

Cosmos by PlayBox Technology

User Guide

Table of contents

Introduction	1
Cosmos	3
Shotbox	33
Cosmos in detail	52
Configuration Tool	82
Cosmos Administrator	12 ²

Introduction

Cosmos is a quick and simple playlist creation tool with autonomous play-out of multiple channels.

With the facility, at any time, to take full control of the live play-out.

All this functionality available as a web application that runs in a modern browser.

The Cosmos screen is split into 6 main parts.



- 1. The playlist area.
- 2. A channel selector.
- 3. A panel showing all the media clips and materials that can be added to a channel. A search facility across all materials allows for rapid compilation of playlists.
- 4. A preview area for any clip and a panel of associated metadata.
- 5. Easy to use live playout controls for each channel.
- 6. A quick way to save and load playlists.

Cosmos - Getting Started and In Detail

This section will quickly get you creating playlists and putting them on-air.

ShotBox gives you even greater control over your playlists and live playout.

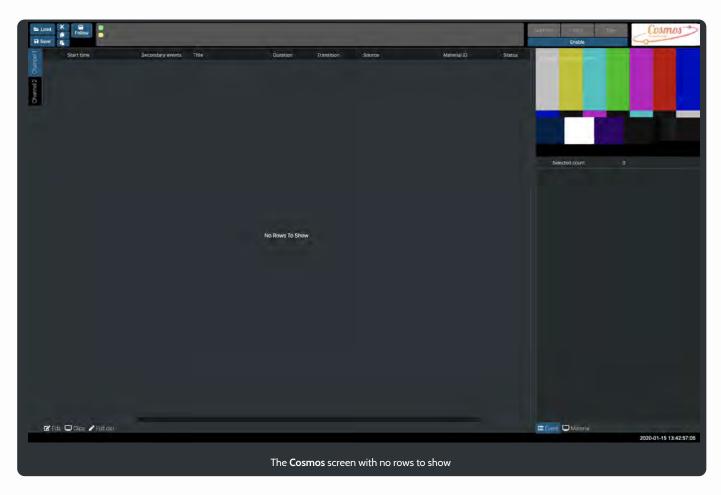
Later in the documentation all parts of the application are described in detail. This section you can use as a reference tool to increase your knowledge of the Cosmos application.

Other parts include a **Channel configuration** tool and a Cosmos **Administrator** screen. These parts of the software should only be accessed by users who have a thorough understanding of the Cosmos system and also have administrator privileges on the host PC.

Cosmos

Getting started

When first opening the Cosmos window you will see a mostly blank screen.



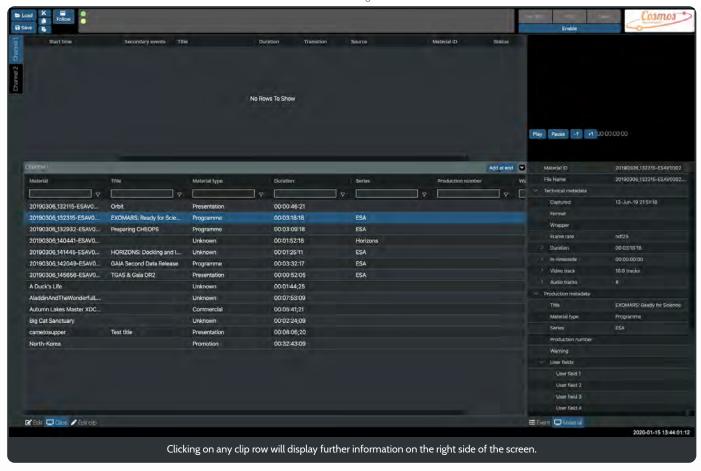
In the centre of the Cosmos interface is an area for our playlists. At the moment we have not created or loaded any playlists so No Rows To Show is displayed.

In the top left is an area where you load and save playlists, cut, copy and paste media clips into a playlist.

Just beneath this is the currently selected channel. Two channels have been created - Channel 1, Channel 2 - and Channel 1 is selected.

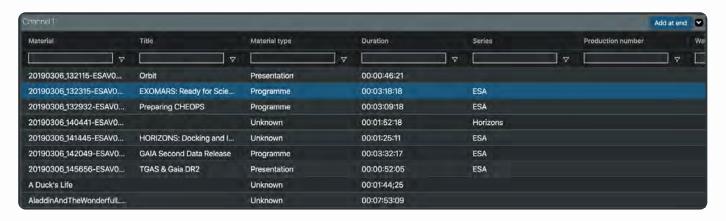
Adding some clips to the playlist

With Channel 1 selected we can click on the Clips button at the bottom of he screen to see the clips available.



We will take a detailed look at the features of the Clips panel later.

But first, lets add a clip to a playlist.

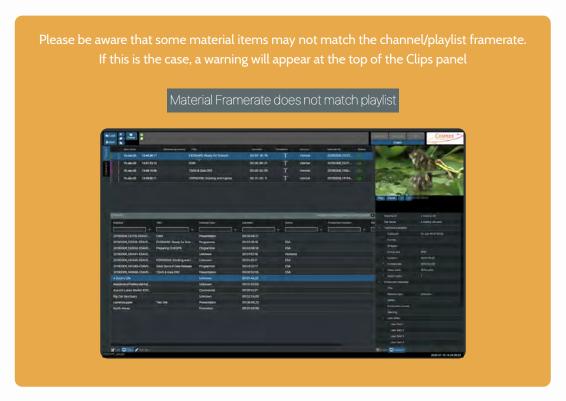


Select a row in the Clips window that you want to appear in your playlist.

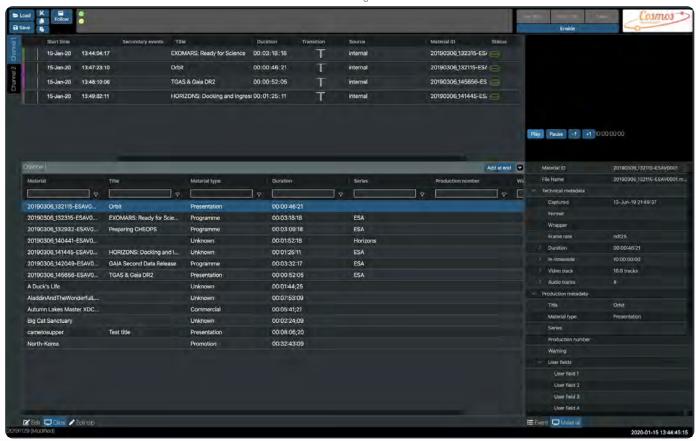


Click the Add at end button at the top of the Clips panel. The selected clip will now be added to the playlist area at the top of the screen.

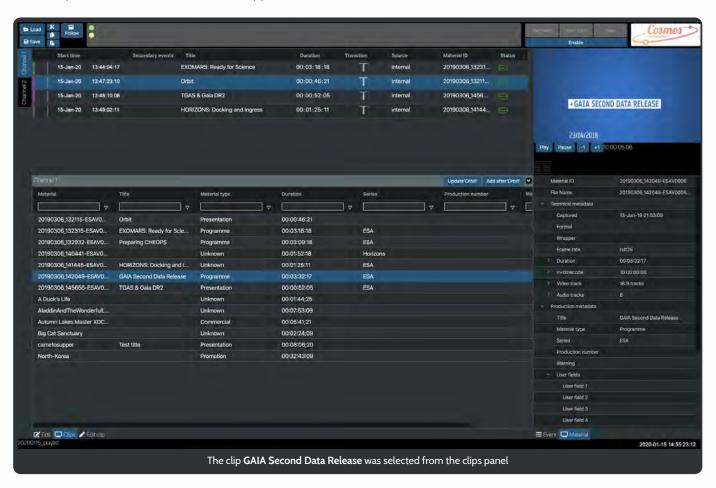




Add some more clips by selecting another row in the clips panel and click the Add at end button.



It is important to note that whenever a clip is selected in the **Clips** panel its associated metadata is displayed in the **Material** panel on the right. At the top of this panel a clip preview with play / pause video transport controls is shown. Other controls include a plus one and minus one frame stepper.





When a position in the playlist is selected, in this case the Orbit clip, note the change in button Add after 'Orbit'. Now it is possible to add a clip after the selected playlist item. This is particularly useful if you wish to add several clips to the playlist at various positions and not just at the end.

Later, we look at how to reorder the contents of a playlist, but first lets save the four clips we have added.

Saving a playlist

With four items added to our playlist we are now going to save our work.



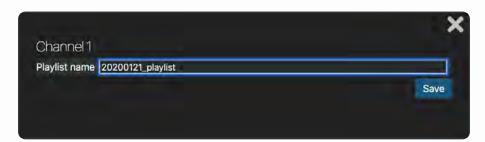
In the top left corner of the window are the tools that will allow us to save and load playlists.



Click on the Save button. A modal window appears where you can enter the name of your playlist.



Once you have entered a name the Save button will become active. Clicking on Save will close the window and return you to the Cosmos application.

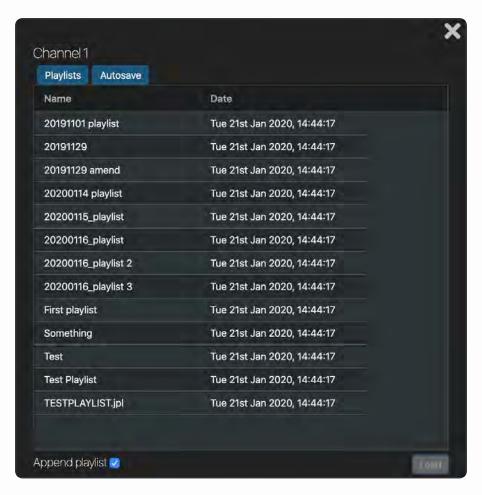


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If you do not want to save the playlist, or you have opened the save window in error just click on the close button in the corner of the window.

Loading a playlist

You can reload a saved playlist by clicking on block of the current selected channel, Channel 1.



At the bottom of this window is the option to Append playlist

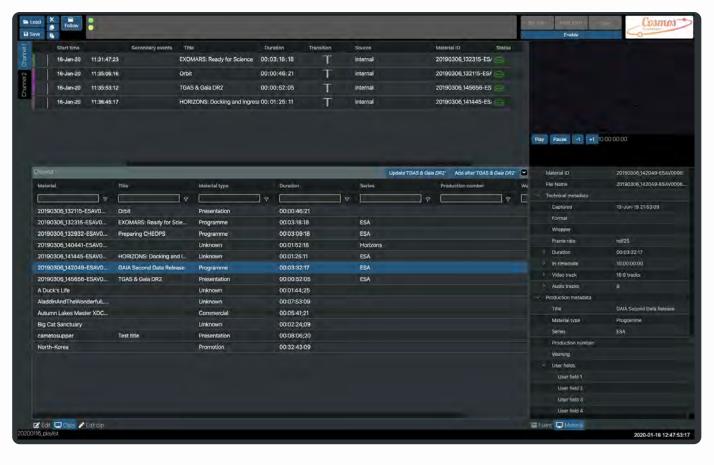
With this checked, the selected playlist in the load playlist panel will be **added** to the current playlist in the Channel 1 window. Un-check the Append playlist option to **replace** the playlist in the Channel 1 window with the currently selected playlist in the load panel.

You can append a loaded list to itself and this cannot be undone. So please take careful note of the append buttons state before loading a playlist

Re-ordering the clips in a playlist

Cosmos was designed with ease of use at its core. It has several quick and easy ways of adding an item or reordering the items in a playlist.

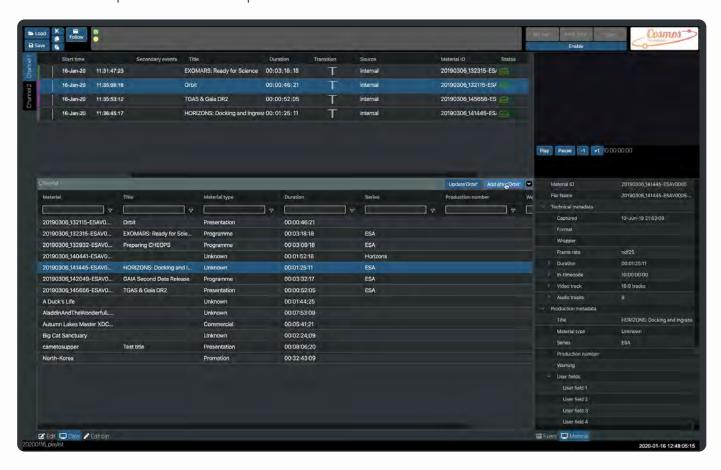
Adding clips and reordering items in a playlists



Select where you want to insert a clip. Please note the clip will be inserted after the selected item in the playlist.



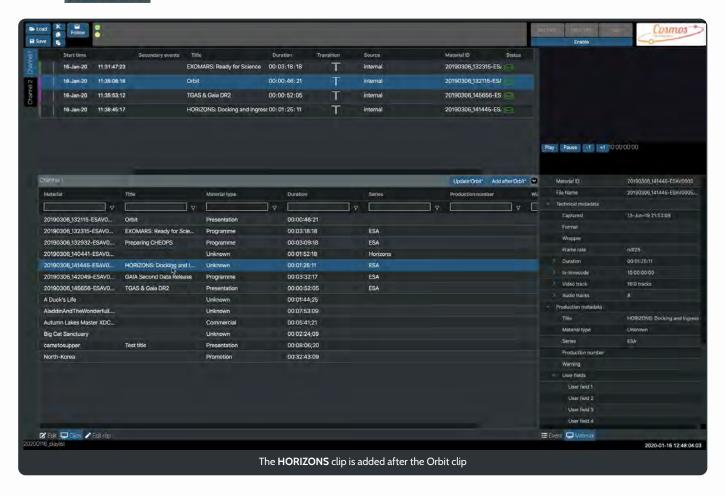
Then select the clip to add in the list of Clips.



The row's background changes colour to indicate that it is the selected item.

|--|

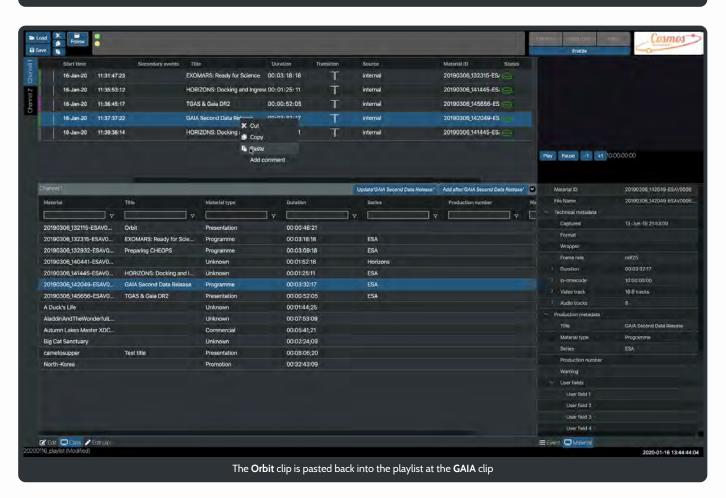
Click on Add after 'Orbit' .

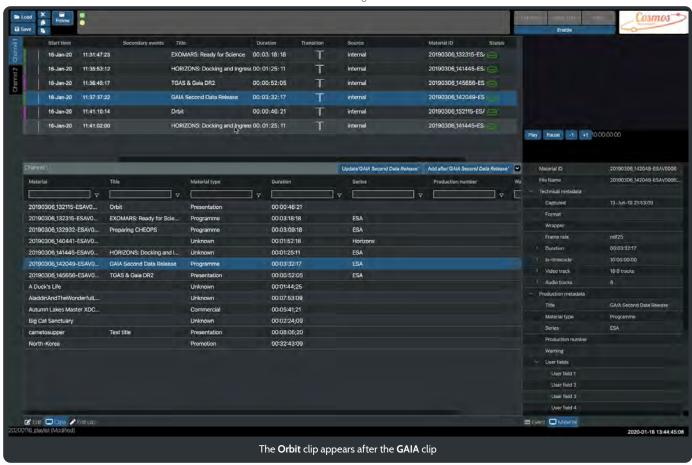


Using cut, copy and paste to reorder the clips

Right click on an item in the playlist and a cut, copy, paste and add comment menu appears. Please note, as before, the pasted item always appears after the selected clip.

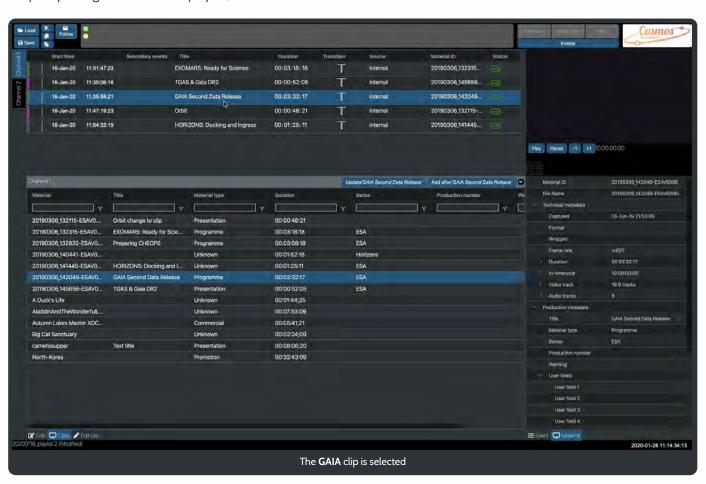




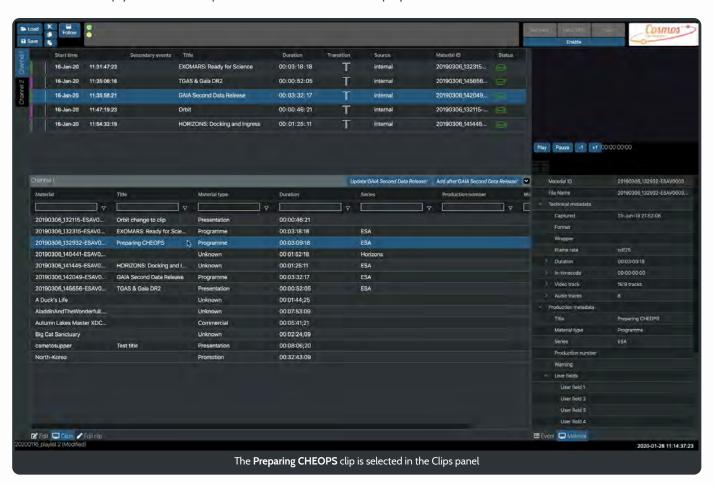


Swapping a clip

To quickly change an item in the playlist, first select the item.

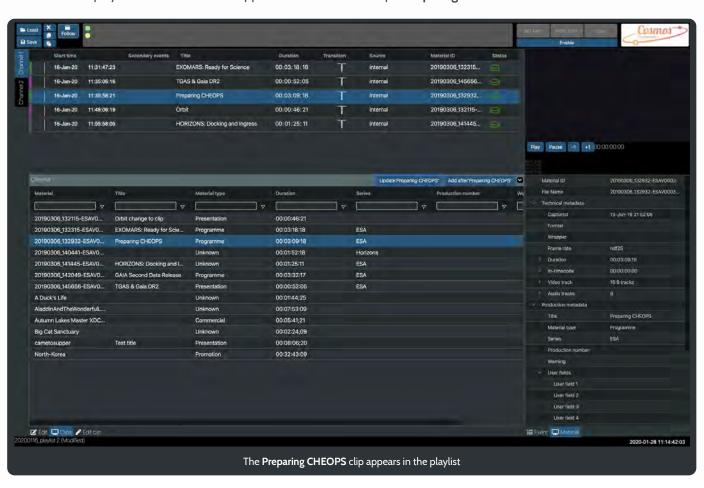


Then select the clip you want to swap with the selected item in the playlist.



Click on Update'GAIA Second Data Release'

The item in the playlist - GAIA - will be swapped with the selected clip - Preparing CHEOPS.

