



TRAINING

OPERATORS PRONEWS
UNIFIED PRODUCTION
VERSION 1.3

AUGUST 2019

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1. INTRODUCTION

Because not all programs have unlimited resources to specify high-end solutions for live production, EVS has X-One - its All-In-One solution for smaller scale projects.

This unified production system offers all the capabilities of a control room, based on EVS’ reliable technology, in the hands of a single operator.

Smart all in one

Built on EVS professional broadcast-quality technologies, the single device gives you the opportunity to cut together live feeds with a built-in switcher, create replays, control audio and add graphics to live programming. By replacing several devices, X-One helps reduce capital investment whilst increasing flexibility.

Easy to use Interface - Customization and Contextualization

X-One is designed specifically to be used by a single operator, through an easy to use interface. The controller is intuitive and uncluttered, focusing on what’s important for the operator.



2. X-ONE'S MAIN FEATURES

Live Switching

Live switching through the X-One touch screen interface is simple, clear and intuitive. The X-One interface highlights the Program with a red frame and Preview with a green one. You can decide which goes on the left and which on the right.



Underneath the Program/Preview areas you can see boxes for each of the cameras that are available to your production and are being recorded on the server. Each of these boxes has a red and green “side”. Pressing the red side of the box takes the camera to the Program feed and pressing the green side loads it on the Preview. As you’d expect, using the Take function moves the content on your Preview channel to the Program channel. This can be done via a range of transitions, which can be selected from the transition area at the bottom of the interface.

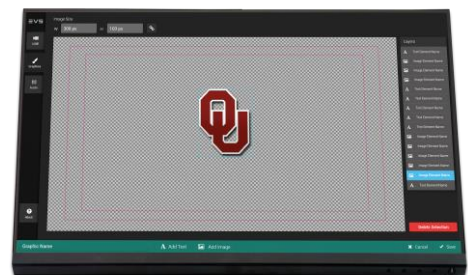
Live Replays

Replay mode is activated as soon as the Jog of the Remote is used, or the Browse bar is touched on the screen. The on-screen display changes and the replay cameras appear under each live camera feed. This makes it easy to browse through the different replay cameras and load the most interesting camera angle to the PRV or PGM channel. Once a live camera feed is selected again, the replay cameras will disappear to show only the features that are needed for live operation.

Graphics Management - Built-In Graphics Editing and Creation

X-One comes with a built-in graphics tool enabling you to create and use simple and effective multi-layered graphics during live production.

For more complex productions, it’s also possible to integrate X-One with an external graphics system through NDI. An additional tab is then available to preview its graphics and animations.





Audio Management - Built-in Audio Mixing

An audio mixer can be displayed on the secondary screen of the X-One to control the level and gain of each individual audio input (from both the live camera feeds and imported media) and to route them to the desired audio output. The level of the audio outputs can also be controlled.

X-One supports the first embedded stereo pair in the SDI feed of each live camera. The audio outputs are embedded to the first 4 embedded audios of the PGM SDI output.

3. NEW FEATURES OF X-ONE 1.3

Replay speed settings

3 additional replay speeds can now be defined in the settings of X-One, to offer more flexibility when replaying events. It is also now possible to replay at 100%.

Audio monitoring

By using a headset connected to the mini-Jack input of the X-One hardware, you can now also listen to the audio of the element loaded on the PRV channel. This can be the audio of a live feed or the audio of a clip or highlight event.

Clipping

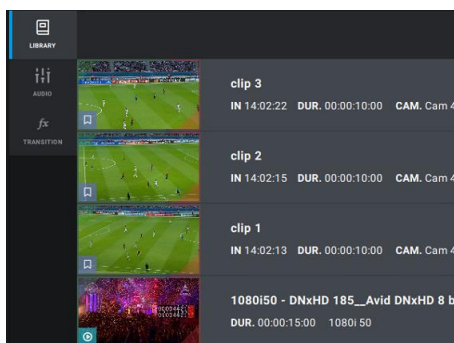
One major improvement in the 1.3 release is the opportunity to create clips. This can now be done in two different ways:

- **Automatically:** each time the Mark Point button is touched on the user interface, or the Mark button on the Be-Play remote, a clip is automatically created with clip boundaries that can be pre-defined in the X-One settings.
- **Manually:** the clips can also be created by defining an In point and an Out point - either through the touchscreen or the Be-Play remote.

All clips can then be retrieved from the Clips Library on the second screen of the user interface. From there it's possible to load the clips on the PRV or PGM channel. All clips are multi-angle and when you load one on the PGM channel, all the alternative angles will automatically be displayed in the area below the PGM and PRV - available at your fingertips.

Transport controls are available on the PRV to select the appropriate timecode to start playing the clip out. A timer and progress bar enable the operator to quickly see how much time is left until the end of the clip.

New IN and OUT points can be re-defined if needed and it's also possible to go directly back to the record train at the given timecode. This is very useful when you wish to extend the duration of the clip outside of the guard bands defined in the settings of X-One.



Highlights

An automatic highlight creation feature is included in this latest release of X-One. It offers, when activated, the possibility to automatically add each clip and replay created to the highlight sequence.

When a Highlight sequence is loaded on the PRV or PGM channel, the user interface will change to display all the relevant information for this mode to the operator. The second screen will display all the elements of the highlight in a dedicated column.



When playing out the highlight sequence on the PGM channel, the PRV channel will automatically display the next element that will go on-air. This offers the operator the possibility to skip a clip or change the camera angle of the clip and even recue to a more appropriate timecode in this clip.

New Be-Play Shortcuts

New shortcuts have been added to the Remote to enable easy access to the new features added to this release.

- **F1 – F6 keys:** switches cameras on the PGM channel
- **Take button:** sends a camera feed that is loaded on the PRV channel to the PGM channel.
- **Mark button:** defines a mark point used by the system to automatically create a clip
- **In/Out/Save buttons:** defines In/Out points and saves a clip
- **Play/Pause buttons:** plays or pauses media loaded on the PRV channel
- **Live button:** brings a live feed back to the PRV channel
- **Next/Prev Cam buttons:** goes to next or previous frame of the clip loaded on the PRV channel



4. 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.