

TITLEBOX LISTPLAYER USER MANUAL

(Version: 1.1, December 2015)

This guide explains how to use the basic functionalities of the *TitleBox ListPlayer* v 2.1.



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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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Style Conventions

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- 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\AirBox
 - 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;
 - \Rightarrow 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.



The *TitleBox ListPlayer* provides scheduled implementation of any graphic objects, created by *TitleBox*. It supports the basic object commands and converts the items from it into a sequence of *TitleBox* commands to be executed according to the schedule. Furthermore, the *ListPlayer* ensures that the graphic items will be sent to *TitleBox* at a specified start time, and it allows for remote playlist control, as in *AirBox*.

GETTING STARTED

Installation

TitleBox ListPlayer is usually installed in C:\Program Files\PlayBox Technology Ltd\TitleBox ListPlayer.

The *TitleBox ListPlayer* icon will appear on the Desktop.

When you open the application, its icon is also available on the Windows Taskbar.

OVERVIEW

The *TitleBox ListPlayer (TBL)* is designed to facilitate the remote control of existing *TitleBox (TB)* projects, and especially for editing the content of text objects, created in *TB*. This is done with the use of playlists, responsible for separate *TB* projects. Each playlist contains items, which are linked to different *TB* projects. A project item displays a list of all objects, contained within that particular project. The user is able to select the objects to be controlled remotely. Playlists may also be saved as daily playlist, holding the same logic, as in *AirBox*.

Items and objects can be assigned the following commands: Play/Pause/Stop. The items within a playlist are played either consecutively, or at a certain time, which is predefined in the **TBL** user interface. In case the items are linked to text-containing objects, the **TBL** can assign different text content to the objects. This option is very useful if you want to display different text in the same object at a different time.



USER INTERFACE

| Title | Box ListPlayer | #1 - | [Untitled.plm*] | | | | - • × |
|---------------------------------------|--|--|--|----------------------|---|---|---|
| <u>File Edit Playback Tools H</u> elp | | | | | | | |
| tart 1 | Гіте : 🔲 05-Ju | ın -13 | 2 🗐 🔻 03:40:06 PN | 1 🕀 i 🕨 🖬 🖬 | | | |
| | | | 05-Jun-12 03:44:40 | D PM | | | |
| tus | Items | | Name | Command | Start Time | Duration | Details |
| \checkmark | Play 11111 | | project1 | Play | 15:40:06 | 00:11:00 | |
| | | | | | | | |
| | | | | | | | |
| text | 3 | Play | list Player | | | | |
| | Stop 11111 | | project1 | Stop | 15:51:06 | 00:10:00 | |
| 1 | | -t | | | | 00:15:00 | |
| Sequ | uence File 1 | | | | | | |
| | | | | | | | |
| | Play animation | -t | project3 | Play | 16:16:06 | 00:20:00 | |
| Sequ | uence File 1 | | | | | | |
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| vina | | | | | | | |
| | ile itus tus text text text | ile Edit Playb itart Time : 05-Ju tus Items ✓ Play 11111 text1 text2 text3 ✓ Stop 11111 ✓ Play animation Sequence File 1 ✓ Play animation Sequence File 1 | ile Edit Playback tart Time: 05-Jun-1: tus Items ✓ Play 11111 text1 Play text2 Title text3 Play ✓ Stop 11111 ✓ Play animation-t Sequence File 1 Play animation-t | tart Time: 05-Jun-12 | ile Edit Playback Iools Help itart Time: 05-Jun-12 □ ▼ 03:40:06 PM i i 05-Jun-12 03:44:40 PM i i 05-Jun-12 03:44:40 PM itus Items Name Command Play 11111 project1 Play text1 PlayBox text2 TitleBox text3 PlayIst Player Sequence File 1 Play animation-t project2 Play Sequence File 1 | ile Edit Playback Iools Help itart Time: 05-Jun-12 | ile Edit Blayback Iools Help itart Time: 05-Jun-12 → 03:40:06 PM → I = I 05-Jun-12 03:44:40 PM tus Items Name Command Start Time Duration Play 11111 project1 Play 15:40:06 00:11:00 text1 PlayBox text2 TitleBox text3 PlayIst Player Stop 11111 project1 Stop 15:51:06 00:10:00 Sequence File 1 Play animation-t project2 Play 16:01:06 00:20:00 Sequence File 1 |

Main View

The **Main View** in the *TitleBox ListPlayer* allows you to view the current playlist, add or remove items from it, set commands for them, and so on. Notice that the items are marked with different colors depending on their status. The following properties are shown in the different columns: **Status**, **Items**, **Name**, **Command**, **Start Time**, **Duration**, and **Details**.

