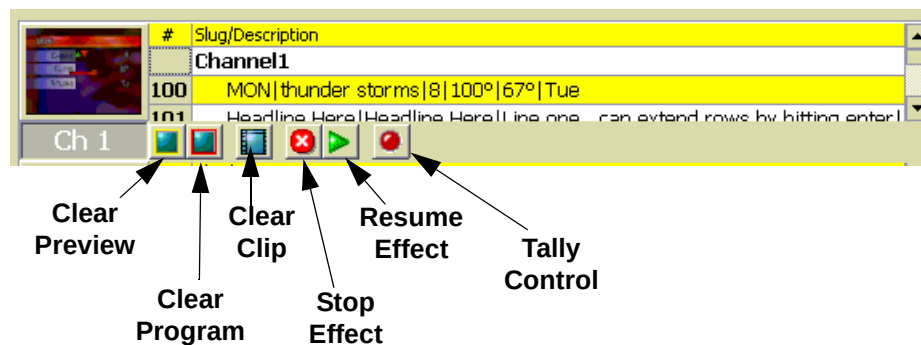
In addition to manually invoking commands from the DekoMOS Playback Controller interface, commands can be invoked with a GPI trigger. The GPI trigger may be operated manually, or automatically in response to tally pulses from a switcher or other device. To play items in a rundown with a GPI trigger, you must:

1. Make the appropriate hardware connections, as described in the appendix beginning on page 157.
2. From the Playback Controller enable ports for GPI connections and assign commands to your GPI triggers as described beginning on page 56.
3. If using tally pulses to invoke the GPI trigger, from the Playback Controller, configure channels to respond to tally pulses, as described on page 130.
4. If using tally pulses to invoke the GPI trigger, from the Deko interface of the playout machine, click Options>Preferences and verify the Automatically play linked effects is unchecked.

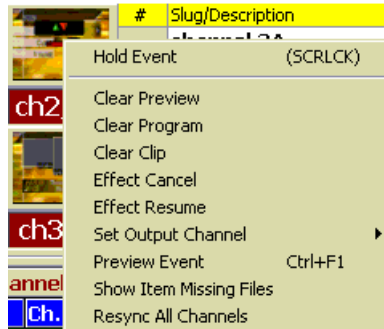
Individual Channel Controls

The DekoMOS Playback Controller may be linked to several Dekos. In addition to playing items sequentially or individually from the rundown, you can monitor and control individual channels of these Dekos.

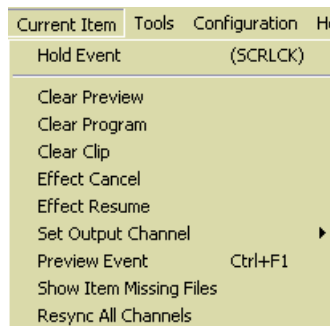
With the controls beside each Channel Mini Preview, above the rundown you can clear the Preview window, clear the Program window, clear the Deko clip player, stop or resume an effect. You can also place the channel under external control, to allow playout from GPI or tally signals.



You can also control individual channels from a popup menu that appears if you right-click on the channel preview.



Or, control the current channel from the Current Item menu.



To clear an item that is cued in a Preview window:

Do one of these:

- Click the Clear Preview button for the appropriate channel.



- Click Current Item>Clear Preview.
- Right-click the Channel Mini Preview. From the popup menu that appears, click Clear Preview.
- Press the channel number on the number keypad, and then press the asterisk key (*).
- Press Ctl + Alt + Shift + the channel number on the number keypad.

Note: Numlock must be On for number keystrokes to work.

To clear an item playing in a Program window:

Do one of these:

- Click the Clear Program button for the appropriate channel.



- Click Current Item>Clear Program.
- Right-click the Channel Mini Preview. From the popup menu that appears, click Clear Program.
- Press the channel number on the number keypad, and then press the minus key (-).
- Press Ctl + Alt + the channel number.

Note: Numlock must be On for number keystrokes to work.

To clear a clip:

Do one of these:

- Click the Clear Clip button for the appropriate channel.



- Click Current Item>Clear Clip.
- Right-click the Channel Mini Preview. From the popup menu that appears, click Clear Clip.

To stop an effect:

Do one of these:

- Click the Stop Effect button for the appropriate channel.



- Click Current Item>Effect Cancel.
- Right-click the Channel Mini Preview. From the popup menu that appears, click Effect Cancel.

To resume an effect:

Do one of these:

- Click the Resume Effect button for the appropriate channel.



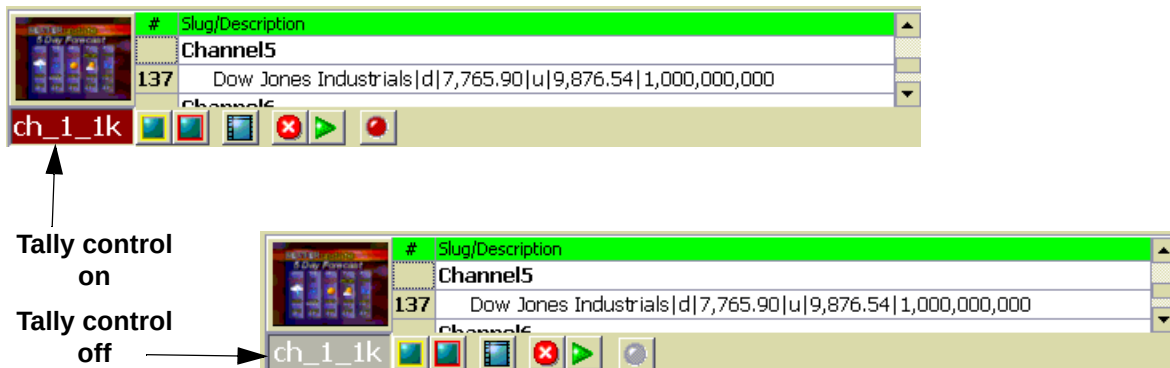
- Click Current Item>Effect Resume.
- Right-click the Channel Mini Preview. From the popup menu that appears, click Effect Resume.
- Press Enter.
- Press the Spacebar.

To place a channel under external control or remove a channel from external control:

Click the Tally Control button.



If a channel is under external control, the channel name is highlighted.



Note: You must place a channel under external control with the Tally Control button whether the external control is from a tally signal or a manually controlled GPI.

Keyboard Shortcuts for Graphics Playout

Number Pad Hotkeys

Keystroke	Action
Enter	Reads the next item.
Up	Brings cursor to previous item.
Down	Brings cursor to next item.
Page Up	If not on the first item of a story, goes to the first item. If already on the first item, goes to the first item of the previous story.
Page Down	Goes to the first item of the next story.
Home	Goes to the first item following the last played item. If already on that item, goes to the top of the page.
End	Goes to the last item in the rundown.
Insert	Toggles open/close the Display Deko Graphic window to directly air a graphic.
Scroll Lock	Toggles 'Hold' mode.
+	If in 'Hold' mode, adds an item into the hold list.
-	If in 'Hold' mode, removes an item from the hold list.
Ctrl + Enter	Synchronize all channels. For each channel, including Tally channels, this syncs from the first item on or after the cursor position according to the settings in User Preferences.
Ctrl + Up Arrow Key	Moves cursor to previous item with the same channel as the current item.
Ctrl + Down Arrow Key	Moves cursor to the next item with the same channel assignment as the current item.
Ctrl + Alt + 0	Clears all channels.

Multi-Keystroke Functions

Function	Keystrokes
	Note: Numlock must be On.
Channel Advance	To invoke the Read Next command on a certain channel if the channel is under external GPI or tally control, do one of these: • Press a single number to indicate the channel, then the Enter key. • Press Ctrl + the number of the channel.
Clear Preview	To clear a preview channel, press the channel number, then the asterisk key (*).
Clear Program	To clear a program channel, press the channel number, then the minus key (-).
Reassign Channel	To reassign the current item to a new channel, do one of these: • Press the number of the new channel, then press the period key (.) • Press Shift + F + the new channel number.
Direct Item Access	Press three digits in sequence to indicate an item number, then press Enter to place the cursor on the item, but not cue it.

Chapter 6: Support and Troubleshooting

In this chapter, you will find important information for solving problems you might experience with your DekoMOS, including:

- How to use the Gateway and other DekoMOS interfaces for problem solving
- Solutions for some common problems
- How to contact Pinnacle Systems for support or upgrades

DekoMOS has been designed for ease of use and superior performance. However, should you have trouble using your system, for any reason, we want your problem quickly and completely resolved. Avenues of support and information available include:

- This manual and other documentation shipped with your DekoMOS
- Documentation describing the use of other products interfaced with DekoMOS
- Customer Support, via email and on the Web

Troubleshooting

Using the Gateway for Problem Solving

The DekoMOS Gateway offers logs showing details of DekoMOS operation. You can configure the level of detail supplied by these logs.

Because effective use of DekoMOS depends upon the communication of all four components with one another, problems may arise if one or more components are not sending or receiving information. The logs allow you to see precisely when and how components of DekoMOS are communicating.

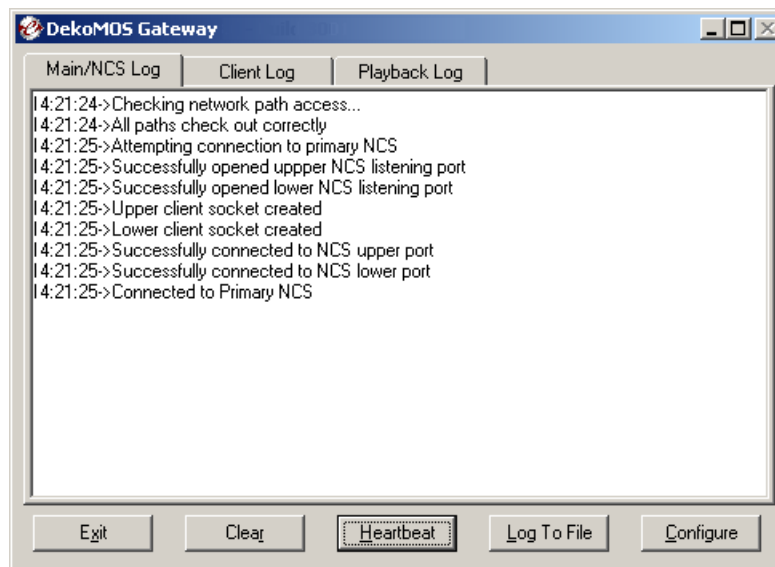
The Gateway also allows you to send a heartbeat to the NCS to test communication.

To view DekoMOS logs:

1. On the taskbar of the DekoMOS Gateway, click the DekoMOS Gateway icon.



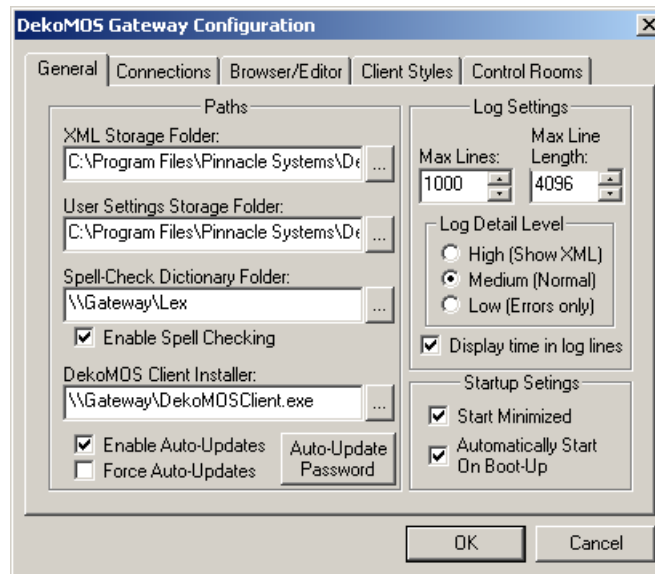
2. The DekoMOS Gateway window appears, displaying a log of Gateway activity.



3. Click the Main/NCS Log tab, the Client Log tab, or the Playback Log tab to view activities of each DekoMOS component.

To configure the level of information displayed by the log:

1. After opening the DekoMOS Gateway interface, click Configure. The DekoMOS Gateway Configuration dialog appears.



2. Click the General Settings tab if it is not selected.
3. In the Log Settings area, type in or click the Up and Down arrows to enter values in the Max lines and Max line length fields. These specifications determine how much information will display in the log. To accommodate new information exceeding these specified maximums, the oldest information will be deleted.
4. Click the High, Medium, or Low radio button to specify the level of detail displayed in the log. Choose Medium or High to display XML data.
5. Click to check Display Time in Log Lines to record the time of each logged event.
6. Click OK.

To clear the log:

In the main DekoMOS Gateway window, click Clear or click Alt+R.

To save logged information:

In the main DekoMOS Gateway window, click Log to File. Log files are automatically named as DekoMOS Gateway.AppLog.xx.txt, and they are located at C:\Program files\Pinnacle Systems\DekoMOS\. This setting remains, even from session to session, until you change it. To save existing log information without sending it to this file, select the text, then click Copy. From the Windows Start menu, open Notepad, paste the information into a Notepad file, and save it.

To test communication with the NCS:

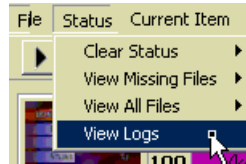
In the main DekoMOS Gateway window, click Heartbeat or press the letter H. A message should return to the DekoMOS Gateway window. You will see the message in the Log.

