User Guide

Master Control Panel

3.2.3

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Publication Information

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Overview

Master Control Panel (MCP) provides critical master control, graphics, and automation operations through a unified touchscreen interface. Features include multi-channel video switching, channel branding, and the control of one-to-many channels. MCP is an optional service layer for the following Imagine Communications products: Versio™ Platform, Versio™, Nexio+ Channelbrand™, and ADC™ automation.

Note: Live Panel is a MCP purchase option.

About this Document

This guide is intended for MCP operators using the MCP touchscreen to control channel output. Before using this guide your MCP product must be properly installed and configured. For details, see *Master Control Panel 3.2.3 Set Up Guide.*

Additional Documentation

- *Master Control Panel 3.2.3 Set Up Guide*
  This guide details the supported system configurations and requirements, as well as how to install and configure MCP.

- *Live Panel 3.2.3 User Guide*
  This guide details how to use the Live Panel touchscreen interface for Live Panel operators.

Browser Requirements

Note the following browser requirements for running the MCP software:

- Google Chrome (64bit) v52.0.2743.82 or higher
- Browser popups must be enabled

Get Started
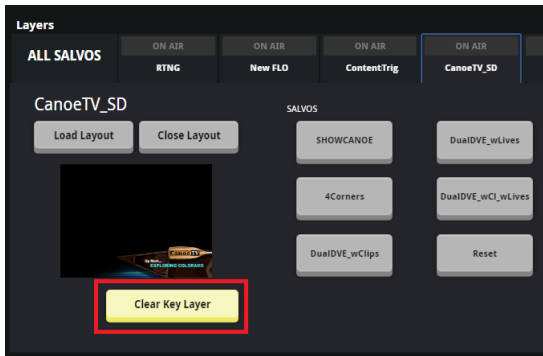
Review this section to become familiar the MCP interface and workflow.

MCP Interface Overview

The MCP touchscreen has an easy-to-use interface for controlling one or more channels. The configuration of all customized options is described in the *MCP Set Up Guide*.

1	**Channels list**
	Lists the available channel groups, channels, and hard panels that were configured during the MCP software set up.
	When you select a channel group or a single channel from the list, the target becomes active and available for control in the MCP interface.
	When you select a hard panel, the hard panel becomes linked to your Master Control Panel. Hard panel and soft panel operations become synced, so an action taken using the hard panel is also taken in the soft panel, and vice versa.

2	**Master Control options**
	Includes the standard Monitor, Program, and Preset rows for master control operations. Use the buttons on the right to edit the assigned sources and the monitor destinations. Use the Program and Preset rows to control the selected channel's master control switchers and to switch through any sources available on a Platinum™ or Magellan™ SDNO Orchestrator router.
3	**Transitions**
	Includes the available transition types and speeds. The selected transition is applied during a source switch.
4	**Graphics Key Layers**
	Displays the layouts and salvos/macros currently assigned to the graphics key layers. Assign layouts to the key layers by selecting an empty key layer and then tapping the Load Layout button. View all loaded salvos/macros by tapping the ALL SALVOS button. During output, the keys are taken on and off air manually or through automation operations.
5	**Clear, Graphics, & Take buttons**
	Controls on-air source switching as well as the output of graphics keys.
	• Clear On-Air Keys button: Takes all active graphics keys off air.
	• Graphics/Key Playback buttons: Sets the playback state to one of the following options.
	• Hot button: Outputs a single salvo/macro immediately when the salvo/macro is tapped.
	• Select & Take button: Delays the output of the selected salvos/macros until output is triggered. To trigger output, use the Take Keys button or Take All button.
	• Preview: When the Select & Take button is active, the Preview button takes the selected preset source and the salvos/macros to the preview instance. The software Preset window in the MCP interface displays the preview.
	• Clear Preview Keys: When the Select & Take button is active, the Clear Preview Keys button removes all active content from the preview instance.
	Note: The Preview buttons are not available with all versions of MCP.
	• Take Keys button: Triggers the selected salvos/macros when the Select & Take button is active.
	• Take All button: Switches the selected preset and program sources and triggers the selected salvos/macros.
	• Clear Key Layer button: Takes the selected graphics key layer off air. Note that this button is available in the Layers section of the screen.

6	**Manage Audio (Option)**
	Manages the audio tracks and levels. The available audio options enable you to manually shuffle audio tracks, dual mono audio tracks, override the audio level, and reset the audio levels to unity.
	Note that the Manage Audio button only displays in the MCP interface when the selected target channel is a Versio 3.x or 4.x system that has the Advanced Audio Track Router remapping feature available.
7	**Custom Zenium Graph buttons**
	Control the specific Zenium graph component specified in the MCP Configuration Panel. Example components that the Zenium Graph buttons can control include key+fill, slate, mute, and blur. These buttons display in the MCP interface when the selected target channel has Zenium Graph buttons configured and enabled.
8	**Voiceover (Option)**
	• The Live Audio button toggles the voiceover mode on and off.
	• The VO button sets the audio ducking level.
	Note that these voiceover buttons only display in the MCP interface when the option is available and enabled in the Configuration Panel.
9	**NDI Source Switching**
	Includes a separate NDI Program and Preset bus that allows you to control the selected channel's NDI source switches.
	Note that the NDI sources only display in the MCP interface when the functionality is properly configured in the available configuration files.
10	**Automation Control options**
	• Controls the automation playlist. These buttons change dynamically as the state of the playlist changes. Depending on the current playlist state you can use the buttons to run the playlist and to take the next primary or secondary event.
	• The Automation Hold button disconnects from the automation system in order to broadcast special programming. When the button is red, automation can no longer switch the program channels or send graphics.

11	**Automation Event Status**
	Displays the playlist events that are currently on air, coming up next, and coming up after the next event. Error messages also display in the area to the right.
12	**Program/Preset preview**
	Displays a software preview of the active program and preset content.
13	**Failover button**
	Switches MCP operations to the alternate master defined in Versio Redundancy.
	Note that the Failover button only displays in the MCP interface when the system is configured to work with Versio Redundancy. For details on Versio Redundancy configuration, refer to the Versio Redundancy documentation.
14	**MCP/Live buttons**
	If the Live panel option was purchased, these buttons switch between Master Control Panel and the Live panel.
15	**Lock button**
	Locks the MCP interface. When locked, tapping the screen will not activate any controls.
16	**Settings button**
	Displays a menu of settings options.

MCP General Workflow

The following steps outline the general workflow for using the MCP software:

1. Set up the master control sources.
2. Assign layouts to the graphics key layers.
3. Set up the output.
4. Control and monitor the output.

Complete the steps below to walk through the general workflow.

Step 1: Set Up the Master Control Sources

Master control sources are available on the Program and Preset rows. The Monitor row is active if you are using an upstream router.

1. Select the channel or channel group that you want to control from the **Channels** list. The selected channel or channel group becomes active in MCP.
2. Review the master control sources displayed on the Program, Preset, and Monitor rows.
   - If your MCP system does not use an upstream router, you cannot edit the assigned sources and the Monitor row is inactive. Without an upstream router the available sources are limited to the selected channel's target system configuration. In this case, skip to the next topic: Step 2: Assign Layouts to Graphics Keys (on page 12).

> ▪ If your MCP system uses an upstream router, continue with the next step in this topic where you will edit an assigned source.

3. Edit an assigned source:

   a. Unlock the source buttons by tapping the **Edit Sources** button. The buttons for the Monitor, Program, and Preset rows wiggle to indicate they're unlocked and available for editing.
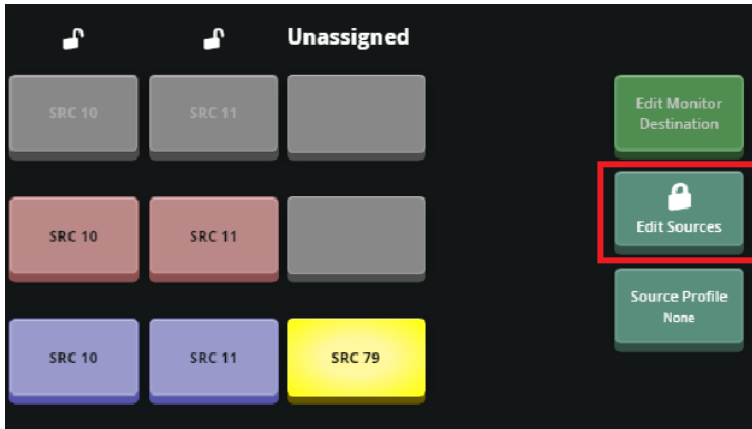
   b. On any row, tap the **source button** that you want to edit. If the popup window doesn't open, make sure the lock icon on the Edit Sources button is unlocked and that popups are enabled in the browser.

   c. In the **Available Sources** popup window, select a new source for the button from the list. Use the key pad at the top to filter the list by letter and number if necessary.
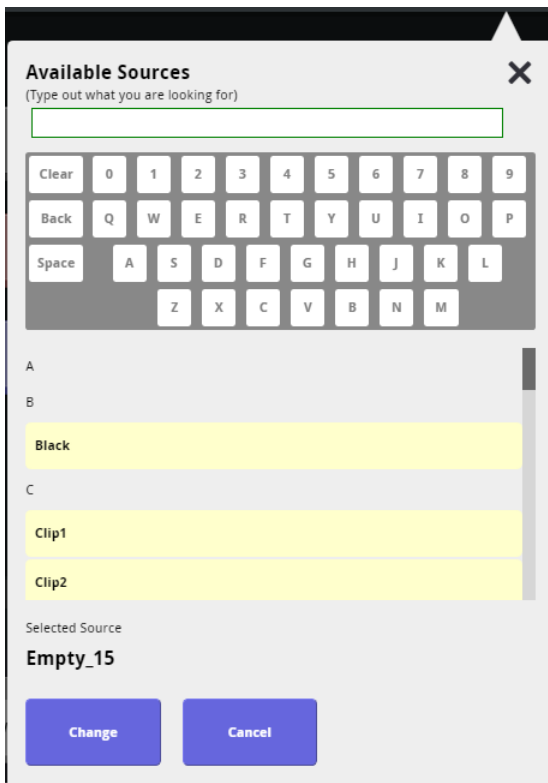
   d. Tap the **Change** button in the popup window to assign the selected source. The source is updated on all three rows.

e.   Tap the **Edit Sources** button on the MCP screen to lock the rows again.

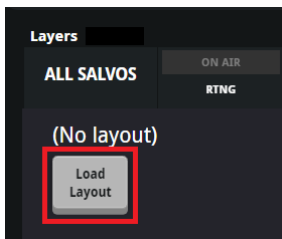**See Also**: Set Up Your Channel Content (on page 17).

