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1 Introduction

Here you have a D.Play manual. Read this manual carefully and you will find it easier to work with D.Play.

If you have any problems or questions, please contact us via e-mail at support@dovecher.tv or through the contact form on our website, on the following address <http://dovecher.tv/contact/>.

CORPORATE HEADQUARTERS

Smart City d.o.o.
Karadordeva 120
Serbia, 14000 Valjevo
+381 606.22.12.48

office@dovecher.tv
<http://dovecher.tv>

2 License

Purchase

Purchasing a license for D.Play can be done via our web site at <http://dovecher.tv/how-to-buy/>.

D.Play uses CasparCG for display output and is licensed under the GNU General Public License version 3.

FFmpeg is licensed under the GNU Lesser General Public License (LGPL) version 2.1 or later. However, FFmpeg incorporates several optional parts and optimizations that are covered by the GNU General Public License (GPL) version 2 or later.

If those parts get used, the GPL applies to all of FFmpeg.

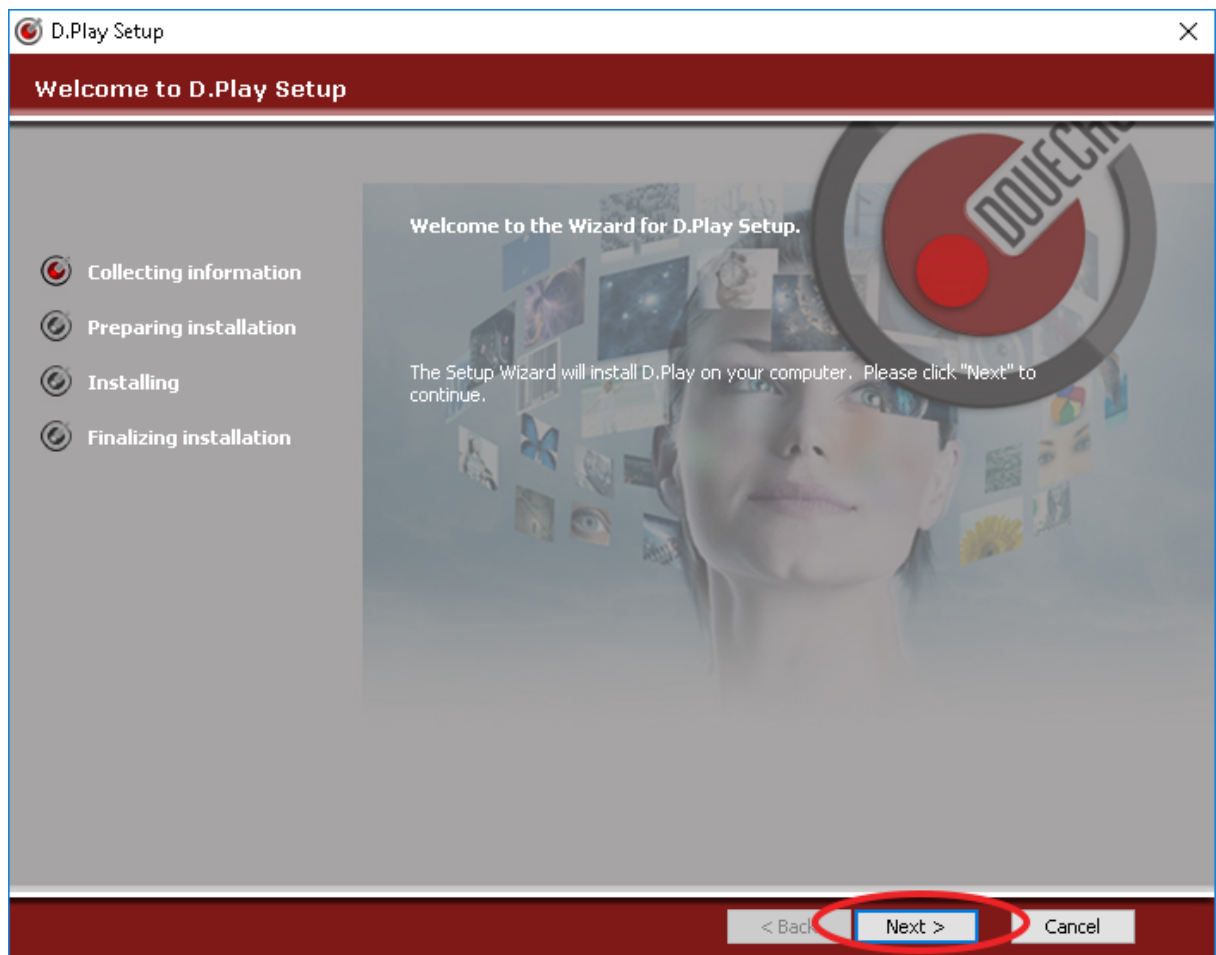
3 Notes

- D.Play uses only Blackmagic Decklink cards.
- It's best to preform installation of D.Play on freshly installed windows.
- Windows aero must be disabled.
- Log files can be found in: primary_disk\Dovecher.tv (folder name shouldn't be changed).
- It is possible to install Vserver on separate PC machine - please contact support for this option.
- It is possible for media folder to be stored on network, but it is important that network speed is 1 gbps, and that files server is not overloaded.

- Do not rename DOVECHER_TEMPLATES folder located in your Media folder.
- If the server does not start, try setting UAC (User Account Control) to a minimum.
- If you have problem running D.Play or get error, try running it with administrator rights.
- You can't use D.Play simultaneously with other programs using Decklink cards or Caspar server.
- If your output is on HDMI, you must turn off windows sound going to output.

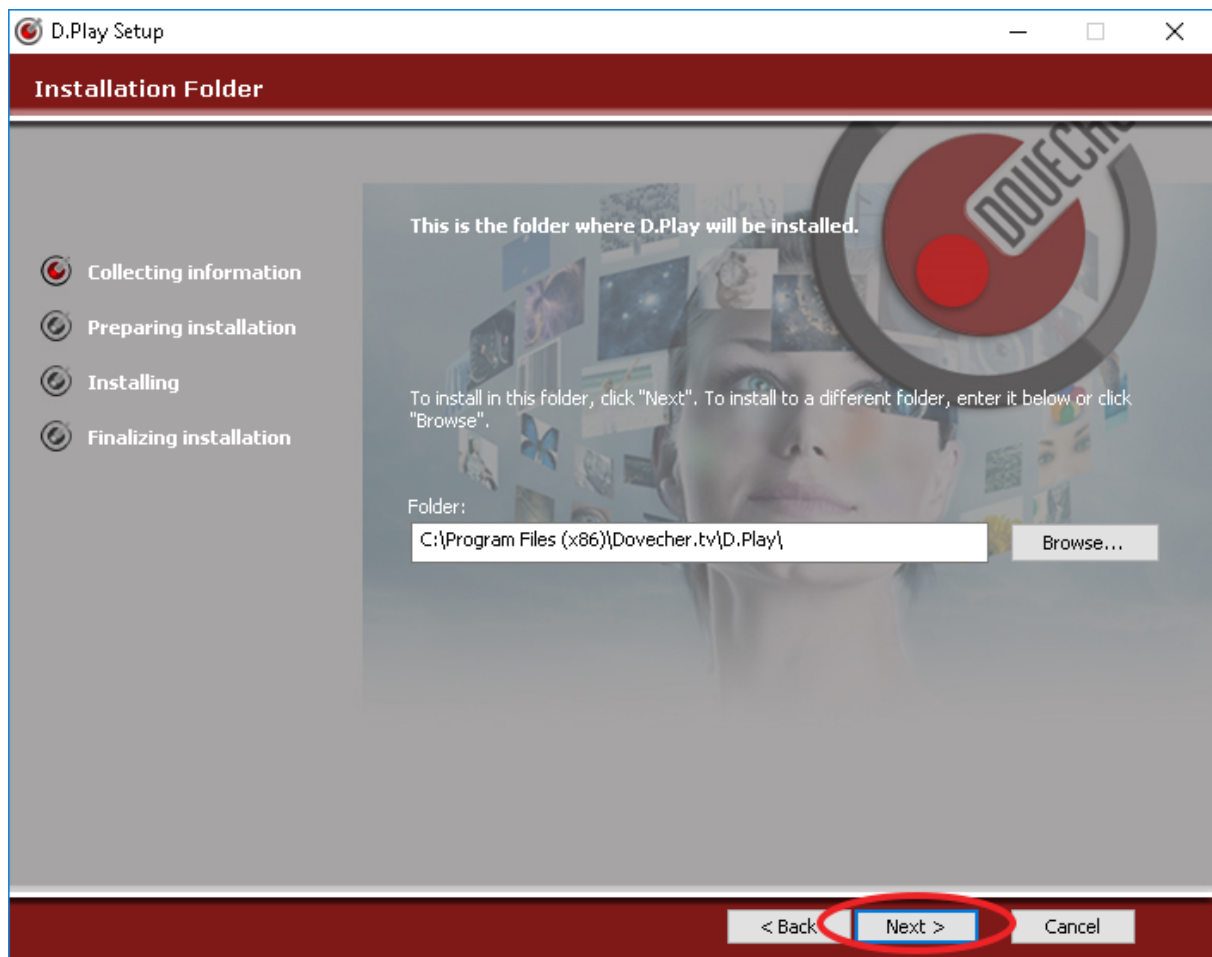
4 Installation

Step 1



Click on the Next button.

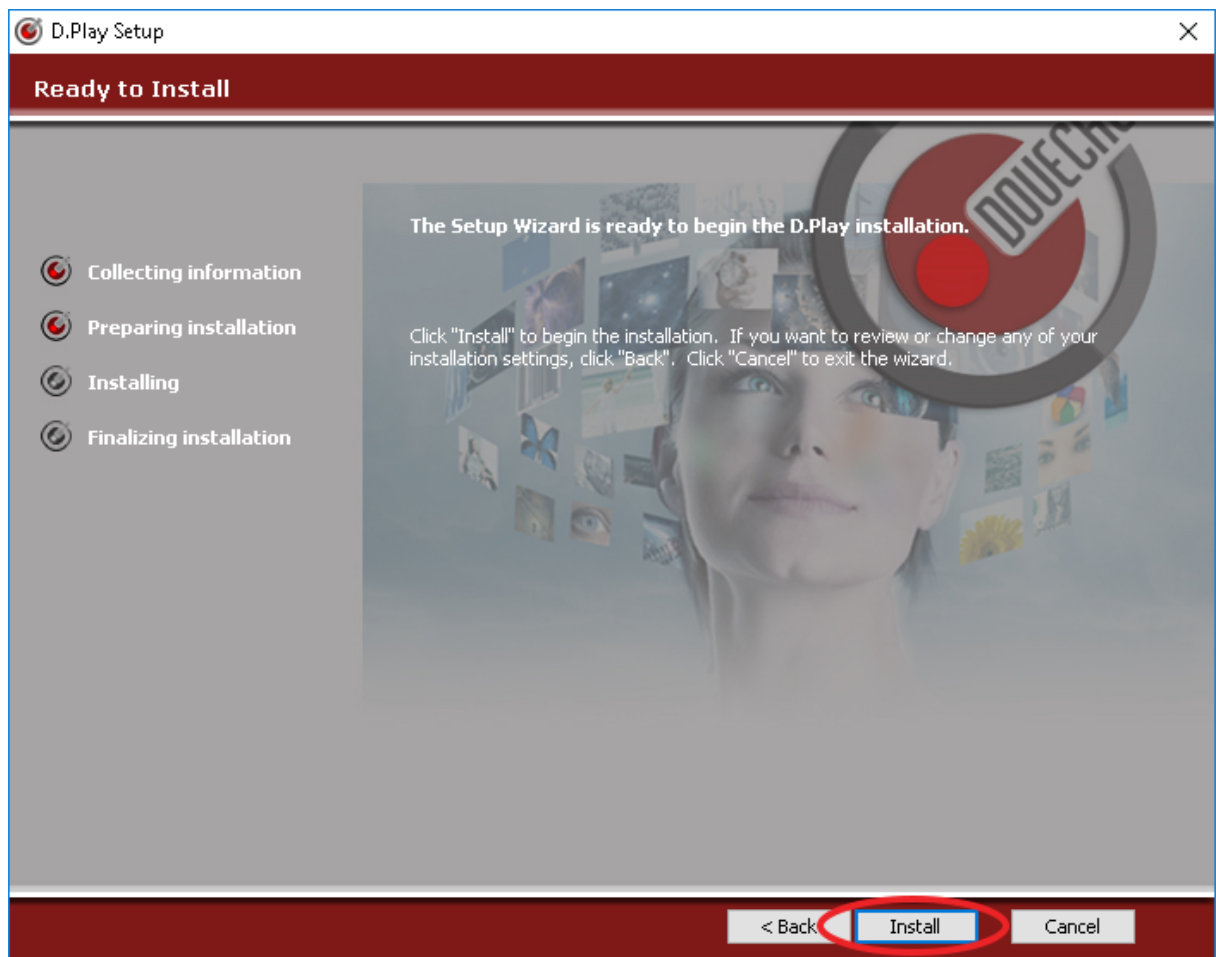
Step 2



Click on the next button.

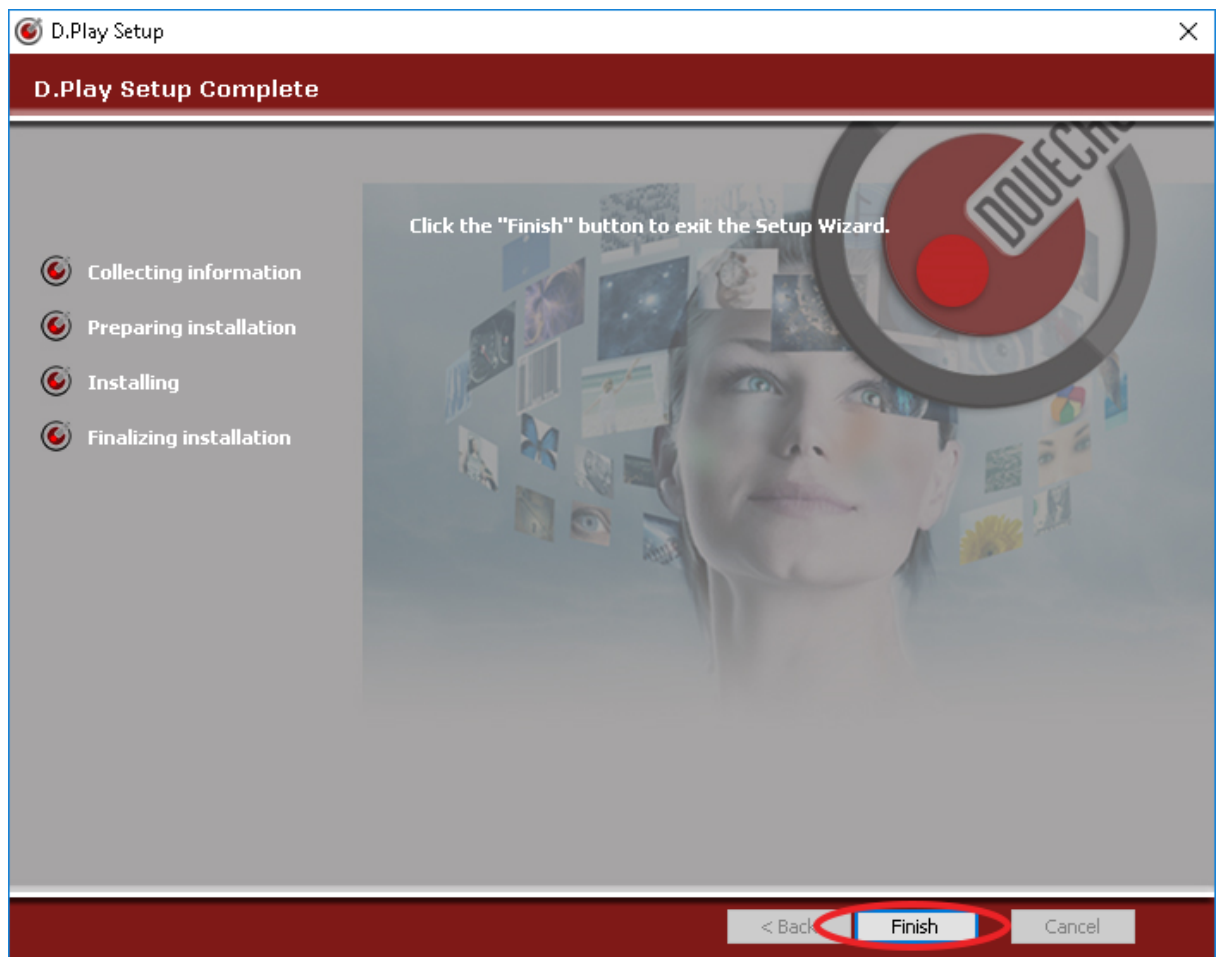
NOTE: Don't change default installation path.

Step 3



Click on the Install button and wait until the installation is completed.

Step 4



Click on the Finish button.

5 Playout Interface



1. Menu bar
2. Playing asset & next asset
3. Out & Preview screen
4. Connections
5. Asset tools
6. Rundown list
7. Playback timeline
8. Media info panel
9. Filler playlist
10. Inserters
11. Broadcasting controls
12. Volume controls
13. Video and audio controls

5.1 Menu bar



1. Main tab

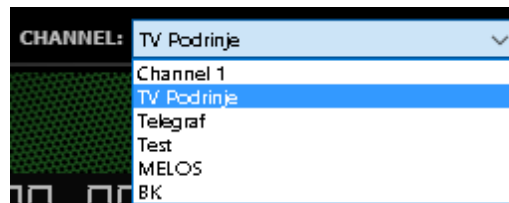
This is main tab where you create rundown, see clip which is playing currently/next, set what clip will be played next, etc.

2. Settings tab

All of the advanced options are provided in this tab. There you can change output options, identity pack, set default values, etc.

3. Channel name

In the channel selection field you can see the name of the channel in which you are currently located. Clicking on the field will open the drop-down menu with a list of all created channels from which you can select the channel with which you want to work.




NOTE: D.Play can only broadcast one channel at a time. If you are in the broadcast of one channel, you will not be able to switch to another channel.

4. Lock rundown list

By clicking on the button for locking access to the rundown list, we can disable the changes on the rundown list.

 - rundown list is unlocked and changes are possible.

 - rundown list is locked and changes are impossible.

NOTE: Locking the rundown list option exists to prevent accidental changes in moments when the operator is not near playout and not forbidding anyone from approaching. For this reason, we do not have a password, just a lock button.

5. Switch to today's rundown

If you are in another day, i.e. on another rundown list, clicking on this button will return to the rundown which is in the broadcast.

6. Select daily rundown

D.Play works on the principle of daily playlists. Every day is separated into a separate list that is released one after the other. In the window for selection of daily rundown lists, we can select the date for which we want to create the list.

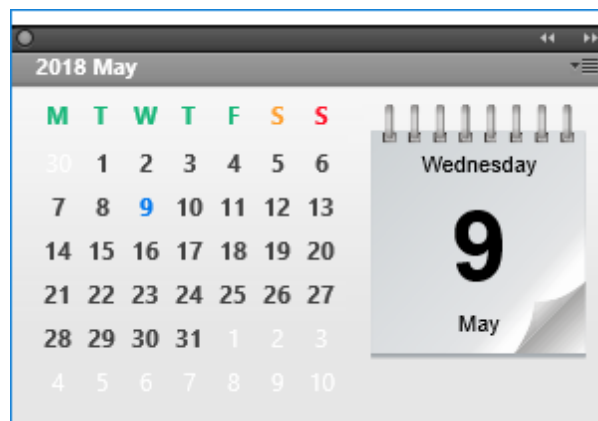
The window is made to show seven days.

21 - date in list (working day)

26 - date in list (weekend)

22.5.2018. - date of actual rundown list

By clicking on the date of the current active list, you will open the calendar in which you need to select the date to which you want to switch.



It is possible to leave the calendar only after the date is selected. This means that if you want to keep the current date, it is necessary to select the same date in the calendar.

7. Lock payout screen

By clicking on the lock the monitor button, you will disable any work on D.Play and the screen will show the unlock window.



NOTE: Locking the monitor option exists to prevent accidental changes in moments when the operator is not near playout, and not to forbid anyone from approaching. For this reason, we do not have a password, just a lock button.

8. Docs

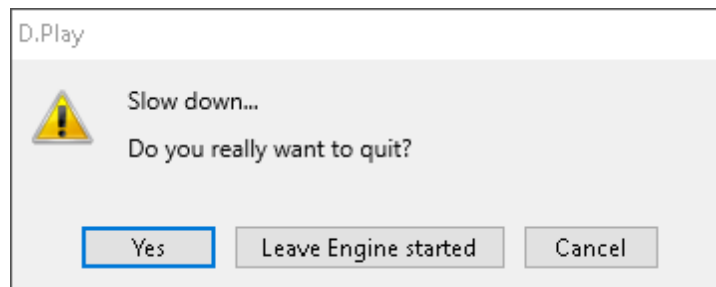
Button for accessing this document.

9. Minimize

Minimizes program to taskbar.

10. Exit

By clicking on "Exit" button, the program will open the prompt window:



YES - Turn off D.Play and stop the broadcast.

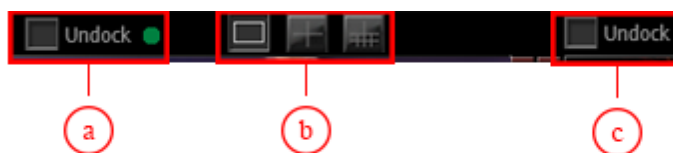
Leave Engine started - Turn off D.Play but leave Engine started. Until the broadcast of the current asset is completed, the program will not be interrupted. This gives you the time to make the changes

you want and to restart D.Play (D.Play will continue to

broadcast). This way, you (usually our technical staff) can make some program changes (update) and avoid the interruption of broadcasting.

Cancel - Cancel exiting D.Play.

11. "OUT & Preview" windows control



a - Button to unlock "Preview" window. After window is unlocked, you can move it to a different monitor.

b - Types of preview window looks:

- The preview window will show 1 screen (preview).
- The preview window will show 4 screens (the first 4 inputs).
- The preview window will show 10 screens (8 inputs, preview and out screen).

out screen).

c - Button to unlock "Main" window. After window is unlocked, you can move it to a different monitor.

12. Status of other D.Plays

Information about D.Play mode in case there is more D.Plays installed in the system.

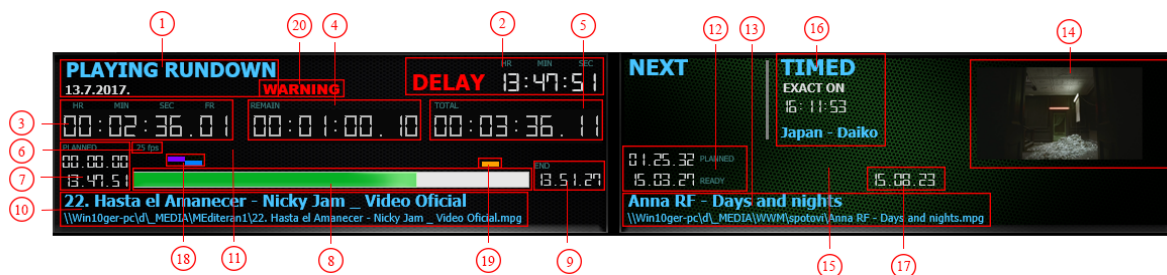


- D.Play working in "MAIN" mode (broadcasting going from it).



