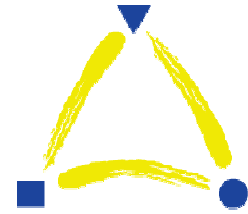


The Flying Colors  
eTV Solution



# eTV Console User's Guide

An IPTV Solution

Built on Microsoft's Windows Media  
Services 9 Platform

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## Introduction

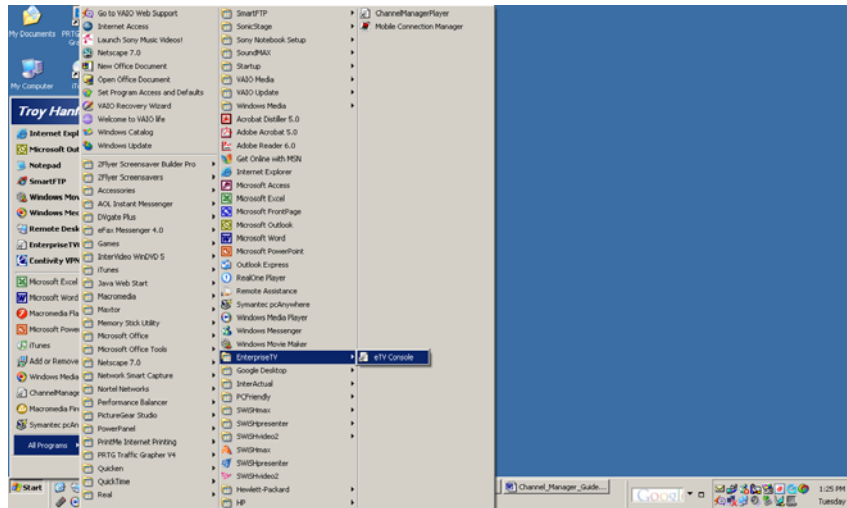
The Flying Colors EnterpriseTV Solution is an IP-based video broadcasting/webcasting solution built on the Microsoft Windows Media platform. Using this solution an organization can produce and distribute live “television” channels on any IP-based network (Internet or Intranet).

The Flying Colors **eTV Console** is the PC interface through which non-technical communications professionals (IPTV Channel Producers) can schedule content into IPTV channels broadcast worldwide from an eTV Server.

We recommend that the IPTV Channel Producer have the eTV Console installed prior to reviewing this guide.

## Launching the ETV Console

The eTV Console can be launched from the Start Menu by selecting **All Programs > EnterpriseTV > eTV Console**. *(If there is not an EnterpriseTV group within All Programs, it is likely the eTV Console has not been installed on the user's computer.)*



## eTV Console Interface

The **Console Menu** is used to accomplish the fundamental tasks associated with setting up and managing a series of one or more IPTV channels. The application's features and functions will be reviewed in detail in the subsequent sections of this chapter.

The Producer can zoom in and out of the channel schedules and can navigate back and forth in the timeline using the **Timeline Navigation Buttons** on the top of the interface.

In the body of the interface, the top row is the **Media Staging Area**. As videos are selected for inclusion in a channel schedule, they are placed on this row. The Producer can then drag-and-drop them on to the appropriate channel and timeslot.

Each row below the Media Staging Area represents an **IPTV Channel**. Using the mouse, the Producer can drag-and-drop media into and out of channels and timeslots.

To delete a media element from the schedule, the Producer can right click on the item to be deleted and then select **"Delete from Schedule"**.

The eTV Console Interface

Timeline Zoom
Timeline Navigation

**Console Menu**

- File
- Upload Pre-Recorded Media
- Define Live Media Source/Encoder
- Create New Broadcast Channel
- Insert New Media Into a Channel
- Copy and Paste a Channel Schedule
- Publish Channel Schedules
- Channel Manager Help
- Close

The Producer uses the file menu to accomplish the fundamental tasks associated with setting up and managing a series of IPTV channels.

