

Omneon PlayTool Traffic Export Format

Configuration Guidelines

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Overview

The Omneon PlayTool executes automation playlists on Omneon media servers. This application can import schedules from any traffic system as long as the traffic application exports using a specific format. Also, the traffic application must be able to place the resulting file in a location that the PlayTool application has access to.

The PlayTool application uses many computer processor functions that can affect the performance of the workstation. To control these performance issues the lists have been limited to 200 total events. If the broadcast day requires more than 200 events, several lists must be generated with an “autolist” or “hardlist” type event as the last event of the list. The PlayTool will automatically continue the loading of events. In this way, the additional events called for in the new list will be appended to the running events list and unattended operation for a full 24-hour day can be achieved. Completed events continuously roll out of the running events list such that the running events list can be managed to remain below the 200 events limit.

The exported traffic file must be an ASCII text file with a .txt extension. This file can be opened in any text editor application from notepad to Word. There must be one event per line of text, and event data needs to be in tab delimited columns. The rest of this document will describe these columns and possible data.

Clipname

The clipname column can be either the complete network path to the clip or just the clip name. If it is just the name of the clip then the attached player will attempt to locate and play the content from the directory that the Omneon player is attached. The Omneon Player that the PlayTool list is controlling cannot play any clips that are not in the player directory. Nor will it attempt to move content into that directory. This value cannot be blank.

Example: “/fsdir/clip.dir/clipname” or “clipname”

Start Time

This column tells the PlayTool application when to begin executing the event. The value is used only for event types “hard” or “hardlist” otherwise it is ignored. The time is listed as a SMPTE Timecode value. A SMPTE timecode for has a way to indicate whether it is a drop frame or non-drop frame recording. A drop frame event will have a semi-colon “;” before the frames value and a non-drop frame event will have a full colon “:” before the frames value. This value can not be blank.

Example: “10:00:00:00” or “00:00:00:00” for auto or manual events

Stop Time

This column tells the PlayTool application when the event should end. The value is used only for event types “hard” or “hardlist” otherwise it is ignored. The time is listed as a SMPTE Timecode value. This value cannot be blank.

Example: “10:26:46:00” or “00:00:00:00” for auto or manual events

Duration

This column tells the PlayTool application the event’s duration. The time is listed as a SMPTE Timecode value. If this is blank, then the default duration of the clip is used. The default duration will be derived from the difference between the start of message (SOM) and end of message (EOM).

If a duration is used, then the value must equal the duration between the SOM and EOM timecode value. If it is different, then the application will flag an error, post a message in the PlayTool log and will not open the list.

Future

Not used at this time. This must be blank in playlist.

Future

Not used at this time. This must be blank in playlist.

Type

“auto”

An auto event will schedule the clip to begin playing at the end of the previous clip. The start time and stop time will “ripple” as needed.

“hard”

A hard event will schedule the clip to begin playing at the time indicated in the “start time” column. This is an absolute start time. The PlayTool application will skip out of on-air events and skip over cued events to play this type of event.

“manual”

A manual event will cause the execution of the playlist to pause until an operator clicks the “Take” button on the PlayTool interface. This will execute the “manual” event and allow the list to continue from that point.

“autolist”

An autolist event is where the insertion of a new schedule list is loaded. This event type doesn't use a clipname in the first column. The first column must have a fully qualified path to the location of the file to be loaded. This location could be on the same computer where the PlayTool application is running or on another location on the Ethernet network. This value cannot be blank.

Example: "c:\playlist\TODAYS_PRIMETIME.txt"

“hardlist”

A hardlist event is the same as an autolist event with the exception of a start time value. This event type will insert and begin executing the events on the new list at an absolute time. It should also have a full path to the location of the schedule file. This value cannot be blank.

Description

This is a column for any descriptive information that will appear in the PlayTool interface. This information is not passed on to the logs.

Example: Star Trek #1211 – Segment 2

Enable

This column allows for the schedule to execute or ignore events. The values are either “0” or “1”. “0” is enable or active and “1” is disabled. This could be used as a comment or notes event.

In time

This column tells the PlayTool application where in the clip to cue and begin playing. This timecode should be a value that is within the content of the clip. Otherwise the player will cue to a point outside of the clip and begin playing from that point. If this column is blank then the clip will cue and play from the default “In” time. The time is listed as a SMPTE Timecode value.

Example: “01:00:00:01”

| Clipname | Start | Stop | Duration | Ftr | Ftr | Type | Description | Enable | In time |
|-------------|-------------|-------------|-------------|-----|-----|----------|-------------|--------|-------------|
| AMMS0101 | 10:00:00:00 | 00:00:00:00 | 00:26:46:00 | | | hard | America#101 | 0 | 01:00:00:00 |
| Spot102 | 00:00:00:00 | 00:00:00:00 | 00:00:00:00 | | | auto | Used Car#1 | 0 | |
| Spot103 | 00:00:00:00 | 00:00:00:00 | 00:00:00:00 | | | auto | Floor Wax#2 | 0 | |
| ID003 | 00:00:00:00 | 00:00:00:00 | 00:00:00:00 | | | auto | ID-Summer | 0 | |
| NEWS0607 | 00:00:00:00 | 00:00:00:00 | 00:26:46:00 | | | manual | 6:00 News R | 0 | 10:00:00:00 |
| C:\0608.txt | 00:00:00:00 | 00:00:00:00 | 00:00:00:00 | | | autolist | 0608 Sched | 0 | |

The list above is an example of events in a playlist (without the header labels).

The first event is a playback of clip “AMMS0101.” It is a “hard” event type with a specific “in time”, so it will begin at 10:00:00 am and play for 00:26:46. The first frame of the clip is actually 00:59:50:00, but the “in time” will cue the clip to begin playing from timecode 01:00:00:00.

The second, third and fourth events are playback of clips that are an “auto” event type. They will begin playing from the first frame of the clip and play for the entirety of the clip. They will begin at the end of the previous clip. The sixth clip is a playback of clip “NEWS0607” as a “manual” event type. This event will cue the clip to start playback at 10:00:00:00 and play for a duration of 26:46:00. Since it is a “manual” event the PlayTool application will hold the list until an operator manually clicks on the “Take” button on the interface. Then the list will continue from that point.

The seventh clip is a playlist load event. This will insert a stored playlist named 0608.txt located on the c drive on the computer running the PlayTool application. It will load the list to start after the previous clip.