- Backup D.Play is not in system (there is no other D.Play in the system that could take over the MAIN role in case MAIN D.Play stops working).

5.2 Playing rundown & Next



1. Information about the asset that is currently in broadcast

2. Playlist advanced/sync/delay info

Information about the current time in relation to the planned start-up asset time. List can be in three situations: advanced, sync and delay.

ADVANCED: Asset that is currently in broadcast is running in a scheduled time.

DELAY: Asset that is currently in broadcast was launched after the scheduled time.

SYNC: Asset that is currently in broadcast was launched exactly at the scheduled time.

3. Elapsed time of the asset

Shows how much time has elapsed from the beginning of the asset.

4. Remaining time of the asset

Shows how much time has remained before the next asset.

5. Total time/duration of the asset

6. Frames per second

Shows frame rate, frames per second, of the asset in broadcast.

7. Planed and start time of the asset

Shows when the asset was planned to broadcast and when it was actually aired.

8. Asset progress bar

Graphically shows the progress of the asset.

9. End time

Shows time when asset will end.

10. Name and filename of asset in broadcast

11. Playing NOW window background

Background of "Playing now" has two states. Black and Green.

BLACK: Asset that is currently in broadcast is not in SYNC

GREEN: Asset that is currently in broadcast is in SYNC

12. Planed and start time of next asset

Shows when asset was planned to broadcast and when it was actually going to broadcast.

13. Name and filename of next asset

14. Thumbnail image of next asset

If D.Play is set to work through a network, thumbnail images can't be created because of restrictions of CasarCG and this spot will be empty.

15. Playing NEXT window background

Background of "Playing next" has two states. Black and Green.

BLACK: Asset that is set to play next is not ready for broadcasting.

GREEN: Asset that is set to play next is ready for broadcasting.

16. Information about next LOCKED asset

If the playlist contains locked asset, stipulated time and the name of the asset will appear in this window. If we have no such asset, then this window will not exist.

17. Date of TIMED asset

18. Graphically shows the position were watching now & next graphical elements will be displayed

Watching now is a blue bar.

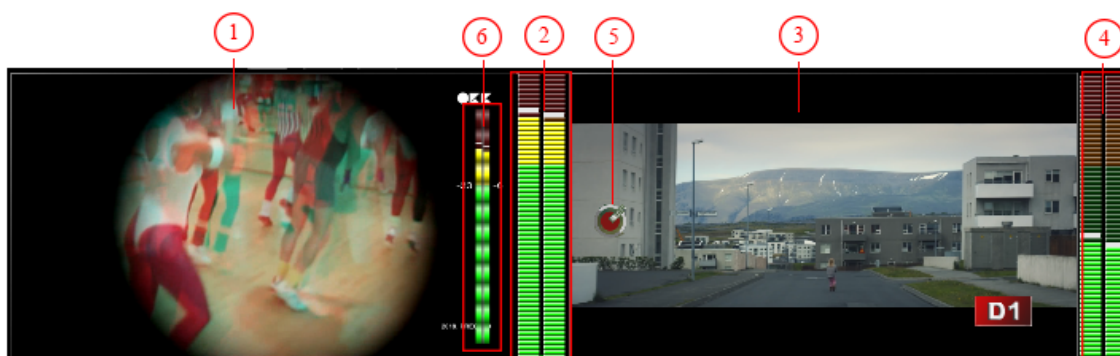
Watching next is a purple bar.

19. Graphically shows position were squeeze graphical element will be displayed

Squeeze is an orange bar.

NOTE: All time formats are displayed as hh:mm:ss:fr

5.3 Out & Preview screen



1 - Preview screen

NOTE: The screen look for "preview" depends on the selected button on the preview screen (1 screen, 4 screens or 10 screens).

2 - Audio VU meter of preview screen

- 3 - Out screen
- 4 - Audio VU meter of Out screen
- 5 - Dovecher.tv watermark

NOTE: Dovecher.tv watermark is displayed only in the trial version.

6 - Audio VU meter of preview screen which is part of preview screen. That means that when you move preview screen to a second monitor, you can see VU meter on second monitor too.

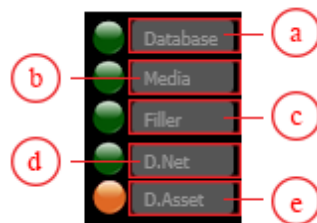
5.4 Connections



Graphical display of connections to locations necessary for the operation of D.Play.

- 1. Name of location
- 2. Connection light indicator

1. Name of location



- a - Connect to the database
- b - Connect to the media folder
- c - Connect to the filler list
- d - Connect to D.NET
- e - Connect to D.Asset


2. Connection light indicator



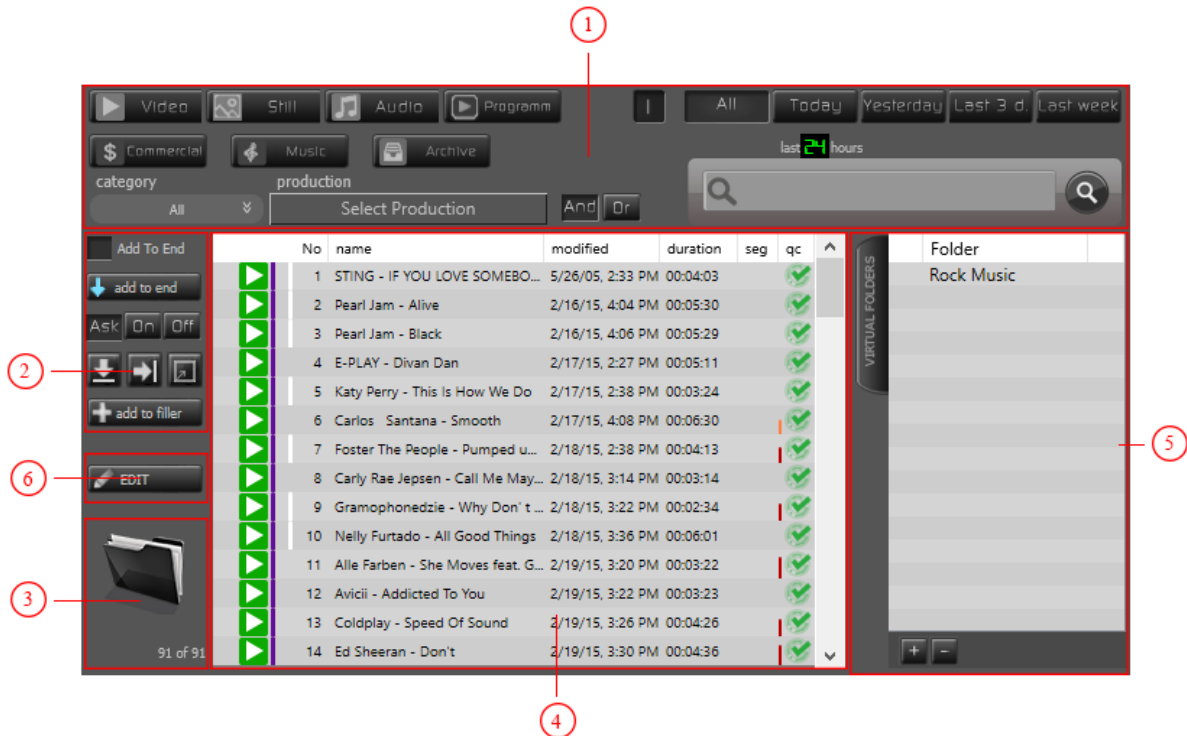
- GREEN: connection is established.



- YELLOW: connection is not established, but D.PLAY can work without it.

 - RED: connection is not established and D.PLAY can have problems in some point of work.

5.5 Media folder



1. Asset search tools

2. Asset add tools

3. Shortcut to MEDIA folder and information about number of assets are displayed from database

Click on folder icon to open MEDIA folder.

4. List of assets

List of assets selected by your search rules.

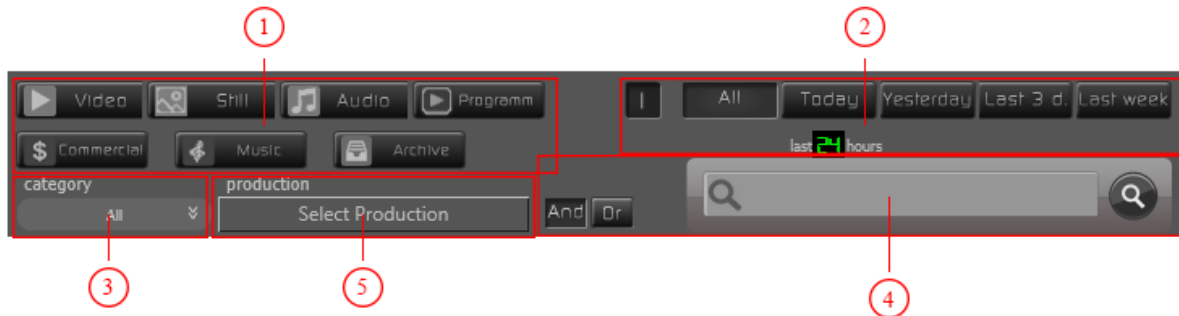
5. Virtual folder

To read about virtual folders and how to use them, please read D.Asset doc's.








6. Edit asset

Editor for assets. To read about the editor and how to use it, please read D.Asset doc's.

5.5.1 Asset Search Tools








1. Display assets by file type

-  - List will contain video files.
-  - List will contain image files.
-  - List will contain audio files.
-  - List will contain user created program.
-  - List will contain assets which user set as commercials.
-  - List will contain assets which user set as music files.
-  - List will contain archived files.

NOTE: Combination of search for two or more file formats is possible.

2. Filters by day when asset was added to media folder

-  - Search by using modified date
-  - Search by using any date
-  - Search by using any date
-  - Search asset newer than yesterday
-  - Search asset from last three days

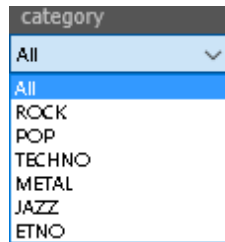


- Search asset from last week



- Set for how many last hours assets will be displayed, if today filter is selected.

3. Search asset by user created category



- If you have custom created categories, than you can search for asset by those categories.

4. Search asset by entered words



- Enter the word or part of the word and click on magnifier icon.



- Turn on/off instant search. If instant search is on, than there is no need to press magnifier icon to start search, result will automatically be displayed.

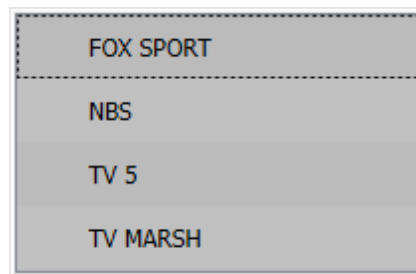


- Turn on/off auto refresh. If auto refresh is on, result of searched terms will be refresh every 60 sec.



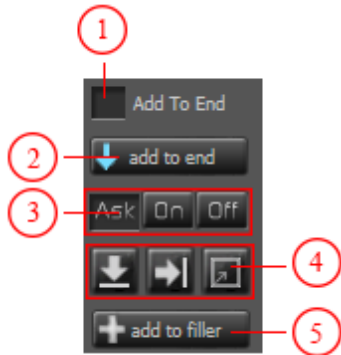
- Chose whether you wanna search as sentence or separate words.

5. Display assets by production



- Display assets by selected production.

5.5.2 Asset add tools



1. Add to end of rundown list

If the Add to end check box is on, use of the drag&drop method or right-click to add the asset in rundown list will automatically add asset to the end of the list.

2. Add manually

Select an asset in the list and click on this button to add it to rundown. Button has two states. If "Add to end" (1) is checked, than on this button you can see "add to end" text. If "Add to end" (1) is not checked, than you can see "Insert" text.

That means asset will be inserted after the asset selected in rundown list.

3. Segmented asset rules

If you are inserting segmented asset, than you can set default rules for inserting:

Ask - ask me every time when I am inserting segmented asset about what to insert.

On - always insert segmented asset without asking.

Off - always insert entire asset.

4. Graphic elements rules



- "watch now" graphic element will not be added in asset



- add "watch now" graphic element in asset



- "watch next" graphic element will not be added in asset



- add "watch next" graphic element in asset



- "squeeze" graphic element will not be added in asset



- add "squeeze" graphic element in asset

NOTE: Graphic elements will be added at position which are defined at Preferences (PREFS TAB) and can be adjust at SecondEvent editor.

5. Add to filler list

Insert selected asset to filler list.

5.6 Rundown list

Start	Asset	Locked	Lock	A	R	Wait	hh:mm:ss	Ep	Seg	Planned	Hour	FB	QC
04 00:49:45	MAGIC - Rude						00:03:44			00:00:00		f	✓
04 00:53:30	Pearl Jam - Alive						00:05:30			00:03:44		f	✓
03 00:09:33	Pearl Jam - Black	00:09:33					00:05:29			00:09:14		f	✓
03 00:15:02	PLAY - Divan Dan						00:05:11			00:14:43		f	✓
03 00:20:13	FREE SPACE						00:07:48			00:19:55		f	✓
03 00:28:01	Katy Perry - This Is How We Do						00:03:24			00:27:42		f	✓
03 00:31:25	LIVE EVENT						00:30:00	1		00:31:06		f	✓
03 01:01:25	Carlos Santana - Smooth						00:06:30			01:01:06		f	✓
03 01:07:55	next on programme						00:00:23			01:07:36		f	✓
03 01:08:18	Foster The People - Pumped up Kicks						00:04:13			01:07:59		f	✓
03 01:12:31	Carly Rae Jepsen - Call Me Maybe						00:03:14			01:12:13		f	✓
03 01:15:45	http://						00:10:00			01:15:26		f	✓
03 01:25:45	Gramophonedzie - Why Don't You						00:02:34			01:25:26		f	✓
03 01:28:18	Metallica - Nothing Else Matters						00:06:28			01:28:12		f	✓
03 01:34:47	AdvertisementAnnouncement						00:00:04			01:34:28		f	✓
03 01:34:52	2018 Chevy Silverado - Employee Discount for Everyone Sales Event Commer...						00:00:30			01:34:33		f	✓
03 01:35:21	Air France Airlines France Is In The Air TV Commercial HD - YouTube (1080p)_1						00:01:01			01:35:03		f	✓
03 01:36:23	Best Banned AXE Commercial Ads - YouTube (1080p)_1						00:01:30			01:36:04		f	✓
03 01:37:54	Citizen Disney's Alice in Wonderland Commercial - I'm Late with the White Rabbit - ...						00:00:53			01:37:35		f	✓
03 01:38:47	Coke 2012 Commercial_Catch starring NE_Bear - YouTube (720p)_1						00:01:02			01:38:28		f	✓
03 01:39:49	DISH TV Commercial_Dolls - YouTube (720p)_1						00:00:30			01:39:30		f	✓

1. Rundown list header

Header with names of columns. All columns are resizable and can be adjust for user needs.

2. Rundown list

Set of assets scheduled for broadcast.

3. Asset in rundown list

Asset line with information and playing options.

4. Scroll bar for rundown list

If rundown list is bigger than rundown list window, than you can scroll it with this scroll bar.

5. Rundown list behavior



- Click to scroll rundown list so playing row is on the top.



- Auto scroll rundown list every time when next asset starts so playing row is always on the top.

6. List loading progress bar

Graphical representation of list loading.

7. Row controls and behavior

5.6.1 Rundown list asset line colors

Asset rows in rundown list can be in different colors and that indicates asset status.

1. GRAY



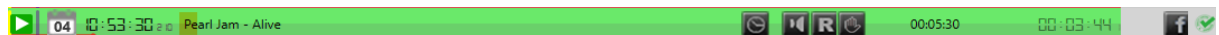
Asset in rundown list without any predefined states.

2. RED



Asset that is currently in broadcast is marked as red rectangle.

3. GREEN



Asset that is set to broadcast next is marked with green rectangle.

4. LIGHT RED



When there is free space between two assets, for the duration of free space, fillers will be played.

5. CYAN



Live Event plays content from defined input from switcher.

6. WHITE



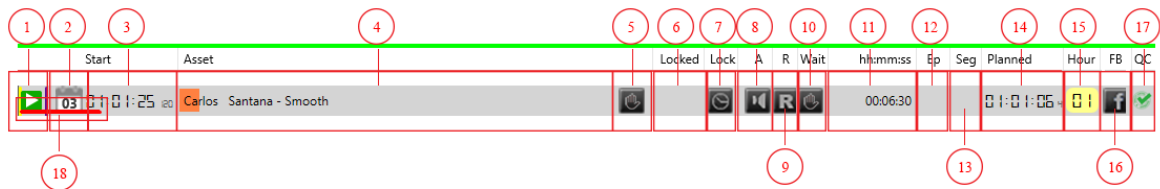
If asset line color is white, than something is wrong with asset and it can't be broadcasted.

6. BLUE RECTANGLE



Asset is currently selected with mouse click.

5.6.2 Rundown list asset line columns



1. Asset type icon indicator

2. Date when asset will be started

3. Time when asset will be started

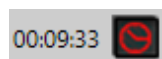
4. Asset name and visual duration of asset

5. Wait to start

Wait to start button can be showed only on "Live event". It can be used when you are using D.Play together with D.Live. D.Play will wait on command from D.Live to start Live event.

6. Locked time

When you lock asset to start at a specific time, in this field you will see the time on which asset is going to broadcast.



7. Lock asset

8. Audio on/off

If Audio is turned off, you will have only video without audio for that asset.

9. Replay on/off

If "Replay" is on, when the asset starts broadcast, graphic element "Replay" will be displayed too.

10. Wait for next

If "Wait for next" is checked, next asset will not start until you press "Next" button or D.Play gets the "Next" command from D.Live.

11. Duration of asset**12. Episode number**

This field can be used to define what video input will be used when "Live event" is triggered.



- by clicking on switcher icon in asset line you can change input number

13. Segment number

If in list is inserted segmented asset than in this field you will see part number.

14. Planned start time

The Rundown list is packaged after the scheduled time from the beginning of the programming day. In this field is the planned time of the beginning of the show.

The real start of a show can not be at the planned time. ie. the show can begin earlier or later than the planned time on which basis it is created ADVANCED or DELAY time.

15. Planned start time hours indicator

Graphic indicator of Planned times.

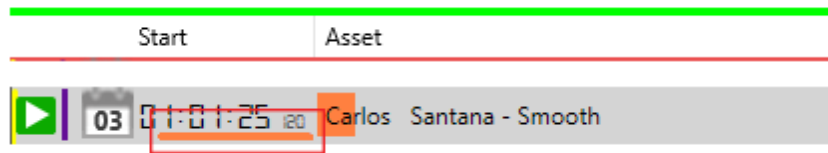
16. FACEBOOK streaming button

If you are connected to Facebook, you can select which asset will be streamed to Facebook. If you are not connected, than this field will be empty.

17. Quality control

Graphical representation of does the asset match the quality standard or not.

18. Graphic indicator of the starting time in relation to the planned time



ADVANCED state.

- Asset is in



DELAY state.


- Asset is in

5.6.2.1 Asset line icon indicator




Asset type icon indicators:


1) VIDEO ASSET

 - asset is video clip.


2) STILL ASSET

 - asset is image.


3) AUDIO ASSET

 - asset is audio clip.


4) COMMERCIAL ASSET

 - asset is set as a commercial.

5) MUSIC ASSET

 - asset set as music.

6) STOP EVENT

 - icon Indicator for STOP EVENT inserter.

7) LIVE EVENT



- icon Indicator for LIVE EVENT inserter.

8) HTTP EVENT



- icon Indicator for HTTP EVENT inserter.

9) EXCLAMATION MARK



- Asset has some kind of problem. To check what is the problem, you can position mouse cursor over icon and read the tool tip box.

5.6.2.2 Starting date and time



1. Date when the asset will be broadcasted

2. Time when the asset will be broadcasted

NOTE: Format of date and time depends on your regional date and time settings.

5.6.2.3 Asset name and visual duration of clip



1. Graphical representation of asset duration

The size of timeline can be changed with slider which can be found above the left upper corner of visual rundown playback timeline.



Click on slider and with left mouse button pressed, move slider left to Increase the size

of timeline or move right to decrease the size of timeline.

2. Name of asset

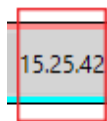
Name of asset. It can be changed by double click. File name on disk will stay unchanged but graphical element of D.Play will use new defined name.

5.6.2.4 Locking of asset

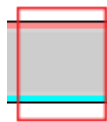


1. Locked time

Time when asset will be broadcasted.



- broadcast of asset will start at 15.25.42 (hh.mm.ss) if asset is force locked, otherwise broadcast of asset will start when broadcast of previous asset is finished.



- asset is not locked.

2. Buton for lock

Click on this button will open menu for locking asset. If asset is locked, click on this button will dismiss locking.



- asset is not locked.



- asset is locked and locked time is different than planned time.



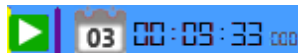
- asset is locked and locked time is same as the planned time.

3. Lock indicator

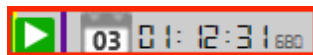
If you are using force lock you can see different looks of "Date and start time".



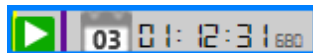
- Asset is force locked and locked time is same as the planned time.



- Asset is force locked, but locked time is different than the planned time.

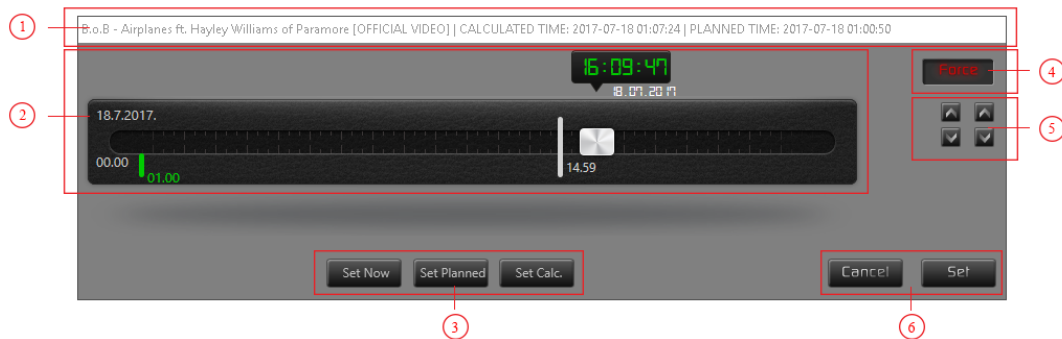


- Asset is not force locked and locked time is different than the planned time.



- Asset is not force locked and locked time is same as the planned time.