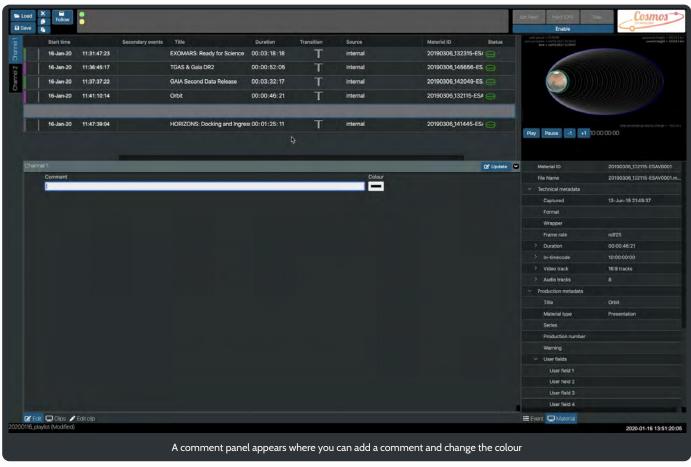




Adding a comment

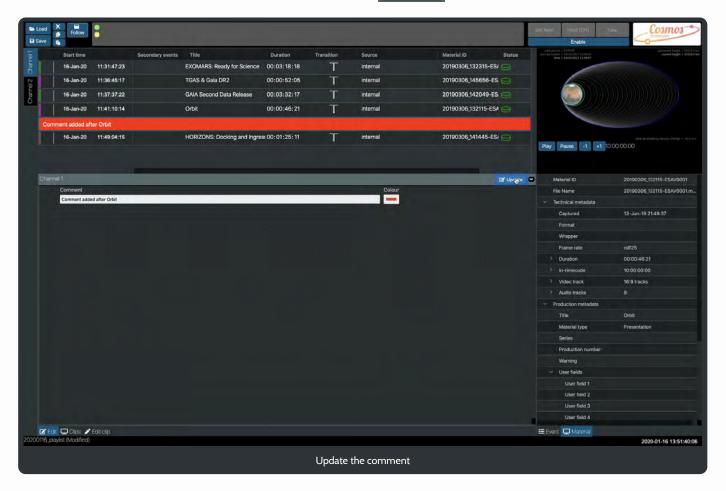
Right click on an item in the playlist and select Add comment, the bottom item, from the drop-down menu that appears.





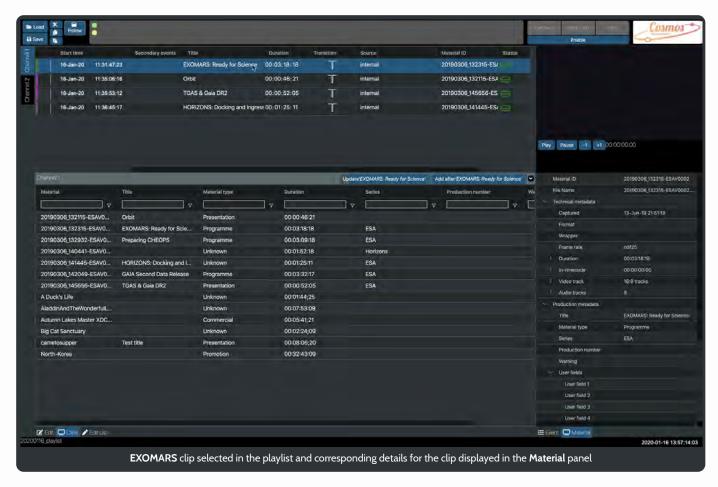
Comment Colour Comment added after Orbit Comment added after Orbit

After you have added some text and modified the colour click on Update . The comment line will update in the playlist.



Edit a playlist item

We have seen how selecting a clip in the playlist updates the Material panel with that clip's attributes and metadata.

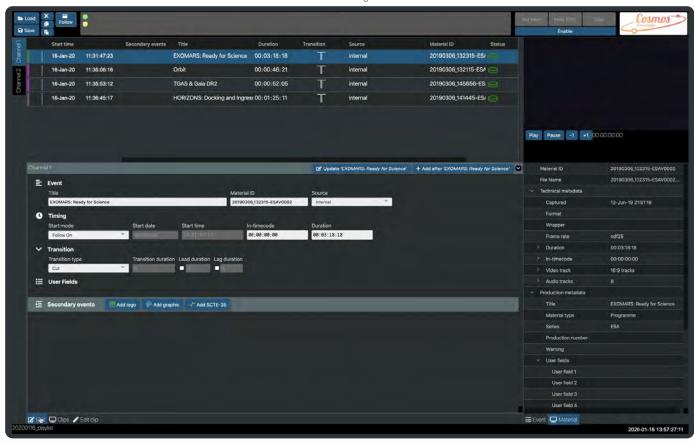




Also, we have used the Clips panel to select a clip and then add it to our playlist. Other options include Edit and Edit clip.

Using Edit

Any changes made in this panel will modify the clips attributes in the playlist. We can change duration, the in-timecode start point and the transition to the next clip.



Event



Changes to the Title here are only applied to the entry in the playlist. It will **not** modify the original clip name.

Timing



The **Start mode** setting defaults to **Follow On**. Other options include Fixed, Manual and Join in Progress. More details of these settings can be found **here**. Changes to the **In-timecode** will modify the point at which the clip starts and **Duration** determines how long the clip will play.

Transition



The default **Transition type** is set to Cut. Fade then take, Take then fade, Mix and V-Fade are the other options available.

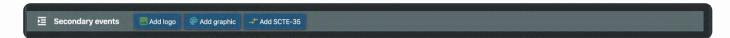
The **Transition duration** should be entered in frames. Channel 1 has a framerate of 25 frames a second. This setting can be found in the Configuration Tool.

User Fields

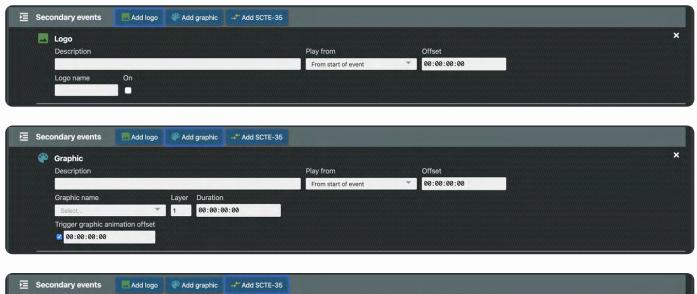
■ User Fields

The User Fields allow for the extension of the Cosmos application. More details of User Fields can be found in the **Cosmos in Detail** section.

Secondary event



To add a logo, graphic or SCTE-35 event just click on the corresponding button. More details of the Secondary event panel can be found in **Cosmos in Detail**.

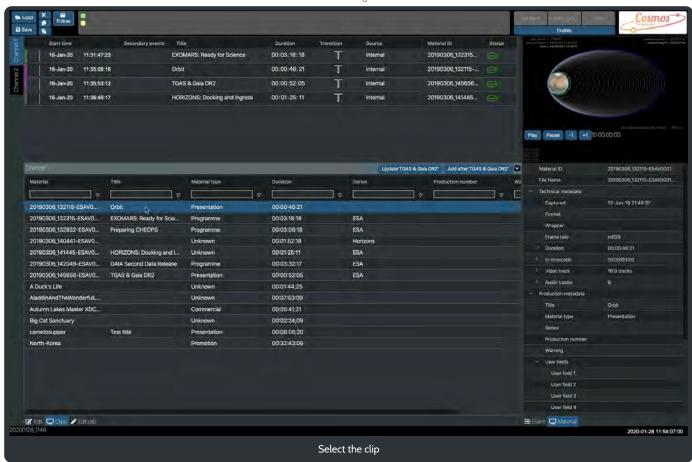




If you have added an event in error just click on 🗶 to delete it.

Using Edit clip

Any changes made in this panel will change the clips attributes. Modifications here will only appear in the list of clips.

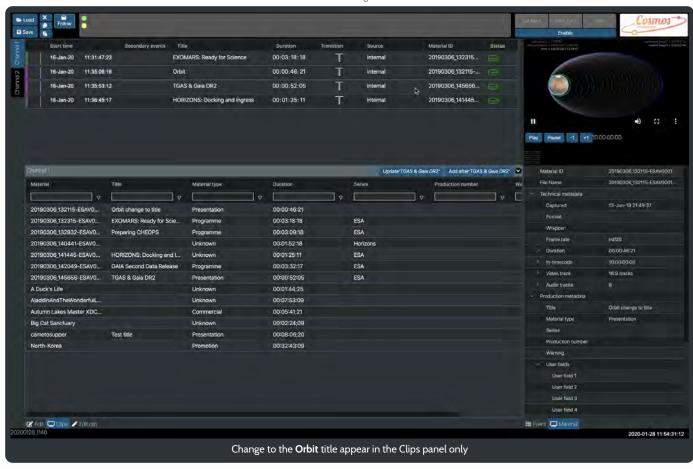




Make a change to the title of the clip.



When you have made your changes you must click the Save button.

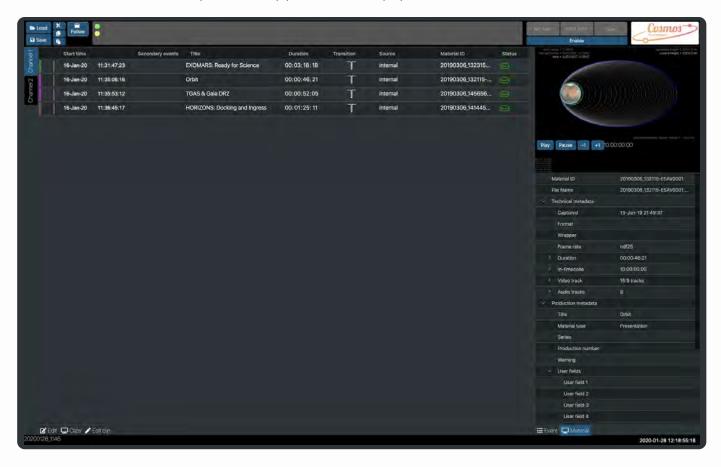


Next we will look in more detail at the Edit panel and how to amend the duration and transition type of an item in a playlist.

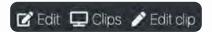
Edit an event duration and transition type

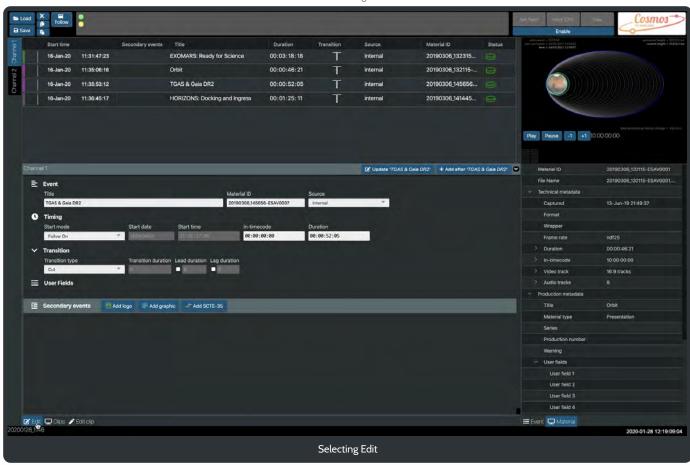
Returning to the Edit clips panel we are now going to modify the duration of the clips.

However, sometimes the Edit, Clips and Edit clip panels are not displayed.



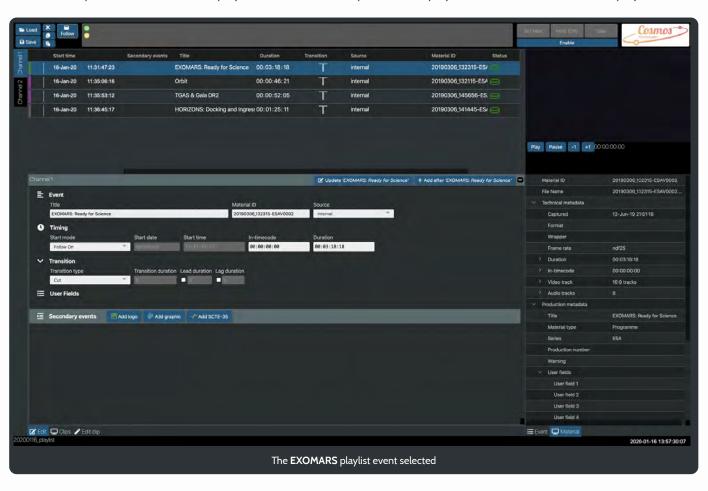
To show any one of the panels click on its button at the bottom of the screen.



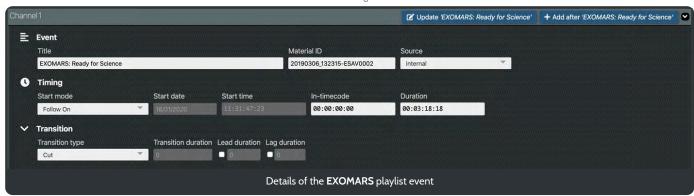


Change the duration of a clip

With the Edit panel shown, select the playlist item and the Edit panel will display the attributes of the selected playlist event.



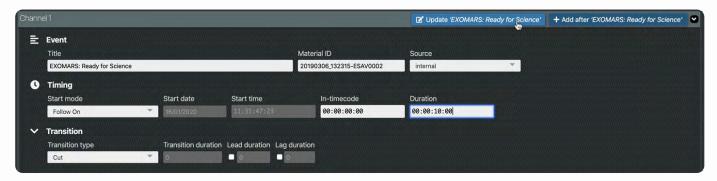
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Modify the Timing duration to 10 seconds - 00:00:10:00.



Once you have made the change you must update the event in the playlist. Click on Update 'EXOMARS: Ready for Science'



The changes are immediately reflected in the display of the EXOMARS item in the playlist.



As you can see, the duration of all the clips have been shorted to 10 seconds.

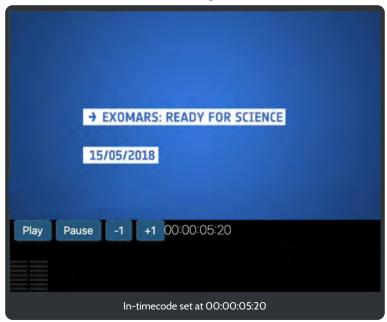
Change the In-timecode

Changing the In-timecode will offset the clips starting point. Here the clip is set to start playing at 5 seconds and 20 frames - 00:00:05:20.



Click on Update 'EXOMARS: Ready for Science' to update the event in the playlist. As this is the first clip in the playlist and a Intimecode is set then this will be the first frame that is displayed on playout.

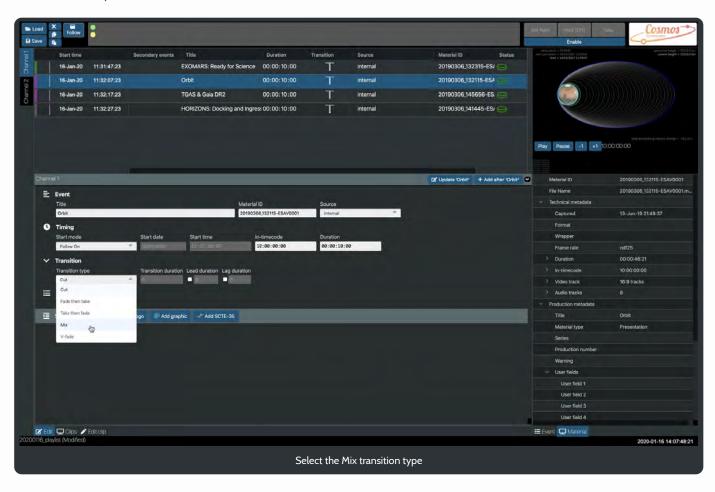




Transitions

Transitions are always applied to the start of the clip. As the **EXOMARS** clip is the first item in the playlist the transition between two clips will not be be clearly seen. Therefore, we will select the next item in the playlist - **Orbit** and apply a transition here.

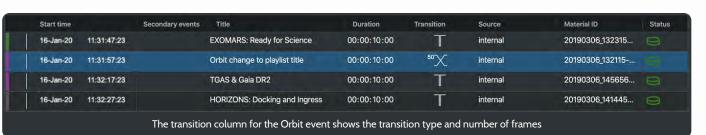
Applying a Mix transition to the start of the **Orbit** clip will demonstrate the transition at the end of the **EXOMARS** clip and into the **Orbit** clip.



When the transition type is set to Mix then the duration of the transition can be entered. This is the total number of frames that you would like to apply the transition too.



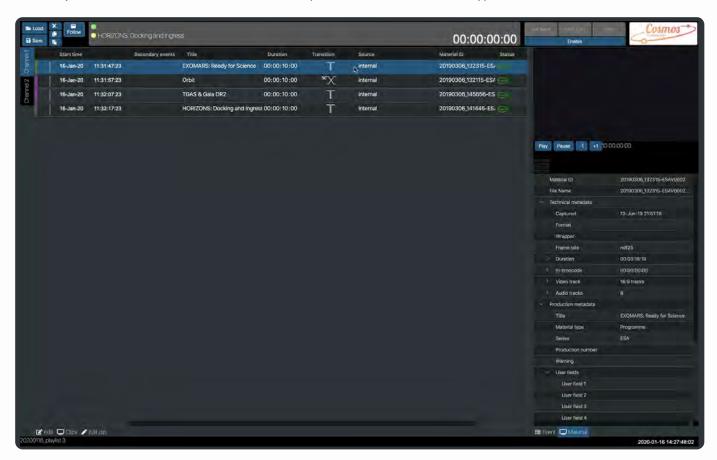
As before, once you have made the change you must update the event in the playlist. Click on Update 'Orbit'



Before moving on to using Live Controls this would be a good opportunity to save your work. You can save the playlist over any other existing playlist by calling it the same name. Alternatively, type a new name for your playlist.

Using Live controls

We have just looked at how to edit each of the four clips for duration and transition type.



Now we will take the playlist and use the Live Controls to playout the clips.

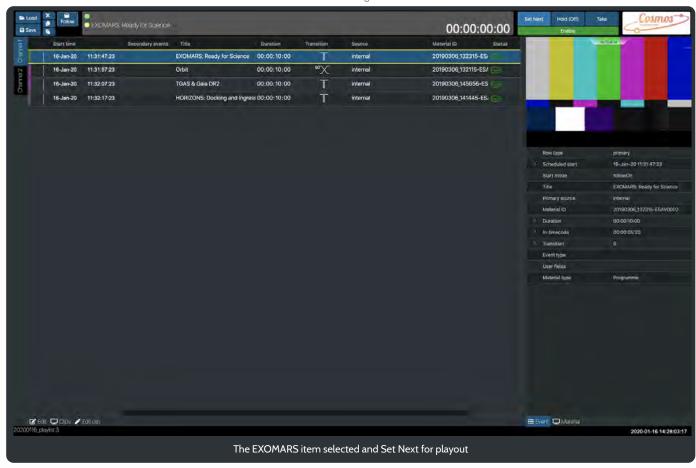
First, click on Enable to enable the Live controls panel.

The Enable button will now turn green.



It is very simple to start playout of any item in the playlist.

Select the item that you want to play and then click on the selected row's background will be highlighted yellow.



The playlist is now ready for live playout. This is achieved by selecting

The playlist item selected in the previous step is being played out and appears highlighted green. The next item in the playlist now has a yellow background.



At the top of the Cosmos window is the title of both the currently playing clip and the next clip.



The video preview is now showing the live playout. Underneath the video are details of the playing clip in the Event panel. Note the video transport controls have been removed when the Live playout is in progress.

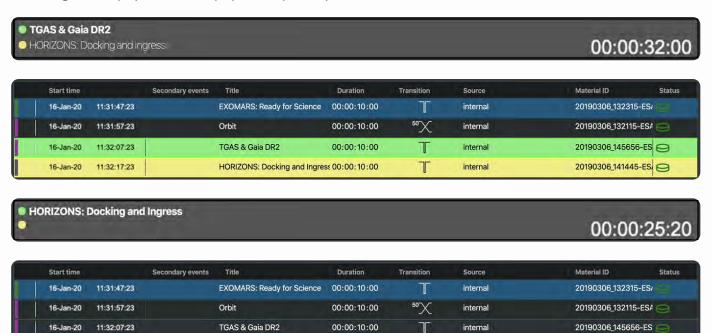
30



At the end of the EXOMARS clip the next clip - Orbit, is presented. In the this case the transition, a 50 frame mix, is shown between the clips. The Orbit clip, is playing and is highlighted green. The EXOMARS clip is now finished and its background colour has reverted to a normal state. The next clip to be shown after the Orbit clip is the TGAS clip, highlighted yellow.



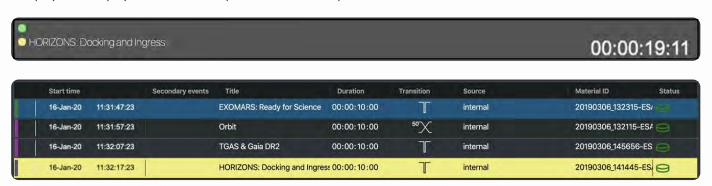
The changes in the playlist state as it plays subsequent clips.



The playlist ends playout after the completion of the last clip.

11:32:17:23

16-Jan-20



internal

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HORIZONS: Docking and Ingress 00:00:10:00

The Live Controls panel contains one other button, Hold(Off). Selecting this will hold the playout on at the end of the current playing clip.



