



TRAINING

OPERATORS PRONEWS
LIVE TOOLS
PACKAGE 15.2

JULY 2017



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1. INTRODUCTION

These are the latest updates to features and functions in EVS' Live Tools.

Epsio Paint 1.3

After the introduction, described in the previous newsletter, of the 1U platform, Epsio Paint is now also 1080p and 4K capable and has a number of new features.

- > New resolutions
 - > 1080p
 - > 4K – 2 Sample Interleave and Square division
- > LSM Remote Control
 - > Saving effects
 - > (De)Activate keyframing
 - > Clearing effects
- > Chromakey linked to the action
- > Path Linking
- > Skip an action in the action list

Multireview 1.9

As Multicam 15.2 enables Lo-res on the XT4K server, it's now also possible to use Multireview with an XT4K. In addition it's also possible to connect to any of the 4 remotes that can be connected to the server.

Here are some new features of the latest Multireview release:

- > Auto-name Multireview Clips
- > Move distant Multireview clips to the local server
- > Load quickly on different output channels that the operator is controlling.
- > In Smart Replay, the operator now has the option to move the transition
- > Additional settings for highlight mode.

Xeebra 1.1

After the release of the new Xeebra review tool, there is already an upgrade with great features to help referees or medical staff to better review action.

- > Support for more cameras
 - > Up to 6 Xeebra servers
- > Presets for the main and secondary screen
- > Tag live actions
- > Add a delay to the live in the player window
- > Auto-Export events during operation
- > More Controllers

2. EPSIO PAINT 1.3

2.1. NEW RESOLUTIONS

Until now, Epsio Paint when used for telestration and analysis was capable of working in resolutions up to 1080i. With the introduction of version 1.3 and new 1RU Epsio hardware it will now work at higher resolutions in 50 and 60Hz

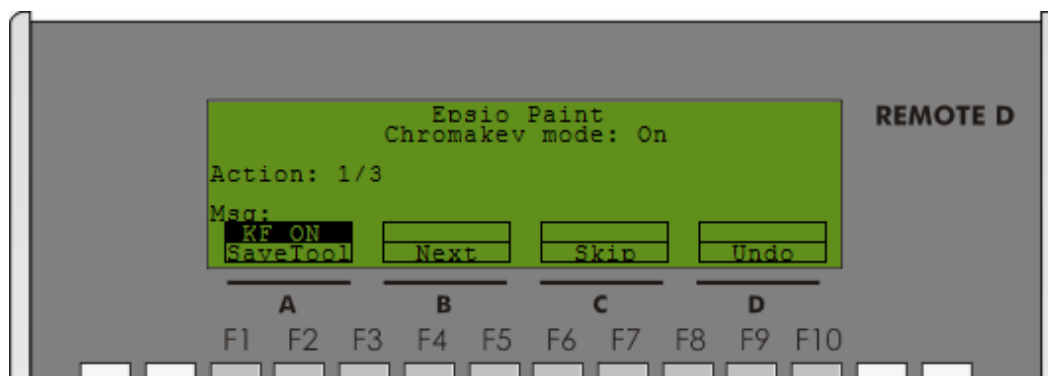
- > **1080p**
- > **4K**
 - > 2 Sample Interleave – Only available with the XT4K server
 - > Square Division – also possible with the XT3 server

2.2. LSM REMOTE CONTROL

It is now possible to remotely control Epsio Paint from the LSM Remote. By Using the Epsio Protocol in the EVS Server, controls from Epsio Paint are available directly on the LSM Remote for an even faster and more dynamic operation. Going into Epsio mode on the remote will give you the following controls.