5.6.2.4.1 Locking asset menu



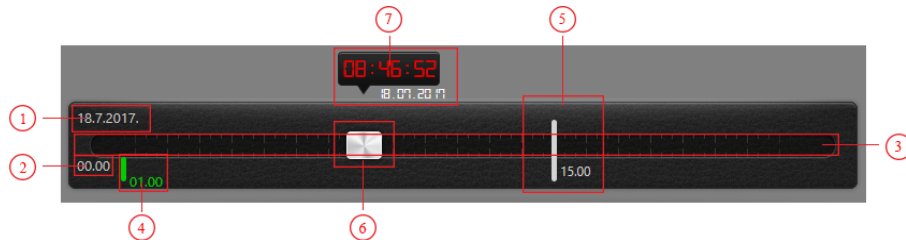
1. Name, calculated time and planned playback time of asset
2. Locking timeline
3. Buttons for fast positioning slider
4. Button for Force lock
5. Buttons for accurately positioning slider
6. Buttons for apply lock settings

1. Name, calculated time and planned playback time of asset



1. Name of Asset
2. Calculated time
3. Planned time

2. Locking timeline



1. Date of current rundown list
2. Start of the day
3. Locking timeline line
4. Planned time for playback of asset
5. Current time
6. Locking slider
7. Time and date where locking slider is positioned. If slider is positioned before the current time, the time is red, otherwise the time is green.

the current time, the time is red, otherwise the time is green.

3. Buttons for fast positioning slider



1. Move slider to current time
2. Move slider to planned time
3. Move slider to calculated time

If you right click on slider (6) you will get menu with fast positioning slider.

Set to Now
Set To Planned Time
Set To Calculated Time

4. Button for Force lock

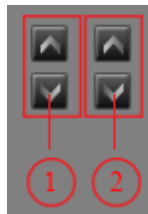


- Force lock is ON. Playback of asset will start exactly at the locked time and it will stop playback of current asset in play.



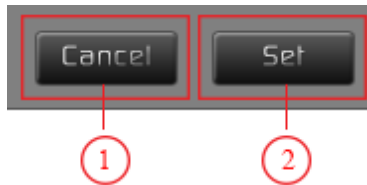
- Force lock is OFF. Playback of locked asset will start when playback of current asset has finished.

5. Buttons for accurately positioning of the slider



1. Move slider by 1 minute forward/backward
2. Move slider by 1 second forward/backward

6. Buttons for apply lock settings



1. Button to cancel the locking of asset
2. Button to apply lock settings and lock asset.


5.6.2.5 Asset audio on/off



Icon to indicate the state of asset audio. To change the state you must click on the icon.




- Asset will be played with sound.


 - Asset will be played without sound.

5.6.2.6 Replay bug on/off



Icon to indicate the state of "replay bug" CG. To change the state you must click on icon.


 - Start playback of asset without "replay bug" CG.


 - Start playback of asset with "replay bug" CG.

5.6.2.7 Wait for next



Icon to indicate the state of "wait for next". To change the state you must click on icon.

 - "Wait for next" is off. Next asset will start as scheduled.

 - "Wait for next" is on. Next asset will wait for "next" command to start playback, no matter of scheduled time.

5.6.2.8 Episode number



Episode number is the number of the switch which will be automatically started when asset starts. Episode number can be changed only on "LIVE EVENT". To change episode number you must click on it and enter the new number.

Example:

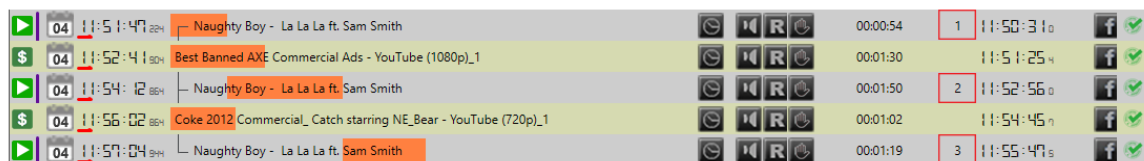
LIVE EVENT will start at 12.02.41. Duration will be 30 minutes and input connected to switcher 1 will be automatically started.

5.6.2.9 Segment number



Any asset can be split to as many segments as you want. This way you can split asset to put commercial between segments and leave original clip unchanged. This number indicates the segment number.

Example:



Asset starting at 11.51.47 and has 2 commercial breaks. First at 11.52.41 and second at 11.56.02.

NOTE: You can segment asset which only has audio keyframe set on every keyframe (raw audio).

5.6.2.10 Planned start time



Planned start time is time calculated by sum of all assets durations before, from start of day.

5.6.2.11 Planned start time hours indicator



Planned start time hour indicator is just a visual indicator for better orientation over rundown list. You can't do anything with it.

5.6.2.12 FACEBOOK streaming button



If you are connected to Facebook, than in asset line you can find Facebook stream button. This button has two states:



- Asset will not be streamed to Facebook.



- Asset will be streamed to Facebook.

5.6.2.13 Quality control



If you set Quality control in D.asset, than you can use it in D.Play. Depending on the settings, asset which did not match your quality standards can be refused to be added to list or it can be added to the list

with sign which represents that the asset did not pass the quality control.

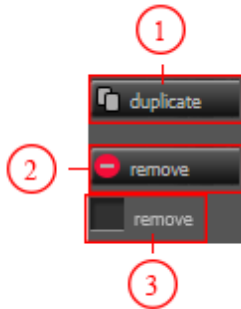


- Asset passed your Quality Control.



- Asset did not pass your Quality Control.

5.6.3 Row Controls and behavior



1. Duplicate

By clicking on the duplicate button, you can duplicate selected rundown row/rows. Duplicated row/rows will be placed at end of rundown list.

2. Remove

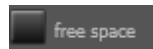
By clicking on the remove button, you can remove selected rundown row/rows.

3. Remove/Free space

Button (3) has two states. States of the button determine what will happen with selected rundown row/rows after clicking on Remove button.



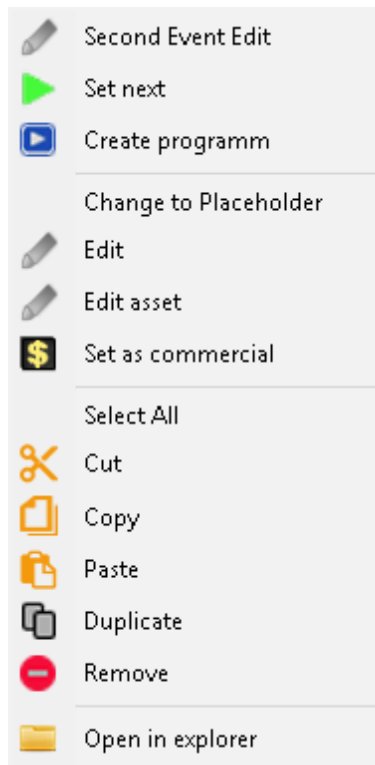
- Click on Remove button will delete row/rows from list.



- Click on Remove button will delete row/rows from list and replace it with free space. Free space will have duration of deleted row.

5.6.4 Right click on rundown list

With right click on the asset from the rundown list, you will open shortcut menu.

**Second Event Edit**

Open editor for Second Event.

Set next

Set clicked asset as next for broadcast.

Create program

Create new program and add clicked asset to created program.

Change to Placeholder

Change asset to place holder. Duration of the placeholder will be same as the duration of asset.

Edit

Options to edit asset. Changes made in the edit window only apply to the asset which is in the list.

Edit asset

Options to change asset behavior and information. Changes made in the edit asset window apply to asset globally.

Set as commercial

Set clicked asset as commercial.

Select All

Select all assets in rundown list.

Cut

Cut clicked asset from rundown list.

Copy

Copy clicked asset to computer clipboard.

Paste

Paste asset from computer clipboard after clicked asset.

Duplicate

Make copy of clicked asset. Copy will be placed at rundown list end.

Remove

Remove clicked asset from rundown list.

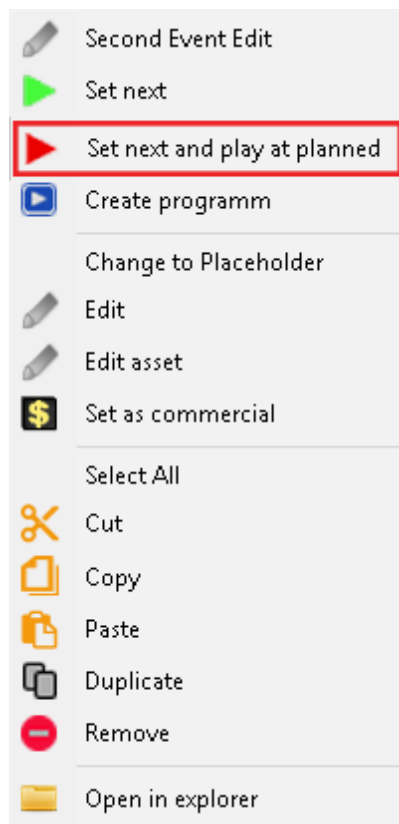
Open in explorer

Open clicked asset in windows explorer.

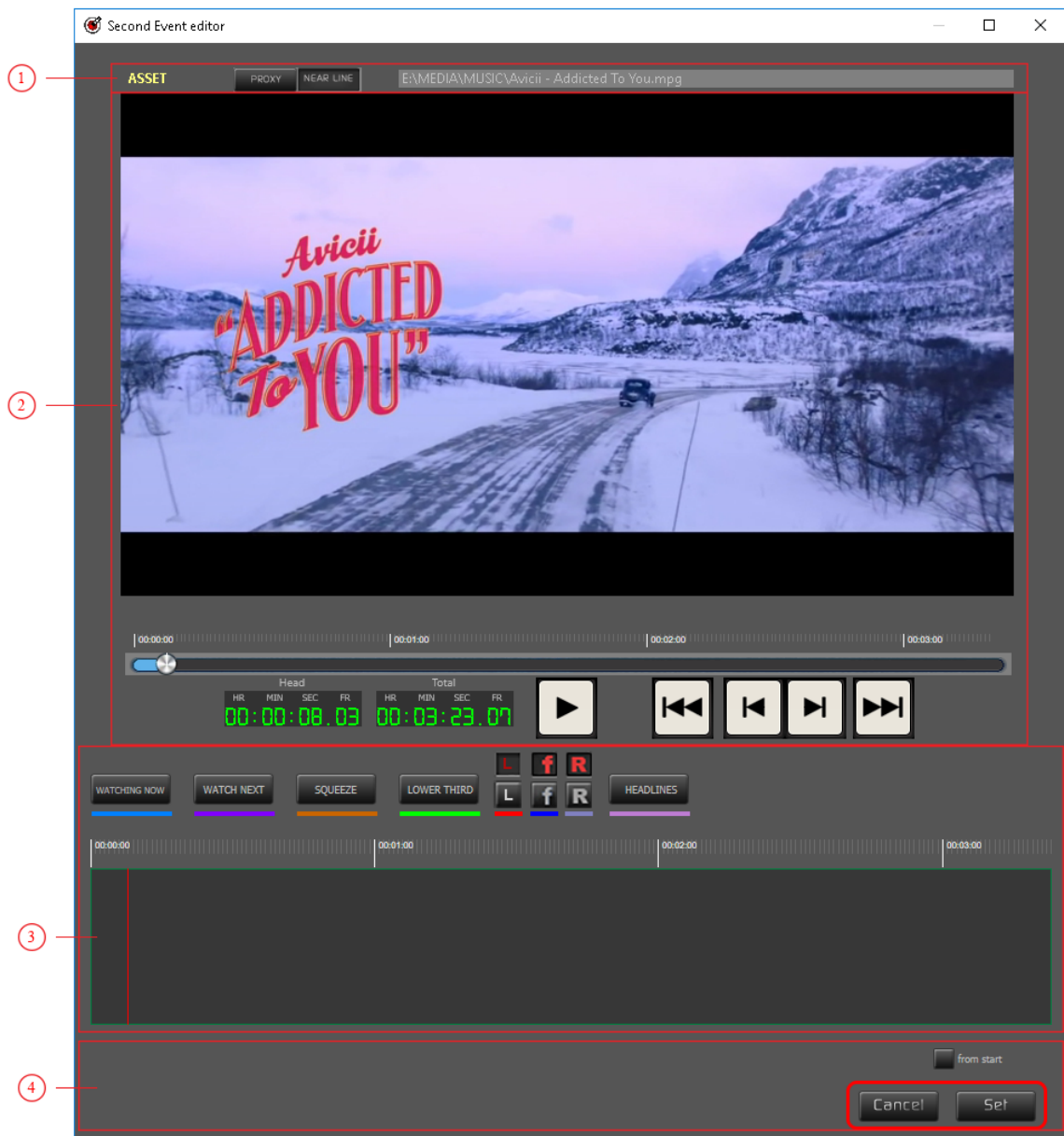
Set next and play at planned

If D.Play is playing asset from the filler list, than you will have one more option in shortcut menu - Set next and play at planned. Clicking on this will lock clicked asset to start at planned time and put it to play as next.

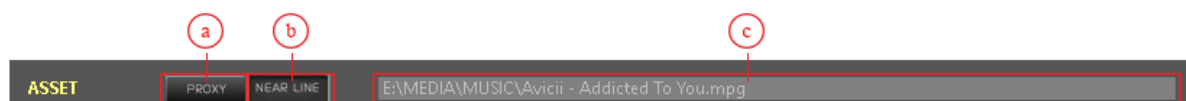
When planned time comes, D.Play will finish playing asset from the filler list and start playing set asset.



5.6.4.1 SecondEvent editor



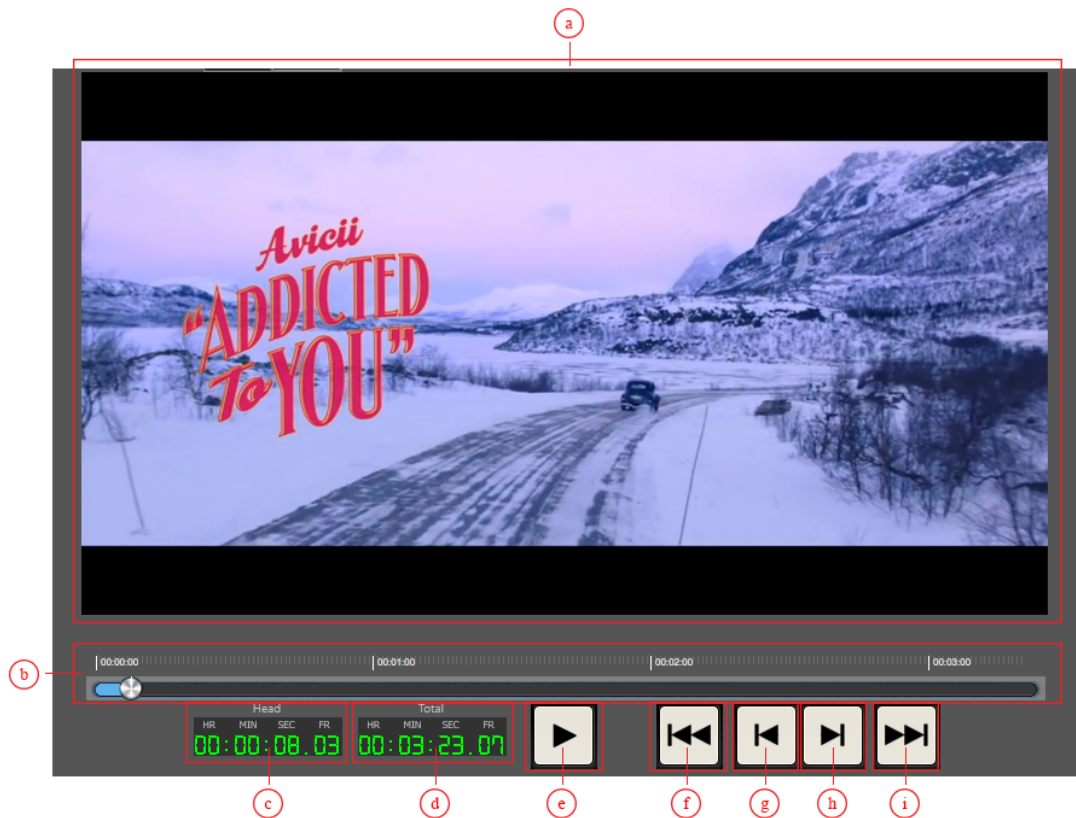
1. Asset information



- a - You are using proxy created file to set Second Event
- b - You are using original file to set Second Event
- c - Location where file is stored

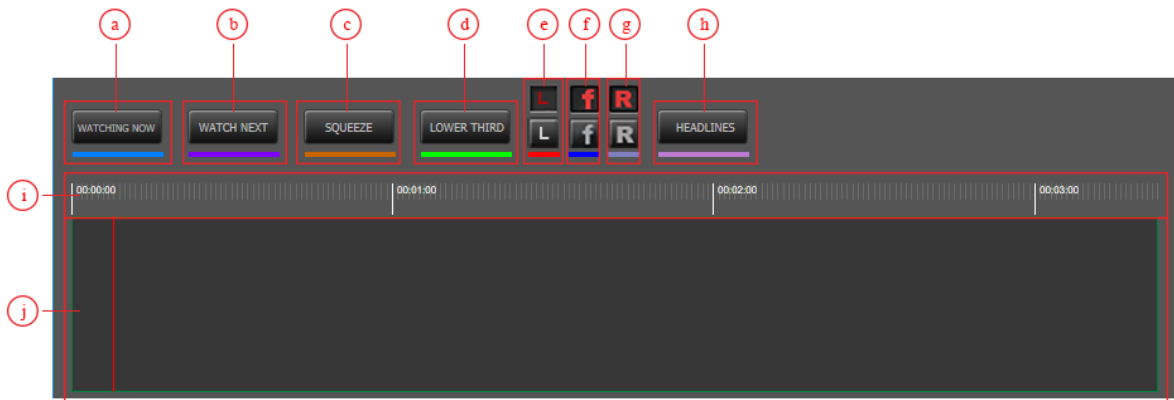
NOTE: Difference between using proxy created file and original file is only in loading speed when working with video timeline.

2. Asset control



- a - Position of the video file based on the slider position
- b - Slider
- c - Slider position expressed in frames
- d - Total duration of asset
- e - Play/Pause button
- f - Back 10 frames
- g - Back 1 frame
- h - Forward 1 frame
- i - Forward 10 frames

3. Graphic elements timeline



- a - Insert element "WATCHING NOW"
- b - Insert element "WATCH NEXT"
- c - Insert element "SQUEEZE"
- d - Insert element "LOWER THIRD"
- e - Insert element "LOGO"



- show Logo



- turn off Logo

- f - Insert Facebook stream



- start Facebook streaming



- end Facebook streaming

- g - Insert element "REPLAY"



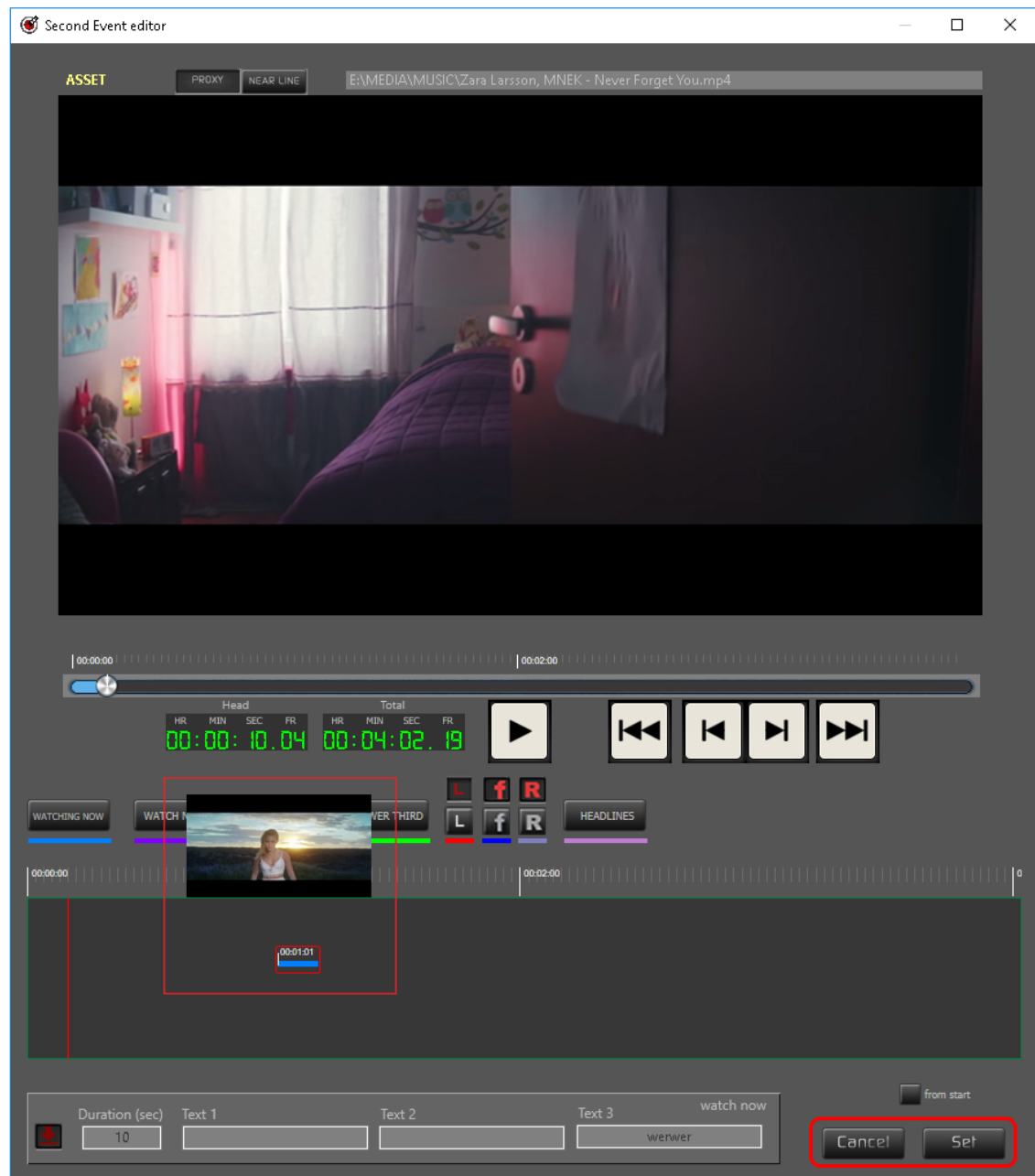
- show "Replay"



- turn off "Replay"

- h - Insert element "HEADLINES"
- i - Video Timeline
- j - Area for inserting elements to Timeline

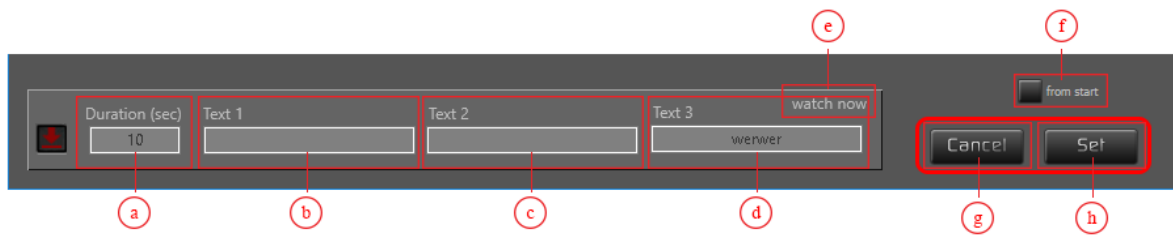
You can add elements to your timeline by using drag and drop. Once the element is on your timeline, you can move it to any position by drag and drop too. While moving elements, the window where you can see in which position you are in video file, will be shown.



NOTE: If you want to delete graphical element from timeline, just select it and press DEL on your keyboard.