Troubleshooting from the DekoMOS Playback Controller

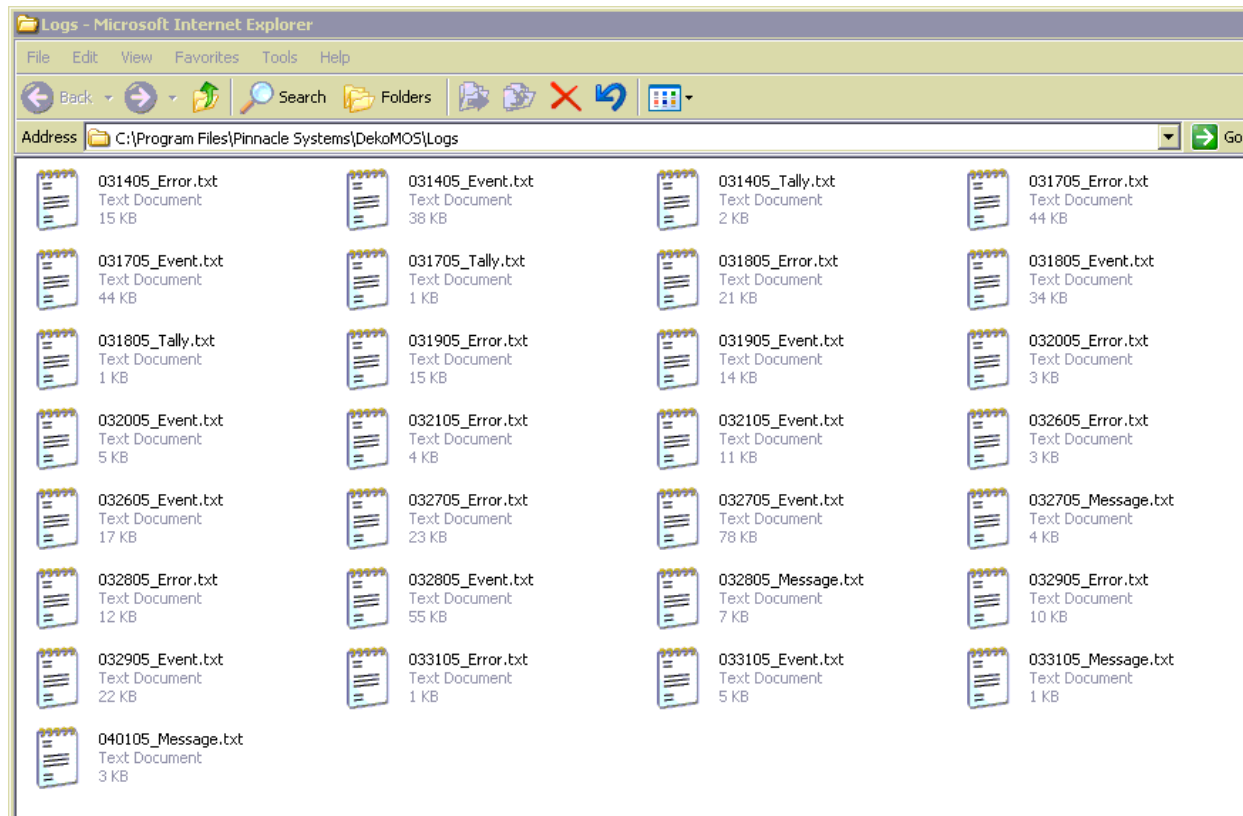
You can view a log of recent Playback Controller activity or open a file of previously logged activity.

To view available files of logged Playback Controller activity:

From the Playback Controller, click Status>View Logs.



A browser displaying all available Playback Controller logs appears. Logs are named with the date and the type of information they contain.



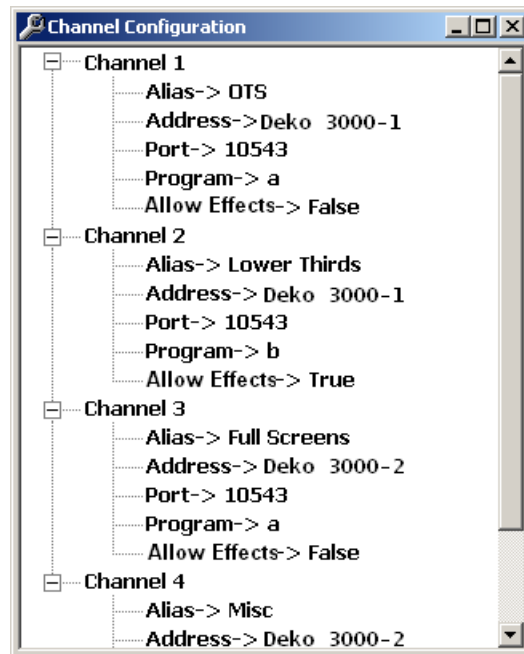
Note: Playback Controller Logging Preferences are configured as described on page 125.

To see a summary of output connections and settings:

Configuration>Gateway Configuration

Click the View Configuration button to see the Channel Configuration window. You can examine the configuration details for each output channel. The Alias is assigned in the DekoMOS Gateway configuration and is displayed with the channel preview picon in the Playback Controller when a rundown is displayed. Address and Program refer to the physical machine and channel used for this channel's playout. Allow Effects setting of True indicates that associated effects will play when a graphic airs. Allow Effects settings are made in the

Virtual Channel Configuration dialog, accessed from the DekoMOS Gateway as described on page 44.



Troubleshooting from the DekoMOS Macro Server

The DekoMOS Macro Server keeps a log of all commands sent to the Macro Server and responses from the Macro Server during the most recent fourteen days. The activity for each day is in a file named with the date and saved in the Logs folder in the Macro Server directory.

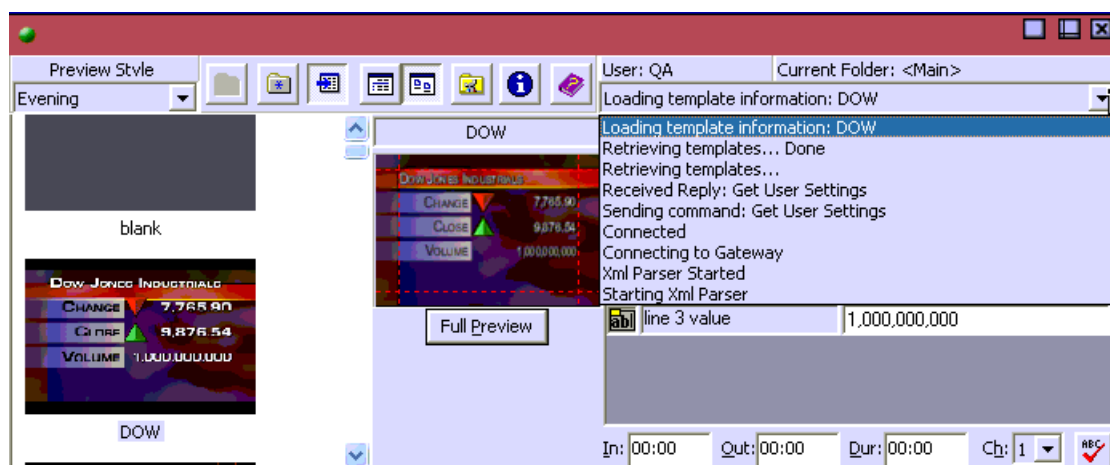
To view files of logged Macro Server activity:

From your Windows Start button, navigate to ProgramFiles\Pinnacle Systems\DekoMOS\Logs.

Troubleshooting from the DekoMOS Client Browser

To view files of logged client browser activity:

Click the dropdown arrow near the upper right of the window to see a list of the last ten logged activities.



Some Common Problems and Solutions

If this happens:	Try this:
Connection Problems	
The Client, Playback Controller, or Macro Server can't connect to the Gateway.	Make sure all components are using the proper ports: • NCS Upper Port (Gateway <-> NRCS): 10540 • NCS Lower Port (Gateway <-> NRCS): 10541 • Client Port (Clients -> Gateway): 10542 • Macro Server Port (MacroServer -> Gateway): 10543 • Playback Port (PBC & MacroServer -> Gateway): 10544 Verify IP addresses and UNC names.
The Gateway does not get a heartbeat from iNews.	Make sure you have the correct <network> name or <mos> setting in the DekoMOS device in the MosConfig.xml on the iNEWS Gateway. Remember, the MOS ID is case sensitive.
Clicking the Heartbeat button causes an infinite loop in ENPS.	Confirm that the MOS ID configured in the DekoMOS Gateway matches the one configured in ENPS.
The Gateway does not get a heartbeat from ENPS.	Make sure you have the correct ENPS system configuration for MOS.
Graphics Files Problems	
The Playback Controller shows all files as missing.	Make sure the Playback Controller has the correct style selected.
The Mini Preview appears to be missing some components of the original.dko file.	Check that all path settings referring to graphics components are correct.
Once text, stills, or clips are entered into a replaceable field, the preview does not appear with the design as intended.	Template design within the Deko interface is critical. Refer to the troubleshooting list for design on page 82.

Double-clicking on a template does not display replaceable fields in the Editor. Picons work, but Previews do not.	This occurs if the Deko Renderer is not running because it cannot find the Net HASP. In the DekoMOS Gateway configuration window, click the Connections tab. Confirm that the IP address and port number in the Net HASP Connection Settings section are correct. This must correspond to the machine where the Net HASP is installed. Also, ensure that the Net HASP License Manager is running on the machine.
Installation Problems	
The DekoMOS Macro Server installation fails with an error number 119.	Make sure the Microsoft XML Parser is installed by installing Internet Explorer version 5.0 or later before installing the Macro Server.
The DekoMOS installer fails registering MsXml.dll on Win NT4.	DekoMOS requires Internet Explorer 5.0 or higher. Install Internet Explorer 5.0 or higher.
Auto-update on a DekoMOS client fails to install.	From the Gateway, click Configure>General>Auto-Update Password. The Administrator Password popup appears. Check that the Name, Domain, and Password entered here belong to a valid local administrative account.
Software Problems	
iNEWS crashes a minute after starting the DekoMOS browser.	Upgrade your iNews software to version 1.4.1.107 or higher.
DekoMOS locks up iNEWS on certain keys (e.g. shift-Tab).	Upgrade your iNews software to the latest version.
The Playback Controller shows only a blue grey screen when a rundown opens.	You may have an improper layout selected. From the Playback Controller menu, click Configuration>Layouts >Layout Settings. Select the columns you want visible in your rundown. Click Configuration>Layouts>Save Layout to save the layout.

When used with ENPS, opening a rundown in the Playback Controller shows no data in any of the columns except a slug or description.	Set ENPS to use the MOS 2.6 format or higher to avoid a bug in earlier versions, or get a replacement version of the ENPS server from ENPS.
The Playback Controller does not display iNEWS page numbers.	This is caused by incorrect configuration of MosConfig.xml on the iNews Gateway. iNews normally prepends any page numbers to the story slug. DekoMOS only parses this data if iNews is configured to prepend the page number with the caret as a separator. To do this, the DekoMOS mosDevice must have the following lines: <pre><prependPageNumber>YES</prependPageNumber> <prependSeparator>^</prependSeparator></pre>
Performance Problems	
Loading a template or previewing a template takes a long time (40-50 seconds) every other time it's attempted.	DekoMOS running on Windows XP without Service Pack 1 installed will cause this problem. If you are running DekoMOS on a Windows XP platform, make sure Service Pack 1 is installed.
The DekoMOS Client browser does not display correctly. The grid, timecode, and spell check portions of the browser are not correctly aligned.	The Windows display properties of the client must be set to 96 dpi. From your Windows Start menu, go to Control Panel>Display. Select the Settings tab and click on the Advanced button. In the window that appears, select the General tab. The Display settings must be set to 96 dpi. This can be achieved either by adjusting the Font Size, or on certain video adapters, directly through a dropdown list.
Macro Server Automation Problems	
Starting the Macro Server produces these error messages: <i>Active X component can't create object and Module may not work properly - 429.</i>	This problem indicates that Automation is not enabled on the Deko. Confirm that the Automation option was purchased and enabled on the HASP.

Starting the Macro Server on Deko 3000 3.0 produces an automation error.	Some Deko 3000 systems were distributed without Deko.tlb. Copy Deko.tlb from another Deko machine. A patch is also available from the Pinnacle Systems website: http://www.pinnaclesys.com/SupportFiles/Deko3000Patch003.zip
After installing the Macro Server, iNews Control Air no longer works.	The DekoMOS MacroServer automatically enables Unicode on the Deko. Control Air requires Unicode to be off. The Init.mcr used to start the Macro Server should be removed when using Control Air. As a result, the Macro Server must be manually started when using DekoMOS, and shut down if switching back to Control Air.

Pinnacle Systems Technical Support

What to do when you contact Pinnacle Systems:

Whenever you contact us for support, please include the following information:

- Product name and software version number
- Product serial number of any Pinnacle hardware you are using
- Precise description of problem and attempted solutions
- Exact wording of any error messages

To find information about the version of DekoMOS that you are using:

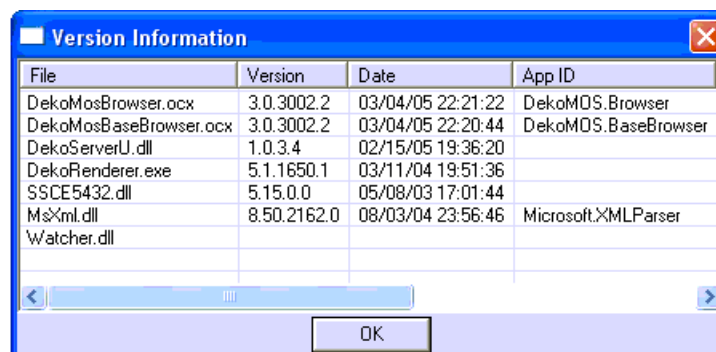
1. In the DekoMOS Browser, click the About button.