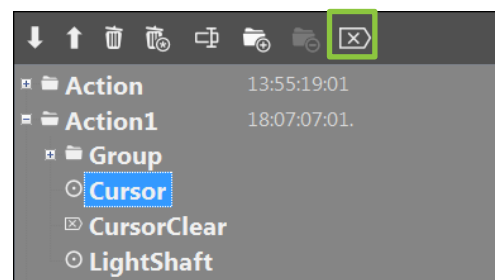
- > Switching on and off keyframe mode (SHIFT+A)
- > Saving the tool you have created in the Epsio Paint interface (A)
- > Go to the next animation of your action list (B) or (TAKE)
- > Skip an animation in your action list (C)
- > Undo the last action you made in the Epsio Paint interface (D)
- > Clear all graphics that are now positioned on-screen (Clear)

On top of that, there is also an indication of the number of actions you have in your action list and the current action that is visible on the Epsio Paint output.




2.3. HIDE EFFECTS

In the action list, you can now have a sequence of actions that will be shown all at the same time. Epsio Paint 1.3 allows the operator to add a Hide command, so for example the first effect first goes away before the second one will be shown at the same Timecode. This can be done by selecting the icon at the top right of the action list.

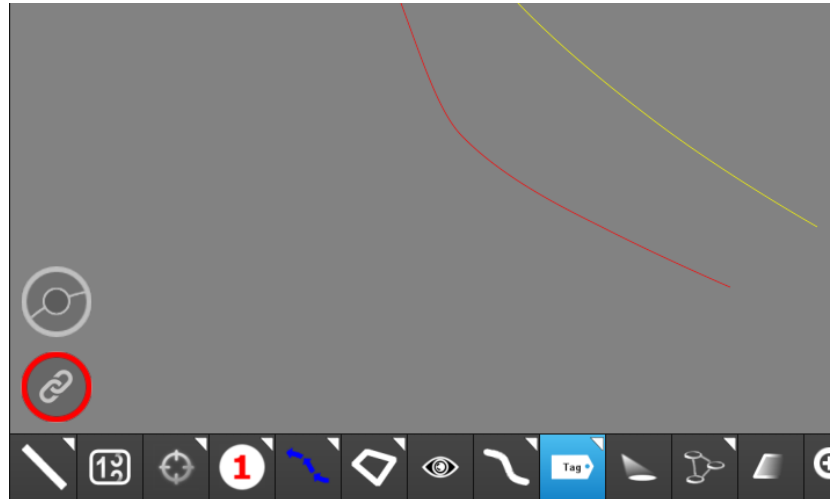


2.4. SKIP ACTION

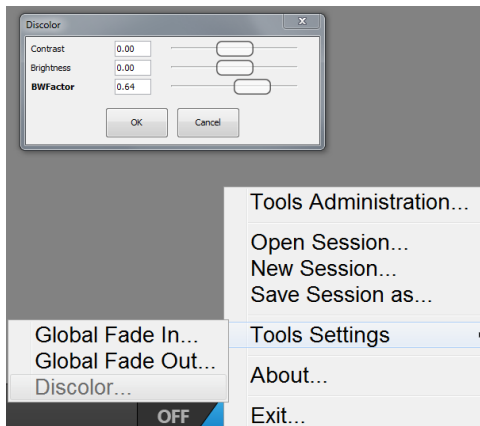
As mentioned in the LSM Remote Controls, it is also possible from the Epsio Paint interface to skip an action in a series of effects. On the right of the next button we can also select the skip button  to make it easier for the operator to select the effect he or she likes.

2.5. GROUPING OBJECTS

When an operator has defined a trajectory for an effect to, for example, follow a player - it is now possible to add another effect to that same trajectory. This will speed up the application of 2 effects – e.g. a name and a circle to follow the player based on the trajectory. After selecting the tool you would like to add, select the new chain button on the bottom right and click the trajectory you would like to link it with.



2.6. DISCOLOR BACKGROUND



Using, for example, zooming, lightshaft or other effects will make the background darker or discolor when using that specific effect. Now you can define the values of how big the impact of the discoloration is. From the Tools settings in Epsio Paint you can define 3 values: Contrast, brightness and BW Factor, and adapt them to your preference.