4. Graphical element options

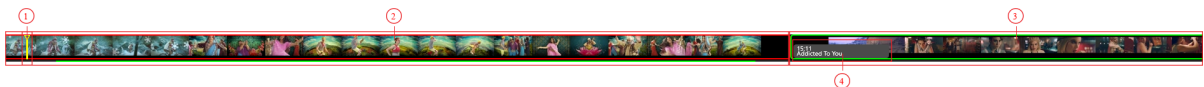
Once you click on inserted graphical element you can see element options.



- a - Length of graphical element display
- b - Text that will be displayed in the first line of the graphical element
- c - Text that will be displayed in the second line of the graphical element
- d - Text that will be displayed in the third line of the graphical element
- e - Name of the graphical element you are currently setting up
- f - The position from which the time of beginning the attachment of the graphic element counts. This checkbox only affects the graphical representation of start time time above the element icon.
- g - Canceling creation of SecondEvent
- h - Save created SecondEvent

NOTE: If you leave empty spaces for text (b,c and d), D.Play will use text set in Preferences (PREFS TAB).

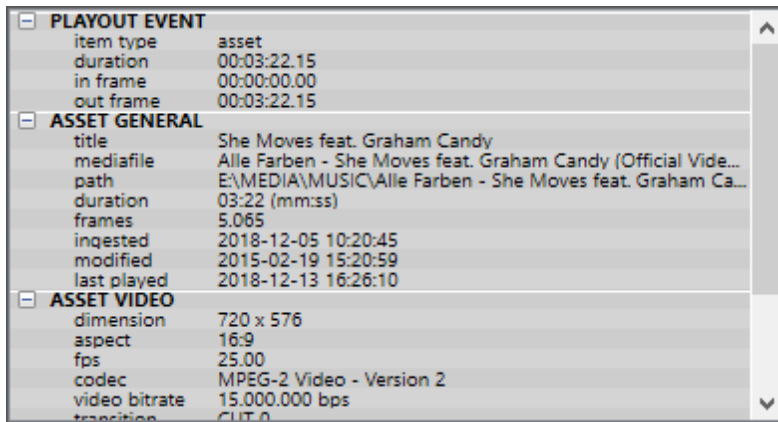
5.7 Visual rundown playback timeline



Timeline shows files from rundown in order in which they will be played, and shows progress of rundown.

1. Current playback position of asset in Visual rundown timeline
2. Currently playing asset
3. Next Playing asset
4. Time and Name of Asset

5.8 Media info panel



Panel with all metadata information about selected asset.

5.9 Filler playlist



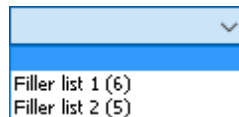
1. Asset folder, name and duration
2. Dropdown menu for selection of filler playlists
3. Buttons for determining the behavior of list

1. Asset folder, name and duration



- 1 - Folder name where asset is in MEDIA folder
- 2 - Asset name
- 3 - Duration of asset (hh:mm:ss:ms)

2. Dropdown menu for selection of filler playlists



If you have more than one filler playlist created, then click on drop down box and choose list name from dropdown menu. Number in bracket determines the number of assets in list.

3. Buttons for determining the behavior of list



- Play list from first to last, one by one.



- Play list in random order.



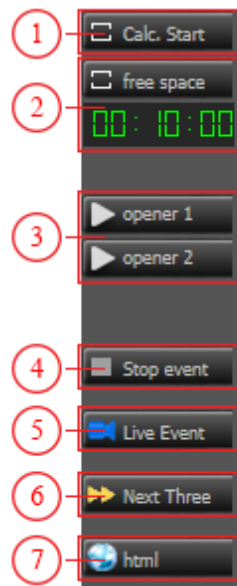
- Don't play list, instead of that show ZEBRA at out.



- Don't play list, instead of that show BLACK SCREEN at out.

5.10 Inserters

To add inserter to rundown list you must use Drag&Drop method.

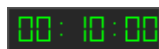


1. Calc. Start

If you click on this inserter, the line under name "PREVIOUS DAY OVERRUN" will be added to the start of a rundown list. This line will be added only if the end of the previous day is greater than the start time today.

2. FREE SPACE

Default duration of free space when it is inserted to rundown playlist. To change duration, click on time and enter a new value.



3. Inserter for OPENERS

Every channel has options to set 2 Channel openers. With this inserter, you can add OPENER to rundown list.

If OPENERS are not defined in graphical channel settings in INSERTER list, instead of OPENER inserter you will have an empty inserter which cant be add to rundown list.



4. Inserter for STOP EVENT

With this INSERTER you can STOP playback of rundown list.

5. Inserter for LIVE EVENT

With this INSERTER you can add LIVE EVENT to your rundown list.

6. Inserter for NEXT THREE CG

This INSERTER will add NEXT THREE CG element to your list.

7. Inserter for HTML

With this INSERTER you can add HTML web address and on D.Play out screen you will see the look of that web page.

If you enter stream address than D.Play will start with playback of that stream.

5.11 Controls



1. PLAYLIST mode

Playlist mode determines whether clips will be played automatically one after another or will you manually play clips.

2. REPEAT all

REPEAT playback of a whole rundown list for selected day.

3. STOP playback

STOP playback of rundown list.

4. Next asset

START playback of next marked asset.

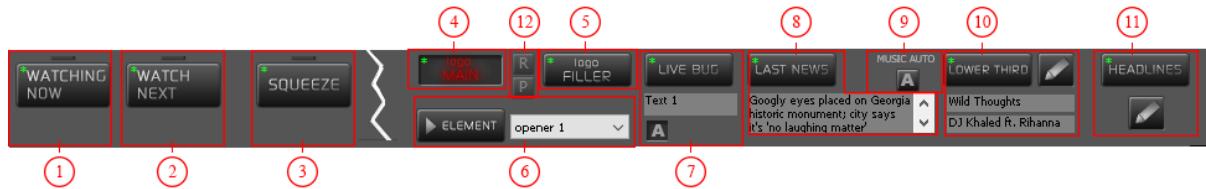
5. Set next asset

Mark asset to be played after the currently playing asset.

6. FILLER

Stop playback of rundown list and start playback of assets from the filler list.

5.12 CG



1. Watching now

Turn on/off "WATCHING NOW" CG element.

2. Watch next

Turn on/off "WATCH NEXT" CG element.

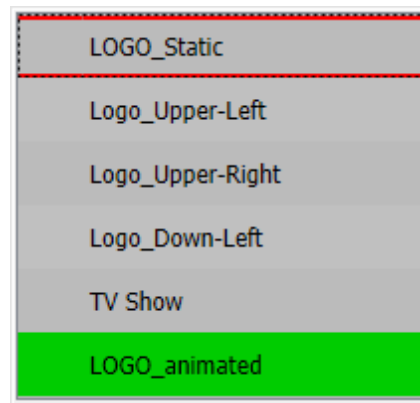
2. Squeeze

Turn on/off "SQUEEZE" animation.

4. Logo MAIN

Turn on/off "MAIN LOGO".

If you have more than one element defined as Logo than you can change it by pressing right mouse button at "MAIN LOGO" to open list and choose which one you want to use.



5. Logo FILLER

Turn on/off "FILLER LOGO".

6. Custom CG

Turn on/off "Custom CG".

7. Live bug

Turn on/off "Live Bug" CG element.

8. Last news

Turn on/off "Last News" CG element.

9. Music Auto

Turn automatic on/off "Lower Thirds" CG for music assets.

10. Lower Thirds

Turn on/off "Lower Thirds" CG element.

11. Headlines

Turn on/off "Headlines" CG element.

12. Rating and Program logo play stop

Turn off/on "Rating Logo" CG element and "Program Logo" CG element.

5.12.1 Watching Now

Computer graphics with information about the asset that is currently in broadcast.





1 - Watching Now button

Click on this button to display "watching now" graphics. If graphics is manually started, than it will stay on screen until it is manually turned off.

2 - CG Indicator



- If graphical element is set in graphic editor, the star is green and the element is available for display.



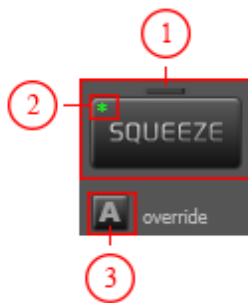
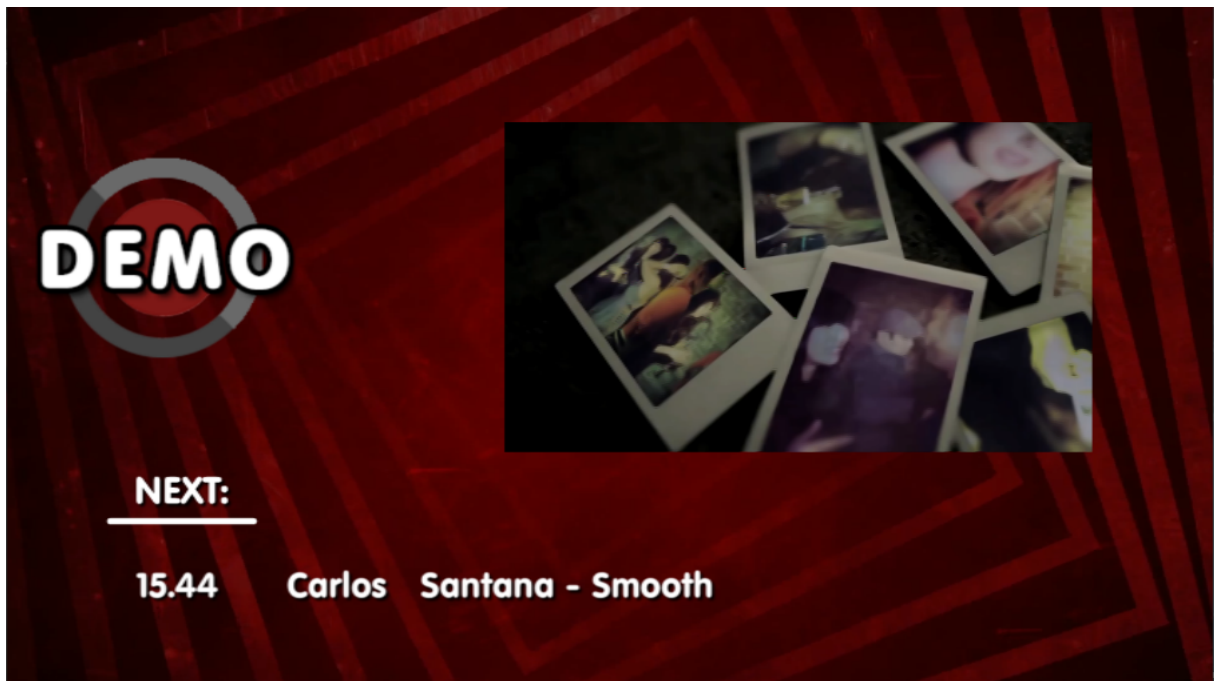
- If graphical element is not set in graphic editor, the star is red and the element is not available for display.

3 - Automatically play graphics

Automatically play graphics on preset time from the beginning of the asset. Duration and text can be set in settings screen.

5.12.2 Squeeze

Computer graphics which can be used to squeeze the screen.



1 - Squeeze button

Click on this button to start "Squeeze" animation. If animation is manually started, than it will stay on screen until it is manually turned off or end of asset is reached.

2 - CG Indicator



- If graphical element is set in graphic editor, the star is green and the element is available for display.



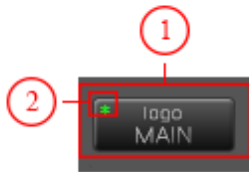
- If graphical element is not set in graphic editor, the star is red and the element is not available for display.

3 - Automatically play animation

Squeeze will play on preset time which can be edited in settings tab under preferences. Duration and text can be set in settings tab too.

5.12.3 Main Logo

Computer graphics which can be used to display your channel logo on the screen.



1 - Logo MAIN button

Click on this button to place your logo on the screen.

2 - CG Indicator



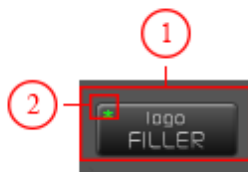
- If graphical element is set in graphic editor, the star is green and the element is available for display.



- If graphical element is not set in graphic editor, the star is red and the element is not available for display.

5.12.4 Filler Logo

Computer graphics which can be used to display your filler logo on the screen. Filler logo can be used to visually determine that D.Play is not playing the rundown list.



1 - Logo FILLER button

Click on this button to place your filler logo on the screen.

2 - CG Indicator



- If graphical element is set in graphic editor, the star is green and the element is available for display.

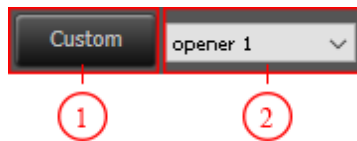


- If graphical element is not set in graphic editor, the star is red and the element is not available for display.

5.12.5 Custom CG

Computer graphics which can be used to put your custom graphical element on the screen, like adds or similar.

Note: Custom CG elements can not use flash graphics. At this moment you can use only media files for Custom CG elements.



1 -Custom CG button

Click on this button to place your Custom CG element on the screen.

2 - Custom CG list

Dropdown list where you can choose which graphical element you want to display as Custom CG.

5.12.6 Live Bug

Computer graphics which can be used to put live bug on the screen. Live bug can contain additional text or not.



1 - Live Bug button

Click on this button to place your live bug on the screen.

2 - CG Indicator



- If graphical element is set in graphic editor, the star is green and the element is available for display.



- If graphical element is not set in graphic editor, the star is red and the element is not available for display.

3 - "+" sign

If your Live Bug graphical element contains additional text, then with moving mouse cursor over "+" sign you can enter the text which will be show on the screen.

"+" sign will transform to text field where you can enter your text.

from VALJEVO

4 - Automatically play graphics

Automatically play Live Bug graphics if LIVE EVENT is playing in the rundown list.

5.12.7 Last News

Computer graphics which can be used to put "Last news" graphical element on the screen.



1 - Last News button

Click on this button to place your Last News graphics on the screen.

2 - CG Indicator



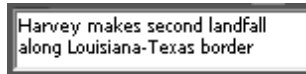
- If graphical element is set in graphic editor, the star is green and the element is available for display.



- If graphical element is not set in graphic editor, the star is red and the element is not available for display.

3 - "+" sign


By moving mouse cursor over "+" sign it will transform to text field where you can enter the text which will be show on your Last News graphics.




5.12.8 Music Auto

Computer graphics which can be used to automatically place Lower Third graphical element for music assets.



 - If button is pressed, than Lower Third CG element will be shown automatically when music asset starts playing.

 - If button is not pressed, than Lower Third CG element will not be shown automatically when music asset starts playing.

Starting time, text and duration can be set in settings screen.

5.12.9 Watch Next

Computer graphics with information about the asset that is set to be next in broadcast.



1 - Watch Next button

Click on this button to start "watch next" graphical element. If graphical element is manually started, than it will stay on screen until it is manually turned off.

2 - CG Indicator



- If graphical element is set in graphic editor, the star is green and the element is available for display.



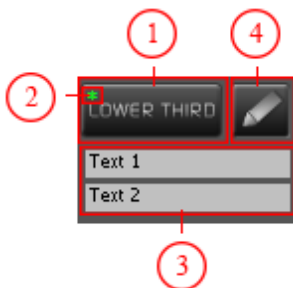
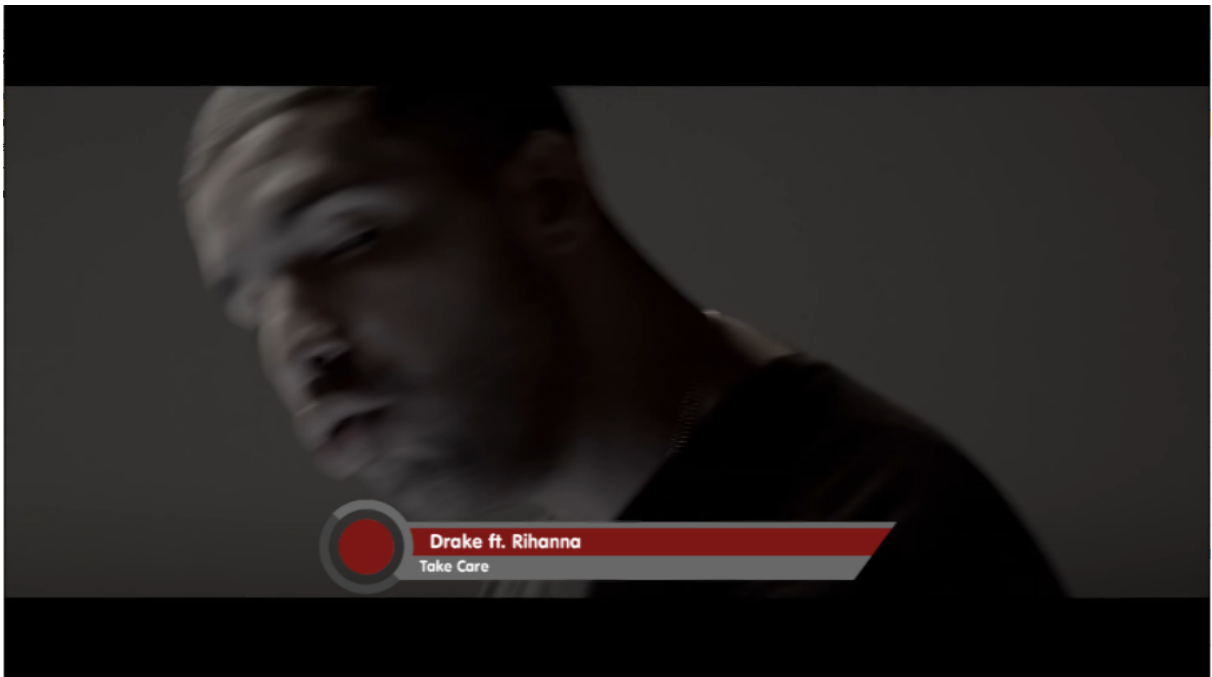
- If graphical element is not set in graphic editor, the star is red and the element is not available for display.

3 - Automatically play graphics

Automatically play graphics on preset time from the beginning of the asset.
Duration and text can be set in settings screen.

5.12.10 Lower Third

Computer graphics which can be used to place Lower Third graphical element.



1 - Lower Third button

Click on this button to start "Lower Third" graphical element. If this element is started, than click on "Lower Third" button will remove the element from the screen. Duration of "Lower Third" can be set in Settings screen.

2 - CG Indicator



- If graphical element is set in graphic editor, the star is green and the element is available for display.



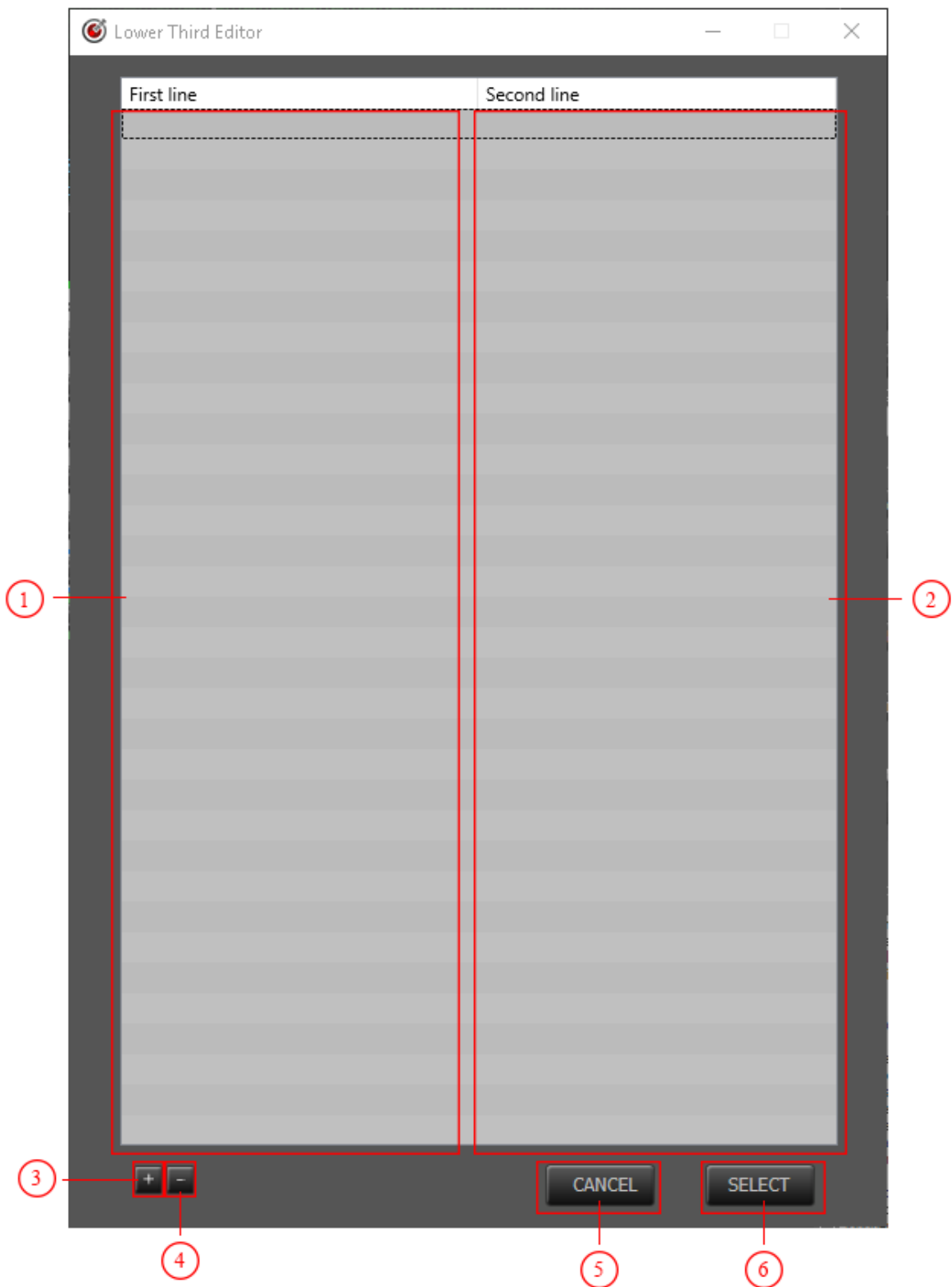
- If graphical element is not set in graphic editor, the star is red and the element is not available for display.

3 - Text Fields

Lower Third graphical element has 2 text fields to enter the text which will be show on "Lower Third" CG. Click on Text 1 or Text 2 and enter text you want to be displayed.

4 - Lower Third editor

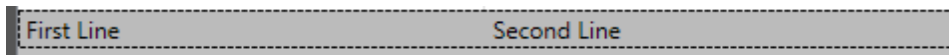
In Lower Third editor you can prepare infinitive number of "Lower Thirds" texts and than load from editor. Click on "pencil" button to open editor.



