



WinPlus-IP Software Installation/Operation Guide

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WinPlus-IP Installation

To Access WinPlus-IP

Go to the following webpage to download the demo WinPlus-IP software:

www.autoscript.tv/support/software-download

You will be required to complete the registration page.

Where applicable purchase an appropriate WinPlus-IP licence from Videndum Production Solutions and supply an email address to receive a copy of your delivery note.

You will receive an email from Videndum Sales Support with a delivery note including your serial id number.

To Install WinPlus-IP

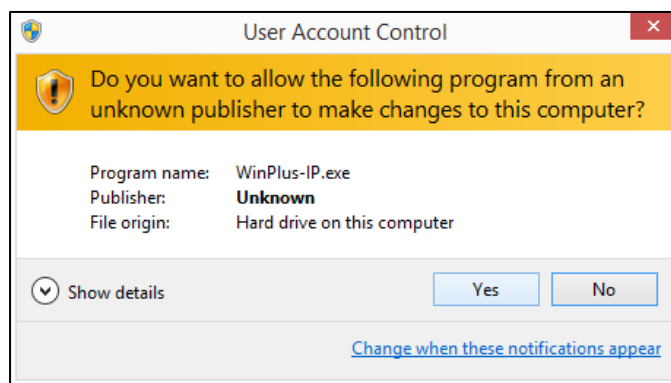
Note: Images below are as a guide only and the actual installed version number may be different.

Run WinPlus-IP.exe

Click I agree to the license terms and conditions and then install



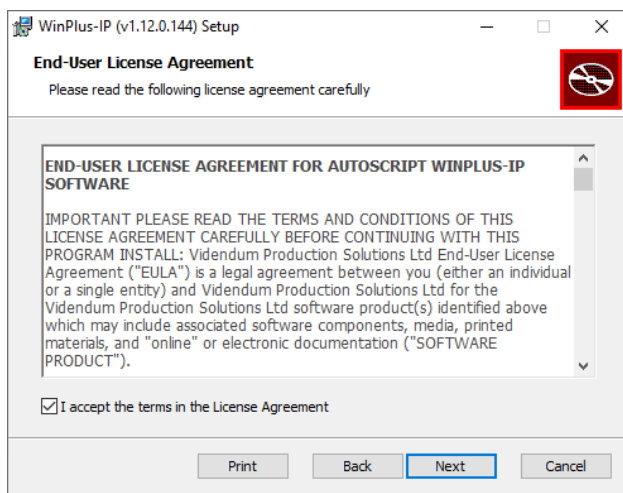
If you are asked if you want to allow WinPlus-IP to make changes to your computer, click Yes



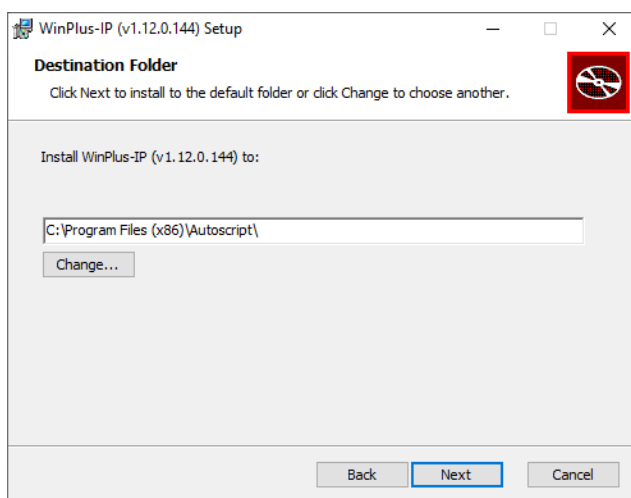
The setup wizard will then continue. Click Next



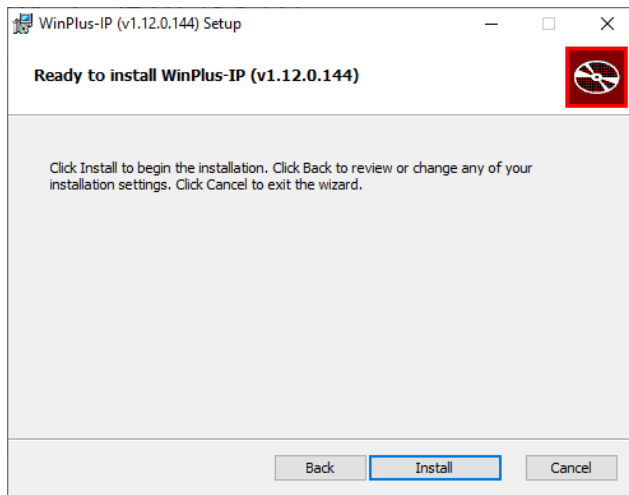
Click I accept the license terms and conditions and click Next



You will then be asked for a location for the destination folder. Enter a new address by clicking Change or click Next for the default location



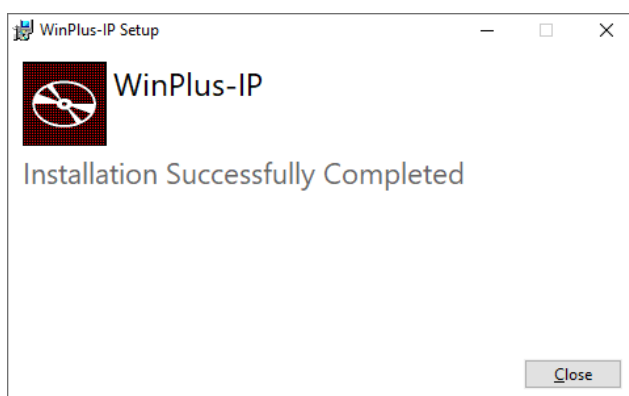
You will be given another opportunity to change the folder, install the application or cancel



Click Finish to complete the installation



If successful, the following window will be displayed

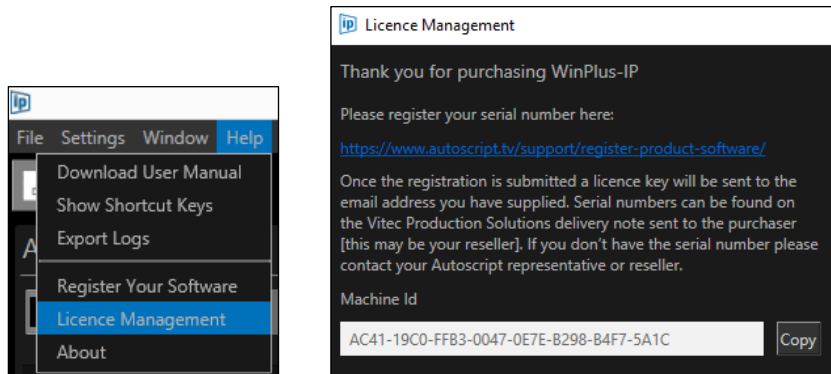


To Activate Your WinPlus-IP Licence

Open WinPlus-IP on the operating PC by double clicking on the WinPlus-IP icon on the desktop:



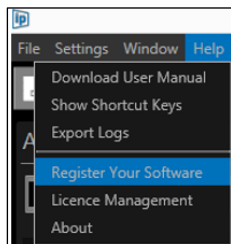
Copy the machine id from the Licence Management window:



Register the machine id and serial id(s) at:

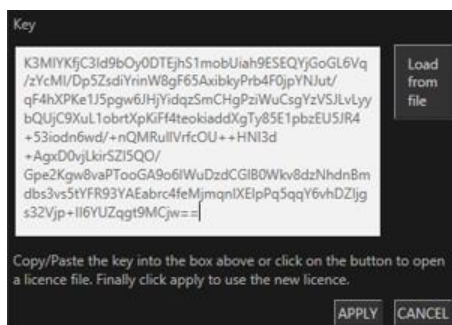
<http://www.autoscript.tv/support/register-product-software/>

You can access that address directly here:

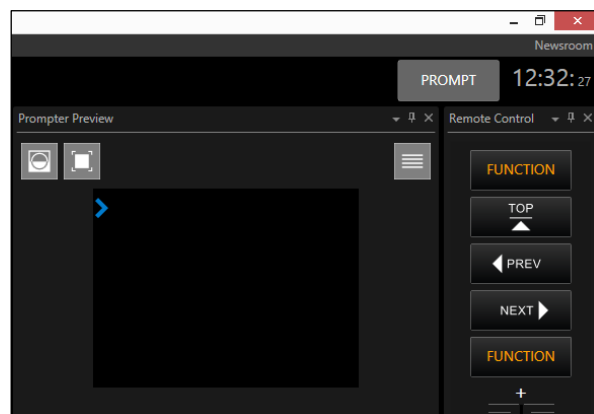
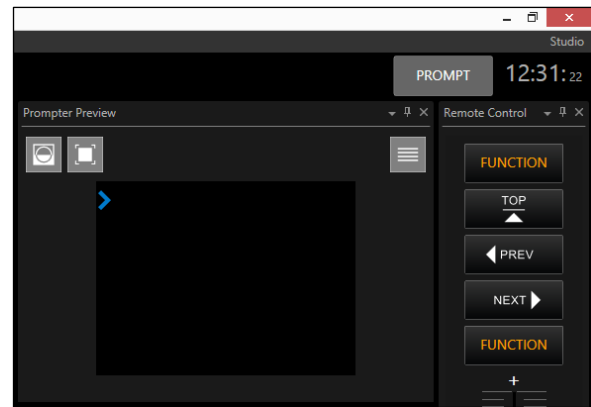
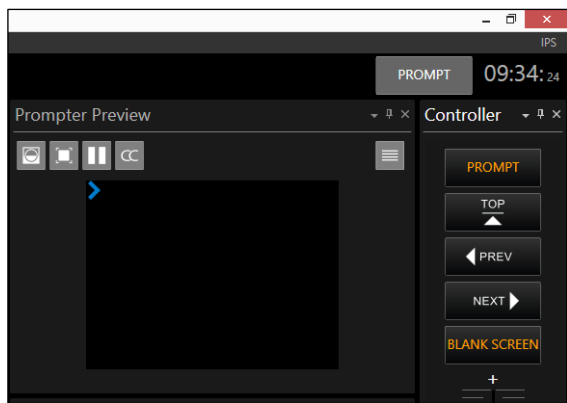


A **licence key** will be sent to the registered email address.

Copy the licence key into the **Key** field in the Licence Management window in WinPlus-IP:



The licence key will unlock the version as per the purchase. You can see the version name in the top right-hand corner Titlebar of the WinPlus-IP GUI, below the Close icon, e.g. IPS/Studio/Newsroom:



Update WinPlus-IP periodically by downloading the latest version from:

www.autoscript.tv/support/software-download

Please Note: An annual licence may be purchased to enable version upgrades [not essential]. Device firmware upgrades are bundled with the WinPlus-IP installation file where applicable.

How to Videos

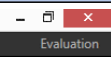
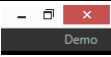

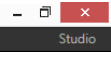
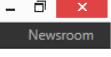
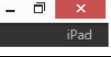
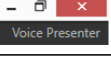

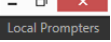
How to videos can be viewed on the Autoscript YouTube channel [here](#):

<https://www.youtube.com/playlist?list=PL0dNC7oaSp0ruJEhBt4FvHt0UGyHhtKF->

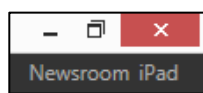
Please check back regularly for new content.

Licence Types

WP-IP has various licence types. Please see the below table for an overview of the licences available (subject to change and addition)

Licence Type	Titlebar Text	Newsroom Connection	Multiple Device Connection	Initial Licence Period	After Licence Expires
Evaluation	 Evaluation	Yes	No	Unlimited	N/A
Demo	 Demo	Yes	Yes	Per Individual Licence	Licence will convert to Evaluation
IPS	 IPS	No	No	12 Months from activation	No loss of functionality, license renewal and software support/update packages available
Studio	 Studio	No	Yes	12 Months from activation	No loss of functionality, license renewal and software support/update packages available
News	 Newsroom	Yes	Yes	12 Months from activation	No loss of functionality, license renewal and software support/update packages available
iPad	 iPad	N/A	Yes	12 Months from activation	No loss of functionality, license renewal and software support/update packages available
Voice Presenter	 Voice Presenter	N/A	N/A	12 Months from activation	Loss of functionality, Voice Presenter license annuity required
Voice Director	 Voice Director	N/A	N/A	12 Months from activation	Loss of functionality, Voice Director license annuity required
Local Prompter	 Local Prompters	N/A	Yes	12 Months from activation	No loss of functionality, license renewal and software support/update packages available

Where a licence has been purchased in conjunction with another licence this will appear in the Titlebar Text
E.g.: Newsroom and iPad

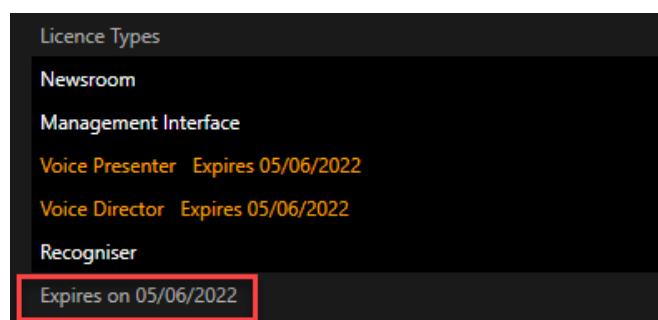


When WP-IP is launched after the expiration date of the licence is passed, the application title bar will display the licence type and the status as [Updates and support ended]

[Updates and support ended]

!!!IMPORTANT!!! Please Note: Expiration of the IPS, iPad, Studio or News licence will not result in the loss of any functionality.

However, if the licence date has been passed, to install any newer software versions, the licence will need to be renewed. Contact your reseller or Autoscript directly to discuss licence renewal options.



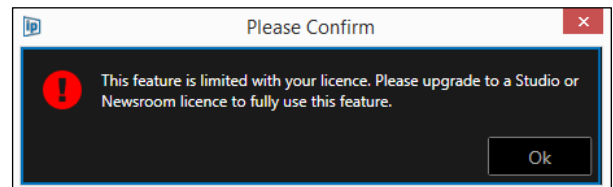
Please Note: You can check the licence expiry at any time by clicking Help/Licence Management and viewing the date under the Licence Types box.

Where individual timed licences are used (for example for Voice or Director) each individual products licence expiry date will be shown beside the licence name.

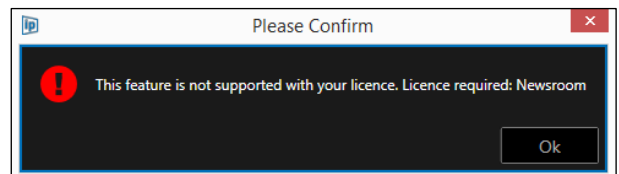
Licence Warnings

If the user attempts to add any features, connections or devices which are not applicable with their licence type, a message will appear explaining what licence type they need to have.

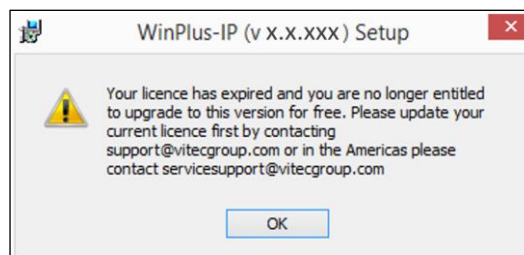
E.g. 1: If a user tries to add a NRCS connection but has a Studio WP-IP licence they will see this message:



E.g. 2: If a user tries to add more than one controller device to WP-IPS they will see this message:



If a user attempts to install a new version of WP-IP when their licence has expired, the installation will begin but will pause and they will see this message:

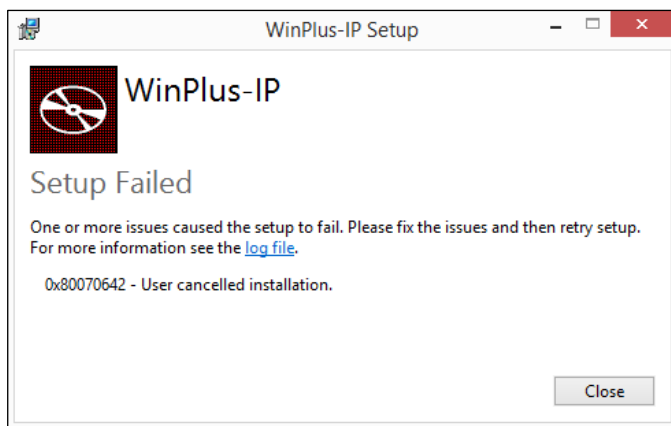


Your licence has expired and you are no longer entitled to upgrade to this version for free. Please update your current licence first by contacting support@Videndumgroup.com or in the Americas please contact servicesupport@Videndumgroup.com Please update your current licence first by contacting support@videndum.com or in the Americas please contact servicesupport@videndum.com

Click OK and the below window will be displayed.



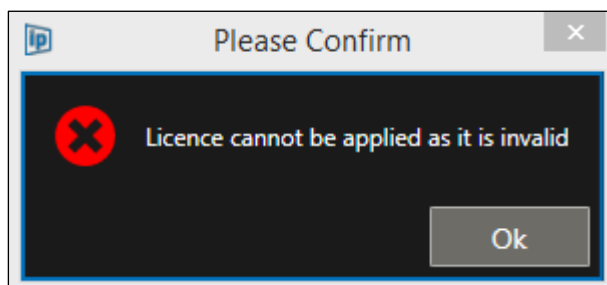
After clicking Finish you will see the following screen.



Click Close to end the update

Invalid Licence Warning

If an invalid licence is applied the below message will appear:



There are several circumstances that can invalidate the licence key:

- WP-IP cannot decrypt the licence key because characters from the key have changed/been added/been removed.
- The Machine ID in the licence is different from the pc's Machine ID
- The Valid From date of the licence must be *before* the current date
- The current date needs to be *before* the Expiration date.

Dongle Licence

Overview

A WinPlus-IP licence can be transferred to a USB. The user creates a Migration Code which is sent to Autoscript who will supply a Migration Authorization Code in return. The Migration Authorization Code is used to move the WP-IP licence onto a Dongle. The Dongle can then be used to licence any machine which can access this Dongle.

This removes the need for a machine ID to be supplied whenever a licence needs to be moved between machines. The Dongle migration process can be performed at any time once a Dongle has been purchased, and only needs to be performed once if the licence is to remain on the Dongle.

Once a licence has been moved from a machine to a Dongle, the prompting machine must be able to access the Dongle to continue prompting to devices.

Requirements

This feature requires the user to be running WinPlus-IP version V1.12 or later. They must also have purchased the USB Licence Dongle (Autoscript Part # A9009-2086).

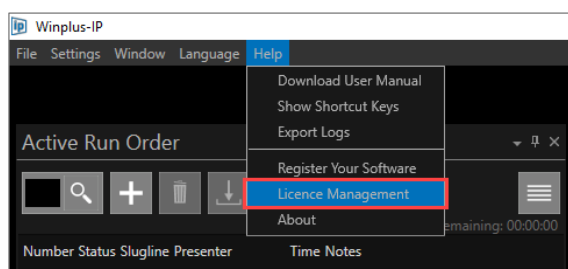
Requesting A Migration Code

After receiving a Dongle, the user connects it to a USB port/hub which the licensed WP-IP machine can access.

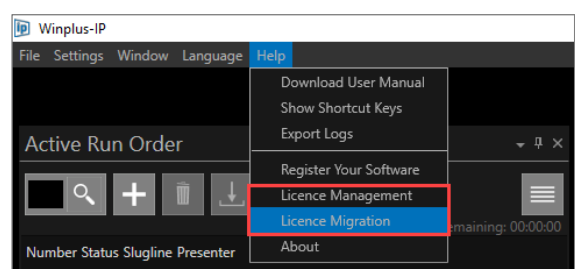
Please Note: WP-IP has a DLL which runs on start-up. The Dongle therefore requires no installation and is driverless.

When the Dongle is connected to the WinPlus-IP machine a new option appears under Help in the main WinPlus-IP toolbar:

Without a Dongle connected:



With a Dongle connected:

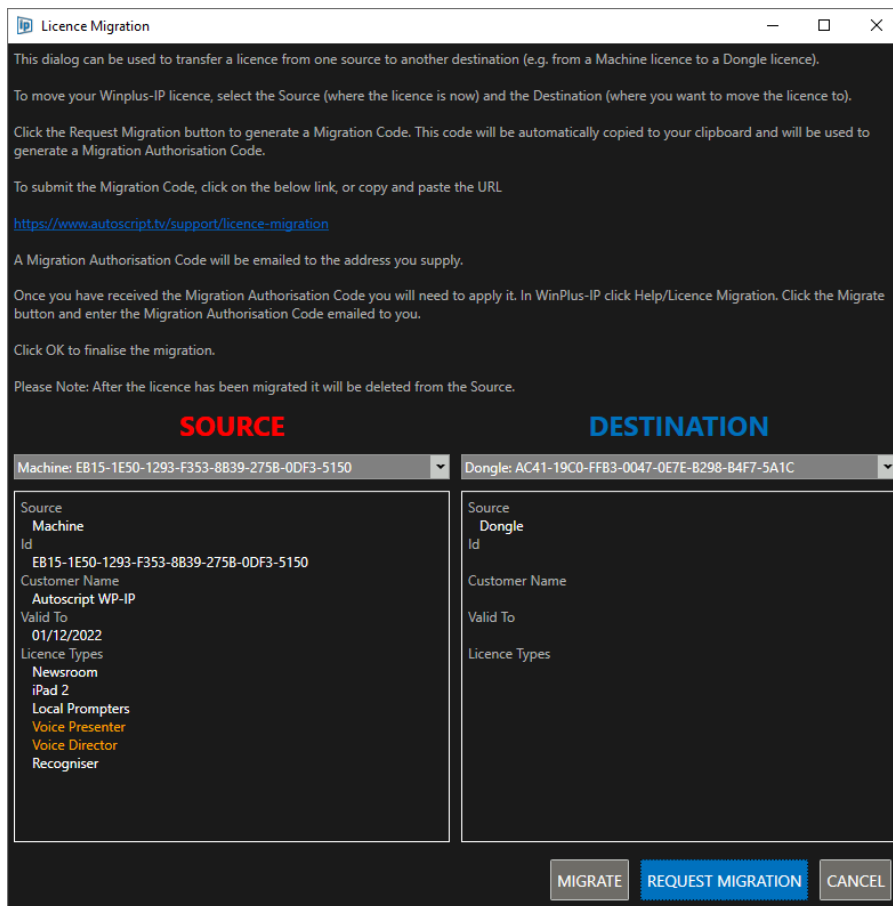


To begin the process of moving the licence from the WinPlus-IP machine to the Dongle, a Migration Code is required. Click Help/Licence Migration. The Licence Migration pane will open. Here you can select:

the SOURCE of the licence (where the licence is now)

the DESTINATION (where you would like to move the licence to).

In this example the source is the machine “Autoscript WP-IP”, and the destination is the Dongle starting AC41. Once the source and destination have been selected click REQUEST MIGRATION:



The 'Licence Migration' dialog box provides instructions for transferring a licence. It includes a link to the support page and a 'REQUEST MIGRATION' button. Below the instructions, there are two columns: 'SOURCE' and 'DESTINATION'. The 'SOURCE' column shows a machine licence for 'Autoscript WP-IP' with a valid-to date of 01/12/2022. The 'DESTINATION' column shows a dongle licence. At the bottom, there are three buttons: 'MIGRATE', 'REQUEST MIGRATION', and 'CANCEL'.

This dialog can be used to transfer a licence from one source to another destination (e.g. from a Machine licence to a Dongle licence).

To move your Winplus-IP licence, select the Source (where the licence is now) and the Destination (where you want to move the licence to).

Click the Request Migration button to generate a Migration Code. This code will be automatically copied to your clipboard and will be used to generate a Migration Authorisation Code.

To submit the Migration Code, click on the below link, or copy and paste the URL

<https://www.autoscript.tv/support/licence-migration>

A Migration Authorisation Code will be emailed to the address you supply.

Once you have received the Migration Authorisation Code you will need to apply it. In WinPlus-IP click Help/Licence Migration. Click the Migrate button and enter the Migration Authorisation Code emailed to you.

Click OK to finalise the migration.

Please Note: After the licence has been migrated it will be deleted from the Source.

SOURCE	DESTINATION
Machine: EB15-1E50-1293-F353-8B39-275B-0DF3-5150	Dongle: AC41-19CD-FFB3-0047-0E7E-B298-B4F7-5A1C

Source

Machine

Id

EB15-1E50-1293-F353-8B39-275B-0DF3-5150

Customer Name

Autoscript WP-IP

Valid To

01/12/2022

Licence Types

Newsroom

iPad 2

Local Prompters

Voice Presenter

Voice Director

Recogniser

Source

Dongle

Id

Customer Name

Valid To

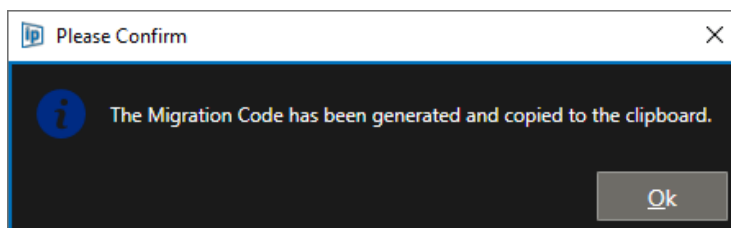
Licence Types

MIGRATE

REQUEST MIGRATION

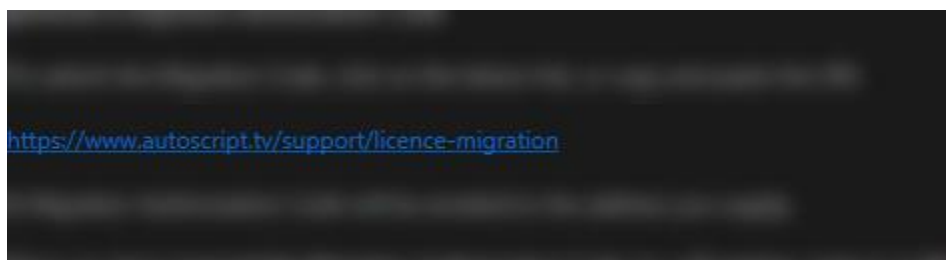
CANCEL

This will automatically generate a Migration Code. This code will be automatically copied to your clipboard and you will see this confirmation message:



Click OK to close the message.

You now need to submit the Migration Code. To do that click on the link in the pane:



If you cannot access the hyperlink immediately, paste the copied Migration Code into a file then open a browser and go to:

<https://www.autoscript.tv/support/licence-migration>

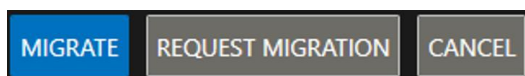
Complete the details required.

A Migration Authorisation Code will be emailed to the address you supplied.

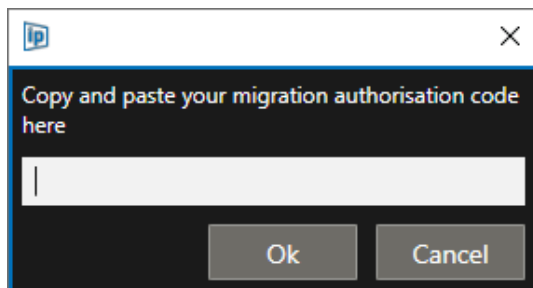
Applying A Migration Code

Once you have received the Migration Authorisation Code you can apply it.

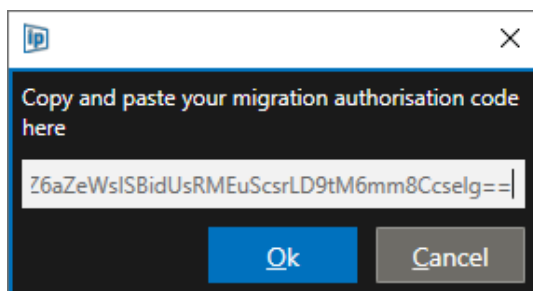
In WinPlus-IP click Help/Licence Migration. Click the Migrate button.



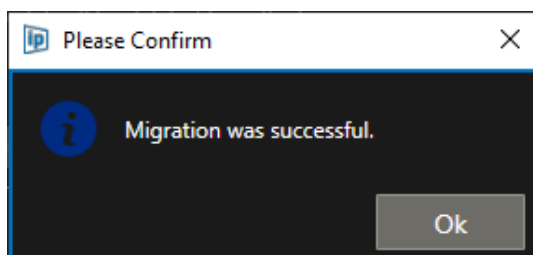
A new window will open.



Paste the Migration Authorisation Code emailed to you here and click OK to complete the migration



If successful, you will see the below message.



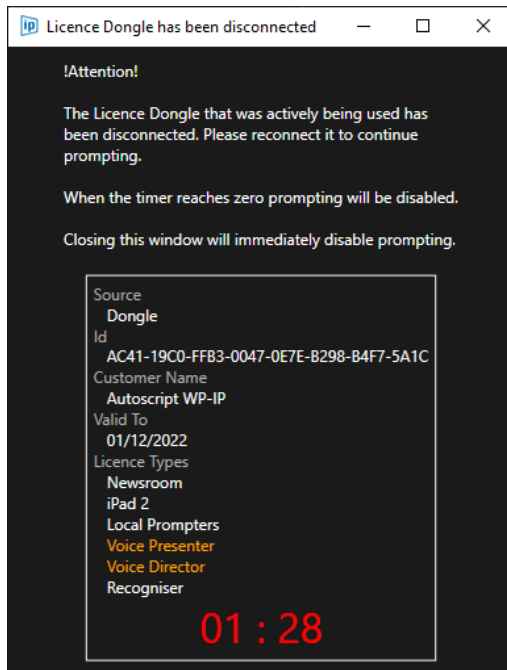
Click OK and Cancel to close the Licence Migration window.

Please Note: After the licence has been migrated it will be deleted from the Source.

Moving the Licence Dongle

If you would like to transfer a WinPlus-IP licence to a different machine, remove access to the Licence Dongle from the machine it is currently in use by. A warning window will be displayed which tells you the active Dongle has been disconnected and that you have 90 seconds to reconnect.

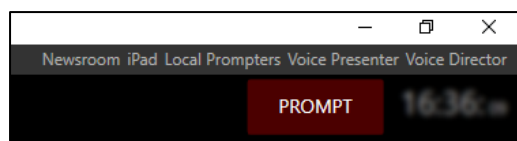
A countdown shows the remaining Min/Sec before the disconnect occurs.



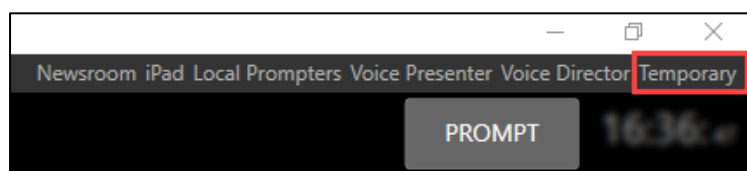
When the timer reaches 0 the licence will revert to a Temporary licence and Prompting will be disabled. If you close the window before the timer reaches 0 prompting will immediately be disabled.

All devices will still be connected but the ability to enable prompting is removed. The licence type will show as Temporary.

With active licence/licenced dongle:



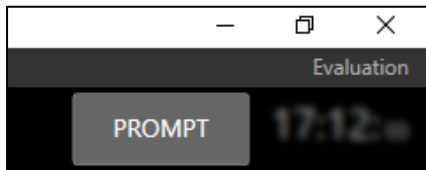
With licenced dongle removed:



If you reconnect the dongle before the 90 seconds countdown is up the licence dongle warning will close and prompting will continue as before.

Once you have moved the licence to the Dongle:

If you close WinPlus-IP and relaunch it without the Licence Dongle attached, WinPlus-IP will open in Evaluation mode:

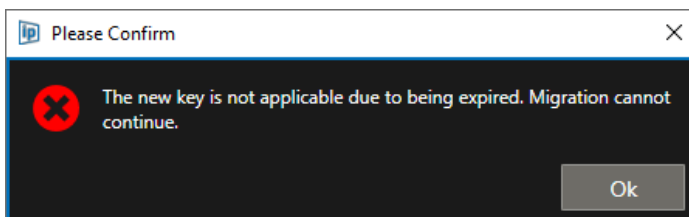


If you connect the Licence Dongle **after** WinPlus-IP has already launched, allow a few moments for the licence on the dongle to be automatically detected and the licence type applied to WinPlus-IP.

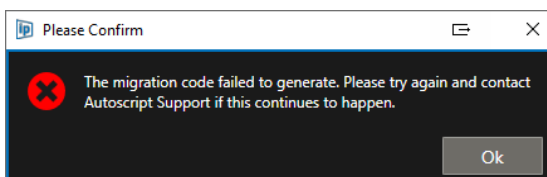
If you launch WinPlus-IP with the Licence Dongle attached, the licence on the dongle will be automatically detected and the licence type will be applied to WinPlus-IP when it launches.

Error/Warning messages:

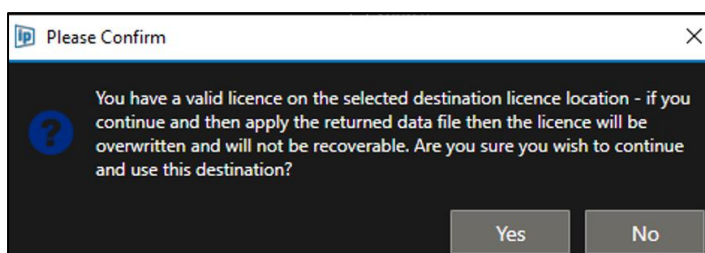
If you have requested a Migration Authorisation Code but you do not apply it before your WinPlus-IP licence expires you will see this error message. Request a new Migration Authorisation Code to continue.



If you attempt to request a migration code and WinPlus-IP cannot create one you will see this error message. Please click the Request Migration button again. If it still fails, contact Autoscript support.



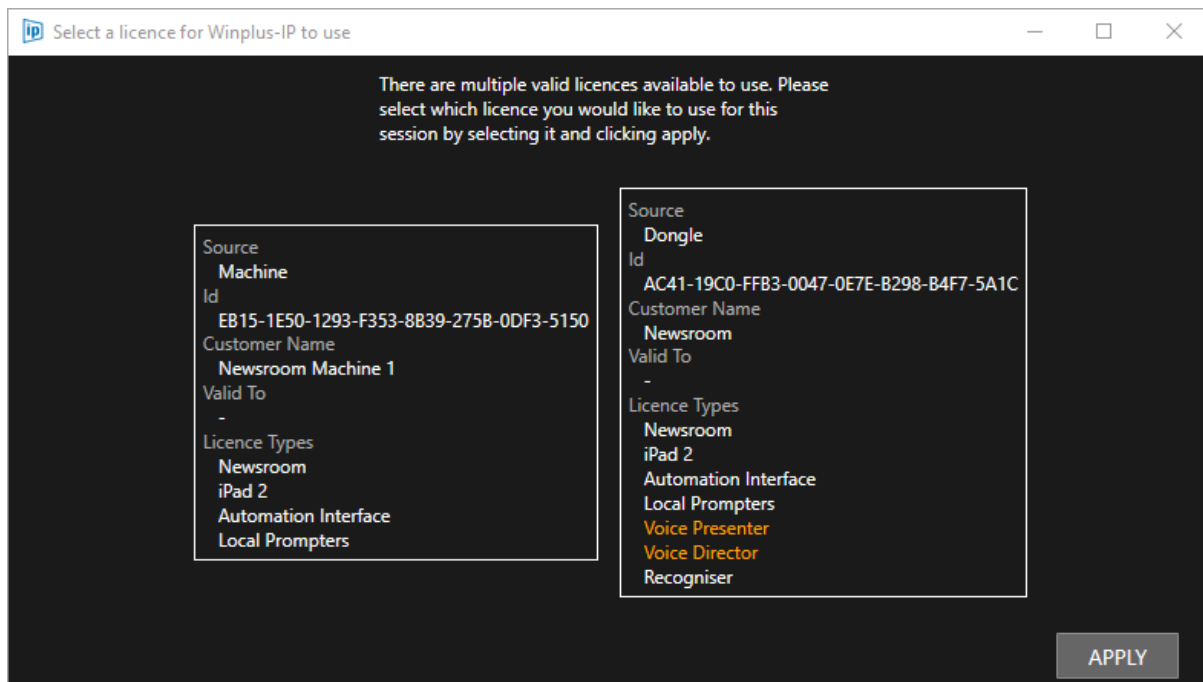
If you attempt to Request a new Migration Authorisation Code for a destination which already has a licence this warning will alert you that the original licence will be overwritten with the new one.