2.7. SOFTWARE DOWNLOADS AND MANUALS

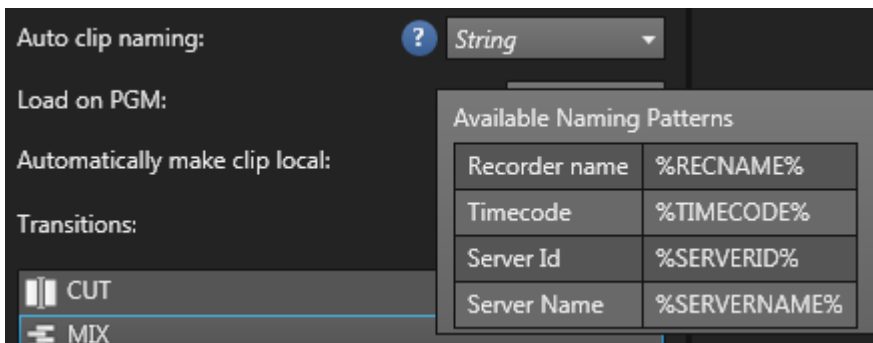
For additional information you can refer to the [User Manual](#) and [Release Note](#) on the EVS Website.

3. MULTIREVIEW 1.9

3.1. AUTO NAME CLIPS

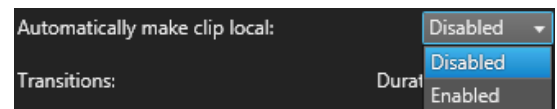
In the past only the Recorder name of the channel was available to name the clips that are made by Multireview. With this version there is now the ability to use a string value when naming clips. These values can be selected in Highlights and Smart Replay Mode. Right now, the following values are available:

- > Recorder name – name of the recorder channel
- > Timecode – the timecode IN of the clip that is made
- > Server Id – the Net Number of the server where the clip is made
- > Server Name – The Net Name of the server where the clip is made

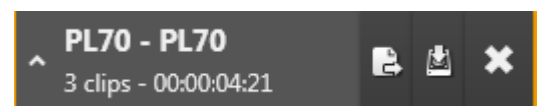


3.2. MOVE CLIPS LOCALLY IN PLAYLIST

When creating a playlist with Multireview, angles that have been selected on a distant server will create clips on those machines and so use the available positions. In the settings menu of Multireview, the operator can decide to move the clips automatically to the local server. This saves space on the distant machines but also minimizes the load on the SDTI network - especially when working in 1080p or 4K.







A manual move of the clips can also be done with the added logo in the playlist, or on the specific clip inside of the playlist. When using the playlist button, it will move all the distant clips to the local XT Server.



Both of these functions are available in Highlights and Smart replay mode. Exactly how the clips are transferred will depend upon the Default Push setting of the server – we recommend setting this to Gigabit.

The button to request the move will also indicate a status with a specific color

- >  The clip is local
- >  The clip is distant
- >  Move local - requested
- >  Transfer in progress

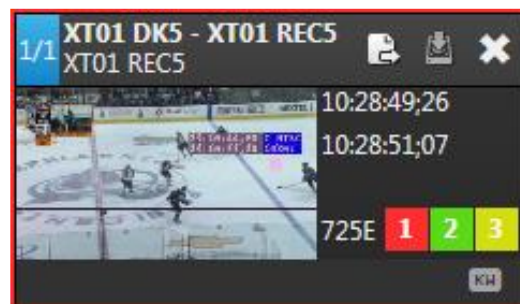
3.3. LOAD ON CHANNEL TOOLBAR

From the Multireview Highlights mode, playlists can now be loaded directly on a channel of the XT Server. Depending on the amount of channels you are controlling: 1, 2 or 3 buttons will become available. Simply by clicking on one of these, the playlist that is selected at that moment will be loaded on the corresponding channel.



