

A-LIST™

BROADCAST AUTOMATION

Event Types

NORMAL • DELAY • JOIN IN PROGRESS

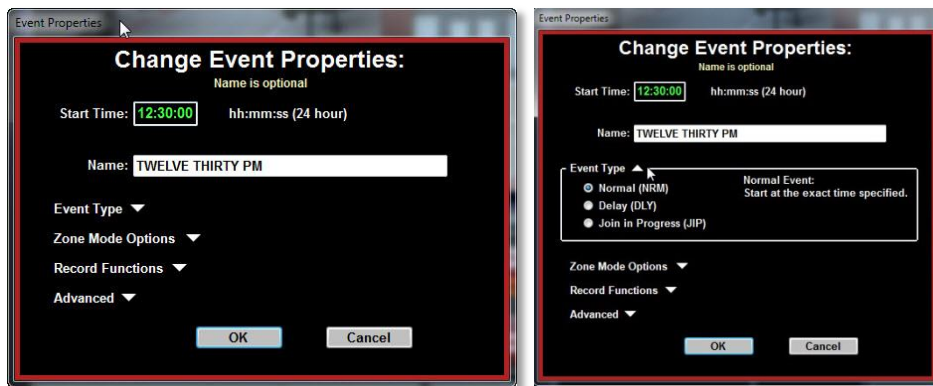
A-LIST supports three distinct **Event Types**, two of which are specifically designed to help you manage “LIVE” playlist items that run longer than the time scheduled in A-LIST. This is common when scheduled sporting events run longer than anticipated.

The Event Types are Normal, Delay (**DLY**) and Join in Progress (**JIP**). At a glance you can determine which Event Type is currently selected by the color of the Event banner ... as well as the three-letter abbreviation (DLY or JIP) in the oval icon at the far right of the banner.

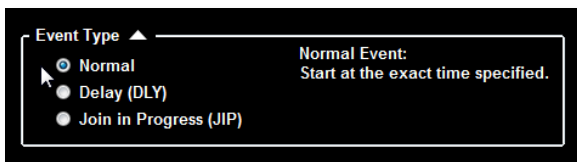
NOTE: In all cases the playlist MUST begin with a **Normal** Event.



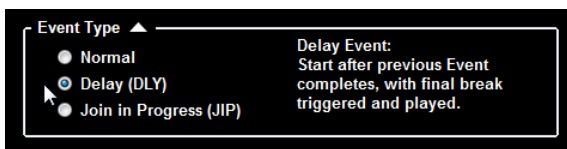
To change or edit the Event Type, right-click on the Event banner you want to change (or double-click the banner) and select Event Properties... from the drop-down menu.



Here you can change the **Start Time** for the Event, give the Event a custom **Name**, and use the four arrows to open the respective options for each function: **Event Type**, **Zone Mode**, **Record** and **Advanced**.



Normal: Normal Events begins exactly at the scheduled and displayed time.



DLY: Delayed Events will not start at their exact start time. They will begin after all items in the previous Event have played, or after the final break of the previous Event has been triggered and played. The original scheduled start time is contained by parentheses () and will be updated to the actual time when the delayed Event starts. The parentheses are replaced by an asterisk which indicates that the time has been modified due to the DLY or JIP.

Event Type ▲

- Normal
- Delay (DLY)
- Join in Progress (JIP)