Step 2: Assign Layouts to Graphics Keys

There are ten graphics key layers available for graphics control. The layouts available for assignment are stored on the target channel system linked to the selected channel.

1.   Tap an available **graphics key layer**.

2.   Tap the **Load Layout** button.

3. In the **Available Layouts** popup window, select the layout from the list that you want assigned to the graphics key layer. Use the key pad at the top to filter the list by letter and number if necessary. The selected layout's thumbnail and details display in the popup window.

4. Tap the **Change** button in the popup window to assign the selected layout to the graphics key layer. The layout's salvo/macros automatically display on the graphics key layer and are available for output. Use the right and left pagination arrows to access additional salvos/macros if necessary.

Important Note: Tapping a salvo/macrro button takes it to air immediately if the Hot button is active.

See Also: Assign Layouts and Salvos/Macros to Graphics Keys (on page 22).

Step 3: Set Up the Output

After the master control sources and graphics keys are properly assigned, continue with the following steps.

1. On the Preset row, tap the preset source that will switch with the program source during output. Do not tap the program source since it will take the source to air immediately.

2. Tap the **Cut Fade** transition and the **Medium** speed buttons.

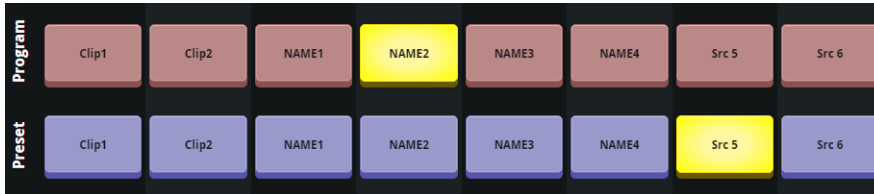3. If you are using an upstream router, on the Monitor row tap the source to view a preview on the selected destination's display.
4. Set up the salvo/macro output for the graphics key layers:
   - If you want the selected salvos/macros to fire when output is triggered, first tap the **Select & Take** button and then select the salvos/macros that you want to output.
   - If you want a salvo/macro to output immediately when tapped, select the **Hot** button.

See Also: Set Up the Output (on page 27).

Step 4: Control and Monitor the Output

A number of output controls are available to MCP operators, which are used in the following steps.

1. To preview the selected preset source and graphics key layers, make sure the **Select & Take** button is active and then tap the **Preview** button. The selected content displays on the preview instance and appears in the software Preset window of the MCP interface. Remove the content from the preview instance by tapping the **Clear Preview Keys** button.

Note: The Preview buttons are not available with all version of MCP.
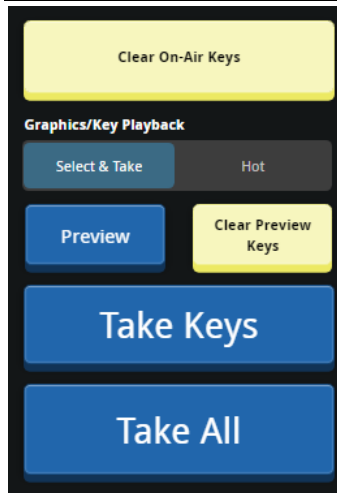
2. To output a salvo/macro immediately when tapped, make sure the **Hot** button is selected and then do one of the following:

    ▪ Select a specific graphics key layer and then tap the salvo/macro.
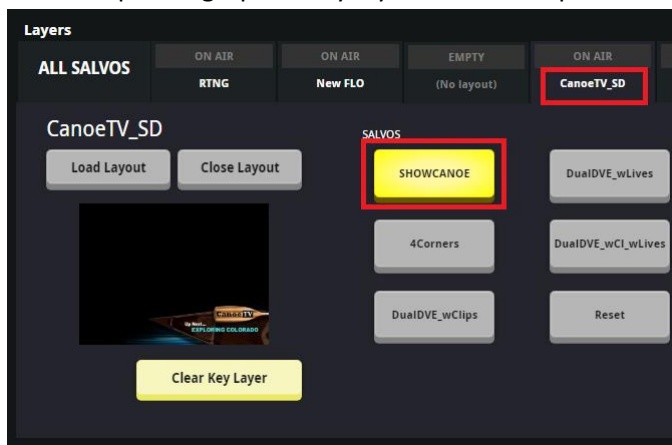
    ▪ Select ALL SALVOS and then navigate the display area to locate the salvo/macro. Tap the salvo/macro button.
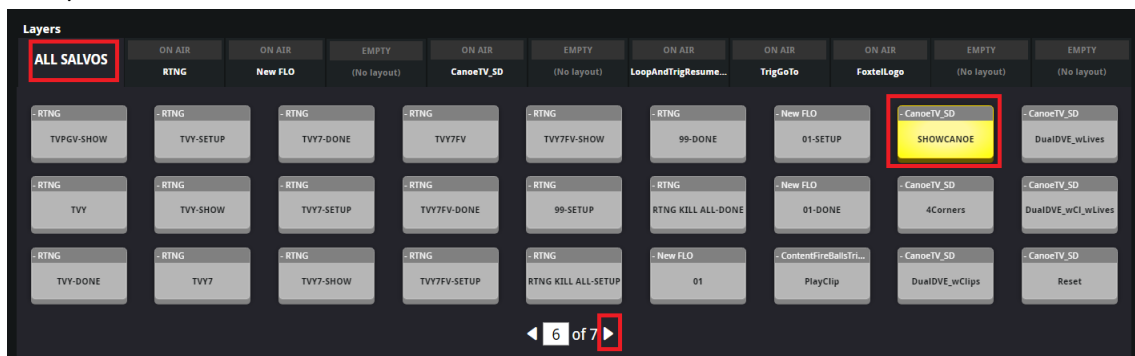
3. Tap the **Take All** button to perform all of the following actions at once:

    ▪ Take the source switch that is currently set up. The preset source switches to the program output using the selected transition.

    ▪ Take the selected salvos/macros, when the **Select & Take** button is active.

- Update the Program/Preset windows in the interface with the latest content.

4. Use the following options to take graphics keys off air.

- To take all graphics keys off air, tap the **Clear On-Air Keys** button.
- To take only a specific graphics key layer off air, select the layout name and then tap the **Clear Key Layer** button.

5. If you are using automation with MCP the following buttons are available for controlling output, depending on the current playlist state and the version of the NGC Switcher installed:

- Tap the **Play** button to run the playlist.
- Tap the **Take Next** button to take the next primary event. By default, this option is only available when the current event is an upcount event.
- Tap the **Take Secondary** button to take the next secondary event. This option is only available when the current event is followed by a secondary event with a blank offset.

6. Monitor the automation status at the top of the screen to view which events are currently on air, coming up next, and coming up after the next event. Error messages also display in the area to the right.

See Also: Control the Output (on page 37) and Monitor the Output (on page 45).

Set Up Your Channel Content

Setting up the channel content involves selecting your channel, master control sources, and transitions, as well as assigning layouts to the graphics key layers.

Select a Channel

Select the channel or group that you want to control from the **Channels** list. The channel's sources become available in the MCP interface.

About Channel Groups

When you select a channel group you have direct control of all the channels included in the group. The action performed in MCP is simultaneously performed on all channels in the group. In the Channels list, tap the **Sync** button to synchronize all the channels' loaded graphics keys and program/preset bus to the group's leader channel. If one of the follow channels does not have access to a source or layout on the leader channel a red warning icon displays:

Note that channels in a group can run the same or different playlists.

- When all channels in the group run the same playlist, the same action is taken on each channel and the content that displays on air is the same. For example, Take Next will take the next primary event in the shared playlist.
- When the channels in the group run different playlists, the same action is taken on each channel but the content that displays on air is different. For example, Take Next will take the next primary event in the specific playlist for each channel.

Note: The available channels and channel groups are configured during the MCP software set up. For details, see *Master Control Panel 3.2.3 Set Up Guide*.

Available Sources

After you select a channel or channel group, the number of available sources depends on if you are using an upstream router.

- If you are using an upstream router, the Monitor row becomes active and additional sources are available using the **Edit Sources** button. For details see Preview and Assign Router Sources (on page 18).
- If you are not using an upstream router, the available sources on the Program and Preset rows are limited to the selected channel's target-system configuration.

Select a Hard Panel

If you have a Master Control hard panel configured for MCP operations, select the panel from the **Channels** list. When you select a hard panel, the hard panel becomes linked to your Master Control Panel. Hard panel and soft panel operations are synced, so an action taken using the hard panel is also taken in the soft panel, and vice versa.

To unlink a hard panel from your MCP operations, tap the **Unlink** button beside the hard panel name in the **Channels** list.

Preview and Assign Router Sources

If you are using an upstream router, you can preview router sources and edit assigned sources.

Preview Router Sources

If you have an upstream router, use the Monitor row to preview a source.

1. Tap the **source button** on the Monitor row. A preview of the source shows on the specified monitor destination.
2. To change the current monitor destination:
   a. Tap the Edit Monitor Destination button to the right of the Monitor row.

b. In the **Monitor Destination** popup window that displays, select the new destination and tap **Save**.

Note: You can limit the destinations that are displayed using the Configuration Panel. See the "Manage Target Channels" topic in the *Master Control Panel 3.2.3 Set Up Guide*.

Assign Router Sources

You can edit the sources assigned to the Program and Preset rows if you have an upstream router.

1. Unlock the source buttons by tapping the **Edit Sources** button. The buttons for the Monitor, Program, and Preset rows wiggle to indicate they're unlocked and available for editing.
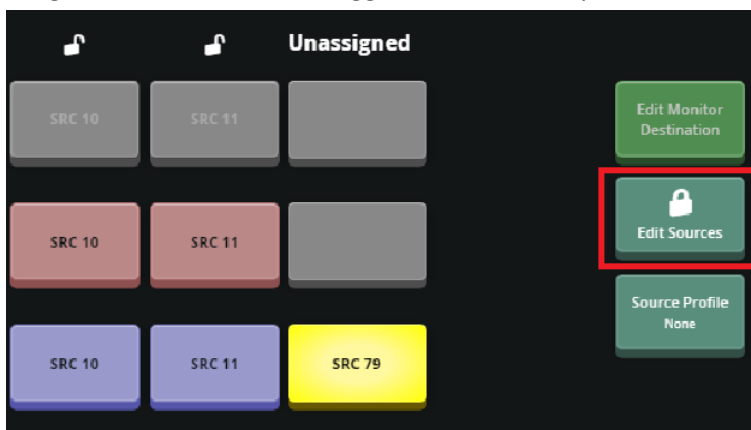
2. On any row, tap the source button that you want to edit. If the popup window doesn't open, make sure that:

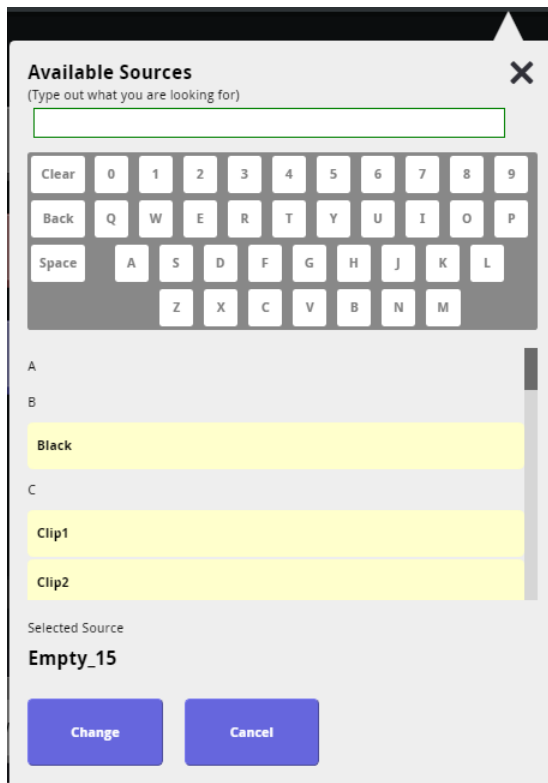   ▪ The lock icon on the Edit Sources button is unlocked.
    ▪ The lock icon above the source is unlocked.
    ▪ Popups are enabled in the browser.