1 - Lower Third first line text

2 - Lower Third second line text**3 - Add new Lower Third text**

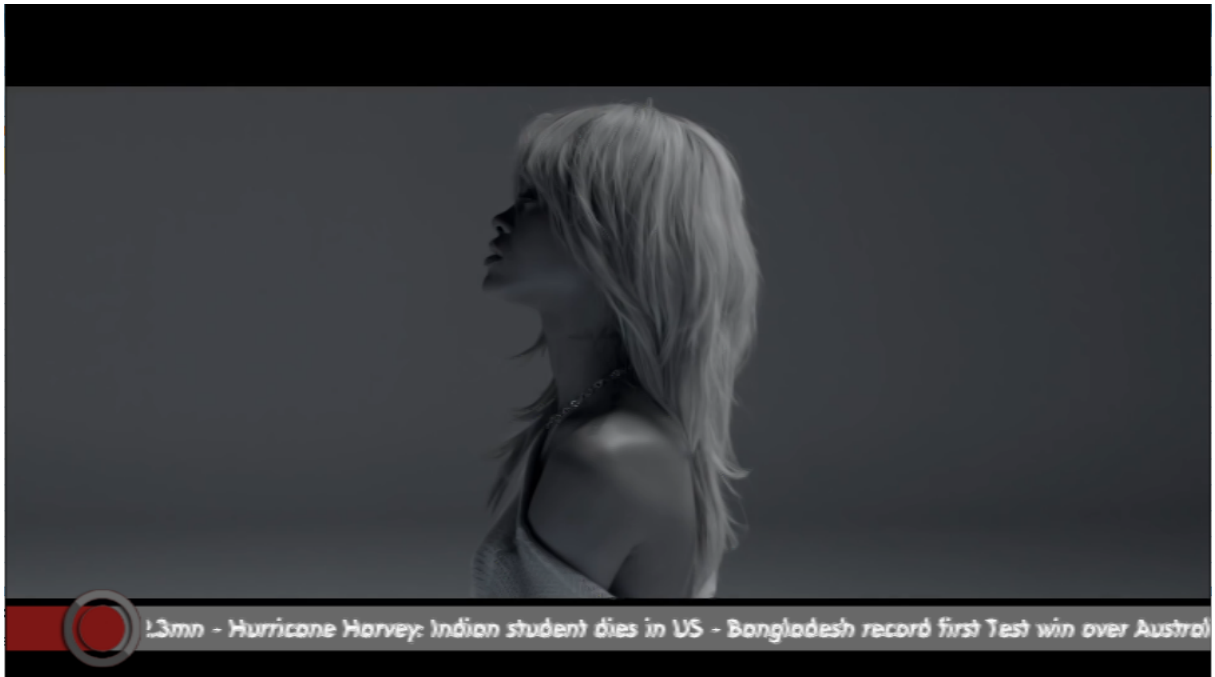
By clicking on "+" sign you will add new line in "Lower Third" editor.



Double click on First Line or Second Line text to make change to "Lower Third" text.

4 - Remove selected Lower Third from editor**5 - Cancel adding Lower Third text to Lower Third in D.Play****6 - Add selected Lower Third text to Lower Third in D.Play****5.12.11 Headlines**

Computer graphics which can be used to display "Headlines" graphical element.





1 - Headlines button

Click on this button to start "Headlines" graphical element. Headlines graphical element will stay on the screen until it is manually turned off even if rundown list is not in play.

2 - CG Indicator



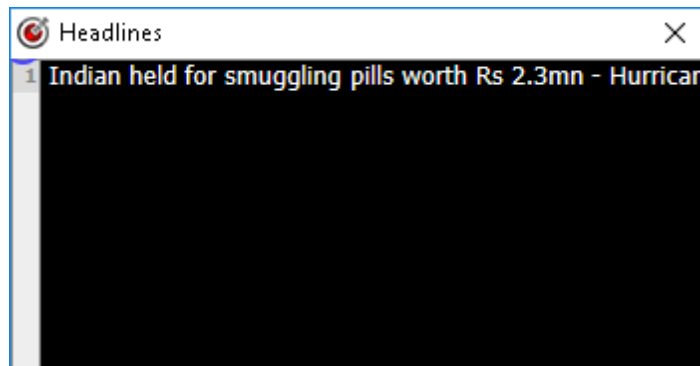
- If graphical element is set in graphic editor, the star is green and the element is available for display.



- If graphical element is not set in graphic editor, the star is red and the element is not available for display.

3 - Headlines text editor

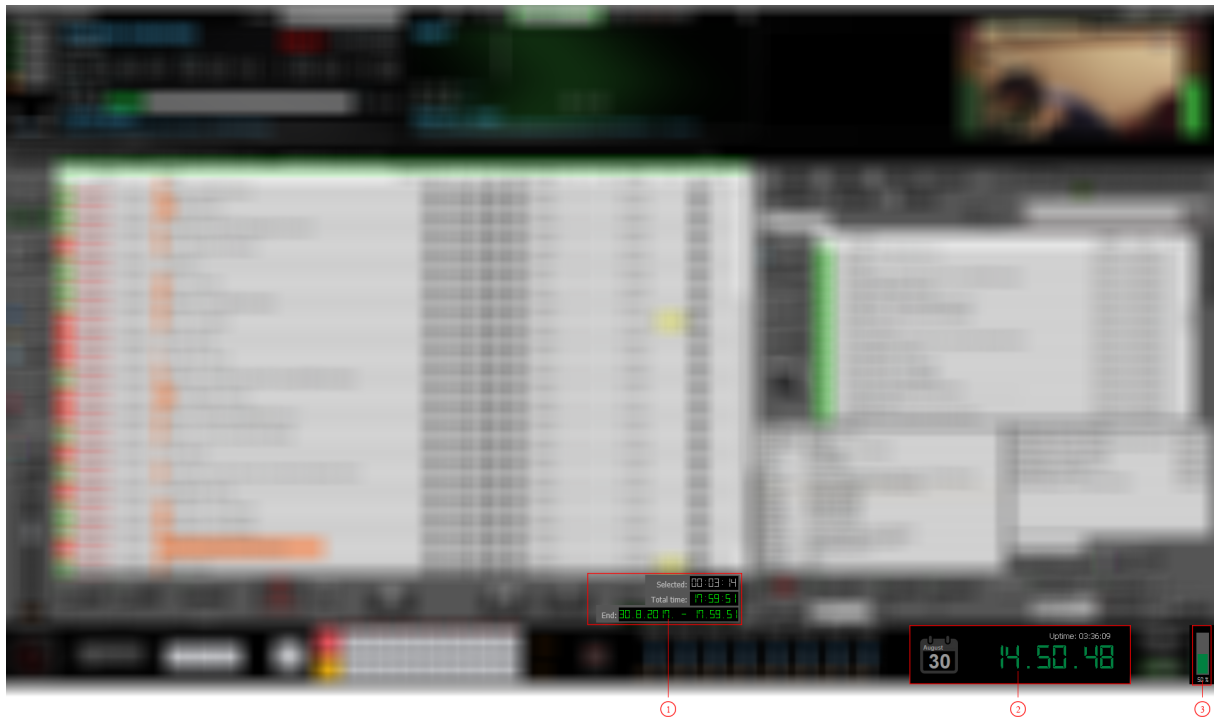
By clicking on the "pencil" button, you can open Headlines text editor where you can enter text which will be showed in "Headlines" CG.



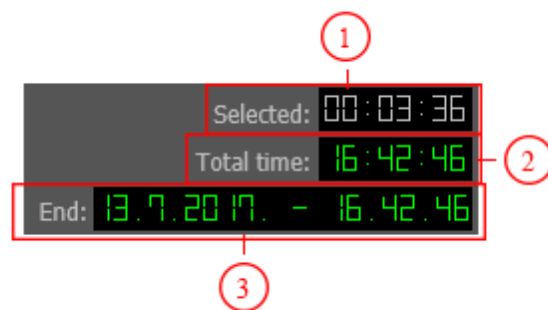
NOTE: After adding text to headlines text editor, you must close the editor by clicking on the "X" button. Otherwise, text will not be applied.

5.13 Indicators

As a part of D.Plays interface, you can find Indicators to help you with your rundown list or to check the state of your PC.

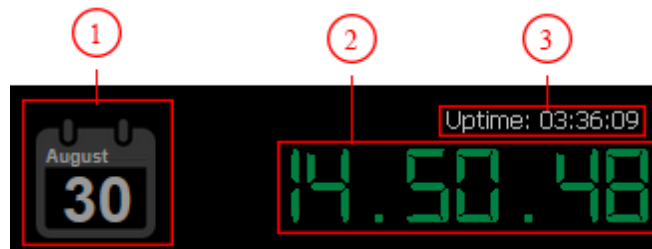


1 - Rundown list Indicator



- 1 - Selected - Duration of selected asset.
- 2 - Total time - Total time of the whole playlist.
- 3 - End - Date and time when rundown list will end

2 - Date and time Indicator



1 - Current month and date

2 - Current time

Current time has two states. Green and Orange.



world time.

- Computer system time is synchronized with



with world time.

- Computer system time is not synchronized

NOTE: If you are using D.Play as client than time on main D.Play and client D.Play must be the same, so both must be synchronized on the same world server.

You can synchronize time with world server at settings tab of D.Play.

3 - Time after last start of D.Play was performed

3 - CPU load Indicator

CPU load indicator has two states. Green and Red.



D.Play.

- CPU load is normal and there is no problem for normal operating of



operating of D.Play.

- CPU is under big pressure and there can be problems for normal

5.14 Color correction



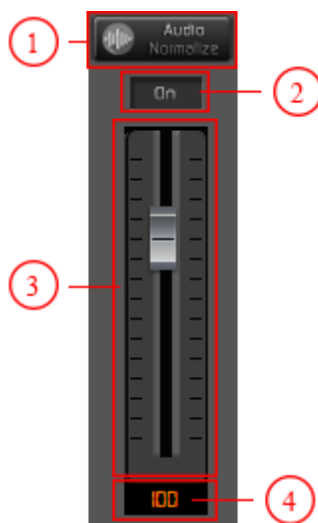
- By clicking on Color Correction button you will open Color Correction window.



In the window for color correction you can do color correction for the asset that is currently in broadcast.

5.15 Volume control

With this slider you can control asset volume.



1. Audio normalization

If you have turned on loudness scanning in D.Asset, then you can use Audio normalization. When Audio normalization is on, then D.Play will automatically control volume of every asset and if needed - boost or reduce it.

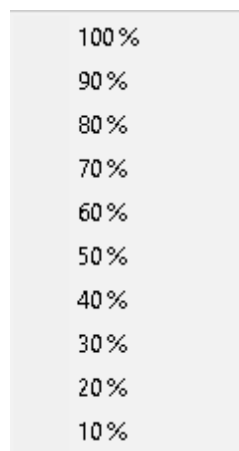
NOTE: Loudness options use lots of CPU, so we are not recommending using of loudness in case D.Asset is installed on same computer where D.Play is installed.

2. On/Off button

Mute/unmute sound.

3. Volume slider

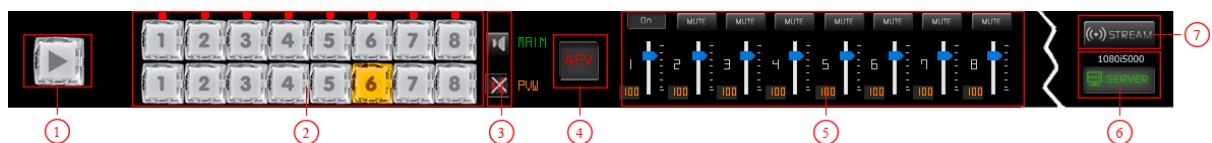
Move the slider up or down to boost or reduce sound volume. Right-click the button and you will see the menu where you can choose, with left click of a mouse, rounded number of percentage of the volume.



4. Sound volume value

Value in scale from 0 to 100.

5.16 Audio & Video controls



1. Break To Live

Pause broadcasting the asset in play and go to selected live input.

2. Output/Preview camera switcher

First line of switcher buttons (MAIN) affects out screen of D.Play only if D.Play is in at stop. Otherwise nothing will happen if you switch the inputs while D.Play is in play state.

Second line of switcher buttons (PREVIEW) affects preview screen and you can check what is on inputs before you air the content from those inputs.

3. Sound control

At local sound speakers you can hear the sound from D.Play. Depending on the button checked, you can hear sound from selected main switcher input or selected preview. This sound will be heard only locally.

That means that sound is not going to broadcast. You can have control over is the sound from the inputs good before that input is in broadcast.

4. Audio follow video

Follow audio channel with video channel.

5. Audio controls

Here you can mute audio inputs and adjust their volumes.

6. Server

Turn CasparCG server on or off.

7. Stream

Stream your channel.

5.16.1 Break to live

Break to live is an option to pause broadcasting of current asset and go to live.



- Click button to start "Break to live" event

When "Break to live" event is started, D.Play will switch to selected input on the main switcher line and "Break to live" button will start to blink. In case you have locked asset on D.Play interface, you will notice

new button "Cancel next timed event", so you can cancel timed event to prevent interruption of "Break to live" event.

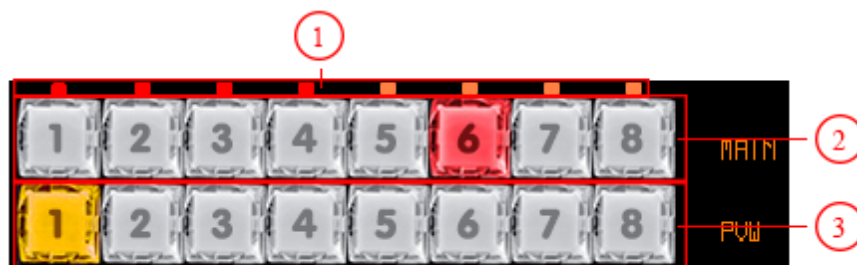
Example:



Switcher 6 is selected and "Break to live" button is pressed. D.Play is broadcasting current asset and will start to broadcast content from input 6. "Break to live" button starts blinking and on D.Play interface we have "Cancel next timed event"

button, because we have locked asset at 14:20:37. Clicking on "Cancel next timed event" button we will cancel locking of asset at 14:20:37 to prevent interruption of "Break to live" event. Clicking again on "Break to live" button will continue broadcasting of paused asset in rundown list.

5.16.2 Output/Preview camera switcher



1. Light indicator

Light indicator is used to visually check if input is connected or not.



-Input is connected and ready for broadcasting.



-Input is connecting.



-Input is not connected.

3. Output camera switchers

Switch between inputs by clicking on input number or use hot keys from F1 to F8.

NOTE: Switching between these inputs affects output of your channel. If rundown list is in play, than switching between this inputs does not affect output of your channel.

3. Preview camera switchers

Switch between inputs displayed in preview window.

NOTE: This does not effect output. This is for preview purposes only.

5.16.3 Audio follow video

Follow audio channel with video channel.

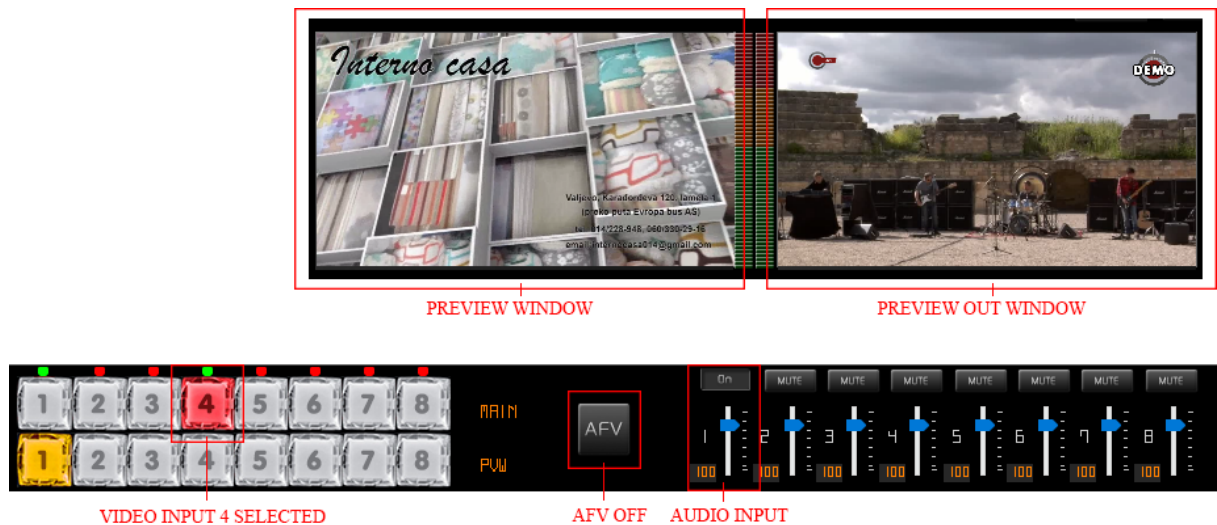


- Turned OFF. Audio will not follow video.



- Turned ON. Audio will follow video.

Example 1:



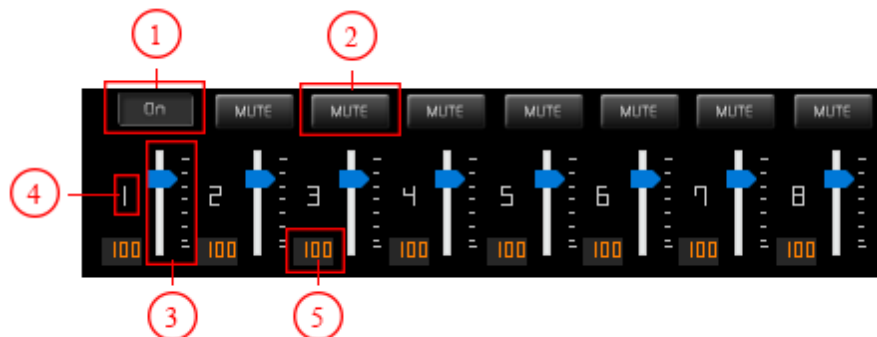
Broadcasting starts from switcher 4. Audio follow video is turned OFF and audio will continue to come from input 1.

Example 2:



Broadcasting starts from switcher 4. Audio follow video is turned ON and audio will come from input 4 (automatic switch to audio input 4).

5.16.4 Audio controls



1. Audio input is ON

Audio is incoming from this input.

2. Audio input is OFF

Audio input is muted.

3. Volume slider

Move slider up or down to boost or reduce sound volume.

4. Audio input number

There are 8 audio inputs because D.Play can accept 8 physical inputs.

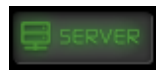
4. Audio volume value

Value in scale from 0 to 130.

5.16.5 Server



1. Turn CasparCG server ON/OFF



- Server is ON.



- Server is OFF. D.Play is in client mode.

On the first use of D.Play, it will start with CasparCG server opened. On every next start of D.Play, it will remember the state of server, so if you close server D.Play will start in client mode (server will be closed).

NOTE: Server must be turned ON in order to start playlist or see asset previews and camera inputs.

2. Video format

Video format you are currently using on your output.

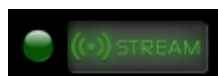
5.16.6 Stream



- Stream is OFF. Click on the button to start streaming.



- Stream is started and D.Play is connecting to streaming server.



- Stream is started and D.Play will start streaming.

Parameters for streaming server must be configured at streaming profile at settings

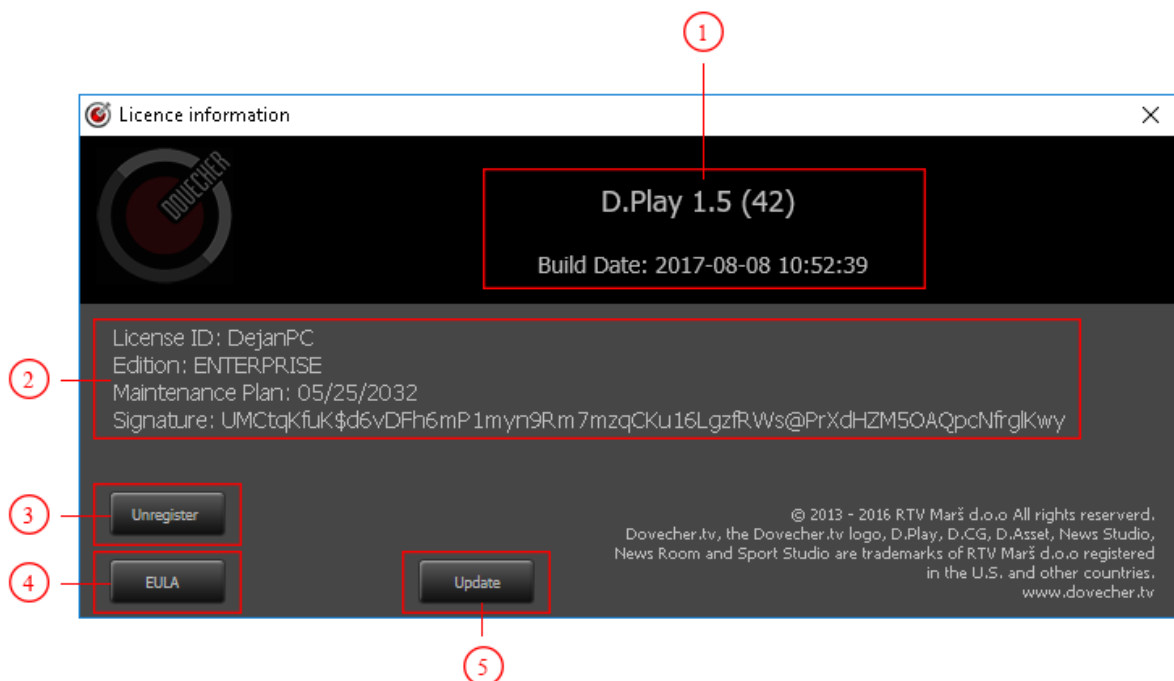
screen.

5.17 Logo

Logo at lower left corner of screen.



Click on the logo with left mouse button to open License information window.



1. Information about version and build date

2. Information about license

3. Unregister button

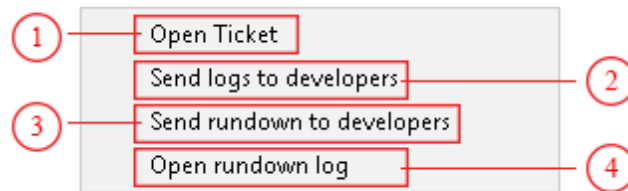
Be careful. Clicking on this button will delete your D.Play license.

4. End-user license agreement

5. Update your D.Play

By clicking on Update button, D.Play will start process of updating to a newer version if it is available.

Click on logo with right mouse button to send error report to developers.



