NV5100MC
Master Control

MasterLogo User's Guide

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Note Return Material Authorization (RMA) required for all returns

Change History

The table below lists the changes to the Marter Control MasterLogic User's Guide.

- MasterLogic User's Guide Part 9 UGB010-00
- Software version: 6.3.6.0

Rev	Date	ECO	ECO	Description	Approved By
1.0	15 Aug 09	—	—	Original document	—
2.0	27 Sep 07	—	—	Revised format, added new features.	D. Cox
2.0	12 Jan 08	11713	—	Software revision updated, some corrections.	D. Cox
2.1	26 Jan 08	11766	—	Minor changes.	D. Cox
2.2	12 Jan 09	11879	—	Number of inputs allowed increased to 400 for MCS.	D. Cox
2.3	28 Apr 09	11717	—	Current change: Referenced at ground software revision 6.3.0.0, but no functional changes in the software at the next V-guide.	D. Cox
2.4	27 Aug 09	16456	—	Conform to software revision 6.3.0, but no functional change.	D. Cox
2.5	12 Jan 10	16257	—	Conform to software revision 6.3.1 (extended logic length for MCS, etc.)	D. Cox
2.6	28 Jan 10	17386	—	Conform to software revision 6.3.4. (There are no important changes to this guide.)	D. Cox
2.7	17 Feb 11	17447	—	Conform to software revision 6.3.6. (There are no important changes to this guide.)	D. Cox

Important Safeguards and Notices

This section provides important safety guidelines for operators and service personnel. Specific warnings and cautions appear throughout the manual where they apply. Please read and follow this important information, especially those instructions related to the risk of electric shock or injury to persons.

Warning Any instructions in this manual that require opening the equipment cover or enclosure are for use by qualified service personnel only. To reduce the risk of electric shock, do not perform any service other than that contained in the operating instructions unless you are qualified to do so.

Symbols and Their Meanings

The lightning flash with arrowhead symbol within an equilateral triangle alerts the user to the presence of dangerous voltages within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.

The exclamation point within an equilateral triangle alerts the user to the presence of important operating and maintenance/service instructions.

The Ground symbol represents a protective grounding terminal. Such a terminal must be connected to earth ground prior to making any other connections to the equipment.

The fuse symbol indicates that the fuse referenced in the text must be replaced with one having the ratings indicated.

The presence of this symbol (or on Miranda equipment means that it has been designed, tested and certified as complying with applicable Underwriter's Laboratory (USA) regulations and recommendations.

The presence of this symbol (or on Miranda equipment means that it has been designed, tested and certified as essentially complying with all applicable European Union (CE) regulations and recommendations.

General Warnings

A warning indicates a possible hazard to personnel which may cause injury or death. Observe the following general warnings when using or working on this equipment:

- Heed all warnings on the unit and in the operating instructions.
- Do not use this equipment in or near water.
- This equipment is grounded through the grounding conductor of the power cord. To avoid electrical shock, plug the power cord into a properly wired receptacle before connecting the equipment inputs or outputs.
- Route power cords and other cables so they are not likely to be damaged.
- Disconnect power before cleaning the equipment. Do not use liquid or aerosol cleaners; use only a damp cloth.
- Dangerous voltages may exist at several points in this equipment. To avoid injury, do not touch exposed connections and components while power is on.
- Do not wear rings or wristwatches when troubleshooting high current circuits such as the power supplies.
- To avoid fire hazard, use only the specified fuse(s) with the correct type number, voltage and current ratings as referenced in the appropriate locations in the service instructions or on the equipment. Always refer fuse replacements to qualified service personnel.
- To avoid explosion, do not operate this equipment in an explosive atmosphere.
- Have qualified service personnel perform safety checks after any service.