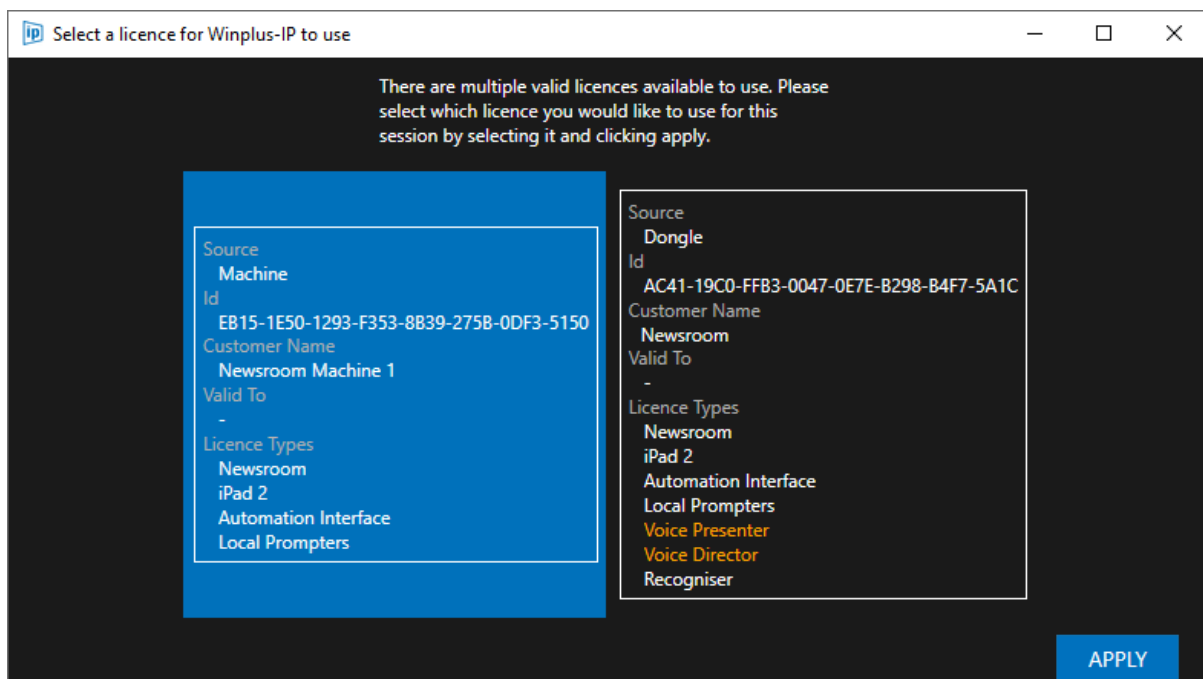
If you launch WinPlus-IP on a machine which is already licenced with a Dongle connected, you will be asked which licence you would like to apply.

The pane on the left will be the licence on the Machine (Source = Machine).

The pane on the right will be the licence on the Dongle (Source = Dongle).



Click the licence you would like to select (the box will turn blue) and click Apply

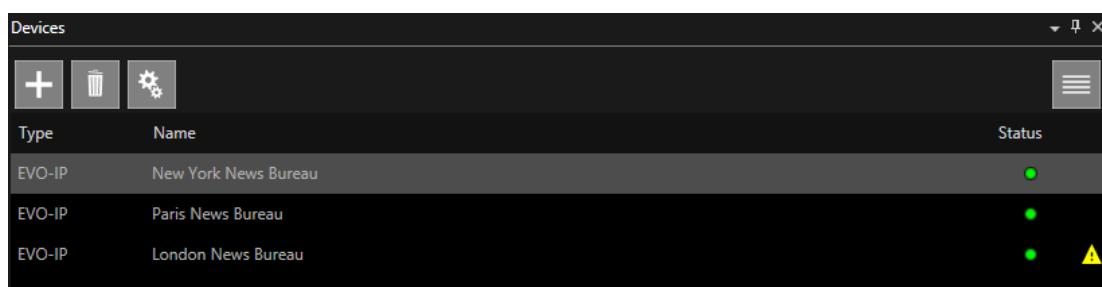


Firmware Upgrade

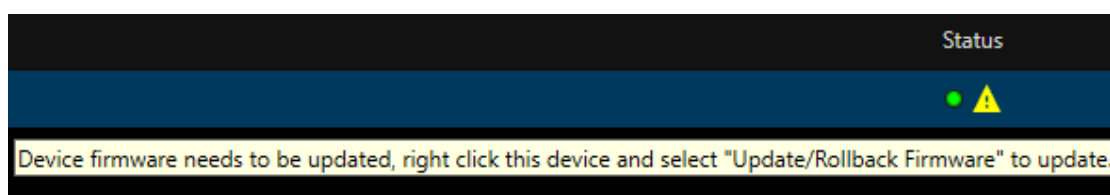
Occasionally there will be a need to update firmware on the devices.

Please Note: To access firmware updates, the latest version of WP-IP must be running

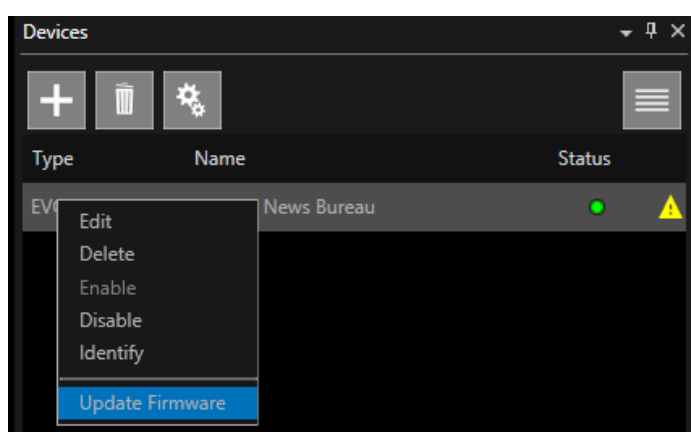
Firmware is bundled with the WP-IP installer. When WP-IP is launched, any device in the **Devices** window requiring a firmware upgrade will display a warning sign (yellow triangle) beside the device Status light:



The message will show as “Device firmware needs to be updated....”:



To update the firmware, right click on the device and select Update Firmware:

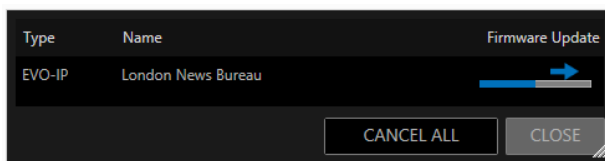


The application will automatically go to the file location for the updater.

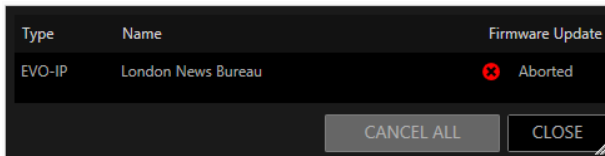
The firmware updater window will open, and the update will begin.

An arrow moving to the right shows the image is downloading to the device.

A blue progress bar will indicate how much of the process has been completed:

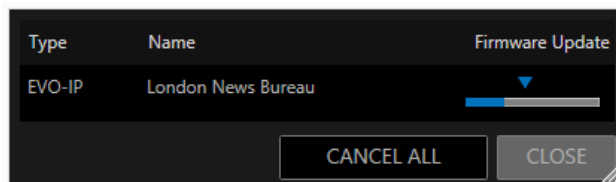


If you select to cancel, the update the process will show as aborted:

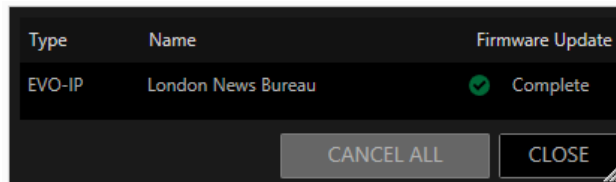


Once the firmware download to the device has completed, the install will automatically begin.

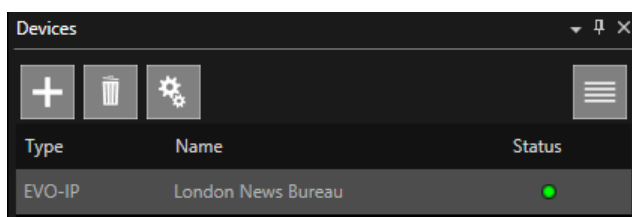
A blue arrow moving down shows the image is installing. A blue progress bar will indicate how much of the process has been completed:



When the image installation is done, the Firmware Update will show as “Complete”:



The warning sign will no longer be visible in the Status column of the **Devices** window.



Please Note: Multiple devices can be updated simultaneously in parallel. It is not necessary to update devices one at a time.

When updating firmware, the monitor will display the message “Image Uploading” while the firmware is being downloaded to the unit. The monitor will display the message “Writing Image” when installing the new firmware.

Adding Devices

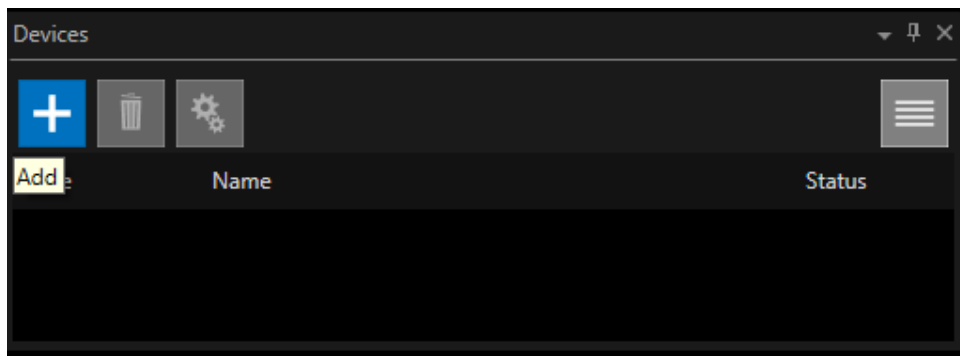
Multiple devices can be added to the **Device** window to enhance the application's functionality. These include IP devices:

- On-camera prompter units (EPIC-IPXX, EVO-IPXX, EVO-IPSXX)
- XBOX-IP
- IP scroll controllers
- IDevice (iPad/iPhone)

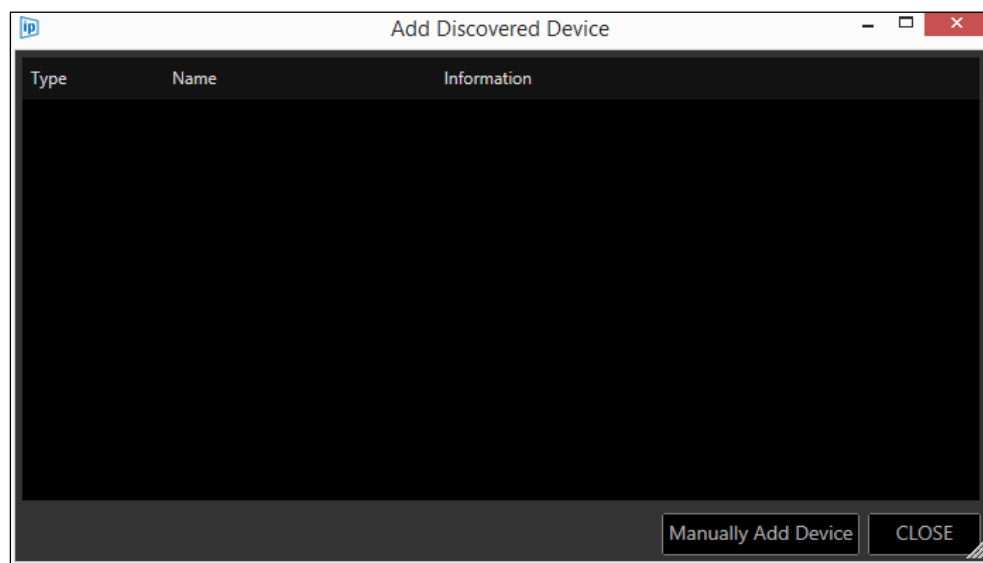
Please Note: Support is also included for serial devices such as legacy controllers and closed caption encoders.

The process for adding IP devices is the same regardless of the device type.

In the devices window click the + icon:



This will launch the Add Discovered Device window:



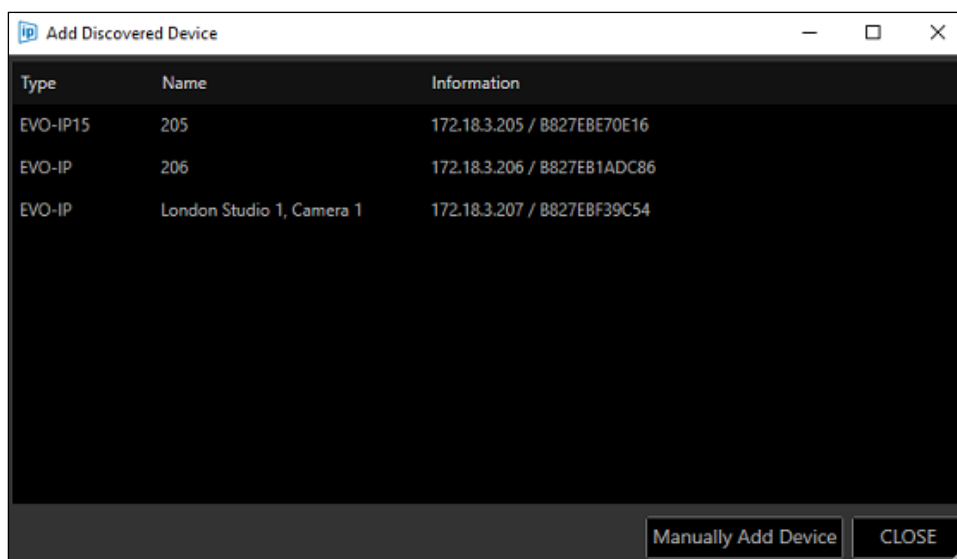
You now have two options:

Option 1: Add Discovered Device

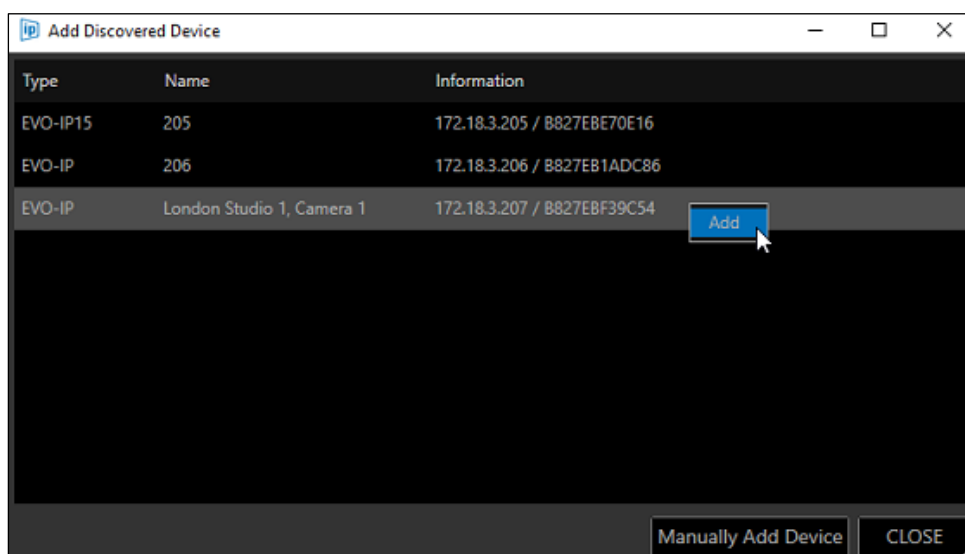
Option 2: Manually Add Device

Adding An Auto Discovered Device

When “Add Discovered Device” is clicked, a list of the available devices connected to the network will populate. The window shows the type of device available, its friendly name, its IP address and MAC address:

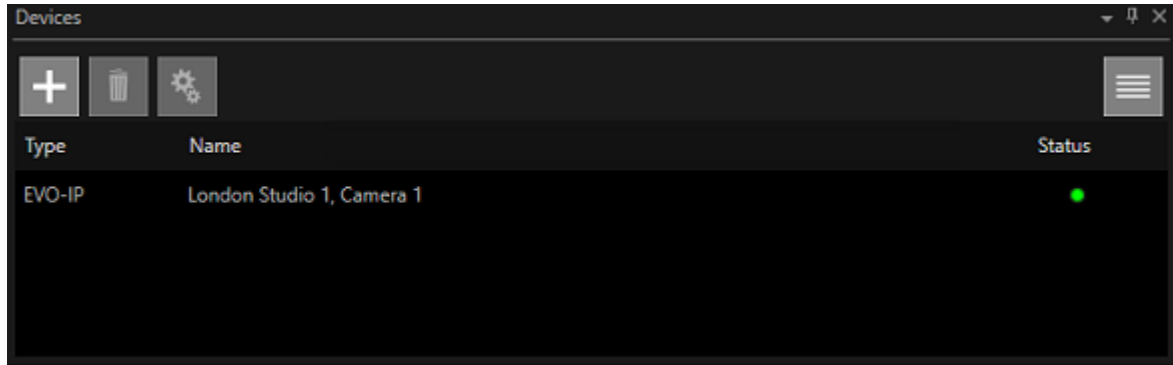


Right click and select “Add” or double click on the selected device:

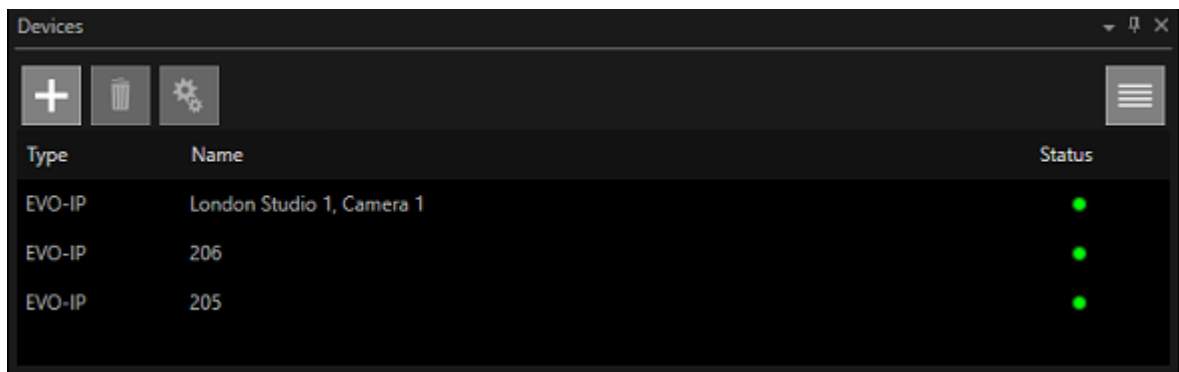


Devices must be added one at a time.

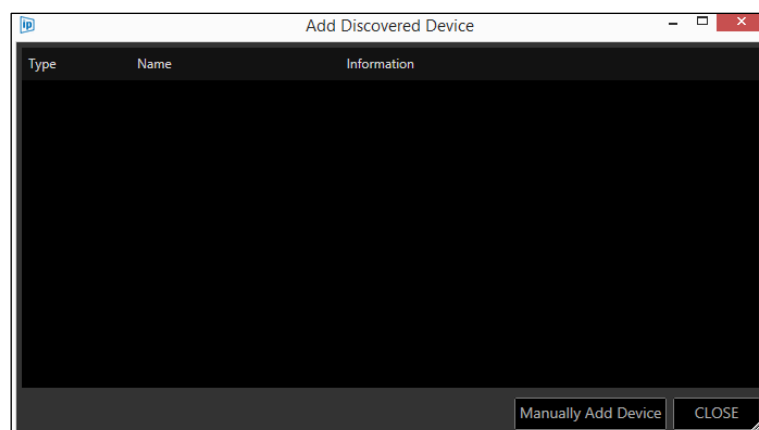
When the device is added it will disappear from the **Add Discovered Device** window and appear in the Devices list:



Repeat these steps to add all remaining devices:

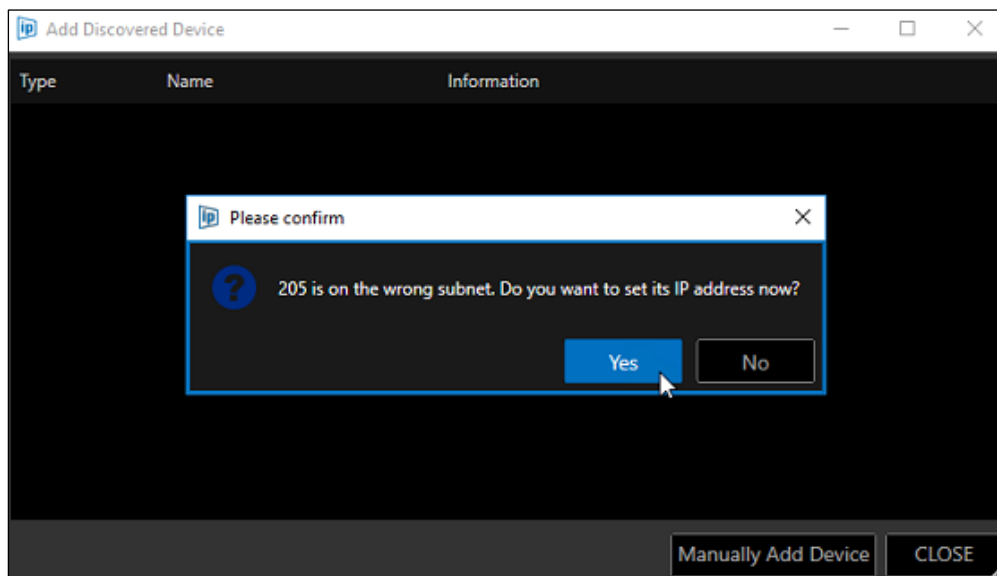


When all available devices are added to the Devices list, the **Add Discovered Device** window will be empty:



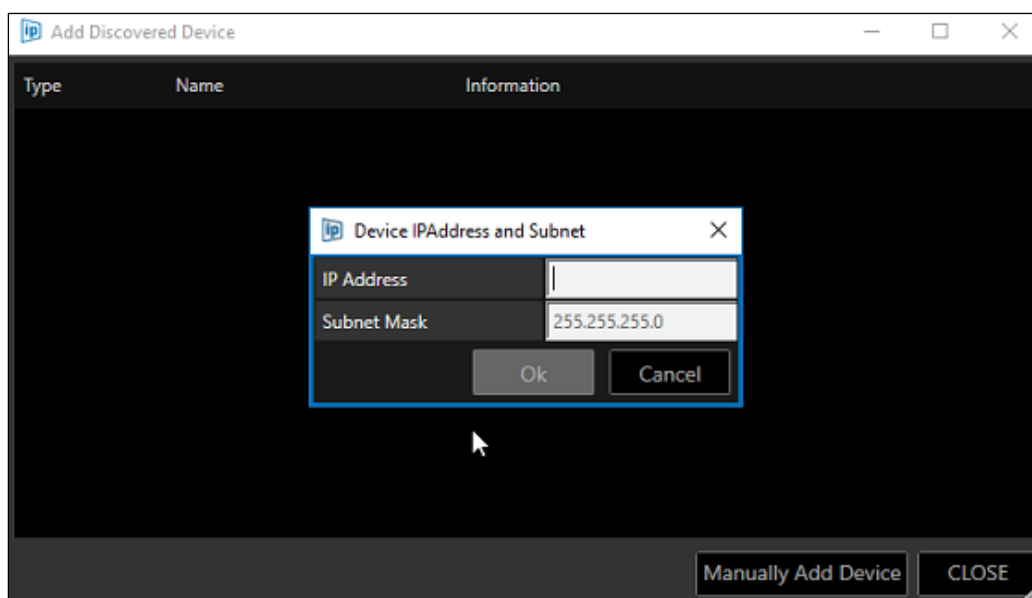
Any new devices subsequently attached to the network will become visible in the **Add Discovered Device** window.

If a device is added but it is on the wrong subnet, a window will open to allow the user to edit the device's IP address:



Click "Yes" to confirm and the **Device IPAddress and Subnet** window will open.

Edit the devices IP address and subnet mask. Click "Ok":



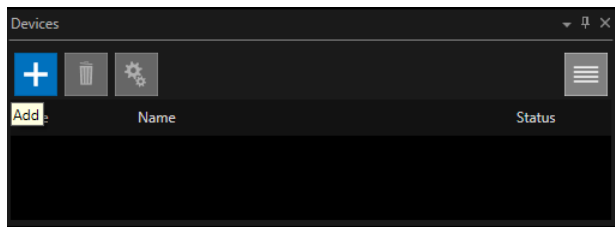
Please Note: If you do not edit the Subnet Mask to match that of the appropriate network the device will be added to the Devices window but you will not be able to use that device.

Take care to enter the IP address and Subnet Mask into the corresponding field.

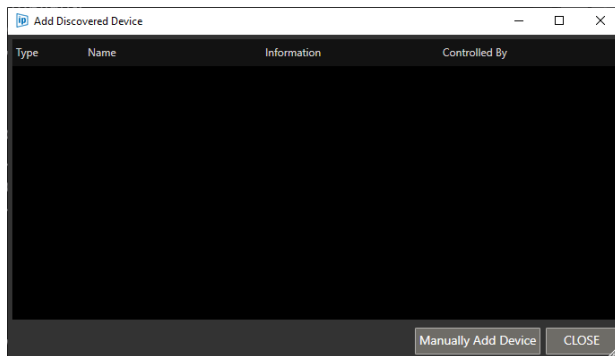
Manually Adding A Device

If a device is connected to the network but is not visible in the **Add Discovered Device** window, the user may manually add the device.

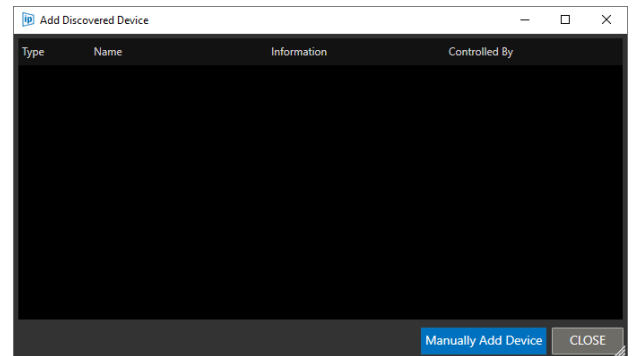
In the devices window click the + icon:



This will launch the **Add Discovered Device** window:

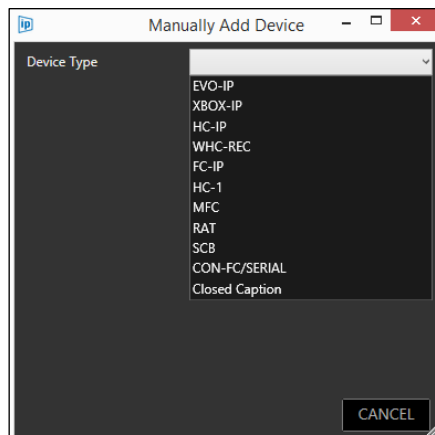
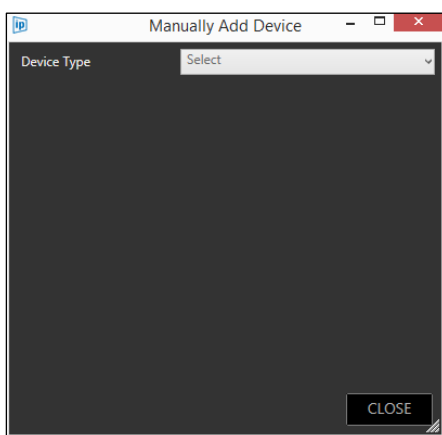


Click “Manually Add Device”:

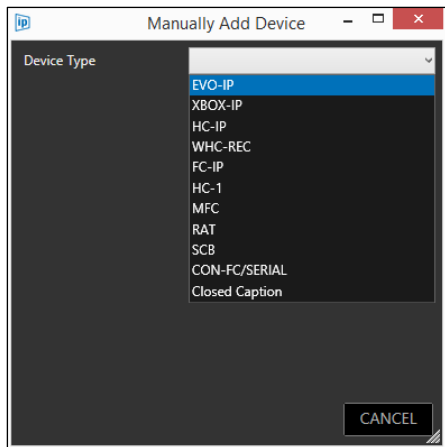


The **Manually Add Device** window will open.

Click “Select” to view a pull-down of the available device types:

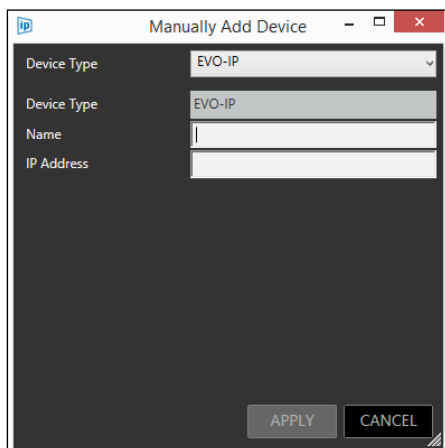


Choose the device type by clicking on it. In this example, we select an EVO-IP on-camera prompter device:

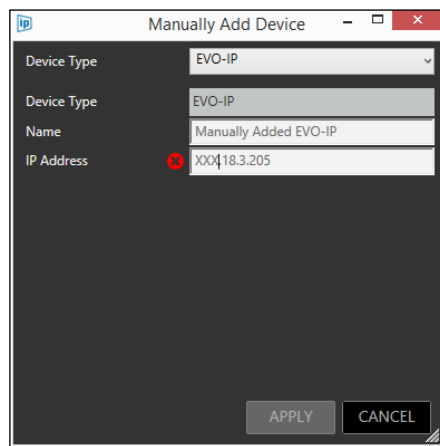
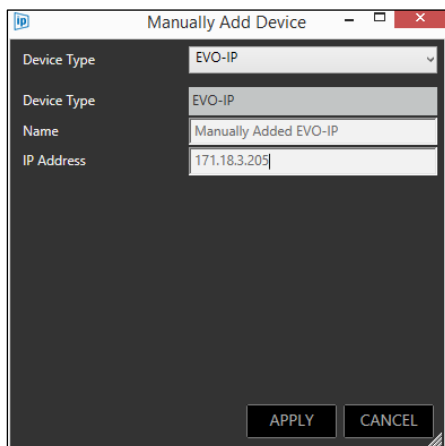


Please Note: The available devices list is subject to change as new devices are added and as legacy support expires. If your desired device does not appear, you may require a software update.

After selecting your device type, the **Manually Add Device** window will then give you the opportunity to add a friendly name and the device IP Address:



Populate these fields. Any incorrect entries will result in an error icon being displayed next to the field:



Click "APPLY":

Manually Add Device

Device Type: EVO-IP

Device Type: EVO-IP

Name: Manually Added EVO-IP

IP Address: 172.18.3.205

APPLY CANCEL

The device will now appear in the Devices list:

Type	Name	Status
EVO-IP	Manually Added EVO-IP	●

IMPORTANT NOTE:

Please be aware of the following during Device Addition

- When a device is connected and assigned with a static IP address, any previously added auto-discovered profile for the device should be deleted.
- Once this now statically assigned device is deployed, it should then be manually added to the Device pane.

If the auto-discovered profile is retained, it may connect.

*However, if for any reason the connection is interrupted, it will **not re-connect***

This interruption could be for a number of reasons:

- WinPlus-IP application is restarted
- The device is removed from network and re-mounted to network
- The device powered off and back on
- The network activity times out

Adding additional Display Devices

WP-IP has a feature which enables a local display output (HDMI, VGA, DP etc.) or NDI stream of the prompter preview or prompter output.

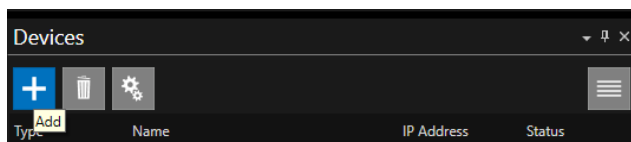
Please Note: This is a licenced feature, part # WP-IPLPNDI

A maximum of three local or NDI outputs (combined) are allowed. E.g. You can enable 1 x NDI Prompter and 2 x Local Prompter, or 3 x NDI Prompter and 0 x Local Prompter etc.

It is recommended that NDI 5 or later be used but not essential.

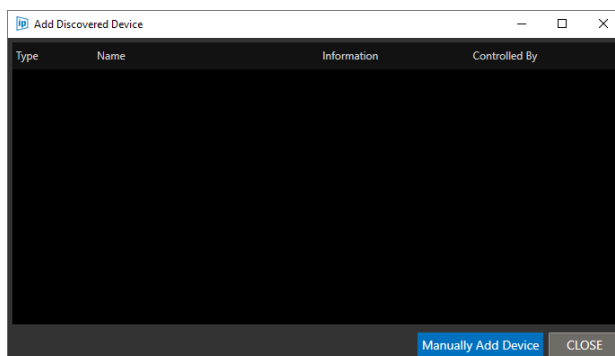
Adding an NDI Prompter

To add an NDI Prompter, in the Devices pane, click the + button.

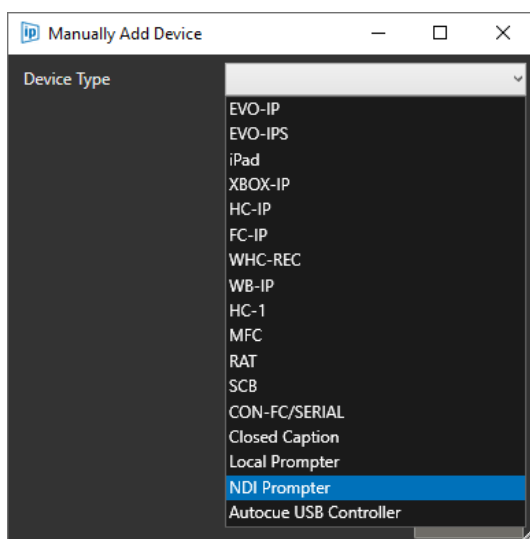


This will open the Add Discovered Device pane. The NDI Prompter cannot be auto discovered.

You must click Manually Add Device.

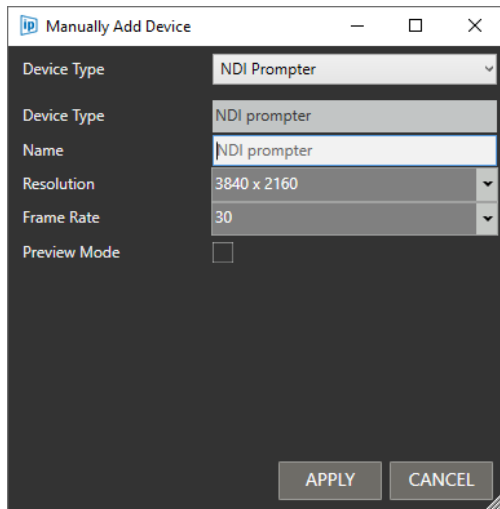


Click the pull down and select NDI Prompter.



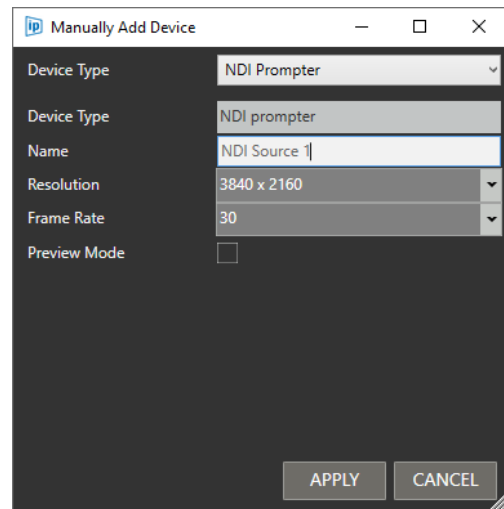
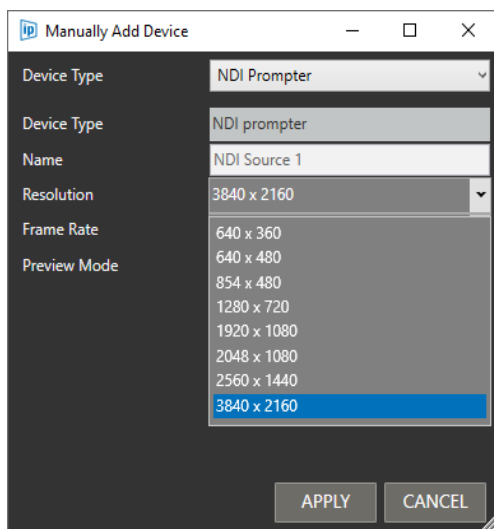
The Manually Add Device window will then give you the opportunity to enter a friendly name.

