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1. Introduction

In this section:

*What is Pivot?* on page 6

*Conventions Used in this Manual* on page 8
What is Pivot?

Pivot is a Windows-based controller for the PlayMaker Server, used to accelerate and support workflows. Multiple users can simultaneously to facilitate production tasks such as file logging, sports highlight preparations, on-air playout and more.

Pivot’s workspace is organized for fast sports production, includes intuitive tools that allow you to quickly create clips from available recordings, as well as create and edit highlight playlists using drag and drop capabilities. You can tag clips with metadata tags, which are also searchable, both from Pivot and from the PlayMaker controller. Pivot also facilitates clip and playlist playout to multiple outputs, as well as the management of file transfers between servers and/or shared storage devices.
Technical Specifications

- Windows 7 64-bit Edition
- Intel Core i5-3470 3.2G 6M HD 2500 CPU and above
- 8GB of physical memory
- 500GB 7200 RPM 3.5 HDD.
- NVIDIA GEFORCE GT640 2048MG DDR3
- Two onboard or PCI Intel NIC Ethernet cards 1000mbps
- 1920x1080 resolution capable monitor
- USB Keyboard and Mouse
Conventions Used in this Manual

➤ This symbol marks a step-by-step procedure.

NOTE
A note specifies useful or optional information, relevant to the preceding text.

TIP
A tip provides useful information on shortcuts, or how to do things differently.

• Menu options and other on-screen items appear in bold lettering.
  For example, “Select Edit”.
• Keyboard keys appear in capital letters.
  For example, “Hold SHIFT and select a clip sequence.”
• NA = not applicable.
• Related Documents

The following related documents are available:
• PlayMaker 3.0 User Guide
2. Basics

In this section:

*Starting Pivot* on page 10
*The Main Screen* on page 11
*Events* on page 12
Starting Pivot

During installation, Pivot shortcuts are created on the desktop and in the Start menu.

➢ To start Pivot:

• Double-click the Pivot icon on the desktop.

-or-

• From the Start menu, select Programs > Orad > Pivot.
The Main Screen

The Pivot main screen allows access to all menus, functions and windows. The following example is the default view, with all tabs displayed.

All tabs in the Main screen can be moved, hidden, or displayed to customize the layout as required.

The Info tab provides information about the connected Server.

The Record tab is where you can start or stop recording for selected or all configured input cameras. It is similar to the Start/Stop Record option in the PlayMaker controller’s Input/Output settings.

The Recordings, Playlists, and Clips tab display lists of the saved recordings, playlists, and clips, corresponding to the lists in PlayMaker.

The Transfer tab displays clips for import and export.

The Players tab displays information about the input and output feeds. Each panel represents a channel. The controls are used to play or record, and to mark sub-clips. The progress bar displays clip progress when playing a clip.

The Smart Events tab lists the metadata Smart Events and correspond to the Event settings in PlayMaker.
Events

Smart Events are used for tagging a clip according to meta-data keywords that you set. For a tagged clip, the tag is displayed alongside the clip name, in the Clips tab. For example, you can tag a clip as a goal, or by player.

Smart Event groups are saved in the Server database with the .SEG extension to allow loading a group to any PlayMaker controller. In Pivot, you can create as many groups as necessary (and load up to six groups in the PlayMaker controller). Each group can contain up to six pages with 25 events each, 150 in total.

The Smart Events tab is used for setting up groups, pages, and events, and for applying them to clips. Setting group, page, and event names is done in Edit mode.

To switch to edit mode:

- Click Edit in the Smart Events tab.

Setting Up Groups

To add a group:

1. In the Smart Events tab, in Edit mode, click + next to Group.
   A new group name is displayed.
2. Type in the required group name and press ENTER.
   This is now the active group. After creating more than one group, set the active group by selecting it from the list.
To remove a group:
1. In the **Smart Events** tab, in Edit mode, select the group to remove from the **Group** list.
2. Click .
   The group is removed.

*Tip*
*Use Refresh (next to Group) to update the list of pages, when pages are added from multiple computers.*

Setting Up Pages

You can create an unlimited number of pages, however only the pages that are placed in the Page space are active (viewable) in a PlayMaker controller.