General Cautions

A caution indicates a possible hazard to equipment that could result in equipment damage. Observe the following cautions when operating or working on this equipment:

- When installing this equipment, do not attach the power cord to building surfaces.
- To prevent damage to equipment when replacing fuses, locate and correct the problem that caused the fuse to blow before re-applying power.
- Use only the specified replacement parts.
- Follow static precautions at all times when handling this equipment.
- This product should only be powered as described in the manual. To prevent equipment damage, select the proper line voltage on the power supply(ies) as described in the installation documentation.
- To prevent damage to the equipment, read the instruction in the equipment manual for proper input voltage range selection.
- Some products include a backup battery. There is a risk of explosion if the battery is replaced by a battery of an incorrect type. Dispose of batteries according to instructions.
- Products that have (1) no on/off switch and (2) are an external power supply must be installed in proximity to a main power output that is easily accessible.

Table of Contents

1. MasterLogo

This chapter describes MasterLogo, an application that adapts graphic images and animations for use with the NVS 000MC Master Control System. It presents the following sections:

Summary

MasterLogo is a small program that converts your logo artwork to the format required by the logo inserters integral to the MCPM. MasterLogo also sends logos to the MCPM. (MasterConfig invokes MasterLogo when you write a configuration to an MCPM.)

MasterLogo supports MCGs, which are MCPMs having new architecture. MCGs provide additional support for logos.

In practice, logos are used to identify a television station during programming and have now become an integral part of a station's overall branding regimen. Logos are often animated and used to advertise upcoming programs or events, identify sponsors, or to provide information about the current program.

A logo can be any graphic image, of course; it need not be a "company logo" per se.

MasterLogo has two functions: (1) convert graphics to logo format and (2) create lists of logo files that are to be loaded with MCPM configurations.

MCPMs and MCGs support animated or stationary logos. Animated logos may run once or loop, and if they loop, they may pause at the end of the loop.

MCPMs

MCPMs have up to 128 MB or up to 512 MB of RAM in which to store logos, depending on the model. HD logos require the larger memory. The maximum number of logos of any type is 64.

- The first logo (identified in the MasterConfig logo images list by value 1) is stored in non-volatile memory (flash) and is always available immediately after an MCPM restart. It must be static, and must be less than 1.7 MB in size. The MCPM stores all other logos in logo RAM (volatile) and you must upload those logos to the MCPM prior to use. The upload process is semi-automatic. You will be prompted to upload them after a reset initiated by MasterConfig. You must upload logos manually after a power cycle. The maximum file size for those logo images is 2.3 MB per image.
- The maximum number of frames for an animated logo image is 256. At 30 fps, that amounts to 8.5 seconds of animation. At 25 fps, that is 10.2 seconds of animation.

MCEs

MCEs have up to 2GB of memory in which to store logos. The maximum number of logos of any type is precisely 400. The maximum number of frames for an animated logo image is 999.

- All logos in an MCE reside in non-volatile storage. It is not necessary to reload logos at every reset.

Logo Basics

A logo is a graphic element stored in the MCPM. A logo comprises one or more files to be keyed into the program video signal. There are two principle types of logo:

- Chroma (or matte) logo. This logo type uses one image file (the fill) and, usually, one matte file (the key). After Matteel-logo processes a static logo, it combines the key and fill in a single file. The matte (key) is stored in the matte dimension as the image (fill) file. When the fill and key are combined, black pixels in the matte completely hide the logo pixel at the video mix and white pixels completely reveal the logo pixel in the video mix. Gray values in the key allow partially opaque (or partially transparent) logo pixels.
- An animated logo. The source for this logo type is a set of files whose names include sequence numbers at the end of the name:

  mov1.tga, mov2.tga, mov3.tga, mov4.tga, mov5.tga.

  Each of these files corresponds to one video frame. If the frame rate is 30 fps, and the animation has 60 files, the animation lasts 2 seconds.
- Preferred source files for animations are Targa flip-book format files. Uncompatible Targa files are 24-bit RGB + 8-bit alpha. The alpha channel in the logo key. Other file types are acceptable but do not generally have an alpha channel and result in a soft-keying animation.

Preparation of graphic for logos

Your graphics department will typically prepare logo images and provide them electronically, in a common file format, to be converted by Matteel-logo and uploaded by Matteel-config.exe. Matteel-Logo converts that file format into the internal format required by the MCPM.

