



# LISTBOX USER MANUAL

*(Version: 1.2, December2015)*

This guide explains how to use the basic functionalities of the **ListBox** v 4.2.



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## Preface

Dear **ATHENSA** customer,

Thank you for purchasing our product! We would like to assure you that you have chosen the most cost-effective and versatile TV automation system on the market. As always, we are trying to stay close to our customers' needs, making sure they all receive adequate support and satisfaction. Your opinion about our product is an exceptionally valuable source of information for us. The ease of working with the **ATHENSA** products results mainly from the suggestions and comments of our current respected customers.

This manual is structured into several sequential chapters, each aiming to ease the installation, fine tuning, and use of our products. We hope that you will enjoy working with it, and we are anxiously looking forward to receiving your feedback.

Please, send your questions, suggestions, and assistance requests to:

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Helpdesk fax number: +359 2 9717700



## Style Conventions

- File names, software, documents or terms are written in *italics*
  - The data is written in the *settings.ini* file.
  - The file is located in *C:\Program Files\DMT\ListBox*
  - For further information read *Shortcuts* reference book.
  - The *VTR* is controlled via *RS-422*.
- Direct quotations from the computer screen are presented as follows:
  - **Menu Items and commands**
  - **Tab/Page names**
  - **Column names (i.e. in a playlist or another grid)**
  - *Field names, check boxes*
  - **Buttons**
  - Screen readings are written in [square brackets]
  - **The keyboard keys are enclosed in <> signs**
- The arrows, used in the setting procedures mean as follows:
  - → A menu item follows;
  - ⇨ A page(tab) name follows;
  - → A field name, a check boxname, or a value name follows.

Except for arrows, you can distinguish between the relevant menu categories also by the styles, listed above.



## GETTING STARTED

**ListBox** is dedicated to creating and editing **playlists**. It allows preparing playlists in advance for the **AirBox** module and playing them on-air later.

**ListBox** does not need any special workstation or platform.

### Quick Start

- Launch **ListBox**;
- Right-click on the grid;
- Select **Add → Media file**;
- Browse for the files you want to insert in the playlist and click on the **Open** button.
- Go to **File** menu → **Save playlist as** and browse for the location to save your playlist to.
- Type some name for the playlist and press **Save**.

Congratulations! You have just created your first playlist!



## USER INTERFACE

The interface of **ListBox** is identical with the **AirBox** interface. It is designed like that for user's convenience. There are some differences, which are described in this section.

### PLAYLIST CONTROL BUTTONS



These buttons provide access to the most commonly used playlist functions. All commands from the Toolbar can also be found in the Menu Bar.

Some particular buttons on the Toolbar will appear enabled or disabled, depending on the selection made.

The toolbar contains the following command buttons, shown in that order: **New** , **Open** , **Save/Save as** , **Save as daily** , **Append/Insert Element** , **Delete Selection** , **Clear Playlist** , **Move up/Move Down** , **Reset playlist** , **Randomize** , **Properties** , **Trim** , and **Undo** . Their functions are described below in the relevant menu sections.

### PLAYBACK CONTROL AND COUNTERS

The **Master Counter** shows the elapsed time of the current payout session. Pressing the **Stop** button resets the counter.



The **Clip counter** is situated under the master counter. It can operate in two modes: count-up and count-down mode. Just double-click on it to switch between them!



The playback control buttons are situated under the Clip counter:



- **Play**  – starts the playback.
- **Stop**  – terminates the playback.
- **Pause/Resume**  – temporary interruption and resuming of the playback. The playback resumes from the same point on.
- **Next**  – will stop the currently playing clip immediately and will switch to the next clip in playlist. This happens by a smooth cut without any sound or visual artifacts.
- **Return**  is active only after a **Jump** has been executed. Use this button to return to the position before the last **Jump**.
- **Jump**  – terminates the currently playing clip immediately and starts playing the selected one, regardless of its position in the grid.
- **Cue**  – This button will interrupt the playback, and will pause at the first frame of the selected clip. You can also activate it by holding down the **<Ctrl>** key and pressing the **Jump** button at the same time. Use this to prepare a clip for playback, while showing its first frame on the output. Since this is a machine-and-decoder-dependent function, you might have to increase the *Cue Delay* time in the **Settings** dialog box ([Settings → General → General → Cue delay](#)).
- **Fix overlapping**  – press it to fix the overlapping issues in the playlist. The fixed time flags will be removed and the duration of the overlapping files will be truncated.



- **Fixed playlist start mode**  – press it to see the start time of the clips in the playlist in relation to the start time of the playlist, which is defined in the **Current playlist** tab. Press the button again to see the start times of the clips in the playlist in relation to the current system time.