A default name is already entered. Type the name you would like to use. E.G. NDI Source 1.



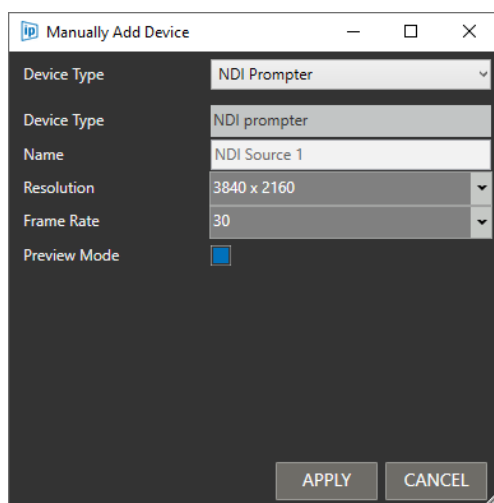
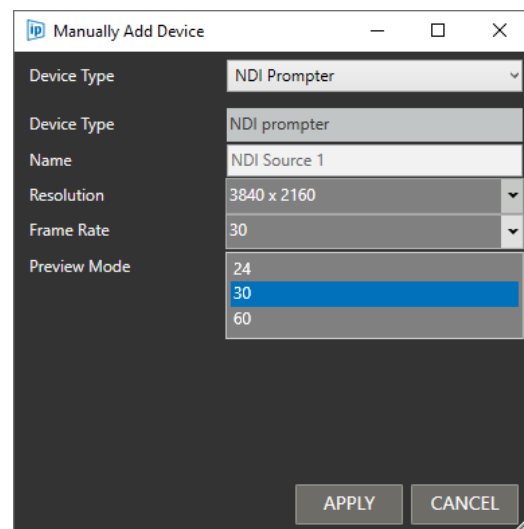
Resolution:

To select the desired NDI Prompter resolution, click the pull down and click on the resolution.



Frame Rate:

To select the desired NDI frame rate, click the pull down and click on the frame rate.



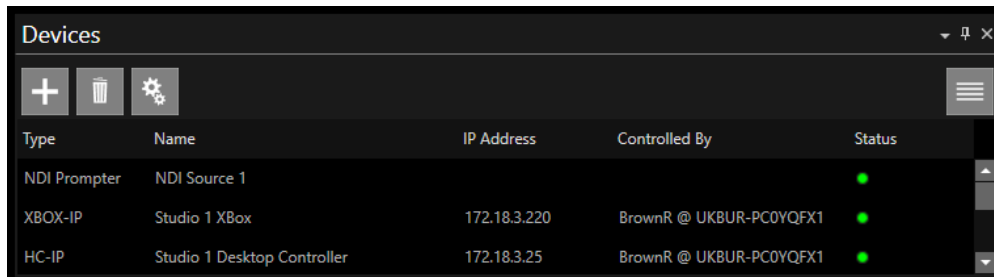
Preview Mode:

Enabled: When prompting is switched off, the source output will show the text which will be displayed when the prompting is switched on again.

Disabled: When prompting is switched off, the source output will not show the text which will be displayed when the prompting is switched on again.

Please Note: overlays such as cue markers and clock/timer will be displayed on the source output regardless of the Preview Mode status

When added the NDI Prompter will be shown in the Devices pane with other devices.

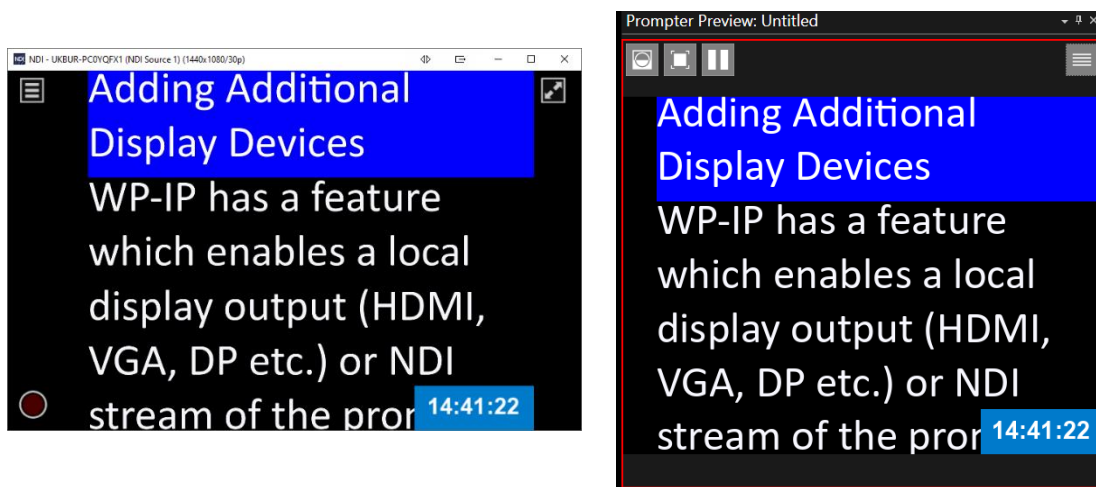


Type	Name	IP Address	Controlled By	Status
NDI Prompter	NDI Source 1			●
XBOX-IP	Studio 1 Xbox	172.18.3.220	BrownR @ UKBUR-PC0YQFX1	●
HC-IP	Studio 1 Desktop Controller	172.18.3.25	BrownR @ UKBUR-PC0YQFX1	●

Edits to the configuration can be made using the Device Configuration button.

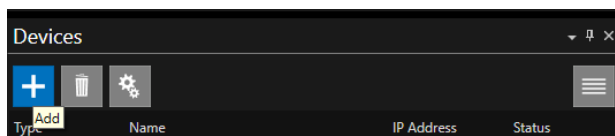
Please Note: IP address and Controlled by will not be visible for NDI Prompter

When prompting is enabled the NDI source will be the same as the WP-IP Preview



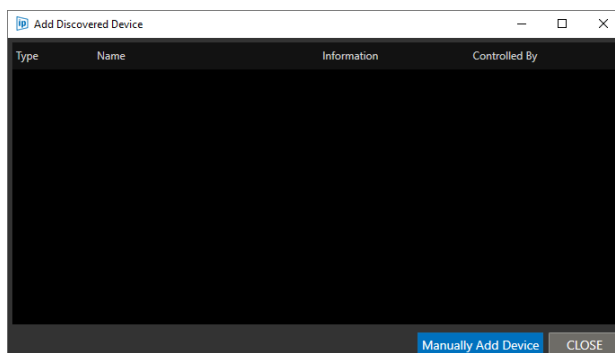
Adding a Local Prompter

To add a Local Prompter, in the Devices pane, click the + button.

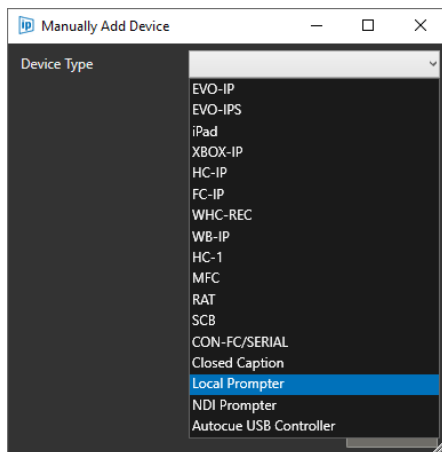


This will open the Add Discovered Device pane. The Local Prompter cannot be auto discovered.

You must click Manually Add Device.



Click the pull down and select Local Prompter.



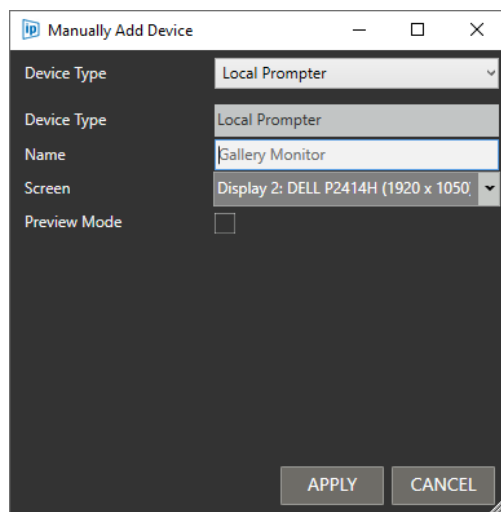
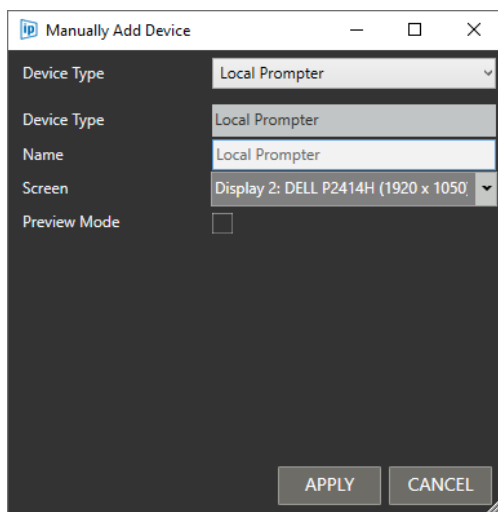
The Manually Add Device window will then give you the opportunity to enter a friendly name.

WP-IP will automatically detect the connected screen/s and list them in the Screen pull down.

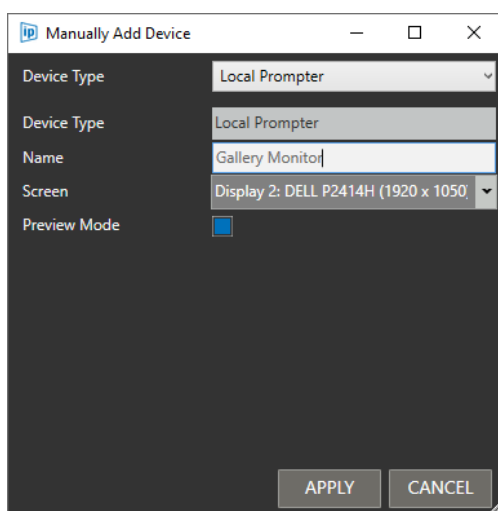
It will list all connected screens other than the one that Winplus-IP is running on.

Select the one you want to configure.

A default name is already entered. Type the name you would like to use. E.G. Gallery Monitor



The window will show the Display number and the resolution the monitor is set to at that time.



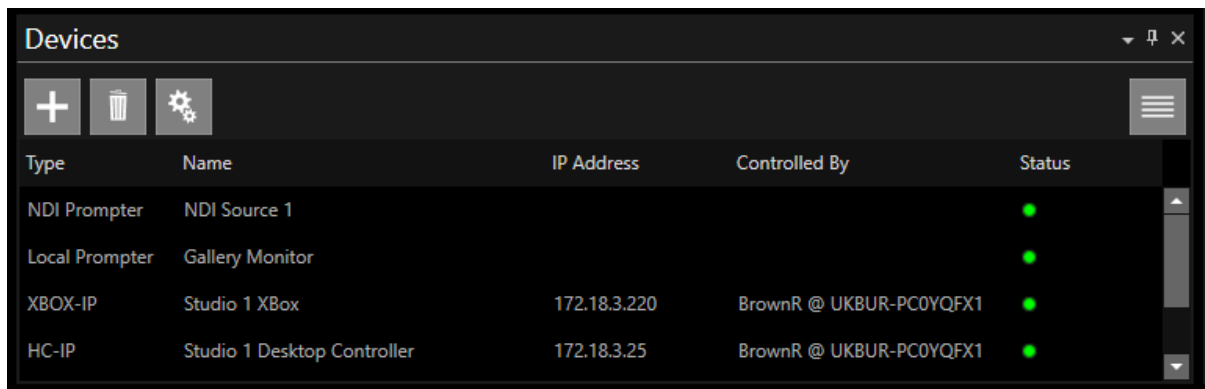
Preview Mode:

Enabled: When prompting is switched off, the Local Prompter will show the text which will be displayed when the prompting is switched on again.

Disabled: When prompting is switched off, the Local Prompter will not show the text which will be displayed when the prompting is switched on again.

Please Note: overlays such as cue markers and clock/timer will be displayed on the source output regardless of the Preview Mode status.

When added the Local Prompter will be shown in the Devices pane with other devices.

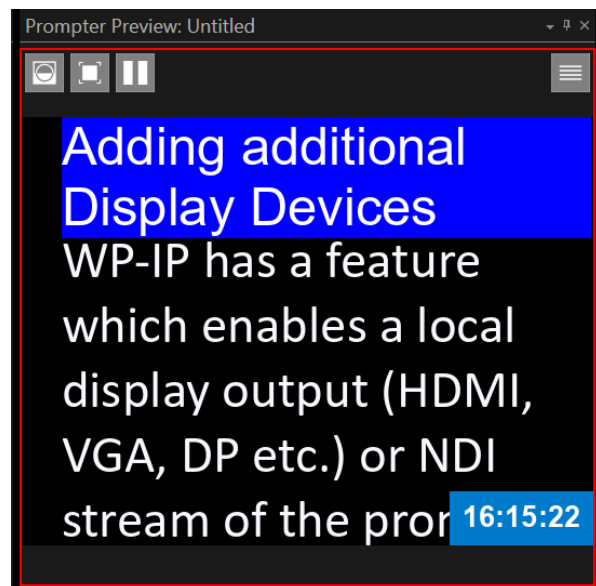
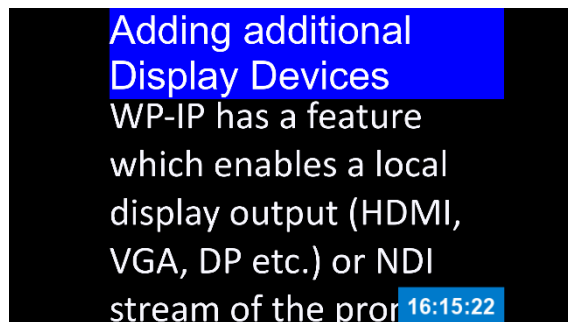


Type	Name	IP Address	Controlled By	Status
NDI Prompter	NDI Source 1			●
Local Prompter	Gallery Monitor			●
XBOX-IP	Studio 1 Xbox	172.18.3.220	BrownR @ UKBUR-PC0YQFX1	●
HC-IP	Studio 1 Desktop Controller	172.18.3.25	BrownR @ UKBUR-PC0YQFX1	●

Edits to the configuration can be made using the Device Configuration button.

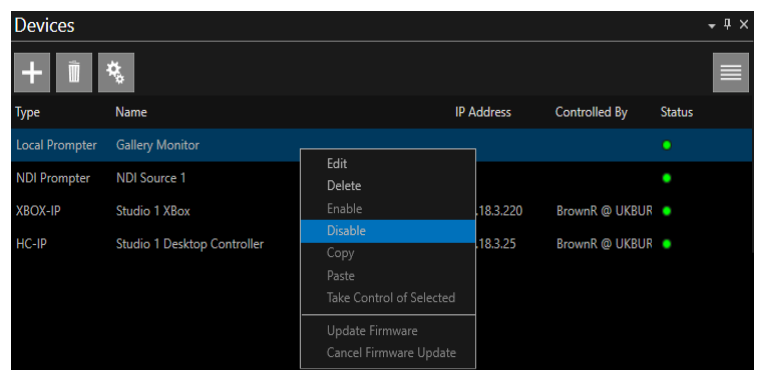
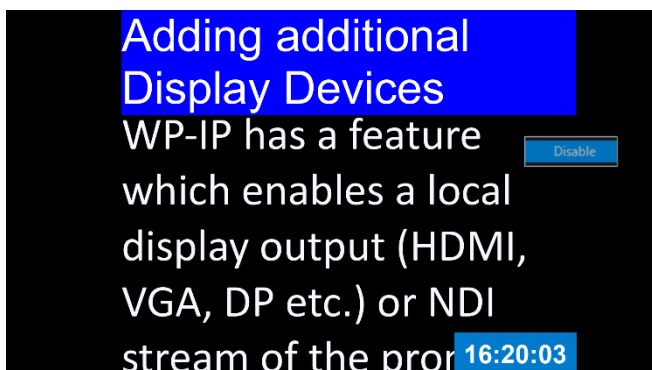
Please Note: IP address and Controlled by will not be visible for Local Prompter.

When prompting is enabled the Local Prompter display will be the same as the WP-IP Preview.

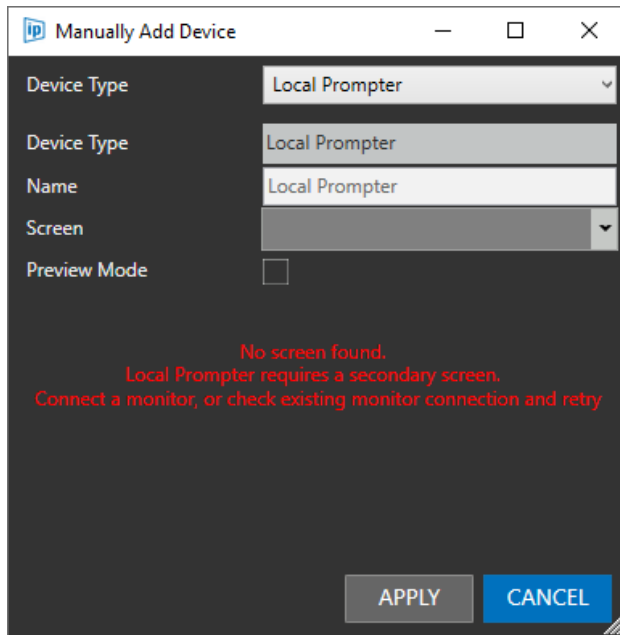


To exit Local Prompter, right click anywhere on the screen and click Disable...

... or in the Devices pane, select the Local Prompter you want, right click and select Disable



If when trying to add a Local Prompter WP-IP cannot detect an external display to connect to, the below message will be displayed:

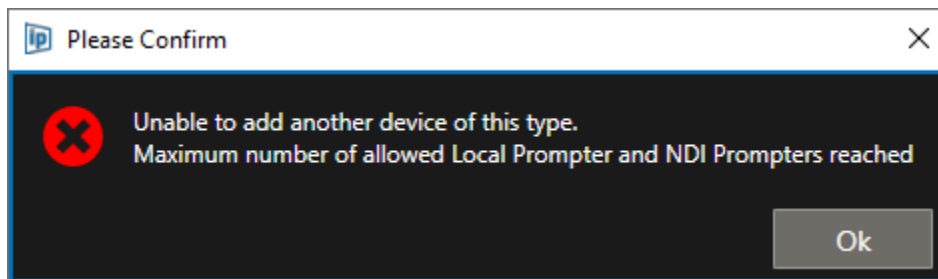


Click CANCEL, or the close X, and check you monitor connections/monitor power.

Try the manually add Local Prompter procedure again.

The maximum number of display devices (Local or NDI) that can be added is 3.

If a user attempts to add an additional device, they will see the below message.

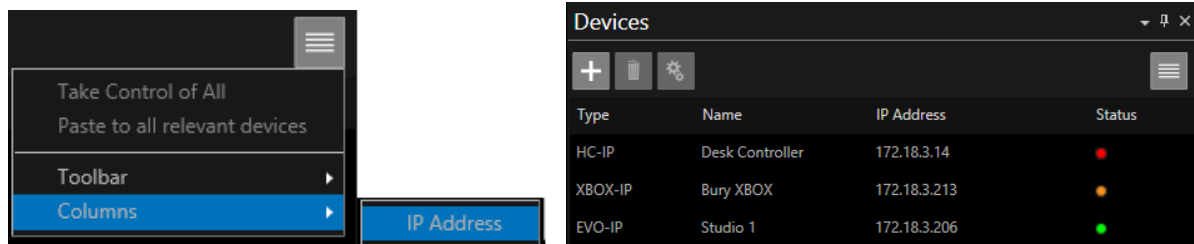


To add a new display device, delete an existing display device (Local or NDI).

Please Note: Disabling a display device in WP-IP will not enable addition of a new device, the existing device must be deleted.

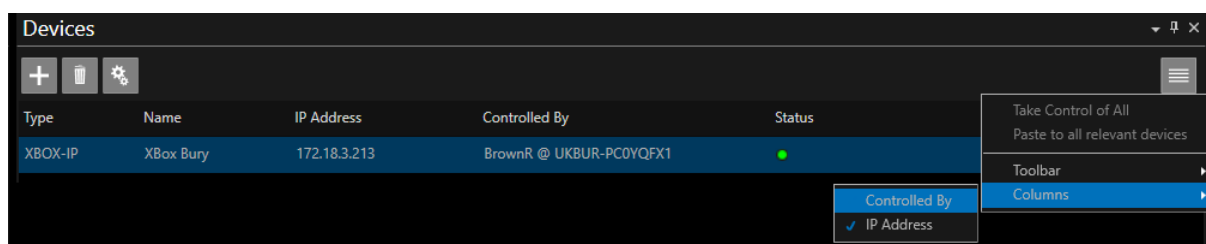
Displaying Device IP Address

To display the device IP address in the devices pane, click the burger then Columns/IP Address



Displaying Device Ownership

To display the name of the machine which currently has ownership of a device, in the Devices pane click the burger then Columns/Controlled By:



This column will display the users name @ the machine device name.

The users name is the name they are logged into the machine with.

The device name is as seen in the About details of your PC

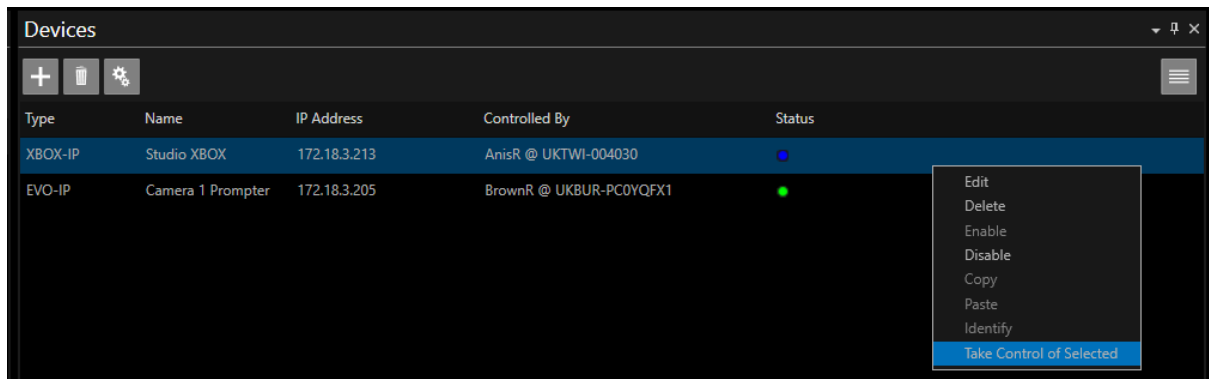
In the above example the user is BrownR and the machine name is UKBUR-PC0YQFX1.

To take control of the Device

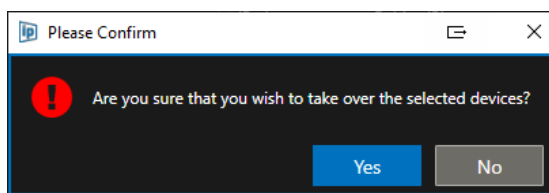
In the below example the WP-IP user is BrownR@UKBUR-PC0YQFX1.

The user wants to take control of an XBOX-IP which is in use by AnisR@UKTW1-004030

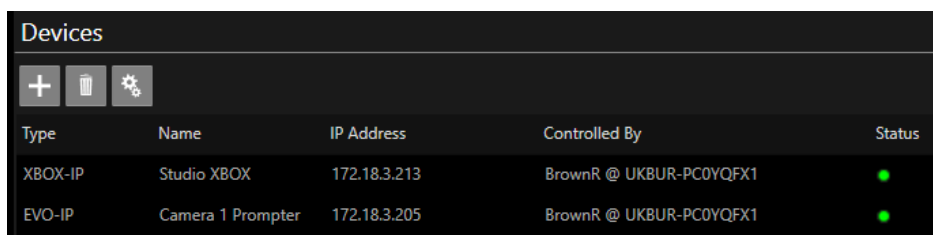
To take control of the Device, click to highlight then right click and select Take Control of Selected



You are then given an option to proceed:



Clicking Yes will result in BrownR@UKBUR-PC0YQFX1 taking over that device.

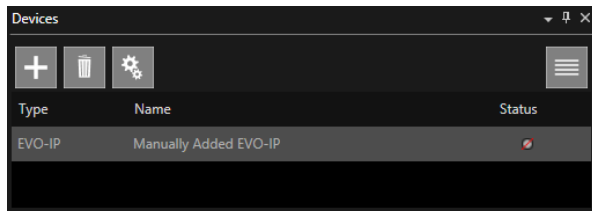


On AnisR@UKTW1-004030's machine this will now show as Blue and the owner will be shown as BrownR@UKBUR-PC0YQFX1

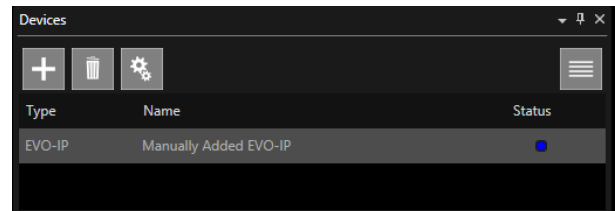
Device Status Light

Devices can have multiple states. The light in the Status column of the Devices window illustrates the state. Hover over the light to see details of the status

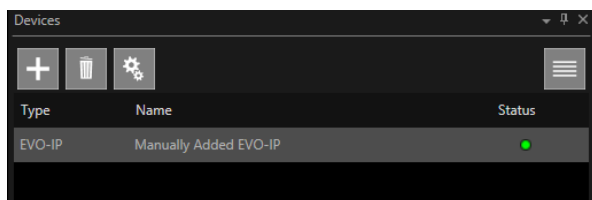
Grey Light with Red Line: Disabled



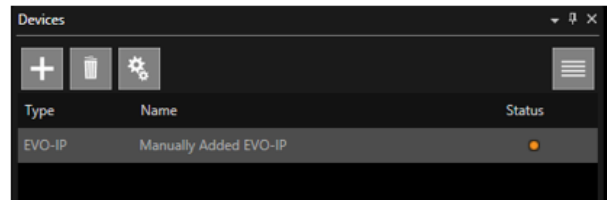
Blue Light: Busy (in use by another WP-IP)



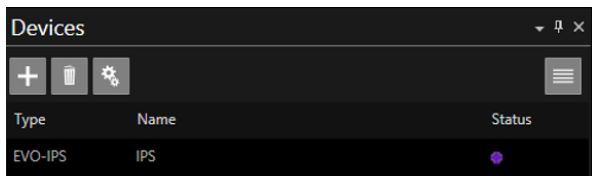
Green Light: Connected



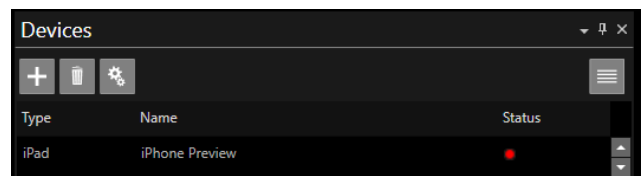
Orange Light: Connecting



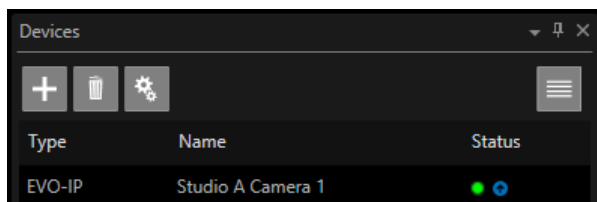
Purple Light: Device Type Mismatch



Red Light: Failed Connection



Blue Up Arrow: Updating Script (this may flash intermittently)



Re-ordering Devices

Devices can be dragged and dropped to reorder them in the Devices pane.

This is particularly useful if devices are to be ordered by type and a new device is added.

Connecting IP devices Across Different Networks

All Autoscript IP devices (IP monitors, IP controllers, Xbox-IP) will send out a UDP (User Datagram Protocol) discovery broadcast beacon as soon as the device is powered on and has completed booting. The device will continue to generate the discovery beacon while it is powered.

The WP-IP application will detect the discovery beacon and add the device to the Available Devices list within WP-IP

The ability for WP-IP to automatically discover devices via the discovery beacon is only possible when the laptop/PC running WP-IP, and the devices themselves, are on the same LAN (local area network) broadcast domain.

Usually the laptop/PC running WP-IP will be on the same LAN as the devices. This relationship is most common in locations where all devices are in the same building and are on an internal network; in a large broadcast television studio for example.

However, there may be cases where the WP-IP application is running on a laptop/PC in a different location from the other devices. For example, an outside broadcast where the prompter laptop/PC is in a studio and the presenter is some distance away.

In this case the remote devices may not be on the same LAN as the laptop/PC running WP-IP. The connection of the devices is therefore different:

- Devices connected to the same LAN as the laptop/PC running WP-IP **will** be auto discoverable in WP-IP via the discovery beacon they are broadcasting.
- Devices **not** connected to the same LAN as the laptop/PC running WP-IP **will not** be auto discoverable in WP-IP via the discovery beacon they are broadcasting.

A route between the two networks is required which will enable the IP devices to connect to WP-IP.

Using a VPN IP Tunnel

An IP tunnel is an IP network communications channel between two networks. It is used to transport another network protocol by encapsulation of its packets. Using this method IP devices can be connected to WP-IP when they are not on the same network.

Where a VPN IP tunnel is used the device will need to be entered manually in WP-IP using its IP address. There are specific ports which devices use, and the VPN/firewall must be configured to allow traffic to pass over these ports.

Port 5000

Used for:

- All IP monitors: EVO-IP, EPIC-IP, EVO-IP
- XBOX-IP
- iEVO (iDevice application)

*Please Note: to update firmware on these devices traffic must also be able to pass over **Port 22***

Port 5038

Used for:

- HC-IP
- FC-IP
- WHC-PKG

*Please Note: to update firmware on these devices traffic must also be able to pass over **Port 69***

Additional Information:

WinPlus machine discovery:

WP-IP uses a proprietary protocol using UDP broadcasts on port 52385.

IP Controller/Xbox/IP Monitor discovery:

These devices use a proprietary protocol using UDP broadcasts on port 526.

Layers:

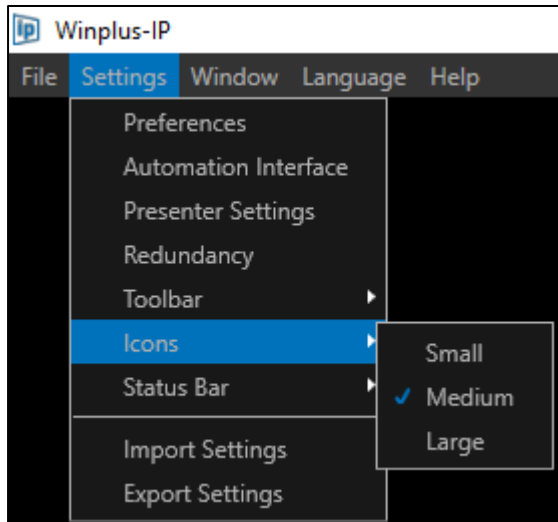
WP-IP uses the full networking stack including layers 2 and 3.

Overview of WinPlus-IP Default Layout

Icon Size

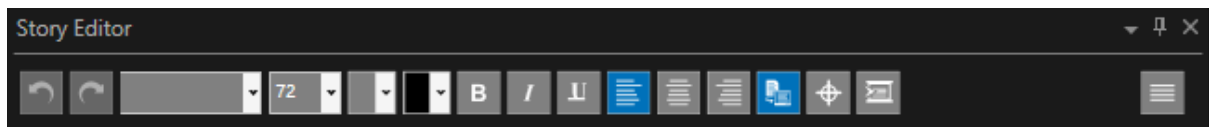
The size of the icons in all toolbars can be adjusted to increase visibility or to reduce the space used.

Selection is made by clicking Settings, Icons



Three different sizes are selectable

Small



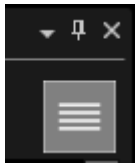
Medium



Large:



Common Icons



Option (Down arrow): Enables options for the applicable window to be selected (Float, Dock, Auto Hide, Close)

Auto-Hide (Pin): Pins the applicable window to the sidebar

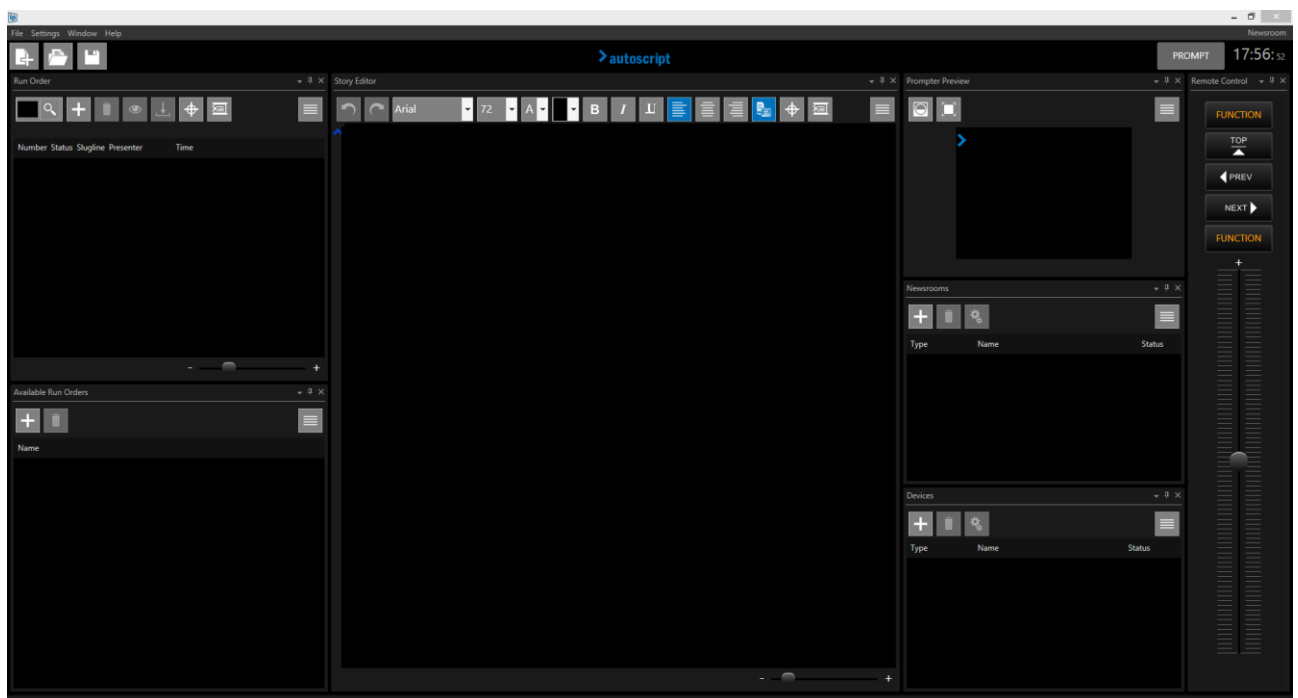
Close (X): Closes the applicable window

Burger (4 horizontal lines): Enables options for the applicable window to be selected

Window Layout

Default Layout

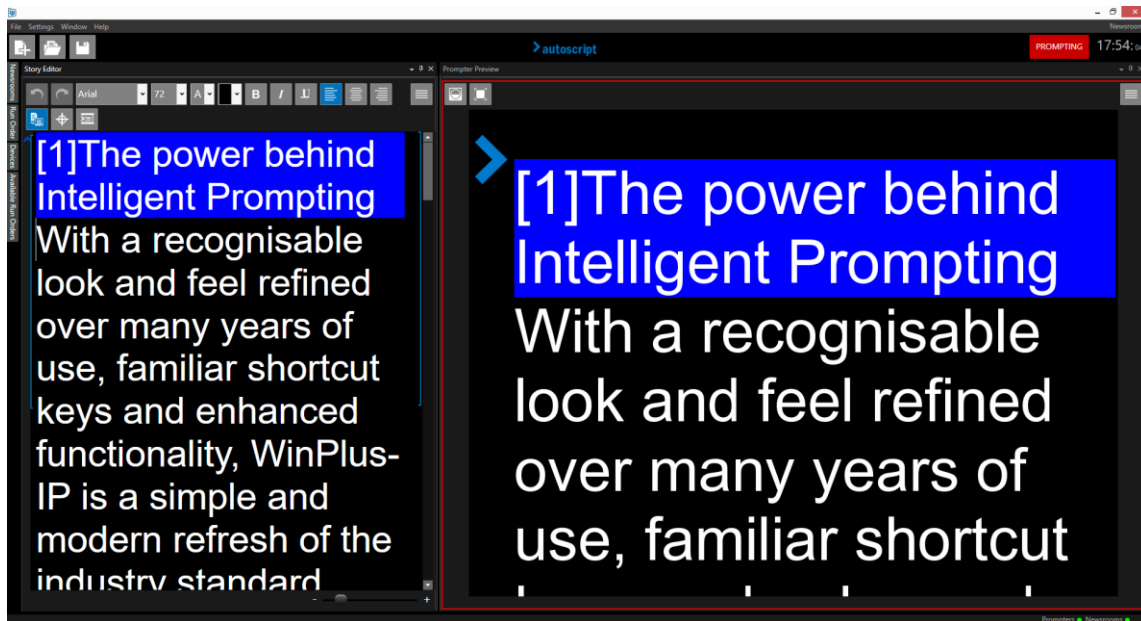
The default user layout is as below.