Matteel-Logo converts the following file formats:

Format	Name	Description
TIF	Tagged Image File Format	Images in this format work quite well and provide very good quality.
BMP	Bitmap	A format can provide a high quality logo. However, some BMP files have reduced color sets.
JPEG (JPG)	Joint Photo Experts Group	Recognized file format. Because JPEG format suggests lost detail, and introduces artifacts, it is neglected for the best choice. Some JPEG files can be acceptable for logos, but JPEG files can result in strange degradations.
PNG	Portable Network Graphic	Images in this format work quite well.
TGA	Targa	This is a preferred format. The Targa file includes key or alpha channel information or a separate key file is not needed.
GIF	Graphics Interchange Format	GIF files are indexed color files and often used for Internet graphics. They are usually not suitable for photos or continuous-tone images.

Logo graphics for use with the NV5100MC should meet the following basic requirements:

- A graphic file contains the logo image *actual* size. MasterLogo does not resize graphics. It is important that the image *never* exceed the dimensions of your video format.
- For all but one of the graphic file types, a logo will require separate files for the logo fill and the logo key. Single-flip-book files and Targa individual files provide both fills and keys that MasterLogo recognizes; therefore, separate files are not required.
- Although "full-screen" logos are possible and occasionally useful, small logos that can be positioned in MasterCooling (and repositioned by the operator) are more efficient and occupy less memory. When logos are small, you can fit more logos in an MCPM a logo memory.

The quality of the resultant logo image will depend heavily upon the original artwork and specifically the key signal (or alpha channel)—just as it would with any other keyer source. For other than Targa files, you should provide a separate file for the key signal whenever possible.

It is possible to have MasterLogo create a key signal based on luminance values from the fill, but as with any "luma key," results will probably be sub-optimal, especially concerning transparency or shadow.

Installation

MasterLogo is part of the software available on the installation disk (ASR0221) you received with your NV5100MC system.

Follow the simple installation procedure outlined in the Master Control Quickstart Guide or the Master Control Installation Guide.

User accounts for PCs used for master control must be set to "Standard User" or better. Master control software does not function properly when user accounts are set to "Restricted User" or its equivalent.

Starting MasterLogo

Although MasterLogo is very simple, you should be familiar with the concepts presented in the preceding chapters before using MasterLogo.

There are 3 ways to launch MasterLogo:

- Use the Windows Start menu.
  `Programs >NETCON>Master Control>MasterLogo - Convert and Load Logos into MCPM`
- Double-click the actual program file. This is the default:
  `C:\Program Files\NETCON\Master Control\bin\MasterLogo.exe`
- Double-click a shortcut (that you have created) for the actual program file.

Managing Logo Images

There are 4 steps to creating and using a logo successfully. The first two steps use MasterConfig. The last two steps use MasterLogo.

Theory

An MCPM configuration has a numbered list of up to 64 logo *image* names. An MCE *configuration* has a numbered list of up to 400 logo *image* names. Each entry in the list also specifies whether the logo is to be a static or an animated logo. Each of the configuration's logo names can be used by any of up to 64 (MCPM) or 400 (MCE) *logo layers*. The layers define parameters such as logo opacity and position within the video frame. The same logo image can be used by different logo layers with different parameters.

As a MasterLogo user, you will create one or more logo files, either static or animated. Each static logo is a single file; each animation is a set of files, one for each animation frame.

MasterLogo creates an association between a logo file (static or animated) and one of the MCPM's logo names. MasterLogo stores up to 64 such associations in a .XML file (for each MCPM) within Mastar Control's 'configurations' folder.

When you write a configuration to an MCPM or MCE—using MasterConfig—MasterConfig invokes MasterLogo to upload the logo files. MasterLogo reads the .XML file for the specific MCPM or MCE to determine which logos to upload.

You can view all current file-to-logo-name associations — in detail — by invoking a "Write to MCPM > All Logos" command in MasterLogo.

- To associate a logo file with a logo image name requires that you have an MCPM installed, running, and selected in MasterLogo.
- The targeted MCPM must have enough logo memory for you to upload the logo.
- The process creates an MCPM configuration with logos. The resulting configuration can be applied to other MCPMs (of the same type), and not just the MCPM to which you originally sent logos from MasterLogo.

MCEs are different from other MCPMs.