A window appears containing information about this version of DekoMOS.



2. Click the Version Info button for specific information about all applicable .dll files, .exe files, and .ocx files.



How to contact Pinnacle Systems:

Request support from Pinnacle Systems via email or the web. The appropriate member of our support team will respond to your request.

Broadcast Support Americas and Canada

Email: broadcast-support@pinnaclesys.com

Web Support: <http://www.pinnaclesys.com/support/contact>

Broadcast Support Europe

Email: broadcast-support-uk@pinnaclesys.com

Web Support: <http://www.pinnaclesys.com/support/contact>

Broadcast Support South Asia

Email: pacrim-support@pinnaclesys.com

Web Support: <http://www.pinnaclesys.com/support/contact>

Supports Regions: Taiwan, India, Pakistan, Bangladesh, Sri Lanka, Australia, New Zealand, Thailand, Viet Nam, Philippines, Brunei, Singapore, Malaysia, Indonesia

Broadcast Support Beijing

Email: broadcast-support-cn@pinnaclesys.com

Web Support: <http://www.pinnaclesys.com/support/contact>

Supports Regions: China, Hong Kong, Korea

Broadcast Support Japan

Email broadcast@pinnaclesys.co.jp

Web Support: www.pinnaclesys.co.jp

Upgrade Information on the Internet

For the latest information on Pinnacle Systems products, visit our web site at:
<http://www.pinnaclesys.com/support>.

Other Sources of Information

For more information about creating Deko graphic templates, refer to your *Deko User Guide*. For more information about the client application, refer to the appropriate iNEWS or ENPS documentation.

Feedback About this User Guide

Your feedback about this User Guide or any other Deko documentation would be helpful and appreciated. Please email your comments or suggestions to Dekodocs@pinnaclesys.com. However, please note that this email address is not a Help desk and we cannot respond to specific questions sent to this address.

Appendix A: Minimum System Requirements

Minimum System Requirements for the DekoMOS Gateway

(hardware not supplied by Pinnacle Systems)

- Windows 2000 Server
This is required for more than 10 clients. Microsoft's website states that each client connecting to it should have a Client Access License.
- 500 MHz or higher Pentium-class CPU
- 256MB RAM
- 100 BaseT networking capability
- Available parallel port or USB port (for dongle)
- CD-ROM or DVD drive
- SVGA monitor
- Keyboard
- Minimum of 40GB hard disk drive
If the gateway PC will also be used as a graphics store, a larger or supplemental disk drive may be needed to accommodate the graphics files.

Minimum System Requirements for the DekoMOS Playback Controller

(hardware not supplied by Pinnacle Systems)

- Windows 2000 Professional, with Service Pack 4, or Windows XP, with Service Pack 1, operating system
- 500 MHz or higher Pentium-class CPU
- 256 MB of RAM
More memory generally improves responsiveness.
- 40 GB hard disk drive
- CD-ROM or DVD drive
- SVGA or higher resolution monitor
- Keyboard
- 100 BaseT networking capability

Minimum System Requirements for NCS Client Computers

(hardware not supplied by Pinnacle Systems)

- Windows 2000 Professional, with Service Pack 4, or Windows XP, with Service Pack 1, operating system
- 500 MHz or higher Pentium-class CPU
- 256 MB of RAM
More memory generally improves responsiveness.
- 40 GB hard disk drive
- CD-ROM or DVD drive
- SVGA or higher resolution monitor
- Keyboard
- 100 BaseT networking capability

Deko Functionality to Support the DekoMOS Macro Server

Deko System	Version	Replaceable Text Support	Replaceable Stills Support	Replaceable Clips Support
Deko 3000	1.0 or higher	Yes	Yes	Yes
Deko 3000/Hybrid	1.0 or higher	Yes	Yes	Yes
Deko 3000HD	1.0 or higher	Yes	Yes	Yes
FXDeko II	2.0 or higher	Yes	Yes	Yes
Deko 2200	2.0 or higher	Yes	Yes	Yes
Deko 1000	1.0 or higher	Yes	Yes	Yes
Deko 1000/Hybrid	1.0 or higher	Yes	Yes	Yes
Deko 1000HD	1.0 or higher	Yes	Yes	Yes
Deko 550	2.1 or higher	Yes	Yes	Yes
FX Deko	5.0 or higher	Yes	Yes	No
Deko 2000	5.0 or higher	Yes	Yes	No

Appendix B: Connect Tally and GPI Control

Overview

DekoMOS items in a rundown can be played manually at the DekoMOS Playback Controller. Commands can also be invoked with a GPI pulse to the DekoMOS Playback Controller. Or, the playout process can be partially or fully automated by configuring the DekoMOS Playback Controller to respond to GPI pulses triggered by the tally condition of the production switcher or other external device.

This streamlined workflow can reduce errors and free graphic artists to spend time on the creation process rather than on recall. GPI signals sent to the Playback Controller can:

- advance DekoMOS graphics
- play motions
- clear clips
- clear channels
- resume or cancel effects
- hold events for repeat use
- navigate through a rundown

Hardware Components

Devices external to DekoMOS such as production switchers, routers, or master control switchers, can be connected to the Burst GPI-10 Converter. Tally signals from these devices trigger the Burst GPI-10 to invoke certain predefined DekoMOS actions. Hardware components involved in tally/GPI control include:

- Deko playout channels
- machine with the DekoMOS Playback Controller installed, typically one for each control room
- Burst GPI-10 RS-232 Converter (user supplied) with the Firmware I-96 upgrade, typically one for each control room
- production or master control switcher, or router, with tally and/or GPI outputs

Optional hardware components include:

- P.I. Engineering X-keys Desktop or X-keys Professional programmable keypad (user supplied)
This device can be interfaced with the switcher for additional GPI capability. This is especially useful for functions not normally associated with tally condition, such as list navigation.
- tally matrix (user supplied)
This facilitates changes to switcher tally connections, avoiding the need to resolder connections to the switcher.

Installation Instructions

General Connection Procedure

Below are general instructions for connecting hardware involved in tally/GPI control of the DekoMOS Playback Controller. In the following section, there are detailed descriptions addressing connections for single or multiple control rooms with single or multiple Dekos.

Things to consider when planning connections for tally/GPI control include:

- Using a tally matrix is recommended to facilitate connections from a switcher or router to monitors, Under Monitor Displays, GPI converters, and other devices.
- Each DekoMOS Playback Controller currently supports 10 GPI assignments, although multiple actions can be triggered with a single GPI pulse.
- Additional cabling, hardware, power supplies, and external relays may be required for things such as Under Monitor Displays or on-air lights. Consult the product installation manual for specific information.
- Some production switchers employ soft tally assignments. Soft tally assignment follows crosspoint button assignment. This may require tally matrix re-patching if a new crosspoint map is instituted. Some production switchers utilize hard tally assignments. Hard tally assignments are tied to a physical input, regardless of crosspoint button assignment. This should not require re-patching if a new crosspoint map is configured. However, hard tally assignments may require that DekoMOS virtual channel assignments be fixed for each physical Deko channel. For more about Deko virtual channel assignments, see page 43.

To connect hardware for tally and GPI control of the DekoMOS Playback Controller:

1. Make sure that all devices are powered off and the power supply is not plugged into the Burst GPI-10.
2. Plug the RJ-11 connector cable, from Burst Electronics, into the back of the Burst GPI-10 RS-232 Converter.
3. Connect the other end of the RJ-11 connector cable to the COM-1 port of the DekoMOS Playback Controller.
4. Using appropriately gauged twisted pair wiring, connect the output from the switcher tally matrix, or other device, of each Deko channel to GPI inputs on the Burst GPI-10. Tally commons may be tied together and connected to the GPI common input on the Burst GPI-10.
5. For each desired switcher output GPI, connect twisted pair wiring from the switcher A/B or GPI/Common outputs to GPI inputs on the Burst box.
6. Plug the power supply into the Burst GPI-10.

Control Room Arrangement

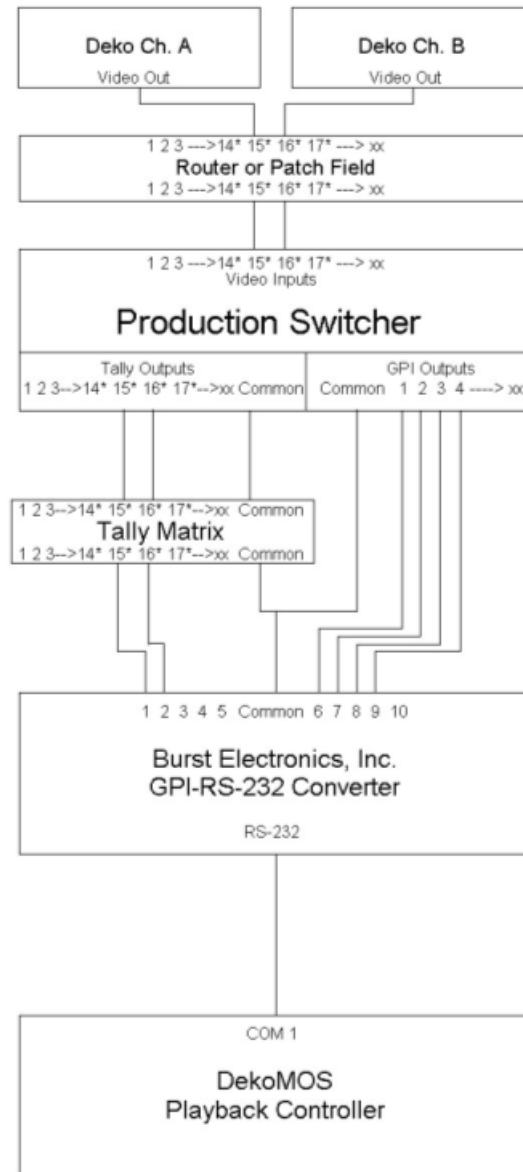
The preceding general instructions apply whenever tally condition is used to send GPI pulses to the DekoMOS Playback Controller. Following are more details for connecting tally control with:

- a single control room and one 2-channel Deko
- two control rooms and one 2-channel Deko
- a single control room and two 2-channel Dekos

- two control rooms and two 2-channel Dekos

Other configurations are also possible, and you may want to interpolate from these examples to suit your specific needs.

Connection details for a single control room, one 2-channel Deko, one Burst GPI-10 Converter, and one DekoMOS Playback Controller:

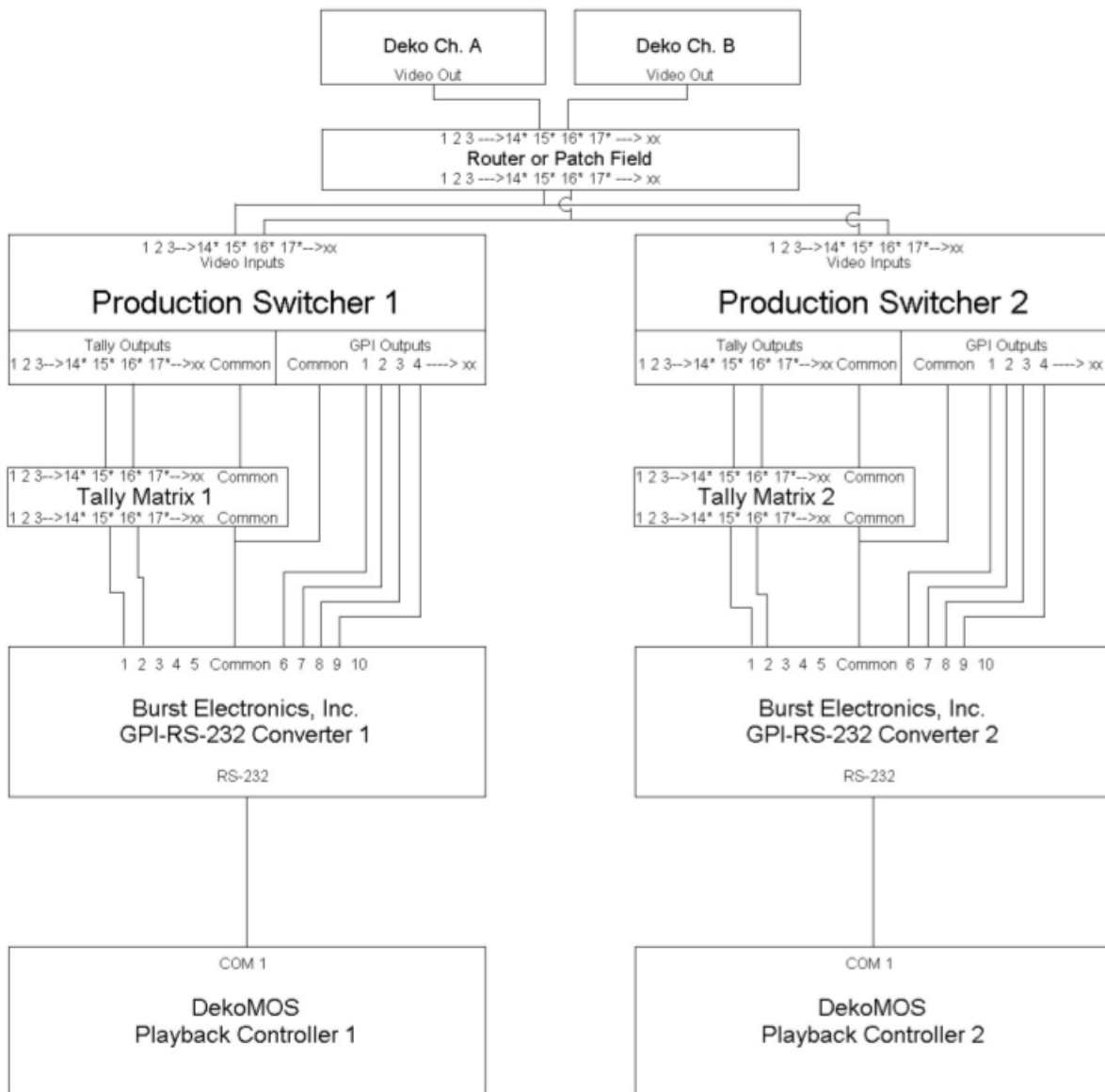


Note: Input, tally, and GPI numbers are shown for example only and do not imply that a specific connection is necessary.