Moving Panes

All pane positions can be rearranged. You can drag and drop the panes to position them where required.

They can also be pinned to the sidebar or tabbed.

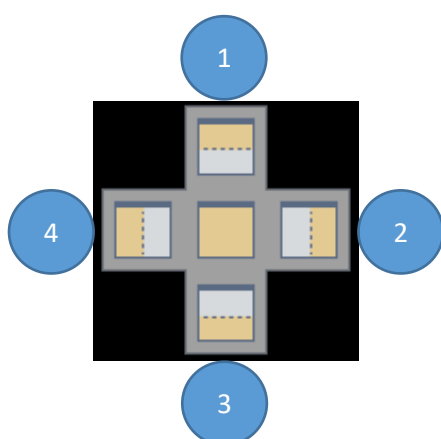


Panes can be pinned to the sidebar using Auto-Hide button (see Common Icons)

Panes can be moved to any position within the application either by:

- Right clicking in the title bar and selecting Float
- Left clicking in the title bar and dragging

When dragging the pane a positioning box will appear. Icons will indicate the position the dragged pane will be in when dropped relative to the pane they are hovering over



Pos 1: When dropped the dragged pane will be positioned above the pane which it is hovering over

Pos 2: When dropped the dragged pane will be positioned to the right of the pane which it is hovering over

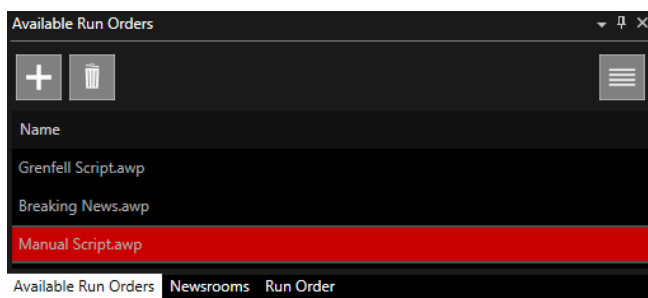
Pos 3: When dropped the dragged pane will be positioned below the pane which it is hovering over

Pos 4: When dropped the dragged pane will be positioned to the left the pane which it is hovering over

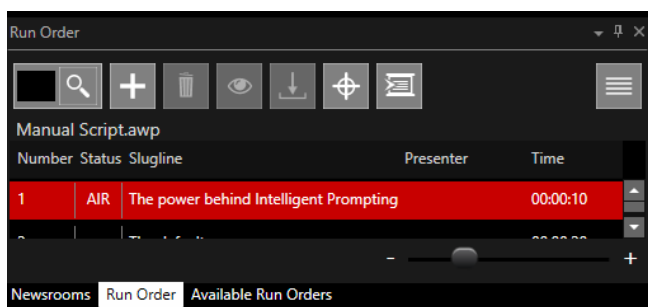
Tabbing Panes

Central Position: When dropped the dragged pane will be tabbed with the pane which it is hovering over. Multiple panes can be tabbed to the same pane.

E.g. Run Orders, Newsrooms and Run Order panes are all tabbed.

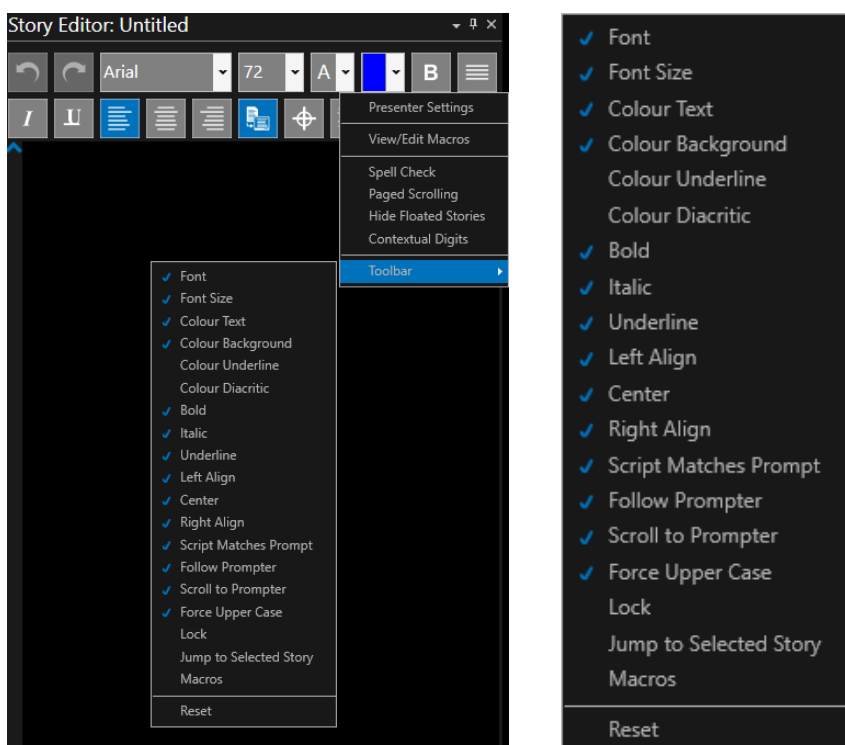


Tabb's can be dragged to reorder if required



Story Editor Toolbar

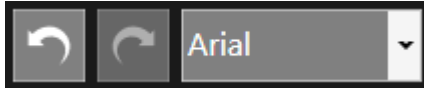
Default functions (icons) are set in the Story Editor toolbar. These functions can be added or removed by clicking in the burger then selecting Toolbar.



The default icons in the Story Editor toolbar are as follows:



Function of Each Icon



Undo: Undoes last edit

Redo: Redoes last edit

Font: Select font for highlighted text. Also displays font of the text which the cursor is currently on. Click on pull down to select font.



Font Size: Select font for highlighted text. Also displays font of the text which the cursor is currently on. Click on pull down to select font size. To use a font size not listed type a size. The max size is 500.

Forecolour: Select the colour for highlighted text. Also displays colour of the text which the cursor is currently on. Click on pull down to select colour.

Backcolour: Select the colour for highlighted text. Also displays colour of the text which the cursor is currently on. Click on pull down to select colour.



Bold: Forces all selected text to bold

Italics: Forces all selected text to bold

Underline: Forces all selected text to underline



Left Justify: Align text along the left margin.

Centre Justify: Aligned to neither the left nor right margin; there is an even gap on each side of each line.

Right Justify: Align text along the right margin



Script Matches Prompt: Checking this option will make the line length of the text in the Story Editor Window match that of the prompter output displayed in the Prompter Preview. When unchecked the line length of the text in the Story Editor window will not match that of the Prompter Preview.

Note: When Script Matches Prompt is unchecked the Follow Prompter and Scroll to Prompter features are disabled

Follow Prompter: When activated, Follow Prompter will automatically position the script in the Story Editor window to correspond with the part of the script that is currently being prompted and will follow the prompted output as it scrolls. Uncheck to deactivate Follow Prompter.

Note: When Script Matches Prompt is unchecked the Follow Prompter feature is disabled

Scroll to Prompter: When activated, Scroll to Prompter will automatically position the script in the Story Editor window to correspond with the part of the script that is currently being prompted.

Note: When Script Matches Prompt is unchecked the Scroll to Prompter feature is disabled



aA: This will force all selected text into uppercase



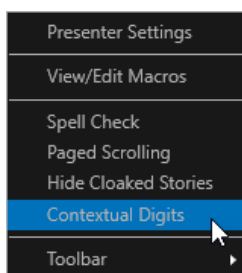
Lock: When selected this will lock out the ability to make edits in the Story Editor pane. You can still scroll through the text in the Story Editor pane by dragging the slider up or down but any editing of the text is inhibited.

When active a padlock icon will appear at the bottom right of the Story Editor window.



Please Note: Additional features and functions may be added. The default options are described here. If an explanation of the functionality of the non-default features is required, please contact support.

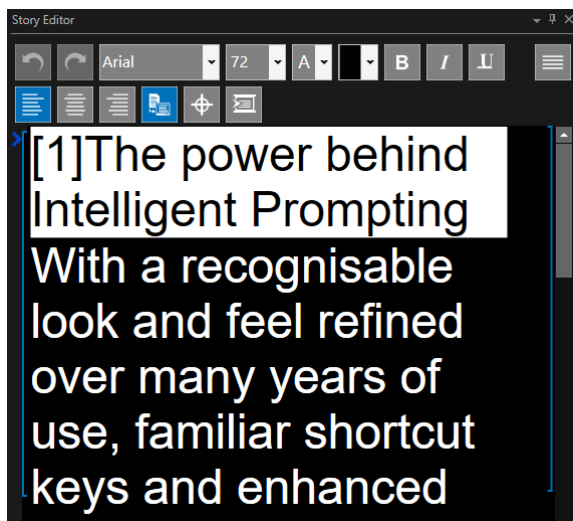
Contextual Digits.



Enabled in the Story Editor under the burger/Contextual Digits.

This feature will enable the user to enter characters and text in a different language or R-L/L-R format from the existing text. WP-IP will use the surrounding context to apply the same formatting to that new text on that line.

Story Editor Position Indicators

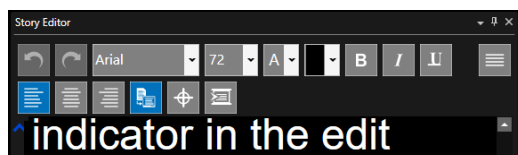


Blue brackets on either side of the text in the Story Editor window indicate the section of text which is displayed in the Prompter Preview window

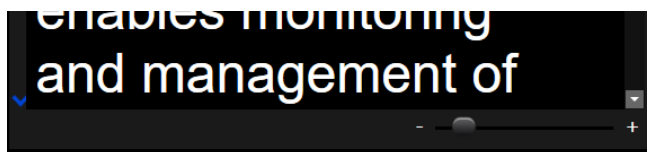
A chevron/arrow in the left hand of the window shows the matching cue marker position in the Prompter Preview window

When Follow Prompter is off the chevron will indicate where the text displayed in the Story Editor window is relative to the text displayed in the Prompter Preview Window.

If the location of the text in the run order displayed in the Story Editor window is **below** the text displayed in the Prompter Preview Window the arrow will point up



If the location of the text in the run order displayed in the Story Editor window is **above** the text displayed in the Prompter Preview Window the arrow will point up



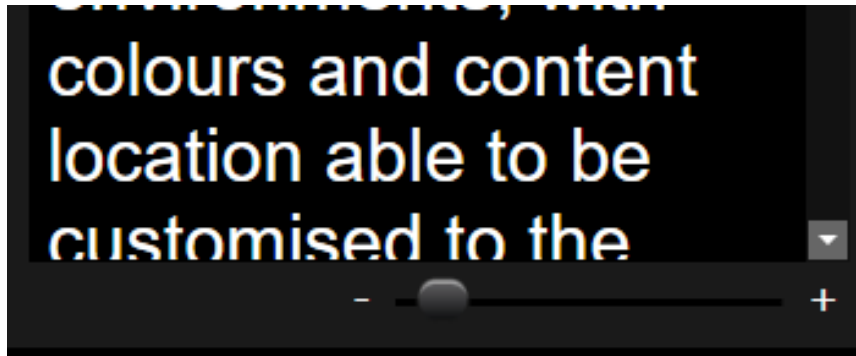
To have the script in the Story Editor window match that in the Prompter Preview Window click the Scroll to Prompter icon



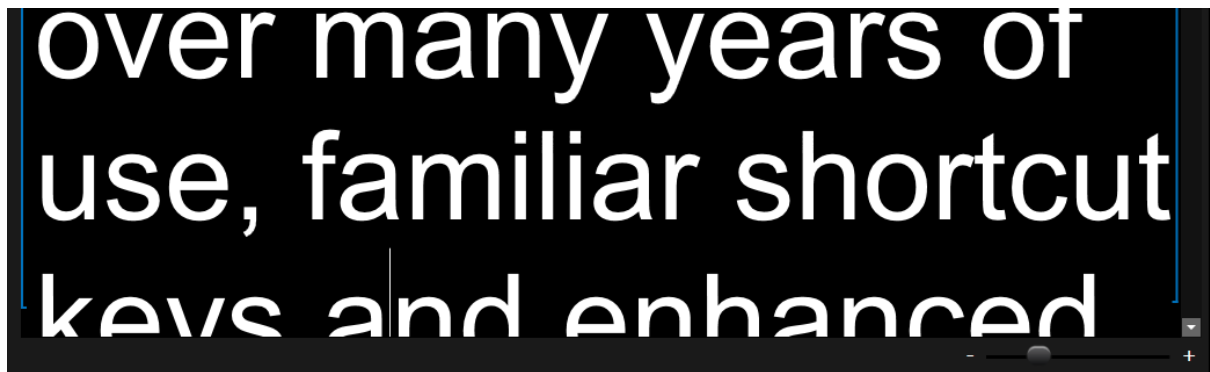
Story Editor Slider Function

The size of the image in the Story Editor window can be adjusted using the slider at the bottom of the window.

Drag the slider to the left to decrease the size of the image



Drag the slider to the right to increase the size of the image

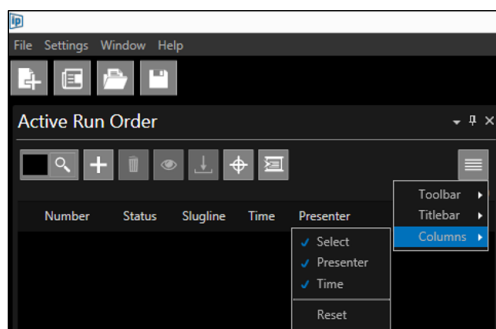
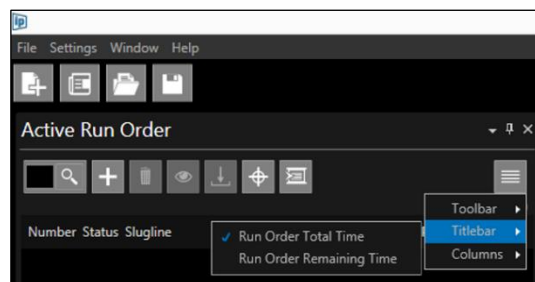
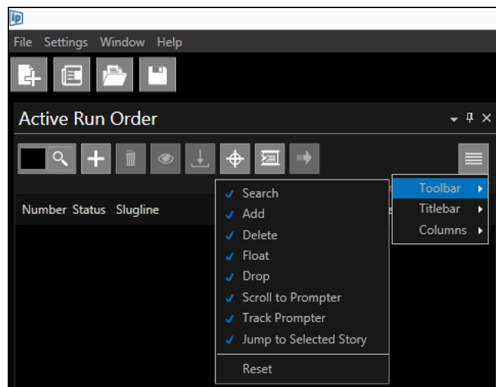


Please Note: Adjustment of the slider effects only the size of the image in the Story Editor window. It has no effect on the output prompter font size.

If the size selected is larger than the available space in the Story Editor window adjust the window size by dragging the borders.

Active Run Order Toolbar

Default functions (icons) are set in the Active Run Order toolbar and Titlebar along with default columns. These functions and columns can be added or removed by clicking in the burger then selecting Toolbar, Titlebar or Columns



The default icons in the Active Run Order toolbar are as follows:



Default Icon Features:



Find: Enter a story number from the Run Order list and hit enter and that story will become the live prompted story

Add: Will add a story to the bottom of the Run Order

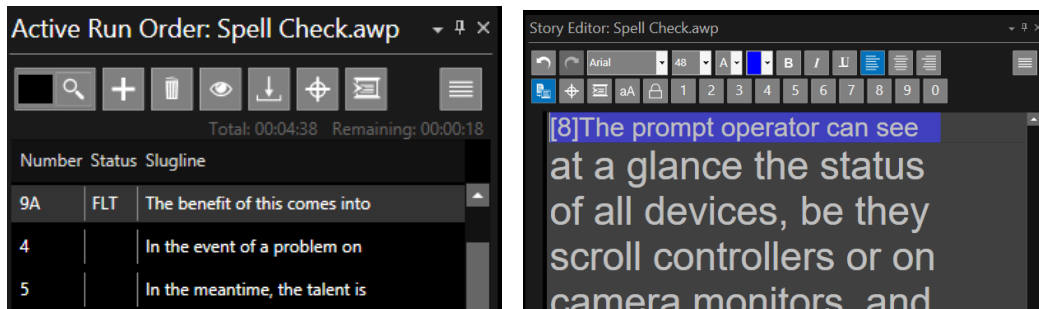
Remove Story: Deletes the selected story from the Run Order. Multiple stories can be selected and deleted simultaneously by holding the Ctrl key while clicking the selected story. A block of stories can be selected and deleted simultaneously by holding the Shift key while clicking the first and last story on the block to be deleted.



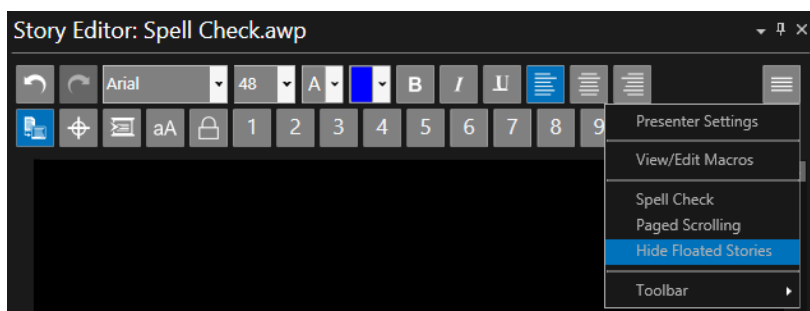
Float Story: this will remove the story from the prompter output but will not delete it. The Status column in the Active Run Order window will say FLT and the row will have a grey background.

To float a story put the cursor on the story and click the icon in the toolbar

The text will also appear in the Story Editor with a grey background



You can also remove floated stories from the Story Editor by clicking on the burger then Hide Floated Stories



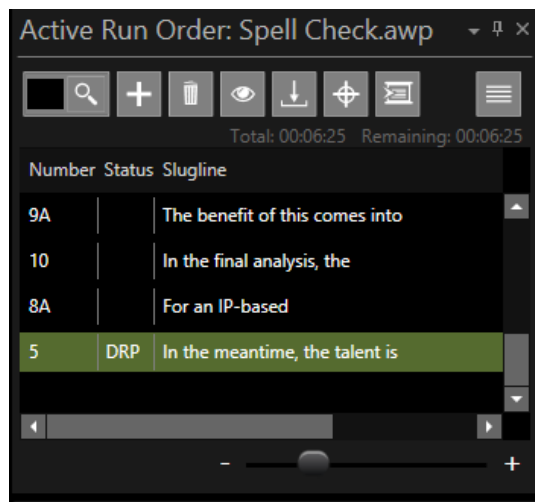
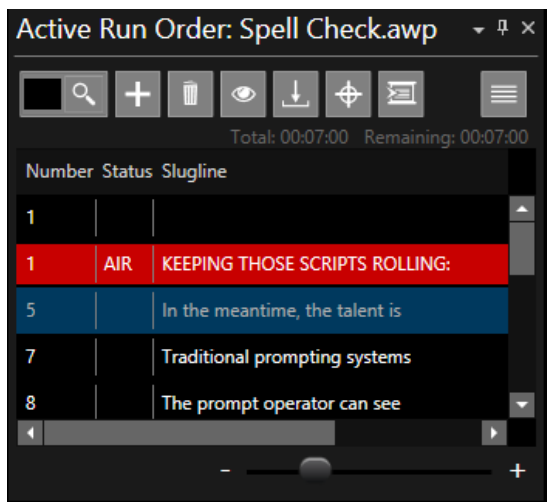
Please Note: Stories can be floated using a shortcut key. To float put the cursor on the story and click F2. To un-float put the cursor on the story and click CTRL+F2.



Drop Story: this feature will move the selected story (or stories) from its current position in the run order to the bottom of the run order.

The Status column in the Active Run Order window will say DRP and the row will have a green background.

In this example Story 5 is selected. Clicking the icon will drop the story.



Please Note: Stories can be dropped using a shortcut key. To drop the story put the cursor on the story and click F5.

To return the story to the run order click to select it and drag it up to the desired position in the run order.



Track Live Story: When activated, Track Live Story will automatically put the current live story at the top of the Run Order window. As the script is rolled the subsequent stories will move up in the Run Order window to that top position.

Uncheck will deactivate Track Live Story and the live story will move down in the Run Order window.



Scroll to Prompter: When activated, Scroll to Prompter will automatically position the script in the Story Editor window to the corresponding position with the story that is currently being prompted.

Note: When Script Matches Prompt is unchecked in the Story Editor window, activating Scroll to Prompter in the Active Run Order window will activate Script Matches Prompt in the Story Editor window



Jump To Selected Story: When a story is selected in the Active Run Order window (highlighted), applying this button will move the prompt output to the top of that story.

Please Note: If the prompting is off, applying this feature will not switch prompting on, it will just move that story to the prompter preview

Active Run Order Slider Function

The font size of the text within the columns of the Active Run Order window can be adjusted using the slider at the bottom of the window.

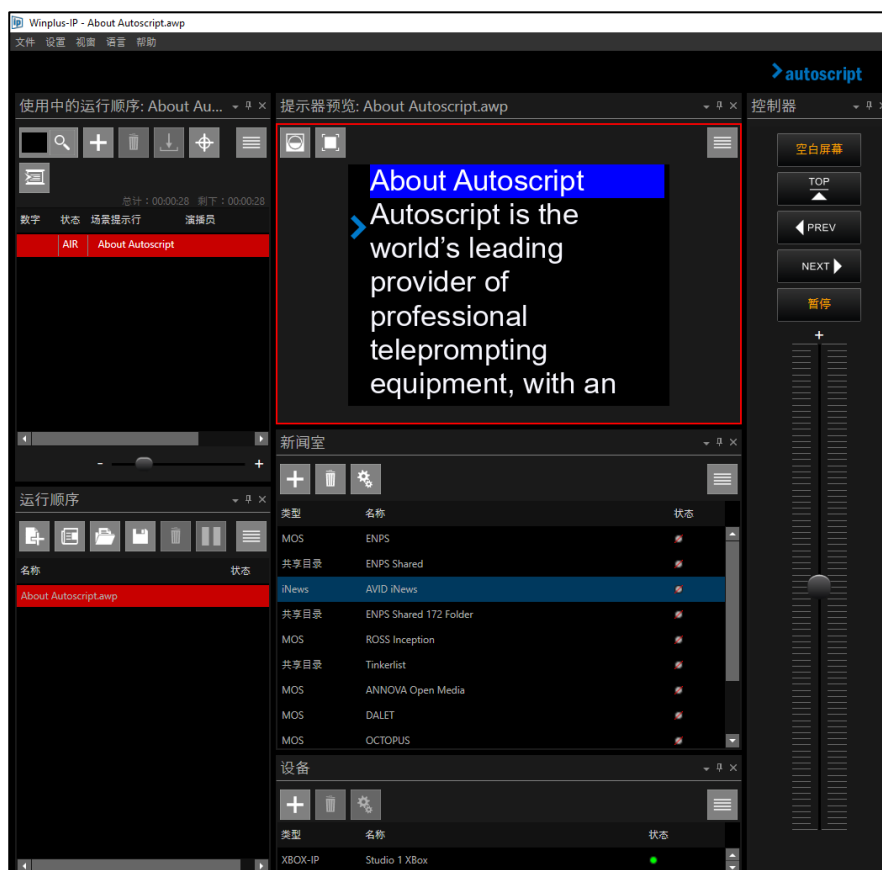
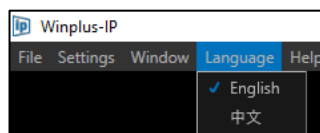
To decrease the font size drag the slider to the left, to increase drag the slider to the right

Number	Status	Slugline	Presenter	Time
1	PRE	The power behind Intelligent Prompting		00:00:10
2		The default user		00:00:20
3		WinPlus-IP		00:00:16
4		This latest upgrade		00:00:22

Number	Status	Slugline	Presenter	Time
1	PRE	The power behind Intell		00:00:
2		The default user		00:00:
3		WinPlus-IP		00:00:
4		This latest upgrade		00:00:

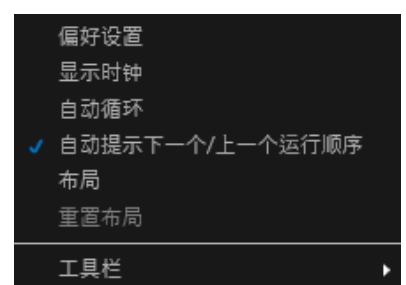
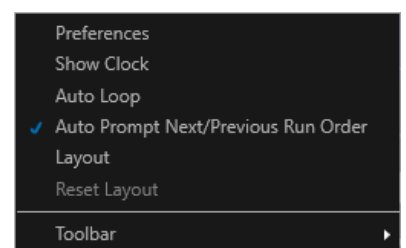
Language Selection

Click the Language button in the main toolbar. This will allow you to select English (Default) or Simplified Chinese as the application language.



When Chinese is selected all window headers will be changed to Chinese.

This includes context menus as well as pane headers. For example, the Prompt Preview burger in English & Chinese:

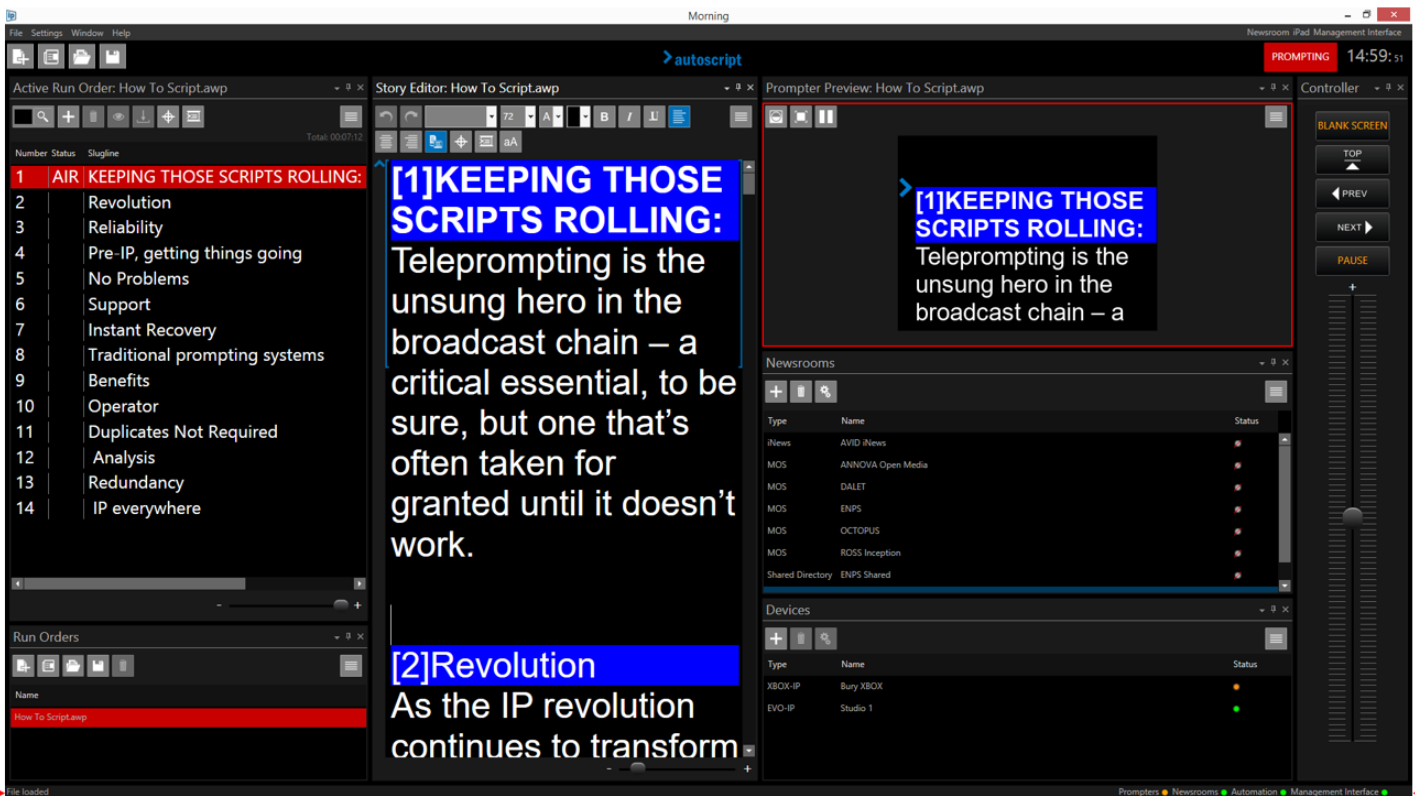


Status Bar

The status bar is visible at the lowest position of the WinPlus-IP GUI and displays device, connection and run order information.

This Status Bar is always visible and provides at a glance information when the main panes are not visible E.g. the user can see the status of the Devices even if the Devices pane is closed, pinned or tabbed.

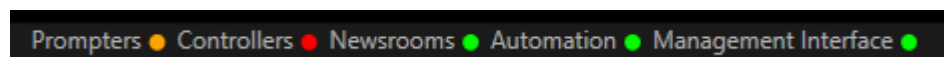
Please Note: This bar cannot be closed or moved



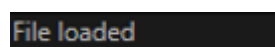
There are two areas of the status bar.

The right of the Status Bar:

Shows the status of all device types and processes associated with the WinPlus-IP application:

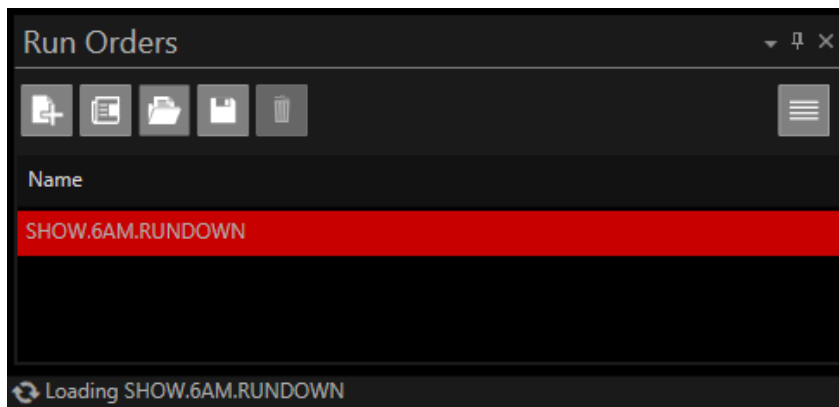


The left of the Status Bar will show messages related to (amongst other things) run order status and error messages

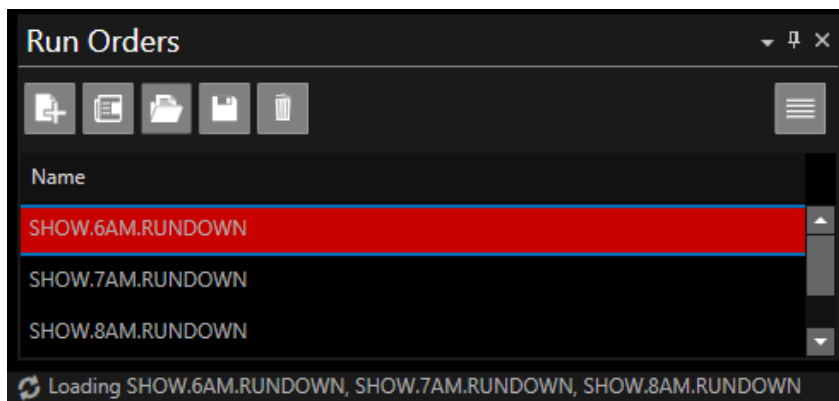


The most commonly seen messages will be those showing the loading status of a Run Order.

When a Run Order is requested, the name will be shown in the Status Bar and the spinning arrow will illustrate that the Run Order is in the process of loading:



Where multiple Run Orders are requested each Run Order will be listed in the order that it was requested:



When a Run Order has successfully loaded it will be removed from the Status Bar.

Please Note: when a Run Order from a file has loaded completely the message “File loaded” will be displayed. This message will not be shown when a Run Order is loaded from an NRCS.

In addition to the Run Order messages displayed above there are a number of messages which may also be shown following a user action:

- Newsroom connection error messages
- Newsroom response errors
- When a device config is saved
- After saving a run order
- If the text editor search comes back empty
- If a user drags and drops a story onto a dropped story

Please Note: as features and functions are added additional messages will also be displayed

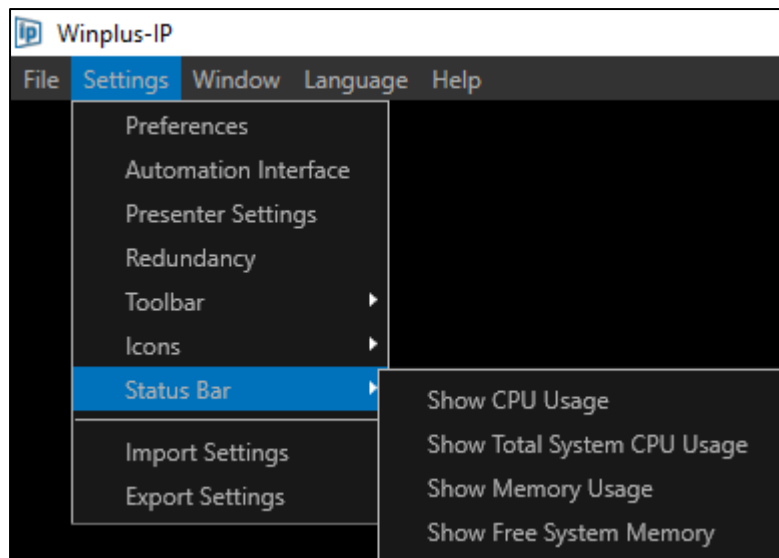
All messages (other than loading status) will be displayed for 5 seconds and will then automatically disappear.

Adding Machine Status Information

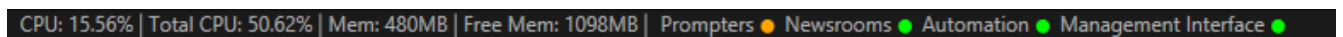
Additional information regarding the processing being used by the machine which WinPlus-IP is running can be displayed on the right side of the Status Bar

This includes the CPU usage of WP-IP and the memory available.