MCPMs

The first logo (index 1, in MasterConfig) is always written to flash. Other logos are written to RAM. The first logo is non-volatile and need not be loaded after every MCPM reset.

- It is prudent to assign your most important logo as the first logo.

MCPM logo memory is either 128MB or 512 MB. MCPMs allow up to 64 logo images and 64 logo layers.

MCEs

All logos are written to non-volatile memory. MCE memory is 2GB. MCEs allow up to 400 logo images and 400 logo layer definitions

Process

Follow these steps to create and use a logo:

1. Determine the name you want to use for the logo. Enter the name into the Logo Images list in MasterConfig. MasterConfig allows up to 64 images in this list:

2. Next, define logo attributes such as position, behavior, and opacity using the Logo Keyer Sources window in MasterConfig:

Save the configuration and write it to the MCPM you will use in MasterLogo.

(See the *NT1000RC Master Control Reference Manual* for details regarding logo parameters.)

3. In MasterLogo, create the logo (static or animated) by opening a graphics file. Saving the file as a logo converts the logo to the format required by an MCPM.

See Working with MasterLogo, next.

4. Using MasterLogo, upload the logo into MCPM memory.

It is this last step that associates the logo name in MasterConfig with the logo file. You must perform this step only once. Therefore, both MasterLogo and MasterConfig can automatically upload your logo(s) to the MCPM. You can change the association later, if you wish.

- After the logo is in MCPM memory, you might wish to view and adjust its behavior on a preview monitor. You can then make adjustments to its default position and opacity values in MasterLoop.

Repeat these steps for other logos.

Working with MasterLogo

Before using MasterLogo, you must prepare your graphic input files.

Decide whether to use a static logo or animated logo.

Consider factors such as the position and size of the logo within your target video output and the opacity (or transparency) of the logo. Note that an MCPM configuration might allow an master control operator to adjust logo opacity and position.

Preliminary Steps for Static Logos

Create or obtain a graphic image file in one of the recognized formats. Decide whether to use a separate key file.

- A separate key file is recommended, except for logo files. MasterLogo assumes that your logo file has 24-bit RGB color and an 8-bit alpha channel. (A Targa file generated from Photoshop, for example, might not.)

If you use a separate key file, it must reside in the same folder as the image (JIF) file and its name must be the same as the image file's name but with "key" added at the end of the name. For example, if your logo JIF file is "logo001.tga", the matching key file should be named "logo001key.tga".

If you do not use a separate key file, then you must use the luminance from the JIF file to create the key. (In MasterLogo, choose "Tools > Use Luminance. . . .") When you choose this option, MasterLogo does not look for a key file, and will ignore the key if it is present.

Preliminary Steps for Animated Logos

Decide the best length for the animation to be. The MCPM displays one animation file for each video frame. The length of your animation is a function of the number of files you create and the frame rate of the target video output. At 30 fps, a 2-second animation requires 60 Targa files.

- Prior to software revision 3.1, animations were limited to 256 frames. At software revision 3.1 , an MCS systemmay may be up to 900 frames. Animations in other MCPMs are still limited to 256 frames.
- For MCPMs other than MCSs, the first logo in the Logo Images list in MasterConfig **must not** be an animation because it is to render (by itself) in flash memory.

Decide whether the animation will loop and, if it does, how much of a delay you want before the animation repeats.

Create or obtain a set of animation files. The preferred type for animations is Targa format. Masterlogo assumes that your Targa files have 24-bit color and 8-bit alpha channels. The animation files must all be in the same folder, and have identical names except that the files must be sequentially numbered, the number coming at the end of the file name:

anmat1.tga, anmat2.tga, anmat3.tga, anmat4.tga,

Gaps must not exist in the sequence. If a gap occurs, MasterLogo assumes that it terminates the sequence.

Creating a Static Logo

Follow these steps to create a logo:

1 Launch MasterLogo

2 In the "Tools" menu, ensure that the setting of the luminance key toggle matches the logo file(s) you want to open:

Check "Use Luminance ... " item if you have no key file. Leave the option unchecked for Targa files.