## PLAYLIST GRID

This area is dedicated to playlist visualization. It looks the same as the **AirBox Playlist Grid**, but the grid headers are colored, so you can easily distinguish between **AirBox** and **ListBox**. The order of grid columns can be changed by drag-n-dropping them to the left or to the right.

You can control the columns to appear and their order in the grid from **Settings menu → General → Grid**.

|    | Start time | Duration | Type            | Category | Title                | Star           | Notes  | Location                         |
|----|------------|----------|-----------------|----------|----------------------|----------------|--|----------------------------------|
| 1  | 13:28:51   | 00:01:09 | MPEG-2 (48 kHz) | Car      | Sports2(Part 1)      | Mike's New Car | :Trimmed.Original duration: 00:03:35             | E:\mpeg2\Mike's New Car.mpg      |
| 2  | 13:30:01   | 00:00:00 | Ext. event      |          | Video Scale (UL)     |                |  |                                  |
| 3  | 13:30:01   | 00:01:09 | MPEG-2 (48 kHz) | Clip     | Sports1              | Mike's         | :Trimmed.Original duration: 00:03:35             | E:\mpeg2\Mike's New Car.mpg      |
| 4  | 13:31:10   | 00:00:00 | Ext. event      |          | Video Scale (100)    |                |  |                                  |
| 5  | 13:31:10   | 00:00:25 | MPEG-2 (48 kHz) | Clip     | Sports2              | Raina          | check movie :Trimmed.Original duration: 00:01:09 | E:\mpeg2\Mike's New Car.mpg      |
| 6  | 13:31:38   | 00:00:00 | Bookmark        |          | Inane (14:43:40-15:4 |                |  |                                  |
| 7  | 13:31:38   | 00:00:24 | MPEG-2 (48 kHz) | Car      | Sports3              | Mike's New Car | :Trimmed.Original duration: 00:01:09             | E:\mpeg2\Mike's New Car.mpg      |
| 8  | 13:32:00   | 00:00:25 | MPEG-2 (48 kHz) | ds       | For the Birds        | For the Birds  | :Trimmed.Original duration: 00:03:15             | E:\mpeg2\For the Birds.mpg       |
| 9  | 13:32:25   | 00:00:00 | Missing         |          | LiubovNeProsa        | Rains          | :Trimmed.Original duration: 00:03:27             | E:\mpeg2\TMP\Raina_LiubovNet     |
| 10 | 13:32:25   | 00:00:00 | Bookmark        |          | Sony2 (13:00:00-14   |                |  |                                  |
| 11 | 13:32:25   | 00:00:00 | Event           |          | [Show Logo/Presets]  |                |  |                                  |
| 12 | 13:32:25   | 00:20:00 | Event           | new2     | [Full]               |                | Max. duration = 20 minutes.                      |                                  |
| 13 | 13:52:25   | 00:01:48 | MPEG-2 (48 kHz) | Trailer  | MI                   | MI             | :Trimmed.Original duration: 00:01:49             | E:\mpeg2\PAL_16_9\MI_Trailer.mpg |
| 14 | 13:54:14   | 00:00:00 | Event           |          | [Logo Off]           |                |  |                                  |
| 15 | 13:54:14   | 00:00:39 | MPEG-2 (48 kHz) | Clip     | Nice Title           | Raina          |  | E:\mpeg2\Counter IBP 8Mbit.mpg   |
| 16 | 13:54:54   | 00:03:15 | MPEG-2 (48 kHz) | ds       | For the Birds2       | For the Birds  |  | E:\mpeg2\For the Birds.mpg       |
| 17 | 13:58:10   | 00:00:00 | Ext. event      |          | Video Scale (UL)     |                |  |                                  |
| 18 | 13:58:10   | 00:01:09 | MPEG-2 (48 kHz) | Off      | Mike's New Car       | Mike's New Car | :Trimmed.Original duration: 00:01:09             | E:\mpeg2\Mike's New Car.mpg      |
| 19 | 13:59:20   | 00:02:02 | MPEG-2 (48 kHz) | Off      | The Saint            | The Saint      | check movie :Trimmed.Original duration: 00:02:02 | E:\mpeg2\PAL_16_9\The Saint.mpg  |
| 20 | 14:01:22   | 00:01:02 | MPEG-2 (48 kHz) | Off      | The Saint            | The Saint      | :Trimmed.Original duration: 00:02:02             | E:\mpeg2\PAL_16_9\The Saint.mpg  |
| 21 | 14:02:25   | 00:00:00 | Missing         |          | Trailer              | JP3            | :Trimmed.Original duration: 00:00:41             | E:\mpeg2\JP3_Trailer.mpg         |
| 22 | 14:02:25   | 00:01:09 | MPEG-2 (48 kHz) | Off      | Mike's New Car       | Mike's New Car | :Trimmed.Original duration: 00:01:09             | E:\mpeg2\Mike's New Car.mpg      |
| 23 | 14:03:35   | 00:01:48 | MPEG-2 (48 kHz) | Trailer  | MI                   | MI             | :Trimmed.Original duration: 00:01:49             | E:\mpeg2\PAL_16_9\MI_Trailer.mpg |
| 24 | 14:05:24   | 00:01:48 | MPEG-2 (48 kHz) | Trailer  | MI                   | MI             | :Trimmed.Original duration: 00:01:49             | E:\mpeg2\PAL_16_9\MI_Trailer.mpg |

### Grid Features:

- The **Color Coding** in the grid provides additional information for the users:

*Dark Blue bar* shows the currently selected clip – all actions, i.e., Move Up/Down are applied to it.