To add this information to the Status Bar, click on Settings in the main toolbar and then Status Bar, then click on whichever information you would like to add to the Status Bar:



The select status information will be added:



Show CPU Usage (shown in the Status Bar as “CPU”): This is the % of the CPU being used by WP-IP

Show Total System CPU Usage (shown in the Status Bar as “Total CPU”): This is the % of the CPU being used by all applications

Show Memory Usage (shown in the Status Bar as “Mem”): This is the amount of RAM being used by WP-IP

Show Free System Memory (shown in the Status Bar as “Free Mem”): This is the amount of RAM available after the RAM being used by WP-IP is subtracted.

Please Note: If the total Memory Usage exceeds 1GB, and/or if the Total System CPU usage exceeds 75%, it will display in orange



Activating Prompting

To Activate Live Prompting

There are various methods of switching the prompt output on:

- Click on the Prompt icon in the top right hand of the application:



The icon will turn red and will say “Prompting”

- Double click in the **Status** column of the **Active Run Order** window:

Untitled		
Number	Status	Slugline
1	AIR	The power behind Intelligent Prompting
2		The default user
3		WinPlus-IP
4		This latest upgrade

The row will show in Red and the Status will show as “Air” .

- Click “F9” from anywhere in the GUI: The output will be whatever text is displayed in the **Prompter Preview** window.

*Please Note: Clicking “F9” when the cursor is on the text in the **Story Editor** window will result in the output starting from where the cursor is positioned*

- If applicable, press “Go Live” as an option on one of the function buttons of the Remote Controller. Right click on the Function button and select “Function/Go Live”.

To De-Activate Live Prompting

To switch the prompter output off click “Ctrl+F9” or click on the Prompting icon the top right hand of the application:



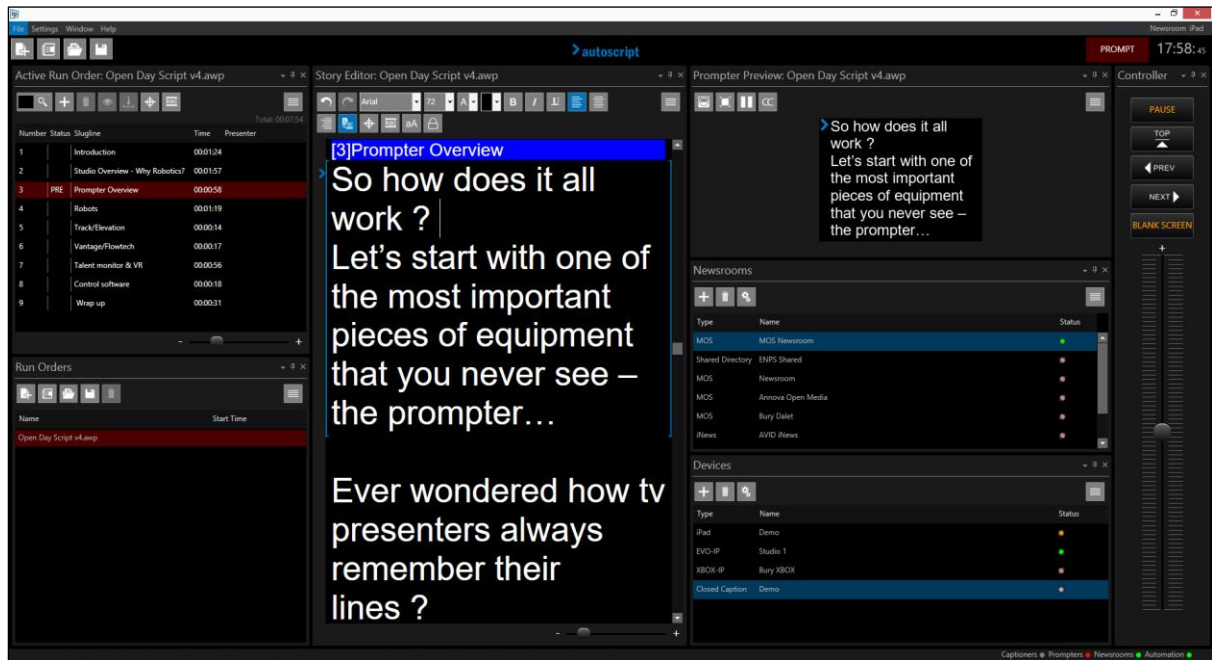
Note: when prompting is live a number of indicators will show:

- The Prompting button will be red
- The live story will be highlighted red and show AIR in the Status column of the **Active Run Order** window

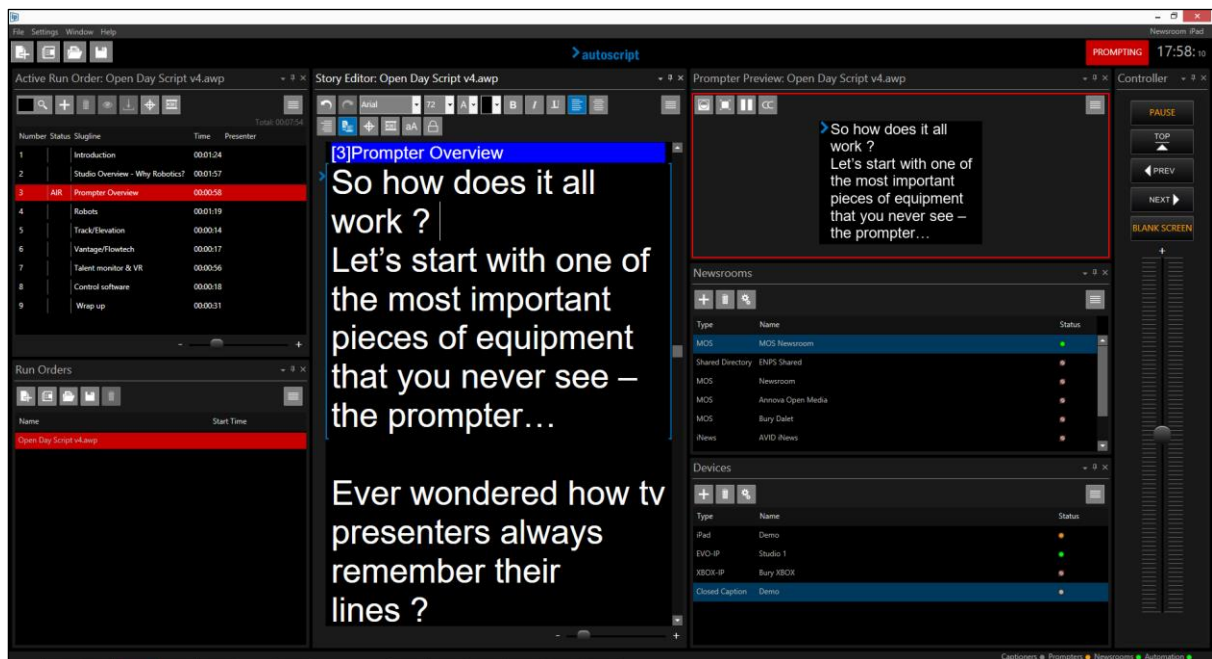
- The **Prompter Preview** window will have a red outline.
- The current available Run Order will be highlighted red
- The Function button will be red and will display “Go Live”

The following are examples of how the default application will be displayed in either Standby or Live prompting mode.

Standby:



Live:

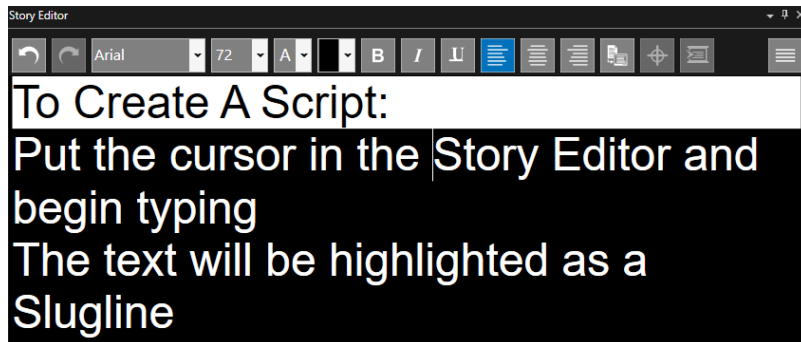


Run Orders

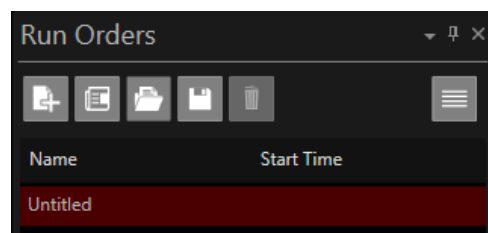
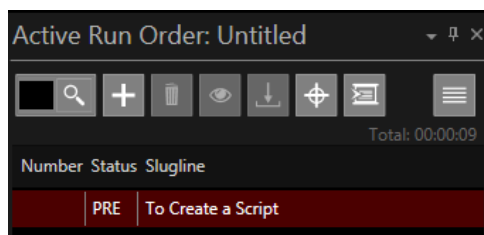
How to Create A Simple Run Order

Place the cursor in the Story Editor window and begin typing **or** copy and paste text into the **Story Editor** window.

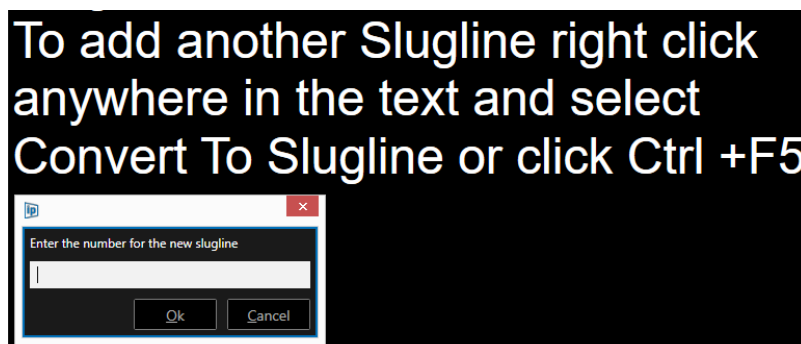
When typing a new script, the text will be highlighted as a Slugline. This will continue until the first carriage return:



The slugline text will appear in the **Active Run Order** window and **Untitled** will appear in the **Run Orders** window:



To add another Slugline right click anywhere in the text and select **Convert To Slugline** or click **Ctrl +F5**. You will then be given the option to add an alphanumeric identifier to the Slugline:



Enter the desired identifier and hit **Ok**. This new slugline will be added to the Run Order. Repeat this operation for additional stories you would like to appear in the Run Order.

To remove a Slugline, put the cursor on the Slugline text, right click and select **“Convert to Story Text”** or click **Ctrl+F5**.

Compatible Text Formats

When not connected to a NRCS the following text formats can be imported or copied & pasted as applicable into WP-IP

Word:

.Doc (copy and paste + import)

.DOCX (copy and paste + import)

Text: .txt

Rich Text Files: .rtf

Adobe: .PDF

Legacy WinPlus: .wpl

BBC Scriptwriter: .spt

Please Note: additional file formats will be added in the future. Please contact support for further details (see end of document for support contact details)

Saving A Run Order

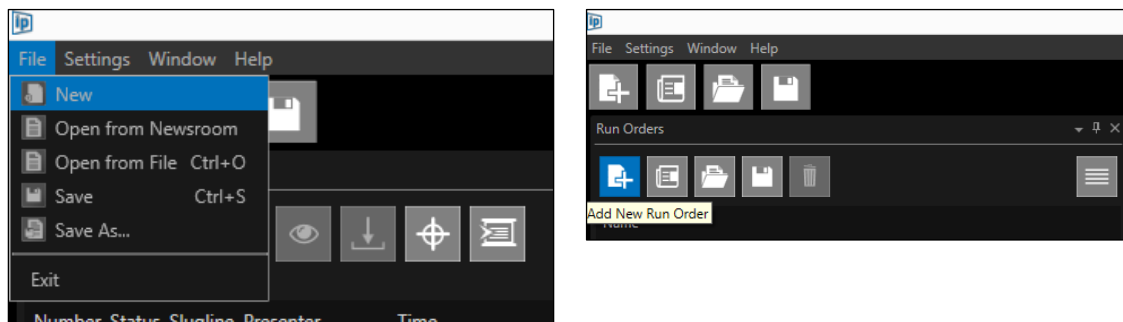
To save the script, type “Ctrl+S”.

To open an existing script, type “Ctrl+O”.

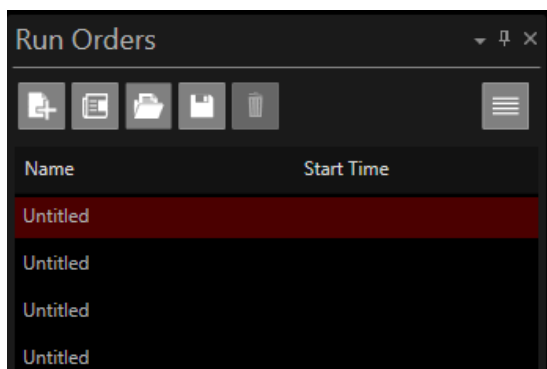
Please Note: The default file extension is .awp (Autoscript WinPlus).


Scripts can also be saved as an XML file.

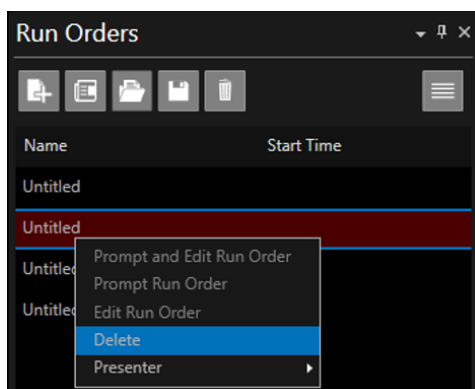
To add a new Run Order click “File/New” or ALT+F + N, or click + in the main toolbar or in the Run Order window header



You can add as many Run Orders as you require:

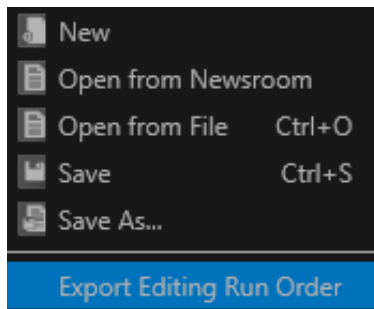


To delete a Run Order right click & select “Delete” or click on the run order to & click the  icon

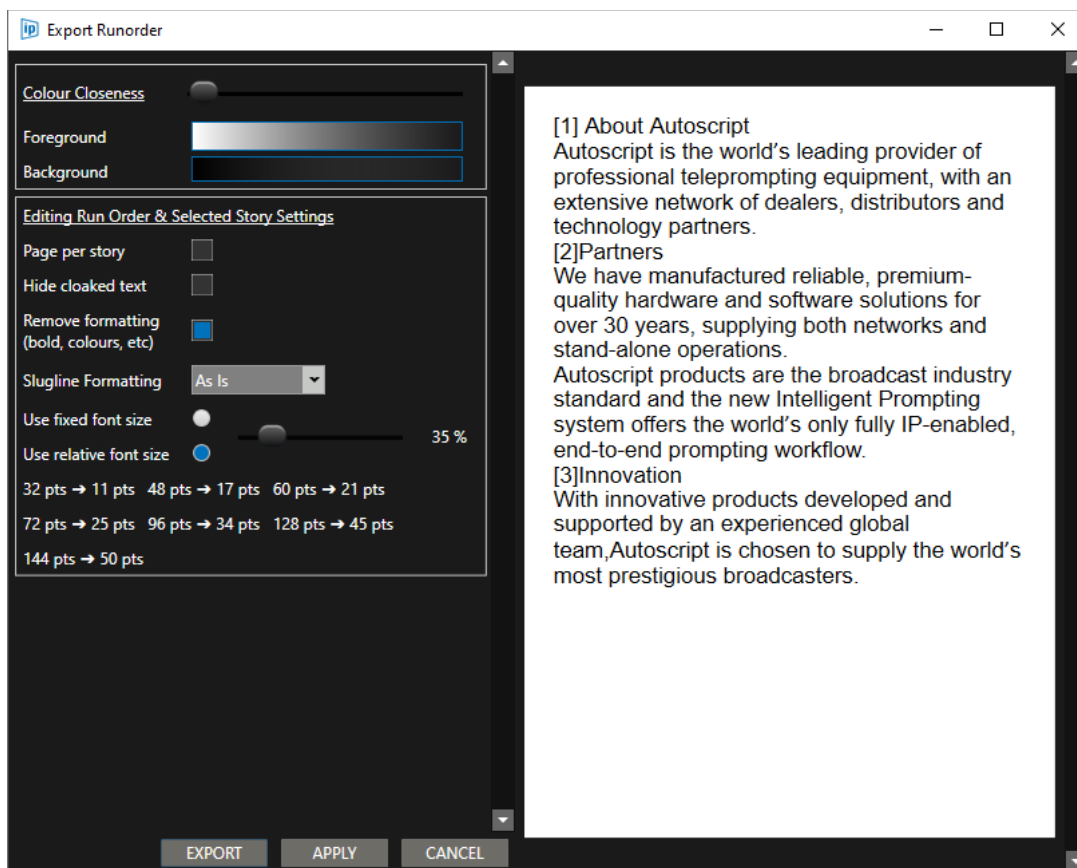


Exporting A Run Order

Select File/Export Editing Run Order:



This will open the Export Runorder pane.



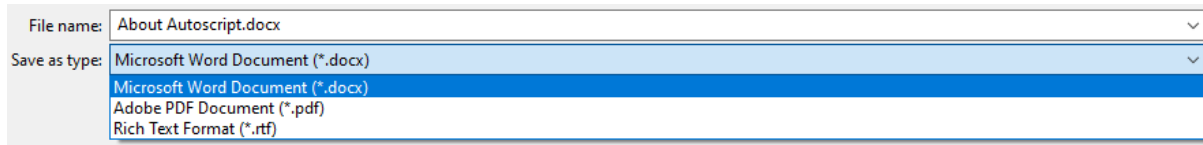
Please Note: See the section below “Printing Options & Configuration” for an explanation of the functionality of these options.

Once all settings have been confirmed click EXPORT.

You can now rename the run order if desired and select the location you would like to export to.

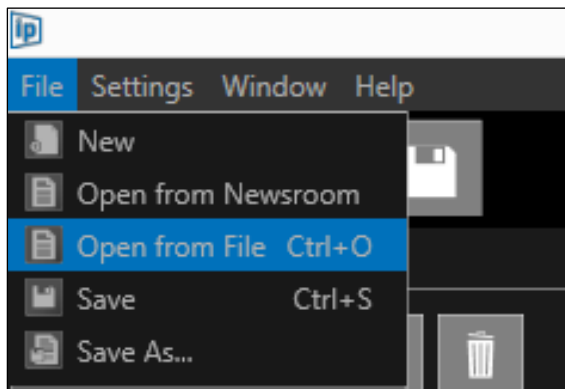
Use the “Save as type” pull down to select the file type to export as:

- .docx
- .pdf
- .rtf.

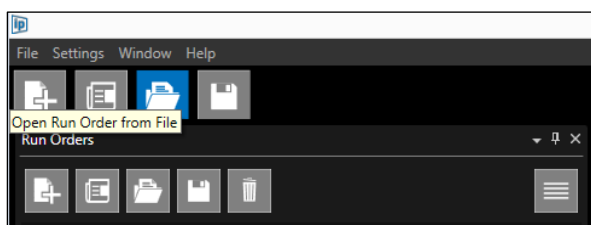


Recalling A Run Order

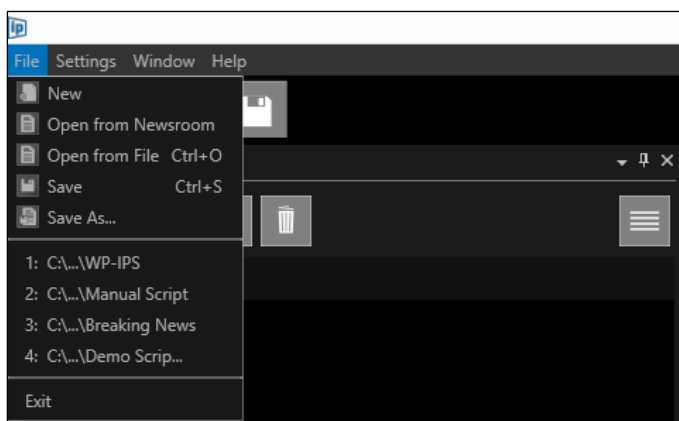
To recall a Run Order click “File/Open” or type “Ctrl+O”:



Saved Run Orders can also be opened by clicking the Open Run Order From File icon in the main toolbar or in the Run Orders window header



Up to 4 of the last opened Run Orders can also be accessed directly from the File menu:



Reordering Run Orders

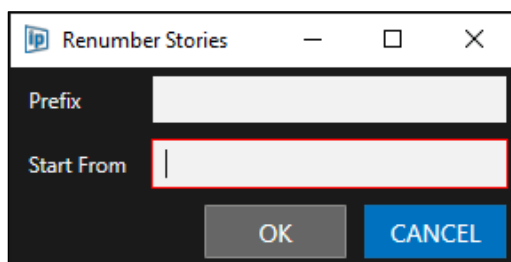
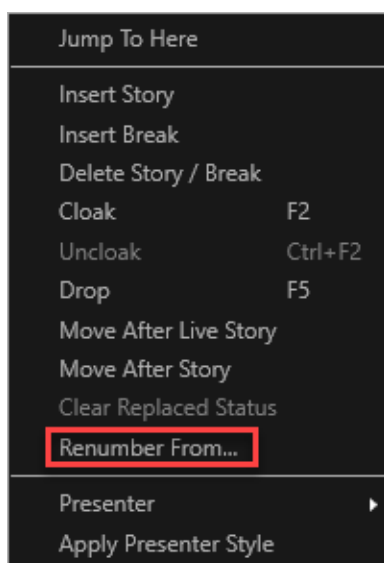
Once loaded into the Run Orders pane each run order can be moved by dragging and dropping them within the pane. Click to select then hold down left mouse button and drag to reorder.

Please Note: The live Run Order can be moved in this way when active, you do not have to deactivate it to move it.

Renumbering Run Orders

When in non-news operation a user can renumber stories in the Active Run Order window.

Click on a story, right click and select Renumber From.... To launch the Renumber Stories pane.



Prefix:

This can be alpha/numerical and will be placed at the front of the story number.
Adding a prefix is not mandatory.

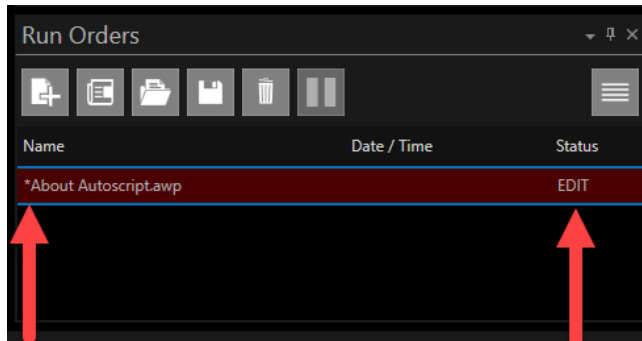
Start From:

This must be numerical. It will increase the number of each subsequent story number by 1.
Adding a Start From number is mandatory.
Click OK to close and the Renumbering will be applied.

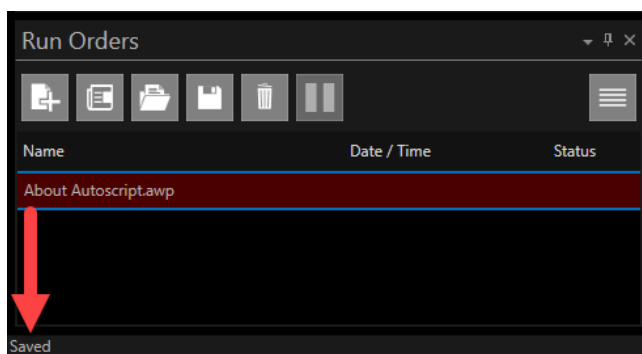
Please Note: Renumbering stories begins from the selected story. To renumber all stories in a Run Order, apply the renumbering to first story in the Run Order.

Run Order Status

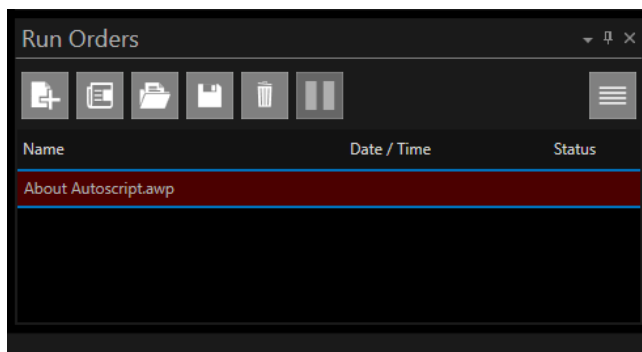
When an edit is made to a story in a Run Order this will be highlighted in the Run Order Name and Status column. An Asterisk (*) will appear before the name of the Run Order and the word EDIT will appear in the Status column.



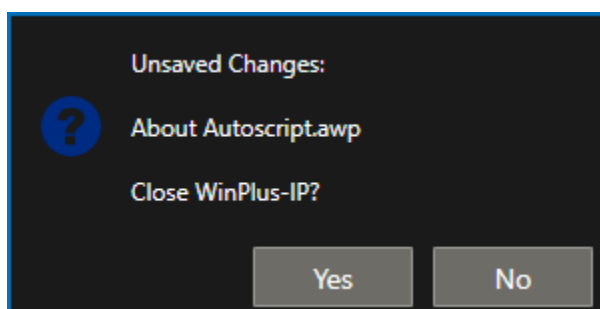
When the Run Order is saved the word Saved will appear in the status bar for a few seconds.



The Asterisk and the word EDIT will be removed.



If you select to close WinPlus-IP without saving changes you will be given another opportunity to save before closing.



Dual Rundown Mode

This enables the user to view, edit and check the status of one Run Order while prompting a different Run Order.

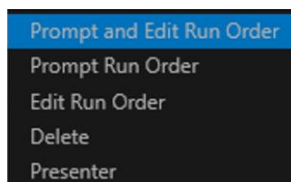
This is a useful tool for when the operator needs to make changes to one script without stopping the prompting output of another script.

In the following example I have 3 Run Orders loaded:

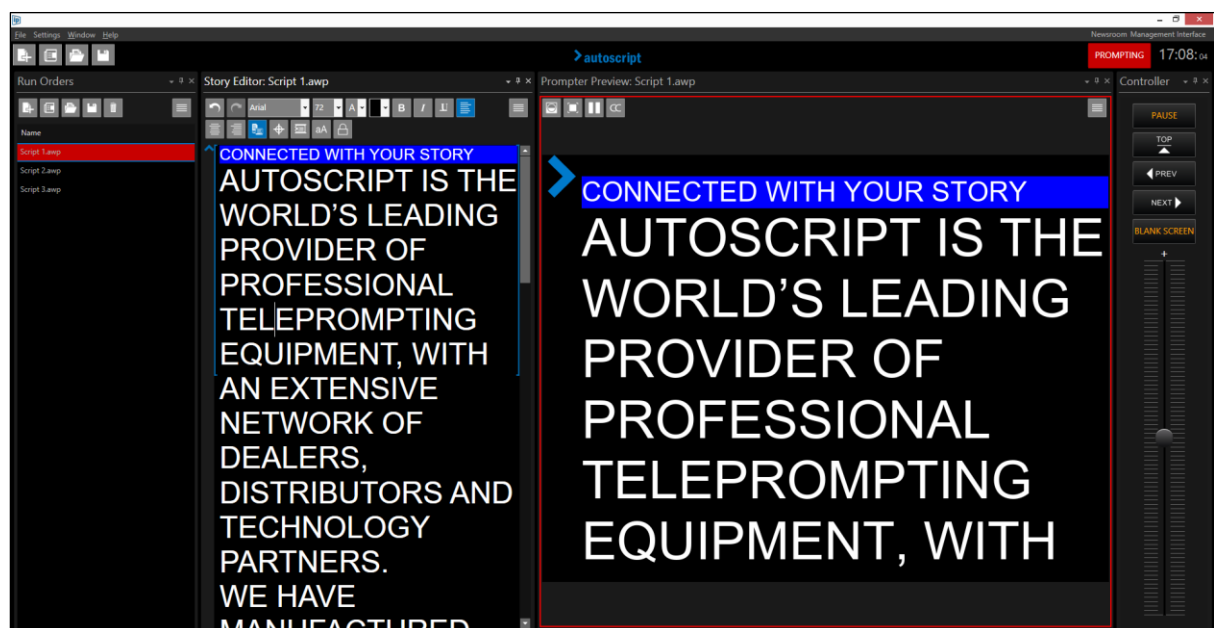
- Script 1
- Script 2
- Script 3

I want to prompt and edit Script 1.

I right click on Script 1 and select Prompt and Edit Run Order



This results in the following:

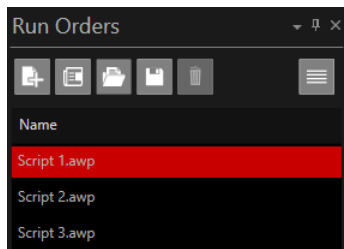


Script 1 is now in the Story Editor pane and the Prompter Preview pane (the live script).

To confirm, they both show the same title.

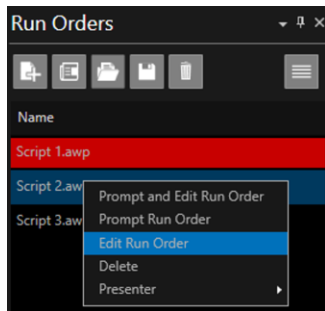


In addition, Script 1 is in red in the Run Orders window signifying that it is the live Run Order

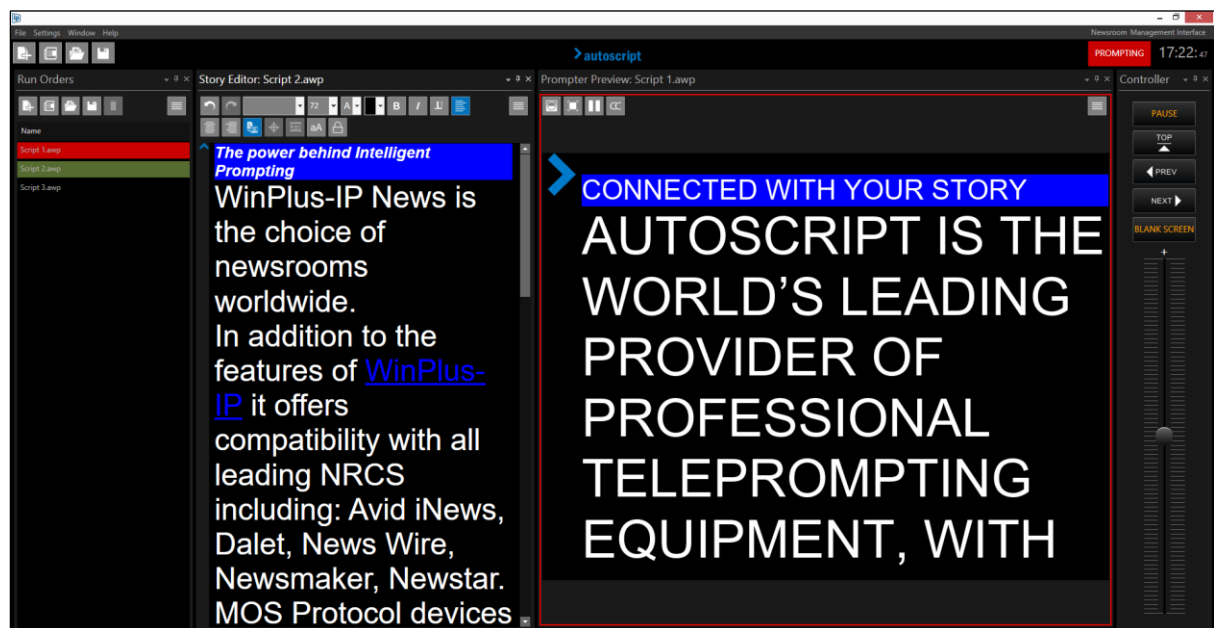


I now want to edit the content of Script 2 but do not want to stop prompting Script 1.

I right click on Script 2 (it goes blue signifying I have selected it) and choose Edit Run Order



This results in the following:



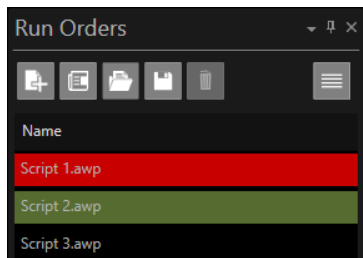
Script 2 is now in the Story Editor pane and Script 1 is still the Prompter Preview pane (the live script)

To confirm, the title bar of the Story Editor pane and the Prompt Preview pane show the two different Run Orders.



Script 1 is in red in the Run Orders window signifying that it is the live Run Order

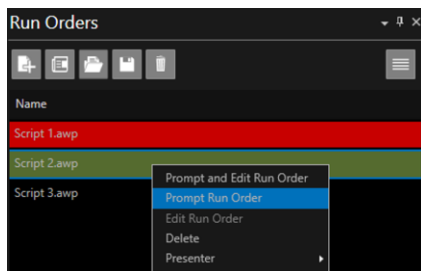
Script 2 is in green signifying that it is now in the Story Editor



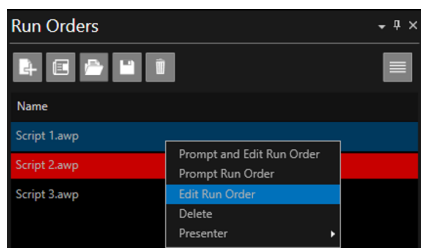
I now want to prompt the content of Script 2 but want to edit Script 1.

I right click on Script 2 (it has a blue border outlining the green signifying I have selected it) and choose Prompt Run Order.

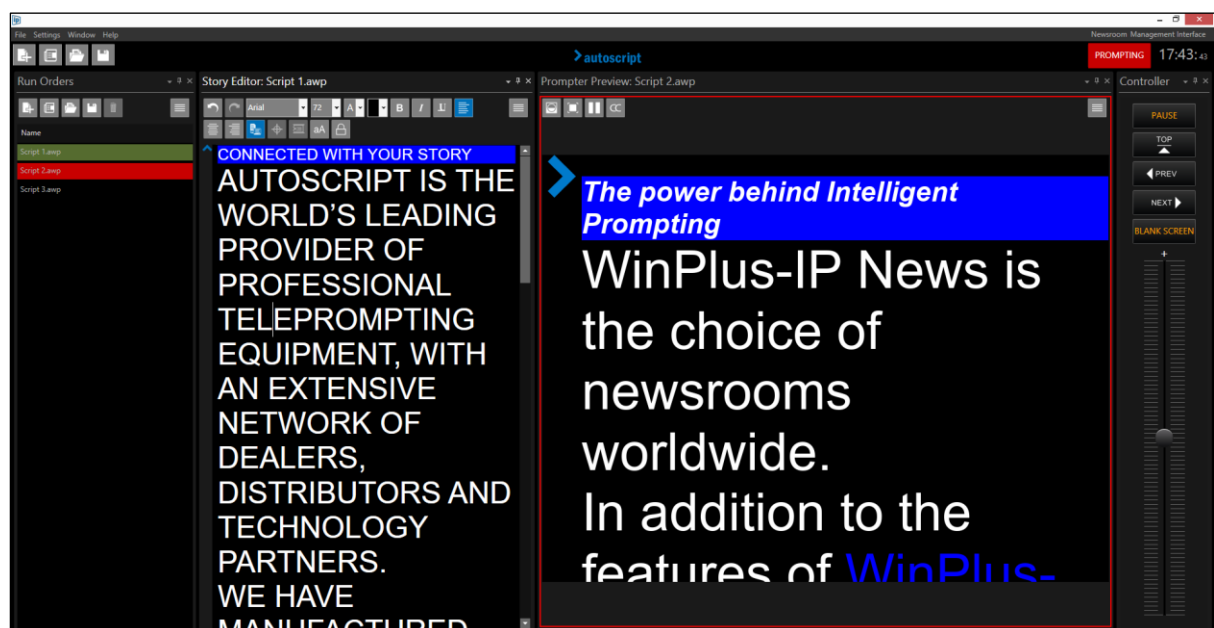
Script 2 is now in both the Story Editor pane and the Prompter Preview pane (the live script)



I then right click on Script 1 (it goes blue signifying I have selected it) and choose Edit Run Order.