3 Select File > New > Static Logo to open a static file.

A "Select image (EB) to use" dialog appears:

Browse in the location of the logo image file(s). Select the EB file and click 'Open'. If the logo requires a key file, MasterLogo looks for it. EB does not find a key file, it issues a warning and tells you it will use Instrumex from the EB file as the key.

4 After a moment, a "Save logo/image as" dialog opens:

Enter the name for the processed logo file. Its extension must be **.mclogo**.

Write recommended log. .mclogo files in the default location:
`C:\Program Files\MXI\EB\MasterConfirm\configurator\logo\`

5 A confirmation alert appears:

Click "OK" to proceed.

6 Finally, an "Info" message displays the details of the static logo created:

Click "OK". The logo is ready to upload.

Creating an Animated Logo

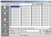
Follow these steps to create a logo:

1 Launch MasterLogo.

2 In the "Tools" menu, ensure that the luminance key toggle is off (unchecked):

3 Select File > New > Animated Logo to open an animated logo.

A "Select image to use for first frame of animation" dialog appears:



Browse to the location of the animation file(s). Select the file whose name ends in "01" and click 'Open'.

MasterLogo then displays this dialog asking you to name the animation:

The suggested name is the base name of the animation file set. MasterLogo creates a folder of the name you specify. MasterLogo will then ask you whether you really want to create the animation files:

Click 'Yes' to create the files.

The names of the files in the folder are the same as the folder's name with numbers at the end.

The extension for the file names is **.mrlogo**.

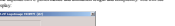
- If you do not select the first file in the animation sequence, the result will be a shorter sequence. For example, if you clicked the third file (out of 30 files), MasterLogo will create an animation of 28 files. The file numbered 01 matches your number 03 file and file number 28 matches your number 30 file.)

- If MotionLogo finds a gap in the sequence, it stops at the file with the highest number before the gap. For example, if the "05" file is missing from a sequence of 01~40, MotionLogo uses the animation of the first 4 files only.

3. Processing time depends on PC performance and animation length and complexity. You will see a progress display.

Click "Cancel" to terminate the operation before it is complete.

5. At completion, the progress panel disappears and a confirmation appears:



The animation is ready for you to upload to the selected MCPM.

Uploading Logos to the MCPM

You can upload either a single logo (animated or static) or a logo "All logos" means all the logos you have associated with logo names in the target MCPM.

Keep in mind the following point:

- A maximum of 64 logo files may be loaded into the MCPM memory, subject to the limits of logo memory.
- Logo file storage:

For MCPM that are not MCSs, the first logo image is stored in non-volatile flash memory; all other logo files are stored in RAM and will be lost when the MCPM restarts. The first logo image is defined as the first entry in Motion Config's Logo Image table. All other logo images must be uploaded to the MCPM every time power is lost or the MCPM is reset. (The first logo must not be an animation.)

Single Logo

To write one logo to the MCPM follow these steps:

1. Make sure that Motion Config has an entry and settings for the logo you want to transfer. The configuration that include the logo must have been loaded to the target MCPM.
2. Launch MotionLogo
3. Set (or choose) the IP address of the MCPM to which you want to add the logo

There are several ways to select an MCPM. See Selecting MCPMs and MCEs on page 24.

Select File > Write to MCPM>Logo...

(MasterLogo reads in the list of basic logo images from the target MCPM. Animations are not included in this list.)

Choose the logo image name with which you wish to associate your logo file.

MasterLogo displays the pathname of the logo file that it will send. If you wish to select another logo file, click 'Browse' to display a window in which to select another file. (Valid logo files have the extension .mrlogo.) Click 'Open' when you have chosen a file.

Finally, click 'OK' in the 'Send logo' window. MasterLogo sends the logo across the master control network to the MCPM.

- It is this step that associates the logo image name in the MCPM's configuration with the logo file. You must perform this step only once. Thereafter, both MasterLogo and MasterConfig can automatically upload your logo(s) to the MCPM. You can change the association at any time.

All Logos

Writing logos to an MCE is different from writing logos to other MCPMs. (All logo storage in MCEs is non-volatile.)