**Media Staging**

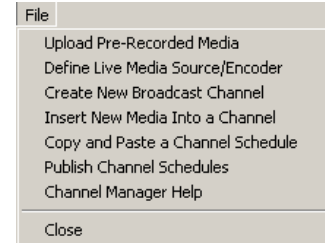
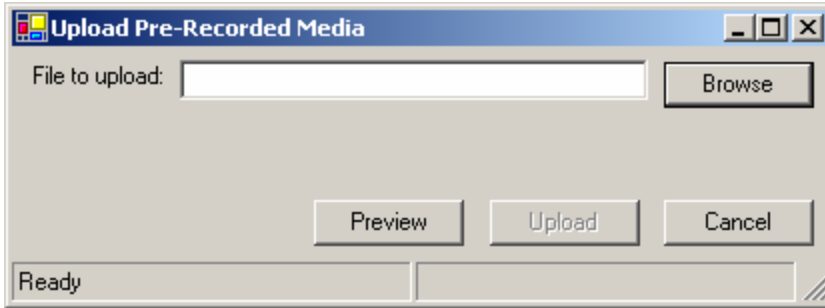
When file are inserted into the timeline, the system places them in the Media Staging Area. The Producer can then drag and drop the clip to the appropriate channel and time.

**Channel Schedules**

Each row below the Media Staging Area represents a channel schedule.

**The Console Menu, Upload Pre-Recorded Media**

The IPTV Producer can upload WMV video files to the server by selecting **File > Upload Pre-Recorded Media**. Once the Upload Recorded Media window has been opened select **Browse** and then select the file to be uploaded from your local computer's hard-drive. If desired, the selected video can be previewed by selecting **Preview** prior to upload. Select **Upload** to upload the video file to the eTV server.



**Performance Note, Video Files Must Be On the Producer's Computer Hard-Drive for Upload:** In order to effectively upload very large video files, the eTV Console "splits" the original video file into smaller temporary files, then it uploads the smaller files and "merges" the smaller files back into the original video file on the server. In order to split the original video file into smaller files, the original file needs to reside on a read/write enabled drive with adequate free space on the Producer's PC.

**Performance Note, Window Opening Process:** The Upload Pre-Recorded Media Window can take 10-15 seconds to open the first time it is used during a production planning session. Please be patient.

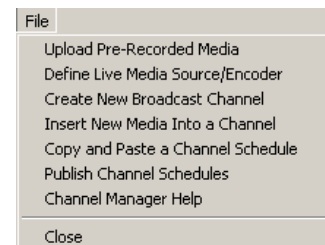
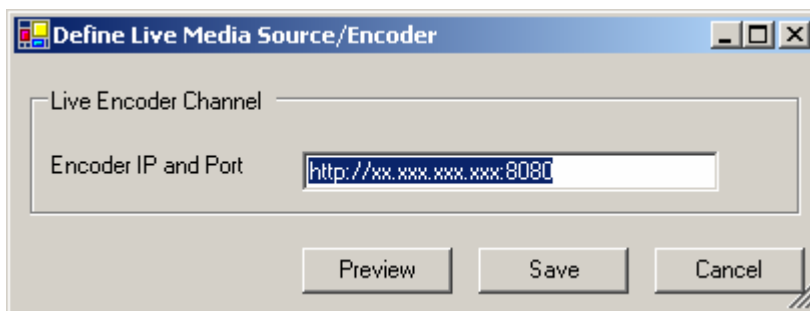
**Performance Note, File Replacement Process:** The Producer can over-write existing WMV files, but not while the video to be replaced is actually playing on one of the IPTV channels. For more information about video replacement/updates, please see the sub-section on video replacement/updates at the end of this chapter.

**Getting Started Note:** Prior to setting up a channel the Producer must upload at least one media element or define at least one live media source/encoder. This is required as each channel must be assigned a default video (live or on-demand video) at the time it is defined.

### **The Console Menu, Define Live Media Source/Encoder**

The IPTV Producer can define live Microsoft Windows Media Video sources by selecting **File > Define Live Media Source/Encoder**. Once the Define Live Media Source/Encoder window has been opened, enter the Encoder IP address and port in the text box. (If selecting a *Windows Media Server Publishing Point*, provide the fully qualified URL for the publishing point, for example `http://10.77.136.4/publishingpoint1`).

It is strongly recommended that the Producer preview each live video source prior to saving it by selecting the **Preview** button. Select the **Save** button to save the live video source address on the eTV server.