This results in the following:



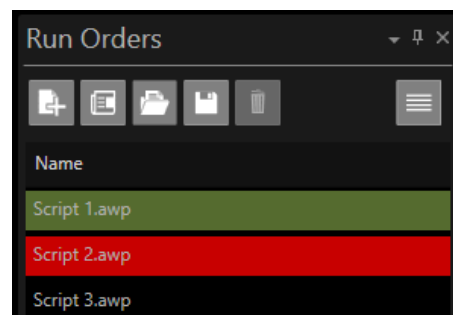
Script 1 is now in the Story Editor pane and Script 2 is still in the Prompter Preview pane (the live script)

To confirm, the title bar of the Story Editor pane and the Prompt Preview pane show the two different Run Orders.



Script 2 is in red in the Run Orders window signifying that it is the live Run Order

Script 1 is in green signifying that it is now in the Story Editor



Please Note: Whichever Run Down is selected to be in the Story Editor pane will also be in the Active Run Order pane

By using these options, the user can preview and edit one script while live prompting another.

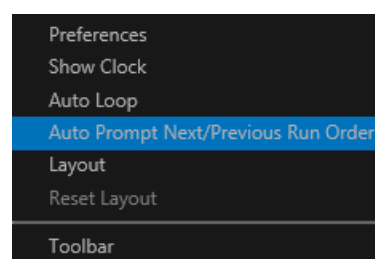
Automatically Scroll from One Run Down Into the Next

In many instances multiple run downs are loaded in WP-IP. This is a common mode of operation with news production, when different news hours have different rundowns, or in conference presentations where different speakers have different scripts.

The common factor is that the scripts will run consecutively.

When this feature is enabled, the prompter will automatically scroll from the end of one rundown into the start of the next.

To access this feature, click the burger in the Prompt Preview pane and then Auto Prompt Next/Previous Run Order



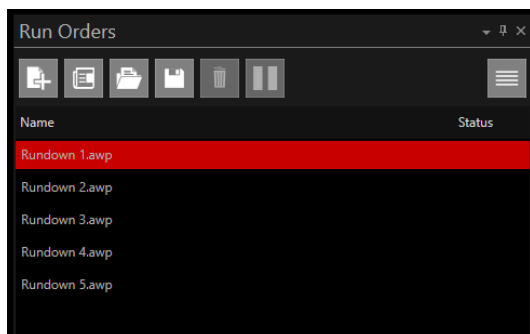
Merging Runorders

When you have more than one run order and would like to combine these as a single run order you can use the Merge function. This will combine all the contents of multiple run orders into a single run order.

Please Note: the Merge function cannot be used with rundowns loaded from a Newsroom

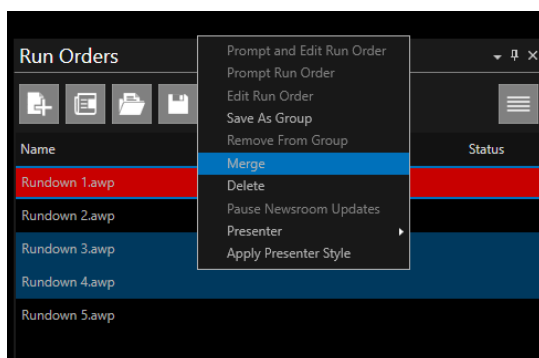
All stories and story text will be kept in the order they appeared in the individual run orders before merging. When using the Merge function, run orders are merged upwards. I.E run orders are merged up into the top selected run order.

As an example, there are five run orders loaded:



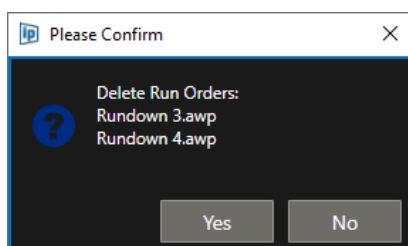
The user wants to combine three of these into one Run Order.

Select all the run orders you want to merge (in this case Rundown 1, 3 and 4) then right click and select Merge:



When using the Merge function run orders are merged up. So, in this example, Rundown 4 and Rundown 3 will be merged into Rundown 1 as that is the highest listed run order selected.

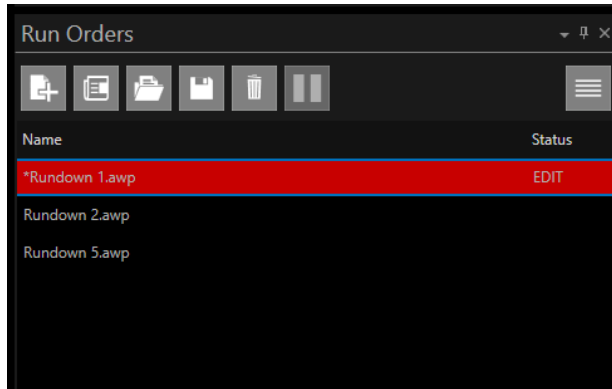
When you click Merge you will therefore be shown a warning message alerting you that Rundown 3 and Rundown 4 will be deleted:



Click Yes to confirm.

Please Note: you cannot use undo to reinstate deleted run orders after using the Merge function.

Rundown 3 & 4 will now disappear, but the contents of those two run orders have now been appended into the contents of Rundown 1



As this equates to an edit of Rundown 1 you will see that the status has changed to EDIT and there is an asterix before the name *Rundown1.

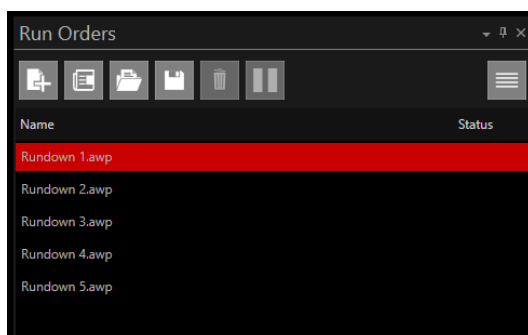
If there are now common story numbers, you can renumber all stories. Click on a story, right click and select Renumber From.... to launch the Renumber Stories pane. See the section "Renumbering Run Orders" above for more details.

Please Note: If you want to merge into a run order which is not currently the highest, drag and drop that run order above the other run orders you would like to merge before starting the merge.

Grouping Runorders

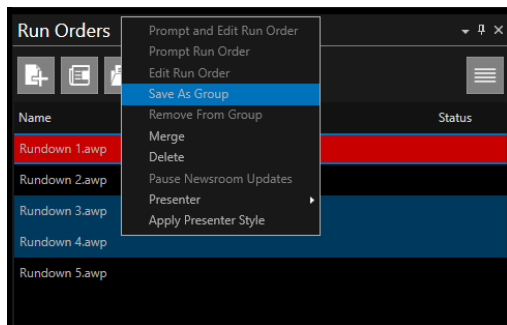
This feature enables a user to save a number of run orders as a group. This allows for easy and quick recalling of multiple run orders and frees up space in the Run Orders pane.

As an example, there are five run orders loaded:

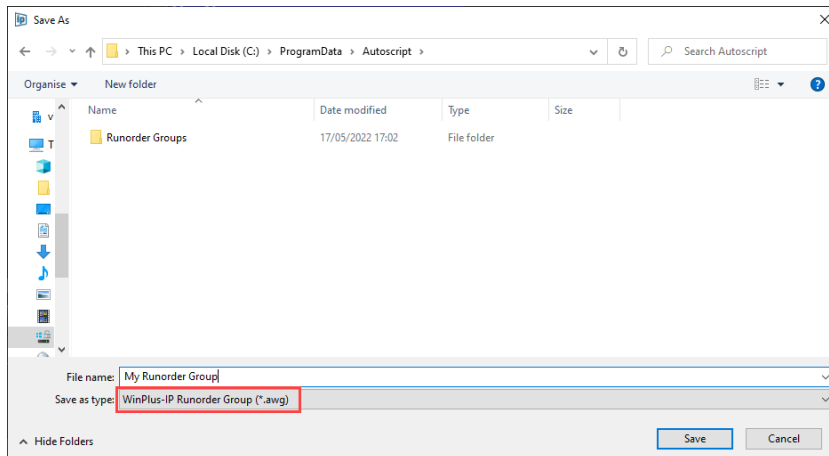


The user wants to combine three of these into one Run Order.

Select all the run orders you want to group (in this case Rundown 1, 3 and 4) then right click and select Save As Group:



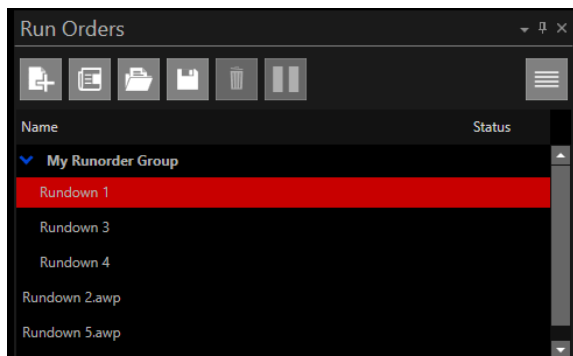
You will then be able to browse to where you would like to save the grouped run orders.



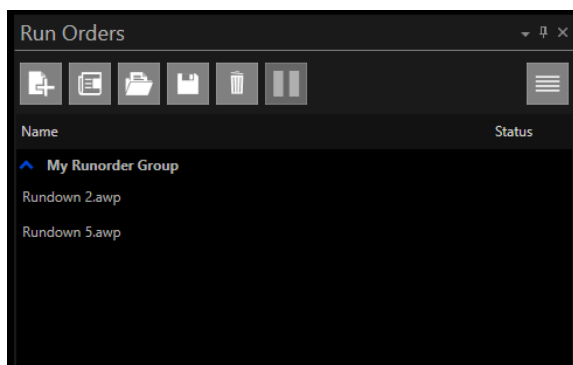
Please Note: the file extension for grouped WP-IP run orders is .awg

Once saved, the Run Orders pane will show the new grouped run orders name.

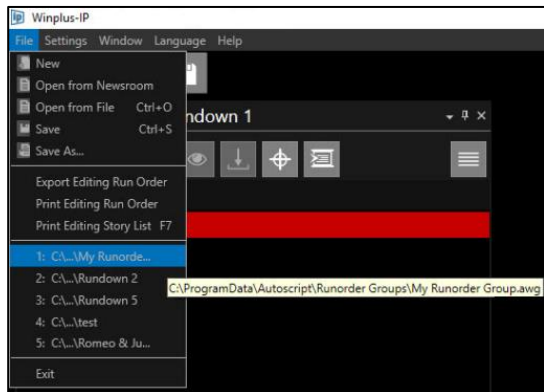
A blue arrow will allow the user to expand the group to see the contents:



or contract it to only see the name of the group:

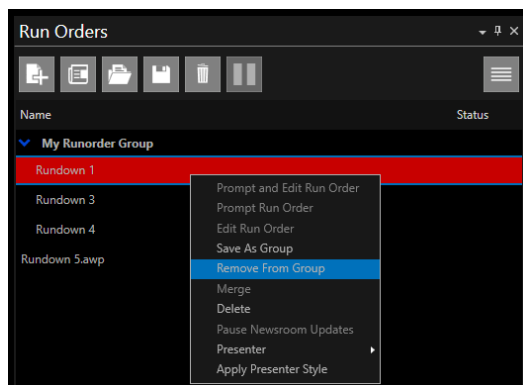


When recalling groups using File or Alt+F, the group will be listed by the saved group name:

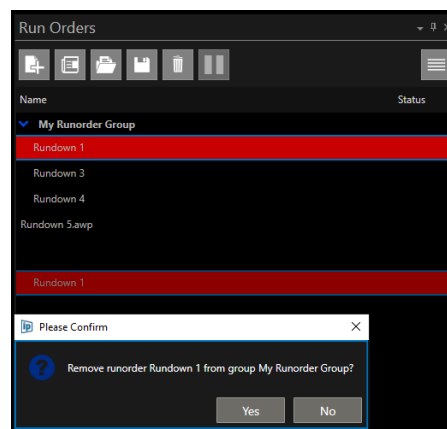


To remove a run order from a group, either:

A: Right click and select Remove From Group

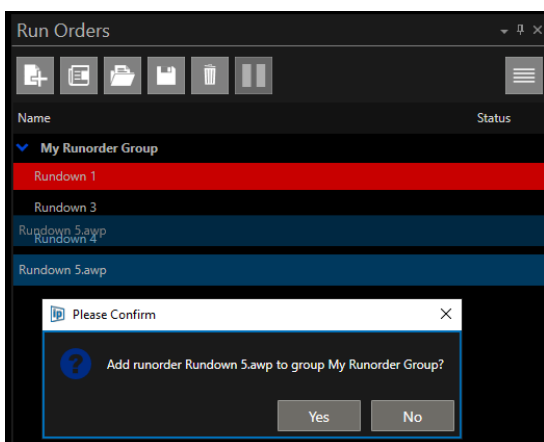


B: Drag a run order out of the group. When you release it you will be asked to confirm if you would like to remove it from the group



To add a run order to an existing group, drag the run order over of the group.

When you release it you will be asked to confirm if you would like to add it to the group



Please Note: The existing group must be expanded in order to drag a new run order to add to it.

Moving Stories

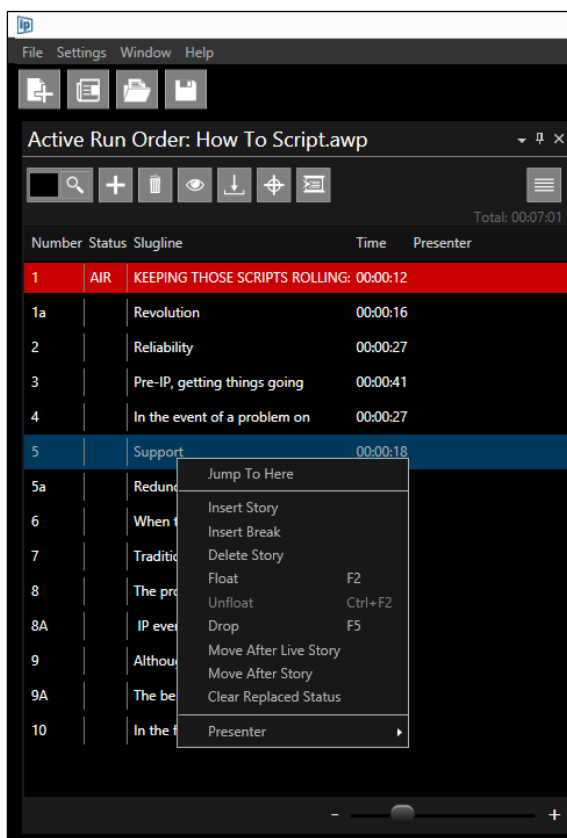
Please Note: This feature is not applicable when a Newsroom connection is established as story moves should always come from the NRCS.

WP-IP has options available to move one story, multiple stories or a block of stories.

To view these options right click on a story in the Active Run Order window.

The options to move stories are:

- Move After Live Story
- Move After Story



Move After Live Story

Single Story:

Action: Select the story you would like to move. Click “Move After Live Story”.

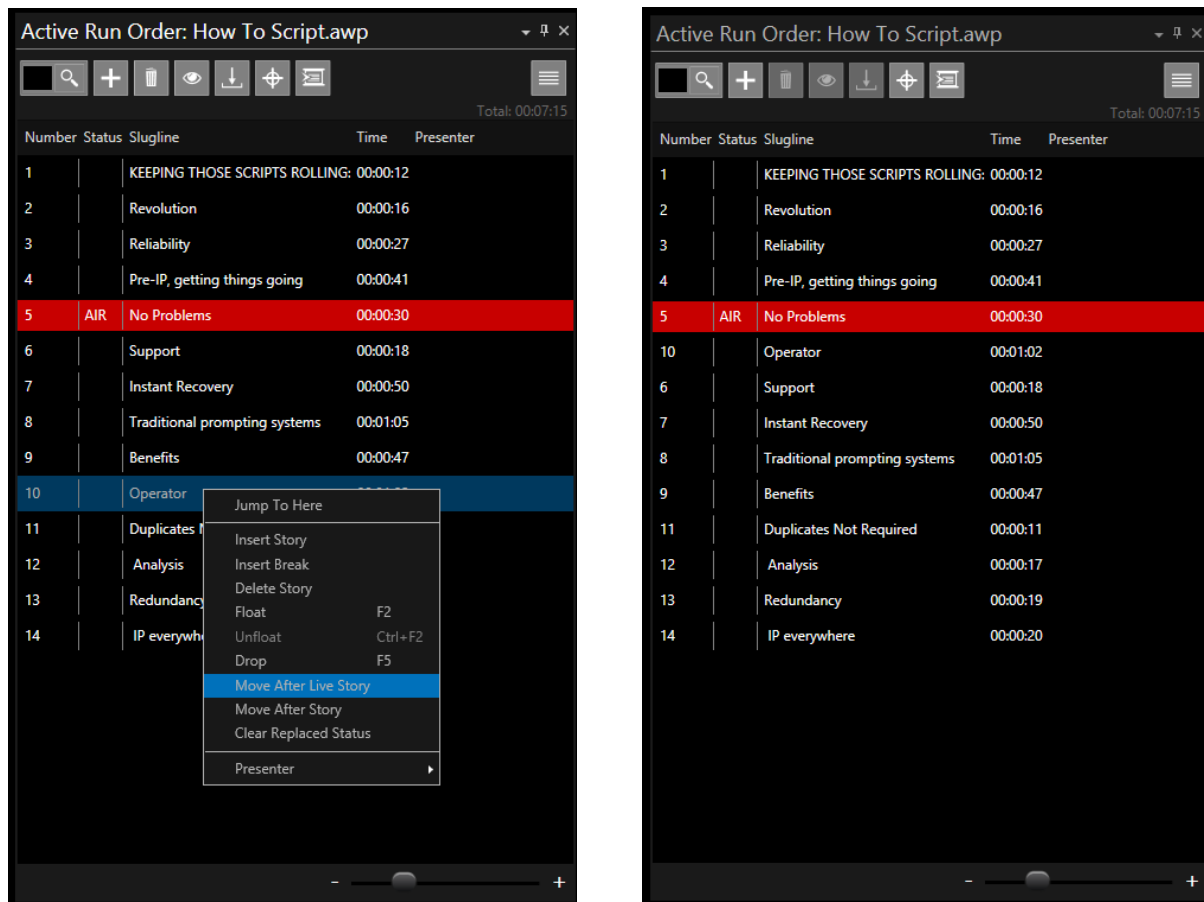
Result: The selected story will move from its current position in the Run Order to be the next story in the Run Order below the current live story. The story which was next in the Run Order will be moved down one

Example: Story 5 is live.

Select Story 10 & right click.

Click “Move After Live Story”.

Result: Story 10 is now positioned immediately after Story 5:



Multiple Stories:

Action: Select the multiple stories you would like to move by holding down the CTRL key while clicking on the stories.

Click “Move After Live Story”.

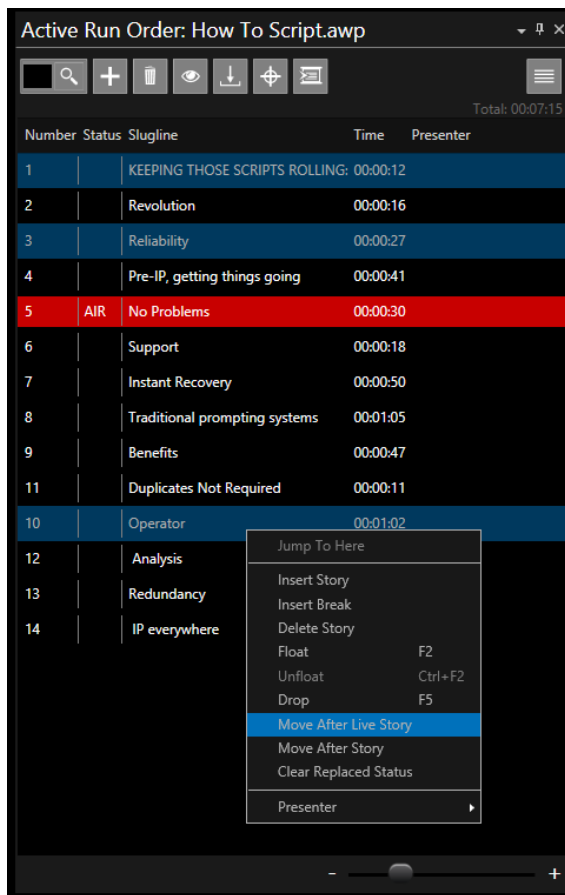
Result: The selected stories will move from their current position in the Run Order to be the next story in the Run Order below the current live story. The stories will be positioned below the live story based on the order they were in before they were moved, this includes moving stories which were above the live story. The story which was next in the Run Order will be moved down one

Example: Story 5 is live.

Select Story 1, 3 & 10 & right click.

Click “Move After Live Story”.

Result: Story 1, 3 & 10 are now positioned immediately after Story 5:



Story Block:

Action: Select the multiple stories you would like to move by holding down the SHFT key while clicking the first and last stories in the block.

Click “Move After Live Story”.

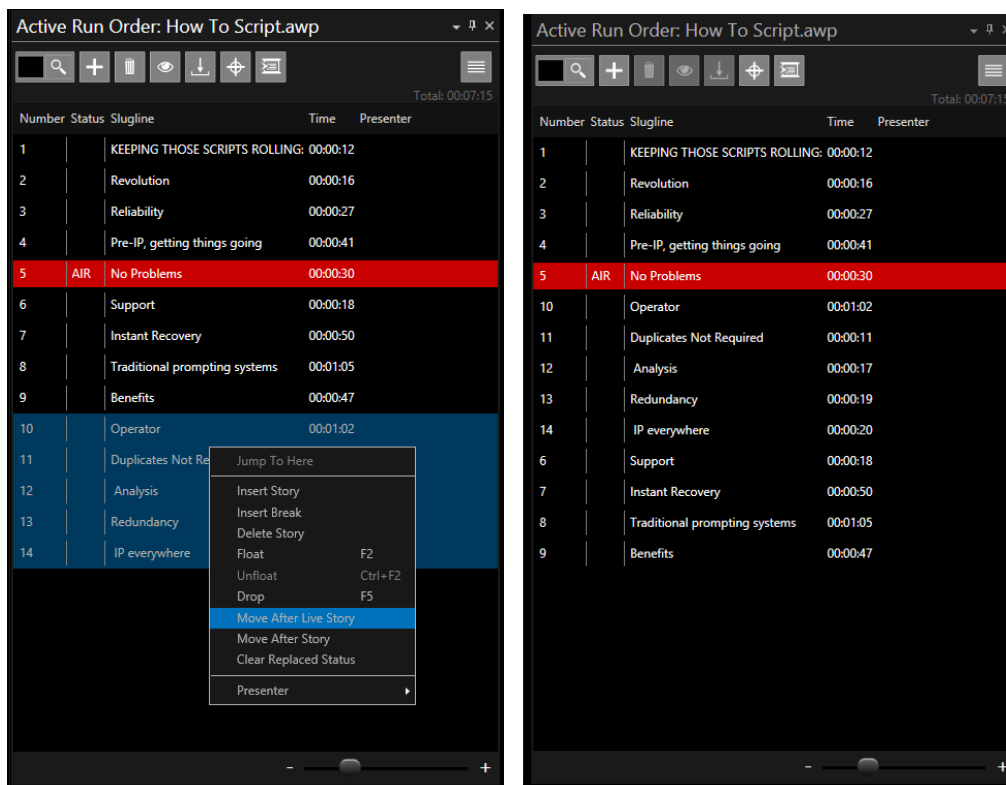
Result: The selected stories within the selected story block will move from their current position in the Run Order to be the next story in the Run Order below the current live story. The story which was next in the Run Order will be moved down one

Example: Story 5 i

Select Stories 10 to 14 & right click.

Click “Move After Live Story”.

Result: Stories 10 to 14 are now positioned immediately after Story 5:

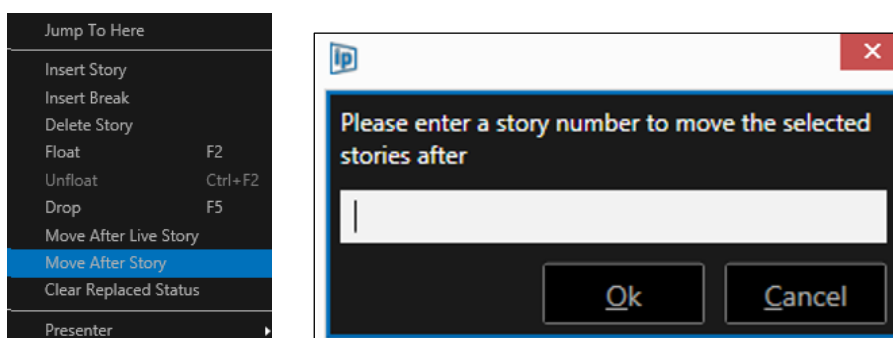


Move After Story

Please Note: Move After Story will produce the same results as Move After Live Story above for single stories, multiple stories or story blocks except the move location is user definable.

Move After Story enables the user to move one story, multiple stories or a block of stories and insert them after a specific story determined by the user.

Once the story, stories or story block has been selected, right click on one of the stories and select "Move After Story". A window will open where you can enter the number of the story you want the selected story, stories or story block to follow.



Please Note: stories or story blocks can also be moved by dragging them within the Active Run Order window. A positional line will show where the dragged stories will be placed when dropped.

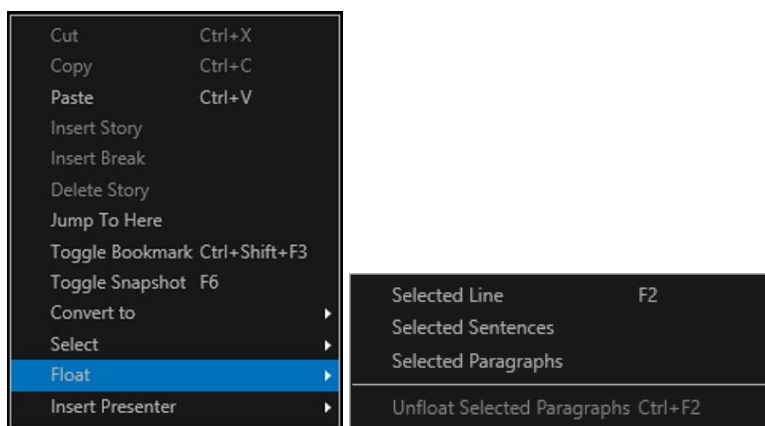
Floating/Cloaking Text or Stories

*Please Note: Float/Cloak have the same function but the terms differ dependent on the system used. For the purpose of this manual we will use the term **Float**.*

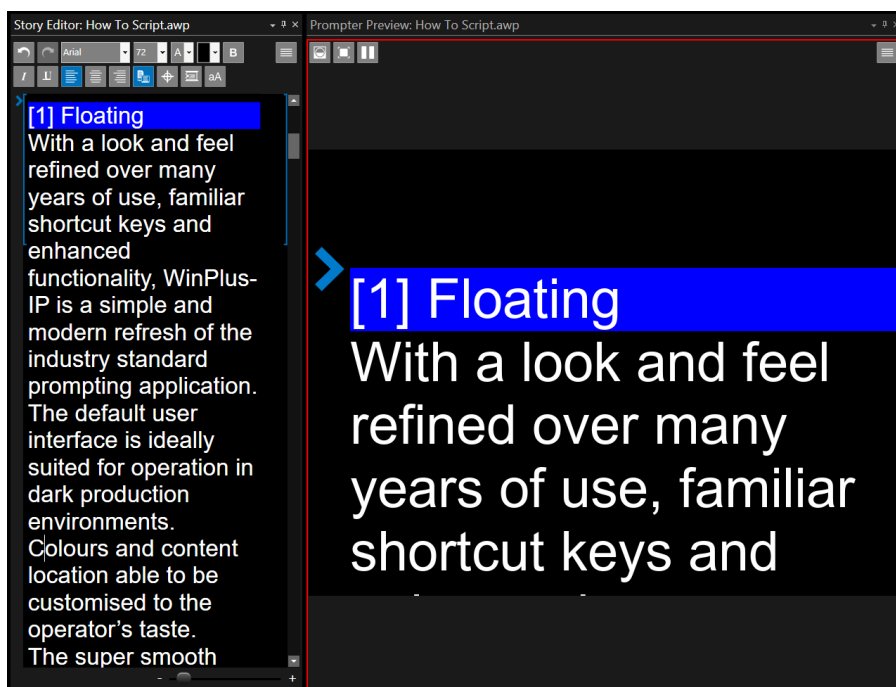
Text or can be removed from the prompted output but remain in the story editor using the Float/Cloak Function. The Floated text will be highlighted in the Story Editor.

Floating from the Story Editor Window

To view the Float options right click in the Story Editor and then click Float.



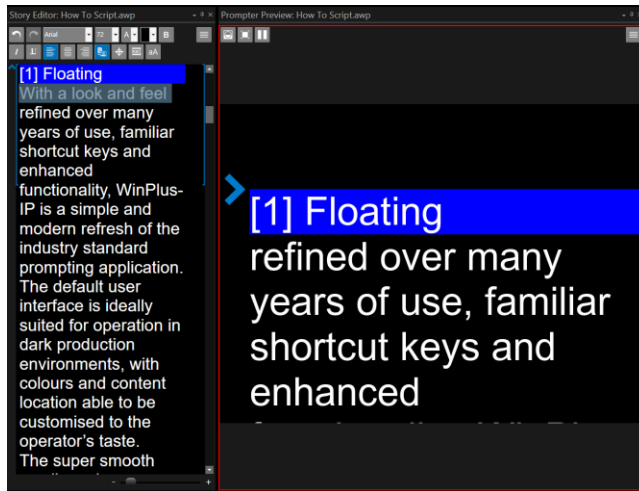
For the following examples of Floating the original text before any Floating is applied is as below:



To Float Selected Lines: F2

In the Story Editor, put the cursor on one line, or select multiple lines, and click F2

Example:

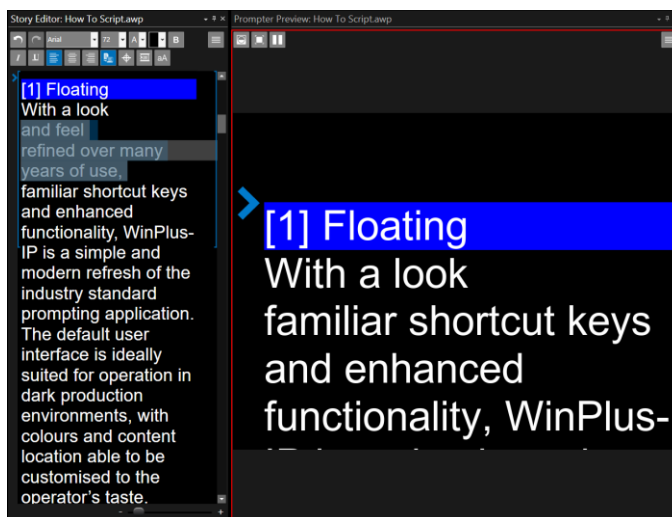


To remove Floated status, click on the Floated text and click CTRL+F2

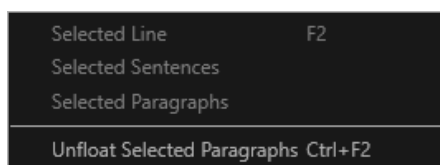
To Float A Selection: F2

In the Story Editor, select the text you would like to Float and click F2

Example:



To remove the Floated status, select the Floated text and click CTRL+F2 or right click Float then Unfloat Selected Paragraphs.

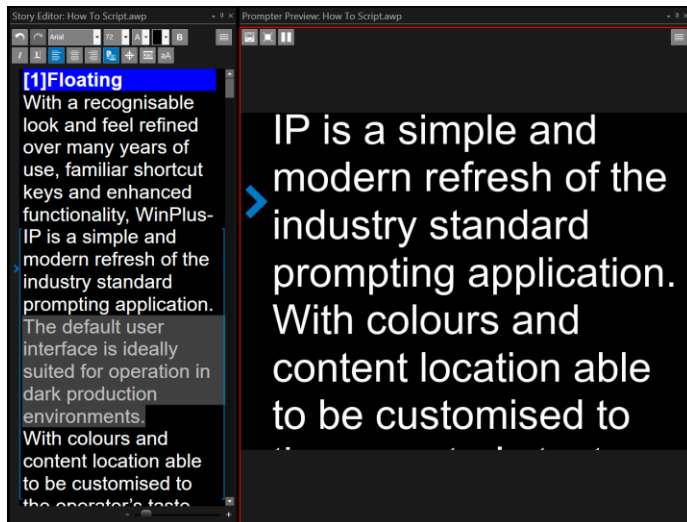


To Float Selected Sentences: F2

In the Story Editor, select the sentences you would like to Float and click F2

Please Note: If a selection is made by dragging, only the text which is selected will be floated.

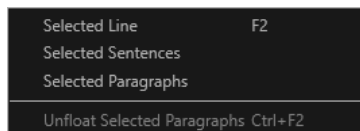
Example:



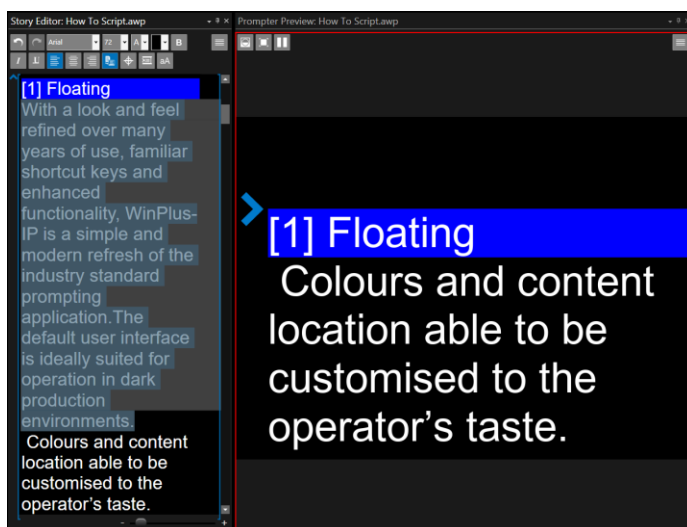
To remove the Floated status, select the Floated text and click CTRL+F2

To Float Selected Paragraphs:

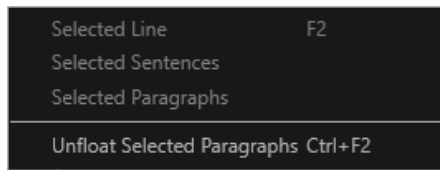
In the Story Editor, put the cursor in the paragraph you would like to Float, right click Float and select Selected Paragraphs



Example:



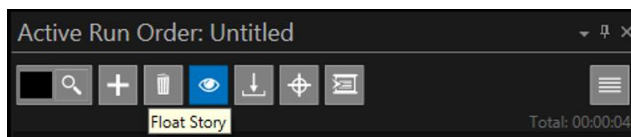
To remove the Floated status, select the Floated text, and click F2 or select the Floated Text then right click Float and select Unfloat Selected Paragraphs.



Floating/Cloaking from the Run Order Window

*Please Note: Float/Cloak have the same function, but the terms differ dependent on the system used. For the purpose of this manual, we will use the term **Float**.*

When **not** connected to a NRCS a story or a selection of stories can be Floated from within the Active Run Order window by using the Float Story button, by right clicking and select Float or by clicking **F2**



In the below example stories 3, 4 & 6 are selected.

When the Float Story button (of F2) is clicked stories 3, 4 & 6 will show FLT (Floated) in the Status Column and they will be removed from the prompt output.