MCPM:

To write all logos to an MCPM, follow these steps:

1 Make sure that MasterConfig has entries and settings for the logos you want to transfer.

2 Launch MasterLogo.

3 Set (or choose) the IP address of the MCPM to which you want to add the logo.

There are several ways to select an MCPM. See Selecting MCPMs and MCSs on page 24.

4 Select File > Write to MCPM > All Logos...

If you have not designated an IP address (to select an MCPM), MasterLogo prompts you for one. Enter the target MCPM's IP address and click OK.

- Be sure you are not writing the logos to the wrong MCPM!

5 The "Send these logos?" dialog appears:

Figure 11 - List Editor of the Display

This is an information dialog only. The one option you have is whether to write logo 1 to non volatile memory (flashyor to stop writing it. In this example, Master Control will send 3 logos, two of which are animations. It will not send logo 1

(Logo 1 always resides in flash within the MCPM and will remain there forever unless you want to change it. It is not necessary to load logo 1 every time you load all logos. It also takes a extra timeto load it because flash updates more slowly than RAM.)

Click 'OK' if you want to send these logos. Click 'Cancel' if you do not.

The display has many (adjustable) columns. The columns on the left include:

Logo Image Number	The logo selection numbers as defined in MasterConfig.
Logo Image Name	The logo names as given in MasterConfig.
Logo File	The base name of the logo file. The base name of an animation is presumed without any sequence number.
Logo Type	Either "Bmx" or "Animation."
Width, Height	The size of the logo, in pixels.
Frames	The number of frames in the logo. Static logos have only one frame.

Logo Keyer Source(s) The keyer settings that use the particular logo. There could be more than one.
Complete logo file The pathname of the logo image. Pathnames are contained in the name and path XML file for MICS logo.

Finally, when you exclude 'OK', MasterLogo displays a progress panel:

Click 'Cancel' if you want to terminate the transfer before it completes.

A few same time pieces (it might be several minutes, depending on the number and complexity of the logos), the logos will have been transferred across the network and the progress panel disappears.

MICS:

To write all logos to an MICS, follow these steps:

1 Make sure that MasterConfig has entries and settings for the logos you want to transfer.
2 Launch MasterLogo.
3 Set (or choose) the IP address of the MICS to which you want to add the logo.

There are several ways to select an MICS. See Using logo MICSs and MICSs on page 24.

4 Select File>Write to MICPM>All Logos...

If you have not designated an IP address (to select an MICS), MasterLogo prompts you for one. Enter the target MICS's IP address and click OK.

▲ Be sure you are not writing the logos to the wrong MICS!

Because writing logos to an MCS takes a long time and it is usually not necessary, MasterLogo displays this message:

Click 'OK' if you really want to write all logos or click 'Cancel' if you do not.

5. If you clicked 'OK' in step 4, the "Send these logos" dialog appears:

Figure 5-7. Left Side of the Display

This is an information display only. Click 'OK' if you want to send these logos. Click 'Cancel' if you do not.

The display has many (adjustable) columns. The columns on the left include:

Logo Image Number	The logo selection numbers as defined in MasterConfig.
Logo Image Name	The logo names as given in MasterConfig.
Logo File	The base name of the logo file. The base name of an animation is prefixed without any sequence number.
Logo Type	Either "Static" or "Animation."
Width, Height	The size of the logo, in pixels.
Frames	The number of frames in the logo. Static logos have only one frame.
Logo Keeper Source(s)	The keeper settings that use the particular logo. There could be more than one.
Complete logo file name and path	The pathname of the logo image. Pathnames are contained in the XML file for this MCS's logo.

Finally, when you click 'OK', MasterLogo displays a progress panel:

Click 'Cancel' if you want to terminate the transfer before it completes.

8. After some time pauses (it might be several minutes, depending on the number and complexity of the logos), the logos will have been transferred across the master control network and the progress panel disappears. A confirmation panel appears:

Click 'OK' to dismiss it.

Other Topics

File Menu

Choose 'New' to create a new logo from a graphics file. You can create a basic (static) logo or an animation.

Choose 'Write to MCPM' to upload a logo to the MCPM. You can upload a single logo or all logos. See 'Uploading Logos to the MCPM' on page 11 for information.

Click 'Exit' to close and leave Mastercast.