To add pages:
1. In the **Smart Events** tab, in Edit mode, select a group.
2. Right-click under **Pages** and select **New**.
   A new page is added to the list of pages.
3. Double-click the new page name, and type in a new name, as required.
   
   **Note:**
   *Pages are saved as .SEP files and are available for all groups.*
4. Drag the new page to a page space.
   The page is active (and viewable from a PlayMaker controller). The Smart Event spaces are enabled for editing.
To clear a page from a page space:

- In the **Smart Events** tab, in Edit mode, right-click the page space and click **Clear**.
  
The page is cleared from the page space and no longer viewable from a PlayMaker controller. The page is still available in the Server database, and can be re-used or in used a different group.

  Pages in the Server database retain their Smart Event tags and cannot be deleted unless their Smart Event tags are removed first.

To delete a page from the Server database:

1. Verify that the page has no Smart Event tags.
   
   For more information, see *Removing Smart Events from Clips* on page 25.

2. In the **Smart Events** tab, in Edit mode, clear the page from its assigned space (if any) as described above.

3. Right-click the page name under **Pages** and select **Remove**.

   The page is deleted.

Setting Up Smart Events

Smart Event names are the metadata tags that can be applied to each clip. You can create an unlimited number of Events (in the list of Smart Events), but only 25 can be active at once.

To create a Smart Event:

1. In the **Smart Events** tab, in Edit mode, select a page in a Page space.

2. Double-click an empty Smart Event space and type in an event tag.

3. Press ENTER.
NOTE:
You can also right-click under Smart Events, select New, and rename the new event. The event is created, but not available in PlayMaker until you drag it to an empty Smart Event space.

The Smart Event tag is displayed in the list.

➤ To clear a Smart Event from its space:
  - Right-click the space and select Clear.

➤ To delete a Smart Event from the list of events:
  1. Verify that the event is not assigned to a space, as described above.
  2. Right-click the event in the list of Smart Events and select Remove.
3. Clips

In this section:

*About Clips* on page 18

*The Players Tab* on page 19

*Creating Clips* on page 21

*Adding Clips to a Playlist* on page 22

*Assigning Smart Events to Clips* on page 24
About Clips

A clip is a recorded portion of a game for which you determine the start (In) and end (Out) points, number, name, and tag, in either the live display or the playback. By default, a clip is saved with a few seconds added before its start point and after its end point (safety zone).

Clip Numbering

The clip number is a unique identifier comprised of a three-digit number and a letter (A/B/C/D/E/F) indicating the input channel on which the clip was created. If more than one input is recorded, each clip is saved for all recorded inputs (unless recording independently). The input for which the clip’s Out-point was defined is the master input. Other clips are derived from the master clip’s in and out points. The derived clips use the same clip numbers, with different input indicators. The system can save up to 1000 master clips and 7000 derived clips. In- and Out-points of the derived clips can be changed later, within the safety zone limit.

PlayMaker gives you the option of creating clips that are numbered automatically, using the first available number slot, or lets you assign a clip number manually.

Clip Naming

Each clip can be given an alpha-numeric name for easy identification, that always appears with the clip number, in the list of clips, if a name is assigned. The maximum number of characters in a clip name is 31.
The Players Tab

The Players tab contains panels to which you can assign a channel for clip creation. Each panel represents the channel selected from the list. Various controls are used to play or record, and to mark sub-clips. The progress bar displays clip progress when playing a clip.

**To assign a channel to a panel:**

1. In the Players tab, click Select.

A list of channels defined for the Server is displayed.