*Red text rows* contain events. You can insert the same **events** as in **AirBox**.

*Red-colored rows* represent clips, which cannot be found at the specified file location. A red minus appears in front of the clip position number.

- **Drag-n-Drop** – It allows dragging playlist items within the grid or from one grid to another (from **DataBox** or from/to **AirBox**).

If you hold down the **<Ctrl>** key while dragging, the executed operation is **Copy**. If you just drag-n-drop, the operation is **Move**.

- **Multi-selection** – allows simultaneous manipulation of many clips – move, randomize, etc. Clips can be added to the selection by holding the **<Shift>** or **<Ctrl>** key. The **<Shift>** key selects from-to, while the **<Ctrl>** adds a single clip to the selection.

- **Double-clicking over a clip** invokes the **Clip Trimmer**. A detailed description of the **Clip Trimmer** can be found further in the manual in its corresponding chapter. Double-clicking over a missing clip invokes its **properties** dialog. If you want to view the properties of an existing clip, right-click in its row and select **Clip properties...** from the context menu.

- **Right-clicking** in the grid opens a context menu. It contains commands from the **Edit menu** and the **Playlist menu** that are described further in the manual.

- Columns description:

- **Start Time** – shows the start time of each clip.

- **Duration** – shows the actual duration of each clip. If a clip has been trimmed, its new actual duration is displayed in this column.

- **Type** – shows the type of the clip (*MPEG, or AVI DV*).



- **Category** – contains category information, fed by **DataBox**. The background is colored with the predefined category color.
  - **File Name** – contains information about the file-paths and names. If you need to change the path of a certain file in **List Box**, just press **<F8>** to open the Browse dialog.
- If a file is missing after the playlist is loaded in **AirBox**, its line will be skipped and the playout will continue with the next available clip.
- **Title, ClipID, Star** – contain data, fed by **DataBox**, describing the clip name, clip ID, and the performing artists. You can edit these fields manually in **ListBox**, in the clip properties dialog.
  - **Notes** – displays trimming notification and data from the fields, defined in **DataBox → Options ⇒ General → Fields to AirBox notes**. You can edit these notes in the **clip properties dialog** in **ListBox**.

(!) **TIP:** You can choose the columns to be shown in the grid. Go to **Settings menu → General → Grid** and check the ones you would like to see. If you would like to change the columns' order, rearrange them in this dialog, or simply drag their headers, while working in the playlist.

## STATUS BAR



The Status bar is located in the lowest part of the **ListBox** window.

Its first cell – *TotalLength* – shows the playlist duration. If it is longer than 24 hours, the number of days will be displayed in brackets in front. The figure in parenthesis in the end shows the number of rows in the list. The Second field – *End at/Loop at* – shows when the playlist will end. If the playlist is longer than 24 hours, the number of days will be displayed in brackets in front. The third cell – *Selection Length* – represents the duration of the currently highlighted lines in the grid. The fourth cell displays the currently active plug-in.

**NOTE:** **ListBox** is always running on the Software Mixed plug-in. As this plug-in supports virtually all file formats, please go to **Settings menu → Modules → Output**, and select the plug-in you are planning to use in **AirBox**. This will allow for correct file verification in **ListBox**.



## MENU BAR

The *Menu Bar* is situated in the upper left end of the window and contains the same menus as **AirBox**. However, some of the options are disabled, as they are not relevant in playlist preparation. The following paragraphs contain description of the differences that appear in **ListBox**.

### FILE MENU



#### Export Capture list

If there are missing files in the playlist, you can create a list for **CaptureBox** to ingest them. Select **Export capture list** from the **File** menu and browse for the location to save the playlist to. The resulting capture lists (\*.cap) will be named after the currently loaded playlist.

#### Export Logs to XLS

This File menu item appears in **AirBox**, but it is not visible in **ListBox**.

### Reload Graphic Rules

This File menu item appears in **AirBox**, but it is not visible in **ListBox**.

### EDIT MENU

This menu contains commands, related to playlist editing. As it is identical to the **AirBox** Edit menu, please, check the relevant [section above](#) for details.

### VIEW MENU

This menu is identical to the **AirBox** [View menu](#). The only difference is that in **ListBox** you cannot view external preview window, while in **AirBox** you can.