1. Use the hardware connection instructions on page 158 as a general guide for executing the following steps.
2. Connect Deko Video Outputs 1 and 2 to switcher inputs, typically through a patch field or router. Note that Deko Key Outputs 1 and 2, although not shown in the diagram below, are also connected to switcher inputs.

3. Connect switcher tally outputs, corresponding to Deko Video Inputs 1 and 2, to a tally matrix and distribute to monitors, Under Monitor Displays, and other appropriate devices.
4. Connect a matrix output for each Deko video channel to a GPI input on the Burst GPI-10 Converter.
5. Connect switcher output GPIs to remaining inputs on the Burst GPI-10 Converter.
6. Connect the RS-232 output of the Burst GPI-10 Converter to COM-1 of the DekoMOS Playback Controller.

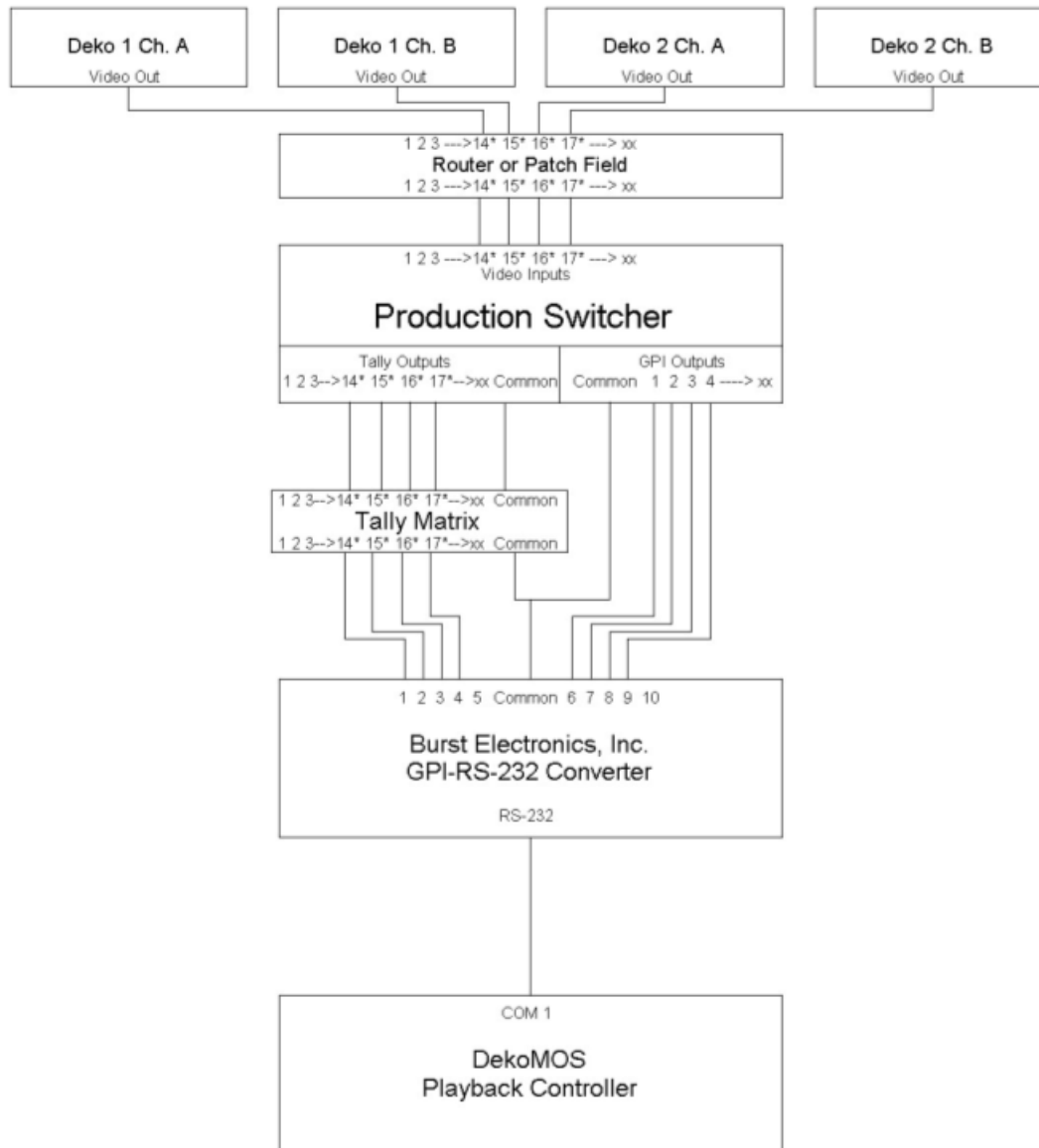
Connection details for two control rooms, one 2-channel Deko, two Burst GPI-10 Converters, and two DekoMOS Playback Controllers:



Note: Input, tally, and GPI numbers are shown for example only and do not imply that a specific connection is necessary.

1. Use the hardware connection instructions on page 158 as a general guide for executing the following steps.
2. Connect Deko Video Outputs 1 and 2 to switcher inputs, typically through a patch field or router. Note that Deko Key Outputs 1 and 2, although not shown in the diagram, are also connected to switcher inputs.
3. Connect tally outputs from each switcher, corresponding to Deko Video Inputs 1 and 2 to their respective tally matrices and distribute to monitors, Under Monitor Displays, and other appropriate devices.
4. Connect a matrix output for each Deko video channel to a GPI input on one of two Burst GPI-10 Converters.
5. Connect switcher output GPIs to the remaining inputs on each Burst GPI-10 Converter.
6. Connect the RS-232 output of each Burst Converter to COM-1 of the DekoMOS Playback Controller assigned to the Control Room.

Connection details for a single control room, two 2-channel Dekos, one Burst GPI-10 Converter, and one DekoMOS Playback Controller:

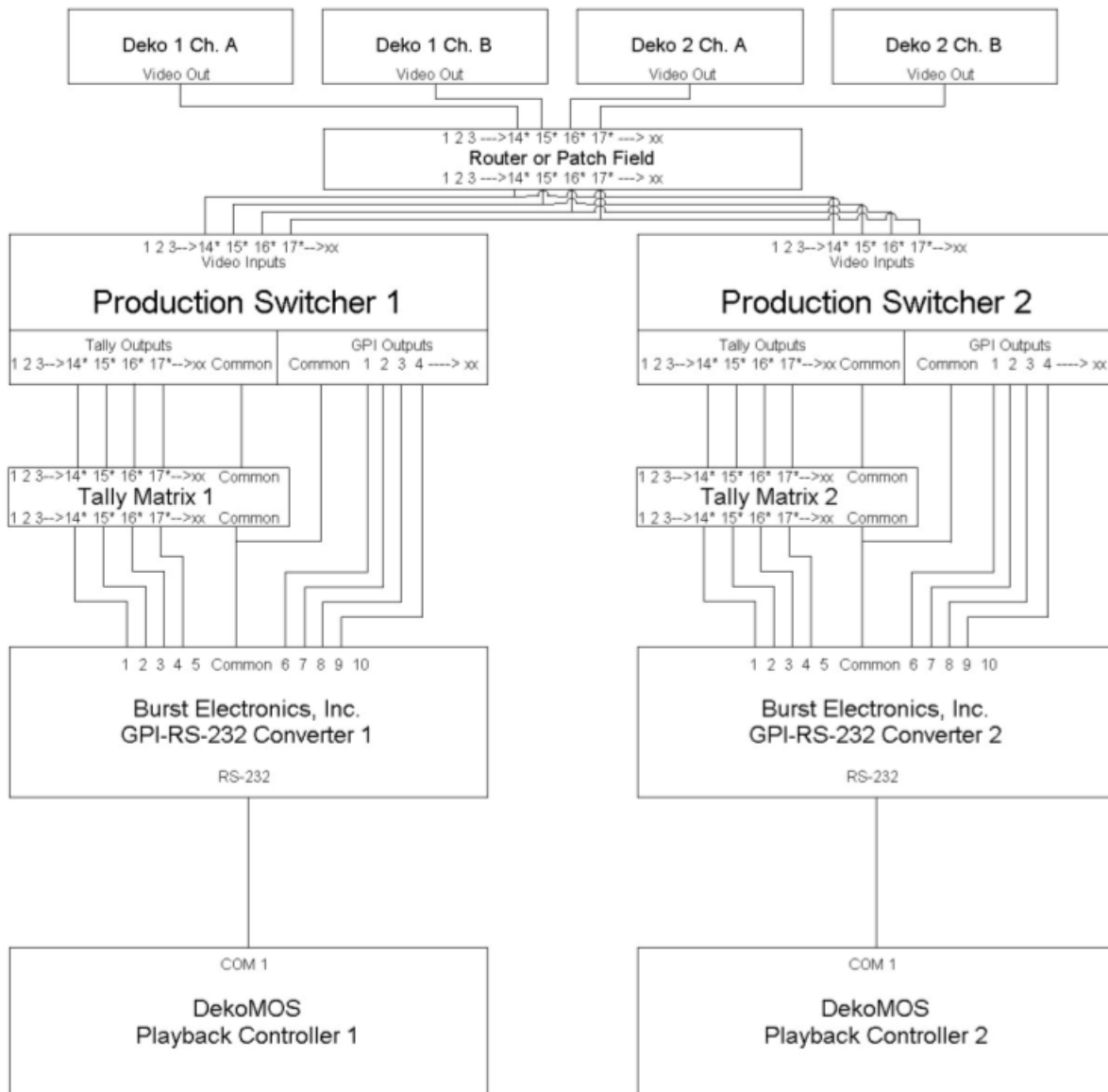


Note: Input, tally, and GPI numbers are shown for example only and do not imply that a specific connection is necessary.

1. Use the hardware connection instructions on page 158 as a general guide for executing the following steps.
2. Connect video Outputs 1 and 2 from each Deko to switcher inputs, typically through a patch field or router. Note that Deko Key Outputs 1 and 2, although not shown in the diagram, are also connected to switcher inputs.
3. Connect switcher tally outputs, corresponding to video inputs from each Deko, to a tally matrix and distributed to monitors, Under Monitor Displays and other appropriate devices.

4. Connect a matrix output for each Deko video channel to a GPI input on the Burst GPI-10 Converter.
5. Connect switcher output GPIs to remaining inputs on the Burst GPI-10 Converter.
6. Connect the RS-232 output of the Burst GPI-10 Converter to COM-1 of the DekoMOS Playback Controller.

Connection details for two control rooms, two 2-channel Dekos, two Burst GPI-10 Converters, and two DekoMOS Playback Controllers:



Note: Input, tally, and GPI numbers are shown for example only and do not imply that a specific connection is necessary.

1. Use the hardware connection instructions on page 158 as a general guide for executing the following steps.

2. Connect Video Outputs 1 and 2 from each Deko to switcher inputs, typically through a patch field or router. Note that Deko Key Outputs 1 and 2, although not shown in the diagram, are also connected to switcher inputs.
3. Connect tally outputs from each switcher, corresponding to Deko Video Inputs 1 and 2, to their respective tally matrices and distribute to monitors, Under Monitor Displays and other appropriate devices.
4. Connect a matrix output for each Deko video channel to a GPI input on one of two Burst GPI-10 Converters.
5. Connect switcher output GPIs to remaining inputs on each Burst GPI-10 Converter.
6. Connect the RS-232 output of each Burst GPI-10 Converter to COM-1 of the DekoMOS Playback Controller assigned to the Control Room.

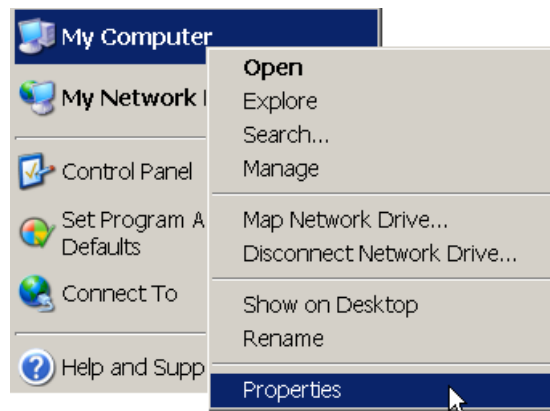
Hardware and Software Configuration

Once all physical connections are made, the DekoMOS Playback Controller hardware and the switcher must be configured for tally/GPI control.