3. In the **Available Sources** popup window, select a new source for the button from the list. Use the key pad at the top to filter the list by letter and number if necessary.

4. Tap the **Change** button in the popup window to assign the selected source. The source is updated on all three rows.

5. Tap the **Edit Sources** button on the MCP screen to lock the rows again.

Use Source Profiles

A source profile is a saved set of router-source assignments that you can load on the Program and Preset rows.
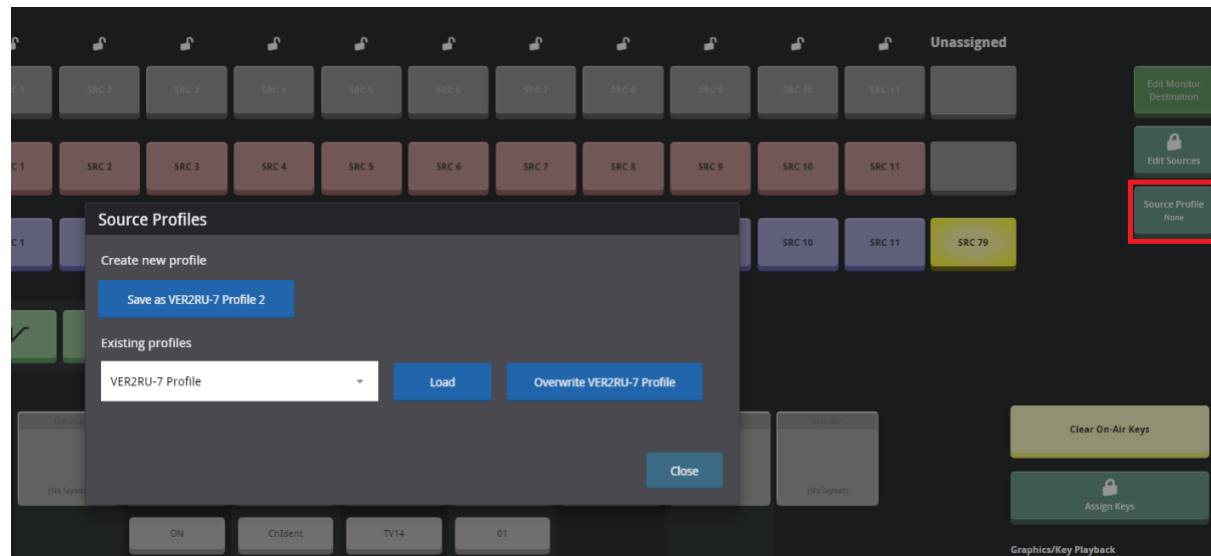
When working with source profiles you can do the following.

- To save the current router-source assignments as a new profile, click the **Source Profile** button. In the Source Profiles window, click the **Save as...** button.

- To overwrite an existing profile with the current router-source assignments, click the **Source Profile** button. In the Source Profiles window, make sure the profile that you want to overwrite is selected from the **Existing Profiles** drop-down list. Click the **Overwrite...** button.

- To load an existing source profile in the MCP interface, click the **Source Profile** button. In the Source Profiles window, select a profile from the **Existing Profiles** drop-down list. Click the **Load** button.

Note: You can also create source profiles in the Configuration Panel. See the *Master Control Panel Set Up Guide* for details.

Unavailable Source Warning

A red source warning displays when a channel group is selected from the Channels list and one of the group's follow channels does not have access to a source that is available on the leader channel.

The red source warning displays in two locations: above the source keys and in the **Available Sources** popup window (Edit Sources button > Available Sources popup window).

See Also:

- About Channel Groups (on page 17)

- Unavailable Layout Warning (on page 24)

Assign Layouts and Salvos/Macros to Graphics Keys

There are ten graphics key layers available for graphics control. The layouts available for assignment are stored on the target channel system linked to the selected channel.

Assign Layouts to Graphics Keys

When assigning layouts to graphics keys, keep in mind that on output, salvos/macros belonging to the leftmost graphics key will display on top, and salvos/macros belonging to the rightmost graphics key will display on the bottom. This left-to-right z-order rule applies when taking multiple salvos/macros that belong to different layouts.
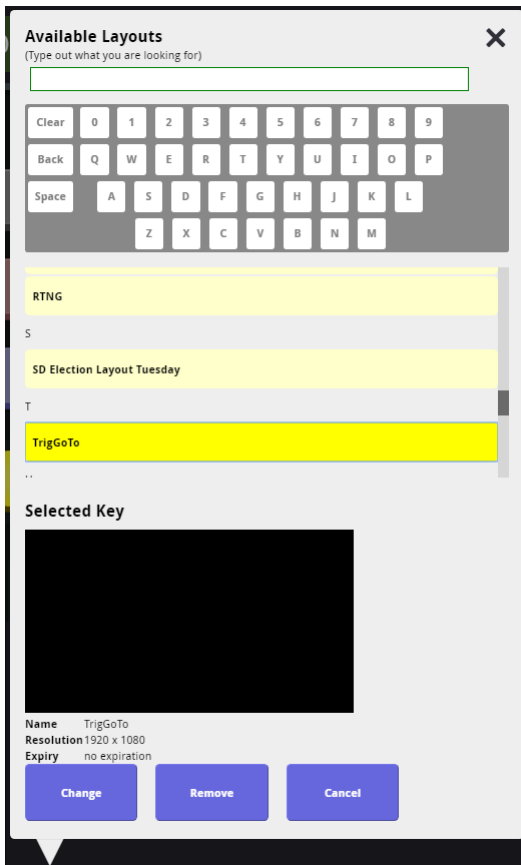
1. Tap an available **graphics key layer**.
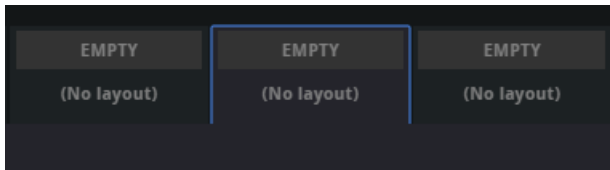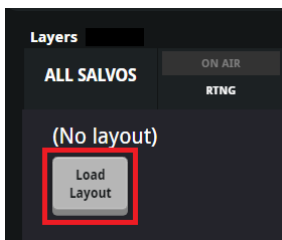
2. Tap the **Load Layout** button.

3. In the **Available Layouts** popup window, select the layout from the list that you want assigned to
    the graphics key layer. Use the key pad at the top to filter the list by letter and number if necessary.
    The selected layout's thumbnail and details display in the popup window.

4. Tap the **Change** button in the popup window to assign the selected layout to the graphics key layer.
    The layout's salvo/macros automatically display on the graphics key layer and are available for
    output. Use the right and left pagination arrows to access additional salvos/macros if necessary.
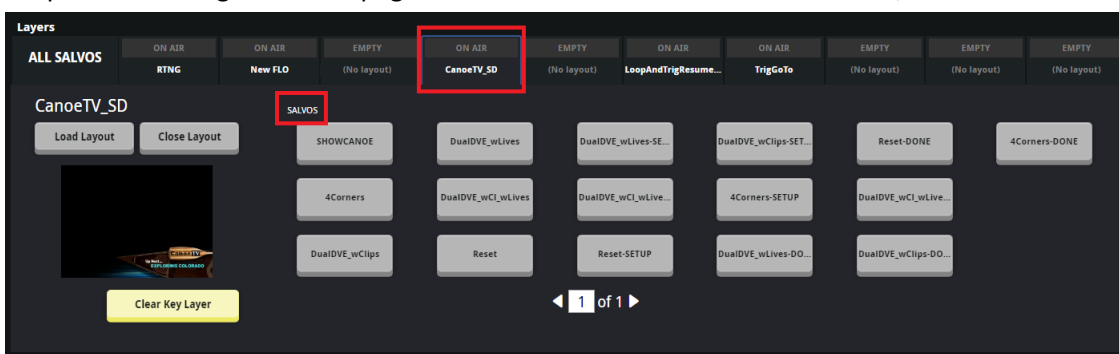
Important Note: Tapping a salvo/macro button takes it to air immediately if the Hot button is active.

Update Real Time Text Content

Real Time (RT) text content is only available with:

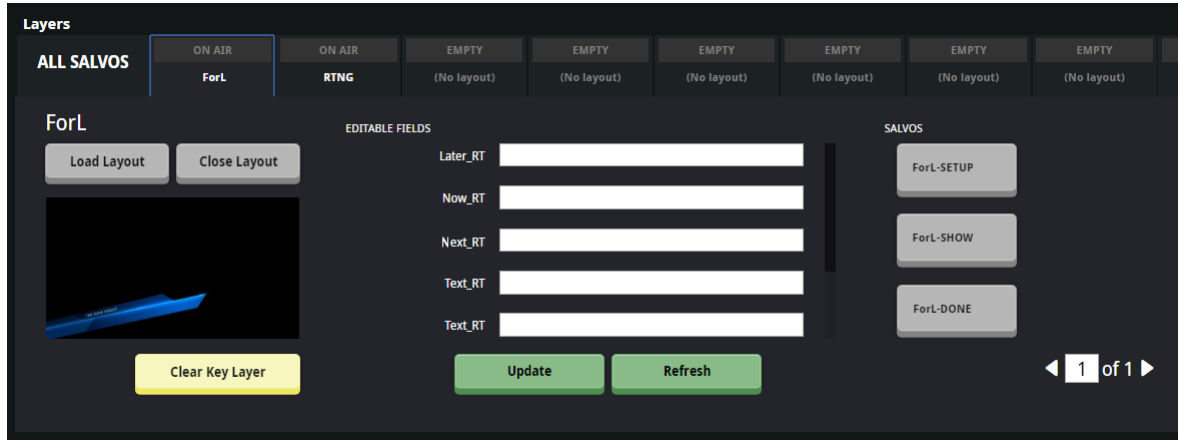- Versio 3.3 (or later) and Versio 4.x target channels with **icw-iconstation-web-service 0.4.1.66** or later installed.
- Layouts on supported target channels that include Adobe After Effects MOV files with the RT text functionality enabled.