1. Opening a site for reporting irregularities in D.Play's work

2. Sending information about D.Play's work

3. Sending the entire rundown list

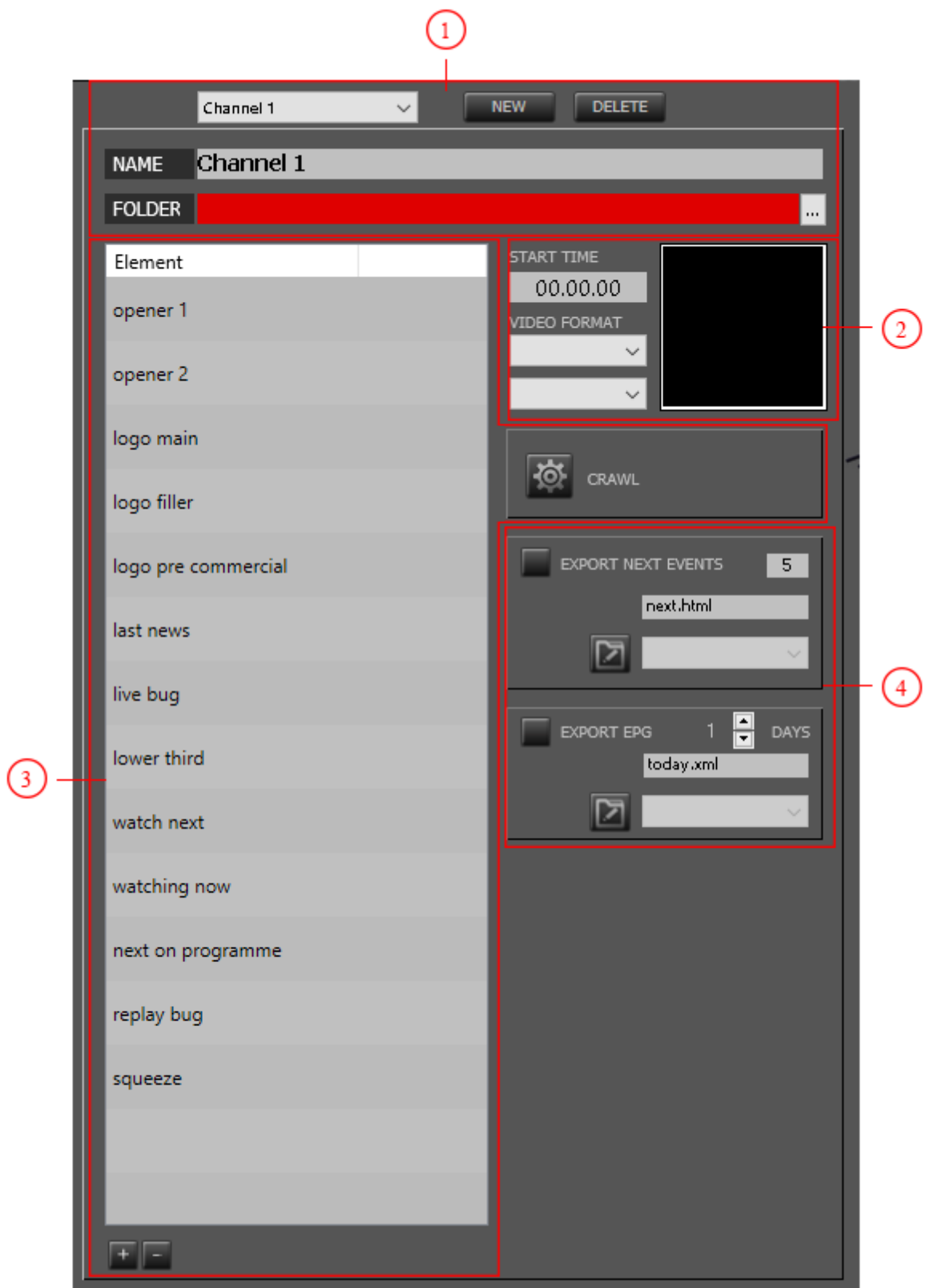
4. Opening windows with information about errors generated by D.Play's work

6 Settings interface



6.1 Channel settings

Channel graphics pack and settings.



1. Name of the channel (identity pack)

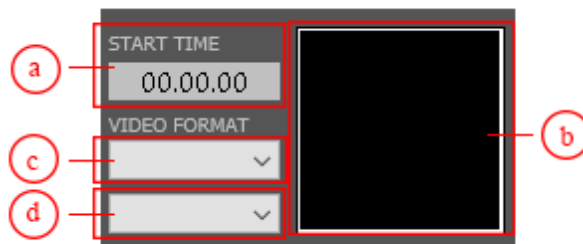
Name of the channel and path where graphic files are stored.



- a. Drop-down list with name of all created channels
- b. Button for creation of a new channel
- c. Button to delete selected channel in dropdown list
- d. Field to enter channel name
- e. Path to folder where graphic elements are stored (folder must be subfolder in MEDIA folder in DOVECHER_TEMPLATES subfolder)

2. Channel main settings

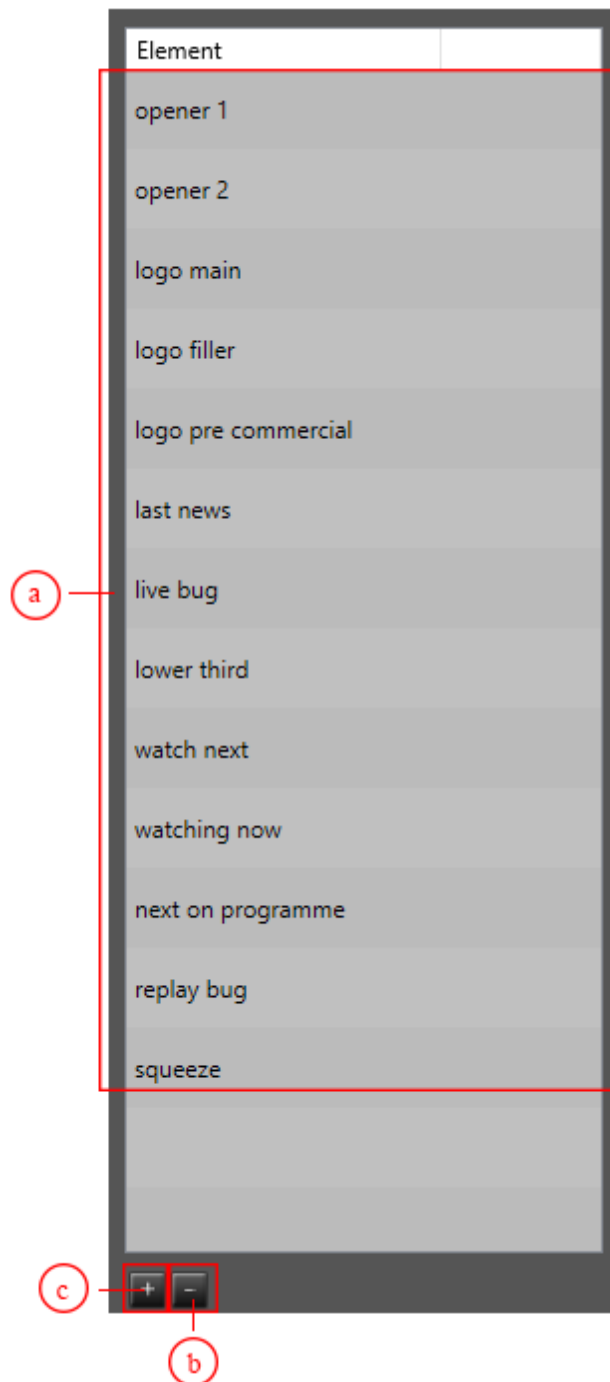
Start time, formats and thumbnail picture of your channel



- a. Time when the new day starts
- b. Thumbnail image of your channel
- c. Video format in which channel will be in broadcast
- d. Audio format in which channel will be in broadcast

3. Identity pack contents

All identity pack graphics and options.



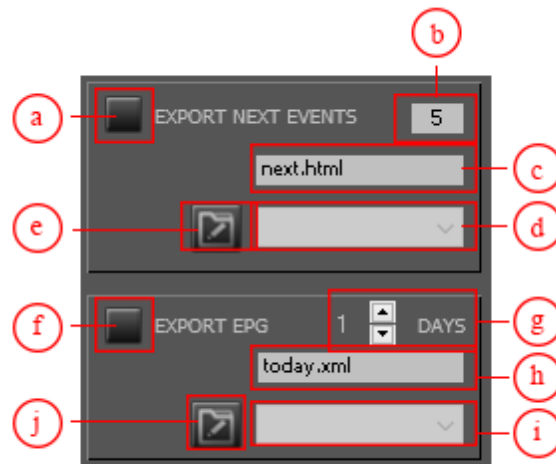
a. List of already predefined graphical elements (double click on element name to open the editor)

b. Button for delete selected graphical element from the list

c. Button to add new graphical element

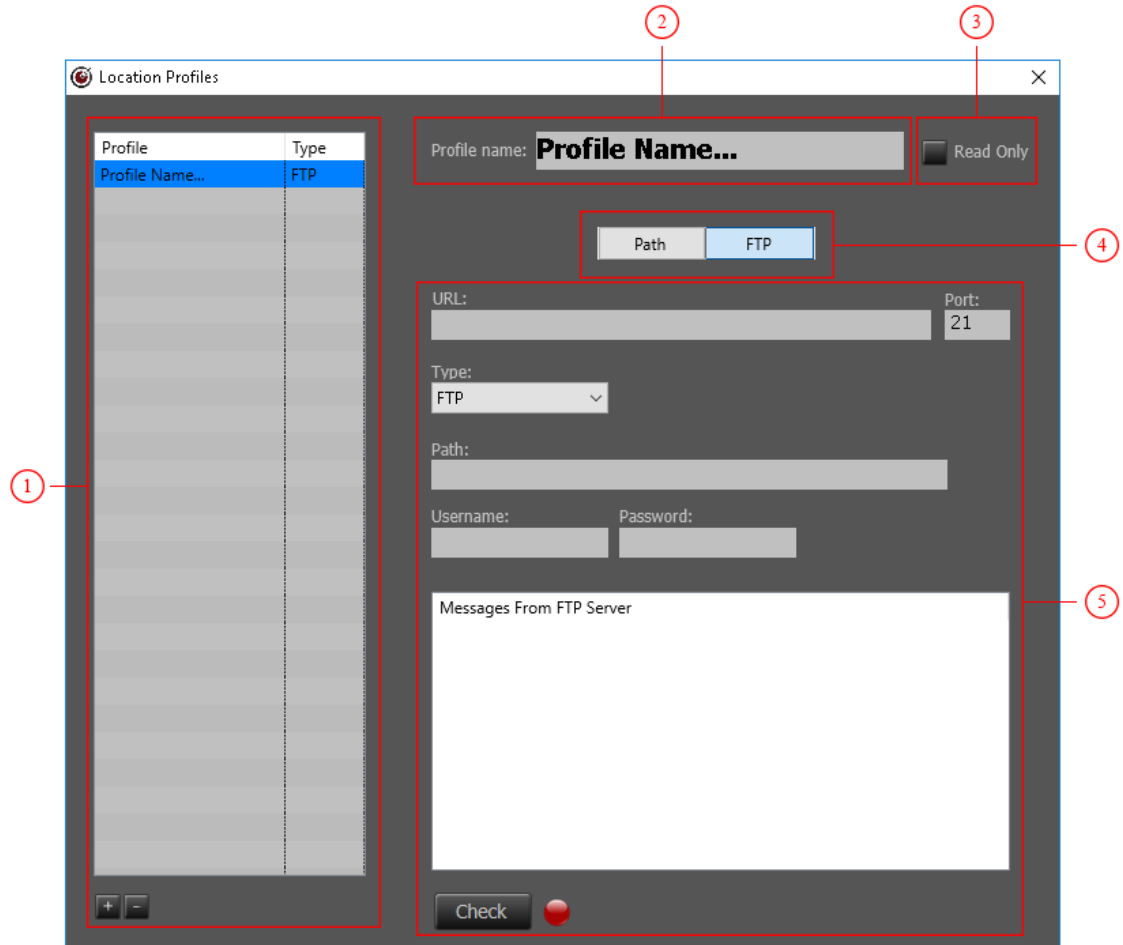
4. Rundown list export settings

Export options for EPG or schedule for web site.



- a. Button to activate html export
- b. Number of items from the rundown list which will be exported
- c. Name of HTML file which will be created
- d. Dropdown list for selection of profile to export
- e. Button to open editor of profiles for export
- f. Button to activate XML export
- g. Number of days which will be exported
- h. Name of XML file which will be created
- i. Dropdown list for selection of profile to export
- j. Button to open editor of profiles for export

6.1.1 Export profile editor



1. List of created profiles

2. Name of the profile

3. Profile is set to read only and D.Play can't write any data to that location

4. Choose the type of connection

Path - export to a local hard disk

FTP - export to a web location(server) via FTP

5. Connection settings window

Export to a Local Hard disk

The screenshot shows a dark gray dialog box with the following elements:

- Path:** A text input field with a browse button (three dots) and a red circular button to its right. A red circle with the number 1 points to this field.
- Username:** A text input field.
- Password:** A text input field.
- A red circle with the number 2 points to the Username and Password fields.
- Cancel:** A button at the bottom right.
- Save:** A button at the bottom right.
- A red circle with the number 3 points to the Cancel button.
- A red circle with the number 4 points to the Save button.

1. HDD location selection
2. Username / Password for HDD access
3. Canceling creation of connection button
4. Save created connection button

Export to FTP

The image shows a configuration window for an FTP connection. It has a dark gray background with white text and input fields. The fields are arranged vertically: a URL field and a Port field (set to 21) at the top; a Type dropdown menu (set to FTP) below; a Path field; and Username and Password fields side-by-side. Below these is a large white text area labeled 'Messages From FTP Server'. At the bottom are three buttons: 'Check', 'Cancel', and 'Save'. Red circles with numbers 1 through 8 point to each of these elements: 1 points to the URL field, 2 to the Type dropdown, 3 to the Path field, 4 to the Username field, 5 to the Check button, 6 to the Messages From FTP Server text area, 7 to the Cancel button, and 8 to the Save button.

1. FTP address and port number where created files will be exported

2. Type of FTP connection

Connection types can be FTP, SFTP, FTP with TLS/SSL and FTP with GSSS/API

3. Path to location where files will be exported

4. Username / Password for accessing FTP site

5. Validity check of entered data button

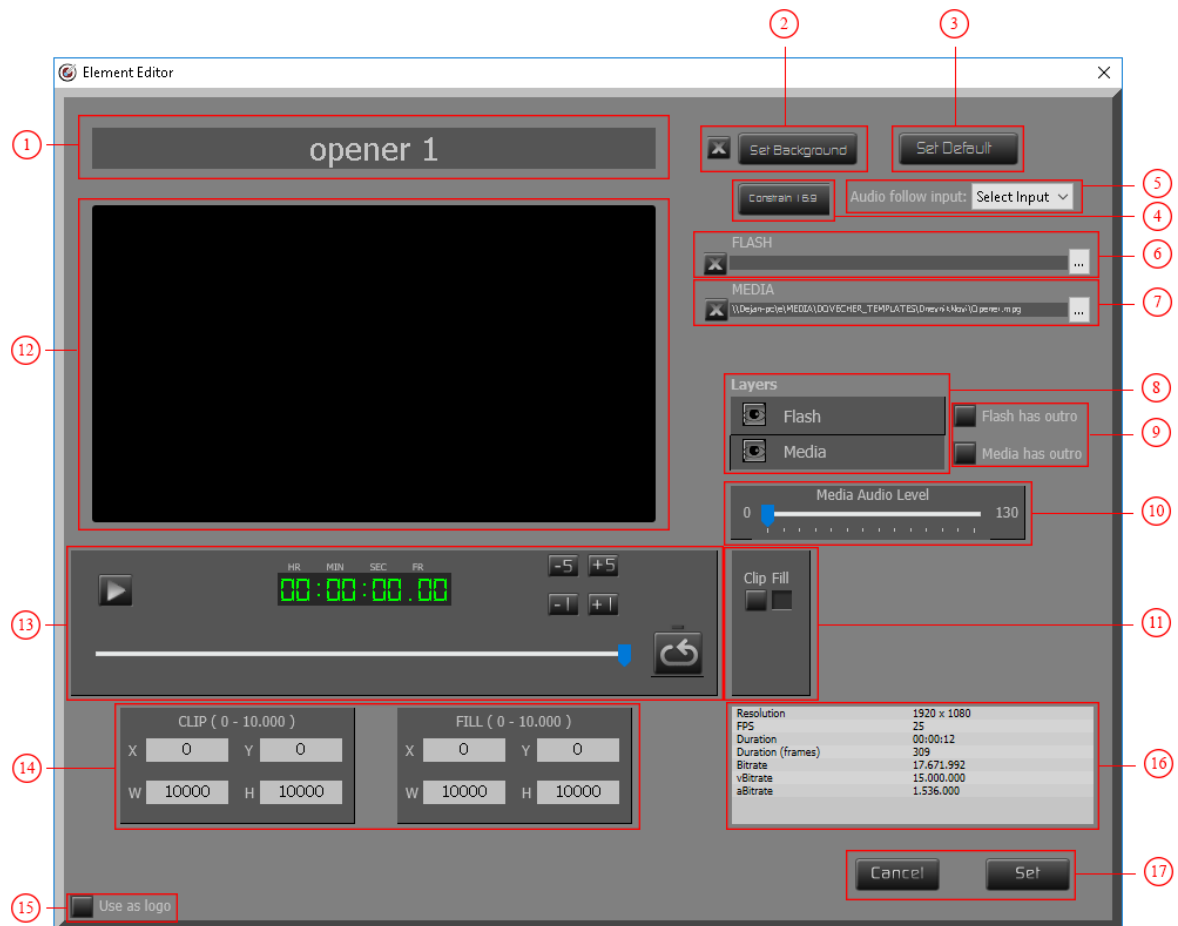
By clicking on the "Check" button (5) feedback given by the server will be written in the messages field.

6. Field for display of information given by the server

7. Cancel creating connection button

8. Save connection button

6.1.2 Graphic element editor



1. Name of graphical element

By entering the name into the name field you can change the default name of the graphical element.

2. Editor Background

By default, there is no background in the editor, it is transparent. For easier setting of elements, you can define a picture as a background. This picture will not be displayed while starting the graphical element,

it will only be used in the editor. By clicking on the "X" button, you will remove defined background and reset it to a default value.

3. Reset of the graphical element position

If you are not pleased with the position of the graphical element, you can reset it to a default value by clicking on the "Set Default" button.

4. Elements proportion

If we are resizing the picture and want to keep the 16:9 proportion, by clicking on the "Constant 16:9" button, D.Play will calculate the dimensions and keep 16:9 proportion (in relation to horizontal dimension).

5. Automatic mute of audio input

If while displaying graphical element you want audio from one of the inputs to be heard, you can select the desired audio input from dropdown menu.

6. Path to the flash file which will be used while displaying the graphical element

7. Path to the video file which will be used while displaying the graphical element

8. Choosing of layer

9. Definitions of display of graphical element

Flash has outro - Flash file has out sequence.

Media has outro - Video file has out sequence

10. Graphical element's sound volume setting slider

11. Window's behavior during size change

CLIP - Reduced window will be a part of the main window(main window will be cropped).

FILL - Main window's size will be reduced to a defined value.

12. A space for graphical element's display

NOTE: In the display area, only a video file will be shown (flash file will not be shown).

13. Video preview controls

14. Window coordinates

CLIP - The coordinates of the cropped window (X,Y – coordinates of the upper left point. W,H – window width and height).

FILL - The coordinates of the reduced window.

15. Element will be used as a logo

If the element is used as a logo it will appear in the logo list when you right-click the "LOGO MAIN" button.

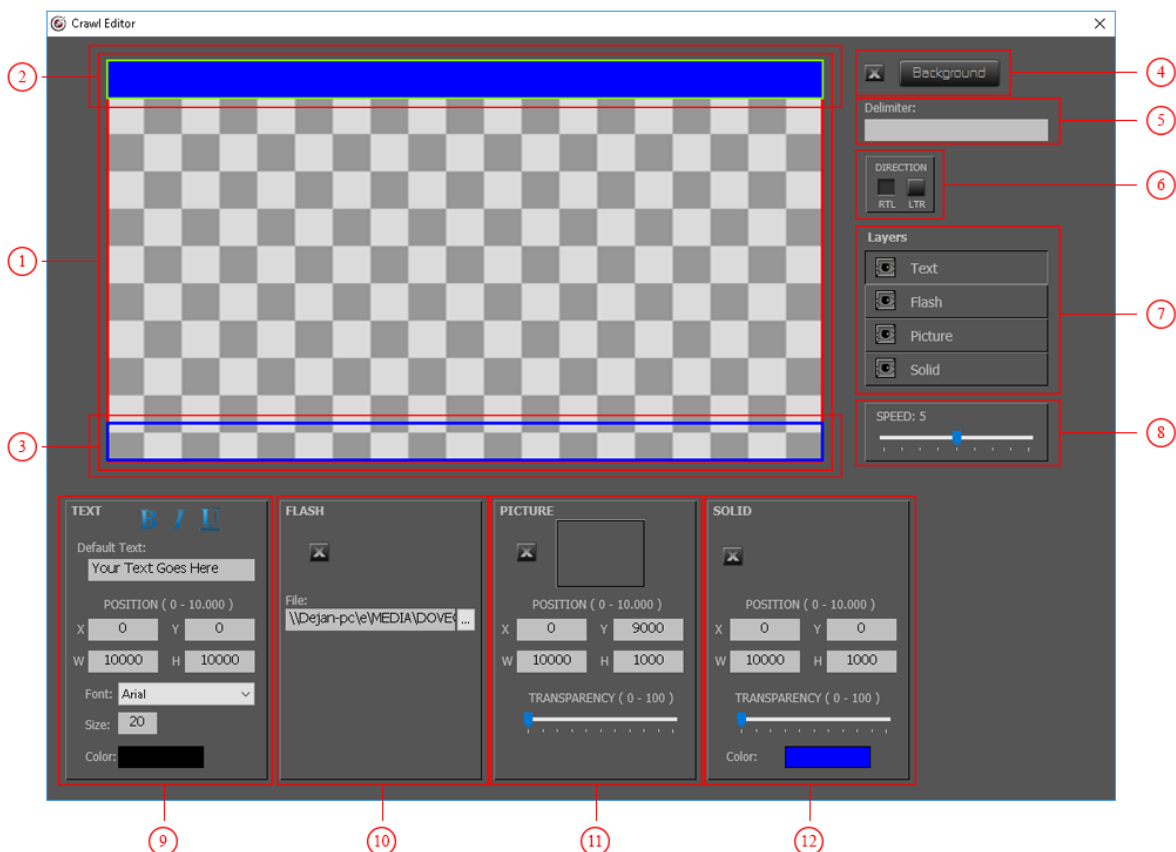
16. Information about the video file used as a graphical element

17. Save and Cancel settings for the graphical element

NOTE: THE SETTINGS SCREEN IS THE SAME FOR ALL GRAPHICAL ELEMENTS, BUT YOU SHOULD USE THE PARTICULAR OPTIONS REGARDING TO THE GRAPHICAL ELEMENT'S NEEDS.

THIS MEANS THAT NOT ALL OPTIONS WILL BE AVAILABLE FOR EACH GRAPHICAL ELEMENT.

6.1.3 Editor for Crawl



1. A space for graphical element's setting

NOTE: A flash file will not be shown in the display.

2. Position of the graphical element's background

3. Position of the graphical element's text

4. Editor's background

By default, there is no background in the editor, editor is transparent. For easier setting of elements, you can define a picture as a background. This picture will not be displayed while starting the graphical element,

it will only be used in the editor. By clicking on the "X" button, you will remove defined background and reset it to a default value.

5. Delimiter

Delimiter is a sign or a text which will appear at the end of the graphical element's text. For example, delimiter can be a web site address and that address will be displayed every time at the end of the graphical element's text.

6. Displayed text direction

Text can move in two directions.

RTL - Text will move from right to left.

LTR - Text will move from left to right.

7. Choosing of layers

CRAWL can include 4 different graphical elements. After you choose an element for display, that element can be moved around the settings screen.

8. Moving text speed

By changing sliders position to the left or to the right, you can set the moving text speed.

9. Tools for text editing

B - text will be bold.

I - text will be italic.

U - text will be Underlined .