### SETTINGS MENU

As the **Settings** menu contains many playback-related options, here you will find most of the differences between the two modules.

#### General

In the **General** tab of this options dialog, there are several fields that are not accessible in **ListBox**:

*Restart playback after* – this setting is always enabled.

*Enable remote IP control* – This functionality is related to remote control of the playback. As **ListBox** is intended for playlist preparation, it is not needed here.

*TC transmission* options – as they are related to on-air subtitling, they are not needed in **ListBox**.

All the other settings in this dialog are the same as in [AirBox → Settings menu → General ⇨ General](#).

#### Interface

In the **Interface** tab, there are two options that are always enabled and inaccessible:



## Modules

**AirBox Output** tab – here you can find a list of presets that will be used for file verification while building your playlists in **ListBox**. All you have to do is select the platform and file format you intend to use for playout in **AirBox**, and double-click to assign it.

In the **Remote** tab you can enable the events plug-ins you intend to use in **AirBox** and configure them. If **AirBox** and **ListBox** are running on the same server, these settings will be shared between them. Please, check the **AirBox User Manual** for **external events description**.

The **Logo** tab and the **TC** tab are not relevant in **ListBox**, thus, they are disabled.

## TOOLS MENU

The **Tools** menu is identical to the **AirBox Tools menu**. Please, check the relevant section above for details.

## COMMANDS MENU

The commands menu contains some playback-related and logo-related commands. As they are identical to the **AirBox** commands, please, check the [relevant section](#) above for details.

## HELP MENU

### Help

This menu item opens the **ListBox** context-sensitive help. It is still under development.

### Doctor...

**Doctor** is an application for collecting data about your system in order to provide you with proper support.

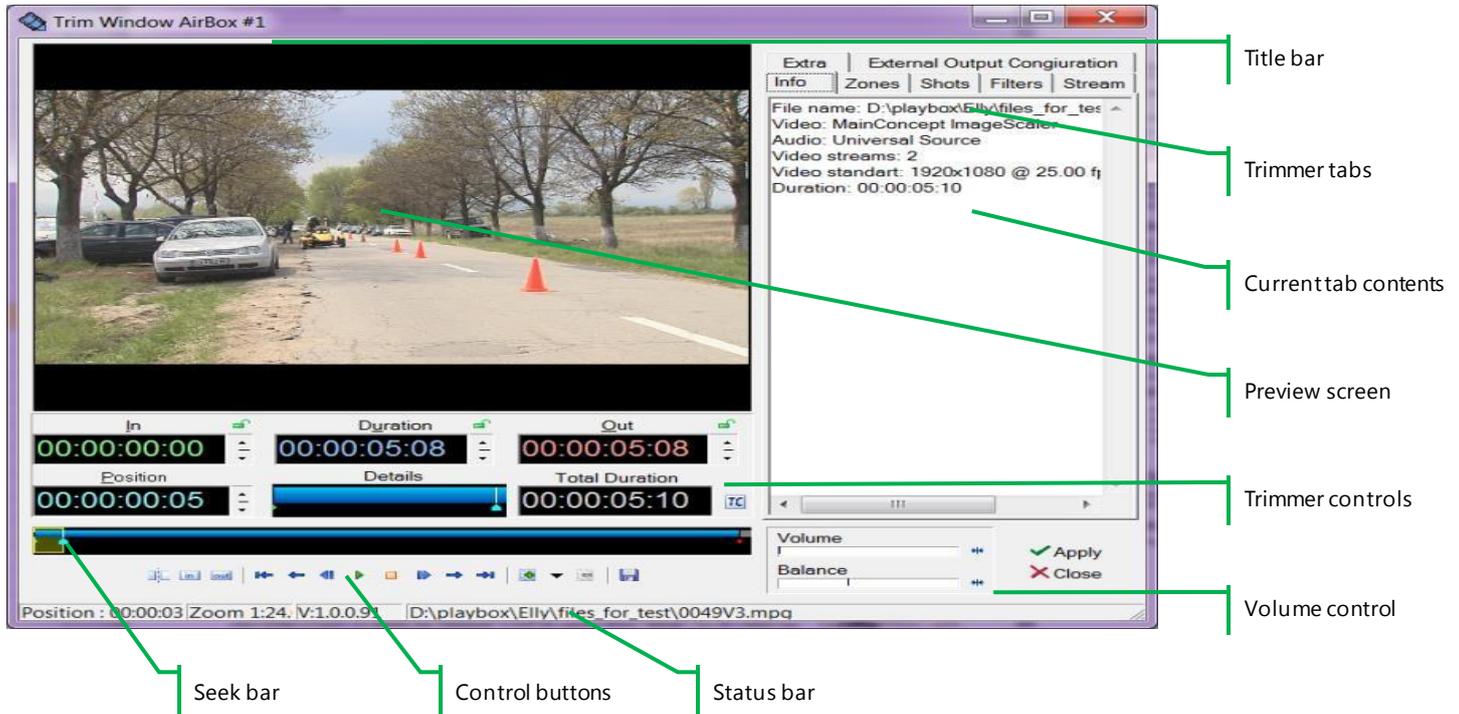
### About...