To update the RT text in a supported layout:

1. Tap the Refresh button to pull the latest text for each tagged field from the target channel system.
2. Enter your new text directly in the appropriate editable field. Each editable field corresponds to a tagged text field in the layout, which is linked by the field name.
3. After you update the editable fields in MCP, tap the Update button to update the target channel system with your updated text. In MCP, when you take the salvos/macros that trigger the RT text graphics, the updated content will display on air.

Unavailable Layout Warning

A red layout-warning displays if:

- you have a channel group selected from the Channels list, and
- one of the group's follow channels does not have access to a layout that is available on the leader channel.

The red layout warning displays in two locations: above the graphics keys and in the **Available Layouts** popup window (Assign Keys button > Available Layouts popup window).

See Also:

- About Channel Groups (on page 17)
- Unavailable Source Warning (on page 21)

Remove Layouts from Graphics Keys

To remove a layout currently assigned to a graphics key:

1. Tap the name of the layout on the graphics key layer.

2.   Tap the **Close Layout** button.

Assign NDI Sources

NDI source switching is optional functionality that is supported by MCP. If NDI source switching is configured for the selected target channel, a separate NDI Program and Preset bus appears in the interface which allows you to control the selected channel's NDI source switches.

To assign NDI sources to the Preset and Program bus, complete the following steps.

1.   Unlock the source buttons by tapping the Edit Sources button in the Key + Fill area.
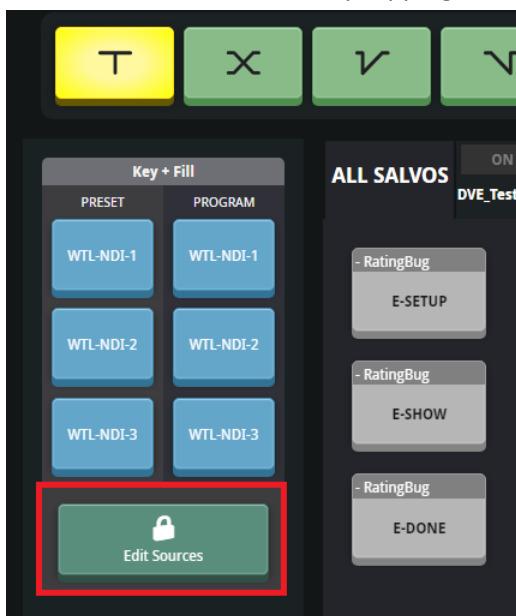
2.   Tap the button on the Key + Fill Preset bus.
3.   In the Available NDI Sources popup window, select a source for the button from the list.

4.   Tap the Change button to assign the source to the button on both the Preset and Program bus.
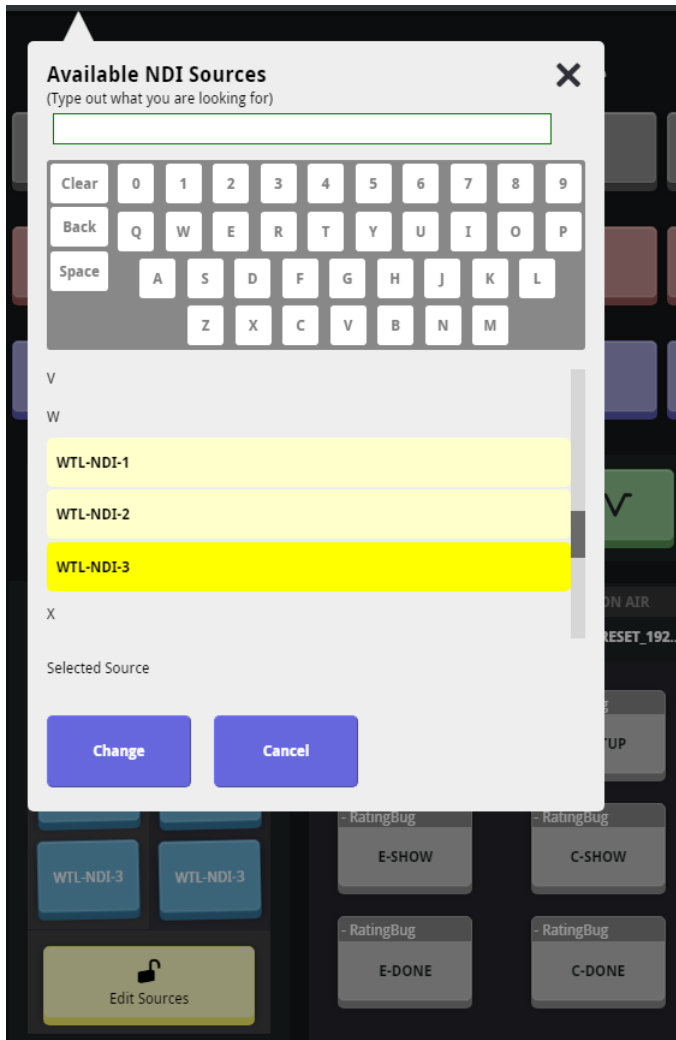
See Also: Take the Source Switch and Graphics Keys (on page 38) for details on taking the NDI source switch.

Set Up the Output

Setting up the output involves choosing the preset source for the source switch, applying a transition, and selecting the graphics keys for output.

Note that there are lock options available to avoid triggering unintentional actions. For details, see MCP Lock Options (on page 30).

Set Up the Source Switch

On the Preset row, tap the preset source that will switch with the program source during output.

Do not tap the program source since it will take the source to air immediately.
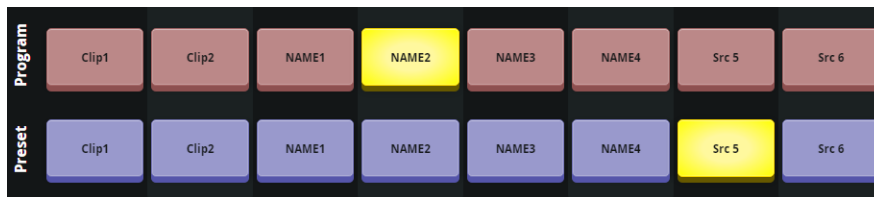
See Also: Unavailable Source Warning (on page 21)

Set Up the NDI Source Switch

If the MCP is configured for NDI source switching, you can tap the preset source on the Preset bus that will switch to the program source during output.

Do not tap the program source since it will take the source to air immediately.

Select a Transition

Use the transition options to select a transition type and speed. The selected transition is applied during the source switch.

1. Select a transition type:

⊤	**Cut** • Program source cuts to black at the same time that the preset source cuts to the program bus and is output immediately.
✕	**Cross Fade** • Program source fades off at the same time that the preset source switches to the program bus and fades on. • The off/on fades overlap.
∨	**Cut Fade** • Program source cuts to black. • Preset source switches to the program bus and fades from black.
∨	**Fade Cut** • Program source fades to black. • Preset source cuts to the program bus and is output immediately.

	V-Fade
∨	• Program source fades to black.
	• Preset source switches to the program bus and fades from black.
	• The off/on fade does not overlap.

2. Select a transition speed.

- ▪ Slow: Displays the transition in 60 frames.
- ▪ Medium: Displays the transition in 30 frames.
- ▪ Fast: Displays the transition in 15 frames.

Note: You can set a custom speed for the Slow, Medium, and Fast buttons. For details, see the topic "Manage Target Channels" in the *Master Control Panel 3.2.3 Set Up Guide* for details.

Transitions with a Single Live Input

If you have an upstream router, only cut transitions are supported when you do a live-to-live source switch on a channel with a single live input. If another transition is applied, the timing will be inaccurate.

You can prevent operators from accidentally applying an unsupported transition by selecting the Emulate Preset Row checkbox in the Configuration Panel. For details, see the *Master Control Panel 3.2.3 Set Up Guide.*

Select the Salvos/Macros for Output

1. Make sure the **Select & Take** button is active.

   Note: If the Hot button is active instead, the salvo/macro will output immediately when tapped.

2. Tap the salvos/macros that you want to set up for output, using one of the following methods.

   - ▪ Select a specific graphics key layer and then tap the salvo/macro.
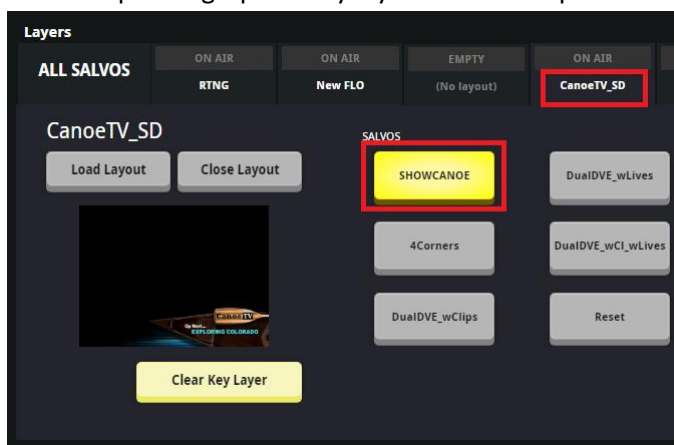
▪ Select ALL SALVOS and then navigate the display area to locate the salvo/macro. Tap the salvo/macro button.

MCP Lock Options
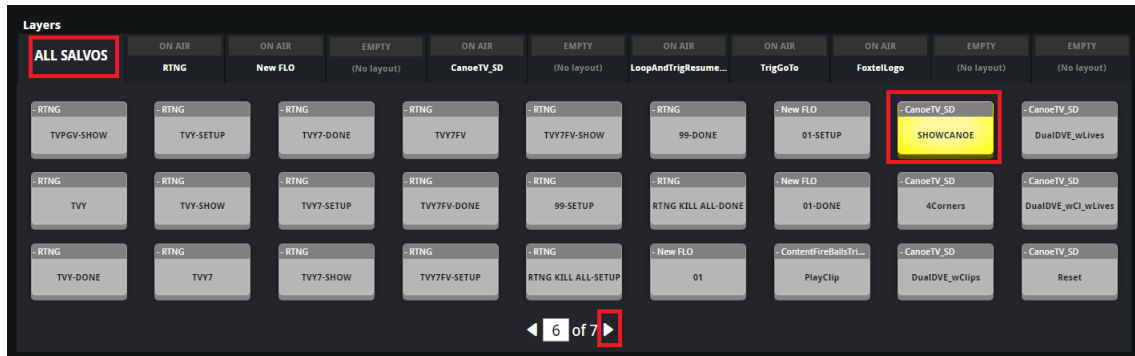
You can use the lock options to limit MCP functionality and prevent specific actions.