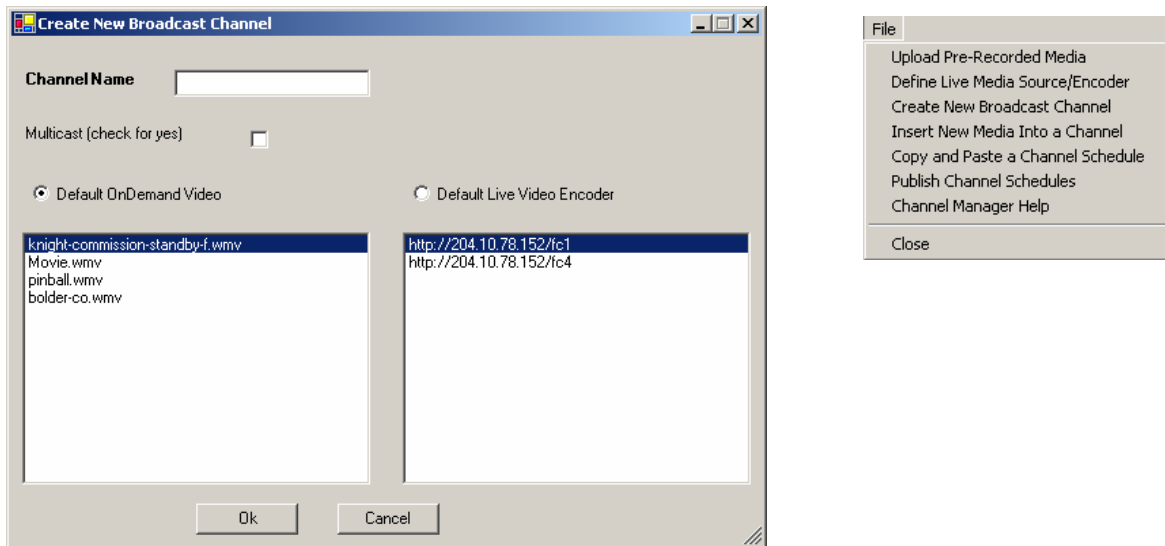


**Troubleshooting Tip, Live Video Sources:** *If you cannot preview a live video source, please confirm the live source is actually encoding/streaming media. To confirm that a live video source is actually broadcasting/streaming, open your Windows Media Player and select File > Open URL, and then provide the same URL. If no stream is available, contact the professional responsible for the live source to confirm it is online and broadcasting.*

### **The Console Menu, Create New Broadcast Channel (NOT AVAILABLE FOR ASP CLIENTS)**

The IPTV Producer can set up a new broadcast channel by selecting **File > Create New Broadcast Channel**. First, the Producer should name the channel and indicate whether or not the channel should be multicast enabled (by default all channels are set to unicast).

Then, the Producer should select the default video source. The default video is the video that will play when no other videos are scheduled on a channel. If the default video is an on-demand pre-recorded video, it will loop infinitely until a scheduled video is set to start playing. Once a channel is created a new row with the channel name will appear on the Console interface.