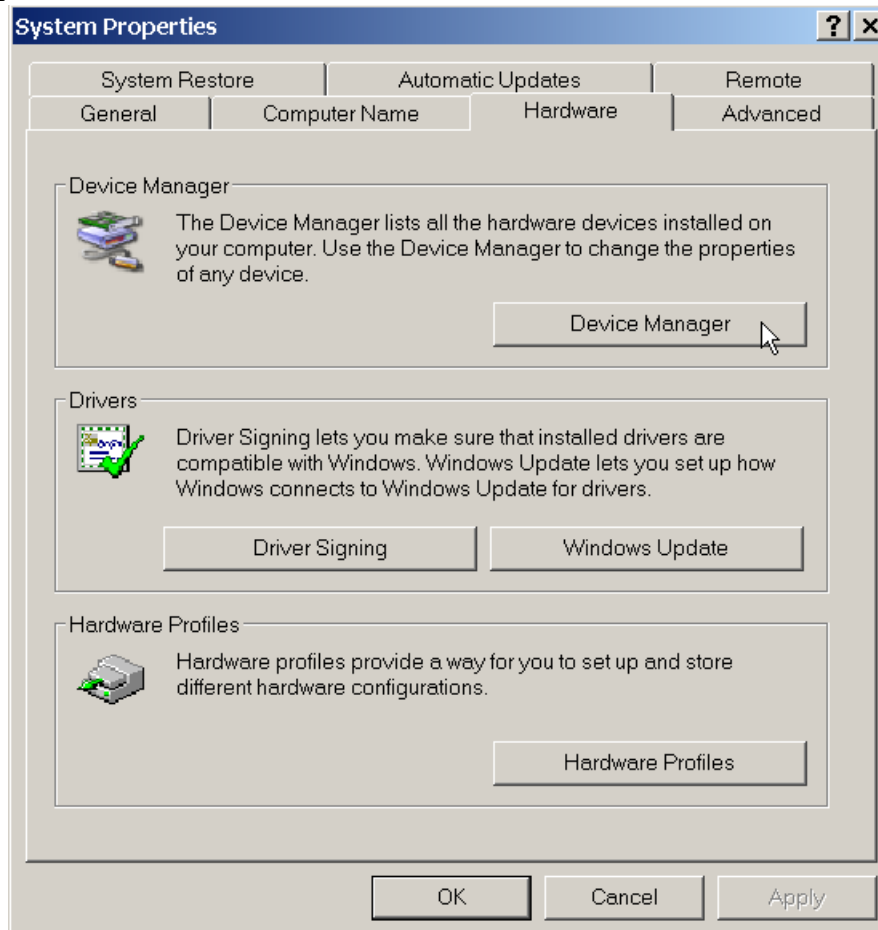
To configure the DekoMOS Playback Controller hardware for tally/GPI control:

Note: Complete information regarding installation and configuration of all DekoMOS components is in the chapter beginning on page 21.

1. From the windows desktop or the Start Menu, right-click My Computer and select Properties.

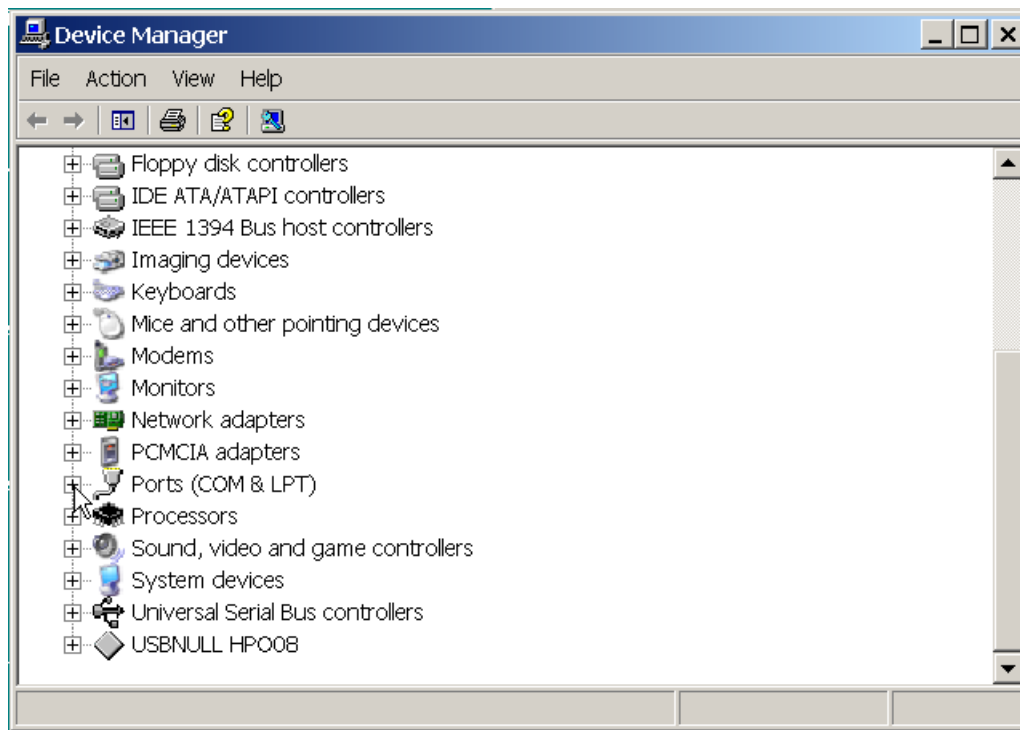


2. In the Properties window, select the Hardware tab.



3. Click Device Manager.

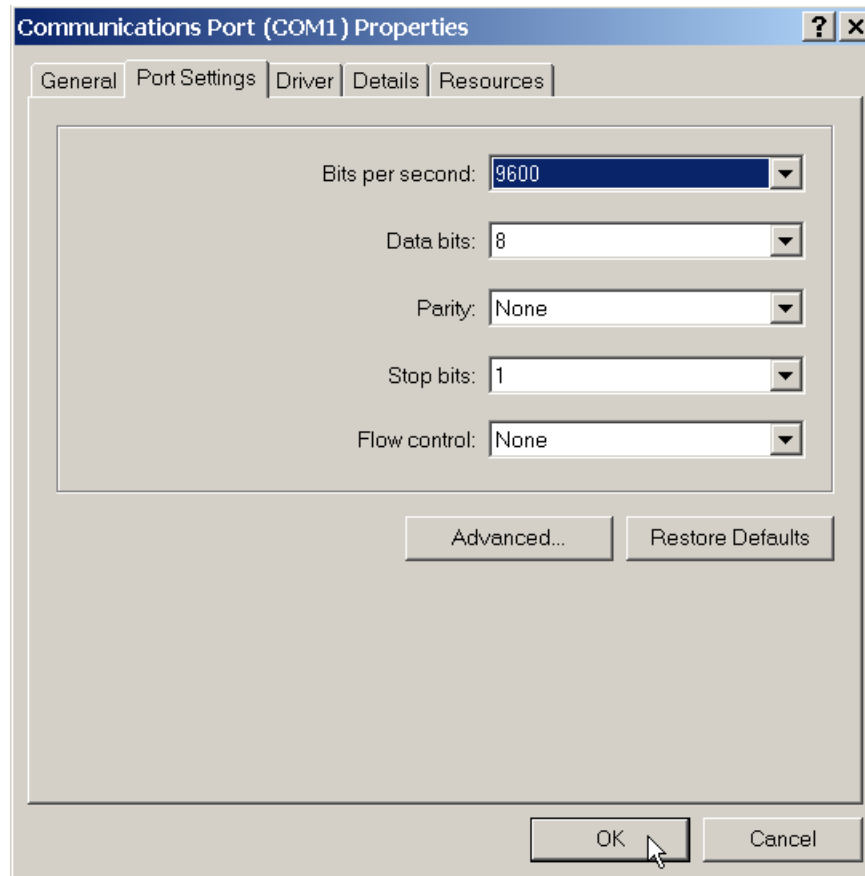
4. In the Device Manager list, click the plus sign beside Ports to expand the list.



5. Double-click Com-1.



6. Select the Port Settings tab and enter the following information:
 - Bits per Second: 9600
 - Data Bits: 8
 - Parity: None
 - Stop Bits: 1
 - Flow Control: None



7. Click OK and close all windows.
8. Restart the DekoMOS Playback Controller.

To configure the DekoMOS Playback Controller software for tally/GPI control:

1. From the DekoMOS Playback Controller Configuration menu, click Gateway Configuration and select a Control Room as described on page 109.
2. From the Configuration menu, click User Preferences. Set Preview Channels, Rundown Loading, Non-Tally Channels, and Smart Cursor preferences as described beginning on page 120.
3. From the Configuration menu, click GPIs>Port Settings. In the GPI Set Up dialog, click to check the Enable box for External GPI.
4. From the Configurations menu, click GPIs>Assignments. Assign commands to GPIs as described beginning on page 59.

To configure the switcher:

1. Configure switcher output GPIs according to the manufacturer's instructions
2. The recommended GPI pulse width setting is 4 fields.
3. Assign GPI triggers to switcher recalls or macros according to manufacturer's instructions.

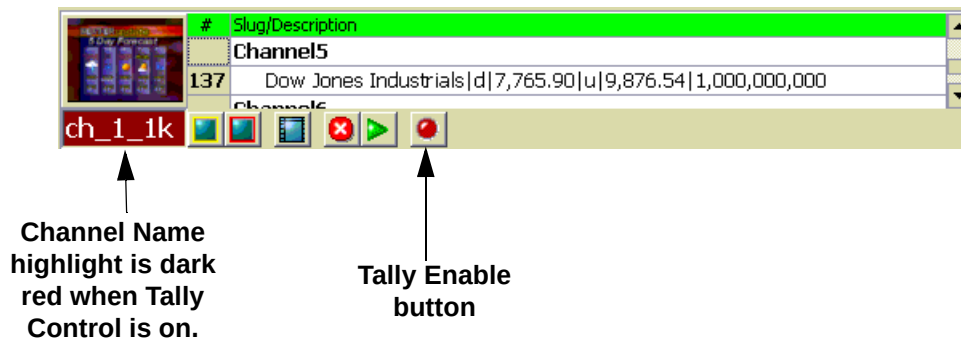
4. Some switchers have user settings that determine if input selection on an Auxiliary Bus causes a high-tally condition. Check and confirm Auxiliary Bus tally settings if Deko channels are to be selected on Auxiliary Busses.
5. Switchers that have Effects Send capability may require additional switcher configuration to assure that the necessary high/low tally conditions are met when Deko channels are used in an Effects Send situation. Check the switcher documentation for specific information.

To confirm operation of the Burst GPI-10 after making all connections and configurations for tally/GPI control:

1. Select each Deko channel on switcher Program and confirm that the corresponding GPI light on the Burst GPI-10 illuminates. The lights should remain on until the Deko channel is removed from Program.
2. Setup and transmit each output GPI from the switcher. The corresponding GPI lights on the Burst GPI-10 should flash momentarily each time the GPI pulse is received.

To manually enable playout channels in a published rundown to respond to tally/GPI control:

With the rundown open in the DekoMOS Playback Controller, click the Tally Enable button for each channel that should play via tally/GPI pulses.



To automatically enable playout channels to respond to tally/GPI control:

From the DekoMOS Playback Controller, click Configuration>GPIs>Assignments. Assign the command Tally On for the appropriate channel number to an External GPI. For details about assigning GPI commands, see page 57.

Appendix C: Using the Spell Check Utility

Check-Spelling Dialog

The Check-Spelling Dialog appears if a word requiring your attention is detected after you invoke spell checking. You can use the dialog to specify whether the word should be ignored or replaced. The labels of some buttons and text boxes in the dialog change according to the context.

Add

Click to add the reported word to the dictionary selected in the Add Words To list. Use the add button if a correctly spelled word you use often is reported as a misspelling (e.g., your family name). If the word is not used frequently, you may want to select the Ignore or Ignore All buttons instead. This button is enabled only if a user dictionary has been selected in the Add Words To list.

Add Words To

Select from the list to indicate to which user dictionary words will be added when you select the Add button. The Add Words To list shows all user dictionaries currently open.

Cancel

Stops the current spelling check.

Capitalization

Appears if you use an uncapitalized word that exists in the dictionaries in capitalized form only. You can edit the word in this box or select a suggestion from the list, then click the Change button to correct the word, or press the Ignore button to skip the word.

Change

Use to replace the reported word. If the problem word was edited, the edited word is used as the replacement. Otherwise, the selected suggestion is used as the replacement. Only this occurrence of the reported word is replaced. If you want this and all following occurrences of the word replaced, select the Change All button.

Change All

Use to replace this and all following occurrences of the reported word. If the problem word was edited, the edited word is used as the replacement. Otherwise, the selected suggestion is used as the replacement. If you want only this occurrence of the word to be replaced, use the Change button. If the reported word is one you frequently misspell, you might consider adding it to a user dictionary. You can display the Dictionaries dialog by selecting the Dictionaries button.

Consider Changing

Contains a word which may be misspelled or otherwise incorrect, and presents a candidate replacement word. You can change the word by selecting the Change button, or skip it by selecting the Ignore button.

Delete

Click to remove the word from the text. This button appears when a doubled word has been detected, or when the contents of the problem-word box are deleted.

Dictionaries

Click to display the Dictionaries Dialog. You can use the Dictionaries dialog to open or close user dictionaries, and to edit the contents of user dictionaries.

Ignore

Click to skip this occurrence of a misspelled word. If the same misspelled word appears later, it will be reported again.

Ignore All

Click to skip this and all further occurrences of a misspelled word. You might use this button if the word reported as a misspelling is actually spelled correctly. If the word is one you use frequently, you may wish to ignore it permanently by selecting the Add button.

Not in dictionary

Indicates a misspelled word. The word is considered misspelled because it could not be located in any open dictionaries, or was marked with an exclude action. You can edit the word in this box or select a suggestion from the list, then click the Change button to correct the word, or press the Ignore button to skip the word.

Options

Click to display the Options Dialog. You can use the Options dialog to set spelling-checker options.

Suggest

Click to search more thoroughly for suggested replacements for the current misspelled word. Each time you press the Suggest button, a more in depth search is made. The Suggest button is disabled once all possible suggestions have been located.