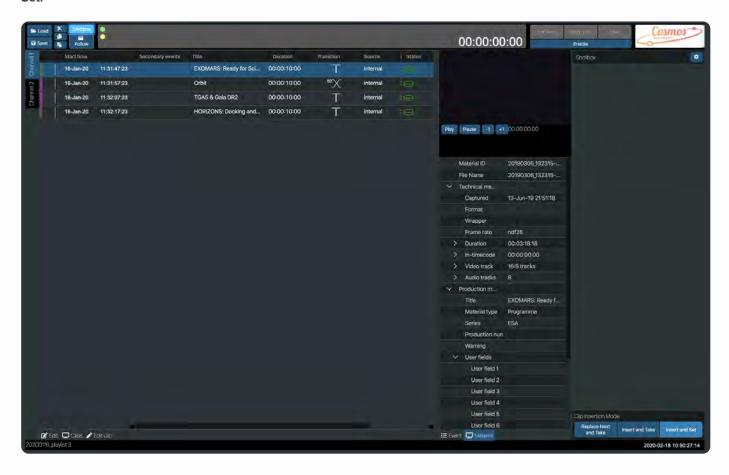
Toggle the button between Hold(Off) and Hold(Hold).

The next section looks in detail at the functionality of the Cosmos application.

Shotbox

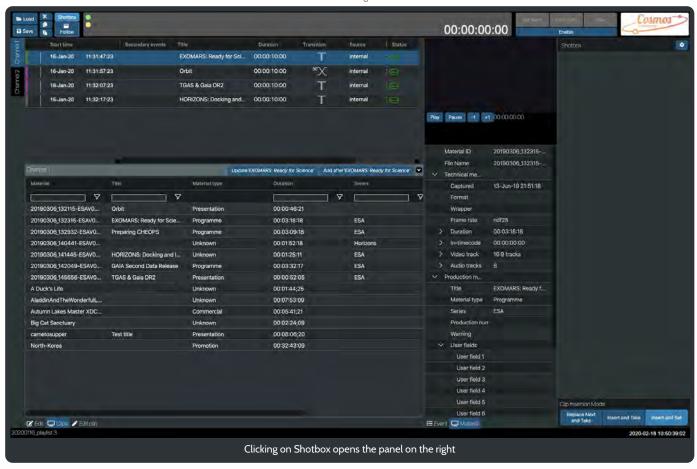
Is an ultra quick way of allocating materials into a playlist and taking control of live playout.

Any clip can be assigned into the Shotbox panel where they are represented as a button. When clicking on any of these buttons the corresponding clip is sent to the live playout with options for **Replace Next and Take, Insert and Set.**



The Shotbox panel can be toggled on and off by clicking on Shotbox in the Save and Load panel.





To assign a clip to the Shotbox you will need to open the Clips panel. Click on 🖵 Clips .



Then right click on any clip to display Assign to shotbox. Select the **Assign to shotbox** option. The **Preparing CHEOPS** clip is assigned and ready to be added to the Shotbox.

Once a clip has been assigned the **Cancel Assign** will appear in the Shotbox menu. If you have selected the wrong clip then click on **Cancel Assign** to remove the assigned clip.



To the right of the Cancel Assign button is . Click on this to open the Shotbox configuration tools.



An Add button is displayed.



Clicking on Add will add an unassigned button to the panel.

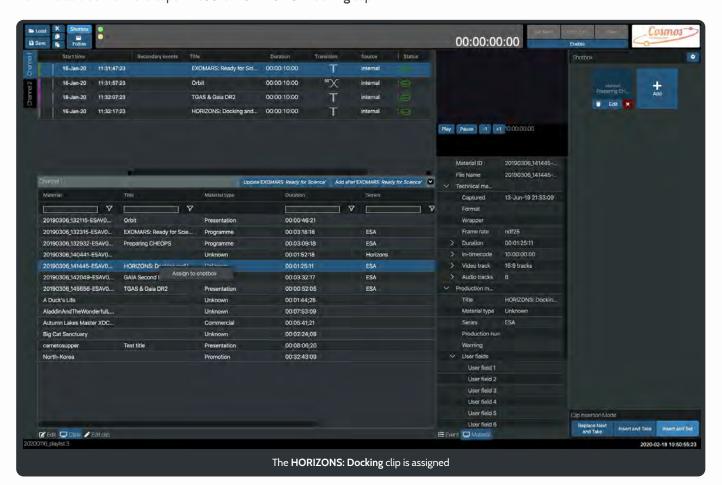


At the bottom of this newly created Shotbox button is **Assign**. Click on **Assign** will link the currently selected clip to this button.

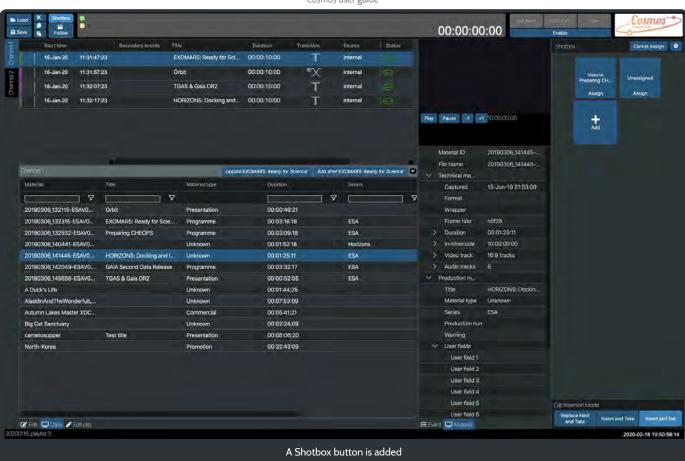


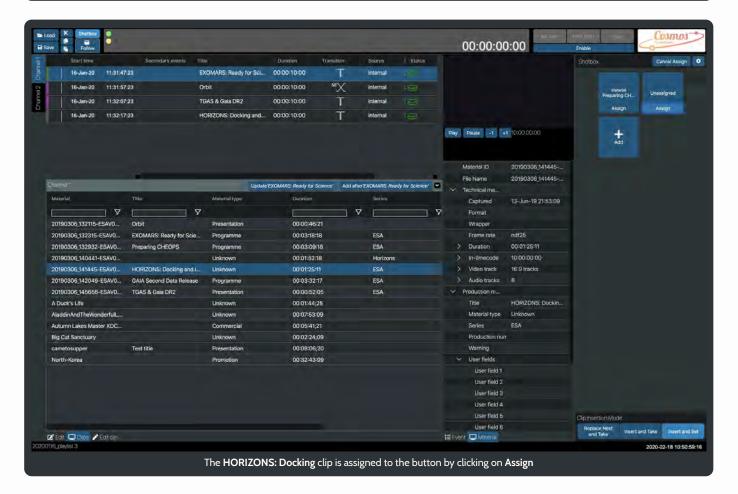
The **Preparing CHEOPS** clip is assigned as the Material for the Shotbox button.

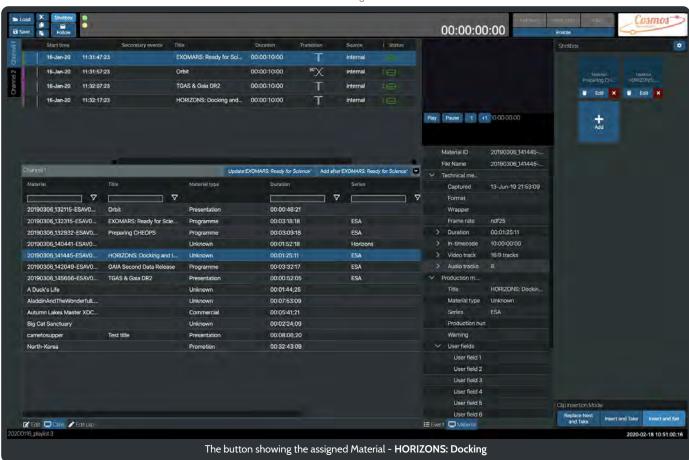
Now we add some more clips. First the HORIZONS: Docking clip.

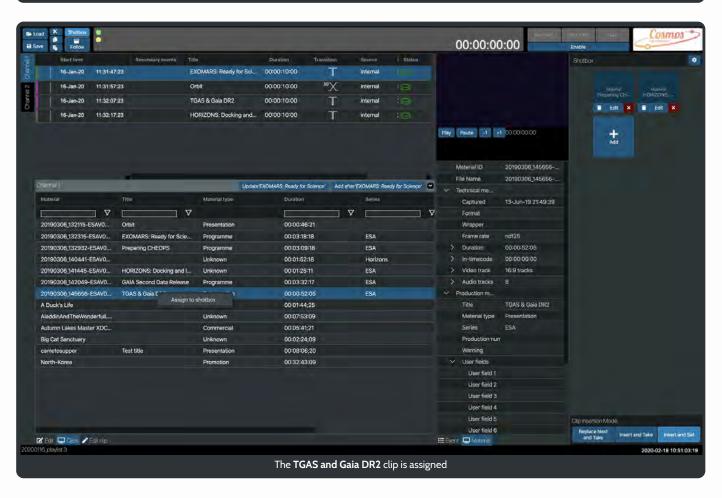


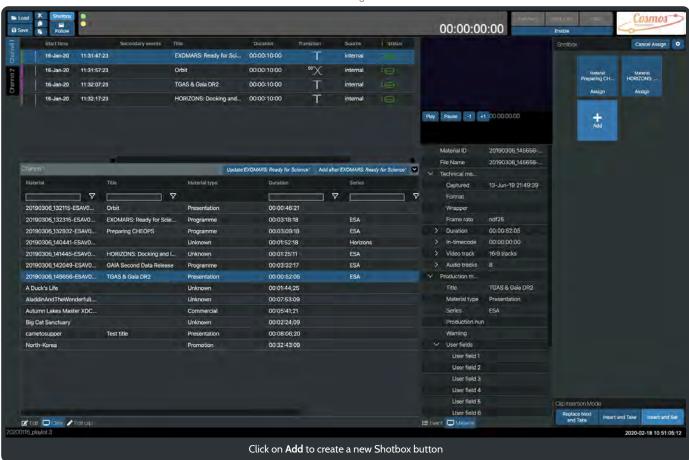


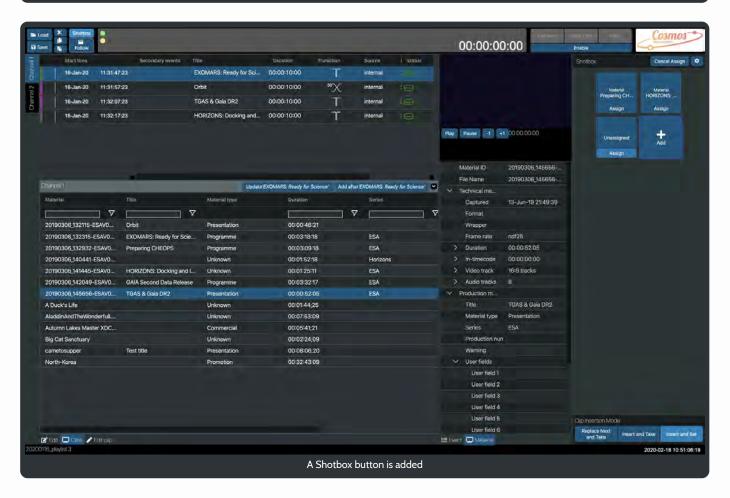


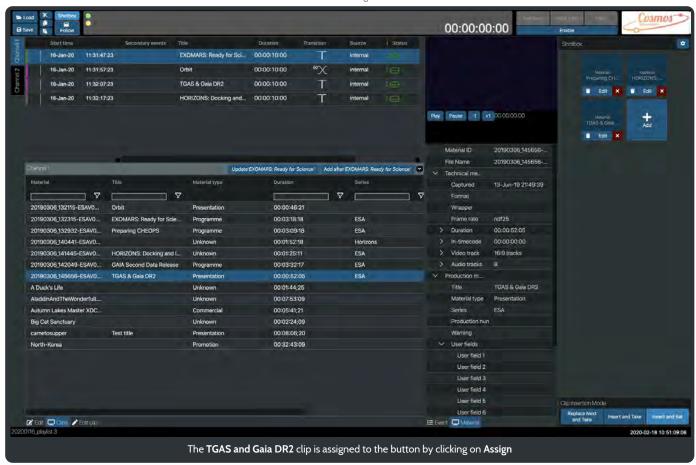












Now we have 4 clips assigned to Shotbox buttons.



Edit At the bottom of each button is

To delete a button from the Shotbox panel click on its

40

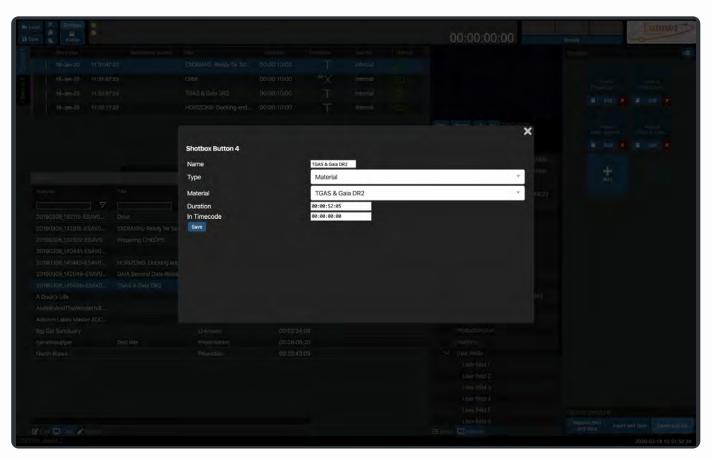
Cosmos user guide

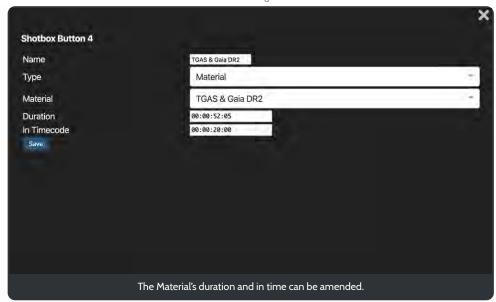


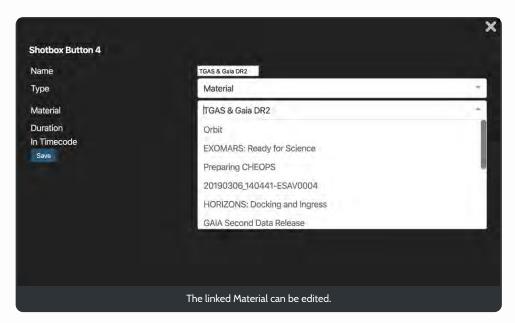
Clicking on the button will remove the clip from that button. It will leave the button in the Shotbox ready to be assigned another Material.

To assign a material you can right click on a clip in the Clips panel or use the Edit button

Clicking on Edit will open the buttons edit panel.





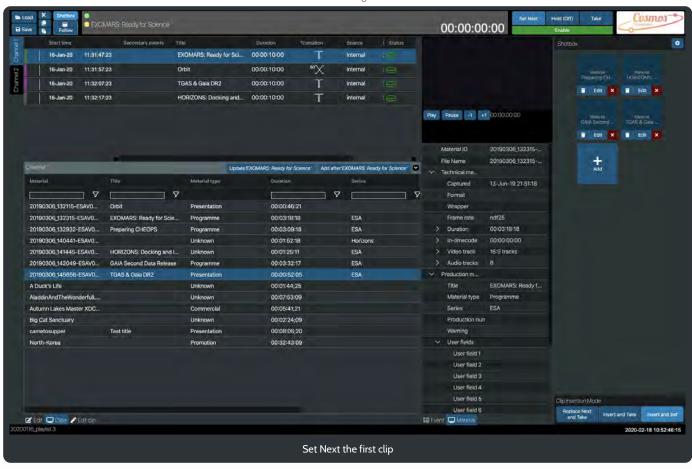


When you have made your changes you must click the Save button.

Shotbox and Live Controls

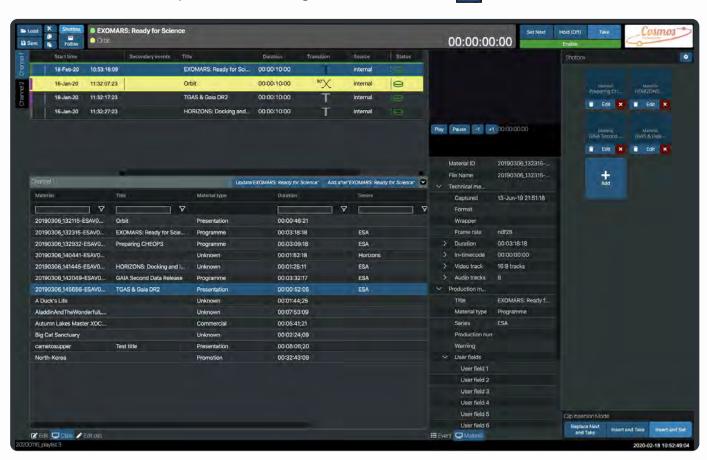
Once our four Shotbox buttons have been setup we can then use them with the Live Controls.

Enable the Live Controls and Set Next the first item in the playlist.

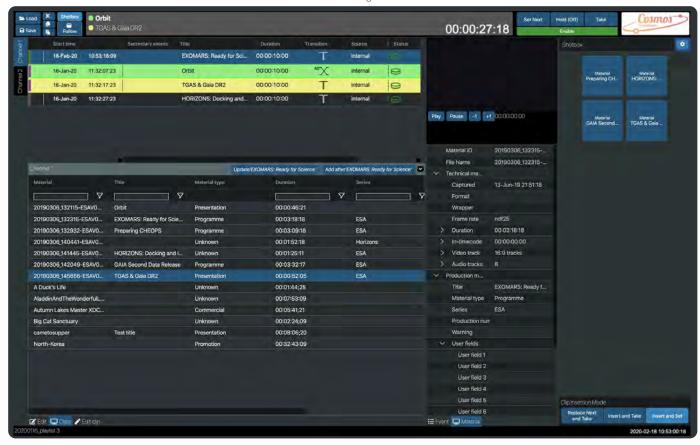


Select Take to start the playlist playing.

Note, that below, the Shotbox panel is still in its configuration mode. Click on the 🔯 to enable the Shotbox buttons.



Now the Shotbox buttons can be used with the Live Controls. They have 3 different modes of operation.



They have 3 functions:

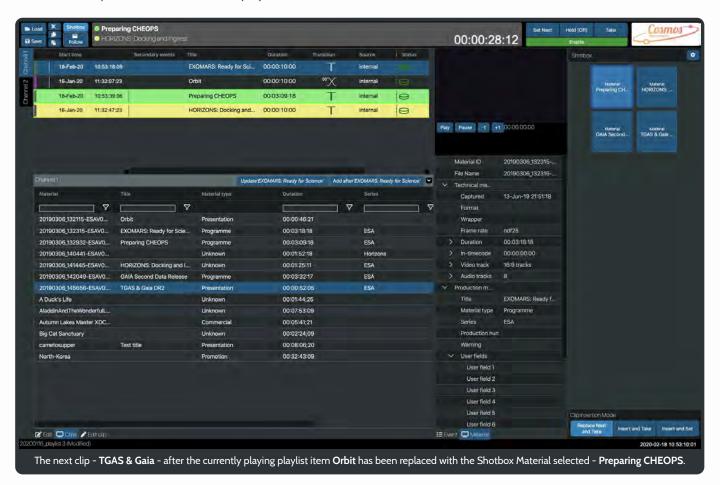
Replace Next and Take



With Replace Next and Take selected in the Clip Insertion Mode



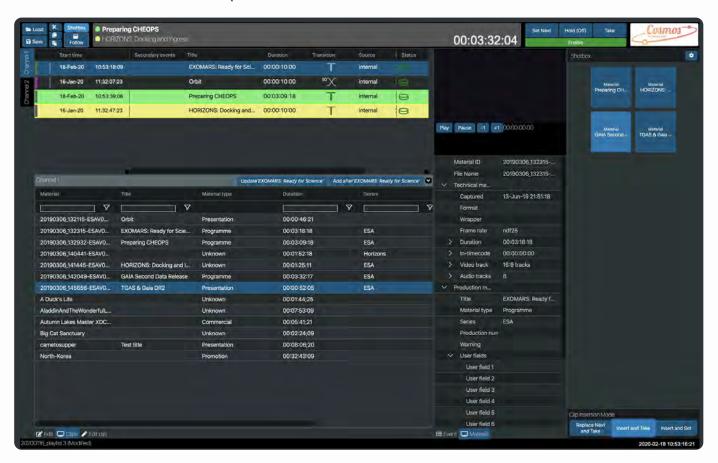
The currently playing playlist item is **Orbit**. The next item is **TGAS & Gaia**. Clicking on the Shotbox Material **Preparing CHEOPS** will replace **TGAS & Gaia** in the playlist and **Take**.