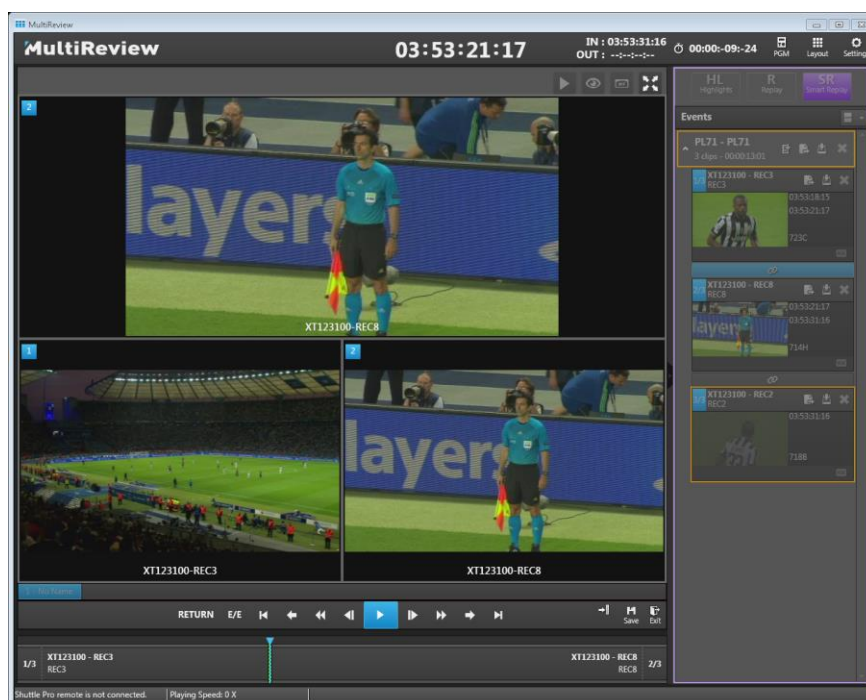
If you are working in multiple PGM mode, and you would like to load different playlists on the different outputs, you need to have the 'Playlist Load' value in the settings set to 'conditional' instead of 'always'.

Once the playlist is loaded on the channel, a status on the clip indicates which channel the clip is loaded on. The numbers indicate the channel but are highlighted with a specific color. So Red for the first controlled channel, Green for the second channel and Yellow for the third controlled channel.

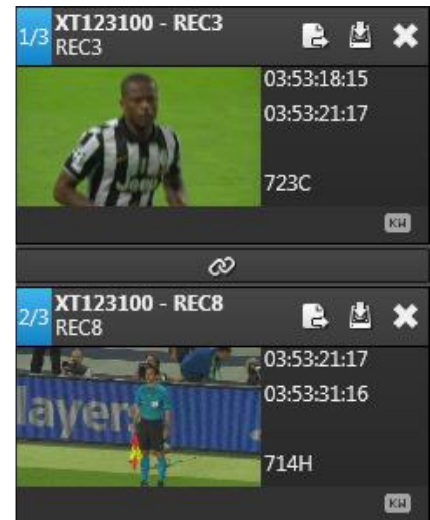


3.4. SMART REPLAY – MOVE TRANSITION

When using the smart replay functionality, most of the clips are chained, i.e. the OUT point of the element is the IN point of the next. With this function the operator can trim and move the transition point of the clips while seeing images from both clips so that they can best place the cut. Moving the playbar on the bottom and pressing the save button will confirm the new transition.