Suggestions

Contains a list of suggested replacements for the word reported as misspelled. Subsequent presses of the Suggest button may yield more suggestions. The word selected in the Suggestions list will be used as the replacement when the Change or Change All buttons are pressed, unless the word in the problem box was edited.

Undo

Click to remove the last change made. The Undo button can be pressed several times to remove the last several changes.

Undo Edit

Click to remove any changes made to the text in the problem box. This button appears only if the text in the problem box has been changed.

Dictionaries Dialog

The Dictionaries Dialog allows you to open and close user dictionaries, and to edit the contents of an open user dictionary. The contents of dictionaries are saved in disk files. You can open some or all of your user dictionary files at any time. Only open dictionaries are searched during a spelling check.

Action List

Use this list to select an action that is associated with words in the dictionary. The action tells the spelling checker what to do when it finds a word in the dictionary. The following actions can be selected:

Auto change (use case of checked word)

This action allows you to automatically replace one word with another. For example, if you often type *recieve* instead of *receive*, you might enter the word *recieve* with *receive* as the other word and “Auto change (use case of checked word)” as the action. The spelling checker will automatically correct *recieve* wherever it appears. If *recieve* was capitalized (*Recieve*), the spelling checker would automatically replace it with *Receive*. Note that the replacement is made automatically only if the “Auto Change” option is enabled.

Auto change (use case of other word)

This action allows you to automatically replace one word with another, always with the same case pattern as the other word. This action is useful for automatically expanding abbreviations. For example, you could enter the word *TBD* with *to be determined* as the other word and “Auto change (use case of other word)” as the action. The spelling checker will automatically replace *TBD* with *to be determined* wherever it appears. Note that the replacement is made automatically only if the “Auto Change” option is enabled.

Conditionally change (use case of checked word)

This action allows you to optionally replace one word with another. For example, if you often type *recieve* instead of *receive*, you might enter the word *recieve* with *receive* as the other word and “Auto change (use case of checked word)” as the action. The spelling checker will ask if you want to replace *recieve* with *receive*. If *recieve* was capitalized (*Recieve*), the spelling checker would ask if you wanted to replace it with *Receive*.

Conditionally change (use case of other word)

This action allows you to optionally replace one word with another, always with the same case pattern as the other word. This action is useful for optionally expanding abbreviations. For example, you could enter the word *TBD* with *to be determined* as the other word and “Conditionally change (use case of other word)” as the action. The spelling checker will ask if you want to replace *TBD* with *to be determined*.

Exclude (treat as misspelled)

This action tells the spelling checker that the word is misspelled, even if it is listed in another dictionary. Words marked with this action will never be offered as suggestions for misspelled words, and they will be reported as misspellings when they are encountered by the spelling checker. Note that the spelling checker looks up words in user dictionaries in the order in which they appear in the Files list. If you want to exclude a word, make sure it doesn't appear in a previous user dictionary.

Ignore (skip)

This action tells the spelling checker that the word is spelled correctly, and so can be skipped over. This is the most common action.

Other Controls in the Dictionary Dialog

Add File

Click to open a user dictionary file. When you select the Add File button, a dialog appears which you can use to select the dictionary file to open. The set of open dictionary files is remembered, so once you add a dictionary file you don't need to add it again. If you need to create a new user dictionary, use the New button. You can open other applications' user dictionary files.

Add Word

Click to add the word entered in the edit area of the Words list to the currently selected dictionary. The currently selected action and other word are associated with the word. You can use the Add Word button to change the action or other word associated with a word. Note that the Add Word button is enabled only when a new word is typed in the edit area of the Words list. The words you add may contain virtually any character, but only words which contain embedded periods should have trailing periods (e.g., *U.S.A.* is OK, but *USA.* is not).

Close

Click to close the Dictionaries dialog.

Delete Word

Click to remove the word appearing in the edit area of the Words list from the currently selected dictionary. The associated action and other word are also removed.

Export

Click to save the contents of the currently selected dictionary to a text file. When you select the Export button, a dialog appears which you can use to select the name of the text file to which words in the dictionary will be exported. The words are written to the file one per line.

Files

This field contains the list of open dictionary files. Select a file from the list, to display its contents in the Words list.

Import

Click to add the words contained within a text file to the currently selected dictionary. When you select the Import button, a dialog appears which you can use to select the text file to be imported. Each word in the selected file is loaded into the dictionary. Note that importing a large list of words may take some time.

Language

Displays the language (e.g., English or French) of the words in the currently selected dictionary.

New

Click to create a new user dictionary file. When you select the New button, a dialog appears to specify attributes of the new dictionary.

Other Word

Contains an alternate word associated with the currently selected word. The other word is used in the “Auto change” and “Conditionally change” actions to supply a replacement word.

You can enter more than one word in the Other Word box, but the total length should be limited to 63 characters.

Remove File

Click to close the currently selected dictionary file. Closed dictionaries are not checked during a spelling check. Although the file is closed, it is not deleted. Closed dictionary files can be later reopened using the Add File button.

Words

Contains the list of words in the currently selected user dictionary.

Options Dialog

You can use the Options Dialog to specify various spelling-checker options. These options affect the way the spelling checker operates.

Ignore Capitalized Words

When enabled, any words beginning with a capital letter are ignored (i.e., are skipped over without being checked). You might enable this option if the text being checked contains many proper names.

Ignore All-Caps Words

When enabled, any words containing all capital letters are ignored (i.e., are skipped without being checked). You might enable this option if the text being checked contains many acronyms.

Ignore Words with Numbers

When enabled, any words containing embedded digits are ignored (i.e., are skipped without being checked). Examples of such words include *Win95* and *Q4*. You might enable this option if the text being checked contains many code words or other symbols containing digits.

Ignore Words with Mixed Case

When enabled, any words containing an unusual mixture of upper- and lower-case letters are ignored (i.e., are skipped without being checked). Examples of such words include *MicroHouse* and *CapsLock*. You might enable this option if the text being checked contains many variable names or other symbols which use case changes to distinguish words.

Ignore Domain Names

When enabled, any words that appear to be Internet domain names (such as *wintertree-software.com*) are ignored (i.e., are skipped without being checked).

Report Doubled Words

When enabled, any word appearing twice in a row is reported via the Check-Spelling DialogCheck.SpellingDialog>Main.

Case Sensitive

When enabled, a distinction is made between capitalized and non-capitalized words. For example, *canada* is considered different from *Canada*, so *canada* would be reported as a misspelling. When the option is disabled, *canada* and *Canada* are considered identical. The performance of the spelling checker will be reduced if this option is disabled.

Phonetic Suggestions

When enabled, suggestions are made based on phonetic (sounds-like) similarity to the misspelled word. This option tends to improve suggestions for badly misspelled words. Enabling this option will increase the time required to locate suggestions. Either this option or the Typographical Suggestions option must be enabled or no suggestions will be offered.

Typographical Suggestions

When enabled, suggestions are made based on typographical (looks-like) similarity to the misspelled word. This option is appropriate for people who are generally good spellers. Either this option or the Phonetic Suggestions option must be enabled or no suggestions will be offered.

Suggest Split Words

When enabled, two separate words will be suggested as a replacement for a misspelling containing two joined words. For example, *is the* would be suggested as a replacement for *isthe*.

Auto Correct

When enabled, words marked with “Auto Change” actions will automatically be changed to their specified replacements. When disabled, you will be prompted before the words are changed.

Main Dictionary Language

This option allows you to set the language of the main dictionary used to check spelling. The list shows only languages for which dictionaries are installed on your system. To check spelling in a different language, select the language in the list.

Suggestions

When a misspelled word is detected, a search is automatically made for suggestions. This option controls the speed and accuracy of this automatic search. Pressing the Suggest button in the Check-Spelling DialogCheck.SpellingDialog>Main causes an increasingly more accurate (but slower) search for suggestions.

OK

Click to close the Options Dialog, and save any changes made to the option settings.

Cancel

Click to close the Options Dialog, and discard any changes made to the option settings.

New Dictionary Dialog

You can use the New Dictionary Dialog to specify the attributes of a new user dictionary.

Browse

Click to display a dialog that shows the names of other user dictionary files. You can use the dialog to view the names of existing dictionary files, and to enter the name of the new dictionary file.

Cancel

Click to close the New Dictionary Dialog without creating a new dictionary.

File Name

Contains the name of the disk file used to hold the contents of the new dictionary. You can enter a name here or use the Browse button to display a dialog showing the names of other dictionary files.

Language

Specifies the language (e.g., French, English) of the words the new user dictionary will contain. If the language you want to use is not listed, select “Any.”

OK

Click to close the New Dictionary Dialog and create the new dictionary.

Appendix D: Configure Display of Language Character Set

Latin-based languages such as French, Spanish, Italian, and German, all use the same character set as English, which is also a Latin-based language. Other languages, such as Arabic, Russian, and Japanese use different character sets. The language or languages that you can display with your Deko product depend upon Windows system settings. With the system configured correctly to display the language you want, you may also need to select an appropriate font within the Deko product application.

Note: Deko currently uses single byte characters to recall the appropriate glyph to display a character. When a byte is sent to Deko, Deko converts it to Unicode according to the current code page. The information is then maintained internally in Deko in Unicode. Most TrueType fonts have more than one lookup table. If they have more than 256 glyphs, then they must be able to find those glyphs, usually with a Unicode lookup table. Before Unicode, many non-Latin applications supplied their own fonts where all the glyphs are in the first 256 positions. The applications had their own tables to know where the glyphs were stored. These fonts do not work properly with more modern applications.

To use your Deko product with a certain language, follow these three steps:

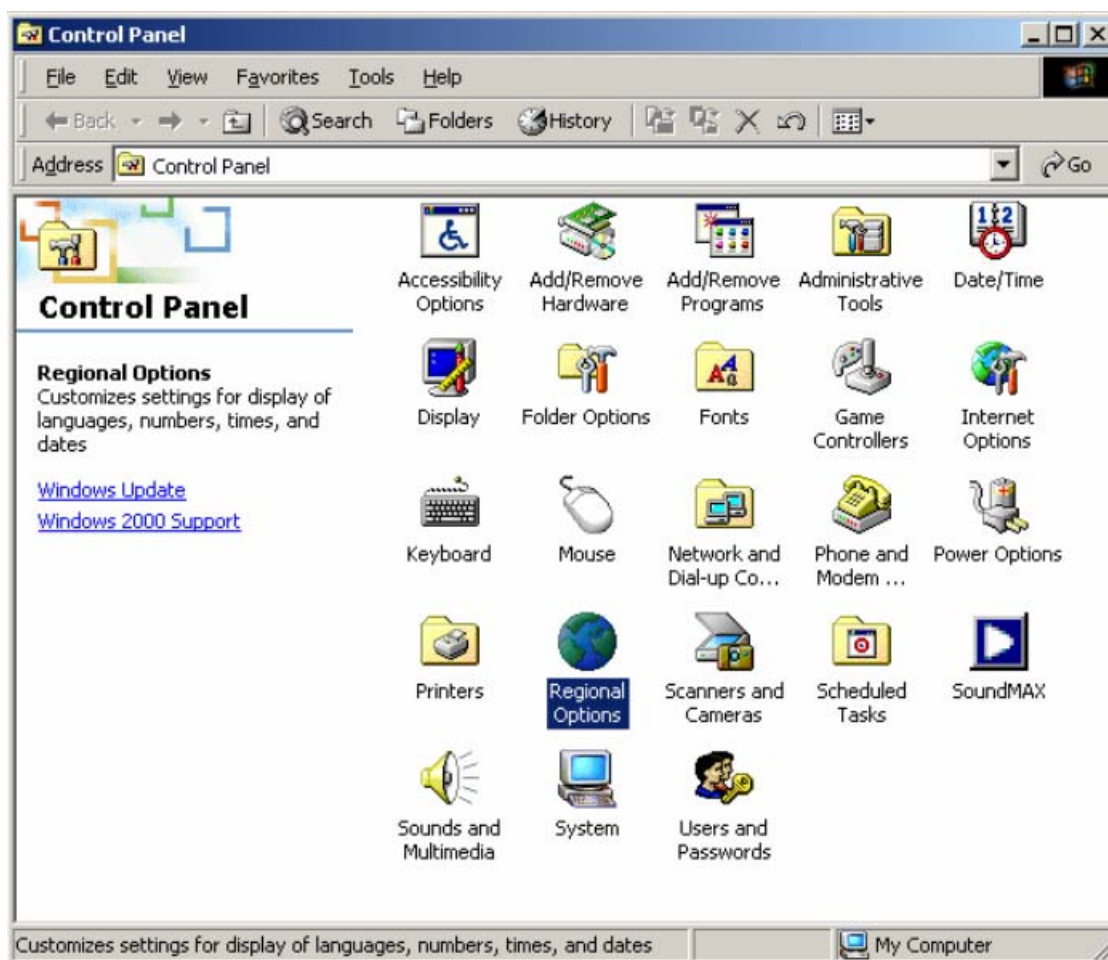
1. Determine the operating system of your Deko product, i.e. Window NT, Windows XP, or Windows 2000.
2. Follow the appropriate procedure for configuring that operating system to display the language you want.
3. Within the Deko application, choose an appropriate font.

To determine the operating system of your Deko product:

Click Start>My Computer>View system information. The System Properties window displays. The operating system is listed on the General tab.