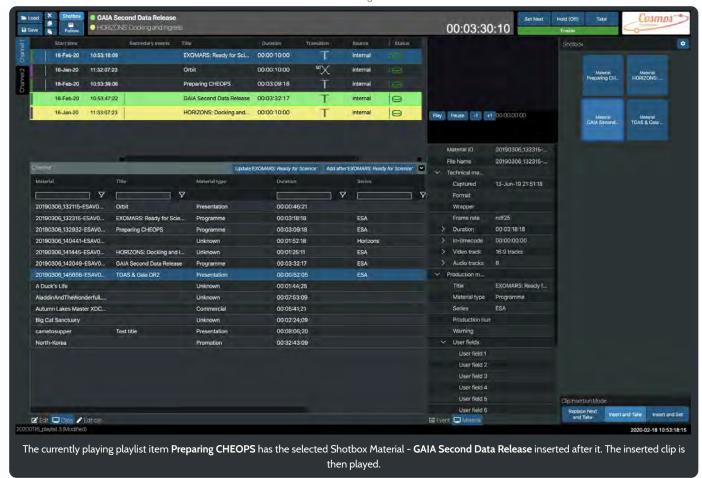
Insert and Take



With Insert and Take selected in the Clip Insertion Mode.



The currently playing playlist item is **Preparing CHEOPS**. Click on the Shotbox Material - **GAIA Second Data Release** - the material you want to insert into the playlist and **Take**.



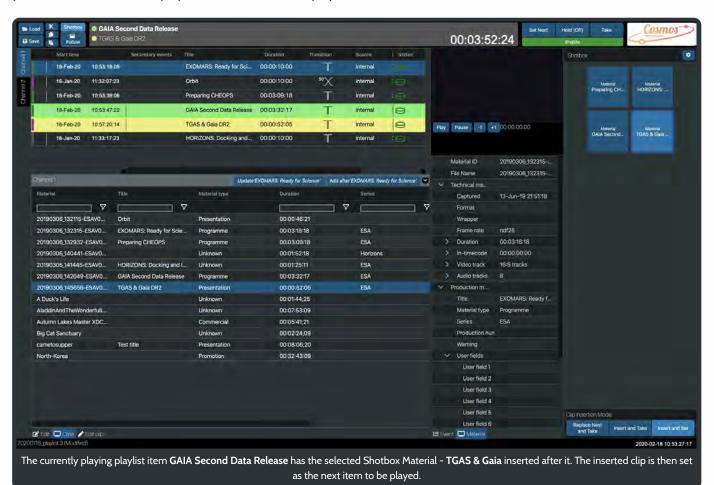
Insert and Set



With Insert and Set selected in the Clip Insertion Mode.



The currently playing playlist item is **GAIA Second Data Release**. Click on the Shotbox Material - **TGAS & Gaia** - the material you want to insert into the playlist and **Set** as the next played item.



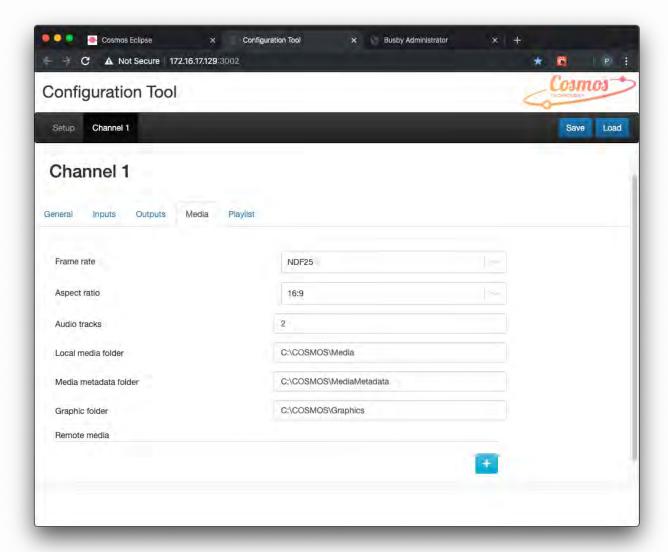
Graphics

In this section we will look at the use of graphics within Cosmos.

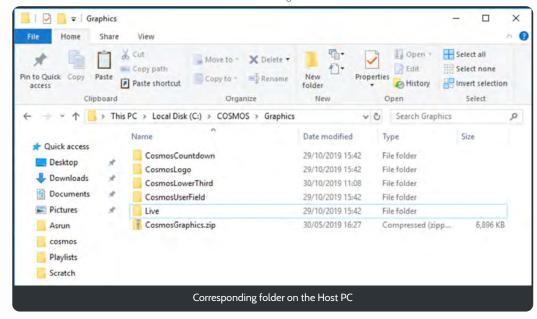
We have used Adobe Animate, part of the Adobe Creative Cloud.

https://www.adobe.com/uk/products/animate.html (https://www.adobe.com/uk/products/animate.html)

All the graphics templates that you want to use in your Channel need to be added to the corresponding Channels graphics folder. The location of this folder is specified on the Media tab in the Channels Configuration Tool.



Cosmos user guide



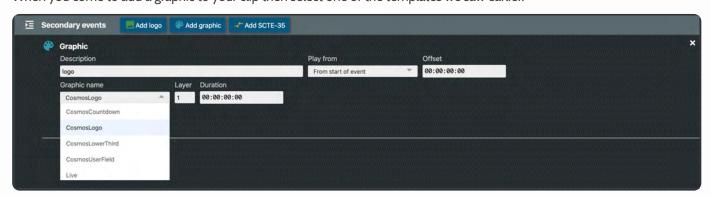
The GraphicHelp folder contains examples of the .fla files used to create the 5 included templates - CosmosCountdown, CosmosLogo, CosmosLowerThird, CosmosUserField and Live.

Once you have made your changes to the supplied templates please **Publish** the file with the following JavaScript/HTML settings.



Place the newly published files - the .html file, a folder called images and the libs folder, in the graphics folder.

When you come to add a graphic to your clip then select one of the templates we saw earlier.



Further details of how to add graphics to your clips can be found here.

Cosmos details

In this section we take a detailed look at the various parts of Cosmos.



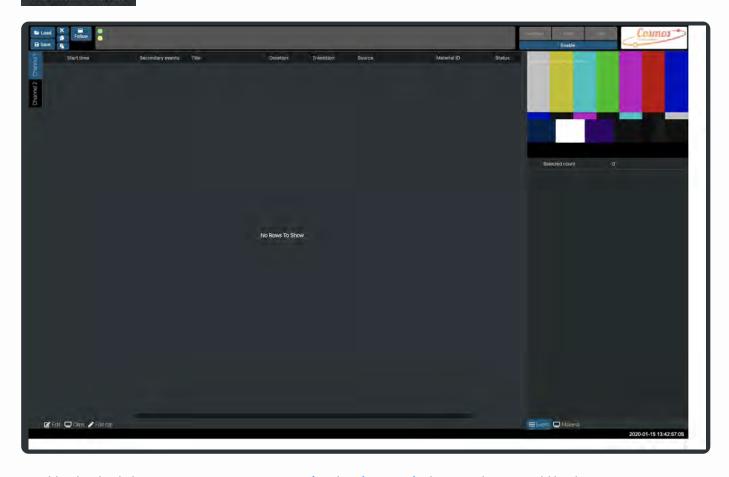
- 1. The playlist area.
- 2. A channel selector.
- 3. A panel showing all the media clips and materials that can be added to a channel. A search facility across all materials allows for rapid compilation of playlists.
- 4. A preview area for any clip and a panel of associated metadata.
- 5. Easy to use live playout controls for each channel.
- 6. A quick way to save and load playlists.
- 1. Playlist area
- 2. Channel Selector
- 3. Edit, Clips and Edit clip panel
- 4. Preview and metadata
- 5. Live controls
- 6. Save and load

1. Playlist area



When opening the application for the first time or if a playlist has not been loaded, the central playlist area displays

No Rows To Show



To add a clip check the instructions in **Getting Started** or the **Clips panel**. Alternatively, you could load in a pre-existing

playlist. To do this, take a look at section 6. Save and Load.

Once you have added some clips the playlist panel should look similar to the following.



To recap, each row is a separate clip that has been added to the playlist. It displays details of the Start time, any Secondary events, Title, Duration, Transition, Source, Material ID and Status.

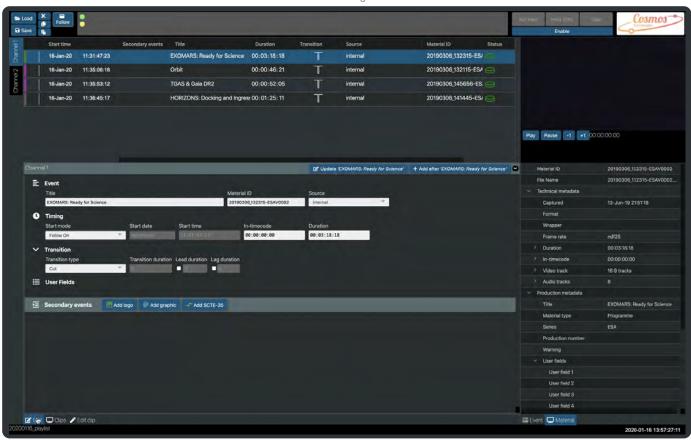
To change any of the values in a selected row, open the **Edit panel**.

Remember, if a row is selected in the playlist then its details will also be shown in the Material panel.



Editing a playlist item

If a playlist item is selected its attributes can be found and edited in the Edit panel. Any changes made in this panel will modify the clips attributes in the playlist.



When you have made any changes in this panel you must click the Save button

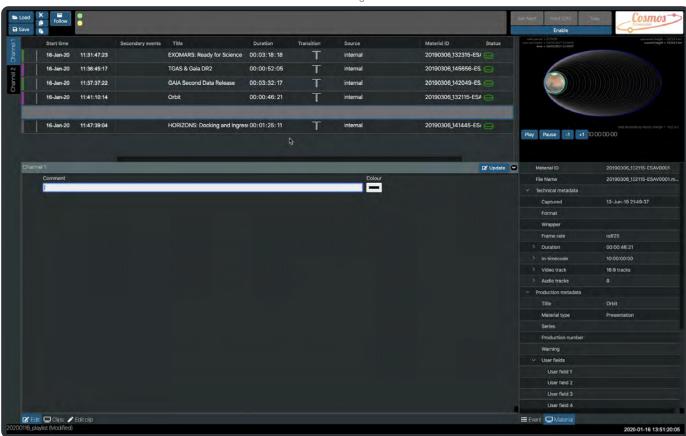
More details of the Edit panel and how to use it can be found here

Adding a comment

Right click on an item in the playlist and select Add comment from the drop-down menu that appears.

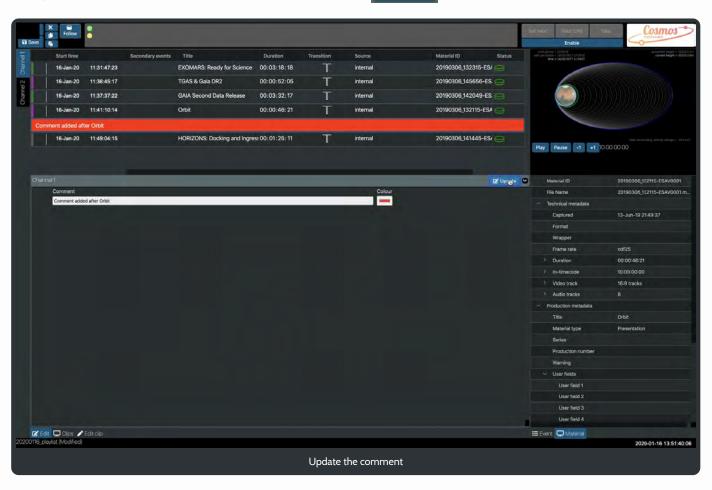


A blank item will appear after the selected item. Below the Edit panel will be activated so that you can add some text to appear in the comment and change its background colour.





After you have added some text and modified the colour click on Update



The comment will update in the playlist.

A playlist and playout

The playlist area looks slightly different when the Live Controls are enabled and an item is Set Next.

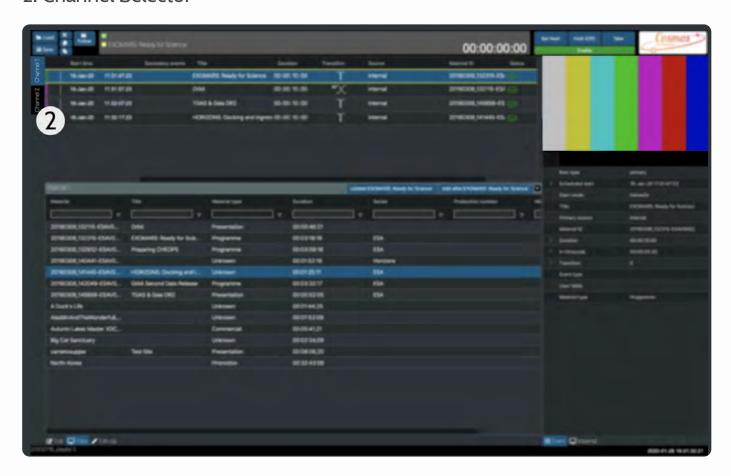


Also, when the playout has started and is moving through the playlist items.



More details of Live Controls and playout can be found here.

2. Channel Selector



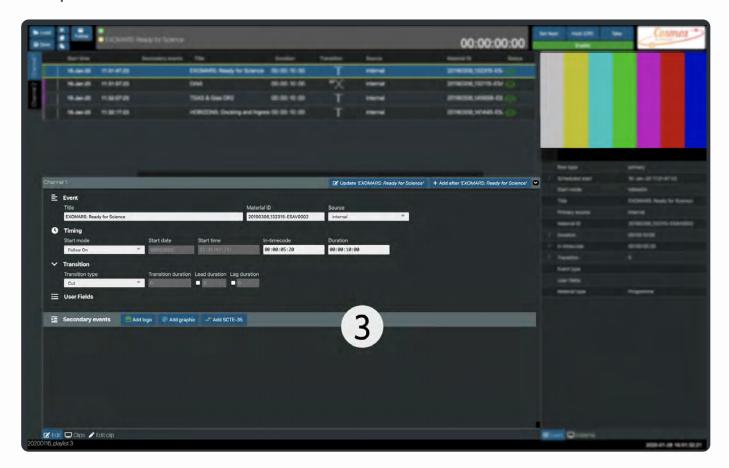
All of the channels that have been created in the configuration tool will appear at the left side of the Cosmos window.

All the clips that are loaded into the Cosmos application are available to all the channels and can be added to any playlist. Just as any saved playlists can also be loaded into any Channel. However, please be aware that some material items may not match the channel's configured framerate and therefore can not be added to a playlist in that Channel.

More details of setting up a Channel and configuring it can be found here.

3. Edit, Clips and Edit clip panel

Edit panel





The Edit panel allows changes to the items in a playlist.

If you want to amend the details of a **clip**, for example change its Title, Material type, Series, Production number or Warning, then you will need to select the clip in the Clips panel and click on Material type, Series, Production number or Warning, then you will need to select the clip in the Clips panel and click on Material type, Series, Production number or Warning, then you will need to select the clip in the Clips panel and click on Material type, Series, Production number or Warning, then you will need to select the clip in the Clips panel and click on Material type, Series, Production number or Warning, then you will need to select the clip in the Clips panel and click on Material type, Series, Production number or Warning, then you will need to select the clip in the Clips panel and click on Material type, Series, Production number or Warning, then you will need to select the clip in the Clips panel and click on Material type, Series, Production number or Warning, then you will need to select the clip in the Clips panel and click on Material type, Series, Production number or Warning, Warnin

Event



Title - text entry.

Material ID - linked the files material id.

Source - Internal,

Timing



Start mode - Follow On,

Start date - not modifiable.

Start time - not modifiable.

In-timecode - 00:00:00. Set the start point of the clip.

Duration - 00:00:00:00. Set the length of the clip.

Transition



Transition type - Cut, Mix, V Fade

Transition duration (frames). The framerate for each channel is set in the configuration tool.

Lead duration

Lag duration.

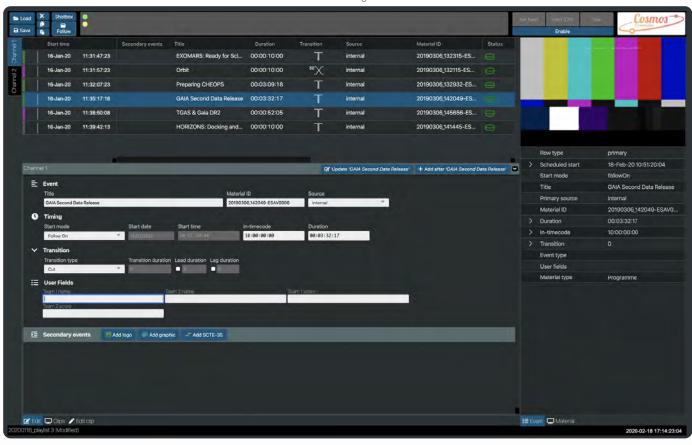
User fields

These are user defined fields associated with a particular channel. The values in these fields can be used in **Event** graphics or as extra tags on a **Clip** to help with searching and filtering.

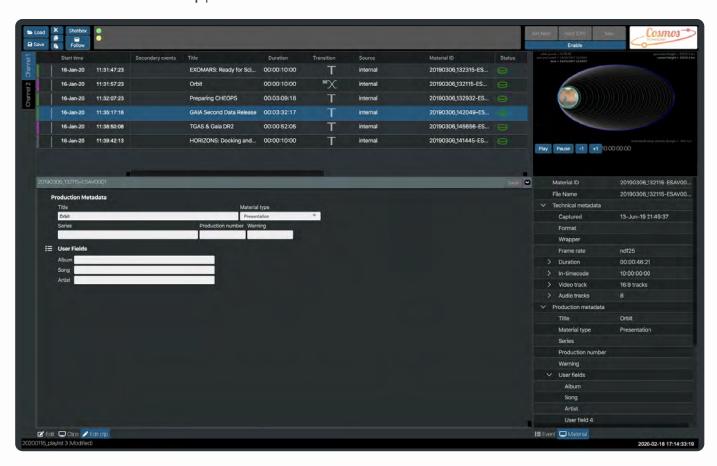
To see how to configure user fields click here. To view your changes you need to stop and restart the channelEngine in the Administration panel. Restarting a channel should only be attempted by users who have a thorough understanding of the Cosmos system.

Once you have added the user fields, either for Materials or Events; restarted the corresponding channel and reloaded the browser window, you will see the user fields displayed.

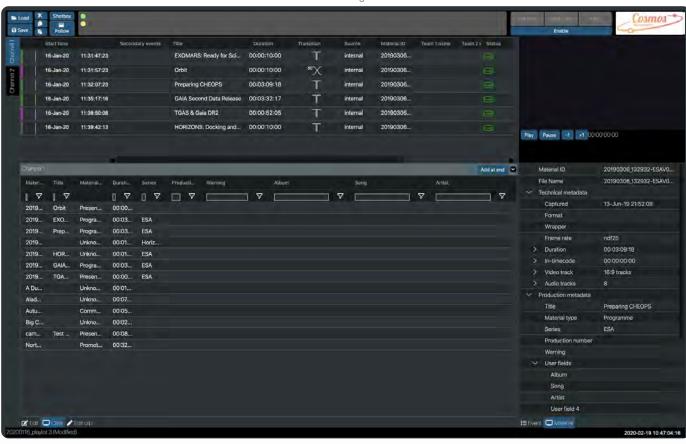
User fields shown on the **Clip** panel.



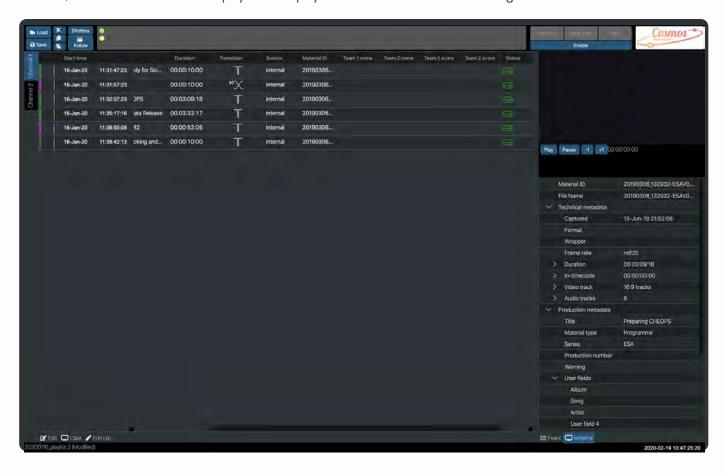
User fields shown on the Edit Clip panel.