Lock the Screen

Tap the **Unlocked/Locked** toggle at the top of the screen to lock and unlock the entire MCP screen.
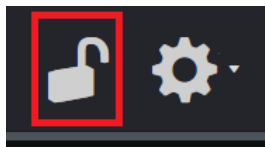
Lock an Individual Source

Tap the **lock icon** above the source to lock or unlock the individual source for editing.

When the source is locked and you tap the Edit Sources button, the source remains unavailable for editing. Locked sources are still available for source switching and program output.

Lock All Sources

Tap the **Edit Sources** button to make all master control sources available/unavailable for editing. If an individual source is locked it will remain unavailable when you tap the Edit Sources button.

Manage the Audio

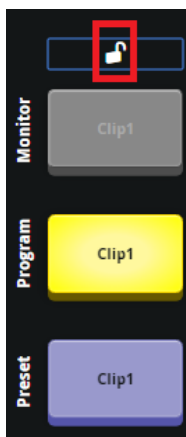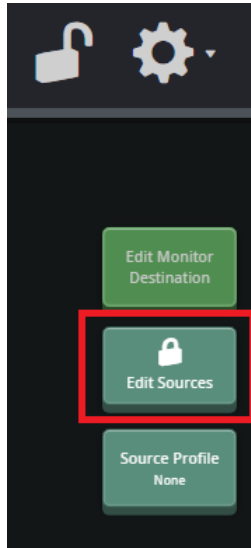A Manage Audio button displays in the MCP interface when the selected target channel is a Versio 3.x or 4.x system that has the Advanced Audio Track Router remapping feature available. Tapping the Manage Audio button displays a window where you can manage the audio for the target channel.

Note: If a group is selected from the Channels list, any audio changes made on the leader channel are applied to the follow channels as well.

1. Tap the Manage Audio button. The buttons wiggle to indicate they're unlocked and available for editing.

2. Tap a source button to manage the audio for that source. The Manage Audio window opens.

3. To mute a pair of audio tracks, tap the Mute option to mute the pair of audio tracks:

   ▪ Tap Mute to mute both the left and right tracks.

   ▪ Tap the left mute icon to mute the left track only.

▪ Tap the right mute icon toe mute the right track only.

4. To dual mono a pair of audio tracks:

    a. Tap the Mono L button to play the left audio track on both the left and right tracks.

    b. Tap the Mono R button to play the right audio track on both the right and left tracks.
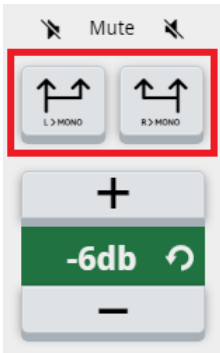
5. To adjust the audio level for a pair of audio tracks:

    a. Tap [+] to increase the audio level. If a positive gain is held (above 0 db), the decibel level displays in red.

    b. Tap [-] to decrease the audio level. If a negative gain is held (below 0 db), the decibel level displays in green.

    c. Tap the middle refresh icon to reset the level to unity (0 db), which displays in gray.

Note: If a pair of audio tracks are muted, the word Mute displays in red in the middle of the level control.

6. To manually shuffle audio tracks, use the audio matrix buttons, which show the current audio input-to-output mapping. Note that when using the audio matrix buttons:

    ▪ The rows are the audio inputs.

- The columns are the audio output.
- You cannot have two inputs feeding one output, therefore only one selection per column is allowed.
- Typically, the matrix has a one-to-one relation, where inputs 1 & 2 feed outputs 1 & 2, inputs 3 & 4 feed outputs 3 & 4, inputs 5 & 6 feed outputs 5 & 6, and so on:
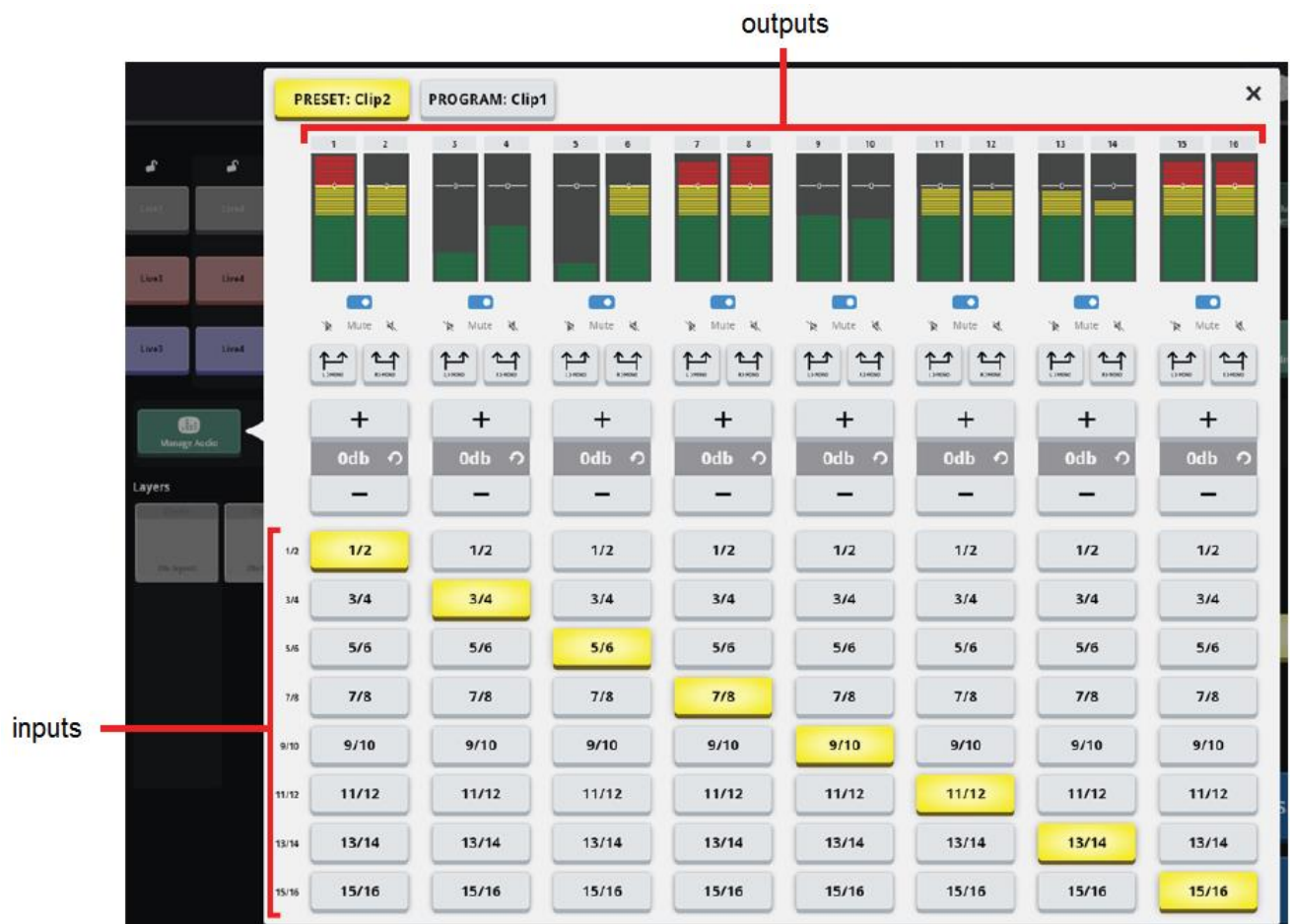
Note: You can customize the labels on the audio matrix buttons. For details, see the "Audio Settings" topic in the *Master Control Panel 3.2.3 Set Up Guide.*

7. If you want to select a new audio profile for the selected source, click the **Apply Shuffle Profile** button to see a list of available profiles.
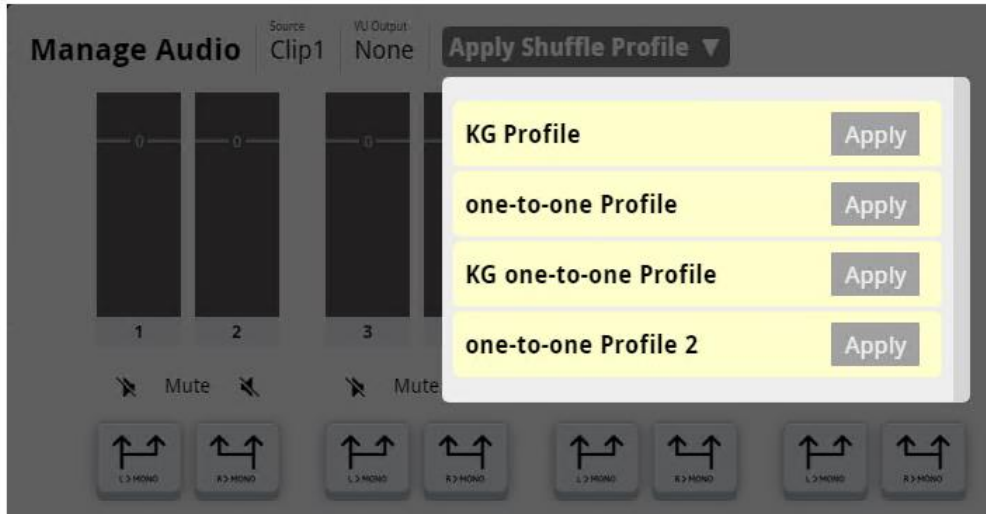
In the list, click the **Apply** button beside the profile you want to use.

8. Tap the X to apply all the changes you made in the Manage Audio window.

Advanced LKFS Monitoring

In the **Advanced** section of the **Audio** tab, you can choose to **Enable LKFS** and set the following values.

- LKFS Root Path: The path to the Zenium blueprint block where the appropriate component is located.
- LKFS Component Name: The name of the component that you want to use for LKFS measurement.
- LKFS Property Name: The property of the component that you will use for LKFS measurement.
- You can also set the lower boundary, upper boundary, and refresh interval for your measurements.

When enabled, the average LKFS value displays on the panel, along with its lower and upper boundaries.
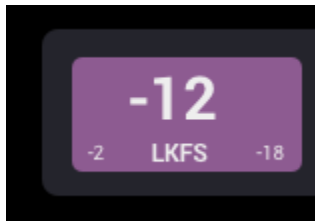
Set the Audio Ducking Level for Voiceovers

A VO button displays in the MCP interface when the selected target channel has the Voiceover option enabled in the Configuration Panel.