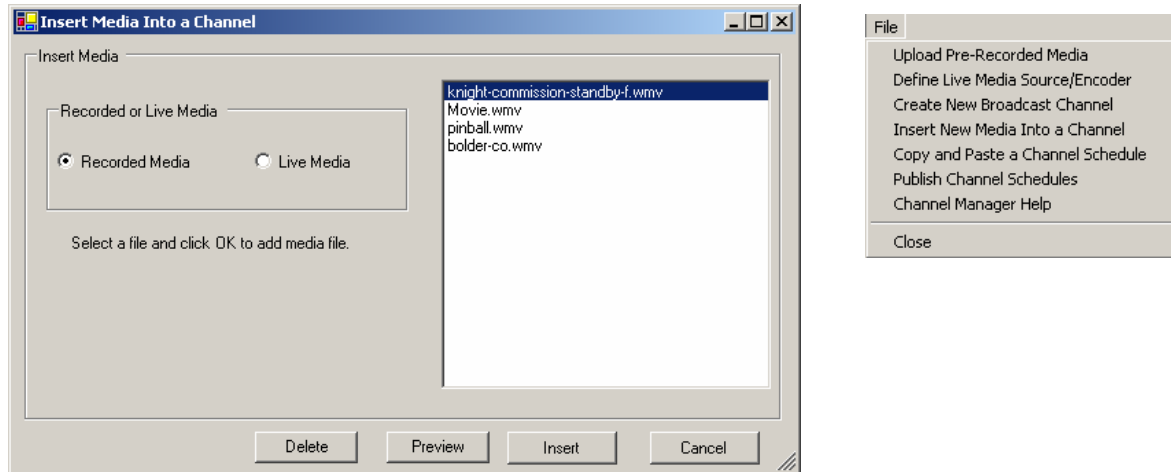


**Performance Tip, Defining Channel Names:** *When defining a channel name use only standard characters and do not use spaces. Also do not use wildcard characters.*

### **The Console Menu, Insert New Media Into a Channel**

The Producer can insert new media into a channel by selecting **File > Insert New Media Into a Channel**. Initially, the Insert New Media Into a Channel window presents a list of on-demand videos that can be inserted into a channel. However, the Producer can toggle to view the list of Live Video Sources by selecting Live Media on the right.

Both on-demand videos and live video sources can be previewed prior to being inserted into the channel schedule by selecting **Preview**.

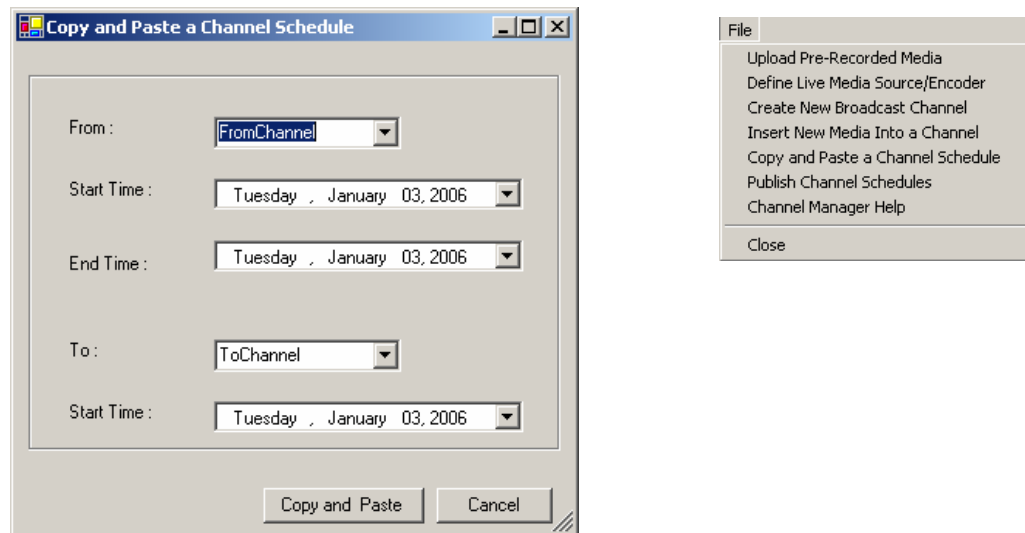


**Performance Note, Keep Organized, Delete Unused/Old Files and Sources:** Please note that on-demand videos and live video sources can be deleted from the eTV server through this window. It is recommended that the Producer periodically delete unused and old on-demand video files and live video sources from the eTV server.

### **The Console Menu, Copy and Paste a Channel Schedule**

Defining a channel schedule can be time consuming. A simple 24 hour schedule with videos that switch every 30 minutes requires scheduling 48 separate video items (2 programs x 24 hours). However, most channel schedules repeat on a daily or weekly basis. The eTV Console is equipped with the Copy and Paste Schedule feature in order to enable the Producer to quickly copy and paste channel schedules across the timeline and between channels.

The IPTV Producer can copy and paste channel schedules on a daily-basis by selecting **File > Copy and Paste a Channel Schedule**. The Producer selects the FromChannel and ToChannel from drop down list boxes in the Copy and Paste a Channel Schedule window. The Producer then selects the Start Date and End Date of the schedule to be copied. Finally, the Producer selects the Start Date for the ToChannel.