The user fields on the Clip - Album, Song and Artist; are also displayed in the list of Clips and can be used in any searches.



Likewise, the Event user fields are displayed in the playlist. You will need to scroll to the right to view them.



Secondary Events



63

20200317 v1.0

To add a logo, graphic or SCTE-35 event click on the corresponding button.

Add logo



Description - text entry.

Play from - From start of event, From end of event.

Offset - 00:00:00:00

Logo name - text entry.

On - checkbox.

If you have added an event logo in error just click on $\boldsymbol{\times}$ to delete it.

Add graphic



Description - text entry.

Play from - From start of event, From end of event.

Offset - 00:00:00:00

Graphic name - drop down list of graphics available. Graphics folder is set in the Cosmos configuration tool.

Layer - stepper. Allows reordering of graphics if multiple graphic events present. Higher numbers appear to the user in front of graphics occupying layers at a lower value.

Duration - 00:00:00:00

Trigger graphic animation offset - 00:00:00:00

If you have added a graphic in error just click on ${\color{blue} imes}$ to delete it.

Add SCTE-35



Description - text entry.

Play from - From start of event, From end of event.

Offset - 00:00:00:00

Message - Splice start, Splice end.

Splice ID - checkbox and stepper.

Programme ID - checkbox and stepper.

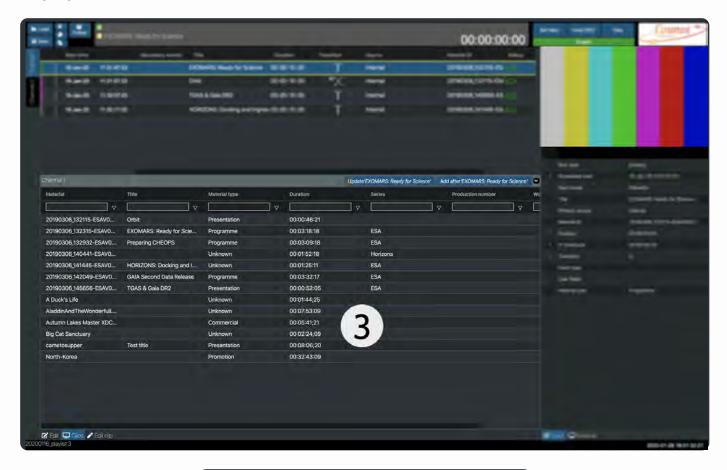
Duration - 00:00:00

Auto return - checkbox

If you have added a SCTE-35 in error just click on 🗶 to delete it.

It is important to remember that when you have finished making any changes in this panel you must click the **Update**

Clips panel



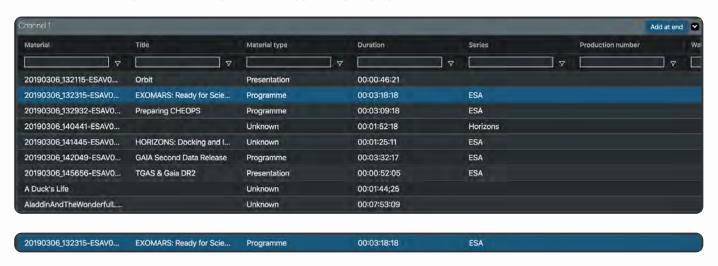


This panel shows a table of available clips. Each column for Material, Title, Material type, Duration, Series, Production number, Warning can be searched.

Clicking on a row in this table will display more details about the clip in the Material panel.

65

Select a row in the Clips window that you want to appear in your playlist.



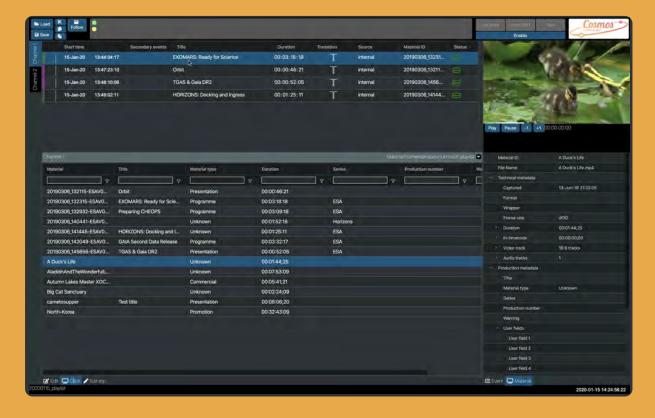
Click the Add at end button at the top of the Clips panel. The selected clip will now be added to the playlist area at the top of the screen.



Please be aware that some material items may not match the channel/playlist framerate

If this is the case a warning will appear at the top of the Clips panel

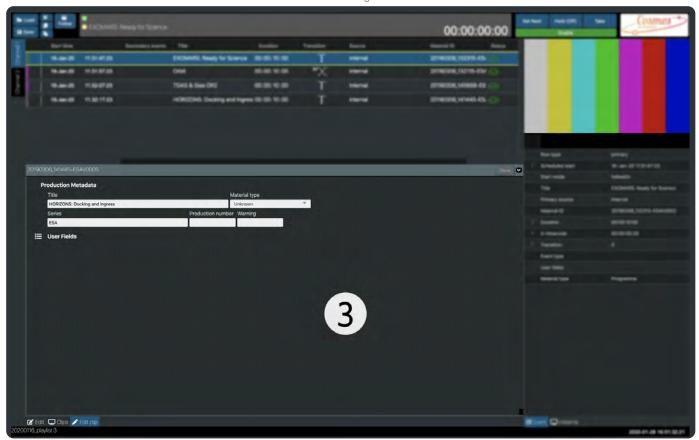
Material Framerate does not match playlist

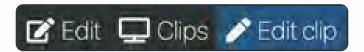


Search

A search facility is available on each column where list items can be filtered on whether a search field equals, does not equal, starts with, ends with, contains, or does not contain a particular value.

Edit clip panel





The edit clip panel allows you to change the attributes of the selected clip. Any changes will be reflected only in the clips details and not applied to the clips in a playlist.

If you want to change the playlist item name, its duration or transition you need to select the Edit panel.

Production Metadata

Title - text entry

Material type - Unknown,

Series - text entry

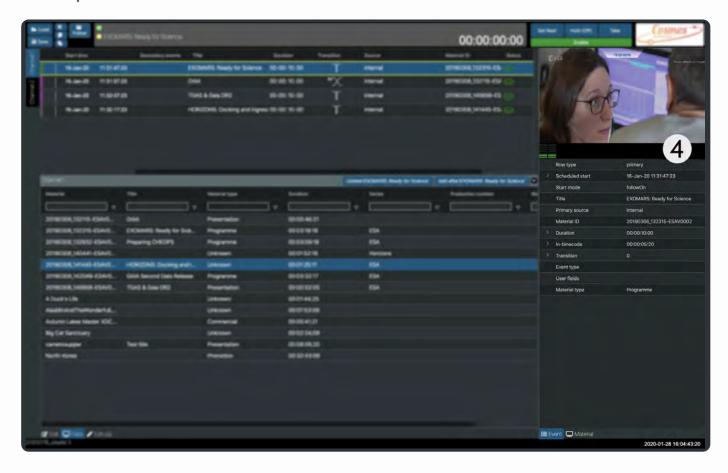
Production number - text entry

Warning - text entry

Any changes made to this panel need to be saved. Ensure that you select the Save button before opening another panel or using another part of the application.

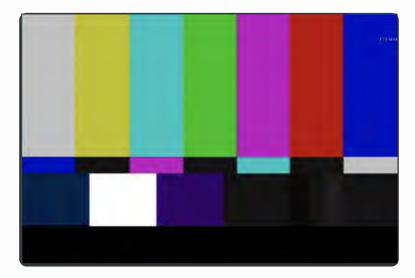
4. Preview and metadata

Event panel

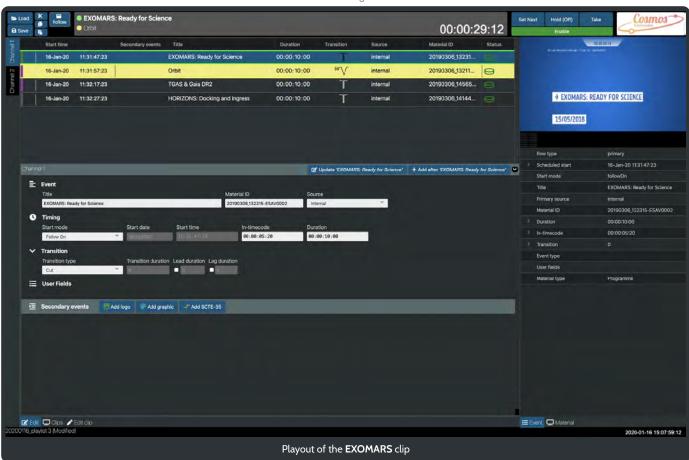


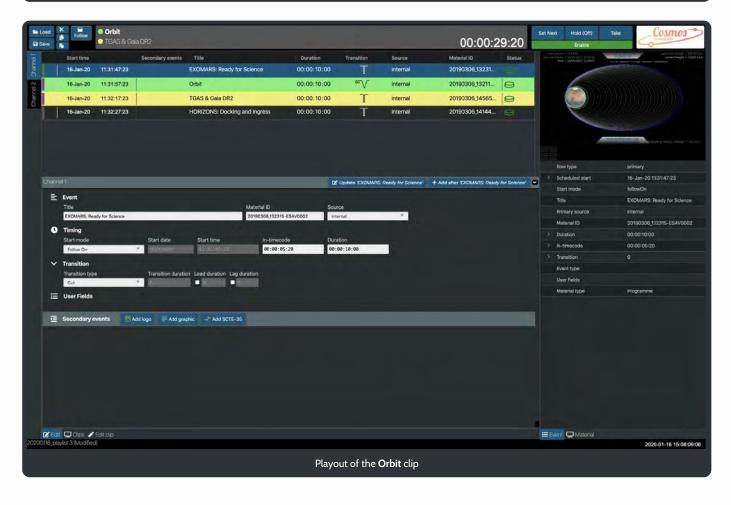
This panel displays a preview and details of the playlist item that is currently playing out. It is closely linked with the Live Controls panel above it.

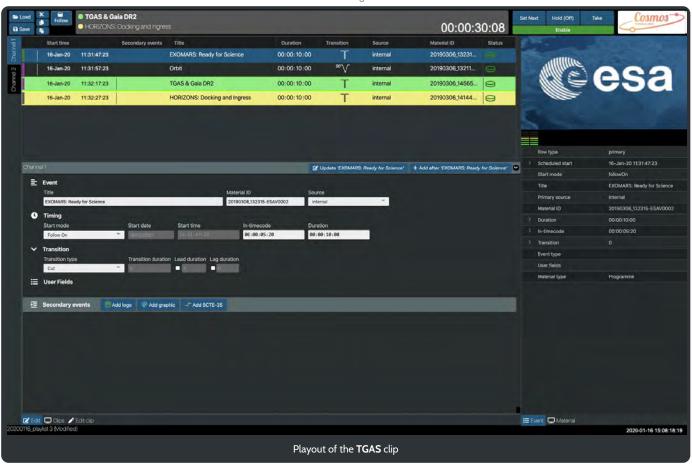
If the Live controls are not enabled the Event preview may display some colour bars.

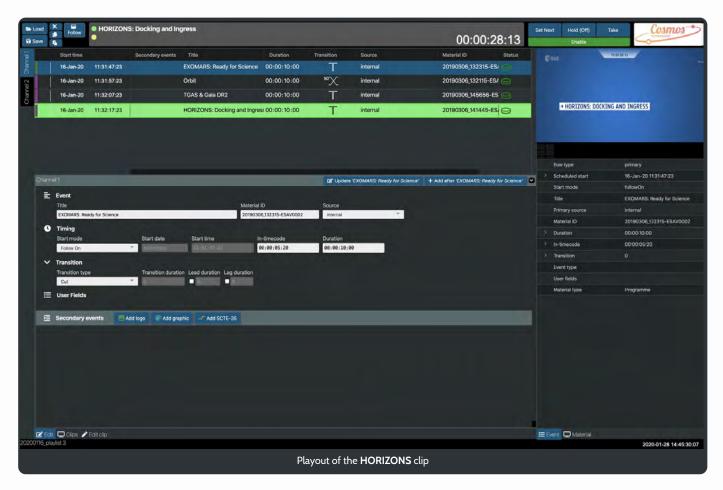


If the Live controls are enabled then the Event preview window will display the current item being played out. The playout cannot be paused or restarted so transport controls are not available. The Event details below the preview will display information relating to the last item selected and **NOT** the current playing item.

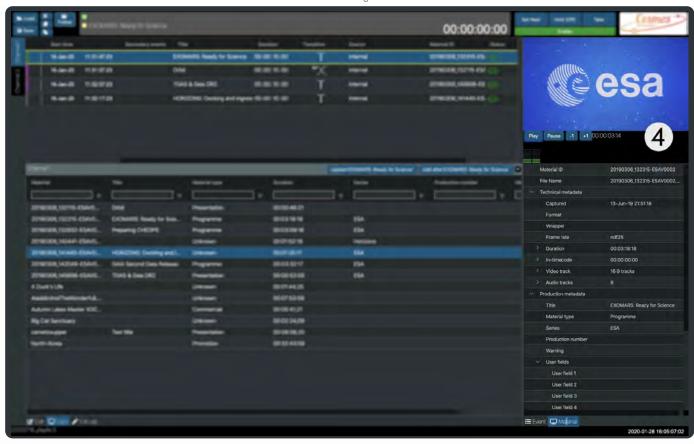




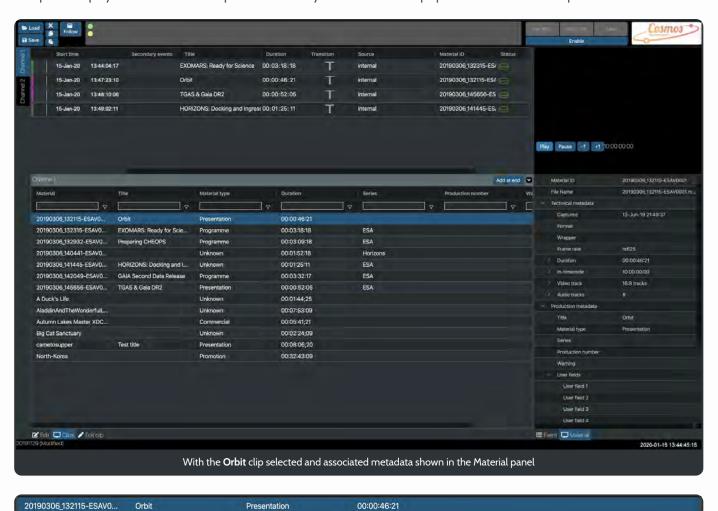




Material panel



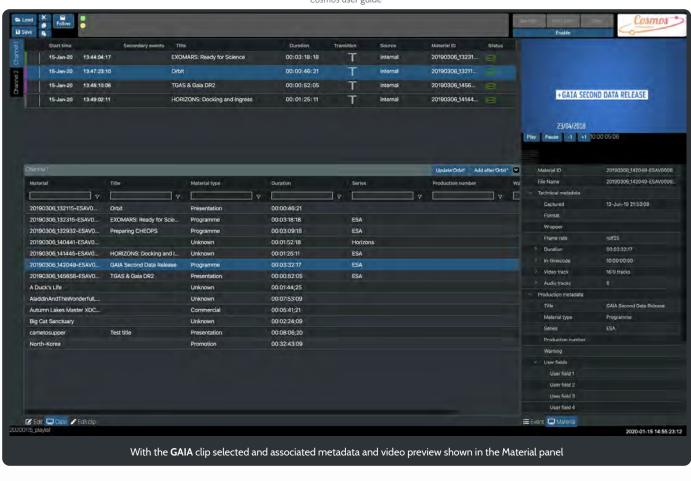
This panel displays metadata of the clip that is currently selected in the Clips panel as well as a video preview.



Cosmos user guide



20200317 v1.0 73



20190306_142049-ESAV0... GAIA Second Data Release Programme 00:03:32:17 ESA



At the top of the Material panel is a clip preview with play / pause video transport controls. Other controls include a plus one and minus one frame stepper. The current timecode of the clip and audio volume bars for left and right channels are also displayed.

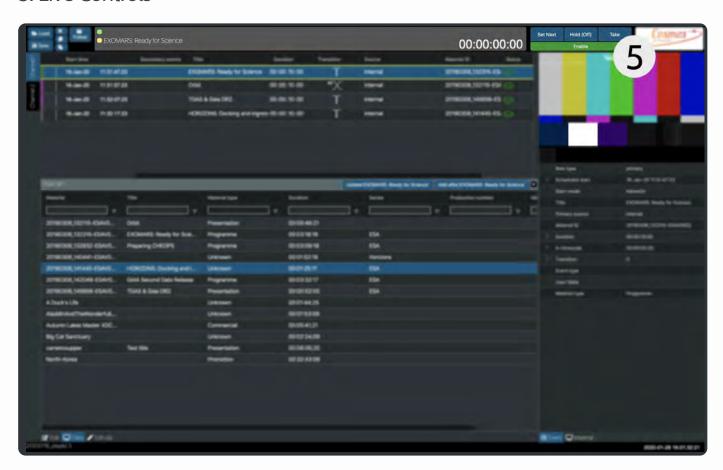
75

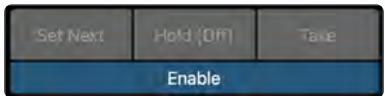
20200317 v1.0

Cosmos user guide



5. Live Controls



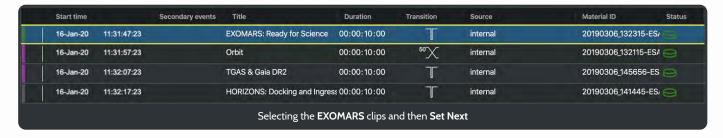


Clicking Enable will activate the Live Controls.



Set Next

Select a row in the playlist and click **Set Next** will set the row's background to yellow. It is then primed for playout. See the **Take** command later to start the sequential playout of clips in the playlist.

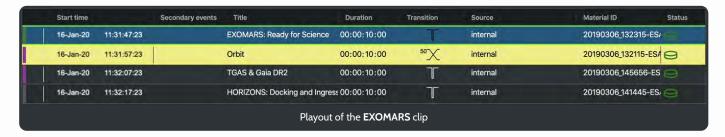


Hold(Off)

Hold toggles between Off and Hold. When Hold is set to **Hold(Hold)** the current clip will play to its last frame and hold. It will not play on through the rest of the playlist.

Take

Click on **Take** to start the channel playout. The **Set Next** selected item's background will be highlighted green and the next item **Orbit**, in the playlist will turn yellow.



The panel to the left of the Live Controls, displays the current live item with a green dot adjacent to it and a yellow dot for the next clip in the playlist.



After a playlist entry has finished the next row in the playlist will be activated and so on until the entire playlist has played out.











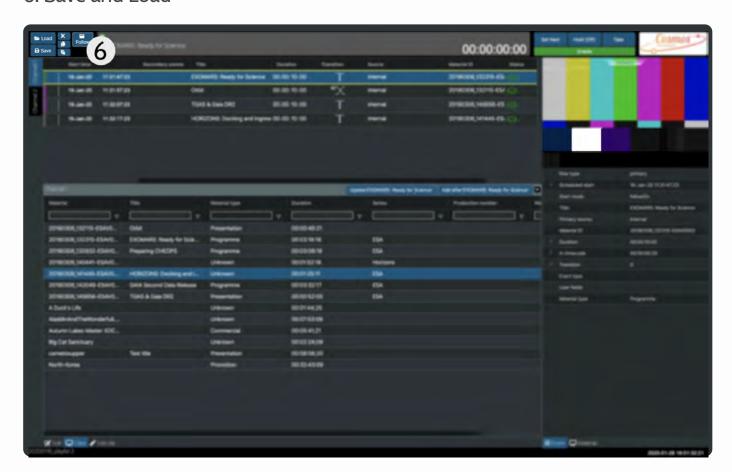
HORIZONS: Docking and Ingress

00:00:25:20

Note that as the HORIZONS clip is the last item in the playlist the title of the next clip, adjacent to the yellow dot, is empty.

As the active clip is played the output of the channel can be viewed in the **Event panel**.