Clicking on this menu item displays the **About** box of the **ListBox** module. It contains useful information about the module version, WIBU Box number, license type, registration, etc.



## APPENDIX - CLIP TRIMMER

### USER INTERFACE



The **Clip Trimmer** combines a VGA preview screen and tools for editing the *In* and *Out* points of *MPEG* clips.

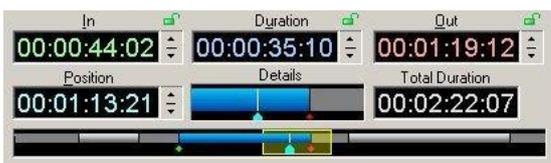
To load a clip into the **Clip Trimmer** window, double-click over the clip title in the **ListBox**, **DataBox** or **AirBox** grid.

**Clip Trimmer** features can be operated with the interface buttons, as well as through keyboard shortcuts. Available shortcuts are listed in the following [Appendix](#).

### Preview Screen

The **Preview screen** shows the video clip which is being trimmed. Right-click over the **Preview screen** to open a context menu with the most frequently used commands of the **Trimmer**.

### Trimmer Controls



Once a clip is loaded, you can navigate through the clip and edit it using the **Clip Trimmer** controls.

The controls section contains the following elements:



*In* spinbox – displays the *In* point timecode

*Out* spinbox – displays the *Out* point timecode

*Duration* spinbox – displays the clip duration. It is equal to the difference between *In* and *Out* points.

After the *In* and *Out* timecodes are entered, the *Duration* value will be calculated automatically. If you edit the *In* and *Duration* values, the *Out* point timecode will be calculated automatically. You can lock the *In*, *Out* or *Duration* value by clicking the padlock icon to the right of the box, in order to protect the value from being changed (e. g. by mistake). It is not possible to lock all three values simultaneously.

To enter values in the *In*, *Out* or *Duration* box, use the arrows to the right or type numbers from the keyboard. The *Position* spinbox contains the timecode of the currently selected point in the clip. If you type another timecode in this box and press **<Enter>**, the marker will move to the relevant position.

*Total Duration* spinbox – displays the original, untrimmed duration of the clip.

*Details* box – shows the part of the clip, enclosed in the zoom frame.

*Seek bar* - visualizes the clip length and the clip markers.



The *Zoom frame* defines what part of the clip is shown in the **Detail view**. It is quite useful for long clips. Click and drag to move or resize. Right-click and drag to define a new zoom area.

**SPLIT** button  - defines separate sections in the clip. After splitting the clip, each new clip section appears as a separate row in the playlist. You can play them separately, change their order, insert other clips between them, etc.

You can define *In/Out* points for each section of the split clip. The *In*, *Out* and *Duration* boxes display information about the selected section. Multiple *In/Out* definitions are used for skipping some parts of the clip during its playback. Thus, you can exclude existing commercials, titles, etc. from the original clip.

You can create separate sections also by clicking repeatedly the **In/Out** buttons. Clicking the **In** button after an existing *Out* point, creates a new section after the existing one. Clicking the **Out** button before an existing *In* point, creates a new section before the existing one.

**IN** button  – marks the *In* point for start of playback in **AirBox**. The *IN* point marker is colored green and by default it is at the beginning of the clip.

**OUT** button  – marks the *Out* point for end of playback in **AirBox**. The *OUT* point marker is colored red and by default it is at the end of the clip.

You can set an *In/Out* point, by dragging the *IN/OUT* marker on the seek bar or by entering timecode directly into the *IN/OUT* box.

The *IN/OUT* markers show the frame before/after (i.e. if the marker is on the *Out* point, you actually see the next frame, but not the last frame of the trimmed part).

NOTE: For MPEG files, the trimming is *GOP* accurate! *IN* points can be positioned only on I-frames, while *OUT* points can be positioned on I- or P-frames. Depending on the stream's *GOP* size, this may lead to a slight inaccuracy, limited to half a *GOP* for the *IN* points and a couple of frames for the *OUT* points. If the stream's *GOP* size is one (I-frames only), then trimming will be frame accurate.

NOTE: Even if you specify *In* and *Out* points in a particular timecode, some playout plug-ins (e. g. IPPUMP) will correct them to nearest I-frame for *IN* point and I- or P-frames for *OUT* point. In such case, the output duration could be shorter than specified.