2. Select the channel to display in the current panel. The channel is displayed.
## Player Controls

The following controls are available in each panel in the **Players** tab:

<table>
<thead>
<tr>
<th>Control</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Save</strong></td>
<td>Save a clip with the specified in- and out-points.</td>
</tr>
<tr>
<td><strong>Store</strong></td>
<td>Save the specified clip to the active playlist (provided an active playlist has been set. See <em>Setting the Active Playlist</em> on page 29.)</td>
</tr>
<tr>
<td><strong>In</strong></td>
<td>Click IN to mark an in-point on the current recording.</td>
</tr>
<tr>
<td><strong>GoTo</strong></td>
<td>Select a clip, then click GoTo in/out, to jump to the in- or out-point of the selected clip.</td>
</tr>
<tr>
<td><strong>Out</strong></td>
<td>Click OUT to mark an out-point on the current recording.</td>
</tr>
<tr>
<td><strong>Cues</strong></td>
<td>Click the purple icon to mark a cue, or use the arrows to jump between cue points.</td>
</tr>
<tr>
<td><strong>Rewind</strong></td>
<td>Rewind the clip.</td>
</tr>
<tr>
<td><strong>Previous frame</strong></td>
<td>Go to the previous frame.</td>
</tr>
<tr>
<td><strong>Stop</strong></td>
<td>Stop playing the clip.</td>
</tr>
<tr>
<td><strong>Play</strong></td>
<td>Play the loaded clip.</td>
</tr>
<tr>
<td><strong>Next frame</strong></td>
<td>Go to the next frame.</td>
</tr>
<tr>
<td><strong>Fast Forward</strong></td>
<td>Fast Forward the clip.</td>
</tr>
<tr>
<td><strong>Record</strong></td>
<td>Start recording (according to the selected channels).</td>
</tr>
</tbody>
</table>
Creating Clips

**To create a clip:**

1. For the required channel, in the **Players** tab, move the marker on the progress bar or roll to the required in-point.
2. Click **IN**.
3. Move the marker on the progress bar or roll to the required out-point.
4. Click **OUT**.
5. Click **SAVE** to save the clip and display in the **Clips** tab,
   - Or-
   - Click **STORE** to save the clip to the active playlist.
Adding Clips to a Playlist

There are two ways to add clips to an existing playlist; you can add clips to a playlist that is open in its own tab or you can set an active playlist and right-click a clip (in the Clips tab) and add it to the active playlist. You can also select a clip to add to a new playlist.

For information on setting the active playlist, see Setting the Active Playlist on page 29.

To add a clip to an open playlist:
- Select the clip or clips in the Clips tab, and drag to the open playlist.

To add a clip to the active playlist:
- Right-click the clip or clips in the Clips tab, and select Add to Active Playlist. (To add a clip to the active playlist when it is created see Creating Clips on page 21.)

To create a playlist with the selected clip or clips:
- Right-click the clip or clips in the Clips tab, and select Create New Playlist.

Copying Clips

To copy clips on the server:
1. In the Clips tab, select the clip to copy.
2. Click 
   - The selected clip is duplicated on the server in the first available slot.

Exporting and Importing Clips

You can export a clip to, or import a clip from a configured computer location (Share-point) or USB. The share-point is configured in the PlayMaker server, and the USB must be connected to the PlayMaker server.

To export a clip:
1. In the Clips tab, right-click the clip to export.
2. Click  and select a share-point or USB as the destination.
   - Clip transfer progress is displayed in the Transfer tab.

To import a clip:
1. In the appropriate Share tab, right-click the clip to import.
2. Select Import.
   - The clip is imported.
Deleting Clips

» To delete a Clip:
  1. In the Clips tab, select the clip or clips to delete.
  2. Click .
     The clip is deleted.

» To protect a clip from deletion:
  ▼ In the Clips tab, click .
     The clip is locked from deletion, and an indicator is displayed in the Status column. (Click again to unlock.)

Looping Clips

You can set a clip to play in a loop until you play another clip or playlist.

» To loop a clip:
  ▼ In the Clips tab, click .
     After loading to an output channel, the clip will be played in a loop. An indicator is displayed in the Status column. (Click again to unloop.)
Assigning Smart Events to Clips

Assign metadata tags to clips using the Smart Events. You can assign one or more events to a clip, as required. After tagging the clips, you can filter them easily according to their events.

Assigning Smart Events to a clip is done in Log mode.

To switch to Log mode:
- Click Log in the Smart Events tab.

To assign a Smart Event to a clip:
1. In the Clips tab, select the clip or clips to which to assign a Smart Event.
   
   **TIP**
   
   Hold SHIFT and select a sequence of clips or hold CTRL and select individual clips.