Note: If a group is selected from the Channels list, any audio changes made on the leader channel are applied to the follow channels as well.

1. To set the audio ducking level for voiceovers, tap the VO button.
2. Drag the slider to the desired audio level.
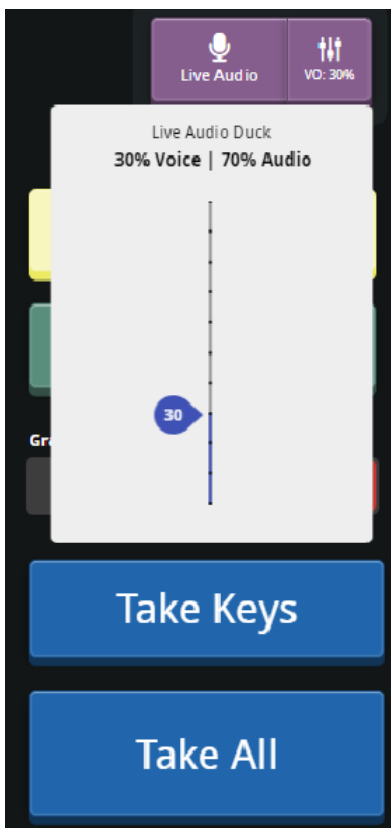
See Also:

- Trigger the Voiceover (on page 40)
- For details on the voiceover configuration, see the *Master Control Panel Set Up Guide*.

Control the Output

After the content is set up for output, use the MCP controls to perform on-air source switching, take graphics keys on and off air, and advance the automation playlist.

Preview the Selected Content

To preview the selected content in the Preset window of the MCP interface, complete the following steps.

Note: The Preview buttons are not available with all versions of MCP.

1. Tap the **Select & Take** button to activate it.
2. Tap the preset source and the salvos/macros that you want to preview.
3. Tap the **Preview** button. The selected content displays on the preview instance and appears in the Preset window of the MCP interface.
4. To clear the content from the preview instance, tap the **Clear Preview Keys** button.
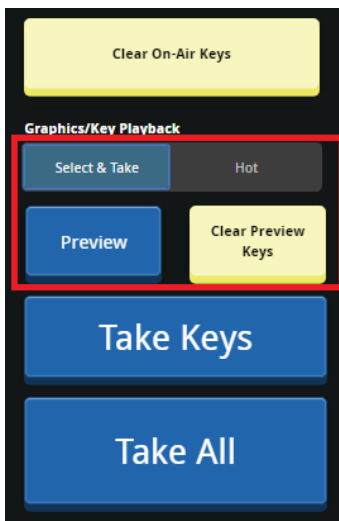
Cut to the Program Source

To output the program source immediately tap the **source button** on the Program row.

The source goes to air immediately.
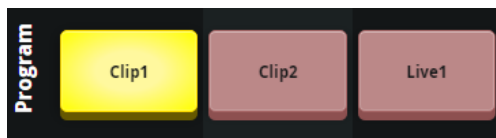
See Also: Unavailable Source Warning (on page 21)

Take the Source Switch and Graphics Keys

When you tap the **Take All** button, the preset source switches to the program output using the selected transition and the selected salvos output.

1. Make sure the source switch and salvos/macros are set up for output. See the following topics for details.

    ▪ Set Up the Source Switch (on page 27)
    ▪ Select a Transition (on page 28)
    ▪ Select the Salvos/Macros for Output (on page 29)

    Note: If MCP is configured for NDI source switching, the Take All button will also take a set up NDI source. For details, see Set Up the NDI Source Switch (on page 27).

2. Tap the **Take All** button to trigger the output.
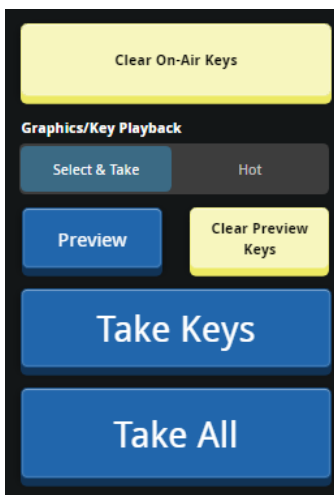
Take the Graphics Keys On and Off Air

When you tap the **Take Keys** button, any selected salvos/macros are triggered. The **Take Keys** button only controls the salvo/macros and does not affect source switching.

See Also: Unavailable Layout Warning (on page 24)

Trigger Salvos/Macros

You can access the available salvos/macros by tapping the layout name to view layout-specific salvos/macros, or by tapping ALL SALVOS to view the salvos/macros from all the loaded layouts.
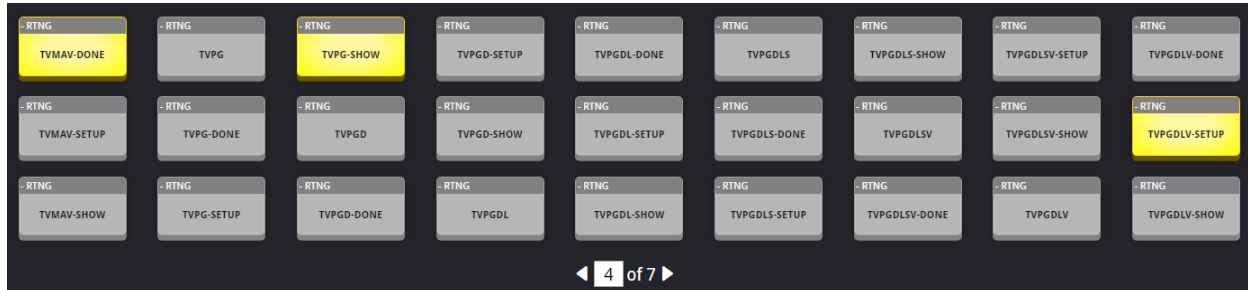
The way salvos/macros are triggered will depend on the selected Graphics/Key Playback mode:

- When the **Hot** button is active, tap the salvo/macro to trigger output immediately.
- When the **Select & Take** button is active, use the **Take Keys** button to trigger the selected salvos/macros. You can use the CTRL key to make multiple selections.
  - Preview: When the Select & Take button is active, the Preview button takes the selected preset source and the salvos/macros to the preview instance. The software Preset window in the MCP interface also displays the preview.
  - Clear Preview Keys: When the Select & Take button is active, the Clear Preview Keys button removes all active content from the preview instance.

  Note: The Preview buttons are not available with all versions of MCP.
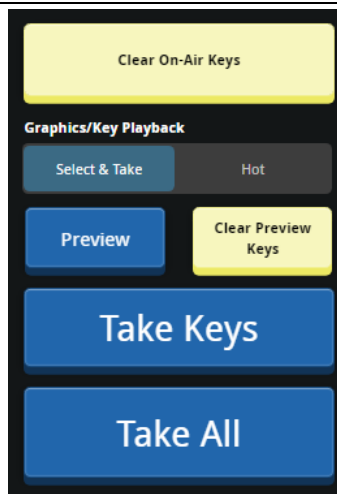
Take a Single Graphics Key Off Air

To take the content from a single graphics keys off air:

1. Tap the layout name that you want to take off air.

2. Tap the **Clear Key Layer** button.
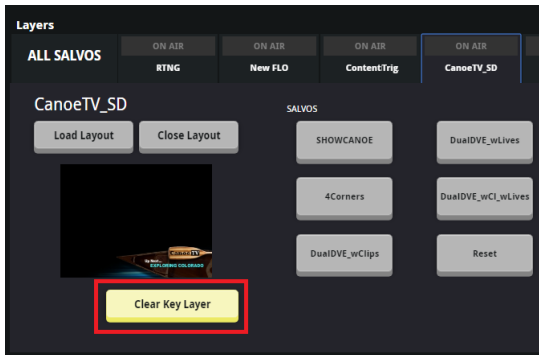
Take All Graphics Keys Off Air

To take all graphics keys off air, tap the **Clear On-Air Keys** button.

Trigger the Voiceover

The **Live Audio** button toggles the voiceover mode on and off.

Note: If a group is selected from the Channels list, any changes made on the leader channel are applied to the follow channels as well.

- To trigger the voiceover, tap the **Live Audio** button.
- To exit voiceover mode, tap the **Live Audio** button again.

See Also: Set the Audio Ducking Level for Voiceovers (on page 35)

Take the NDI Source Switch

- To take an NDI source to air immediately, tap the desired NDI source button on the Program bus. The button turns yellow, indicating that the source is on air.

- To take an NDI source that is currently set up, tap the **Take Keys** button. Note that the Take Keys button swaps the Preset and Program source states. If an NDI source is on air when the Take Keys button is tapped, the source will move to the set-up state on the Preset bus.
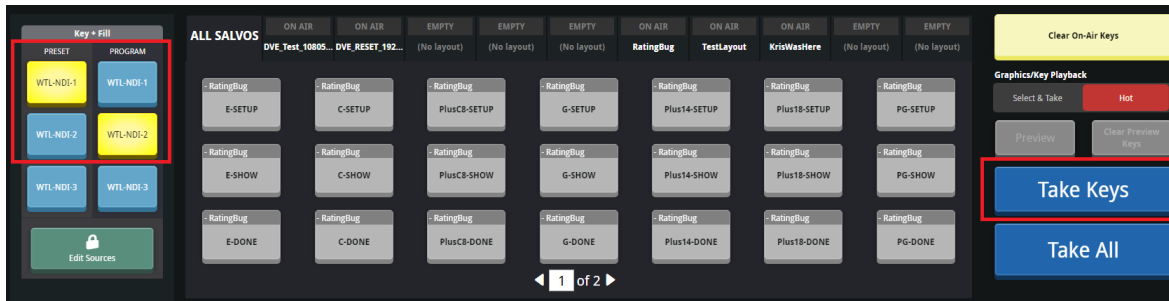
See Also

- Assign NDI Sources (on page 25)
- Set Up the NDI Source Switch (on page 27)

Trigger Custom Zenium Graph Buttons

Master Control Panel 3.2.3 supports custom Zenium Graph buttons that display in the MCP interface and control a specific Zenium graph component. Example components that the Zenium Graph buttons can control include key+fill, slate, mute, and blur. After the buttons are configured in the MCP Configuration Panel they will display in the MCP interface.