Communication Menu

Choose 'Ethernet to MCPM...' to specify the IP address of the MCPM with which you want to work. Mastercast displays the following dialog in which to enter the IP address:

By checking 'Log Comm Messages', you can enable a log file of messages between the MCPM and your PC. When you check the option, Mastercast displays a browser dialog in which you can choose the folder and file in which to keep the log.

View Menu

Click 'Master Control Tree' to display the MCPM list. (The list mimics the appearance of a Windows directory tree, with expandable and collapsible entries.) The command is not a toggle. To close the tree area, click the small X in its upper right corner. You can resize the tree area by dragging its right-hand border to the right or left.

You might have to populate the MCPM list, at least initially. See 'Adding the MCPM to MasterCast' on page 24.

Tools Menu

Check 'Use Luminance for key if no separate key file' when there is no separate key file for the logo. Leave the option unchecked otherwise.

Help Menu

The 'Help' menu does not actually provide help, but it identifies the product revision:

and tells you how to reach Mirada technical support:

Notes

The current revision of MatteLab is revision is 6.3.0.0.

Adobe Photoshop is an excellent image processing tool, especially for creating masks (or key). It can save files in many formats, including PNG, JPEG, TGA, BMP, TIF, and GIF formats. Not all its formats or variations of formats are necessarily acceptable or useful to MatteLab. If you are using Photoshop, verify that its output can be read by MatteLab.

Photoshop can save 16-bit, 24-bit, and 32-bit Targa files. You want 24-bit color with an 8-bit alpha channel.

There are many variations of GIF format.

Tip

Here is a straightforward way to generate a mask (or key) in Photoshop:

1 Create or acquire artwork (layered or not). A transparent background works best.

2 Select the art using any of the Photoshop tools and techniques you prefer. Your selection will become the mask. The selection or portion of it can be feathered.

- It is not always easy to make a good selection. It is not always easy to predict the effect a mask will have on the resulting video. You can try again or you can edit the mask after-wards.

3 Having a selection, click the "quick mask mode" icon in the toolbar. Your selection will turn color (typically reddish) and the "marching ants" selection lines disappear.

4 Go to the channels palette (switching away from the layers palette). Clear all channels except the Quick Mask channel. Select all.

5 Switch back to the layers palette. Be sure quick mask mode is off. Now paste your selection from the Quick Mask channel. It should become a new layer.

6 The new layer can be used as a mask. Post-process the mask as you require. Remember that, in MatterLoop, white tokens and black masks (and grays are proportionally in between). You might need to invert your mask.

Troubleshooting

The following is a list of common problems with logos:

Problem	Possible Solution
MatterLoop does not run option a key file.	Luminance key mode enabled. Uncheck "Use Luminance" in the Tools menu. Rename the "key" file according to convention. If the fill file name is "ABC," then the key file must be named "ABCkey."
After writing logos to the MCPM, they are not visible on their placed cover.	Required configuration settings are missing. Review the settings in MatterConfig's "Logo Images" and "Logo Key Sources" pages.
Keyed logo does not appear as expected.	Check the type and structure of your original graphic (key). Be sure that the luminance key mode is not properly. Examine the gain, clip, and opacity settings in MatterConfig's "Logo Key Sources" page.

2. Misc.

Chapter 2 provides miscellaneous information about MasterLogic. It presents the following topics:

- Installation
- Re-Configuration
- Setting MCT01 and MCT1

Installation

The assumption in this guide is that your software was already installed. If you need to install the software, the process is simple:

1 Obtain the master control software installation CD. (Use either SM0075xx for either MVI100MC operation or SM0211xx for "non-gateniusx" systems incorporating MCSx). Insert the disk in your CD drive. After a few seconds, the auto-run application will launch. Use its buttons to select and operate the installer.

(You may also browse the CD directory and double-click InstallConfig.exe, which will then start and walk you through your input.)

2 When the installer is running, follow the instructions given, clicking 'Next' as you proceed to move from step to step. The entire installation process takes less than a minute.

If you have any existing Miranda master control software, you must remove it before you can install new master control software.