6. Save and Load





Load

Clicking on **Load** displays a modal panel showing a list of saved playlists associated with the current channel. An Append playlist option at the bottom of the panel will add the selected playlist on to the end of the current playlist or clear down the playlist panel and replace its contents with the selected playlist. Select a playlist, choose whether to append to the current playlist and click Load.

Save

Save will open a modal panel where you can type in a name for your newly created playlist. Typing in an existing name will save the playlist over the top of the previously saved file. Playlist files are saved into the folder set in configuration.

Playlists are saved

Cut, Copy, Paste

Cut, copy and paste tools are also available for quickly modifying the playlist panel beneath.

Follow

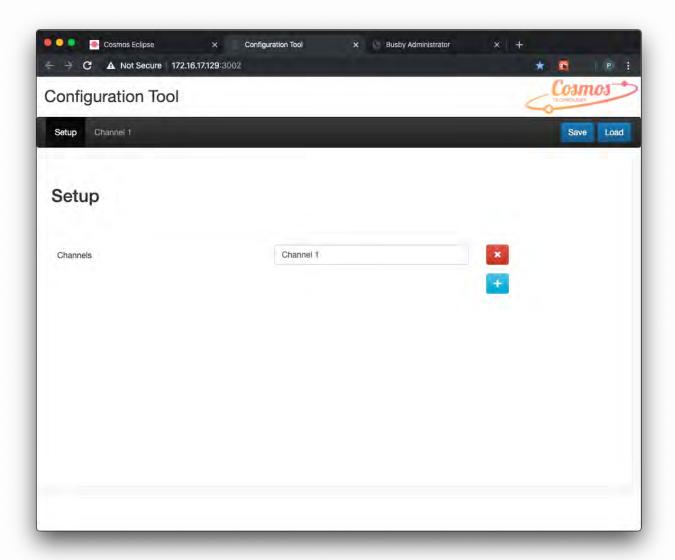
The follow will move the playlist up the screen as it progresses. This feature will only be seen on longer playlists where the later clips are displayed out of view, off the bottom of the screen.

Configuration Tool

The configuration tool allows you to create new channels and configure those channel's inputs, outputs, media, playlists and general settings.

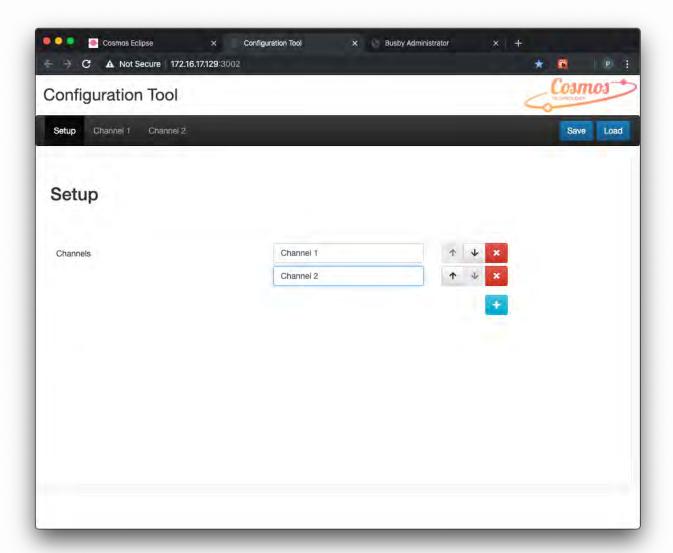
This part of the software should only be accessed by users who have a thorough understanding of the Cosmos system and also administrator privileges on the host PC.

Creating a new channel



Configuration Tool Setup screen.

Click on the to create a new channel. Then you can add a name to the newly created channel.



Click on the sure button in the top right of the screen to save your input details. Once a channel is created and named it appears in the dark panel near the top of the screen.

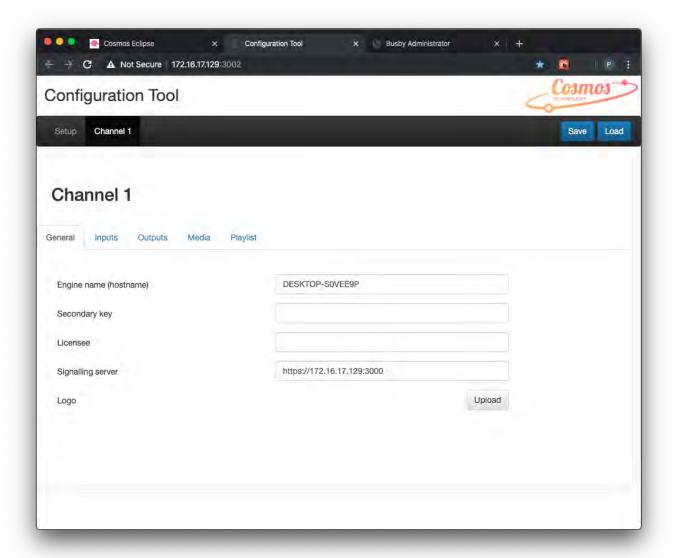
If the channel has been created in error then clicking on the will delete it.

20200317 vl.0 83

Once a channel is created it can have its own preferences and settings: input and output sources, paths to media, playlists as run and autosave files, frame rate and aspect ratio.

General tab

On this screen you can set the Engine name (hostname), Secondary key, Licensee, Signalling server and Logo.

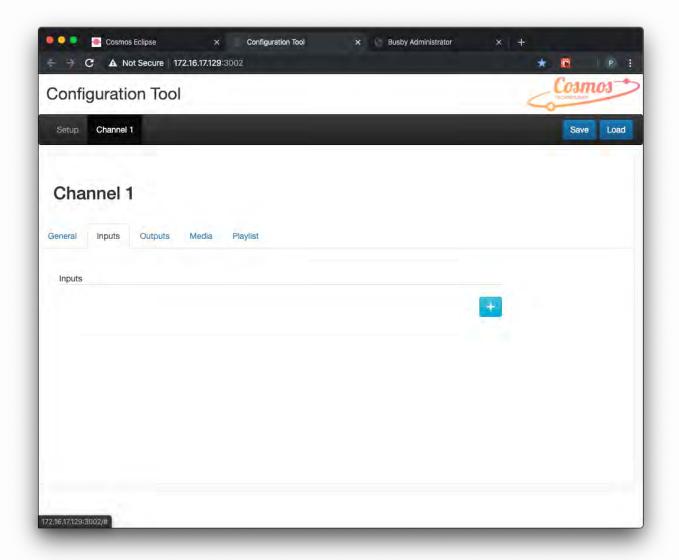


Configuration Tool • General tab screen for Channel 1

Clicking the logo Upload button allows you to choose a local file for the channels logo. Once uploaded the logo will appear on the Cosmos channel.

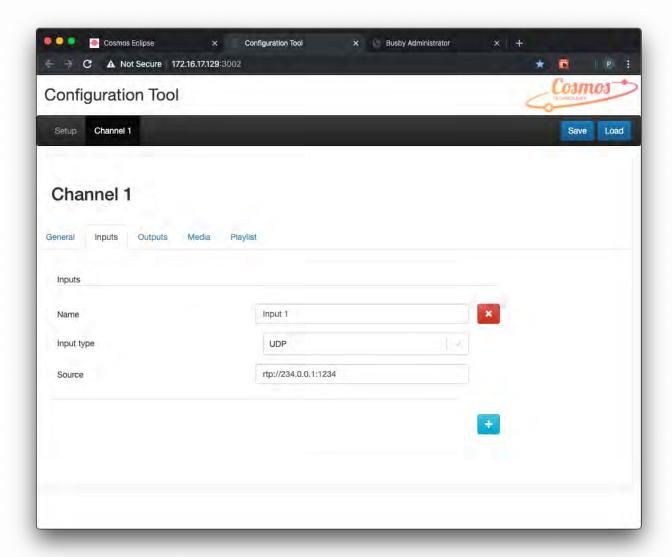
Inputs tab

Inputs can be allocated to the channel on this screen. Each input can have a name, be set as a UDP or SDI input type and have an associated source.



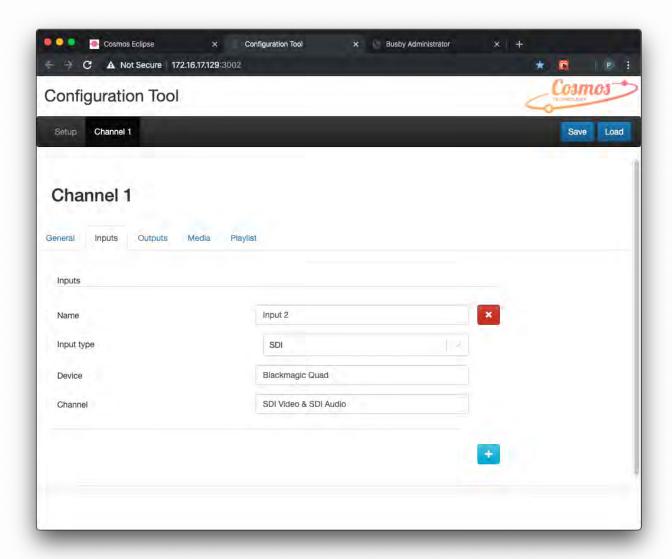
Configuration Tool • Inputs screen for Channel 1 before any inputs have been added

Click on the to create a new input.



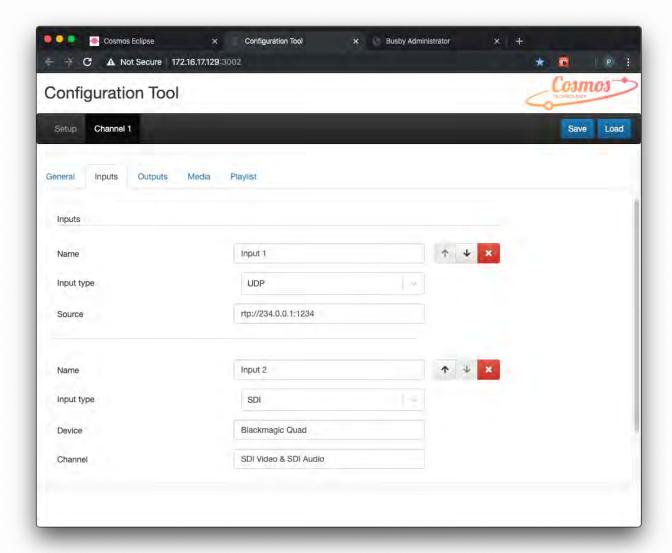
When the input type is UDP a multicast rtp source can be added.

Click on the Save button in the top right of the screen to save your input details.



When the input type is SDI a device and channel can be specified in the text fields.

Click on the Save button in the top right of the screen to save your input details.



Screen showing multiple inputs

With multiple inputs added the priority of these can be changed by clicking on the * * arrows associated with each input.

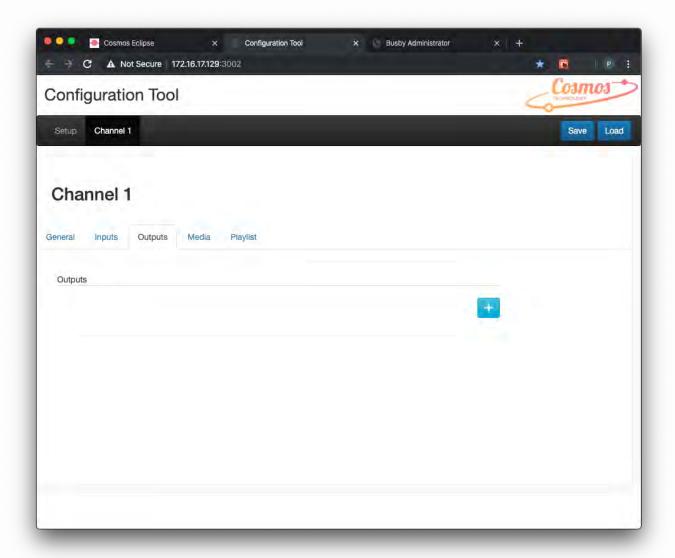
88

If the input has been created in error then clicking on the will delete it.

20200317 v1.0

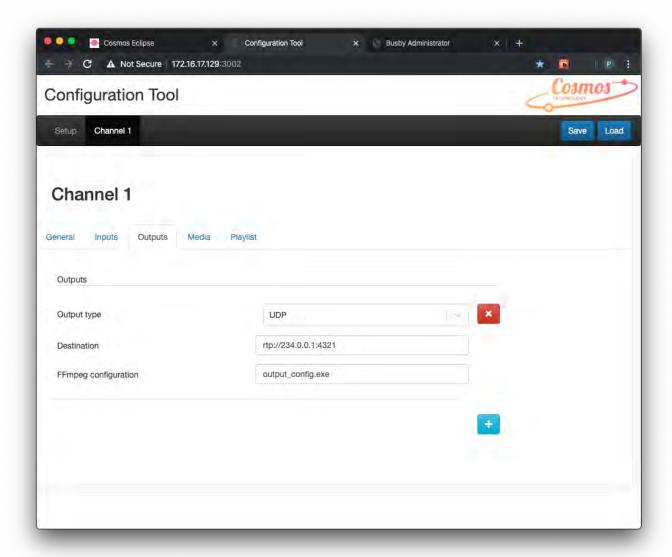
Outputs tab

Outputs can be allocated to the channel on this screen. Each output can have a name, be set as a UDP or SDI output type and have an associated destination or configuration.



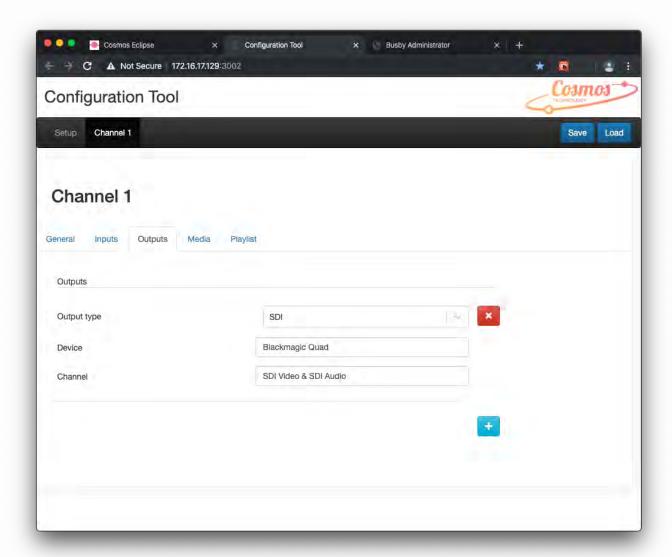
Configuration Tool • Outputs screen for Channel 1 before any outputs have been added

Click on the to create a new output.



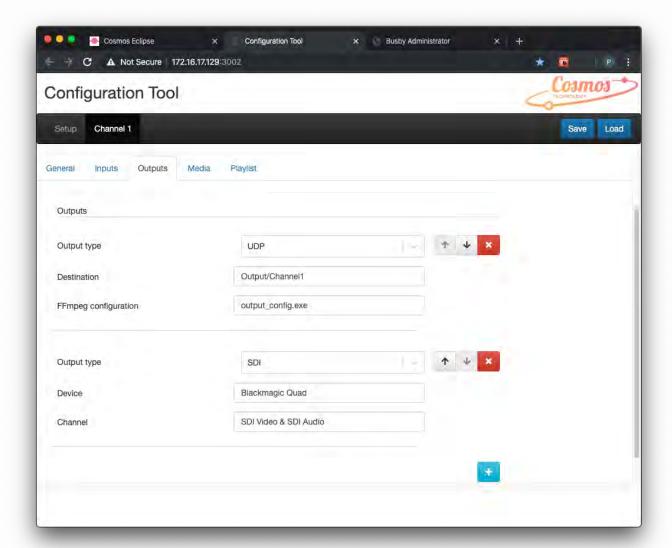
When the output type is UDP a destination url and FFmpeg configuration can be added.

Click on the Save button in the top right of the screen to save your output details.



When the output type is SDI a device and channel can be specified in the text fields.

Click on the Save button in the top right of the screen to save your output details.



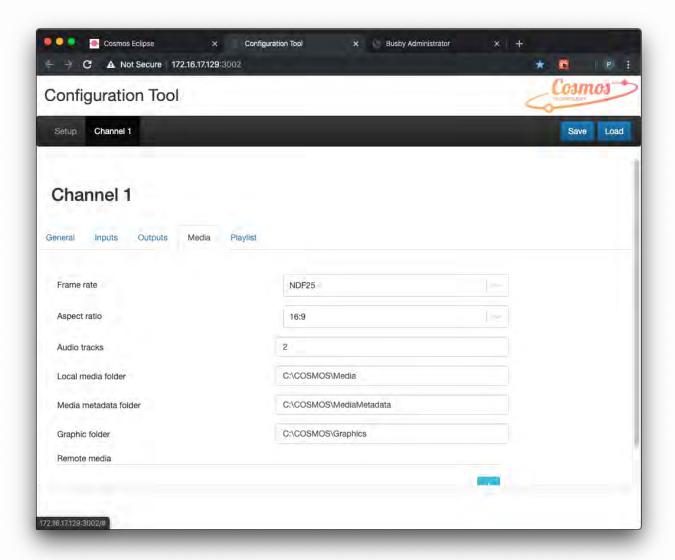
Screen showing multiple outputs

With multiple outputs added the priority of these can be changed by clicking on the arrows associated with each output.

If the output has been created in error then clicking on the will delete it.

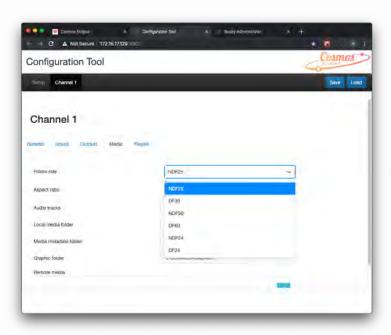
Media tab

The channels frame rate and aspect ratio are set on this tab. Once the frame rate is set for a channel only media clips with a matching framerate can be allocated into this channels playlist. It is also **important** to remember that when viewing clips in the Cosmos clips panel that only clips with a corresponding frame rate will be seen and available for selection.



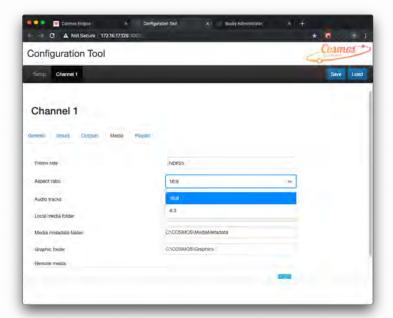
Configuration Tool • Media screen for Channel 1

Select one of the frame rates available in the drop down menu.

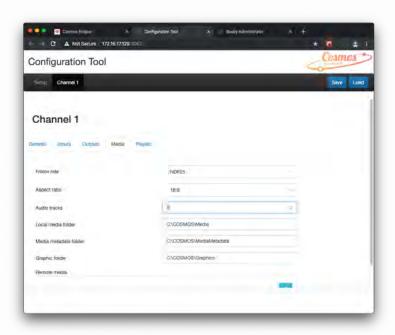


Once the frame rate is set for a channel only media clips with a matching framerate can be allocated into this channels playlist.

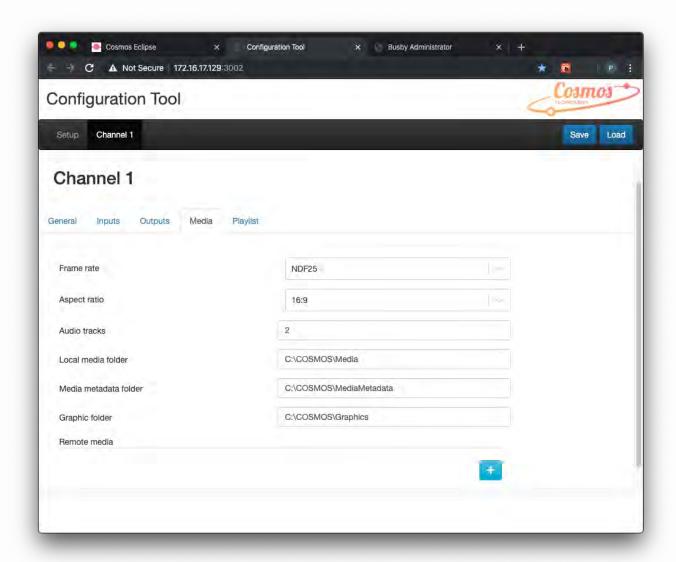
Set an aspect ratio for the channel.



Set the number of audio tracks you require for the channel.