DEFAULT TEXT - The text which will show up in the settings window and which serves for an easier orientation during text appearance setting.

X,Y - position of the upper left point of the text.

W,H - text width and height.

FONT - type of font in which the text will be written. Font type can be selected from the dropdown menu.

SIZE - font size in which the text will be written.

Color - color in which the text will be written.

10. FLASH

By clicking on the "File" button you will get to choose a path to the flash file which will be used as a CRAWL graphical element. By clicking on the "X" button you can delete the predefined path.

NOTE: If the flash file is used as a CRAWL graphical element, all settings are done in the flash file itself, and all definitions made in the graphical element setting screen will not have any impact.

11. PICTURE

A picture which you want to use as a background over which the text will move is defined in this area.

"X" - delete of the current picture.

RECTANGLE - by clicking on the rectangle, a window for choosing path to the picture

on your disk will be shown.

X,Y - position of the upper left point of the picture.

W,H - picture's width and height.

TRANSPARENCY - slider for transparency setting of the chosen image.

12. SOLID

If the solid is used instead of the picture, in this area you can define its appearance.

"X" - delete the current solid.

X,Y - position of the upper left point of the solid.

W,H - solid's width and height.

TRANSPARENCY - slider for transparency setting of the solid.

Color - solid's color.

6.2 Input Settings

Connecting camera and streams to D.Play input switchers.



1. Input number

D.Play has 8 inputs and they can be connected to 8 switcher buttons.

2. Type of input

Input can be physical (p) or IP Stream (s). By pressing corresponding button you can select the type of input.

3. Graphical display of the activated cameras

If camera input is activated (p), then you can see camera icon connected to activated input. If stream input is activated (s), then you can see encoder icon connected to activated input.

4. Camera input video format

If your camera input video format is different than the channels video format, then you must select your camera video format from dropdown menu so D.Play can convert it to channels video

format.

5. Camera port number

Select port from dropdown list where camera is connected so you can connect it to the switcher button.

6. Stream inputs

If you choose IP stream as an input, than you need to select stream from dropdown list.

7. Audio format layout

Set an audio format from dropdown menu.

8. Start the input

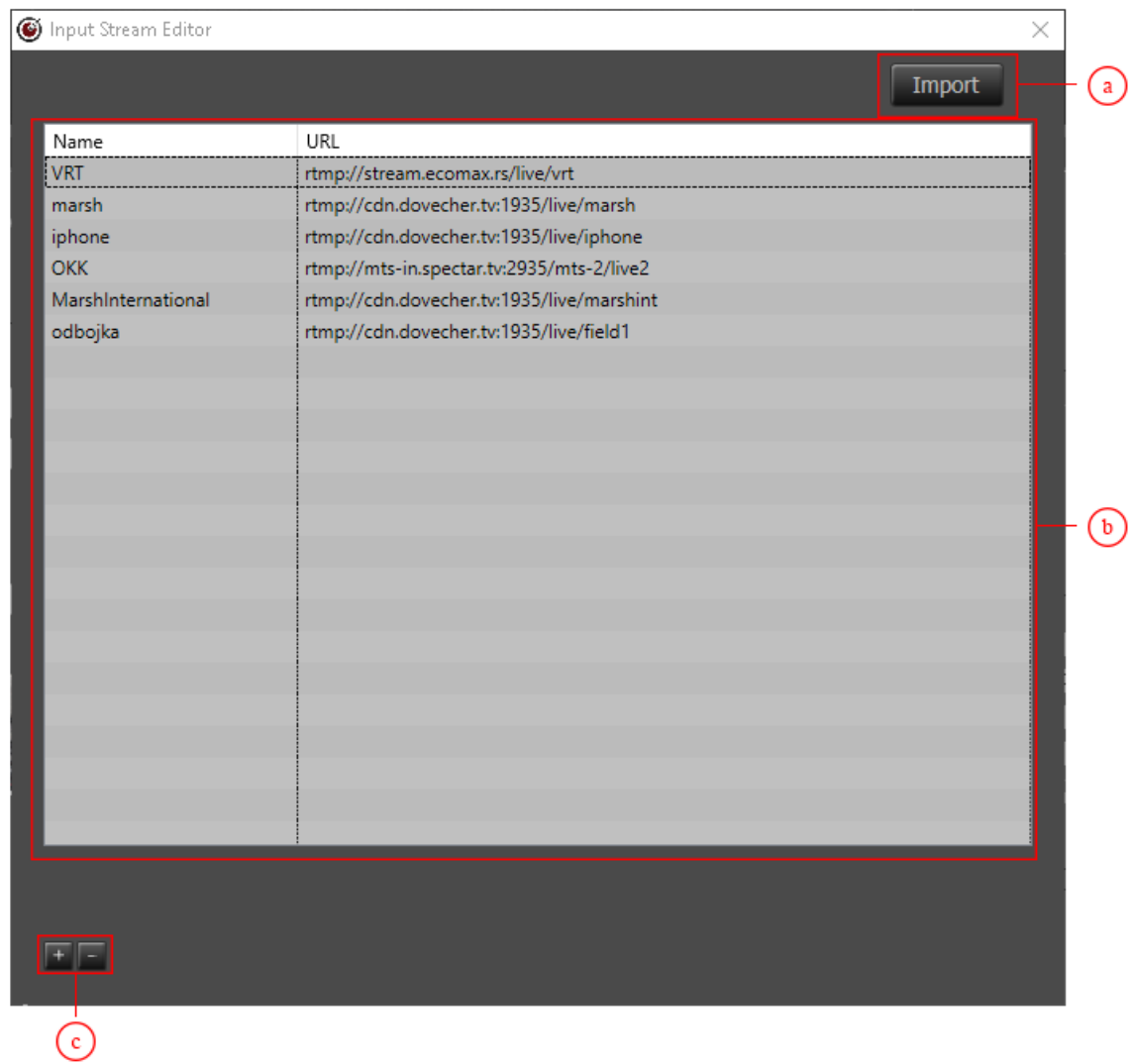
Buttons to turn on/off input.

9. Name of the input

By clicking on the name you can change name of the input. That name will be shown also on the multiview screen.

10. Stream editor

Click on button will open stream editor.



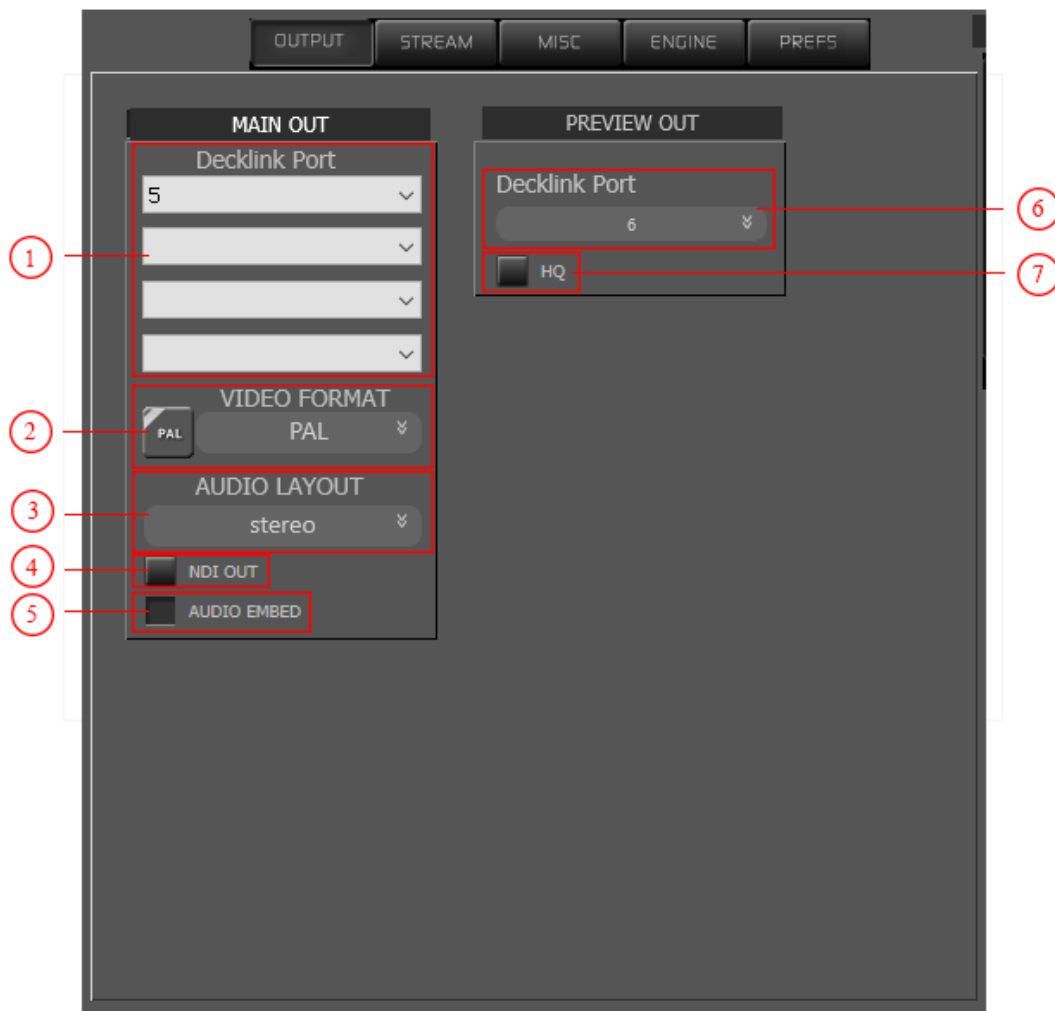
a. Button for import list of streams from m3u8 list

b. List of created streams

c. Add (+) and delete (-) streams from list

6.3 Out Settings (OUTPUT TAB)

Out signal settings in D.Play.



1. Main Out

Decklink card number set as Main out (out for broadcasting). There are options to set maximum 4 Decklink card ports as main out.

2. Video Format

By clicking on Video format you can choose in which format your channel will be in broadcast.

3. Audio Format

By clicking on Audio format you can choose your channel's audio format.

4. NDI OUT

Turn on/off NDI out.

5. Audio Embed

Embed audio in SDI out. If button is not checked, out will contain only video. These options are not on the fly. That means that if you make these changes, you will need to restart the server.

6. Preview Out

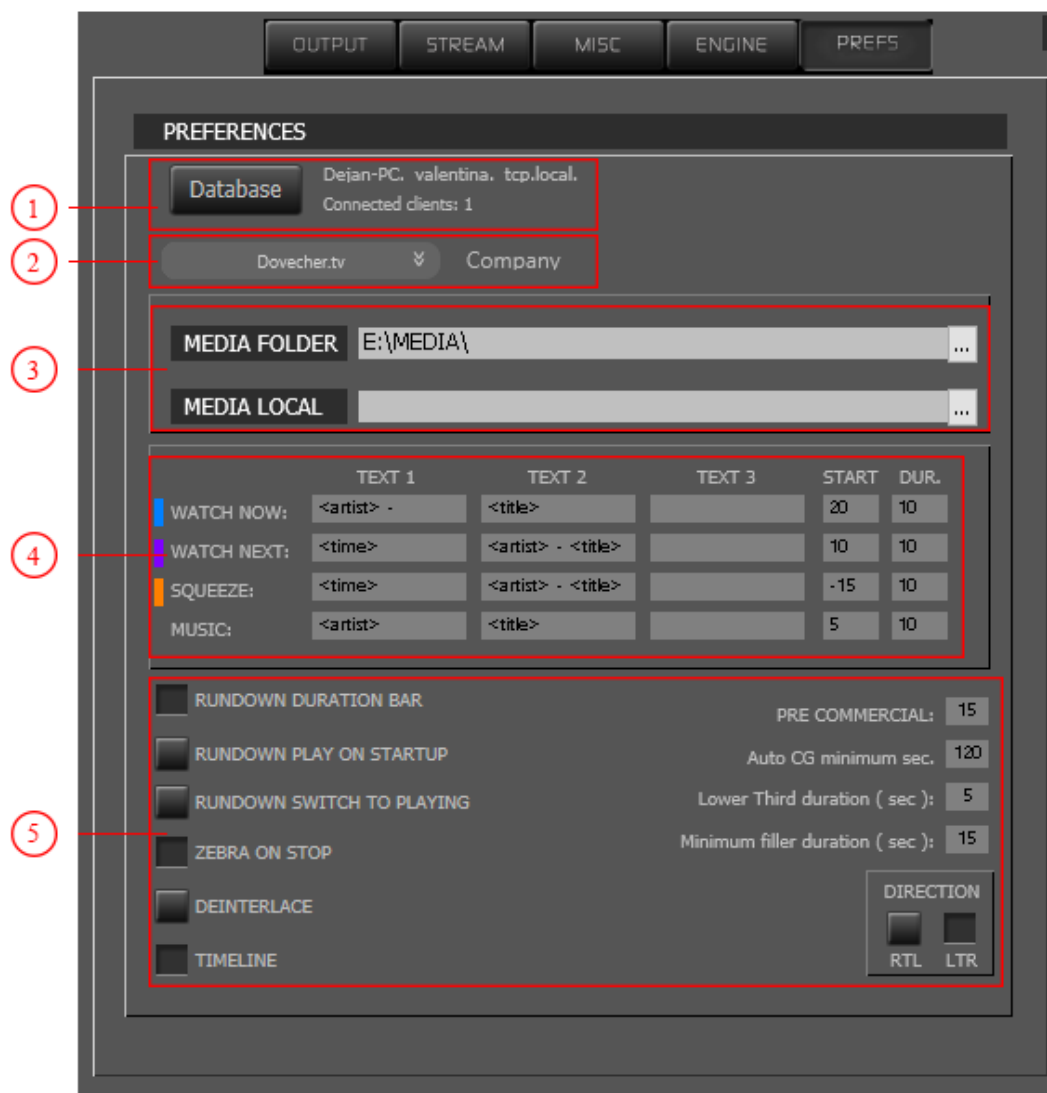
Decklink card number set as out to second monitor. Second monitor will show same screen as MAIN OUT.

7. Preview Out Quality

If this button is checked, preview out screen will be shown in HD Quality, otherwise, preview out will be shown in SD Quality.

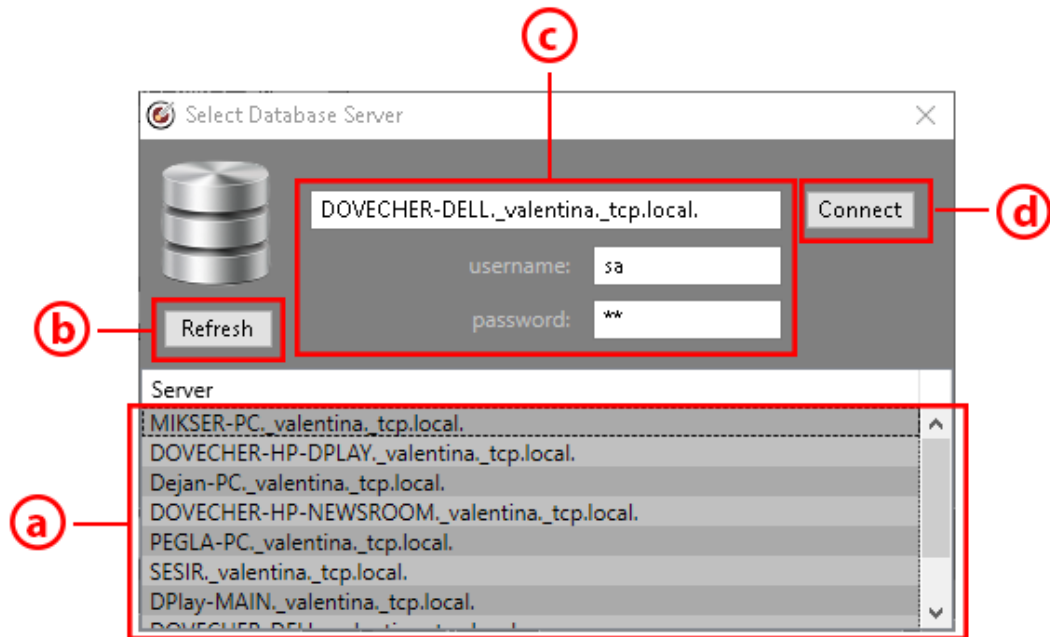
6.4 Preferences (PREFS TAB)

D.Play behavior Preferences.



1. Database settings

Database name and number of clients connected to the database. By clicking on "Database" button, you will get the window to select new database.



a - List of all available databases

b - Button for refreshing the list of available databases

c - Name, username and password to connect to the selected database

d - Button to connect to selected database

Process to connect to database:

1. Double click on the name of the database on the list of available databases (a),
2. Name of database will show up in the field for database name (c),
3. Click on Button to connect (d).

After connecting to the new database, you must restart D.Play.

NOTE: If you can't find database to which you want to connect, click on the refresh button (b). If you still can't find database in list, than check you network connection on the computer where the new database is located.

2. Company

Choose your Company from the drop-down list. Company is important because Company profile is connected to quality check.

3. Location of MEDIA folders

MEDIA FOLDER - Path to MEDIA folder

MEDIA LOCAL - If your MEDIA folder is set as network media folder, than you must set location of LOCAL MEDIA folder too.

4. Settings for "Auto play" for graphical elements

	TEXT 1	TEXT 2	TEXT 3	START	DUR.
WATCH NOW:	<title>			10	15
WATCH NEXT:	<title>			-25	15
SQUEEZE:	<playing title>	<description>	<title>	-10	5
MUSIC:	<artist>	<title>		5	10

a - Name of the graphical element

b - Type of data which will be show in first line of graphical element

c - Type of data which will be show in second line of graphical element

d - Type of data which will be show in third line of graphical element

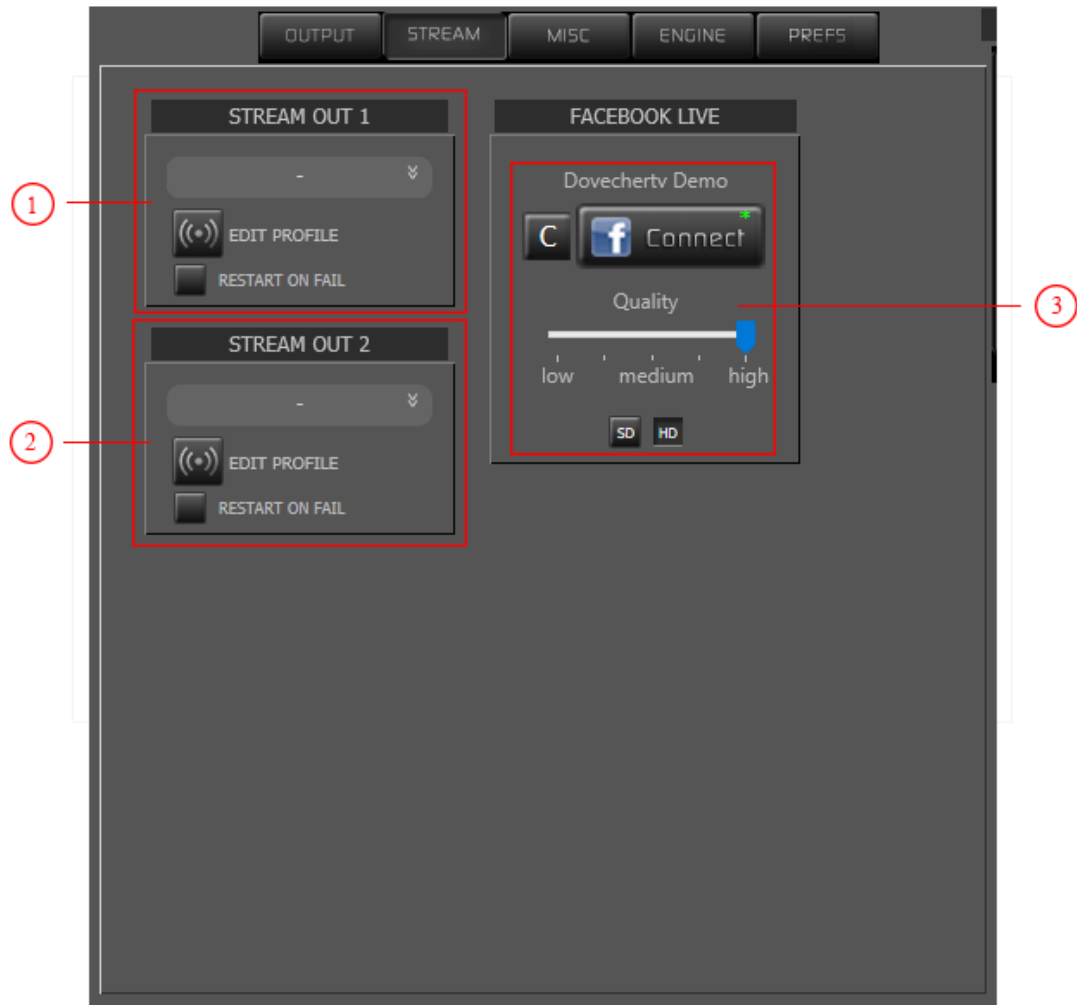
e - Time when element will show up

- Positive number means that graphical element will show up n seconds from the beginning of asset.

- Negative number means that graphical element will show up n seconds until the end of asset.