3 Create a desktop shortcut (if you wish) for MasterLogic. Its default pathname is

`C:\Program Files\Miranda\Master Control\MasterLogic.exe`

The default path in the Windows Start menu is:

`Programs->Miranda->Master Control->MasterLogic` - Convert and Load Logics into PCM

Documentation, including this manual, is available on either CD.

To launch MasterLogic, (1) choose the application from the Windows Start menu, (2) double-click the application in its folder, or (3) double-click its desktop shortcut.

- Reinstallation may overwrite some of your configuration files—the ones installed as defaults in the Master Control folder, such as MasterPanel.ini(g) or SCP.ini(g). To be safe, save a copy of your old configuration files before installing new Master Control software.

  Configuration files stored outside the Master Control folder are never affected.

  MasterLogic is not affected.

- If you delete the old Master Control folder before installing new software, you might inadvertently lose certain important files. In particular, you could lose the XM. files that support MasterLogic and MasterConfig.

PC Configuration

Most of your system administrator must connect the PC on which your software runs to the master control network. To do that, you must assign the PC an IP address (and mask) on the NIC that connects the PC to the master control network. (The PC must also be connected to the Ethernet switch of the network.)

Follow these steps to set the IP address of your PC:

1. Launch "Settings>Network Configuration" from you PC's Start menu. The following window appears:

2. Double-click the appropriate "Local Area Connection" for your master control network. Then, choose the General tab and click 'Properties'.

3. Select Internet Protocol (TCP/IP). Click 'Properties' again here:

4. Select 'Use the following IP address' and enter an IP address for your PC. Use the default subnet mask.

The IP address must be unique on the network. (The subnet mask must be 255.255.255.0.)

5 Click OK and it is done. Close all the Network Connections windows.

Selecting MCPMs and MCEs

To upload logos to an MCPM, you must select the MCPM. There are two ways:

- Through the IP address dialog
- In the MCPM "tree" area.

(MCEs are MCPMs with new architecture and are included in the MCPM "tree".)

IP Address Dialog

Choose "Ethernet to MCPM..." from the "Communication" menu to display a dialog in which to enter an IP address:

Consult your system administrator if you need to obtain the IP addresses for MCPMs in your system.

MCPM Tree Area

Choose "Mesint Control Tree" from the "View" menu to display the MCPM list, if it is not already displayed. To select an MPCM, simply click the list entry for the MCPM in the MCPM list.

The first time you use MCPM list, it will probably be empty. To add an MCPM to the list, right-click the "MCPM" at the top of the tree area and then click the "Add MCPM" button:

The MCPM Configuration dialog appears.

Enter the IP address and optionally a name for the MCPM.

- You can create list entries for MCPMs that do not (yet) exist, although you cannot write to non-existant MCPMs.

Consult your system administrator if you need to obtain the IP addresses for MCPMs in your system.

You can change any MCPM in the list by right-clicking it and choosing an option:

You may re-enter the MCPM's IP address and name or delete the MCPM from the list.

Click 'Write Config to MCPM...' to upload configuration data from a file to the MCPM.

- The configurations is one created in MasterConfig. A configuration is often, but not always associated with the MCPM list entry in MasterLogic tree.area.

XML Files

The MCPM list in the tree.area is supported by an XML file in the Master Control program folder.

Both MasterLogic and MasterConfig share the XML file. After the list has been populated in MasterConfig, it will appear automatically in MasterLogic's tree.area. The reverse is true. After the list has been populated in MasterLogic, it will appear automatically in MasterConfig's tree.area.

Occasionally the MCPM list will have been created on someone else's computer. If the list is large, it might be worth your while to obtain the XML file from the other PC. If you copy the list to your program folder, MasterLogic and MasterConfig will automatically display the MCPM list.

The default pathname of the XML file on any PC is:

`C:\Program Files\MCS\Controller Suite\Config\systemcpm.mst`

The location of your software might be different. In any case, the subfolder `Config\System` is where to find the XML file and where it must reside for proper operation.

Ensure that there is `systemcpm.xsd` file in that same folder. If you have no such XSD file, you might have to reinstall the master control software.

- You will probably find other XML and XSD files in that folder. Do not remove these files unless you are sure of what you are doing.

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