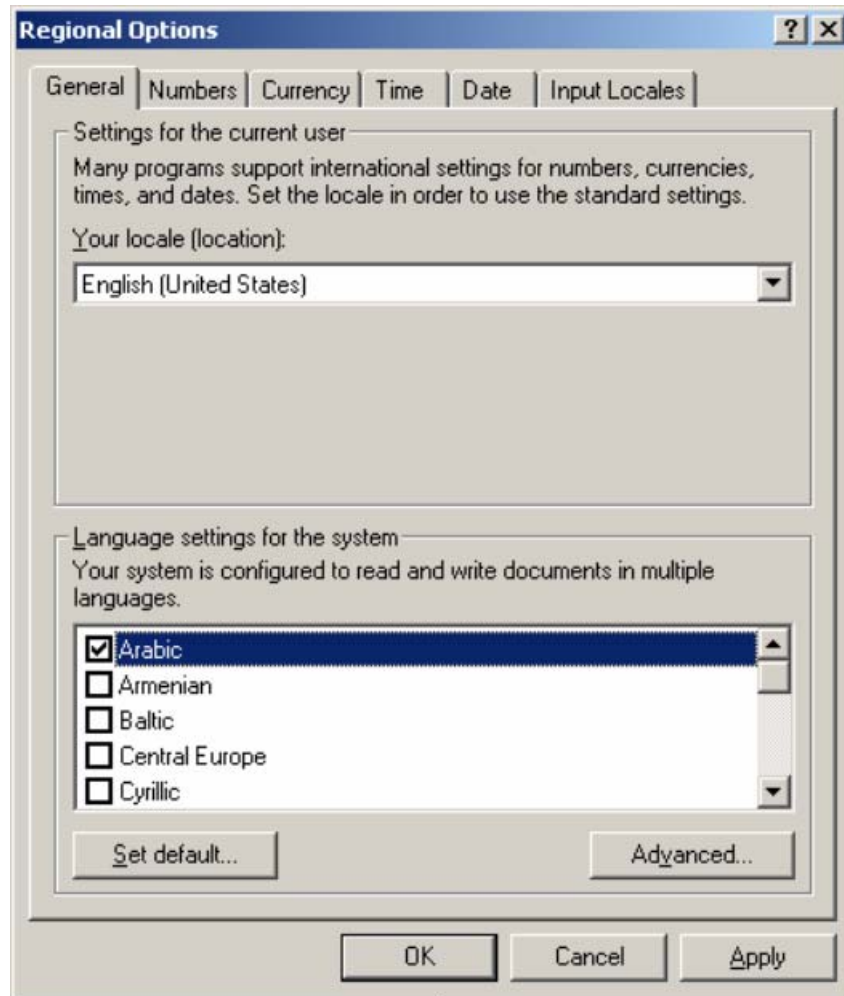
To configure Windows 2000 based products to display a non-Latin character set:

1. Click Start>Control Panel>Regional Options.

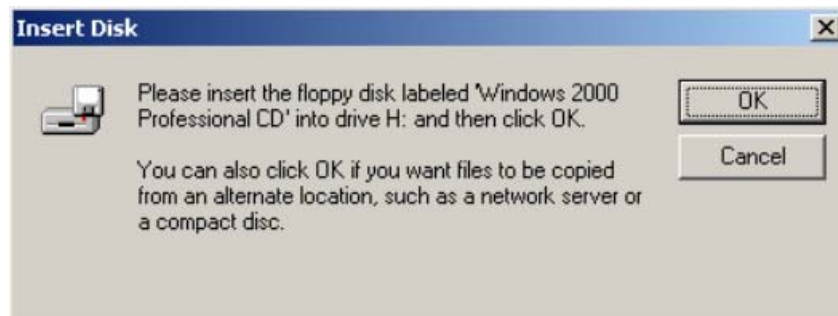


2. The Regional Options dialog appears. Select the General tab if it is not already selected.

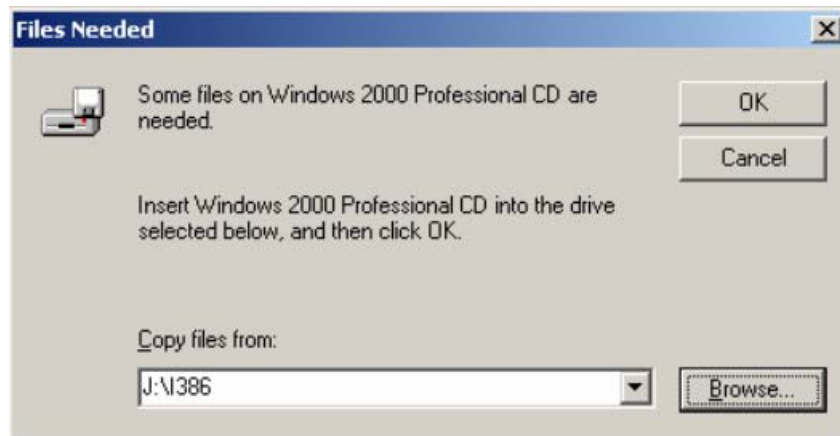
3. In the *Language settings for the system area* click to place a check beside the character set that is appropriate for the language you want.



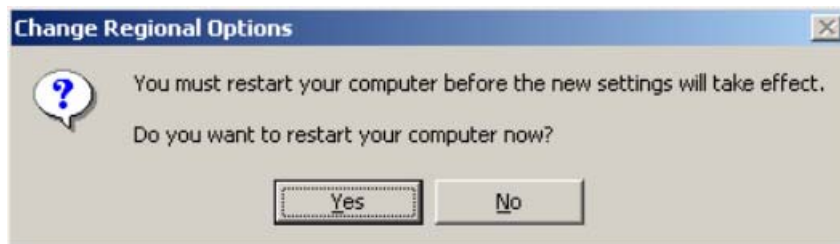
4. Click OK.
5. Windows displays a prompt to insert the Windows 2000 Professional CD into drive H. Insert the CD, then click OK.



6. If prompted that Windows cannot find the needed files, click the Browse button, browse to J:\I386 on the Windows 2000 CD, and click OK. If you do not see this prompt, proceed with the next step.



7. When prompted to restart your computer, click Yes.

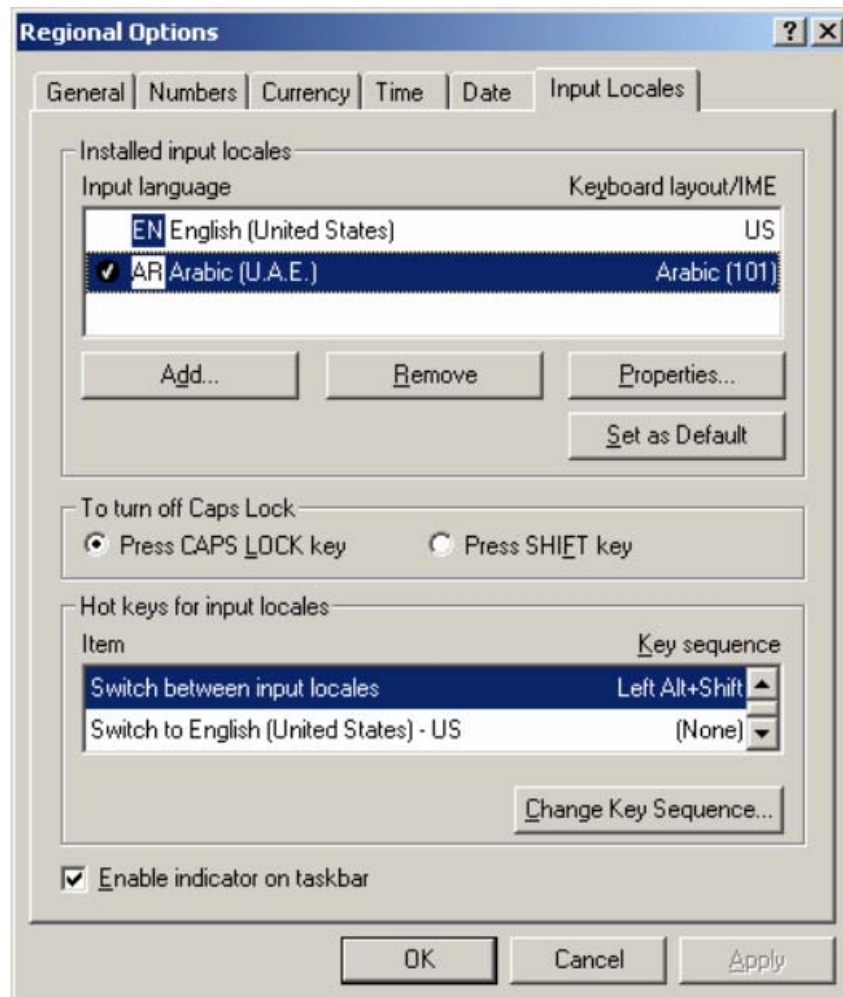


8. After restarting, click Start>Control Panel>Regional Options. Select the General tab if it is not already selected.
9. Click *Set default* to display the Select System Locale dialog.
10. From the dropdown list, select the language you want to display.
11. Click OK>OK.
12. When prompted that the required files are already on the hard disk, click Yes.



13. When prompted to restart, click Yes.
14. Click Start>Control Panel> Regional Settings. Select the General tab.
15. Select the appropriate location from the *Your locale* dropdown.
16. Select the *Input Locales* tab.

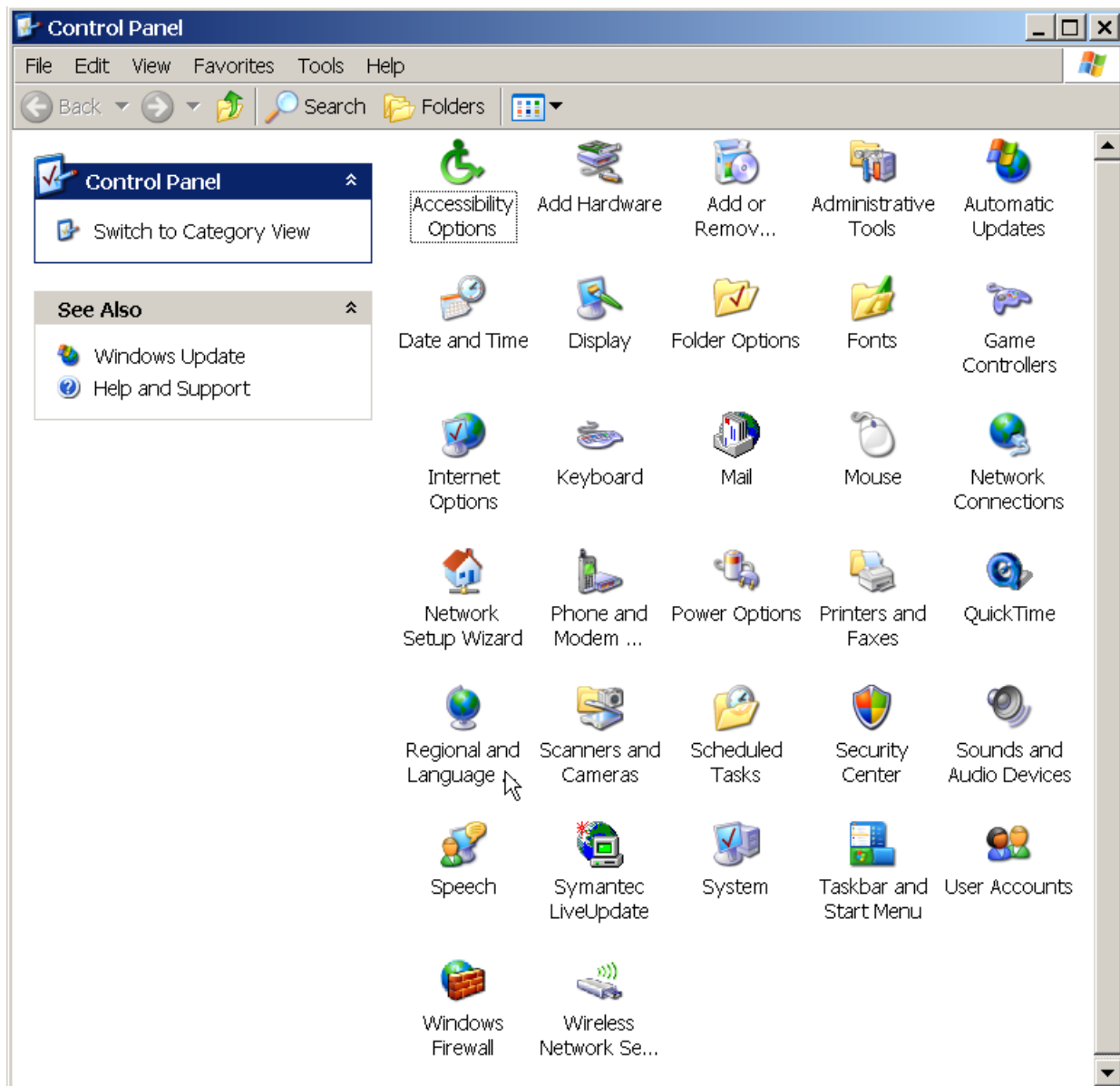
17. In the *Input Language* area, click to check the appropriate language, then click *Set as Default*.