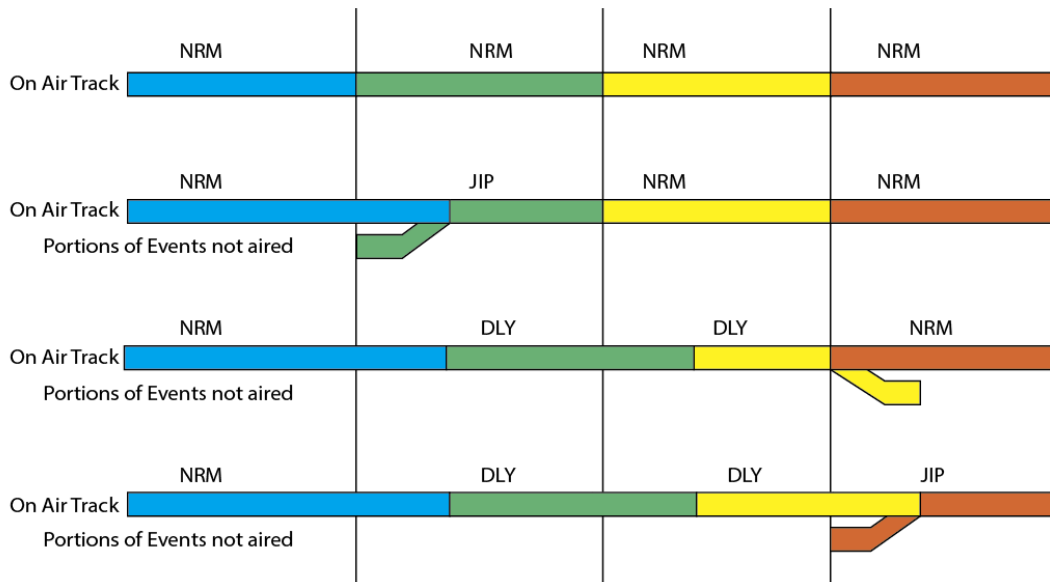
JIP Event:
Previous Event has priority. JIP Event will begin from the point it would be at if it had started on time.

>12:30:00 TWELVE THIRTY PM (00:30:00) JIP

JIP: Join in Progress Events rely on their originally scheduled start time, even if that start time has passed. These Events will only begin once the previous Event has completed. Instead of starting at the beginning, they start at the place they would be if they had started on time, the difference being the time offset between the scheduled and the actual “join” time.

The start time remains the same, but displays a “greater than” sign > to the left of the time, indicating the originally scheduled time was overrun by the previous event. The duration displays the remaining duration of the Event when it is Joined in Progress.

Event Type Illustration



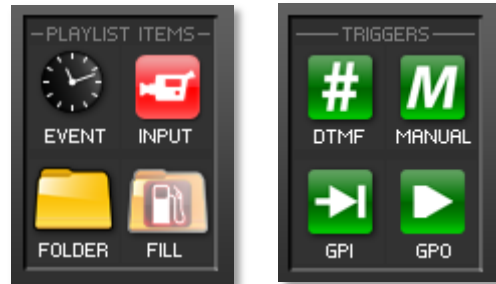
This illustration shows what happens during various Event type combinations. The “On Air Track” is the portion of the program that is actually played, while the lower track is the portion not played because of the adjustments in the schedule.

In ALL cases, if a program runs long the time must be made up at some point in the schedule by a Normal or JIP Event. If the Playlist contains a DLY Event as the last Event, then the first Event of the next day’s Playlist will be the Normal Event that cuts off the end of that DLY Event since all Playlists must begin with a Normal Event.

OPERATIONS SCENARIOS using JIP and DLY

20:00:00	MONDAY NIGHT FOOTBALL	03:00:00
MONDAY NIGHT FOOTBALL - SEG 1 - Input	(00:17:59;29)	M
MONDAY NIGHT FOOTBALL - SEG 2 - Input	(00:18:00;02)	M
MONDAY NIGHT FOOTBALL - SEG 3 - Input	(00:17:59;29)	M
MONDAY NIGHT FOOTBALL - SEG 4 - Input	(00:18:00;02)	M
MONDAY NIGHT FOOTBALL - SEG 5 - Input	(00:18:00;02)	M
MONDAY NIGHT FOOTBALL - SEG 6 - Input	(00:17:59;29)	→
MONDAY NIGHT FOOTBALL - SEG 7 - Input	(00:18:00;02)	→
MONDAY NIGHT FOOTBALL - SEG 8 - Input	(00:17:59;29)	→
MONDAY NIGHT FOOTBALL - SEG 9 - Input	(00:18:00;02)	→
MONDAY NIGHT FOOTBALL - SEG 10 - Input	(00:18:00;02)	→
<< EVENT OK >>	00:00:00;00	Input
23:00:00	LOCAL NEWS	00:30:00
LOCAL NEWS - SEG 1 - Input	(00:10:00;00)	→
LOCAL NEWS - SEG 2 - Input	(00:10:00;00)	→
LOCAL NEWS - SEG 3 - Input	(00:10:00;00)	→
<< EVENT OK >>	00:00:00;00	Input
23:30:00	ELEVEN THIRTY PM	00:30:00

When scheduling a typical “live” sporting event, you’ll create break ‘segments’ by first adding a number of INPUT items, each followed by a group of clips representing the ads, PSAs, IDs, etc. you’ll play in each break.