**Play**  starts playing the clip and transforms to pause/resume.

**TIP:** To play only the trimmed part (i.e. between the *IN* and *OUT* points), hold **<Shift>** and click **Play**.

**Stop**  stops the playback and rewinds the clip to its beginning.

**Pause/Resume**   - stops and resumes the clip playback from the same timecode position.

 - skips one frame forward

 - reverts to one frame backward

 - fast forward (if possible)

 - rewind (if possible)

 - moves to the next mark point (in/out/bookmark)

 - moves to the previous mark point (in/out/bookmark)

**Add Zone**  - marks the beginning of a zone. A yellow point appears in the seek bar.

**Delete Zone**  - deletes the selected zone point.

**Open** will load a clip in the Trimmer window.

**Export**  - opens a dialog box for exporting the trimmed clip as a file.



If you divide the clip into several sections, they will appear in the **Export list** as different parts. Select which of them to export by checking the checkboxes before them. You can change their order using the up and down arrows.

If you export several parts at a time, select one of the two options – to *Export selection(s) as multiple files*) or to *Export selections as a single file*).

Click **Export** and in the following dialog box enter the file name and file location to begin the export.

To delete a clip section, select it and press **<Ctrl> + <D>**.

To reset the original clip length, press **<Ctrl> + <BkSp>**.

The *Throttle* has three levels – Low, Normal and High. Each of them tells the CPU what priority to give to the export process.

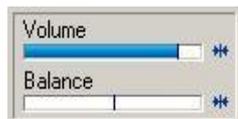
With higher priority the export will be completed quickly, but other processes, running on the same server will be slowed down.

**NOTE:** Export works only for MPEG2 files.



NOTE: Export is not frame accurate. It is *GOP* accurate! *IN* points can be positioned only on I-frames, while *OUT* points can be positioned on I- or P-frames. Depending on the stream's *GOP* size, this may lead to a slight inaccuracy, limited to half a *GOP* for the *IN* points and a couple of frames for the *OUT* points. If the stream's *GOP* size is one (I-frames only), then trimming will be frame accurate.

## Volume control

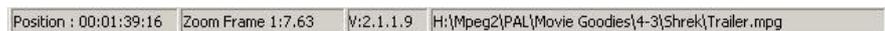


You can change the audio volume and audio balance of the clip, using the sliders of the **Clip Trimmer**. The new values will not take effect in **AirBox** playback. These sliders are used for convenience during the trimming process.

*Volume* – shows the volume level of the clip playback. Click the **Reset** button to the right of the slider to restore the default value.

*Balance* – shows the audio Left - Right balance. Click the **Reset** button to the right of the slider to restore the default value.

## Status Bar



The status bar is located at the bottom of the **Trimmer** window.

- The first field [Position] – shows the current timecode, when dragging over the seek bar.
- The second field [Zoom Frame] – shows the scale of the Zoom zone.
- The third field [Version] – displays the current **Trimmer** version.
- The last field shows the clip's filename and location.

## TRIMMER TABS

There are six tabs on the right side of the **Trimmer** Window: **Info**, **Zones**, **Shots**, **Filters**, **Stream** and **Extra**.

All tabs are described in detail in the following sections.



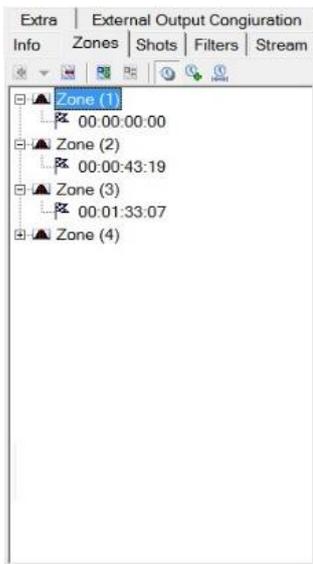
## Video Clip Info



This tab shows important system stream information, extracted from the file. It contains:

- Filename
- Video compression type
- Video stream information: number of streams; image width and height in pixels; video frame rate; video bitrate.
- Audio stream information: number of streams; audio compression type; audio sampling rate; audio channels; audio bitrate.
- Type of *MPEG* packages
- Type of *PES* (packetized elementary stream)
- Mux rate (the multiplexing rate in bps)
- Duration of the clip in HH:MM:SS.ms (hours: minutes: seconds. milliseconds)

## Clip Zones



In this tab you can register a set of timecode points in the clip, in order to mark initial/final timecode(s) of important zones in the clip. For example, in each movie there are predefined commercial break points that might be used later for automated commercial slot insertion. Such breakpoints can be defined in **Clip Trimmer** as single split points or zones (blanks/stills) that will be skipped, and a commercial slot will be inserted instead.

To add a **Zone**, set the cursor at the appropriate point and click **Add Zone**  in the tab or in the main window. A yellow point will appear in the seek bar, marking the beginning of the zone. To define different zone types, click the black arrow next to the **Add Zone** button. The following options are available:

**Bookmark** – creates a single split point at the current play head position. You can change the Zone name (Bookmark by default) and timecode manually.