2. In the Smart Events tab, in Log mode, click the required Smart Event.
   The selected clips are tagged.
The tag/s are displayed in the **Clips** tab in the **Name/Tags** column.

To set a Smart Event to be assigned to new clips:

- In the **Smart Events** tab, in Log mode, click the required Smart Event or events twice.

A red background is displayed for the event, and all clips created are tagged with the selected event (until cleared).

Removing Smart Events from Clips

To remove Smart Event(s) from clip(s):

1. In the **Clips** tab, select the clip or clips from which to remove a specific tag.
2. In the **Smart Events** tab, in Log mode, under **Current Events**, right-click the event to remove and select an option.

<table>
<thead>
<tr>
<th>Remove</th>
<th>Remove the event selected in the list from the selected clip(s).</th>
</tr>
</thead>
<tbody>
<tr>
<td>Remove All</td>
<td>Remove all events from the selected clip(s).</td>
</tr>
</tbody>
</table>
Filtering Clips by Smart Event

You can filter displayed clips by Smart Event to add them to a playlist or for export.

To filter clips:

1. Click Search in the Smart Events tab to switch to Search mode.

2. Select one or more Smart Events.

   Only clips with the selected event or combination of events are displayed in the Clips tab.
4. Playlists

In this section:

*Creating a Playlist* on page 28
*Editing Playlists* on page 31
Creating a Playlist

The **Playlists** tab displays a list of available playlists. Playlists are created in the **Playlists** tab. By default, there is always one playlist available.

### To create a new playlist:

- In the **Playlists** tab, click ![add playlist icon].

A new playlist is added and numbered sequentially.

To change the playlist name, double-click the name in the Name column and type in a new name. This name is displayed when the playlist is displayed in its own tab.

### To display a playlist:

- Drag the playlist from the **Playlists** tab to any workspace in the main window.
Creating a Playlist

A tab is created for the playlist.

Copying a Playlist

➤ To copy a playlist:

■ In the Playlists tab, click .

The playlist is duplicated with a new number.

Setting the Active Playlist

Set a playlist as Active to allow you to use the Add to active playlist option. (See Adding Clips to a Playlist on page 22.)

➤ To set the active playlist:

■ In the Playlists tab, click .

The playlist is set as the active playlist.

Deleting a Playlist

➤ To delete a playlist:

1. In the Playlists tab, select the playlist to delete.
2. Click .
The playlist is deleted from the **Playlists** tab.

**To protect a playlist from deletion:**

- In the **Playlists** tab, or in an individual playlist tab, click [🔒].
  
The playlist is locked from deletion, and an indicator is displayed in the Status column. (Click again to unlock.)

**Looping a Playlist**

You can set the playlist to play in a loop until you load another clip or playlist.

**To loop a playlist:**

- In the **Playlists** tab, click [🔄].
  
The playlist will be looped, and an indicator is displayed in the Status column. (Click again to unloop.)

**Exporting a Playlist**

You can export a playlist to a configured computer location (Share-point) or USB. The share-point is configured in the PlayMaker server, and the USB must be connected to the PlayMaker server.

**To export a playlist:**

1. In the **Playlists** tab, click [🔗].
2. Select a share-point or USB as the destination.
   
   Clip transfer progress is displayed in the **Transfer** tab.
   
   When the export is complete, the playlist is displayed in the **Share** tab (as a folder).
Editing Playlists

You can open any playlist in its own individual tab for editing. Sort the clips (by timecode), add or remove clips, and drag the playlist to a Player channel for loading.

**To display a playlist:**
- Drag the playlist from the **Playlists** tab to any workspace in the main window,
- select the playlist the **Playlists** tab, right-click and select **Open Playlist**.

For information about adding clips to the playlist, see *Adding Clips to a Playlist* on page 22.

**To remove clips from a playlist:**
1. In the required playlist tab, select the clip to remove.
   
   2. Click .

   The clip is removed from the playlist.

**To copy clips within the playlist:**
1. In the required playlist tab, select the clip to copy.
   
   2. Click .

   The selected clip is duplicated within the playlist.
To sort the clips in a playlist by time stamp:

**NOTE:**
*Clip sorting cannot be undone.*

- In the required playlist tab, click .