Active Run Order: Multui Language.AWP

Number Status Slugline Time Presenter

2	PRE	FARSI	00:01:10	
3		BENGALI বৃহস্পতিবার পত্র-	00:00:40	
4		HINDI	00:00:21	
5		NEPALI	00:00:29	
6		PASHTO	00:00:36	
7		SINHALA	00:00:14	
8		TAMIL	00:00:07	
9		URDU	00:00:47	
10		MYANMAR (BURMESE)	00:00:06	

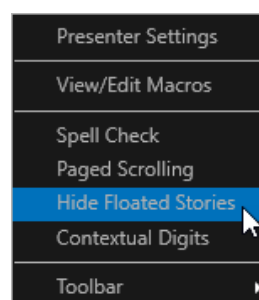
Active Run Order: Multui Language.AWP

Number Status Slugline Time Presenter

2	PRE	FARSI	00:01:10	
3	FLT	BENGALI বৃহস্পতিবার পত্র-	00:00:40	
4	FLT	HINDI	00:00:21	
5		NEPALI	00:00:29	
6	FLT	PASHTO	00:00:36	
7		SINHALA	00:00:14	
8		TAMIL	00:00:07	
9		URDU	00:00:47	
10		MYANMAR (BURMESE)	00:00:06	

Please Note: The stories and their contents will still be visible in the Story Editor when Cloaked.

To hide these in the Story Editor click the burger then Hide Cloaked Stories.

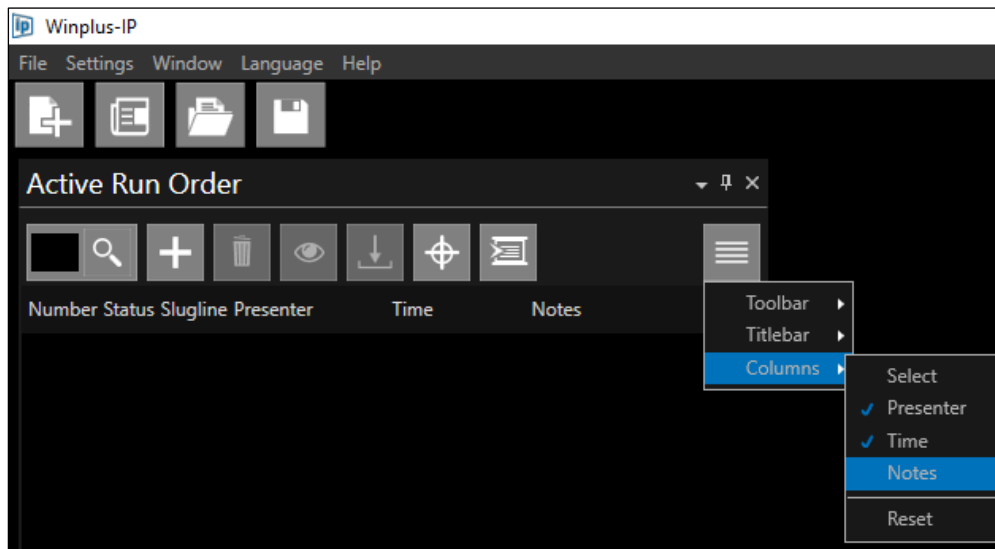


Adding Notes To A Story

Notes can be added to a story for reference by the prompt operator.

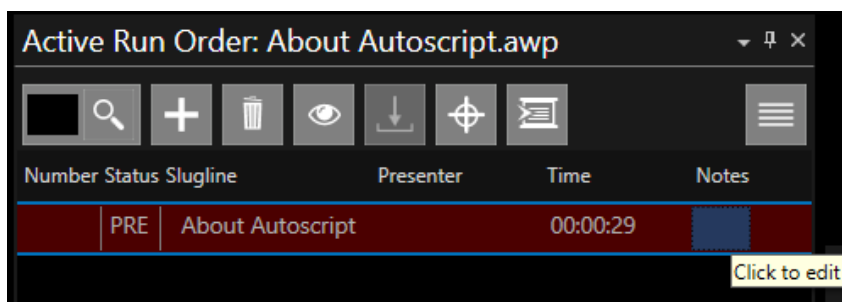
Please Note: The notes feature is not available for Newsroom Run Orders

To display the notes column in the Active Run Order pane click the burger then Columns, Notes.

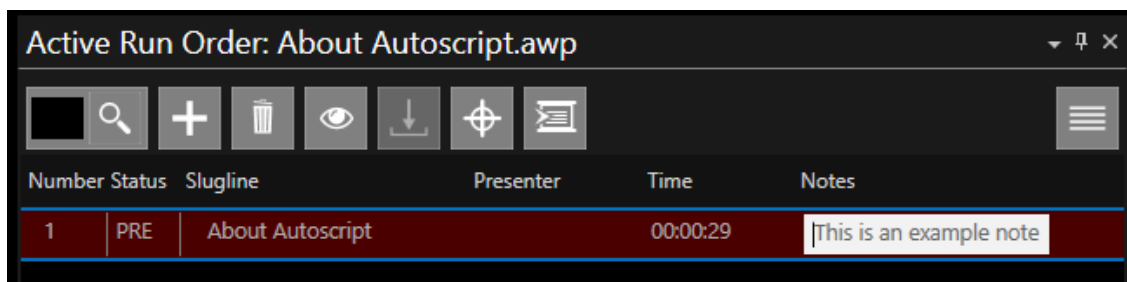


To add a Note:

In the story you want to make a note click under the word Notes. A box will appear where you can begin typing.



Type the note you would like then press enter or tab out to save. Notes will be saved with the story when the Run Order is saved. To edit a Note, click on the text in the Notes field.



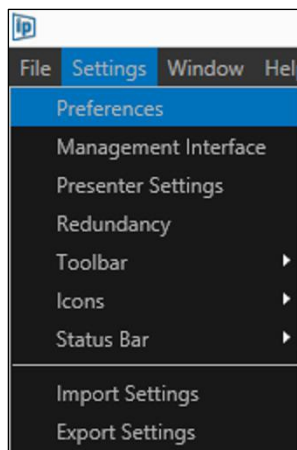
To delete a Note select all the text and click delete or backspace.

Run Order Options When Importing Scripts

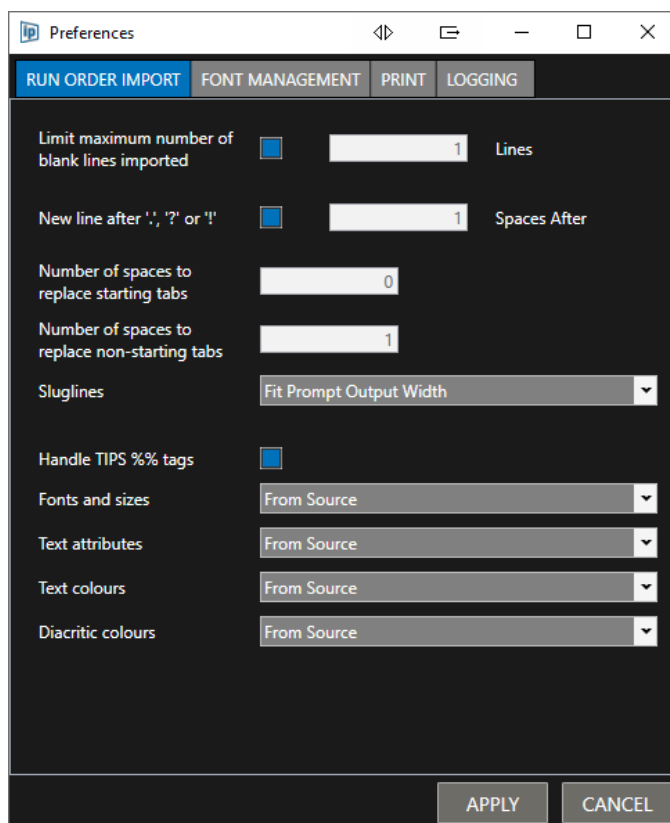
Several parameters can be set when importing a run order. These include setting the number of blank lines to be removed on import, when a new line is to be created and which text formats you would like to import.

Please Note: these preferences are universally applied so are not specific to any NRCS or text editor.

To view the Run Order Import options, click Settings/Preferences



You will now be presented with several tabs.

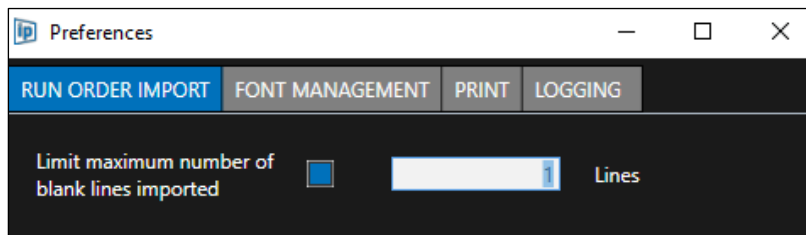


Limit maximum number of blank lines imported

This option lets you control how many blank lines are imported and how many are removed.

Often a script will be prepared where the writer has entered several blank lines to separate segments, paragraphs etc. The reader may not want to see these and so can determine the number of lines displayed on the prompter.

To enable this function, check the box and then enter the number of blank lines you require to remain in the field to the right:



E.g.: With the above settings, when a run order is imported which has 4 blank lines, 3 of those blank lines will be removed.

To switch this function off uncheck the box.

Please Note: this option applies both to when run orders are imported and when text is copy/pasted into the Story Editor window.

New line after “.”, “?” or “!”

This feature will force a new line (carriage return) when a “.”, “?” or “!” is detected. To enable this feature, check the box and then enter the number of spaces that must be detected after the “.”, “?” or “!” to apply the carriage return.



Please Note: The spaces are not removed; the carriage return is placed after the number in the “Spaces After” field and any additional spaces are carried over to the newly created line

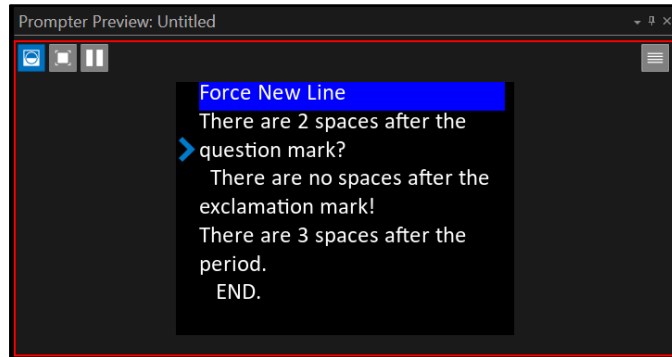
The following examples use the sample text below

Force-New-Line¶
There·are·2·spaces·after·the·
question·mark?·There·are·no·
spaces·after·the·exclamation·
mark!There·are·3·spaces·after·
the·period.···END.¶

Using the sample text and the “Spaces After” set to 0:



Will produce the following result:



A new line is forced after the ? There are 2 spaces following it.

These 2 spaces are forced onto the next line before There.

A new line is forced after the !

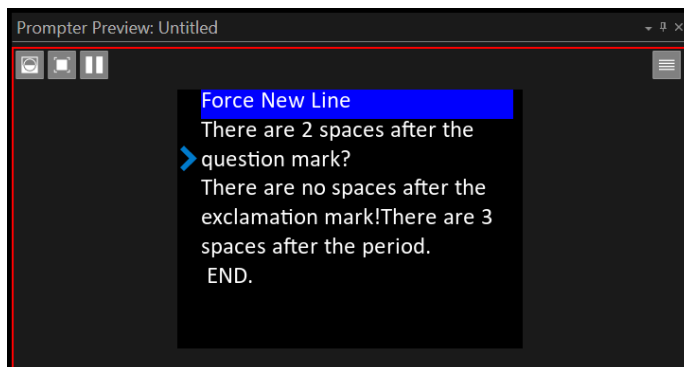
A new line is forced after the . There are 3 spaces following it.

The 3 spaces are forced onto the next line before END.

Using the same text and the “Spaces After” set to 2:



Will produce the following result:



A new line is forced after the ? because there are 2 spaces following it . These spaces are on the same line after the ?

A new line is **not** forced after the ! because there are no spaces.

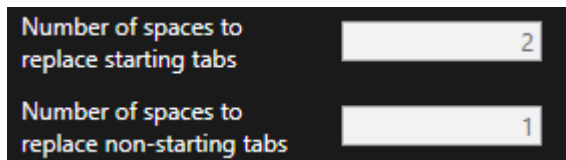
A new line is forced after the . because there are 3 spaces.

2 of the spaces remain on the same line as after the . and the third space is forced onto the next line before END.

Tab handling

Removal/replacement of tabs within text is done using the options:

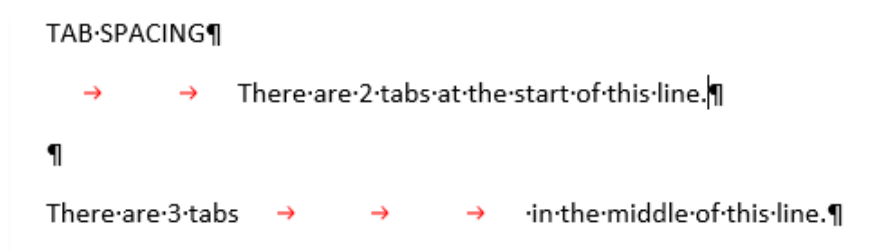
- Number of spaces to replace starting tabs
- Number of spaces to replace non- starting tabs



Number of spaces to replace starting tabs: 2

Number of spaces to replace non-starting tabs: 1

Using the following text as an example:



TAB SPACING¶

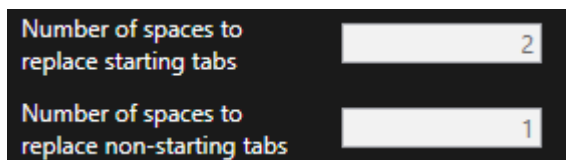
→ → There are 2 tabs at the start of this line.¶

¶

There are 3 tabs → → → in the middle of this line.¶

Entering a different value will affect the tabs.

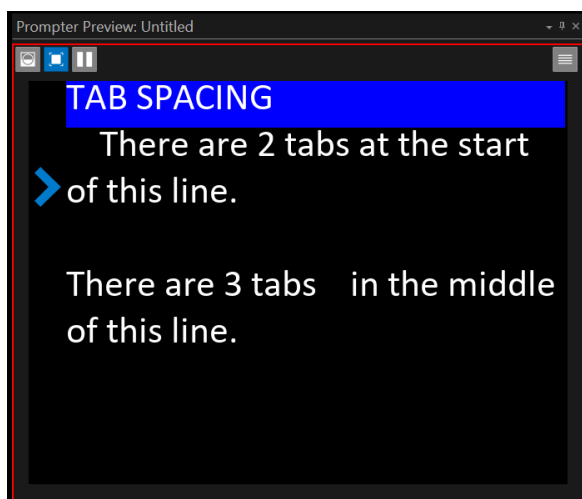
For example, with these settings:



Number of spaces to replace starting tabs: 2

Number of spaces to replace non-starting tabs: 1

The results are:



Prompter Preview: Untitled

TAB SPACING

There are 2 tabs at the start
➤ of this line.

There are 3 tabs in the middle
of this line.

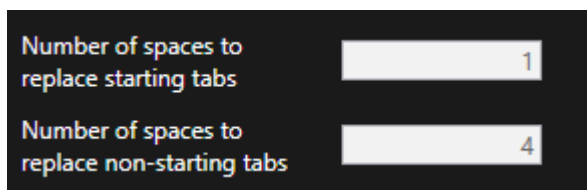
The two tabs at the start of the first sentence (starting tabs) are removed and replaced by 4 spaces.

Number of spaces to replace starting tabs = 2 There are 2 x Tabs so total spaces to replace tabs is 4.

The three tabs in the middle of the second sentence (non-starting tabs) are removed and replaced by 3 spaces

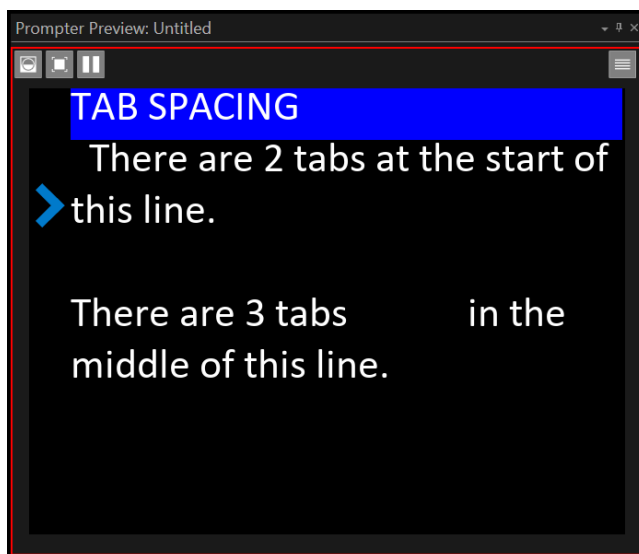
Number of spaces to replace non-starting tabs = 1 There are 3 x Tabs so total spaces to replace tabs is 3.

With these settings:



Number of spaces to replace starting tabs	1
Number of spaces to replace non-starting tabs	4

The results are:



The two tabs at the start of the first sentence (starting tabs) are removed and replaced by 2 spaces.

Number of spaces to replace starting tabs = 1. There are 2 x Tabs so total spaces to replace tabs is 2.

The three tabs in the middle of the second sentence (non-starting tabs) are removed and replaced by 12 spaces.

Number of spaces to replace non-starting tabs = 4. There are 3 x Tabs so total spaces to replace tabs is 12.

TIPS Import Handling

This feature supports the import of scripts from the TIPS word processor system.

This is most specifically in use by the BBC (British Broadcasting Corporation).

If not using TIPS to import scripts this feature can be ignored

WP-IP can handle conversion of three import tags from within scripts generated in TIPS.

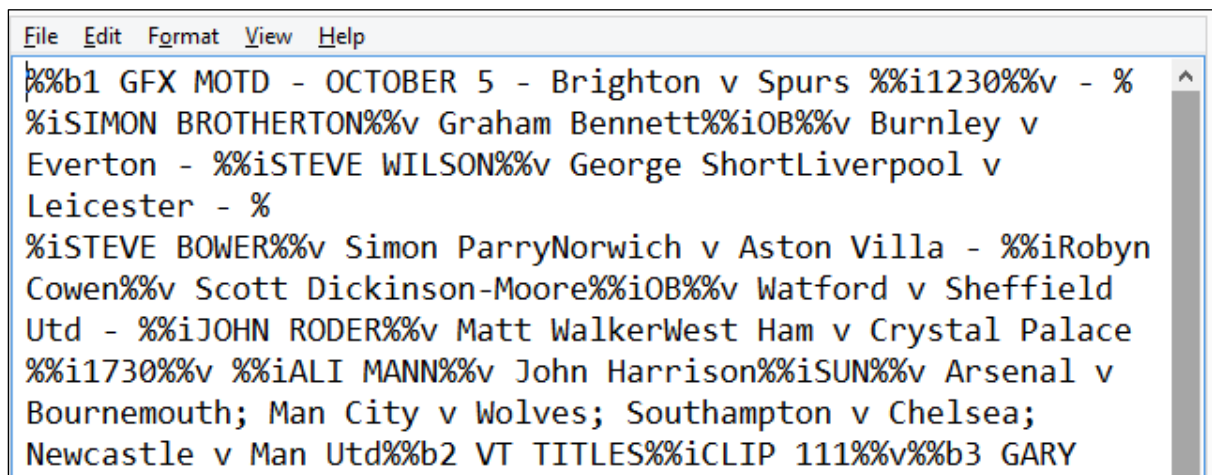
These are:

- %%B or %%b: Start of Story
- %%I or %%i: Inverse Video On
- %%V or %%v: Inverse Video Off

When Handle TIPS %% tags is enabled these tags are converted to the format specified above.

Please Note: The number following the %%B or %%b will be used as the story number. This will also generate a slugline. The parameters of the slugline and story text is defined by the Presenter Settings.

The below is an example of a sample of a TIPS rundown opened in Notepad:

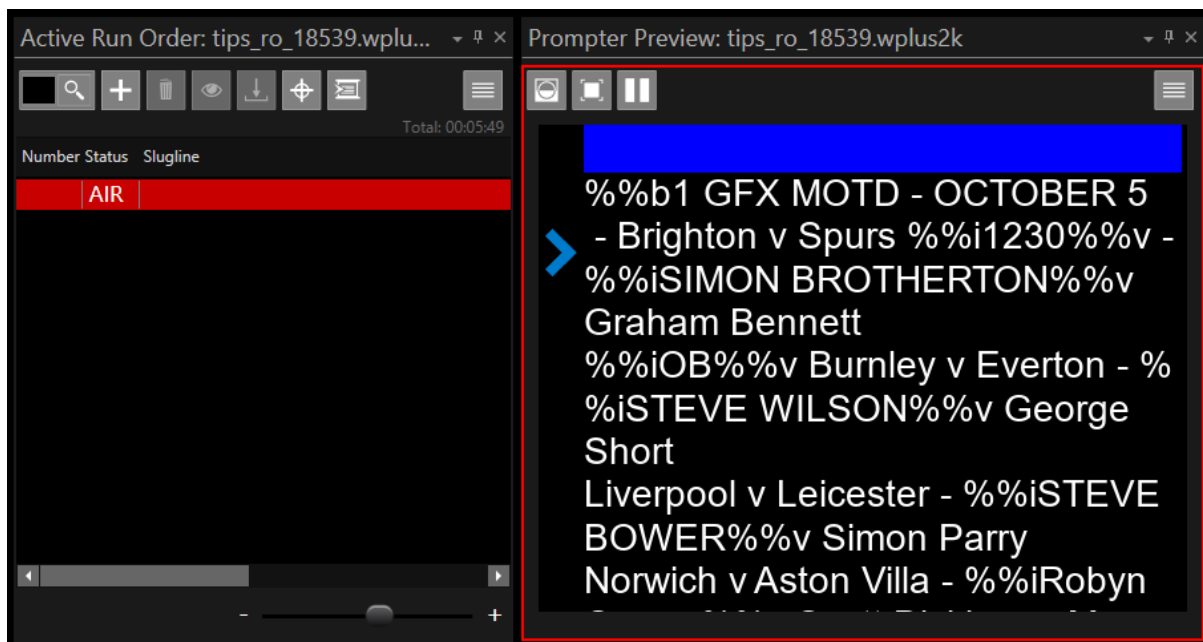


```
File Edit Format View Help
%%b1 GFX MOTD - OCTOBER 5 - Brighton v Spurs %%i1230%%v - %
%iSIMON BROTHERTON%%v Graham Bennett%%iOB%%v Burnley v
Everton - %%iSTEVE WILSON%%v George ShortLiverpool v
Leicester - %
%iSTEVE BOWER%%v Simon ParryNorwich v Aston Villa - %%iRobyn
Cowen%%v Scott Dickinson-Moore%%iOB%%v Watford v Sheffield
Utd - %%iJOHN RODER%%v Matt WalkerWest Ham v Crystal Palace
%%i1730%%v %%iALI MANN%%v John Harrison%%iSUN%%v Arsenal v
Bournemouth; Man City v Wolves; Southampton v Chelsea;
Newcastle v Man Utd%%b2 VT TITLES%%iCLIP 111%%v%%b3 GARY
```

When the feature is disabled:



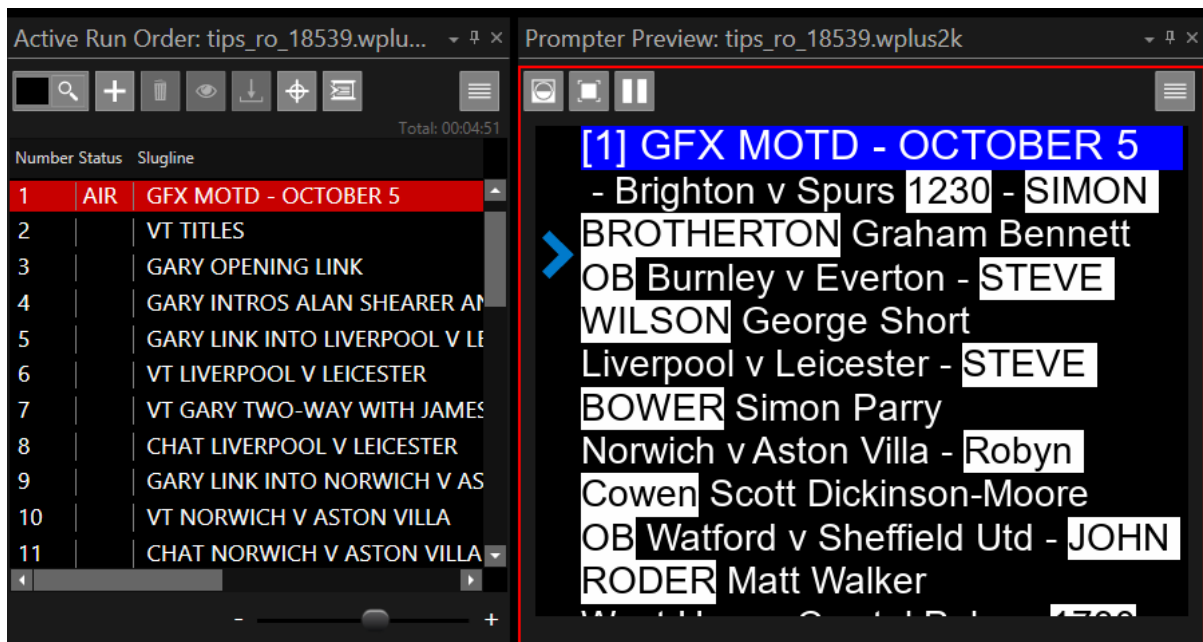
And the TIPS document is imported, the resulting conversion is:



When the feature is enabled:



And the TIPS document is imported, the resulting conversion is:



Please Note: Additional TIPS %% tags may be supported in future versions.

Selecting Format on Import

Options allow the user to determine what text formats they would like to apply when importing or copy/pasting text

Fonts and sizes	From Source	▼
Text attributes	From Source	▼
Text colours	From Source	▼
Diacritic colours	From Source	▼

Each field has two options:

From Source

From Destination

When “From Source” is selected, upon import the particular text parameter will be kept and displayed as it is in the source document.

When “From Destination” is selected, upon import the particular text parameter will be changed to those of the Default Presenter.

Please Note: when text is copied and pasted into a location in the Story Editor which has a Presenter applied, and “From Destination” is selected, the parameters of the Presenter will be applied.

Fonts and Sizes: This refers to the text font type and the size of the text

Text Attributes: This refers to Bold, Italic & Underline text

Text colours: This refers to the colour of the background, underline and the text itself

Diacritic colours: This refers to the colour of the diacritic markings. These may be configured to be a different colour from the colour of the text.

Please Note: When the “Text colours” field is set to From Destination, the option to select the setting for Diacritic Colours is removed

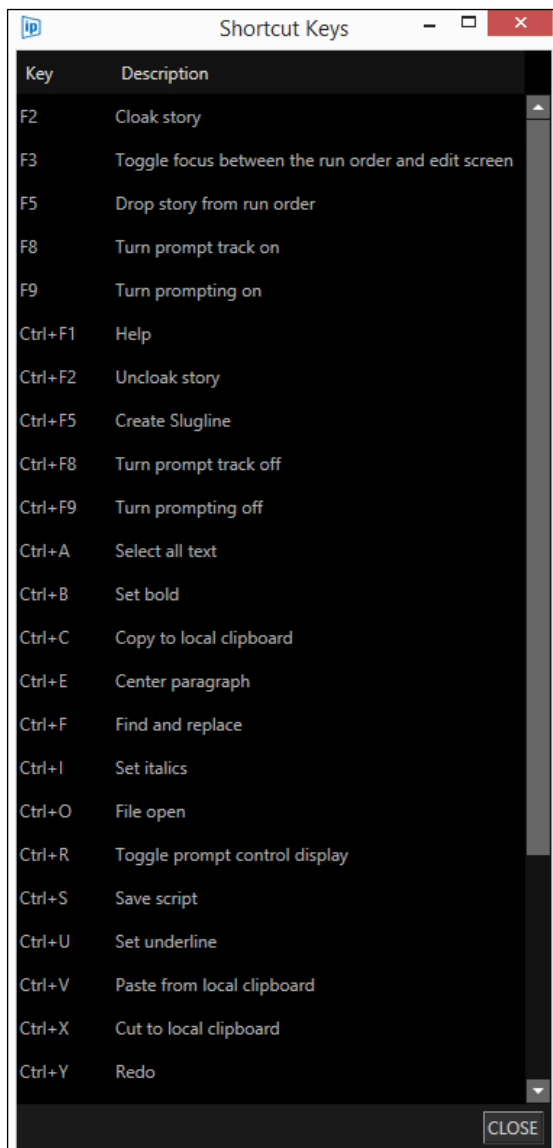
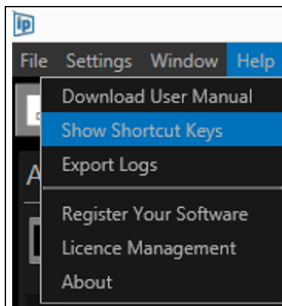
Shortcut Keys

Several shortcut keys are available to improve the speed and simplicity of operation.

Click on Help/Show Shortcut Keys to access a list of the available shortcuts

The shortcut key window can be kept open and on top of all other windows.

It can also be dragged to another screen.



Please Note: The availability and number of shortcut keys is subject to change with subsequent application releases.

A software update may be required.

Not all shortcuts are listed.

For example, features not included in the shortcut key list are:

- *SHIFT+HOME will select a line*
- *Double click on a word will select it*
- *Triple click on a word will select a sentence*

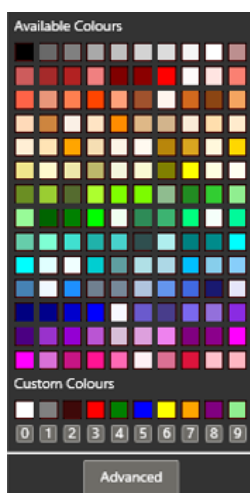
Text Colours

Default Colours

To apply a colour to selected text, other than the colour which is already set, select the text then click the dropdown arrow wherever you see the Forecolour, Back Colour, Underline Colour or Diacritic Colour options:



This will bring up the Available Colours pane:



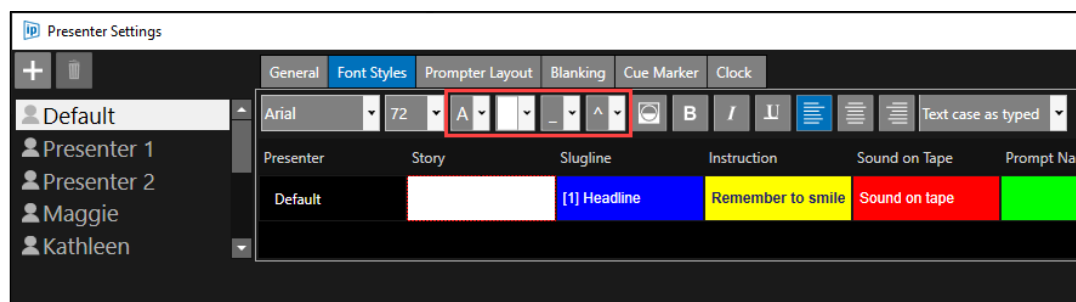
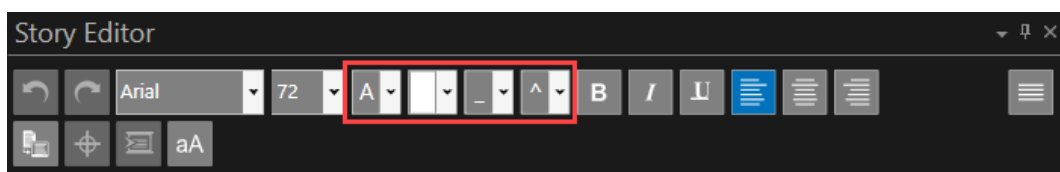
Select the colour to apply that colour to the selected text. Selecting the colour will then automatically close the Available Colours window.

You can also click on the Custom Colour itself, not the number below it.

Edit the Custom Colours

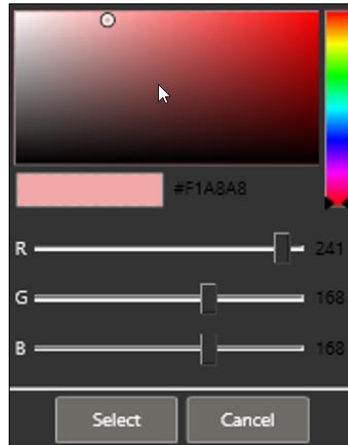
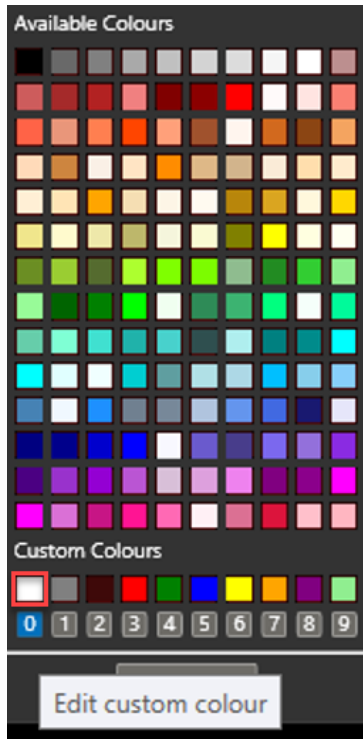
The custom colours may be edited wherever a colour option is available.

For example, they may be set via the Story Editor pane or the Presenter Settings pane.



At the bottom of the Available Colours window there is a Custom Colours section. 10 x pre-set default colours are installed.

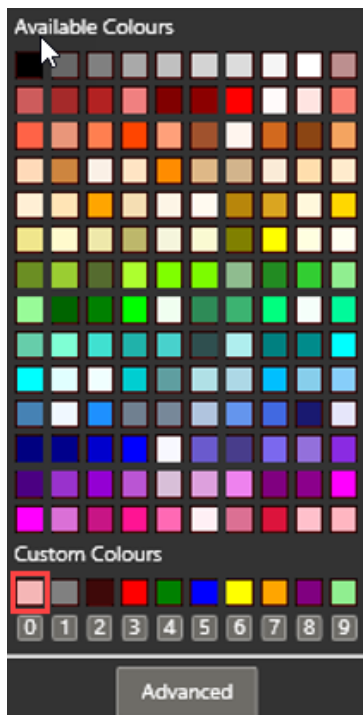
To change these custom colours, click on one of the numbers 0 – 9 In the below example Custom Colour 0 is selected



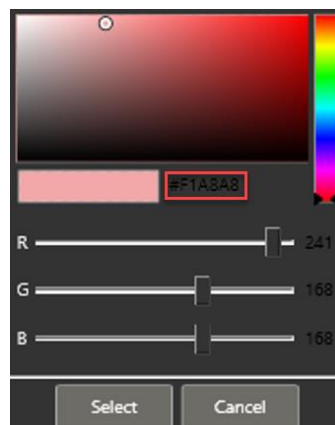
This will open a colour selector.

Move the cursor to create a colour you want.

Click Select to assign that to the Custom Colour number you had selected.



Please Note: If you know the number of the colour you want you use you can enter it by clicking in the number field to the right of the example colour window:



Using Shortcut Keys to Apply Colours

To increase the speed of applying colours to text, shortcut keys may be used.

Please Note: The shortcuts are applicable to the Forecolour and Back Colour.