**Simple skip zone** – creates a two-point zone. The first point is the current play head position, and the second is 5 seconds later, by default. You can change the Zone name and timecodes manually.

**Advanced skip zone** – creates a four-point zone. The first point is set at the current play-head position. By default the second point is 1 second later, the third point is 5 seconds later and the fourth point is 6 seconds later. You can change the Zone name (Advanced Zone by default) and timecodes manually.

To add another marker in the **Zone**, click **Add Zone marker** . It will add a marker 10 seconds after the last marker in that zone (by default).

To delete a marker from the **Zone**, select it and click **Delete Zone marker** . It will delete all markers, except the first one, which can be deleted only by deleting the whole zone.

To delete a **Zone**, select it and click **Delete Zone**  in the tab or in the main window.

Click the clock buttons to choose a display mode for the markers:



**Time** – shows exact timecodes in HH:MM:SS:FF format



 **Offset value** – shows the interval between the current marker and the first one

 **Duration**– shows the time difference between two consecutive zone markers

## Clip Shots



Use this tab to extract snapshots from the video clip.

To create a snapshot, stop the play-head at the desired frame and click **Add** . The snapshot thumbnail and time-code are displayed in the tab. You can change the snapshot's name (Scene No., by default) manually.

To delete a snapshot, select it and click **Delete** .

To save a snapshot to a file, select it and click **Export** . In the following dialog, enter file name, type (\*.jpg or \*.bmp) and location.

To set a snapshot as a thumbnail for a file, click **Thumbnail** .

## Clip Streams



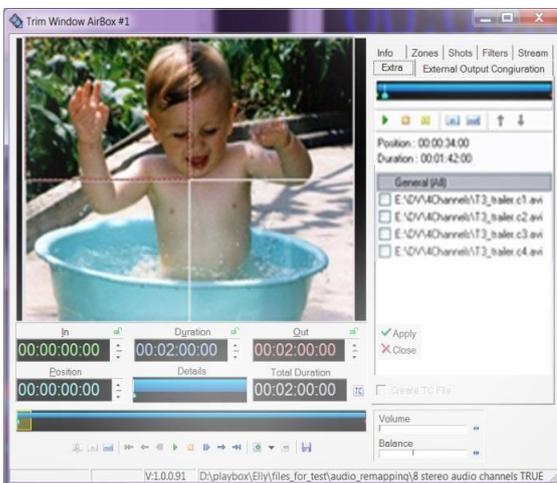
This is applicable for files which contain more than one video and/or audio stream. Here you can choose which of them to view/listen during playback.

The checkbox before each stream shows its playback status. If checked, after you click **OK** the stream will be loaded in the playlist and will be played in its turn.

The green checkmarks   are used for preview – if you click on the single checkmark, you will preview only the selected stream. If you click on the double checkmark, you will preview all the streams simultaneously. If you preview several audio streams, they will be mixed-up. If the streams are video, the preview window will split according to the number of streams (up to 32).

Use the blue arrows   to move streams up and down the list.

## Extra



The options in the **Extra** tab are used for managing multiple monitor video wall systems (up to 16 monitors). The names of files, that are output to video walls usually end in \*.c#.mpg or \*.c#.avi (e. g. \*.c1.mpg or \*.c3.avi). Load the first file in the playlist and **AirBox** will detect the others automatically.

The seek bar and the buttons above the file list are used for control of the entire set of files. The seek bar and the buttons under the preview window are used for control of the currently selected monitor (marked with a red dotted-line frame).

With this feature, you can synchronize the video wall and control each monitor separately. You can also rearrange the display positions of files by dragging and dropping the squares in the preview window (i.e. file #1 can be displayed on monitor#3, etc.) or using the blue arrows above the file list. The files in the preview window are arranged horizontally, in up to 4 rows of up to 4 files each. If there are 16 files in the set (the maximum number possible), the first row will contain files #1 to #4, the second row will contain files #5 to 8#, etc.



If you check the *Create TC file* check box at the bottom of the file list, a TC file will be created automatically. The file will contain your settings, such as *In* and *Out* points, file order, etc. These settings can be used again the next time you open the relevant file.

## Clip Filters



Contains information about the filters, used for playing the current clip as well as options for changing filter settings.

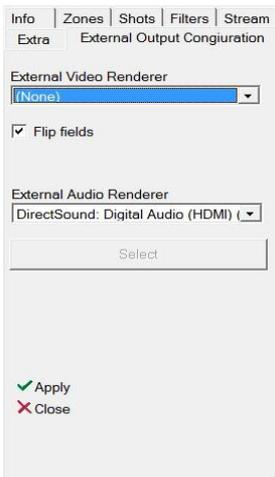
The Windows Registry contains a key `[HKEY_CURRENT_USER\Software\Digital Media Technologies Ltd.\PlayBox\2.0\DXPresets]` in which you can create your own string values, containing groups of preferred filters (presets). All filters of the currently selected preset are displayed in **Filters** tab.