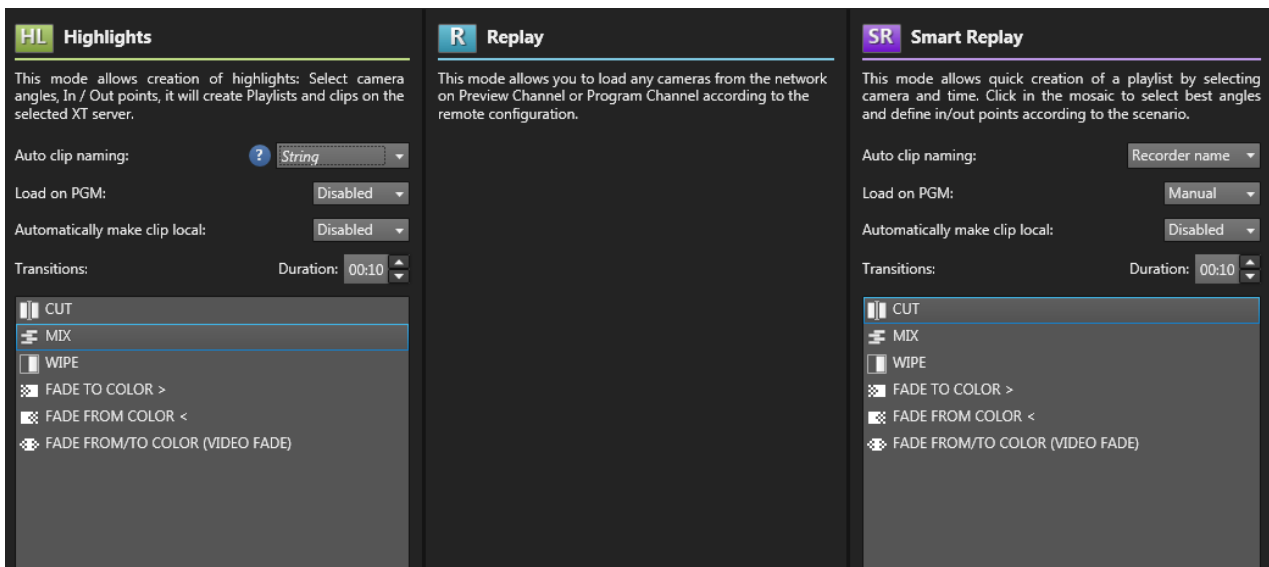


Chained clips are indicated in the interface with the small chain icon between the 2 clips of the playlists. From here the move transition mode can be activated. If the clips in the playlist are not chained, there will be no icon visible.



3.5. SETTINGS UNIFORMISATION

The same settings as in Smart Replay are now also available in the Highlights mode, to enable more customized settings for the operator when working in the different modes.

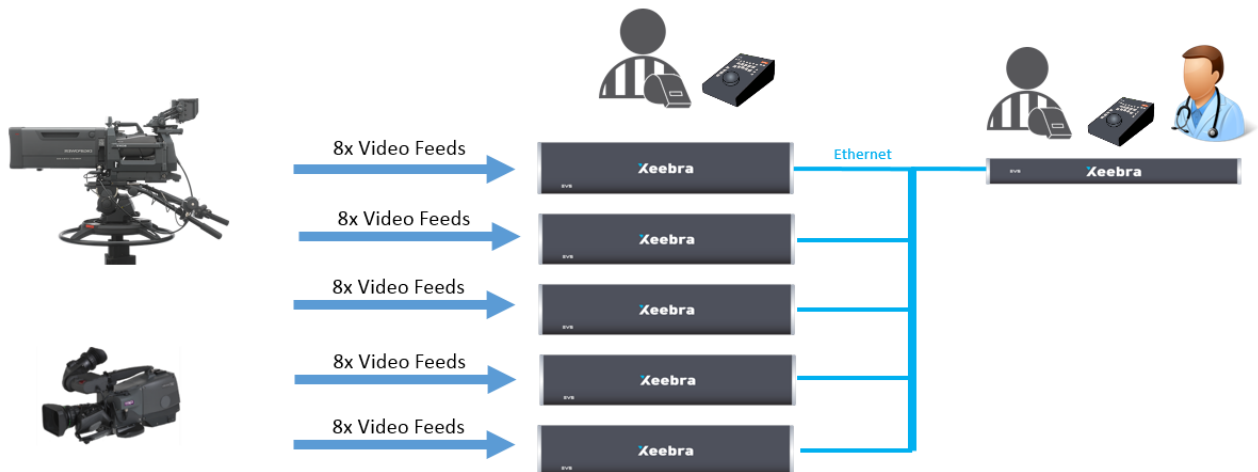


For additional information you can refer to the [User Manual](#) and [Release Note](#) on the EVS Website.