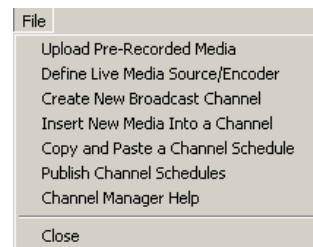
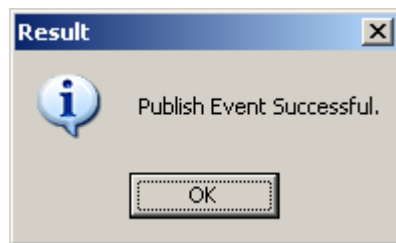
**Performance Note, Video Scheduled Over Midnight Will Not Copy:** If a video is scheduled to run through midnight (from one day to another), it will not copy and paste using this function. Schedule programming to stop at 11:59:59 or earlier and schedule programming to start at 00:00:01 or later to be sure programs will copy and paste without incident.

**Performance Note, the duration of the schedule to copy and paste, is based on the FromChannel Start and End Dates:** If 5 days are to be copied, then 5 days will be pasted in the ToChannel schedule starting with the ToChannel Start Date.

**Performance Note, previously scheduled programs will be over-written when using Copy and Paste a Channel Schedule.**

### **The Console Menu, Publish Channel Schedules**

Once all the channels have been created and scheduled, the Producer can “publish” the schedule by selecting **File > Publish Channel Schedules**. It can take 1-2 minutes for the channels to be published, depending on the number of channels and the number of programs per channel. Once the channels have been published, the eTV Console will signal the Producer that the publishing is complete with an alert indicating “Publish Event Successful”.



**Performance Note, Each Time a Channel is Published, the Default Video will play initially and until the next program is scheduled to begin:** The eTV server will not play a video that was scheduled to begin prior to the time the channel schedule was published. Rather, it will play the default video until the start time for a program in the schedule is reached. To reduce default video play time, publish channel schedules 1-2 minutes before scheduled programs should begin, for example at 59 minutes after the hour, as programs are typically scheduled to start at the top of each hour.

**Performance Note, A channel will not be published until at least one program has been scheduled to play.**

### **The Console Menu, Channel Manager Help**

Selecting **File > Channel Manager Help** launches a PDF version of the eTV User's Guide. The Producer can access this guide at any time.

### **The Console Menu, Close**

To close the ETV Console select **File > Close**. Closing the eTV Console does not stop any of the channels from playing.

## **Best Practices for Scheduling On-Demand Videos and Live Sources**

**When producing videos define clip durations in whole minutes whenever possible.** It is significantly easier to schedule and manage on-demand video clips that have durations that are counted in whole minutes.

### **Replacing/Updating Scheduled Videos**

In many IPTV situations, the Producer has the same "program" scheduled to play multiple times a day or week. In fact, a "program" may be schedule to play on a regular schedule for several weeks, months, or even years. However, the actual underlying content/video that constitutes the "program" may be updated periodically. (For example, NBC broadcasts ER every Thursday night from 9 to 10 PM CST. But, every week the actual program content is updated and as a result, each week, a new episode of ER is broadcasted.)

To provide a similar degree of functionality and ease of use, the eTV Console enables the Producer to update previously scheduled videos with updated videos (new episodes) as might be required. This allows the Producer to set a channel's schedule for weeks or months, and then simply update videos periodically to ensure that the content is fresh.

To replace/update a scheduled video the Producer should follow these steps:

1. From the eTV Console select **File > Insert New Media Into a Channel**.
2. From the Insert New Media Into a Channel Window, select and **Delete** the video to be updated, then close the Insert New Media Into a Channel window. *(Files should not be deleted while they are playing/broadcasting on any channel.)*
3. From the eTV Console select **File > Upload Pre-Recorded Media**. **Browse** for the new version of the video file and then select **Upload**.

***Performance Note, the updated video file's name and duration must be exactly the same in order for the update to be seamless. If the name is different, the file will not play as scheduled. If the duration is different (off by more than 2-3 seconds), it will have an impact of the channel's schedule/performance.***

***Performance Note, An updated video file cannot be uploaded when its predecessor file (with the same name) is currently being broadcast. In order to update a file, the Producer can only upload the new file when the original program file is not being broadcast/used by the eTV server.***

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