You can add new items, linked to different **TB** objects in the playlist grid. Also, you can assign text for the objects that display text by entering the desired phrases in the empty field next to the name of the object. Also, you can edit the **Start Time** of an item by setting a value for it below the respective column.

Right-Click

| Add | |
|------------|--|
| Insert | |
| Delete Del | |
| Unpin | |
| Properties | |

Right-clicking anywhere in the **Main View**, or on a folder, allows you **Add**, **Insert**, **Delete**, **Unpin**, or define **Properties** for a certain item. Note that if you select **Insert**, as opposed to **Add**, a new item will be added right above the currently selected item. When you select the **Properties** command, a two-column table will appear. In it you can enter any notes that are related and useful foryour playlist.

When you Add a new item, it will appear as an empty line in the Main View of the TBL. To connect this item to an existing *TitleBox* project, go to the corresponding **Details** cell and click on it. The following dialog will appear:



Go to the Project drop-down list and select the desired project.

| | ····. | |
|----------|--|---|
| Project | test - Slide slide1 | • |
| Comments | | * |
| Objects | <pre> headline (TEXT2) sub (TEXT2) live (TEXT2) phone_text2 (TEXT2) phone_text1 (TEXT2) phone_text1 (TEXT2) const (TEXT2) </pre> | Î |

NOTE: In order to view projects in the drop-down list, you need to save your desired projects as templates and save them in the predefined folder, used by the **TitleBox Net Control**.

NOTE: In order to apply commands to a certain playlistitem, i.e., project, your TitleBox needs to work in Net Control mode.

Use the Comments box to enter any notes you consider useful for this project.

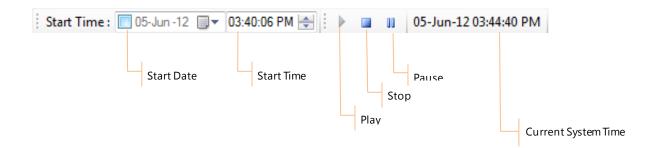
Finally, notice that once you select a project, a list of the objects it contains appears in the *Objects* field. This gives you the ability to choose which objects you wish to control and output remotely via the **TBL**.

In the image below notice that when you place the pointer on an item, connected to a project, you see a preview of the objects, contained in that project:

| Play test3/side2 Item #1 Play 00:00:00 00:00:00 | 🚯 TitleBox ListPlayer | #1 - [Untitled.plm*] | | | | | | | _ | |
|--|--|------------------------------|---------------------|----------|----------|----------|-------------|--------|---------|----------|
| Status Name Command Start Time Duration Details Play test3/Side2 Item #1 Play 00:00:00 00:00:00 ••• Text 1 | | | | | | | | | | |
| Play test3/side2 Item #1 Play 00:00:00 00:00:00 | | 2012 💌 12:00:00 AM 🚔 👔 🕨 💷 🛛 | 6/7/2012 4:48:51 PM | | | | | | | |
| Text 1 Text 2 Text 3 Text 1 Text 4 Text 1 Text 5 Comments Crawl 1 Text 1 (TEXT2) Roll 1 Text 2 (TEXT2) Text 6 Text 4 (TEXT2) | | | | | Duration | | | | Details | ; |
| Text 2 Image: Control of the state of th | Annual Contraction of the second seco | 2 Item #1 | Play | 00:00:00 | 00:00:00 | | | | | ••• |
| Text 2 Image: Constant of the second consecond consecond constant of the second constant of the second cons | | | | | | Duringh | | ctul. | distan | |
| Text 4 Image: Comments Text 5 Image: Comments Grawl 1 Image: Comments Roll 2 Image: Comments Text 6 Image: Comments | | ext iter | | | | Project | 10500 | Silde | Sildez | • |
| Text 5 Image: Commerce service s | | | | | | _ | | | | ^ |
| Text 3 Image: Text 1 (TEXT2) Roll 1 Image: Text 6 Text 6 Image: Text 3 (TEXT2) Image: Text 6 Image: Text 6 (TEXT2) Image: Text 6 Image: Text 6 (TEXT2) Image: Text 7 Image: Text 7 | | | | | | Comments | | | | |
| Roll 1 Fast 2 (TERT2) Roll 2 Objects Text 6 Text 4 (TERT2) V Text 4 (TERT2) | | Text Item | | | | - | | | | Ψ. |
| Roll 2 Ministry (LEXL2) Text 6 Ministry (LEXL2) Ministry (LEXL2) | | | | | | | | | | â |
| Text 6 | | ext Ite | | | | - | | | | |
| | | | | | | Objects | | | | 0 |
| TI cuult Discharta | | | | | | | | | | |
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| Stannad | Stopped | | | | | | | | | : |



Toolbar



Most of the buttons in the **Toolbar** are self-explanatory. They are applied to the currently selected item(s) from the **Main View**. Placing a check in the *Start Time* box allows you to select a start date in addition to the start time. Once you enable the Start Time option, the values in the **Start Time** column, related to each individual item, will be updated accordingly. Depending on the duration of the previous project, the Start Time of the project after it will equal that of the previous one, plus its duration.