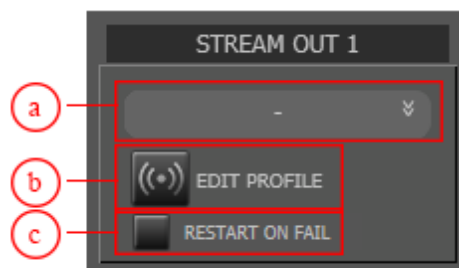
f - Duration of graphical element

6.5 Stream Settings (STREAM TAB)



1- 2. Stream Out 1 and 2

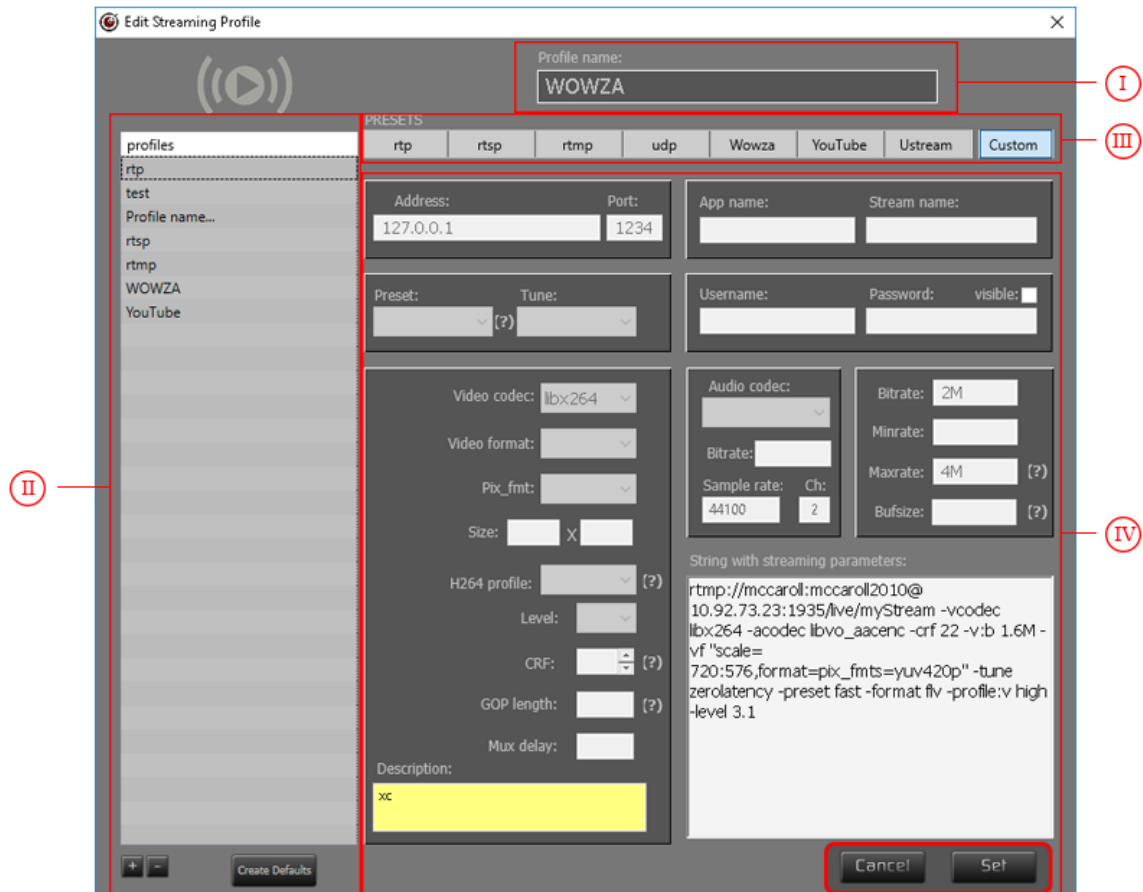
D.Play can stream on two different CDN's at the same time.



a. Drop-down menu for selecting which profile you are going to use for streaming to CDN

b. Button to open stream profile editor

By clicking on this button you will get next screen:



I. Name of the Streaming profile

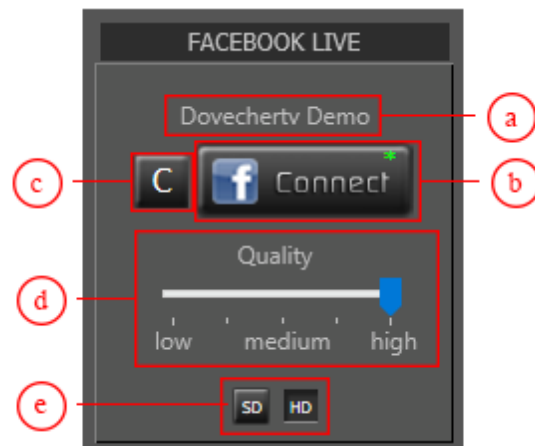
II. List of created profiles

III. Type of created profile

IV. Options of streaming format

c. Button to set restart of stream if stream stops or fails.

3. Facebook Connection



a. Name of the page

Name of the page on Facebook to which you are connected, and to which you are going to stream. If you are not connected to Facebook, in this field you can see "NOT CONNECTED".

b. Button to connect to Facebook

By clicking on the Connect button, you will open Facebook login page where you need to enter your email and password to log on Facebook and then select the page to which you are going to stream.

c. Stream availability

Button to check if stream to Facebook is available.

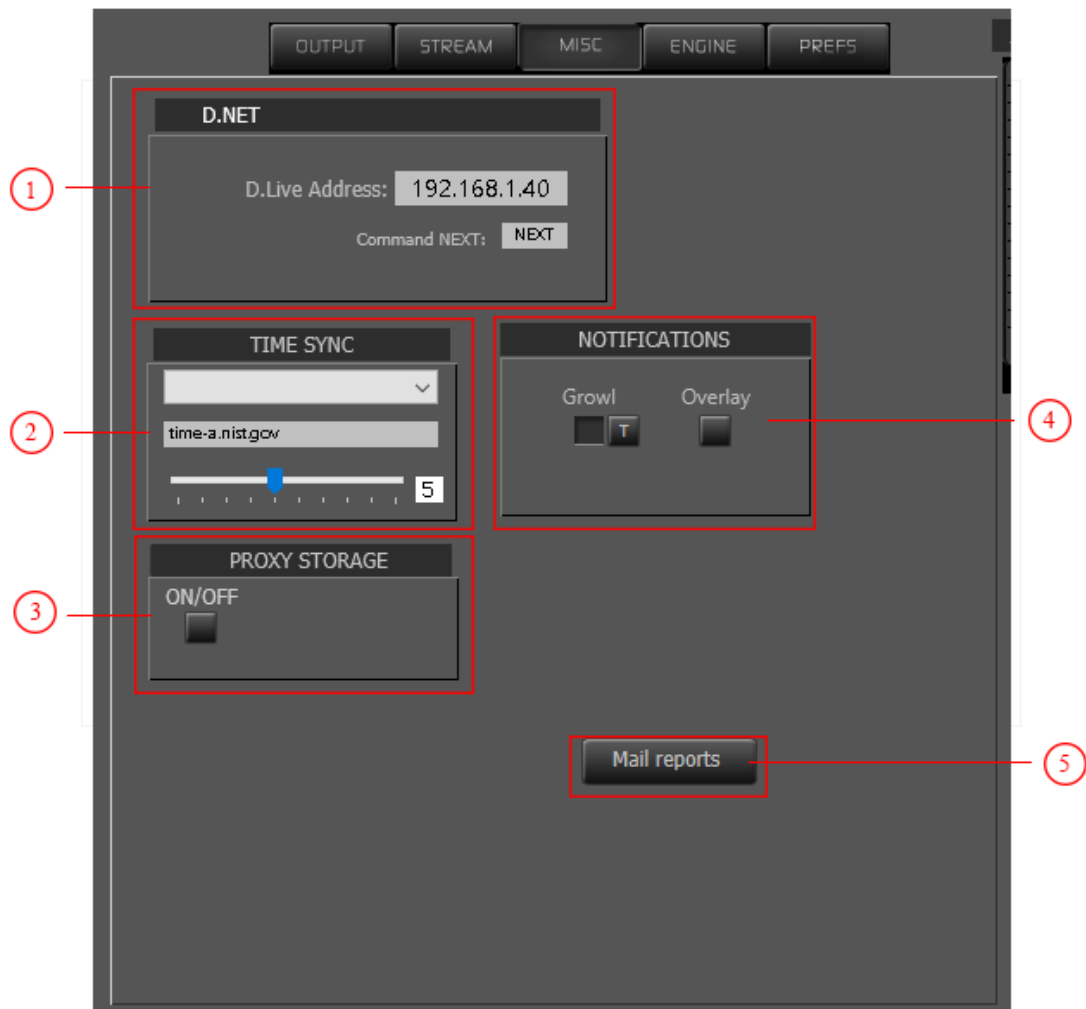
d. Stream quality

You can choose one of three types of video quality.

e. Stream format

You can stream in SD or HD video format.

6.6 Miscellaneous (MISC TAB)



1. D.NET

D.Net is an internal connection between all Dovecher.tv applications.



a. If you are using D.Play together with D.Live, you must set an IP address of D.live so D.Play can send command to D.Live when to start live event, or for D.Live to send command

to D.Play when live event is ended so D.Play can continue with the rundown

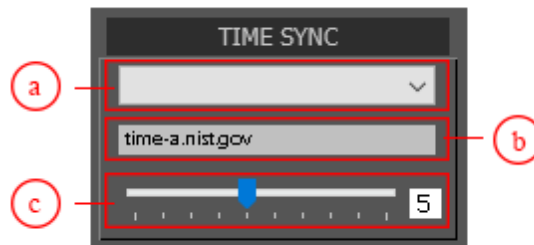
list.

b. Field to enter command name which D.Play can expect from D.Live.

2. TIME SYNC

Options to synchronize your computer time with any of the world time servers.

NOTE: If you are using D.Play as a client, than time on main D.Play and client D.Play must be the same, so both must be synchronized on the same world server.



a. World server list

Dropdown list box with predefined list of world time servers.

b. Currently in use

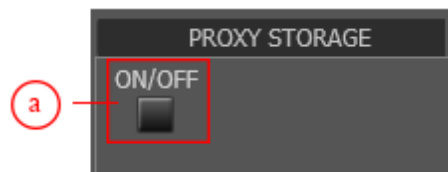
World time server currently in use for time sync.

c. Sync period

Slider to adjust sync period in minutes. Period can be set from 1 to 10 minutes.

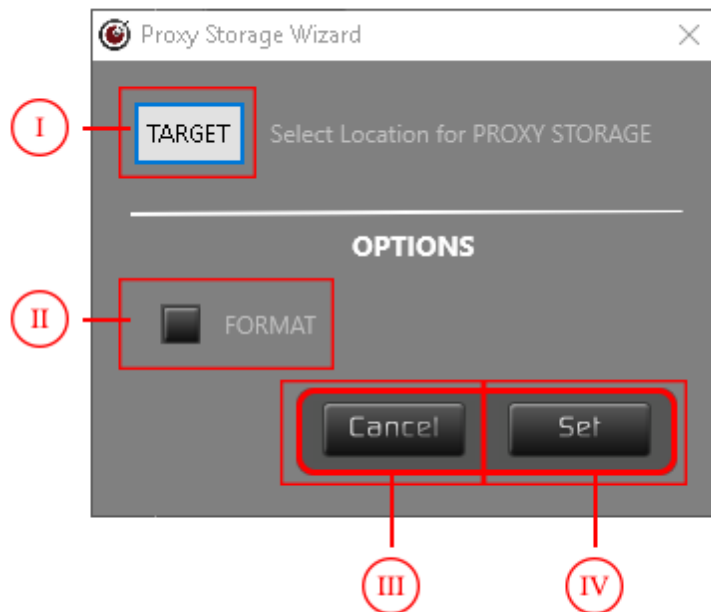
3. PROXY STORAGE

Proxy storage is an option that can, but does not have to be used. This option allows D.Play to work in local mode with assets which are located on some external storage. If this option is on, D.Play will use internal SSD disk for storing assets from the rundown playlist and broadcast them directly from the local disk. The speed of transferring assets from external storage is limited, so it does not affect computer resource usage on the PC which broadcasts the program. If D.Play didn't have the time to transfer asset that is next on program to a local SSD disk, that asset will be broadcasted directly from its original location on external storage.



a. Turn on/off button for Proxy Storage option

When you turn on this button, a window for setting Proxy Storage will appear.



I. Button for choosing SSD disk location

By clicking on this button, a window for choosing a location will appear.

II. Button for FORMATTING the selected disk (optional)

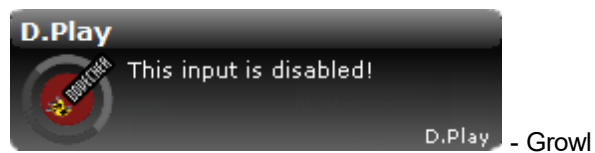
By clicking on this button all data stored on the selected SSD disk will be erased.

III. Button for canceling the Proxy Storage option

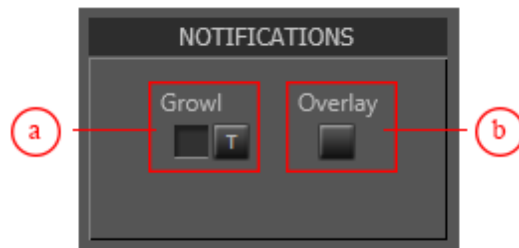
IV. Button for saving changes after you've set everything up in Proxy Storage options

4. NOTIFICATION

D.Play can use two different types of notifications.



This input is disabled! - Overlay



a. Button to use Growl notification

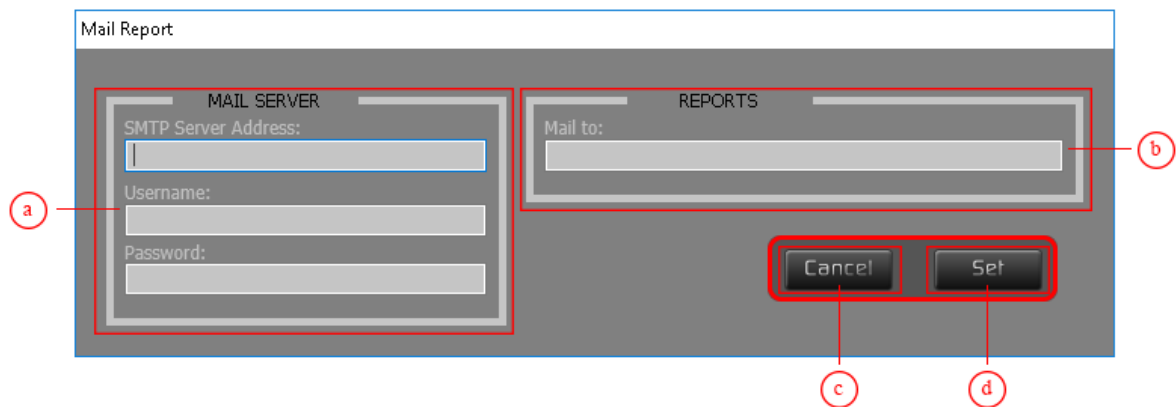
Button "T" is to test growl notifications.

b. Button to use Overlay notification

NOTE: If none of the buttons are checked, than there will not be any notifications.

5. Mail reports

If you want to get notificatons by email when new day starts, filler list starts playing or other D.Play behavior in work, you can set your email by pressing Mail reports button.



a. Section to set your mail server data

b. Field to set email address on which D.Play will send notifications

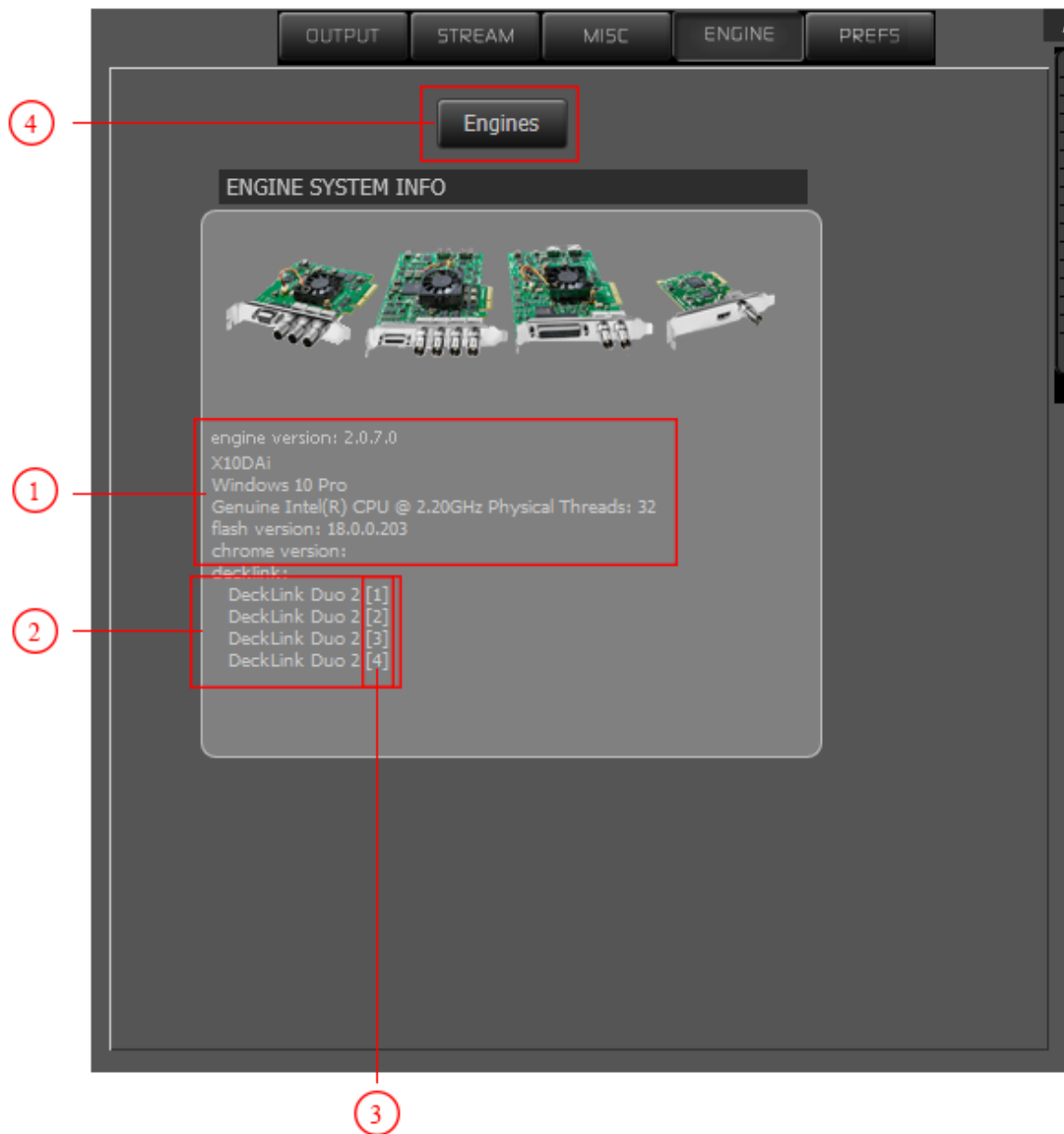
c. Button for canceling setting of Mail reports options

d. Button for saving changes after you've set everything up in Mail reports

options

6.7 Server Info (ENGINE TAB)

Information about CasparCG server and connected Decklink cards.



1. Information about your system

2. Information about installed Decklink cards

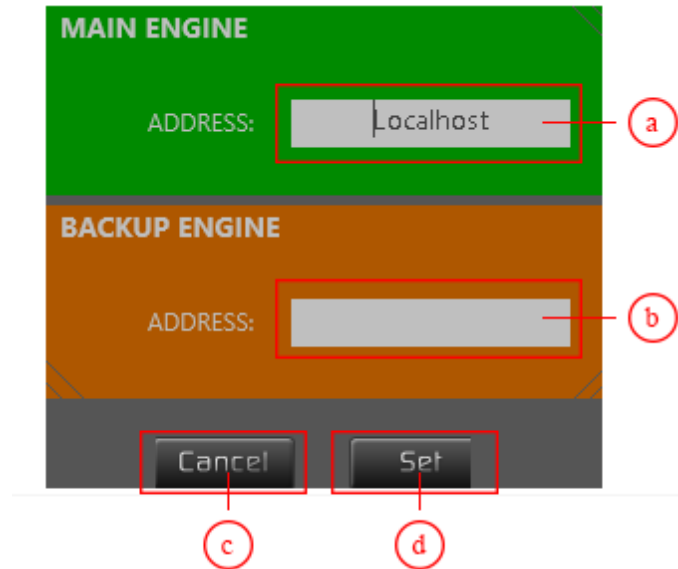
3. Input number

This is the number of Decklink port which you can use to connect specific input or out

to switcher buttons in D.Play.

4. Backup

If you have two D.Plays, than you can set one as a backup. Both of them need to work on the same time and play the same list. If one stops working, than the second one will continue to broadcast the rundown list.



a. IP address of MAIN D.Play

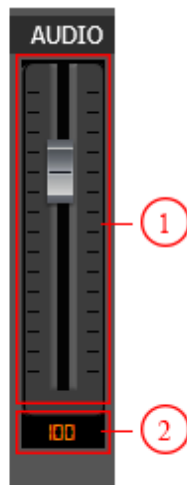
b. IP address of BACKUP D.Play

c. Button for canceling the Backup options

d. Button for saving changes after you've set everything up in Backup options

6.8 Master audio

With this slider, you can adjust master out volume.



1. Volume slider

Move the slider up or down to boost or reduce sound volume.

2. Sound volume value

Value in scale from 0 to 140.

NOTE: This slider is not and should not be the same as the one in playout tab.

For example: If you set this one to lower or higher value, slider in playout tab should remain intact. This also works other way around.

7 Getting Started

- Make sure your inputs and outputs are set correctly.
- Verify all connections and start the D.Play.
- Chose media folder that you created earlier.
- Chose database.
- Make sure that you have suitable content available in the media folders.
- From settings tab choose what video format you want your output to be.
- Now you are ready to start.

Video format

- First you must set video format you want your output to be.

Table of supported formats

Video Format (Parameter)	Frame Rate	Field order	Resolution (square pix.)	Resolution (non-square pix.)	Notes
PAL	50i	Upper/Odd	1024×576	720×576	
NTSC	59.94i	Lower/Even	720×540	720×486	
576p2500	25p	Progressive	1024×576		Not supported by output cards from BlackMagic Design
720p2398	23.976p	Progressive	1280×720		Not supported by output cards from BlackMagic Design
720p2400	24p	Progressive	1280×720		Not supported by output cards from BlackMagic Design
720p2500	25p	Progressive	1280×720		
720p2997	29.976p	Progressive	1280×720		Not supported by output cards from BlackMagic Design
720p3000	30p	Progressive	1280×720		Not supported by output cards from BlackMagic Design
720p5000	50p	Progressive	1280×720		
720p5994	59.94p	Progressive	1280×720		
720p6000	60p	Progressive	1280×720		
1080p2398	23.976p	Progressive	1920×1080		
1080p2400	24p	Progressive	1920×1080		
1080p2500	25p	Progressive	1920×1080		
1080p2997	29.976p	Progressive	1920×1080		
1080p3000	29.976p	Progressive	1920×1080		
1080p5000	50p	Progressive	1920×1080		
1080i5000	50i	Upper/Odd	1920×1080		
1080p5994	59.94p	Progressive	1920×1080		
1080i5994	59.94i	Upper/Odd	1920×1080		
1080p6000	60p	Progressive	1920×1080		
1080i6000	60i	Upper/Odd	1920×1080		
2160p2398	23.976p	Progressive	3840×2160		
2160p2400	24p	Progressive	3840×2160		
2160p2500	25p	Progressive	3840×2160		
2160p2997	29.976p	Progressive	3840×2160		
2160p3000	30p	Progressive	3840×2160		

Formats that are not supported by output on Decklink cards can still be used in D.Play but you will not be able to use it as an output on Decklick card. You can use these formats for streaming.

NOTE: If your clip plays too quickly or too slowly, or your audio and video are not synchronized, it is because your clips frame rate doesn't match video format frame rate. **Your clip's fps MUST match video format fps in order for it to play properly!**

Playing the clip faster or slower is not a good idea if the frame rate difference is more than that, so instead video frames needs to be dropped or duplicated when played back. This

however causes noticeable stuttering

(unless the target frame rate is half or double, otherwise it is not good enough for quality broadcast playback).

8 System Requirements

System requirements for SD:

Windows7 or Windows10 OS (32 or 64 bits)
An nVIDIA graphics card (GPU) capable of OpenGL 3.0 or higher
Full HD graphic resolution 1920 x 1080
Single Intel® Core™ i5 Processor or better
BlackMagicDesign Decklink
Separate stripped hard drives for media storage
Minimum of 8GB ECC RAM

System requirements for HD and 2K

Windows7 or Windows10 OS (32 or 64 bits)
HIGH END CLASS MOTHERBOARD
An nVIDIA graphics card min 2Gb DDR5 capable of OpenGL 3.0 or higher
Full HD graphic resolution 1920 x 1080
Single Intel® Core™ i7 Processor or better
BlackMagicDesign Decklink HD
Separate stripped hard drives for media storage
Minimum of 16GB ECC RAM

More can be found here:

<http://dovecher.tv/d-play/>