Note that when the Select & Take button is active in the MCP interface, you can set up and take the Zenium Graph buttons at the same time as the graphics keys.
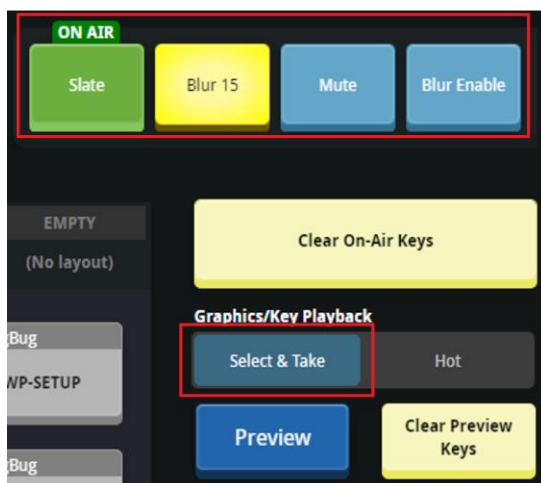
The custom Zenium Graph buttons toggle between their on and off states, which are specified in the Configuration Panel.

- To trigger the on state, tap the custom button.
- To trigger the off state, tap the custom button again.

The on and off actions depend on the component type and configuration. Example button behavior includes:

- Tapping a custom key+fill button once to activate key+fill mode. Tapping the custom key+fill button again to exit key+fill mode.
- Tapping a custom mute button once to reduce the volume by the amount specified in the Configuration Panel. Tapping the custom mute button again to return the volume to normal levels.
- Tapping a custom slate button once to trigger the slate mode. Tapping the custom slate button again to exit slate mode.
- Controlling a blur effect with two custom buttons: one button to activate the blur mode and the other button to activate the blur amount. In this case, tapping Select & Take would allow you to set up both blur buttons by tapping each button once. Then tapping either the Take Keys button or the Take All button would trigger the effect.

Control the Automation Playlist

The automation buttons that are available depend on the current state of the playlist. Use the controls to run the playlist, and to take the next primary or secondary event.

If you are controlling a channel group instead of an individual channel, the channels in the group can run the same or different playlists:

- When all the channels in the group run the same playlist, the same action is taken on each channel and the content that displays on air is the same. For example, Take Secondary will take the next secondary event in the shared playlist.
- When the channels in the group run different playlists, the same action is taken on each channel but the content that displays on air is different. For example, Take Secondary will take the next secondary event in the specific playlist for each channel.

The following topics assume that the automation playlist is threaded and available. When the automation status displays **Unthreaded/No Events**, you must first thread the playlist in your automation program.
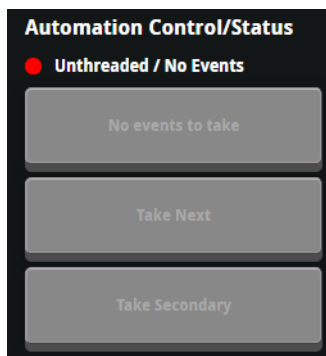
Note: The running version of NGC switcher must also support the automation controls. Certain versions of NGC Switcher do not support the Play, Take Secondary, and Automation Hold buttons.

Run the Playlist

Tap the **Play** button to run the playlist.

The Play button is available when the playlist is threaded but not playing, and the circular status indicator is yellow. After you tap the Play button the status indicator turns green.

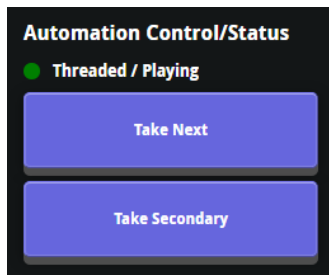# Take the Next Event

By default, the Take Next button is only available when the current playing event is an upcount event. Upcount events are live programming events. During the live program segment, the Take Next button becomes available.

Tap the **Take Next** button to take the next primary event during an upcount event.

Note: If the **Always Enable Take Next** checkbox is selected (Settings menu > Change Config), the Take Next button is always available in the MCP interface. In this case, the Take Next button takes the next primary event, even if the current event is not an upcount event.

Take the Next Secondary Event

The Take Secondary button is only available when the current event is followed by a secondary event with a blank offset.

Tap the **Take Secondary** button to take the secondary event. If there are multiple secondary events with blank offsets, tapping Take Secondary moves through the events sequentially.

Note: A blank offset is not the same as an offset of 00:00:00:00. Secondary events with a blank offset do not display a timecode at all. Instead, the area for the timecode is blank.

Disconnect from Automation

The Automation Hold button disconnects from the automation system, preventing automation control. This feature is useful when broadcasting emergency or special programming.

When the button is red, automation can no longer switch the program channels or send graphics.

1. Tap the **Automation Hold** button to disconnect from the automation system.
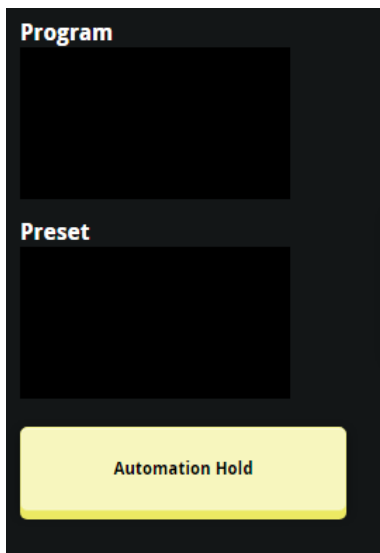
2. Tap the button again to reconnect to the automation system.

Note: How MCP reconnects to the automation system is determined in the Configuration Panel. For details, see the topic "Manage Target Channels" in the *Master Control Panel 3.2.3 Set Up Guide*.

Monitor the Output

The MCP interface provides visual feedback to operators about the current output state.

Source Switch State

A yellow highlight shows the active sources and transition.

- Monitor Row: Highlights the source currently displayed on the destination monitor.
- Program Row: Highlights the source currently on air.
- Preset Row: Highlights the preset source that will switch to the program row the next time you tap the Take All button.
- Transition: Highlights the transition that will be applied to the source switch the next time you tap the Take All button.

Program/Preset Software Preview

The Program/Preset area displays a software preview of the active program and preset content.

Graphics Keys State

The graphics keys show a green on-air indicator and a yellow set-up highlight.

- The green On-Air indicator shows the graphics keys that have content currently on air.
- The yellow highlight shows the salvos/macros that will trigger the next time you tap the Take Keys or Take All button.

See Also:

- Take the Graphics Keys On and Off Air (on page 38)
- Unavailable Layout Warning (on page 24)

Automation Playlist State

The automation controls and the event status area show the current state of the playlist.

Automation Controls

The automation controls change dynamically as the state of the playlist changes.

- When the automation status displays Unthreaded/No Events and the status indicator is red, the playlist is unthreaded and you must first thread the playlist in your automation program.
- When the automation status displays Threaded/Not Playing and the status indicator is yellow, the Play button is available for you to run the playlist.
- When the automation status displays Threaded/Playlist and the status indicator is green, the Take Next and Take Secondary button are active at the following times:
  - The Take Next button is active when the current event is an upcount event. Tapping the Take Next button exits the upcount event and takes the next primary event.

    Note: If the Always Enable Take Next checkbox is selected (Setting menu > Change Config) the Take Next button is always available.

  - The Take Secondary button is active when the current event is followed by a secondary event with a blank offset. Tapping the Take Secondary button takes the secondary event.
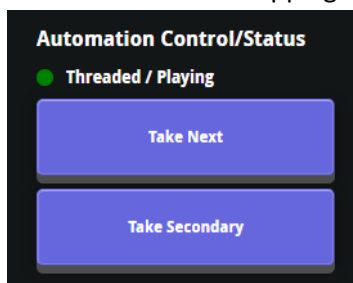
See Also:

- Disconnect from Automation (on page 43)

Automation Events

The automation event status shows what events are currently on air (left slot), coming up next (middle slot), and coming up after the next event (right slot).
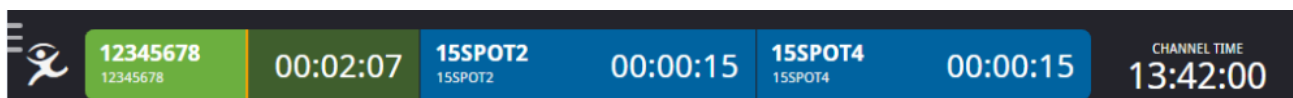
Error Status

When errors occur, they display in the top-middle section of the screen. Tap the error message to view more details.
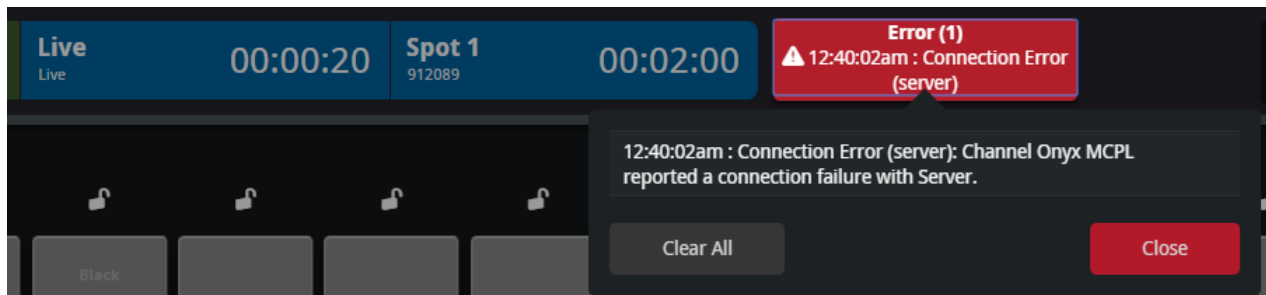
See Also:

- Unavailable Source Warning (on page 21)
- Unavailable Layout Warning (on page 24)

Appendix: MCP Options

MCP includes additional options that enable you to update configurations, change the interface theme, and switch between MCP and Live Panel.

Manage Configurations in MCP

The MCP software includes options for managing configurations made in the Configuration Panel. To access the options, complete the following steps.

1. Tap the **Setting icon** in the top-right corner of the MCP screen.
2. From the drop-down menu, tap the appropriate option:
   - **Panel Settings:** Opens a configuration window that contains the following options:
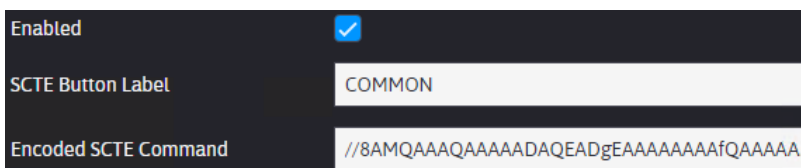   - **Follow Playlist:** CRM-enabled panels can be tied to the playlist when this checkbox is checked, so that if you select a different channel the panel will follow the selection automatically.