NOTE: The TitleBox ListPlayer uses the local system for these calculations.

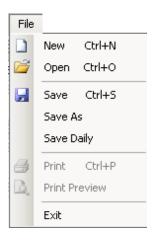
Furthermore, you can add an offset to the playlist.

EXAMPLE: if you want the whole playlist to start 10 minutes after you click start, enter the following value in the *Start Time* cell of the first item in the list 00:10:00. If you enable the Start Time option after having entered a time offset, the Start Time values will be updated in ac cordance to the offset. Thus, if you have a 10 minute offset for your first item and you enter a start time at 6 PM, the *Start Time* value for the first item will become 18:10:00.



MENU BAR

File menu



Most of the commands in the File menu are self-explanatory.

Selecting the **Save Daily** command invokes a dialog, as the one below. The Daily Playlist logic here is similar, to the one, used in **AirBox**, as described above.

| Save a Daily | Playlist | × |
|---------------|--------------------------------|---|
| Date/Time: | Monday , March 19, 2012 10: 💌 | |
| Folder: | C:\Program Files\PlayBox Techr | |
| File: | 2012_03_19_10_18_43.plm | |
| Other Playlis | (8: | |
| | | |
| | | |
| | | |
| | | |
| | | |
| 1 | Save Cancel | |
| | | 1 |

Specify the *Date/Time* in the respective field and enter the Folder, in which you wish your daily playlist to be saved. Once you are done, enter the **Save** button.

NOTE: Enable the Daily Playlist from **Tools** menu \rightarrow **Options** \Rightarrow **Daily Playlist** tab \rightarrow **I** Enable Daily Playlist.

Edit menu

The commands, listed in the Edit menu are self-explanatory. They apply to the items and folders, used in TitleBox ListPlayer.

Playback menu

The commands in the **Playback** menu are the same as the buttons in the **Toolbar**, described above. From here you can also send a **Play**, **Stop**, or a **Pause** command to an item(s) from the playlist.



Tools menu

| TitleBox ListPlayer Settings | × |
|--|----|
| General Daily Playlist Network | |
| Player Default <u>I</u> emplate TestTemplate | |
| Default <u>Slide</u> | |
| ✓ Force Project Start | |
| Logging | |
| 🗹 🗛 Run 🔽 Command | |
| 🔽 System | |
| Delete logs older than 5 🚊 days | |
| OK Cancel | |
| | 11 |

The **Options** command from the **Tools** menu invokes a dialog, as the one shown above.

In the General tab you can set the logic for playing and logging of the TitleBox ListPlayer project.

The *Player* field allows you to enter a *Default Template* name and a *Default Slide* name, from which the project will be started. Check the *IForce Project Start* box to automatically initiate the project once it is loaded.

The Logging field allows you to configure how and what kind of information, if any, to be stored in a log. Also, here you can choose how many days your logs will be stored for by entering a number in the respective spin-box. In the image

| TitleBox ListPlayer Settings | × |
|--|-----|
| General Daily Playlist Network | |
| 🔽 Enable Daily Playlist | |
| | |
| C:\Program Files\PlayBox Technology Lt | |
| Elay nes automatically | |
| | |
| | |
| | |
| | |
| | |
| OK Cancel | |
| | /// |

The **Daily Playlist** tab allows you to **D** *Enable* / **D** *D isable the Daily Playlist* via the respective check-box. Here you can also define a folder, where the Daily Playlists to be saved from the Daily Playlist Settings field.

Check the Delay files automatically box if you want the items to be played immediately after playlist loading.



In the *Network* tab you can enter the *Channel* and *Port* numbers of the respective *TitleBox* instance, to which you will be connecting the *ListPlayer*. Furthermore, if you want to set a Broadcast connection, simply place a check in the *Broadcast* box and enter the IP number of the desired *TitleBox Server*.

More advanced users can use the *Remote Interface* option. For that purpose, place a check in the **D***Enable Interface* box, and click on the **Interface Definition** hyperlink for further instructions.

The Status and Command Port numbers are entered in the respective spin -boxes below.

| TitleBox ListPlayer | Settings | × |
|---------------------|--|---|
| General Daily Pl | aylist Network | |
| Network | | |
| Channel | 1 | |
| Port | 8012 📫 | |
| | Broadcast | |
| TB Server | 127.0.0.1 | |
| - Ports | ce itton Enable Interface 66 Command: 10666 | |
| | OK Cancel | |

Help menu

Selecting the About... option from the Help menu will invoke a dialog, displaying the Version and Copyright information of your TitleBox ListPlayer.



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