If you are using a commercial traffic and billing system and import a playlist, all the INPUTS and spots will simply appear without the need to drag and drop playlist items and clips into the playlist. In this illustration the **M** signifies a Manual trigger by the operator to ‘fire’ each break. The green arrow indicates a GPI trigger will be used. DTMF tones can also be used to trigger the ‘break’.

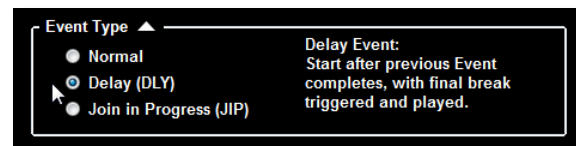
20:00:00	MONDAY NIGHT FOOTBALL	03:00:00
MONDAY NIGHT FOOTBALL - SEG 1 - Input	(00:17:32;29)	M
Acura - TSX Sport Wagon-SD .mpg	00:00:29;29	
On The Border - Endless Enchiladas-SD .mpg	00:00:29;26	
Skechers Shape Ups-SD .mpg	00:00:30;00	
MONDAY NIGHT FOOTBALL - SEG 2 - Input	(00:17:33;00)	M
Cooper - Mini Countryman-SD .mpg	00:00:29;29	
Snickers Loggers-SD .mpg	00:00:30;01	
Trailer - Mars Needs Moms-SD .mpg	00:00:30;03	
MONDAY NIGHT FOOTBALL - SEG 3 - Input	(00:17:33;00)	M
E-TRADE - baby and cat-SD .mpg	00:00:30;00	
Telaflora Faith Hill-SD .mpg	00:00:30;01	
Cars.com - Experience-SD .mpg	00:00:29;29	

In any case the trigger will switch from the live pass-through to the next group of clips, play those clips, then automatically switch back to live pass-through mode.

This example is typical of how the segments appear when populated with clips associated with each LIVE input item.

You can create as many INPUT segments as you wish ... and copy/paste or drag in clips at any time. In this example, when it’s obvious that the Event will be extending past the 11 o’clock LOCAL NEWS ... and you want to view the news in its entirety ... just double-click the 23:00:00 Event banner and select the **Delay** Event type.

MONDAY NIGHT FOOTBALL - SEG 10 - Input	(00:17:26;00)	→
Cooper - Mini Countryman-SD .mpg	00:00:29;29	
Snickers Loggers-SD .mpg	00:00:30;01	
CMN10484_Green Bay ID Van Halen_.mpg	00:00:09;28	
<< EVENT OK >>	00:00:00;00	Input
(23:00:00) LOCAL NEWS	00:30:00	DLY
LOCAL NEWS - SEG 1 - Input	(00:10:00;00)	→
LOCAL NEWS - SEG 2 - Input	(00:10:00;00)	→
LOCAL NEWS - SEG 3 - Input	(00:10:00;00)	→



The Event banner will turn blue, and you’ll see the **DLY** icon on the far right. The parentheses around the scheduled time indicate that this is no longer a fixed time, but will change depending upon when the prior Event ends and the delayed Event begins.

Throughout the course of the game, and within the Normal Event, you'll trigger your sequential breaks using any of the following methods:

- (1) click the **Manual** trigger button
- (2) send a **GPI** command from a switcher or other device
- (3) send a **DTMF** tone

When you know the game will run long, change the next Event to **DLY** or **JIP**, depending on which type of playback behavior you want. When the automation reaches the DLY or JIP Event, the **NEXT EVENT** timer label changes to **EVENT OVERRUN**, and the timer displays red numbers counting up, indicating how long you've been in the delayed condition.

Generally you will create more Input segments/breaks than you need since you don't know when the game will end. So we've provided two methods for triggering the LAST break at the end of the game when you're ready to move to the next Event.

When the game ends, right-click the BREAK button to select one of these actions:



Cue Last Break: If you're using a GPI or DTMF trigger, selecting this action actually places the current time in the last INPUT segment, so when the GPI or DTMF is fired the clips in the LAST SEGMENT will play and the playlist will automatically sequence to the next Event.

Play Last Break: If you've specified a MANUAL trigger, selecting this action immediately fires the clips in the LAST SEGMENT, and the playlist will automatically sequence to the next Event.

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