There is a legend at the bottom of the tab:

-  - marks all filters from the preset
-  - marks filters that are included in the preset, but are not used for executing the current file.

Click the **Property** button under the tab name to open the **Property dialog** of the selected filter (if available), and change filter settings.

## External Output Configuration



In this tab you can select an *External Video Renderer*, as well as an *External Audio Renderer* from the drop-down lists. For the video renderer you are able to flip the fields of the output video by checking the *Flip fields* box.

In case the external audio renderer is multi-audio, then the first 8 audio channels are output in SDI. When you are done selecting your external video and audio renderers, click **Select**.



## APPENDIX – LISTBOX KEYBOARD SHORTCUTS

### GENERAL

| <i>Function</i>                    | <i>Shortcut</i>          |
|------------------------------------|--------------------------|
| New playlist                       | Ctrl+N                   |
| Load playlist                      | Ctrl+O                   |
| Save playlist                      | Ctrl+S                   |
| Save playlist As                   | Alt+S                    |
| Print playlist                     | Ctrl+S                   |
| Append a clip at playlist end      | Alt+Ins                  |
| Insert a clip before selected clip | Ins                      |
| Remove a clip or clips             | Del                      |
| Remove a clip without confirmation | Shift+Del                |
| Clear All                          | Alt+Del                  |
| Clear All without confirmation     | Shift+Alt+Del            |
| Edit MPEG Media                    | Alt+Enter / Double-click |

|                       |                 |
|-----------------------|-----------------|
| Find text             | Shift+Ctrl+F    |
| Undo/Redo last action | Ctrl+Z / Ctrl+Y |



|                               |              |
|-------------------------------|--------------|
| Insert Stop event             | Ctrl+Alt+S   |
| Insert Stop Cue event         | Ctrl+Alt+C   |
| Insert Wait event             | Ctrl+Alt+W   |
| Insert Wait Until event       | Ctrl+Alt+U   |
| Insert Wait Time Code event   | Ctrl+Alt+A   |
| Insert Logo event             | Ctrl+Alt+L   |
| Insert GPI event              | Ctrl+Alt+G   |
| Insert KramerSwitcher event   | Ctrl+Alt+K   |
| Insert KramerMatrix output    | Ctrl+Alt+R   |
| Insert TitleBoxNetCtrl output | Ctrl+Alt+T   |
| Add Stop event                | Shift+Ctrl+S |
| Add Stop Cue event            | Shift+Ctrl+C |
| Add Wait event                | Shift+Ctrl+W |
| Add Wait Until event          | Shift+Ctrl+U |
| Add Wait Time Code event      | Shift+Ctrl+A |
| Add Logo event                | Shift+Ctrl+L |
| Add GPI event                 | Shift+Ctrl+G |
| Add KramerSwitcher event      | Shift+Ctrl+K |



|                            |              |
|----------------------------|--------------|
| Add KramerMatrix output    | Shift+Ctrl+R |
| Add TitleBoxNetCtrl output | Shift+Ctrl+T |
| Insert Note event          | Ctrl+Alt+N   |
| Add Note event             | Shift+Ctrl+N |

## GRID CONTROL

| <i>Function</i>        | <i>Shortcut 1</i> |
|------------------------|-------------------|
| Page scrolling         | PageUp/PageDown   |
| Jump to grid beginning | Home              |
| Jump to grid end       | End               |

## SELECTION MANAGEMENT

| <i>Function</i>                       | <i>Shortcut 1</i>     |
|---------------------------------------|-----------------------|
| Selection bar movement                | Up/Down arrows/ Click |
| Select multiple sequential clips      | Shift+Up/Down arrows  |
| Select more clips out of the sequence | Ctrl+Click            |
| Select All                            | Ctrl+A                |
| Invert selection                      | Shift+Ctrl+I          |
| Cut selection                         | Ctrl+X                |



|                                  |                  |
|----------------------------------|------------------|
| Copy selection                   | Ctrl+C           |
| Paste selection                  | Ctrl+V           |
| Move multiple selection          | Alt+Drag-n-drop  |
| Duplicate selection              | Ctrl+Drag-n-drop |
| Move to playlist beginning       | Alt+Home         |
| Move selection 1 line up         | Alt+Up           |
| Move selection 1 line down       | Alt+Down         |
| Move selection to playlist end   | Alt+End          |
| Shift clips into selection range | Shift+Ctrl+H     |
| Reverse clips order              | Shift+Ctrl+V     |
| Randomize clips order            | Shift+Ctrl+R     |



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