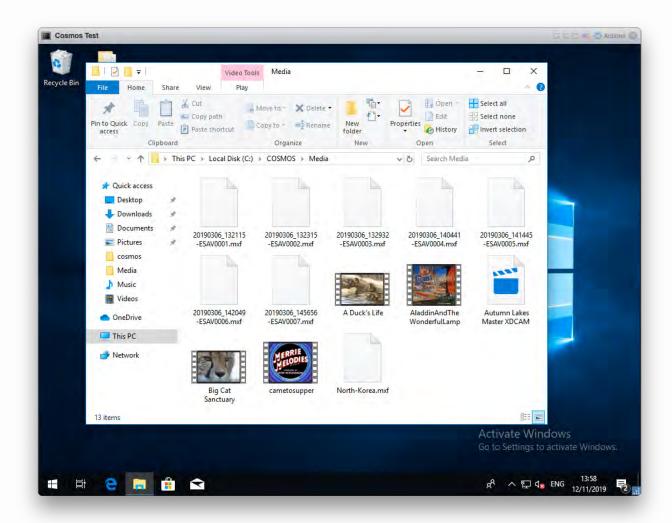


On the Media tab the folders for local media, metadata and graphics can be set.



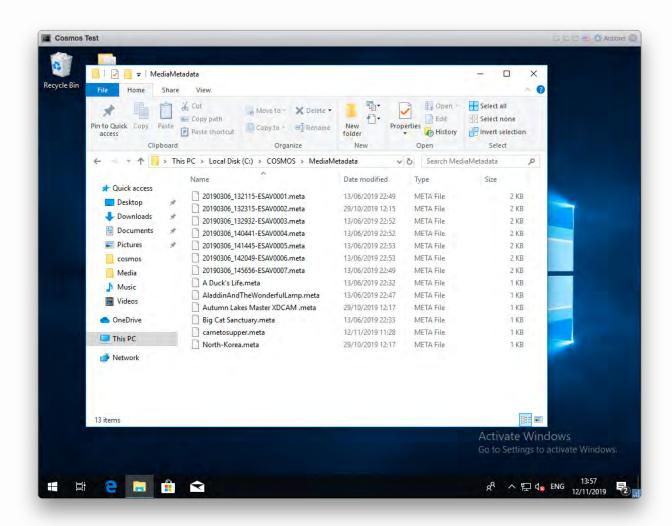
Below are the corresponding folders on the C drive for this documented example. Please note that these paths may be

Media



C:COSMOS/Media

Metadata



C:COSMOS/Metadata

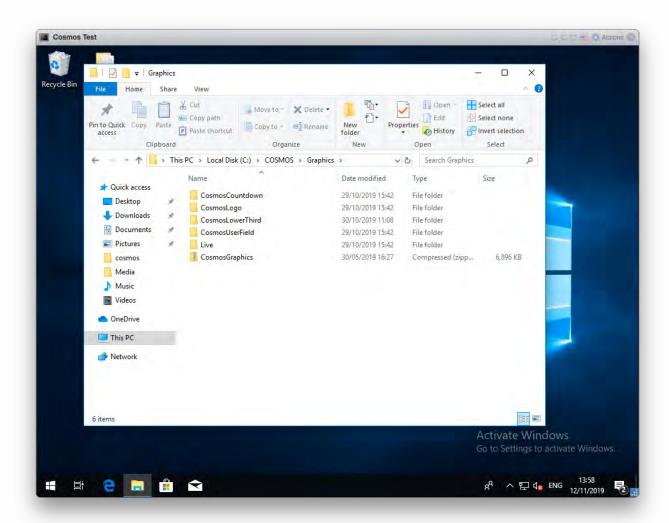
Example of a Metadata file.

```
},
  "materialType":"Presentation",
  "prodNo":"",
  "series":"",
  "title":"Orbit",
  "userFields":
    ["","","","","","","","","","","",""
   ],
  "warning":""
 },
"technicalMetadata":
  {
  "audioTracks":
    [
      {
      "bits":24,
      "channels":1,
      "sampleRate":48000
      },
      {
      "bits":24,
      "channels":1,
      "sampleRate":48000
      },
      "bits":24,
      "channels":1,
      "sampleRate":48000
      },
      "bits":24,
      "channels":1,
      "sampleRate":48000
      },
      {
      "bits":24,
      "channels":1,
      "sampleRate":48000
      },
      "bits":24,
      "channels":1,
      "sampleRate":48000
      },
```

```
Cosmos user guide
      "bits":24,
      "channels":1,
      "sampleRate":48000
      },
     "bits":24,
     "channels":1,
     "sampleRate":48000
     }
   ],
  "captured":"2019-06-13T21:49:37",
  "duration":
   {
   "duration":"00:00:46:21",
   "frameRate":"ndf25"
   },
  "format":"",
  "frameRate":"ndf25",
  "inTimecode":
   "frameRate":"ndf25",
   "timecode":"10:00:00:00"
   },
  "videoTrack":
   {
   "aspect":"16:9",
   "height":1080,
   "scanType":"Interlaced",
   "width":1920
   },
 "wrapper":""
 }
}
```

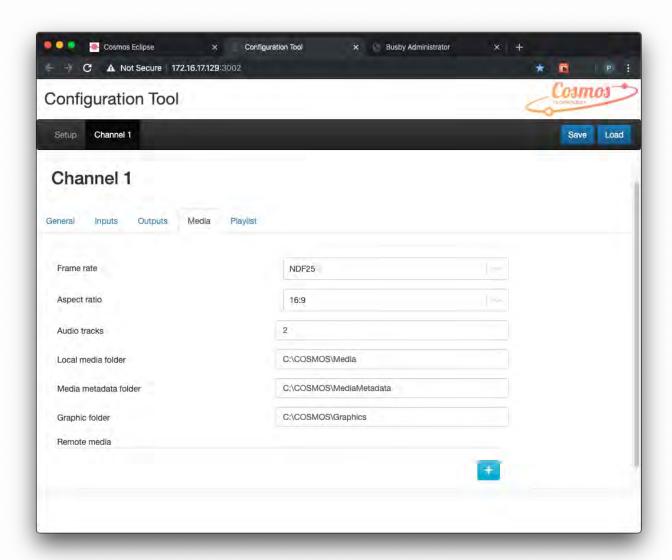
20200317 v1.0 99

Graphics

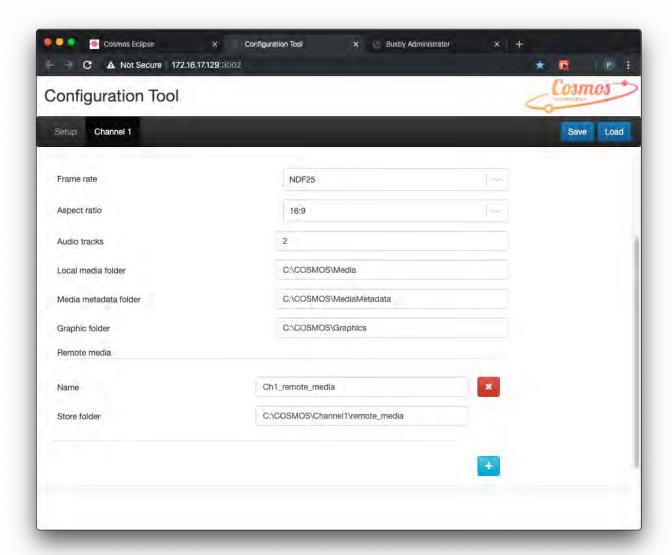


C:COSMOS/Graphics

The final option on the Media tab is Remote media.

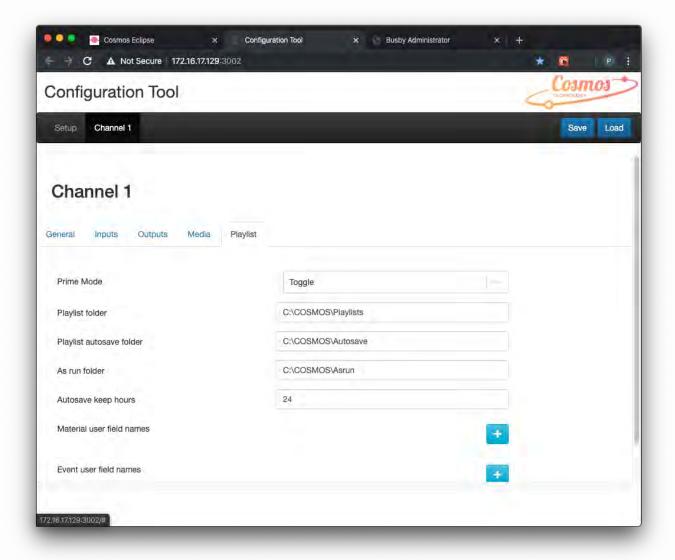


By clicking on the ____ a new store folder for remote media can be added.



A name and store folder location can be added

If the store has been created in error then clicking on the will delete the remote media store.



Configuration Tool • Playlist screen for Channel 1

On the Playlist tab the paths to the playlist, autosave and as run folders can be set. Below are the corresponding folders on the C drive for this documented example. Please note that these paths may be different for your installation.

Also on the **Playlist tab** the **Material** and **Event user fields** can be defined. Although these are found at the end of this section they are extremely useful when creating templates for graphics and helping with search queries.

Playlist



C:COSMOS/Playlist

Example of a Playlist file.

```
"timecode":"00:00:05:20"
 },
"materialId":"20190306_132315-ESAV0002",
"primarySource":"internal",
"rowType":"primary",
"scheduledStartTime":
 "date":"2020-01-16",
 "frameRate":"ndf25",
 "time":"11:31:47:23"
 },
"secondaryEvents":
  [
 ],
"startMode":"follow0n",
"title": "EXOMARS: Ready for Science",
"transition":
 {
 "duration":0,
 "lagAudio":false,
 "lagDuration":0,
 "leadAudio":false,
 "leadDuration":0,
 "transitionType":"cut"
 },
"userFields":
  [
 ]
},
"duration":
 "duration":"00:00:10:00",
 "frameRate":"ndf25"
 },
"eventType":"",
"guid":"4f723d9e-ba8f-4233-9826-467cfbf241aa",
"inTimecode":
 {
 "frameRate":"ndf25",
 "timecode":"10:00:00:00"
"materialId": "20190306_132115-ESAV0001",
"primarySource":"internal",
```

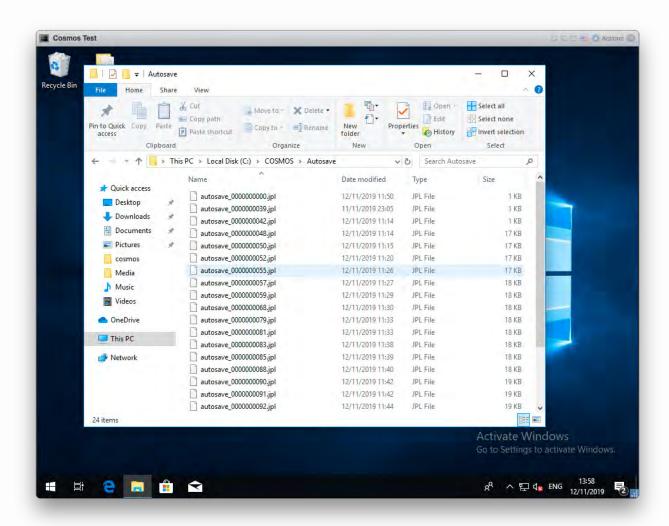
```
"rowType":"primary",
"scheduledStartTime":
 "date":"2020-01-16",
 "frameRate":"ndf25",
 "time":"11:32:10:09"
"secondaryEvents":
 ],
"startMode":"followOn",
"title":"Orbit",
"transition":
 {
 "duration":50,
 "lagAudio":false,
 "lagDuration":0,
 "leadAudio":false,
 "leadDuration":0,
 "transitionType":"mix"
 },
"userFields":
 ]
},
"duration":
 {
 "duration":"00:00:10:00",
 "frameRate":"ndf25"
 },
"eventType":"",
"guid":"1a38e05f-c172-4444-a4bf-9d3850531daf",
"inTimecode":
 {
 "frameRate":"ndf25",
 "timecode":"00:00:00:00"
 },
"materialId":"20190306_145656-ESAV0007",
"primarySource":"internal",
"rowType":"primary",
"scheduledStartTime":
 "date":"2020-01-16",
```

```
"frameRate":"ndf25",
 "time":"11:32:27:05"
 },
"secondaryEvents":
  [
 ],
"startMode":"followOn",
"title":"TGAS & Gaia DR2",
"transition":
 {
 "duration":0,
 "lagAudio":false,
 "lagDuration":0,
 "leadAudio":false,
 "leadDuration":0,
 "transitionType":"cut"
 },
"userFields":
 [
 ]
},
"duration":
 {
 "duration":"00:00:10:00",
 "frameRate":"ndf25"
 },
"eventType":"",
"guid": "87d3063e-66b3-4e37-a6bf-47058c8fe5de",
"inTimecode":
 "frameRate":"ndf25",
 "timecode":"10:00:00:00"
 },
"materialId":"20190306_141445-ESAV0005",
"primarySource":"internal",
"rowType":"primary",
"scheduledStartTime":
 "date":"2020-01-16",
 "frameRate":"ndf25",
 "time":"11:32:33:21"
 },
"secondaryEvents":
```

```
],
   "startMode":"followOn",
   "title":"HORIZONS: Docking and Ingress",
   "transition":
      {
     "duration":0,
     "lagAudio":false,
     "lagDuration":0,
     "leadAudio":false,
     "leadDuration":0,
     "transitionType":"cut"
   "userFields":
     ]
   }
 ]
}
```

20200317 v1.0 108

Autosave



C:COSMOS/Autosave

Example of an Autosave file.

```
"timecode":"00:00:05:20"
     },
   "materialId":"20190306_132315-ESAV0002",
   "primarySource":"internal",
   "rowType":"primary",
   "scheduledStartTime":
      {
          "date":"2020-01-16",
          "frameRate":"ndf25",
          "time":"11:31:47:23"
     },
   "secondaryEvents":
      [
     ],
   "startMode":"followOn",
   "title": "EXOMARS: Ready for Science",
   "transition":
      {
          "duration":0,
          "lagAudio":false,
          "lagDuration":0,
          "leadAudio":false,
          "leadDuration":0,
          "transitionType":"cut"
     },
   "userFields":
      [
      ]
},
{
   "duration":
      {
          "duration":"00:00:10:00",
          "frameRate":"ndf25"
     },
   "eventType":"",
   "guid":"1bad56d6-cff9-42ac-9d5c-33be3e7871c7",
   "inTimecode":
      {
          "frameRate":"ndf25",
          "timecode":"10:00:00:00"
     },
   "materialId":"20190306_132115-ESAV0001",
   "primarySource":"internal",
```

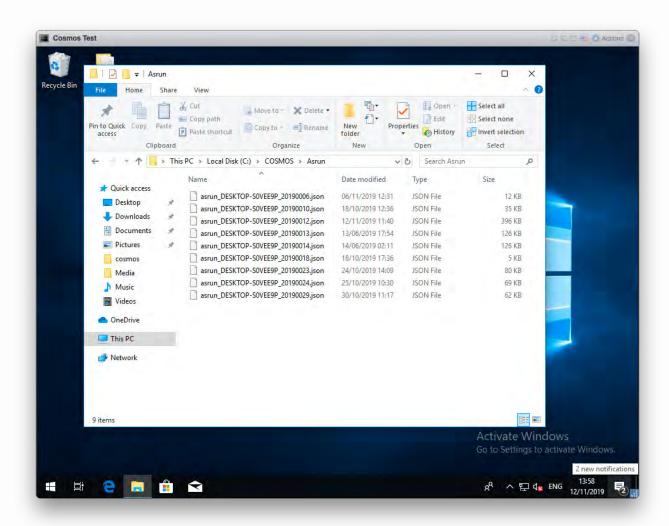
```
"rowType":"primary",
   "scheduledStartTime":
     {
          "date":"2020-01-16",
          "frameRate":"ndf25",
          "time":"11:32:10:09"
      },
   "secondaryEvents":
      [
     ],
   "startMode":"follow0n",
   "title":"Orbit",
    "transition":
     {
          "duration":50,
          "lagAudio":false,
          "lagDuration":0,
          "leadAudio":false,
          "leadDuration":0,
          "transitionType":"mix"
     },
   "userFields":
      [
      ]
},
{
   "duration":
     {
          "duration":"00:00:10:00",
          "frameRate":"ndf25"
     },
   "eventType":"",
   "guid": "a38f1912-d467-41cb-ab15-e8f5d909886d",
   "inTimecode":
     {
          "frameRate":"ndf25",
          "timecode":"00:00:00:00"
     },
   "materialId":"20190306_145656-ESAV0007",
   "primarySource":"internal",
   "rowType":"primary",
    "scheduledStartTime":
      {
          "date":"2020-01-16",
```

```
"frameRate":"ndf25",
          "time":"11:32:27:05"
      },
   "secondaryEvents":
      [
     ],
   "startMode":"followOn",
   "title": "TGAS & Gaia DR2",
   "transition":
     {
          "duration":0,
          "lagAudio":false,
          "lagDuration":0,
          "leadAudio":false,
          "leadDuration":0,
          "transitionType":"cut"
     },
   "userFields":
      [
      ]
},
{
   "duration":
     {
          "duration":"00:00:10:00",
          "frameRate":"ndf25"
     },
   "eventType":"",
   "guid":"70c1d337-3cf1-4ea2-9cba-689c4feb5d12",
   "inTimecode":
     {
          "frameRate":"ndf25",
          "timecode":"10:00:00:00"
     },
   "materialId":"20190306_141445-ESAV0005",
   "primarySource":"internal",
   "rowType":"primary",
    "scheduledStartTime":
      {
          "date":"2020-01-16",
          "frameRate": "ndf25",
          "time":"11:32:33:21"
      },
   "secondaryEvents":
```

```
Cosmos user guide
              ],
            "startMode":"follow0n",
            "title":"HORIZONS: Docking and Ingress",
            "transition":
              {
                  "duration":0,
                  "lagAudio":false,
                  "lagDuration":0,
                  "leadAudio":false,
                  "leadDuration":0,
                  "transitionType":"cut"
             },
            "userFields":
              [
              ]
       }
     ],
   "lastFile":"C:\\COSMOS\\Playlists\\20200116_playlist 3",
   "modified":false
}
```

20200317 v1.0 113

As Run



C:COSMOS/Asrun

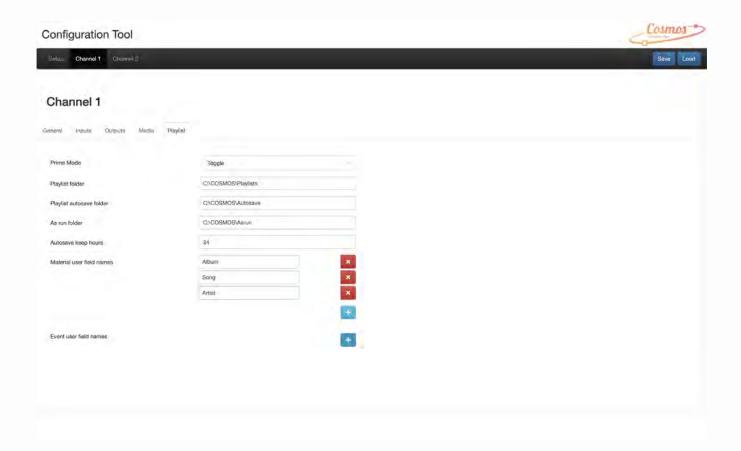
Example of an As Run file.

```
"guid":"d5c882dd-5d28-4877-b528-ac7b90e7e495",
      "inTimecode":
        {
            "frameRate":"ndf25",
            "timecode":"00:00:00:00"
        },
      "materialId":"20190306_145656-ESAV0007",
      "primarySource":"internal",
      "rowType":"primary",
      "scheduledStartTime":
        {
            "date":"2020-01-31",
            "frameRate":"ndf25",
            "time":"11:47:45:00"
        },
      "secondaryEvents":
        [
        ],
      "startMode":"follow0n",
      "title":"TGAS & Gaia DR2",
      "transition":
        {
            "duration":0,
            "lagAudio":false,
            "lagDuration":0,
            "leadAudio":false,
            "leadDuration":0,
            "transitionType":"cut"
        },
      "userFields":
        [
 },
"eventStatus":
 {
      "primaryMediaStatus":
            "mediaState":"ready"
        },
     "primaryPlayerState":"Cued"
 },
"eventTiming":
 {
      "calculatedDuration":
```

```
"counter":
                  {
                      "mode":"stopped",
                      "reference":
                        {
                            "date":"2020-01-31",
                            "frameRate":"ndf25",
                            "time":"11:48:30:10"
                        }
                  },
                "duration":"00:00:52:05",
                "frameRate":"ndf25"
            },
          "calculatedStartTime":
            {
                "counter":
                  {
                      "mode":"stopped",
                      "reference":
                        {
                            "date":"2020-01-31",
                            "frameRate":"ndf25",
                            "time":"11:48:30:10"
                        }
                  },
                "date":"2020-01-31",
                "frameRate":"ndf25",
                "time":"11:49:12:24"
            }
     }
}
}
```

User defined fields

Material user field

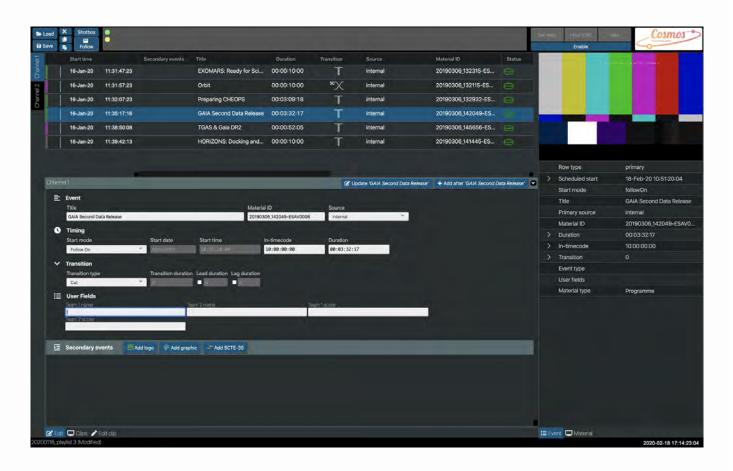


You can add multiple Material user field names by clicking the : The example shown, with added fields of Album, Song and Artist would be useful for Music channel.