4. XEEBRA 1.1

4.1. SUPPORT OF MORE CAMERAS

With Xeebra version 1.1 it's now possible to stack up to 6 Servers and every server can have up to 8 video feeds in. This can be for normal cameras or for 3x super motion cameras. Every server can handle up to 2 client interfaces. In the first screen a layout of up to 16 cameras can be made.



4.2. PRESETS OF THE MAIN AND SECONDARY SCREEN

On the main and/or secondary screen of the Xeebra Client interfaces presets can be used. These presets have their own defined layout and cameras. Between the presets those camera sources might change or certain cameras can be re-used, this all depends on how the operator would like to work. By pushing the preset button the new layout will be loaded. For example, when reviewing an action, switching between presets can give you a view of a specific set of cameras at a particular moment. This makes it fast and easy to look at the best angles of a specific moment of action.



4.3. TAG LIVE ACTIONS

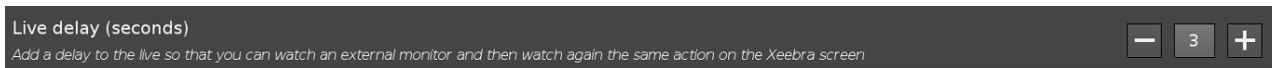
This new version of Xeebra now gives operators the ability to tag live actions at any time. This can be very practical if you might still be reviewing a previous action. Whatever the current TC in Xeebra is, the mark is created at the Live TC..A red box will pop-up as a confirmation with the name and TC. From this pop-up it's also possible to undo the



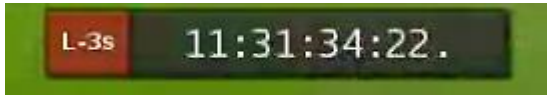
action if needed.

4.4. ADD A DELAY TO THE LIVE IN THE PLAYER

While watching the live Program feed or another feed on an external monitor, it can sometimes be useful to add a delay to the client interface. So, when watching the Xeebra interface, a delay will be added based on the settings you have made. This delay can be set from the settings menu in the client software and is indicated in seconds.



Once this delay is set, the video will be delayed and the graphical representation in the TC field, on top of the Xeebra Client interface, will show the delay that is used. In this example, there's a delay of 3 seconds.



4.5. AUTO-EXPORT OF EVENTS

In Auto-Export Mode, the Export application will check at regular time intervals all newly created and recently modified events, and will automatically add to the export queue those that meet the criteria set in a simple export rule. An auto-export rule is a text filter that can be applied to the events in the Event List. You can enter the rule in the text box that is provided in the bottom right corner of the Export application.



You can activate the auto-export function from the same window at the bottom. .



4.6. MORE CONTROLLERS

In certain setups an operator and a referee are using the Xeebra system at the same time. Therefore a second control can now be added in the shape of a Shuttle Pro. The operator would still use the BEPlay for the main control and the video referee can then use the Shuttle Pro to control his or her interface. If space doesn't permit, the Shuttle Pro can be used as the primary controller.



For additional information you can refer to the [User Manual](#) and [Release Note](#) on the EVS Website.



5. SOFTWARE DOWNLOADS AND MANUALS

Please refer to the [Support Page of the EVS Website](#) and the Download area for manuals, release notes and software packages to download.

If you don't already have an EVS login, you'll be invited to create a personal EVS account, to help ensure that you're kept up to date with only the most relevant information and updates. This will also allow you to download all the information you need, completely free of charge.