       Note: This checkbox will only appear if you have enabled the CRM feature for your panel. See the *Master Control Panel Set Up Guide* for more information.
       - When the option is enabled, from the landing page selecting a channel causes the panel to select that channel.
       - When redundancy is enabled on a channel the redundancy stack is selected.
       - When multiple channels are selected from the landing page the panel dynamically builds a control group of each of those channels.
       - The available channels are restricted by the available networks configured for the panel's workstation using CRM.
       - If no channels are available to the workstation when the panel queries the CRM, then the panel will not display any channels.
     - **Always Enable TakeNext:** When this checkbox is checked, the Take Next button in MCP interface is always enabled and operators can take the next primary event, regardless of event type. By default, the Take Next button is only available when the current event is an upcount event.
     - **Hide Automation Hold:** When checked, this will hide the Automation Hold button in the panel.
     - **Hide TAKE ALL:** When checked, this will hide the TAKE ALL button in the panel.
     - **Show Take Secondary:** When checked, this will show the Take Secondary button in the panel.
     - **Enable Monitor Row:** When checked, the Monitor row displays in the Live Panel interface. This checkbox does not affect the MCP interface.
     - **Enable Preset Row:** When checked, the Preset row displays in the Live Panel interface. This checkbox does not affect the MCP interface.
     - **Hide -/+ BLACK:** When checked, this will hide the -/+ BLACK button in the panel.

- **Legacy Graphics:** When this checkbox is selected the interface for the Graphics Keys switches to the legacy interface used in MCP versions 3.0 and earlier. This is updated in both MCP and Live Panel.
  - **Export Config:** Saves the current MCP configuration as a .json file to the Downloads folder. The file naming convention is MCPanel_Backup_"Date".json. For example, MCPanel_Backup_Tue_Oct_18_2016.json.
  - **Import Config:** Enables you to select a .json file to use as the current configuration.
  - **Clear Config:** Clears the current configuration, including the settings stored in local browser storage. You should clear the config when the NGCSwitcherConfig1.xml is updated or a new configuration is imported. The configuration settings are reloaded on browser refresh or on a connection to a channel.

SCTE Buttons

You can add SCTE buttons to the panel which are capable of sending an encoded SCTE command.

1. With your panel selected in **Panel Config**, switch to the **Information tab.** At the bottom of the tab you will see a **SCTE Buttons** section.
2. To add a new button, click Add **SCTE Button**.
3. Enter a **SCTE Button Label** and an **Encoded SCTE Command** for the button.

Enabled	☑
SCTE Button Label	COMMON
Encoded SCTE Command	//8AMQAAAQAAAAADAQEADgEAAAAAAAfQAAAAA

Note: To create an encoded SCTE command you must begin by encoding the bytes of the command you want to send, as described in the official standards SCTE 104 protocol document. Take those bytes and run them through a base-64 encoder such as https://www.base64encode.org/ The base-64 characters created by the encoder are the ones that you enter in the **Encoded SCTE Command** field.

When you press a SCTE button in the panel, the encoded SCTE command will be fired.

Change the Theme Color

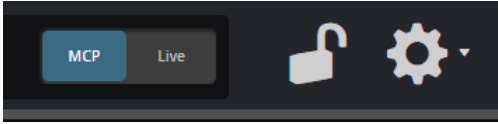1. Tap the **Settings** icon at the top of the screen.
2. Select the **Switch Theme** toggle in the drop-down list to switch the color of the MCP screen between the dark theme and the light theme.

Switch between Panels

The quickest way to switch between MCP and Live Panel is to use the buttons.

- Tap the **Live** button to switch to the Live Panel.
- Tap the **MCP** button to switch to MCP.

Appendix: Logging

There are two types of logging available for MCP:

- MasterControlService logging through Magellan Diagnostic Logging 2.0.
- Browser-level logging through the Google Chrome Console.

View Logs in Magellan Diagnostic Logging 2.0

1. To access the Magellan Diagnostic Log Viewer, open a browser.
2. Enter the URL of the device running Magellan Diagnostic Logging in the browser address bar (example: http://DeviceName:8002/).
3. In the Log Viewer, expand the device name of the target channel and select the **MasterControlService** checkbox.
4. On the main screen, select a time range for the logs you want to view from the **Show** drop-down list.

   Note: The All Logs option includes all messages currently stored on the device.
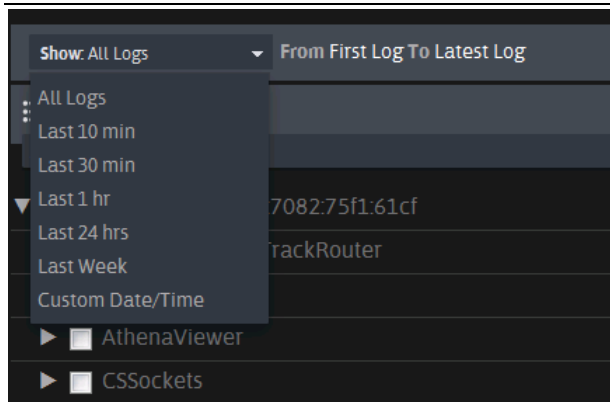
5. Set the severity level of logs you want to view from the **Filters** drop-down list. For example, if you only want to view Emergency, Alert, and Critical level logs, deselect the remaining levels in the list.
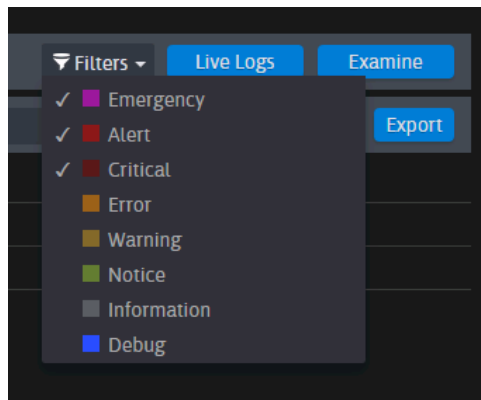
6. Click the **Examine** button to view the log messages. The logs display on a new screen.

See Also: *Magellan Diagnostic 2.0 Getting Started Guide*

View Browser-Level Logs in Google Chrome

If MCP is not connecting to the target channel, or you see an "Initializing 100%" message, refresh the browser screen. If the issue persists after a browser refresh, open the Chrome Console to view the available logs. The Chrome Console logs the communication between MCP and the Chrome browser.

1. Tap Chrome's **menu button** to display the Chrome drop-down menu.
2. In the drop-down menu, tap **More Tools** > **Developer Tools**. A panel opens on the right side of the browser.
3. In the panel, tap **Console** at the top. The available logs display in the Chrome Console.

Appendix: Hard Panel Overview

The MCP hard panel is a purchase option that works in conjunction with the MCP software. To use the hard panel for controlling the MCP output, you will need to:

1. Configure the hard panel. See the topic "Hardware Panel Configuration" in the *Master Control Panel 3.2.3 Set Up Guide*.

2. Make the hard panel selectable in the MCP interface. See the topic "Manage Hard Panels" in the *Master Control Panel 3.2.3 Set Up Guide*.

3. Select the hard panel from the **Channels** list in the MCP software interface. When you select a hard panel, the hard panel becomes linked to your Master Control Panel. Hard panel and soft panel operations become synced, so an action taken using the hard panel is also taken in the soft panel, and vice versa.

4. Make sure that you have used the MCP software interface to:
   - Set up your channel content. See the topics in Set Up Your Channel Content (on page 17).
   - Set up the output. See the topics in Set Up the Output (on page 27).

5. Use the hard panel to control MCP output. See the following information for details on the hard panel functions.

1	**Master Control rows**
	Includes the standard Aux, Program, and Preset rows for master control operations. Use the rows to control the channel's master control switchers and to switch through any sources available on a Platinum™ or Magellan™ SDNO Orchestrator router.
	• AUX row: The AUX row changes depending on the configuration set in step 2 above.
	• If the Monitor Row option is set to Yes in the configuration utility, the hard panel has an active AUX row for previewing sources on the specified destination.
	• If the Monitor Row option is set to No in the configuration utility, the hard panel AUX row is used for target channel selection.
	• PGM row: The button that is lit up on the PGM row indicates which source is currently on air. Do not press a button on the PGM row unless you want to take that source to air immediately.
	• PST row: The button that is lit up on the PST row indicates which source is queued for output. Press the button on the PST row that will switch with the program source on the next take.
	See Also: Control the Output (on page 37)
2	**Transitions**
	Use the buttons to select the transition type and speed. The selected transition is applied during a source switch. For details on transitions, see Select a Transition (on page 28).
3	**Graphics Control options**
	Displays the layouts and salvos currently assigned to the graphics keys.
	• Use the forward [>] and back [<] paging buttons to see additional graphics key assignments.
	• Use the key pad buttons to select the layouts and salvos for output.
	See Also: Assign Layouts and Salvos/Macros to Graphics Keys (on page 22)
4 *	**Clear & Take buttons**
	Controls on-air source switching as well as the output of graphics keys and salvos.
	• Clear GFX button: Takes all active graphics keys off air.
	• Take Keys button: Triggers the selected salvos/macros.
	• Take All button: Switches the selected preset and program sources and triggers the selected salvos/macros.
	See Also: Take the Graphics Keys On and Off Air (on page 38).
5 *	**Take Next**
	By default, the Take Next button is only available when the current playing event is an upcount event. Upcount events are live programming events. During the live program segment, the Take Next button becomes available.
	Press the **Take Next** button to take the next primary event during an upcount event.
	See Also: Take the Next Event (on page 43)
6	**Rotary knob**
	Resets the panel to the default configuration when you hold down the knob and cycle the power. The panel will boot with the default configuration.

| 7	**LCD Screen**
	• Displays the hard panel IP address, subnet, gateway, and firmware version.
	• Display Now, Next and Later information in the panel touch screen area.

* Note that you can program the actions for the following six hard panel buttons, including the Automation Hold action. For details, see the topic "Manage Hard Panels" in the *Master Control Panel 3.2.3 Set Up Guide*.

Appendix: PCR Panel Overview

The Production Control Room (PCR) panel allows you to simultaneously take all upcount events tagged with the same PCR ID, across Versio Automation channels. To use the PCR panel, you will need to:

1. Configure the PCR settings. See the topic "Manage PCR Profiles" in the *Master Control Panel 3.2.3 Set Up Guide*.

2. Assign a PCR ID to the desired events in Versio Automation using the **PCR ID** field on the **Info** tab. The value must be zero or greater.

3. Open the PCR Panel in a browser window using the following URL:
   http://devicename:10442/MasterControlPanel/PCR/.

4. In the PCR Panel, enter the ID number in the **PCR field**.
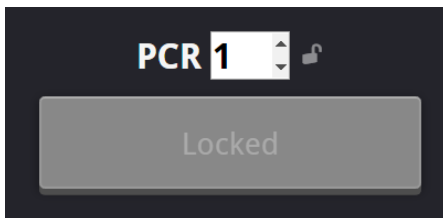
5. Tap the **Take Next** button to take every event, across channels, tagged with the entered PCR ID.