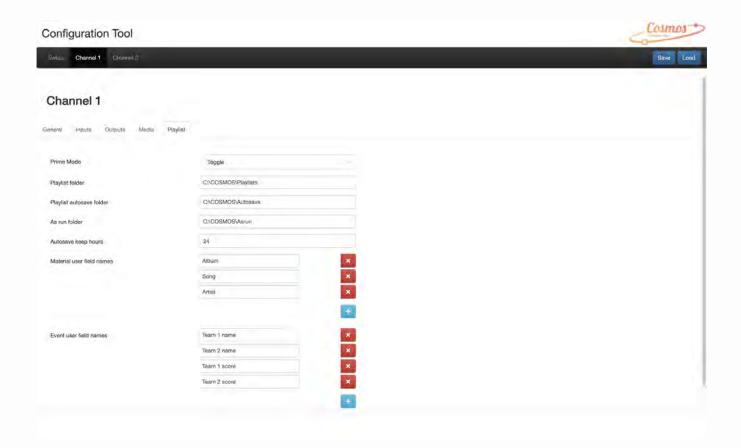
If the field has been created in error then clicking on the will delete it.

Click on the Save button in the top right of the screen to save your user defined field details.

Once you have restarted the channel engine - details of how to do this are **here** - you will then see the three fields on the **Edit Clip** panel.



Event user field

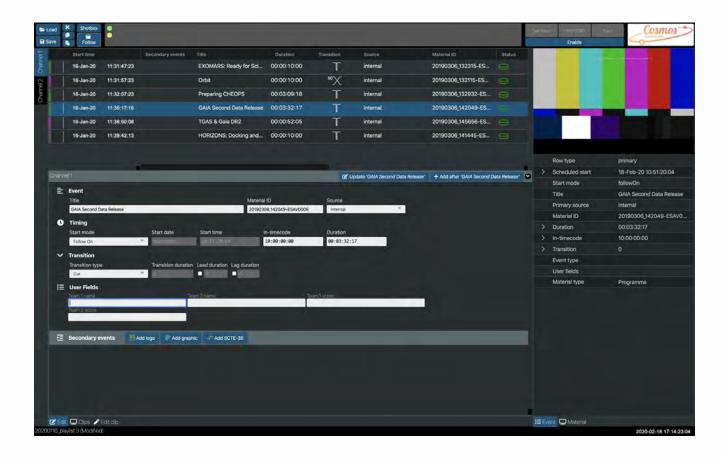


You can add multiple Event user field names by clicking the . The example shown, with added fields of Team 1 name, Team 2 name, Team 1 score and Team 2 score would be useful for a Sports channel and the display of team and score in an event graphic.

If the field has been created in error then clicking on the will delete it.

Click on the Save button in the top right of the screen to save your user defined field details.

Again, you will have to restart the channel engine to view the four fields on the Edit panel.



Cosmos Administrator

Sometimes you may need to restart the Cosmos application or modify COSMOS folders on the host PCs C drive. This part of the software should only be accessed by users who have a thorough understanding of the Cosmos system.

Whilst the Cosmos application is viewed on the url and port number: «PlayboxWebAddress»:3000

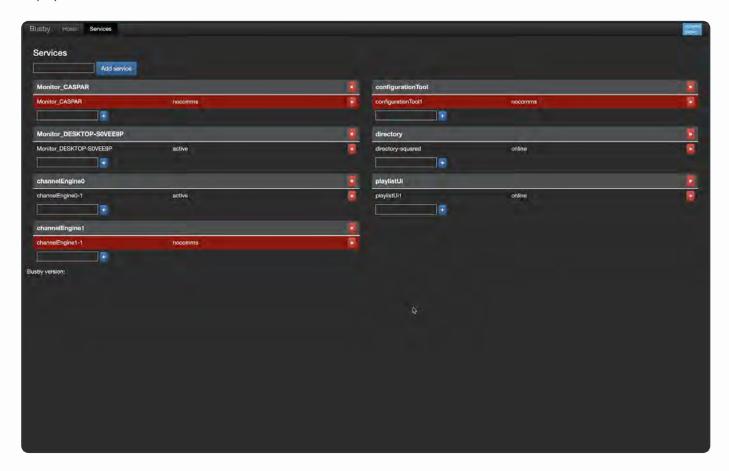
The configuration tool is found on «PlayboxWebAddress»:3002

The Administration window can be viewed by typing **«PlayboxWebAddress»:5000** into the address bar.

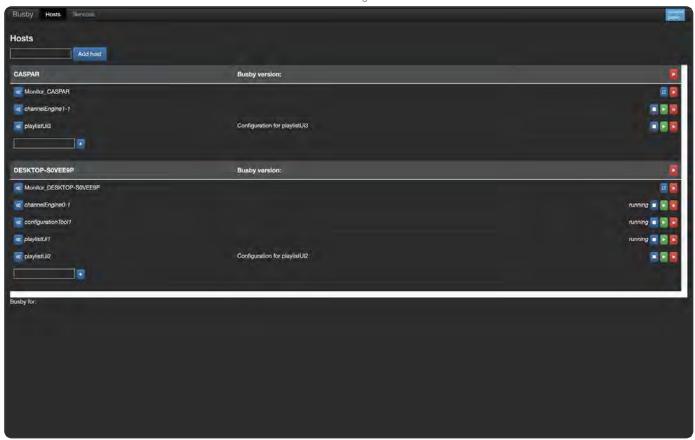
Restarting a channel in Busby Administrator

If a channel has become unresponsive or you have created or updated the event or material user fields then you will need to restart Cosmos.

Open the Busby Administrator by typing **«PlayboxWebAddress»:5000** into the address bar. The window will open and display the **Services** tab.



Select the **Hosts** tab at the top of screen.



Each channel has a corresponding engine. For example, Channel 1 has an engine called channel Engine 0-1.



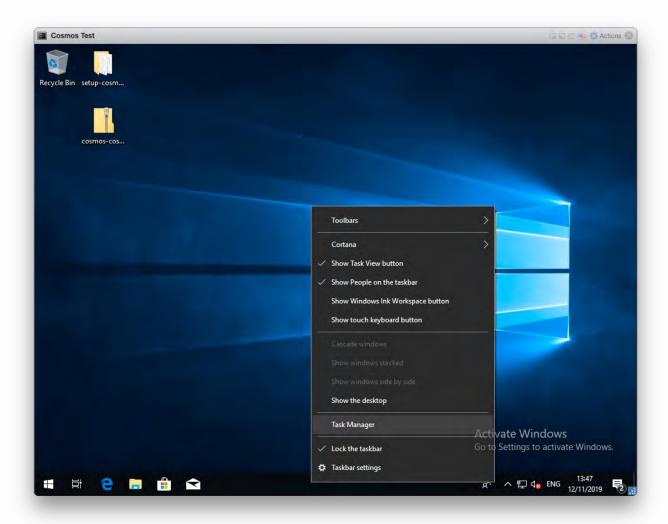
On the right side of the window, click the stop and after a few seconds a message will appear that the channel is *not* running. Then click the play to restart the channel. The running message will appear after a couple of seconds.

Return to the Cosmos window and continue using the application. You will need to refresh the browser window to see any changes to the user fields.

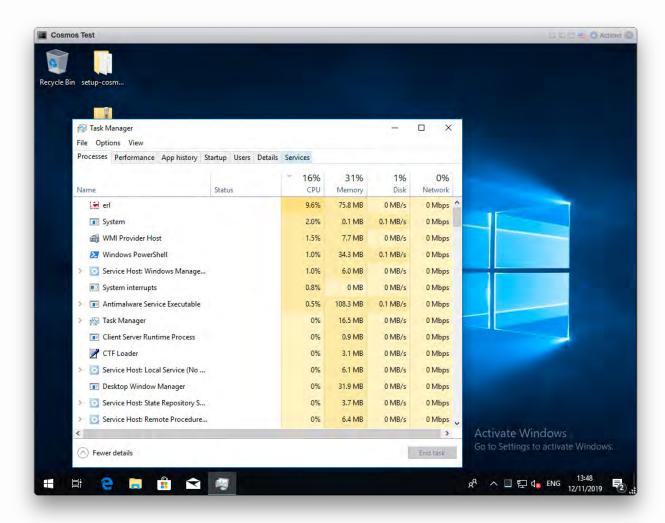
Restarting Cosmos on the host operating system

Sometimes it is beneficial to restart the entire application. Cosmos runs as a series of components in the developer's Busby platform and it is this platform that will be restarted. Please note that the following procedure should only be attempted by a technically proficient individual who has administrator access to the PC where Cosmos is running.

Open the Task Manager on the PC by right clicking on the Taskbar.



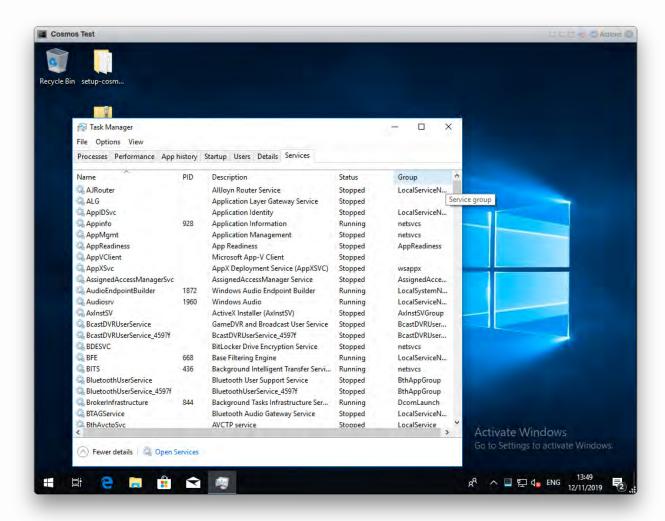
Click on the Services tab.

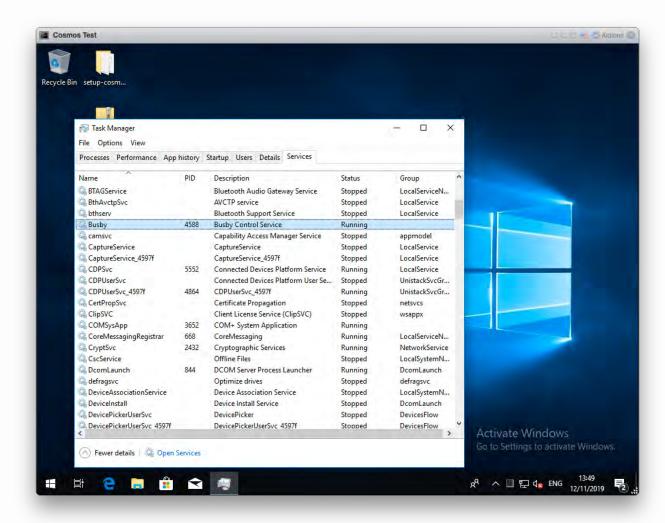


124

Then scroll down through the list of running services until you reach Busby.

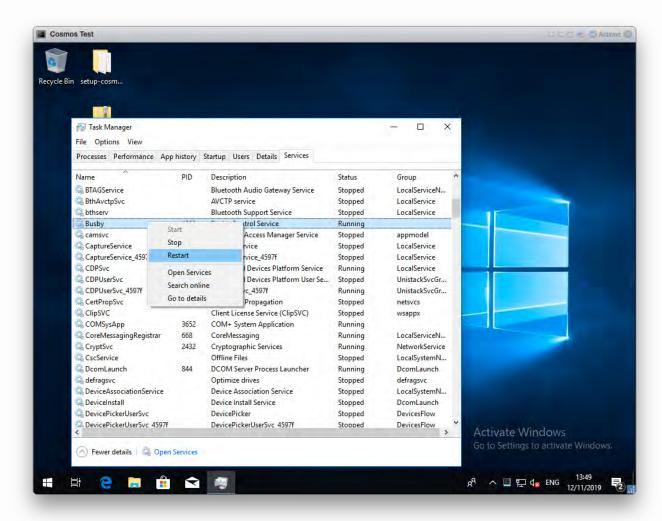
20200317 v1.0





Right click and select restart. The Busby platform will restart and be up and running in a few seconds.

20200317 v1.0

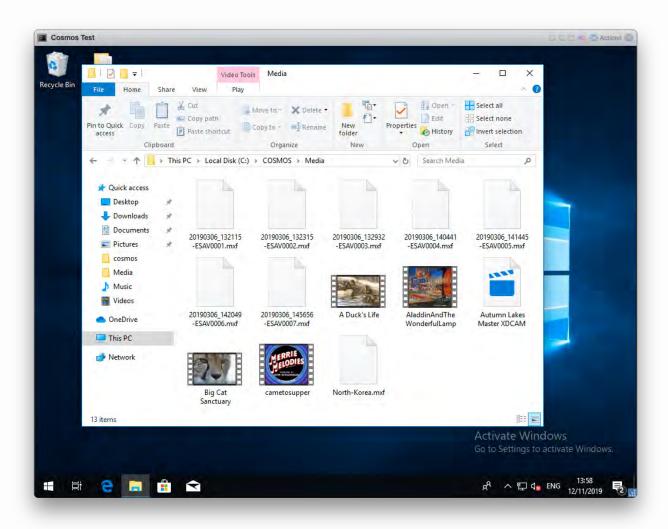


COSMOS on the C Drive of the host hardware

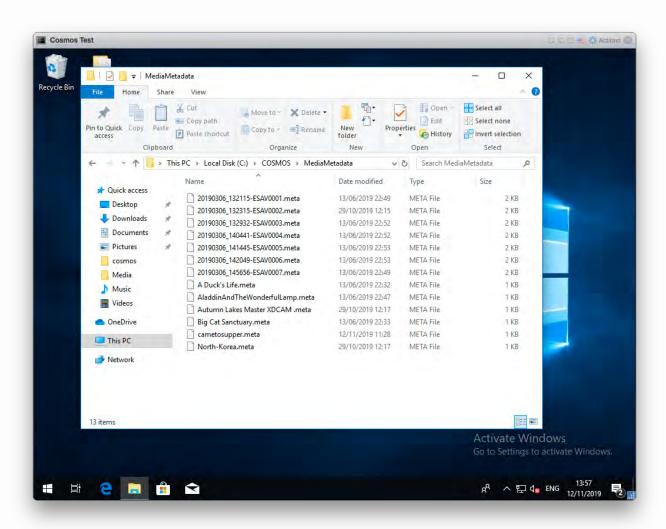
In the Configuration Tool, paths to several locations on the PCs C drive can be set.

On the Media tab the media, metadata and graphics folders can be set.

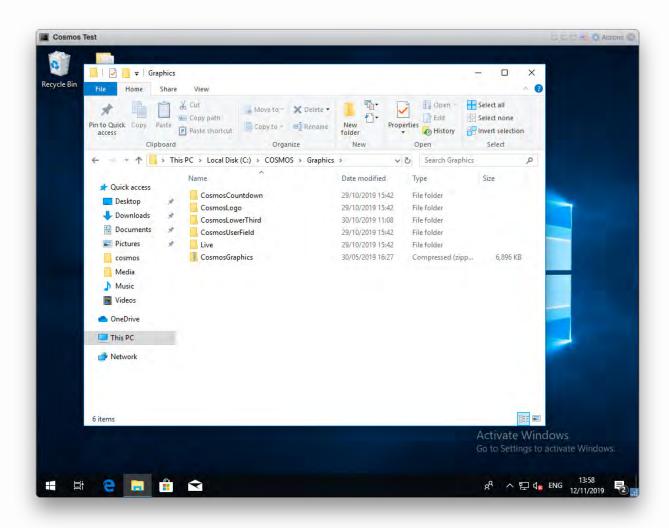
Media folder



Metadata folder

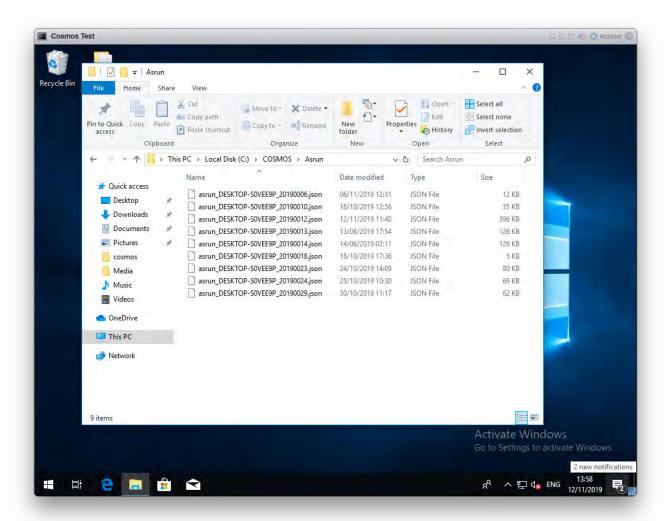


Graphics folder

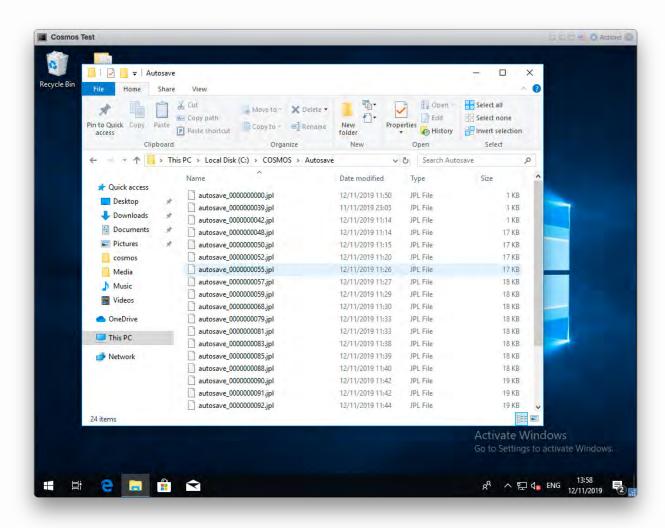


On the Playlist tab the paths to the playlist, autosave and as run folders can be set.

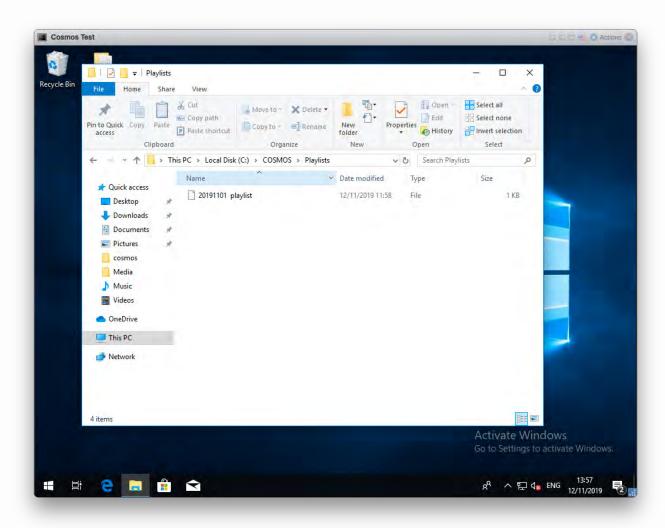
As run folder



Autosave folder



Playlist folder



Please see the Configuration Tool for details of the files kept in these folders.

20200317 vl.0 133