18. Click OK.

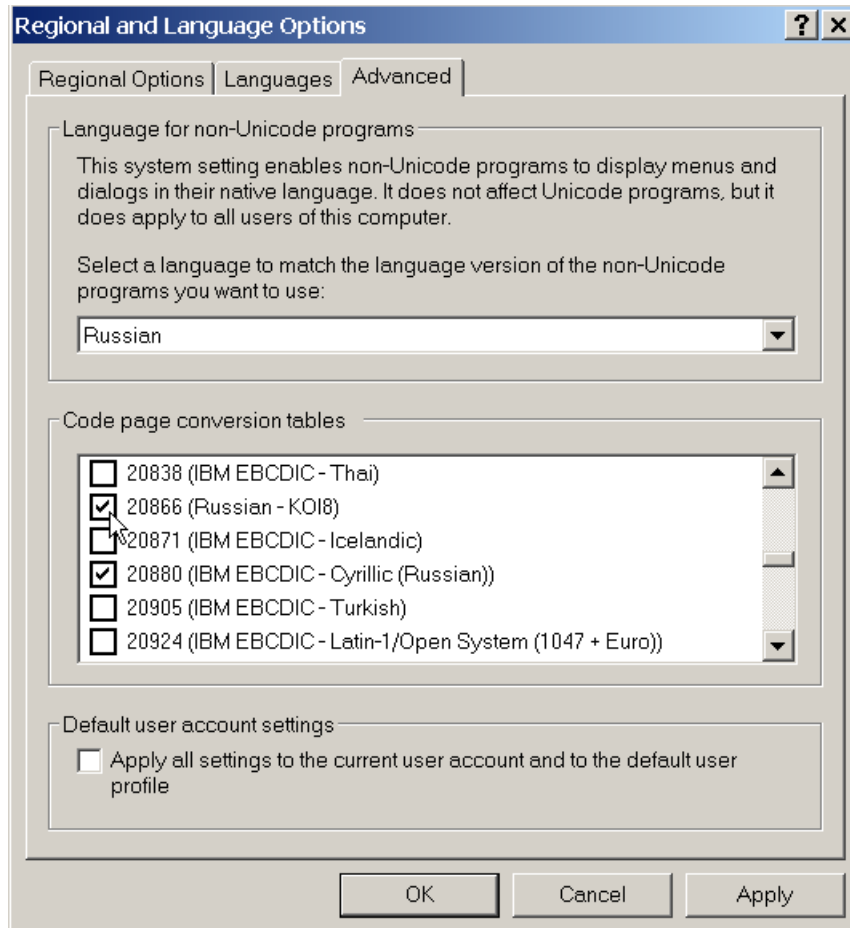
To configure Windows XP based products to display a non-Latin character set:

1. Click Start>Control Panel.

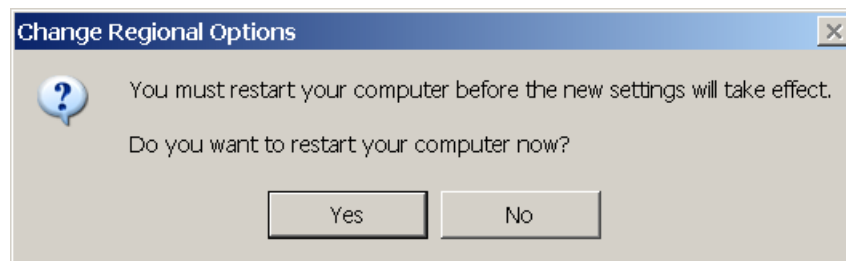


2. Double-click the Regional and Language Options icon to open the Regional and Language Options window.

- Click the Advanced tab. In the Code page conversion tables area click to check the character set you want to install and then click OK.

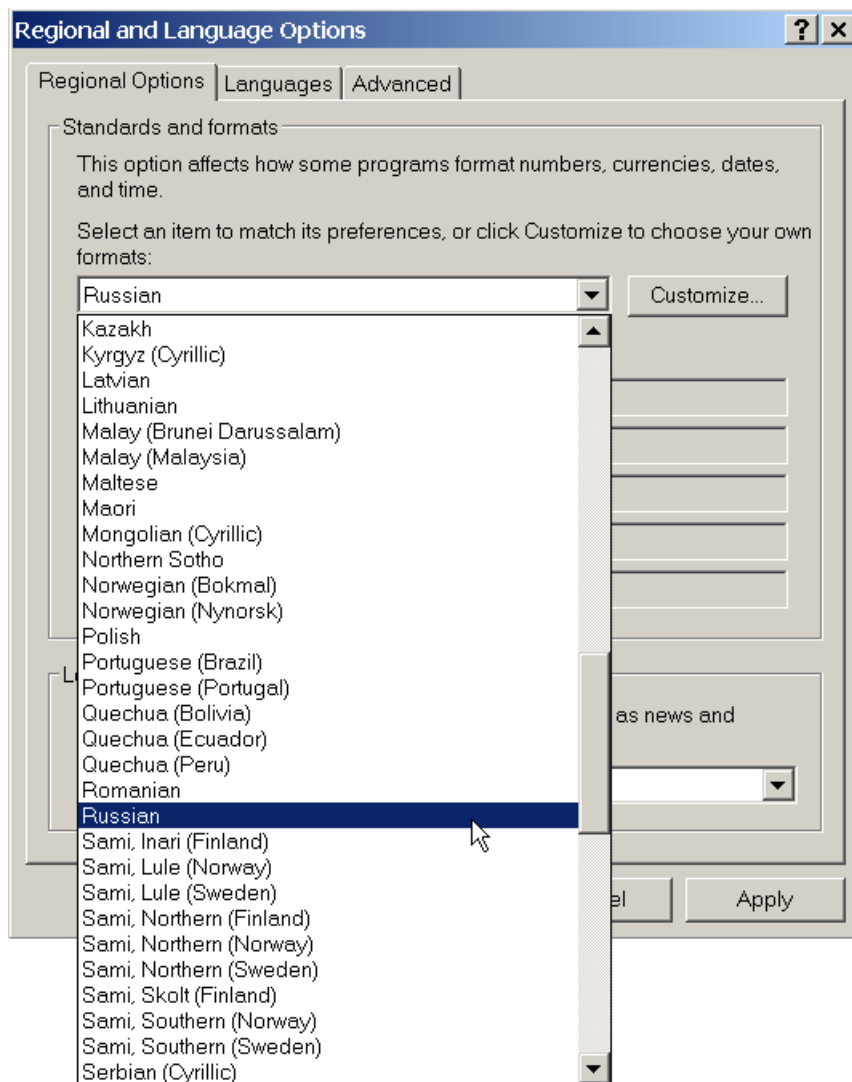


- A prompt to insert the Windows XP CD displays. Insert the Windows XP CD and click OK. If a prompt displays to state that Windows cannot find the needed files, click the Browse button and browse to the i386 folder on the Windows XP CD, and then click OK.
- Click Apply.
- Follow the onscreen prompts. When prompted to restart, click Yes.



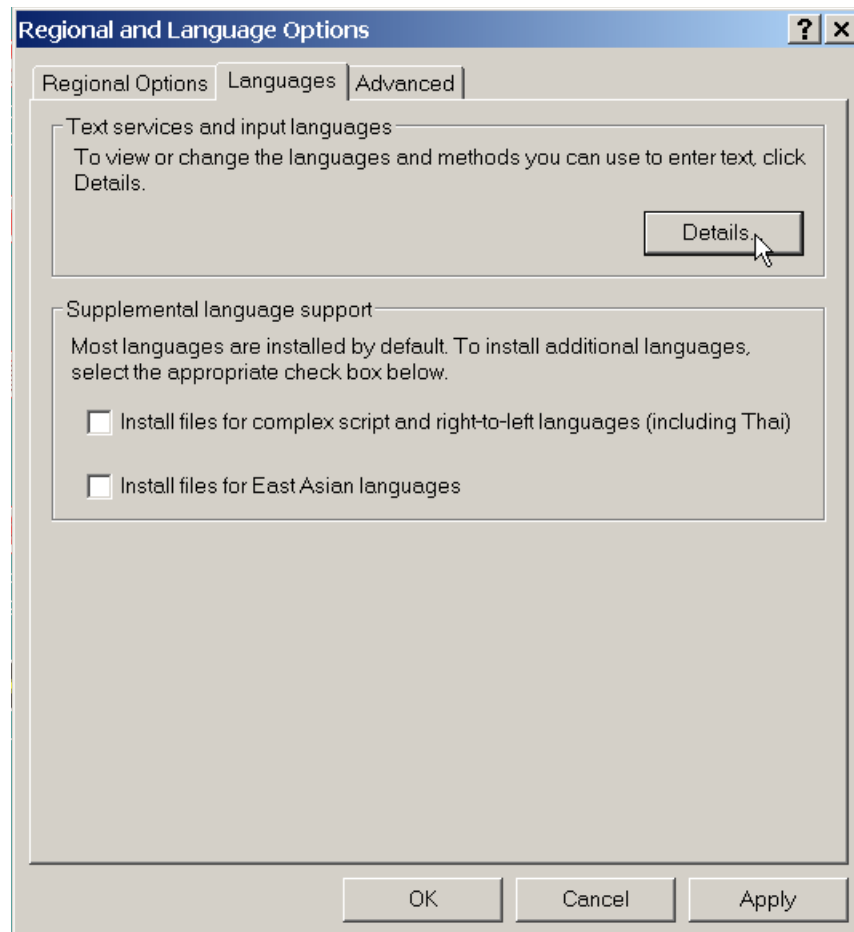
- After the computer restarts, click Start>Control Panel>Regional and Language Options.

- Click the Regional Options tab. Click the dropdown in the Standards and Formats area and click to select a language.



- In the Location area, click the dropdown and click to select your location.

10. Click the Languages tab, then click the Details button.



11. In the Text Services and Input Languages window, click OK.
12. Click the Advanced tab. In the Language for non-Unicode programs, click the dropdown and select the language you want to use.
13. Click OK.
14. When prompted that the required files already are on the hard disk, click Yes.
15. When prompted to restart, click Yes. The system is now configured to use the non-Latin Character set you selected.

Appendix E: Glossary

Browser

A Client program (software) that is used to look at various kinds of resources across a network.

Client

A software program that is used to contact and obtain data from a Server software program on another computer, either nearby or far away. Each Client program is designed to work with one or more specific kinds of Server programs, and each Server requires a specific kind of Client. A Web Browser is a specific kind of Client.

FTP

File Transfer Protocol is a protocol for transferring files from one computer to another. A protocol is an agreed upon format for transmitting data between two devices. Protocol determines the type of error checking to be used, compression method, if any, how the sending device will indicate that it has finished sending a message, and how the receiving device will indicate that it has received a message.

IP Address

Internet Protocol Address, an identifier for a computer or device on a TCP/IP network. Networks using the TCP/IP protocol route messages based on the IP address of the destination. The format of an IP address is a 32-bit numeric address written as four numbers separated by periods. Each number can be zero to 255. For example, 1.160.10.240 could be an IP address.

Within an isolated network, you can assign IP addresses at random as long as each one is unique. However, connecting a private network to the Internet requires using registered IP addresses (called Internet addresses) to avoid duplicates. The four numbers in an IP address are used in different ways to identify a particular network and a host on that network.

Operating System

Every general-purpose computer must have an operating system to run other programs. Operating systems perform basic tasks, such as recognizing input from the keyboard, sending output to the display screen, keeping track of files and directories on the disk, and controlling peripheral devices such as disk drives and printers.

Operating systems provide a software platform on top of which other programs, called application programs, can run. The application programs must be written to run on top of a particular operating system. Your choice of operating system, therefore, determines to a great extent the applications you can run. For PCs, the most popular operating systems are DOS, OS/2, and Windows, but others are available, such as Linux.

As a user, you normally interact with the operating system through a set of commands. For example, the DOS operating system contains commands such as COPY and RENAME for copying files and changing the names of files, respectively. The commands are accepted and executed by a part of the operating system called the command processor or command line

interpreter. Graphical user interfaces allow you to enter commands by clicking, with a mouse, objects that appear on the screen.

Parallel Port

An interface for connecting an external device such as a printer. Most personal computers have both a parallel port and at least one serial port.

On PCs, the parallel port uses a 25-pin connector (type DB-25) and is used to connect printers, computers, and other devices that need relatively high bandwidth. It is sometimes called a Centronics interface after the company that designed the original standard for parallel communication between a computer and printer. The modern parallel interface is based on a design by Epson.

Port

(1) An interface on a computer to which you can connect a device. Personal computers have various types of ports. Internally, there are several ports for connecting disk drives, display screens, and keyboards. Externally, personal computers have ports for connecting modems, printers, mice, and other peripheral devices.

Almost all personal computers come with a serial RS-232C port or RS-422 port for connecting a modem or mouse and a parallel port or USB port for connecting a printer.

(2) In networks, an endpoint to a logical connection; the place, internally, where one computer listens for information from another computer. The port number identifies what type of port it is. For example, port 80 is used for HTTP traffic.

(3) To move a program from one type of computer to another. To port an application, you need to rewrite sections that are machine dependent, and then recompile the program on the new computer.

Server

A computer, or a software package, that provides a specific kind of service to client software running on other computers. The term can refer to a particular piece of software, such as a Web server, or to the machine on which the software is running, e.g. "Our mail server is down today. That's why e-mail isn't getting out."

A single server machine can have several different server software packages running on it, thus providing many different servers to clients on the network. Sometimes server software is designed so that additional capabilities can be added to the main program by adding small programs known as surfeits.

USB Port

Universal Serial Bus, an external bus standard that supports data transfer rates of 12 Mbps. A single USB port can be used to connect up to 127 peripheral devices, such as mice, modems, and keyboards. USB also supports Plug-and-Play installation and hot plugging.

Starting in 1996, a few computer manufacturers started including USB support in their new machines. USB is now used widely. It is expected to completely replace serial and parallel ports.

UNC

Universal Naming Convention or Uniform Naming Convention, a PC format for specifying the location of resources on a local-area network (LAN). UNC uses the following format:

`\\server-name\shared-resource-pathname`

So, for example, to access the file test.txt in the directory examples on the shared server silo, you would write:

`\\silo\examples\test.txt`

You can also use UNC to identify shared peripheral devices, such as printers. The idea behind UNC is to provide a format so that each shared resource can be identified with a unique address.

UNC is supported by Windows and many network operating systems.

XML

Extensible Markup Language. XML enables the definition, transmission, validation, and interpretation of data between applications and between organizations.

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