The shortcut keys are as follows:

To apply a colour to the Forecolour text, select **ALT+SHIFT + Number 0-9**

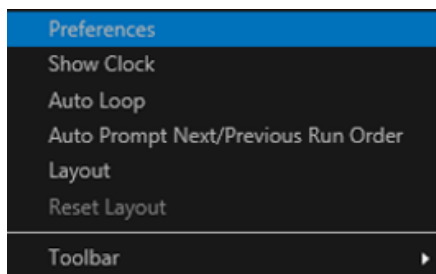
To apply a colour to the Back Colour text, select **ALT+ Number 0-9**

To use the shortcut keys to apply the corresponding Custom Colour:

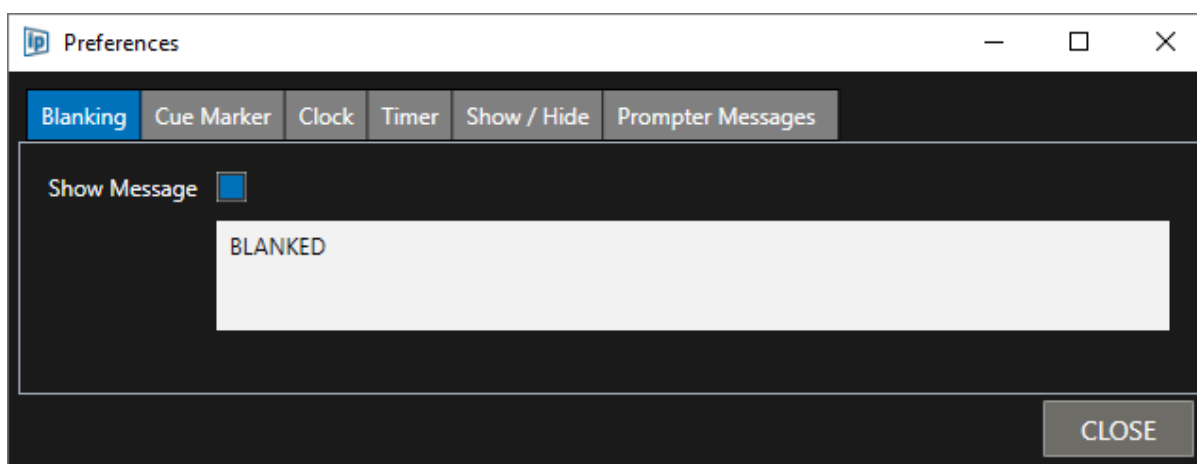
1. Select the desired text.
2. To apply the colour to Forecolour (text) click ALT+SHIFT+ the corresponding number between 0-9
3. To apply the colour to the Back Colour (background) click ALT+ the corresponding number between 0-9

Prompter Preview Preferences

A number of additional output options can be configured via Prompter Preview preferences. This can be accessed by clicking the burger and then Preferences



This will then launch the Preferences window.



Blanking

Blanking is a useful tool to remove text from the output in the event that a presenter would like to look into the camera lens but does not want to be distracted by text on the screen. An example of this is when an interviewee is not in the same location as the presenter. The presenter will interview them through the camera. In this example any text on the screen can be a distraction.

The blanking feature will replace the output with whatever is shown in the blanking text box or will blank the screen completely.

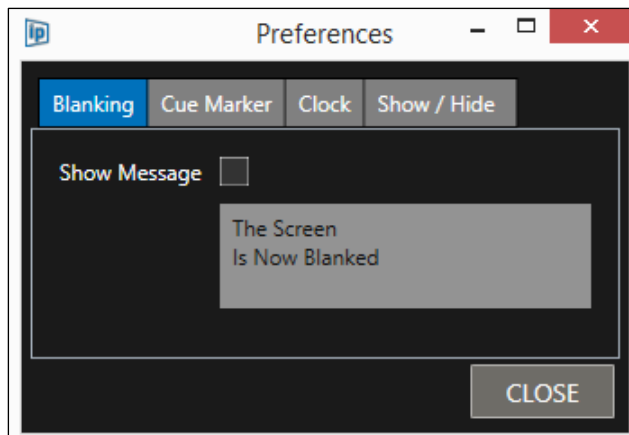
Activating Blanking Function: Blanking status can be toggled on and off in a number of ways:

- Click on the Blank icon in the Prompter Preview toolbar
- Use the key combination SHIFT+F9
- Assign one of the Function Buttons on a controller as BLANK SCREEN

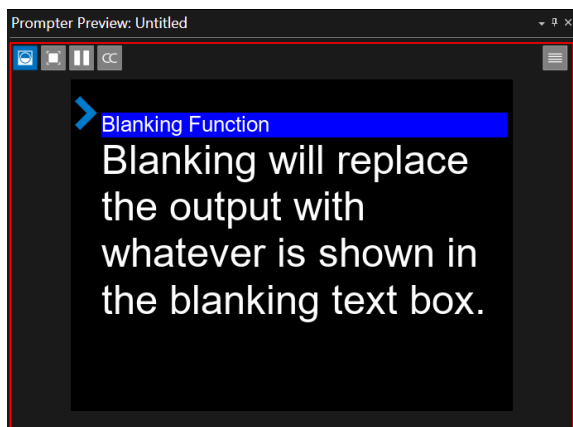
Blanking Options

Blanking can be set to switch the output to completely blank or to show a message.

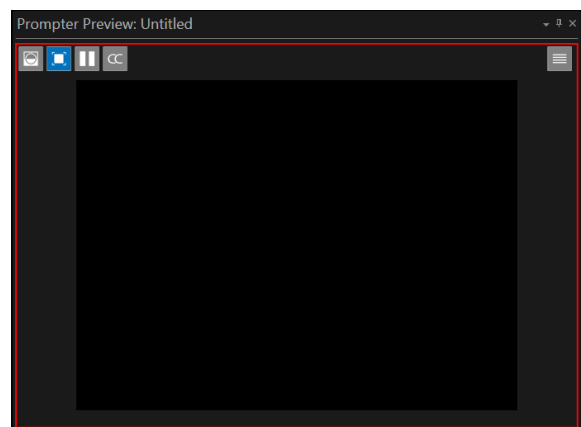
To completely blank the output, uncheck the Show Message button:



The following will result



Prompted

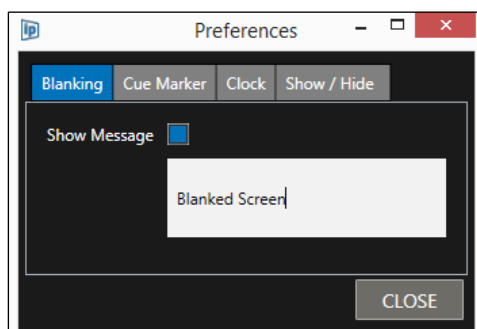


Blanked

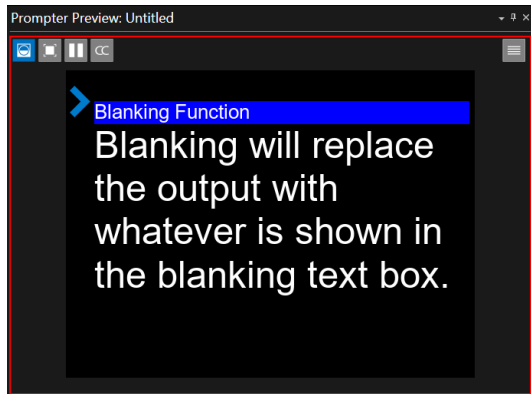
To show a message check the Show Message button.

You can then add the message to be displayed by typing into the message box.

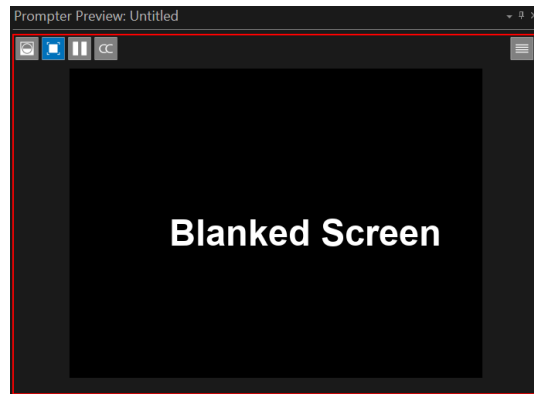
For example, "Blanked Screen":



The following will result:

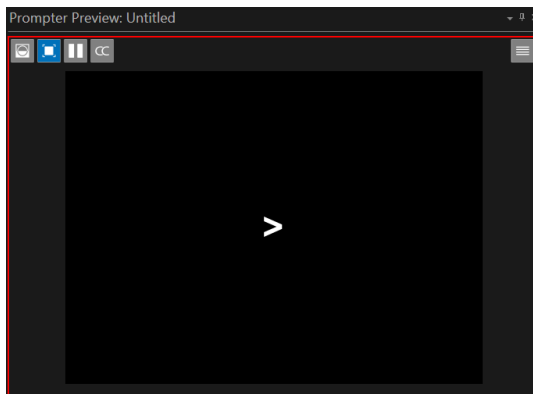
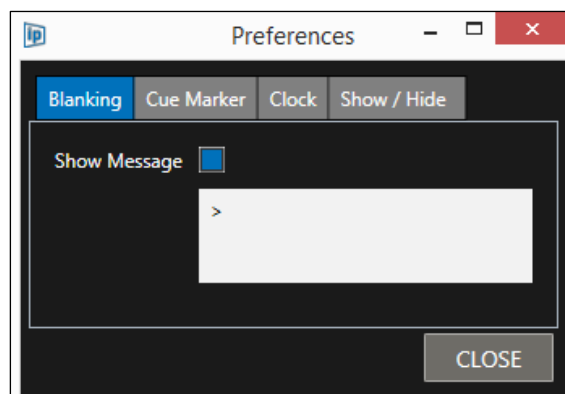
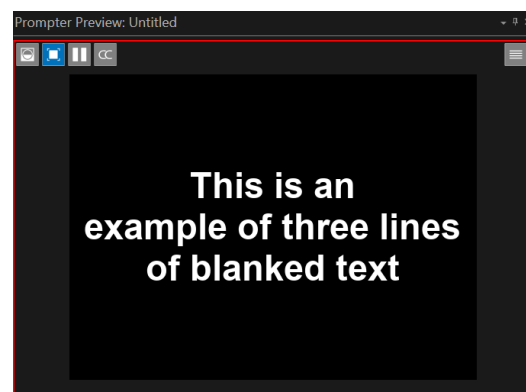
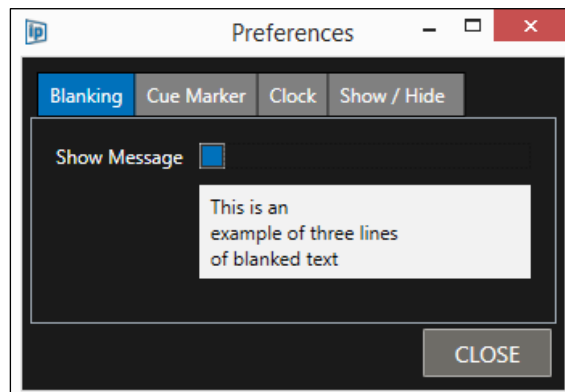


Prompted



Blanked

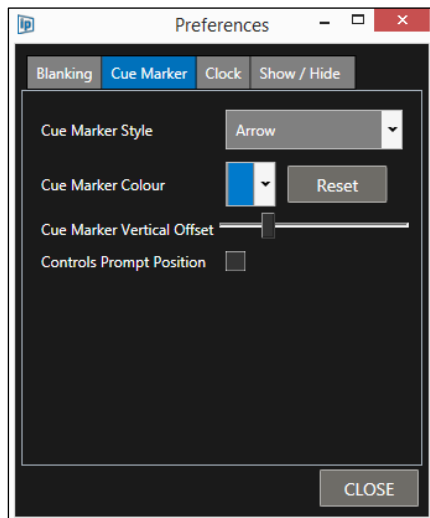
You can use up to 3 message lines or use a single character.



The message text will automatically be centre justified.

Please Note: If you edit the message text when blanking is activated you will be able to see the output update in real time.

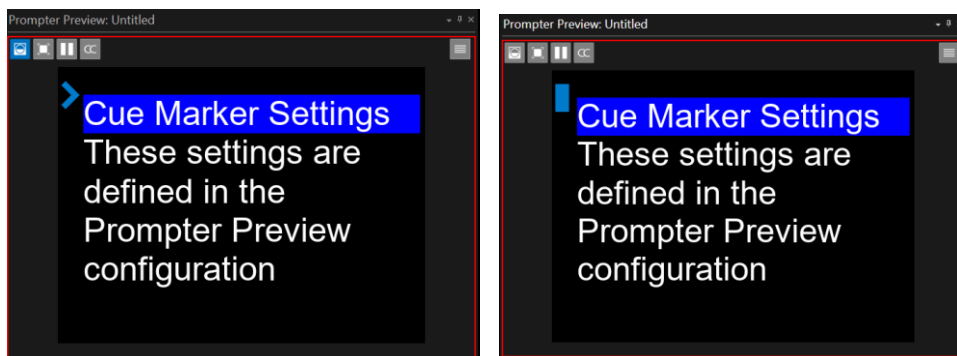
Cue Marker



The Cue Marker tab enables the user to set parameters for the marker displayed on the Prompter Preview pane.

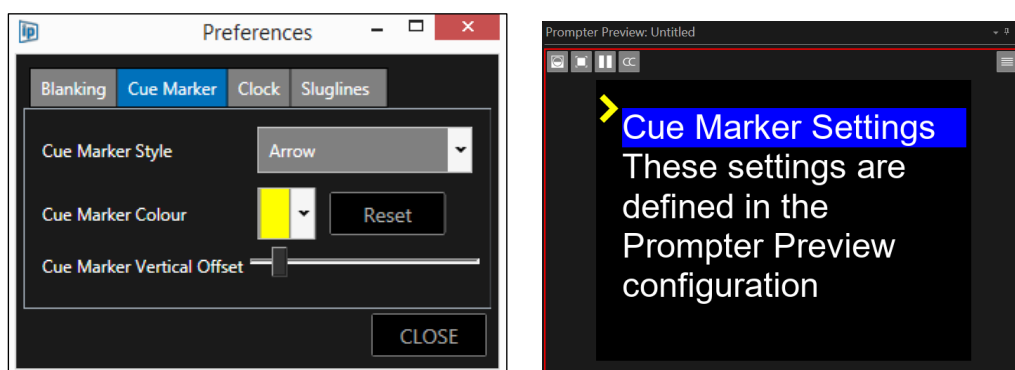
Cue Marker Style

This can be set to be an arrow or a block

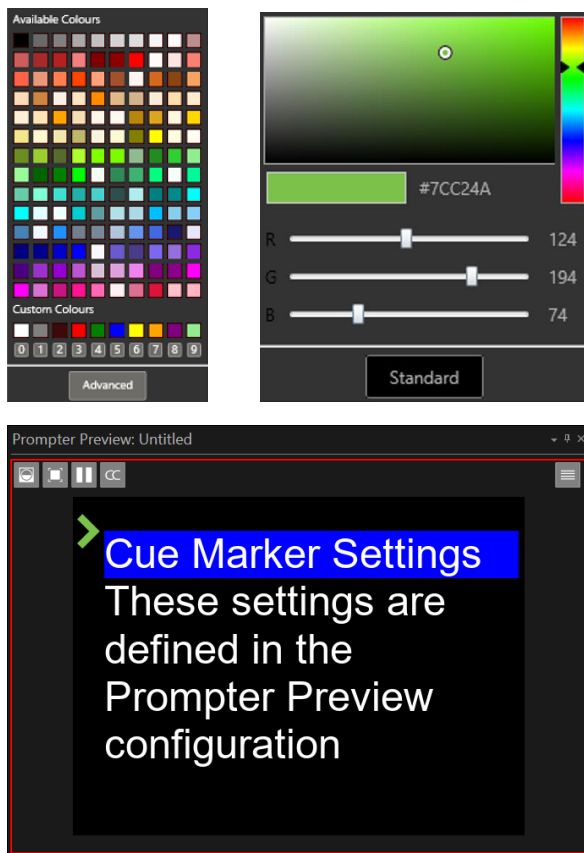


Cue Marker Colour

The colour of the marker can be selected using the pull down



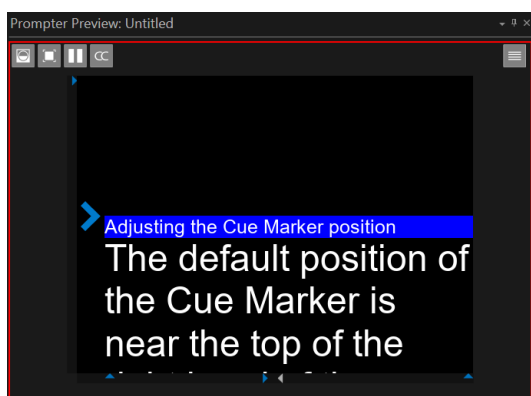
The applicable colour can be either from presets and a selection of standard (Available)colours, or generated by the user clicking Advanced and generating their own colour.



Please Note: when changing the Cue Marker colour you will be able to see the marker itself change colour in real-time before you click Close

Cue Marker Vertical Offset

The offset of the marker from the top of the Prompter Preview can be adjusted using a slider. This will correspond to where each new story appears on screen.



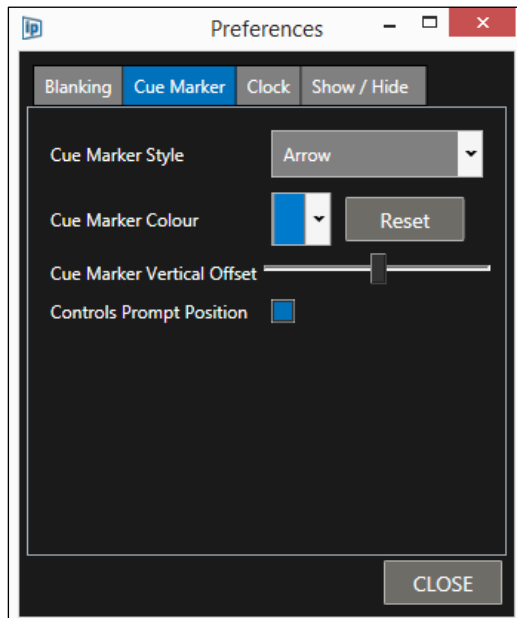
Please Note: The vertical position of the Cue Marker is a reference line for where stories are placed when selected. Please ensure that when moving the Cue Markers vertical position enough lines of the story are visible to the reader

For more details see Prompter Preview Layout Formatting/Adjusting the Cue Marker

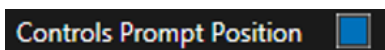
Controls Prompt Position

This option controls if the story marker (slugline) position is determined by the position of the Cue Marker or if it is always displayed at the top of the output.

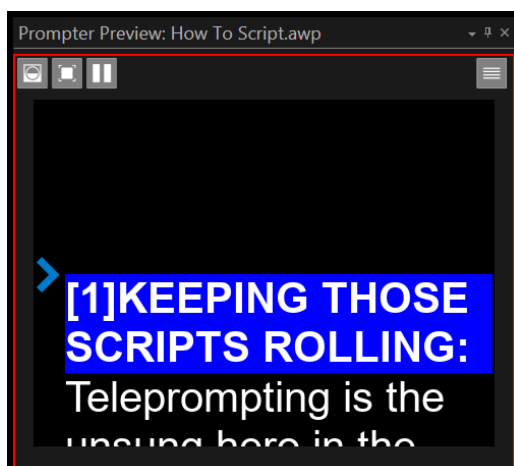
Examples where the Cue Marker vertical offset is approx. 60% down the Prompter Preview pane:



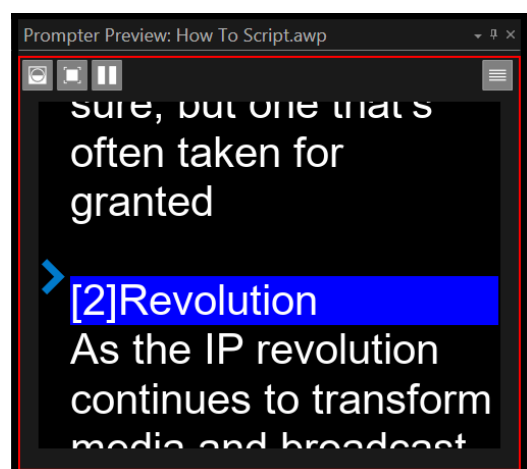
Controls Prompt Position **on**



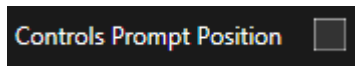
Result: The story marker (slugline) is positioned adjacent to the Cue Marker:



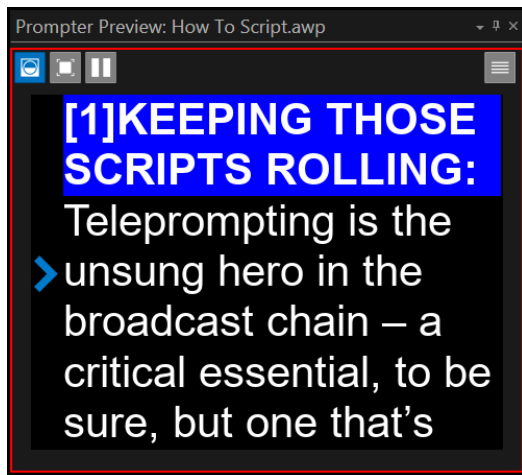
Any subsequent stories will also be positioned adjacent to the Cue Marker:



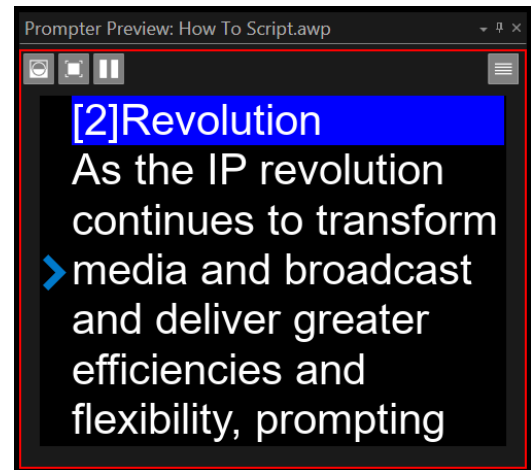
Controls Prompt Position **off**



Result: The story marker (slugline) is always positioned at the top line of the prompter preview, independent of the Cue Marker position:



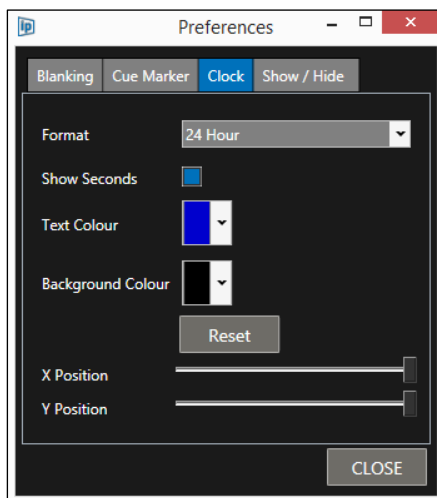
Any subsequent stories will also be positioned at the top line of the prompter preview, independent of the Cue Marker position:



Please Note: Cue Marker settings can also be edited using Presenter Settings. If results are not as expected please check Presenter Settings.

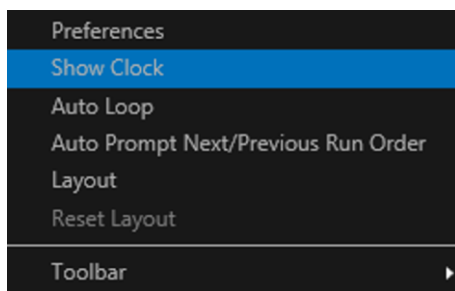
Clock

WP-IP can overlay a clock on the Prompter Preview.



The default colours and settings are shown above.

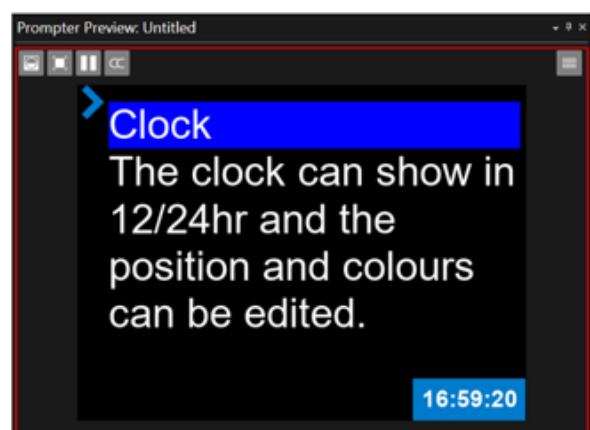
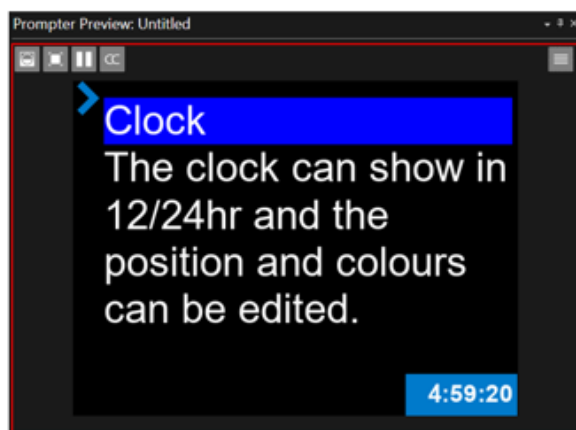
Please Note: the settings within the Preferences are applied to the clock. To activate the clock itself click on the Prompter Preview burger and select Show Clock



There are several adjustable parameters which the user can set.

Format:

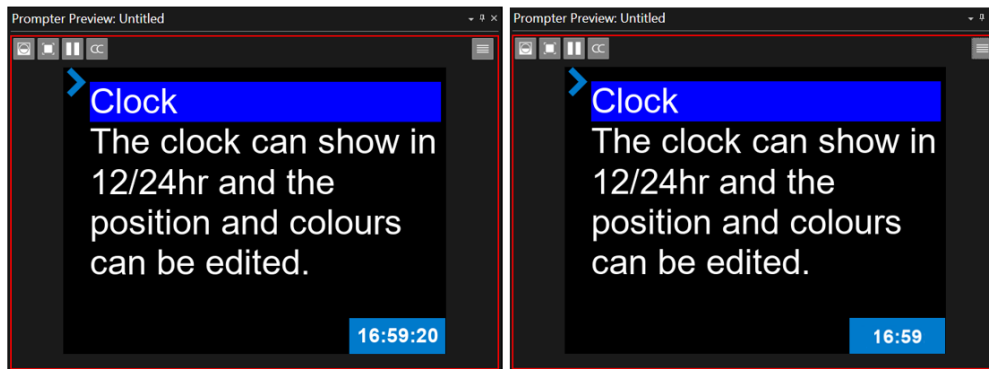
This will show the time in 12 or 24hr mode.



Show Seconds:

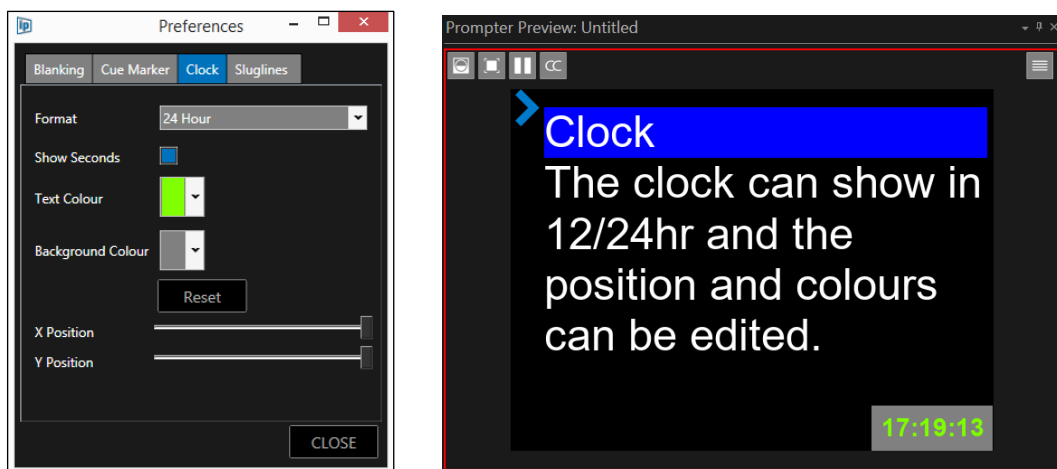
When checked, seconds will be shown in the output.

When unchecked seconds will be removed from the output



Text Colour & Background Colour:

The applicable colour can be either from presets and a selection of standard (common) colours, or generated by the user clicking Advanced and generating their own colour.

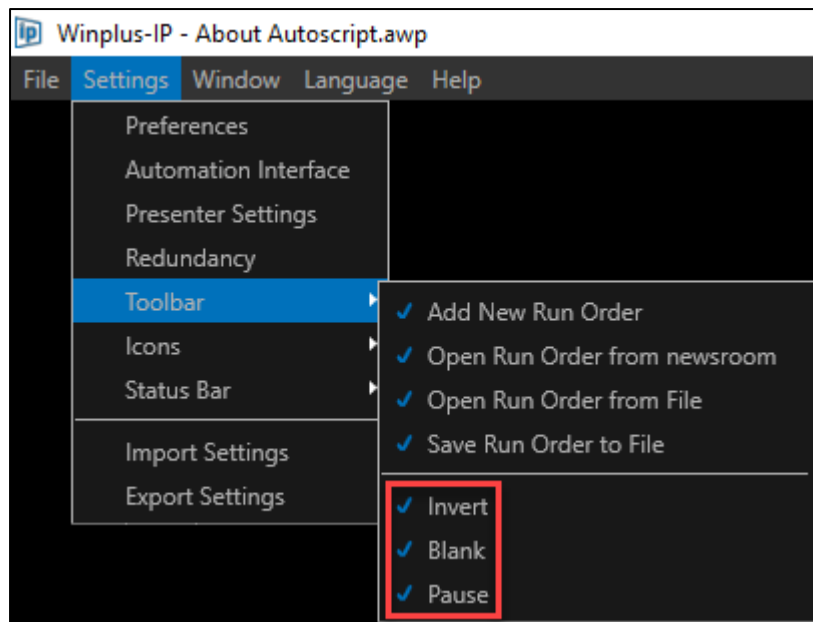


Operating With Prompter Preview Closed

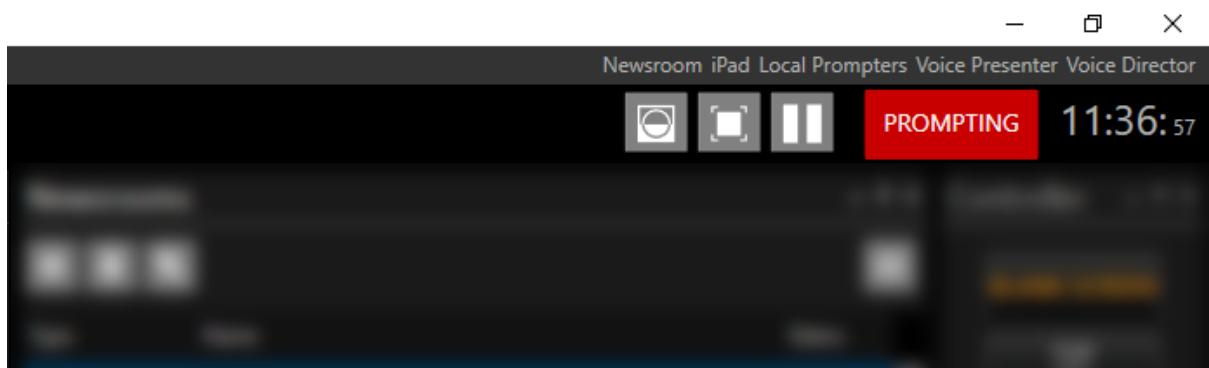
If you choose to operate WinPlus-IP with the Prompter Preview window closed, you can add the function buttons which would have been displayed in the Prompter Preview window to the main toolbar.

Click Settings/Toolbar and select the buttons you would like to add.

For example, the below selection:.....



...will result in the three buttons being added beside the Prompt on/off button:



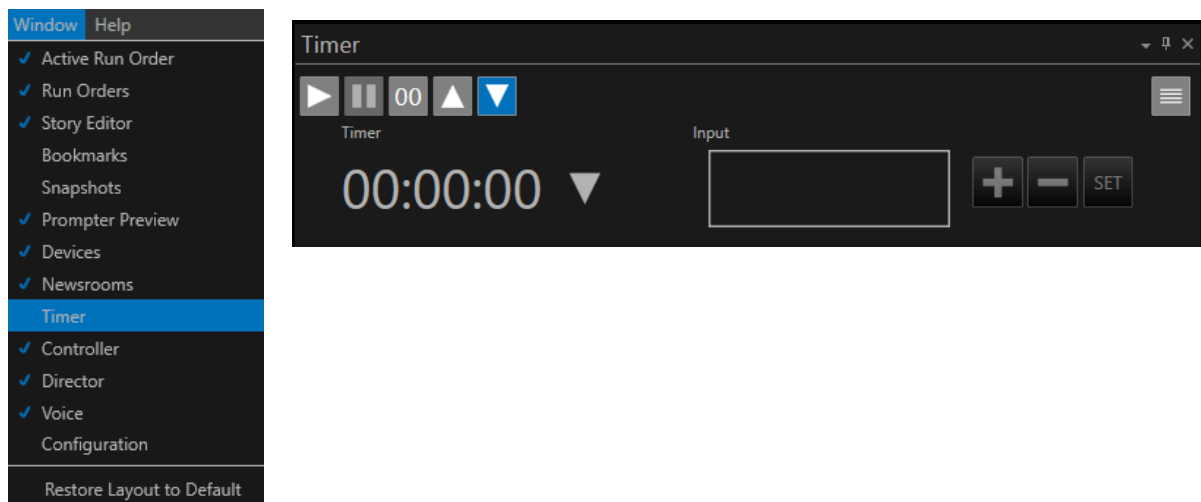
Timer

WP-IP has a function which allows the user to configure and display a timer window.

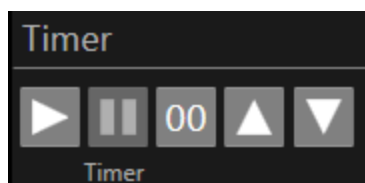
- Setting the Timer and starting, stopping and pausing the Timer is done in the **Timer pane**.
- The appearance of the Timer is set via Preferences in the **Prompter Preview**.

To open the Timer pane click Window/Timer.

Please Note: The Timer pane may be docked with other panes when launched.

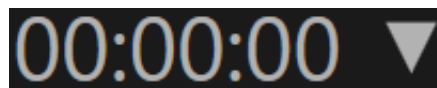


The toolbar functions are (from L-R)

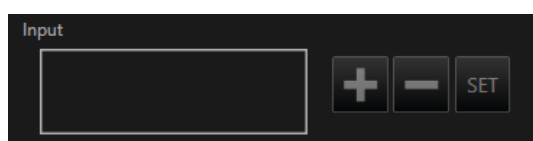


- Start Timer
- Pause Timer
- Reset/Zero Timer
- Count Up
- Count Down

The counter displays the time and status colour



- Red: the count has stopped
- Grey: the count has paused
- The arrow displays whether the time is counting up or down



The input field is where you type the time

The + button adds the time in the input field to the Timer

The – button deletes the time in the input field to the Timer

The SET button loads the numbers in the Input field into the Timer

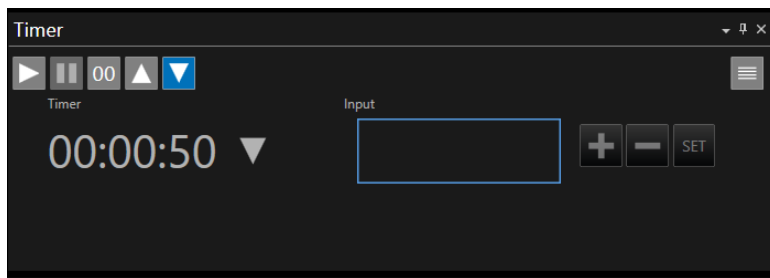
Setting the Timer

To set a time enter the time in numbers in the Input field.

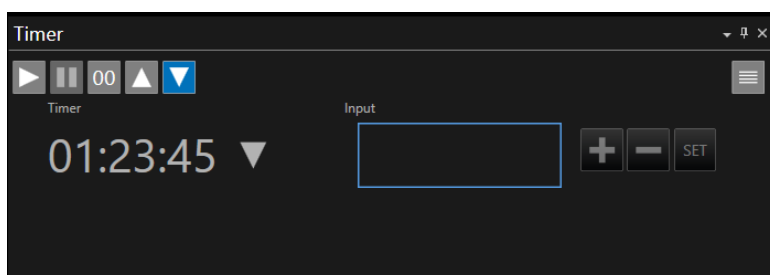
This is in the form of seconds, minutes, hours.

Press Enter or click SET to apply this time to the Timer.

For example, typing 50 then pressing Enter or clicking SET will display 50 seconds in the Timer:



Typing 12345 then pressing Enter or clicking SET will display 1 Hour, 23 Minutes and 45 Seconds in the Timer:



To start the Timer, click the Start Timer button.

To pause the Timer, click the Pause Timer button.

To reset the Timer, click the Reset/Zero Timer button.

To set the Timer to **count up** in seconds click the Count Up button.

To set the Timer to **count down** in seconds click the Count Down button.

Please Note: when the Timer is paused, or at zero time, it will be greyed out.

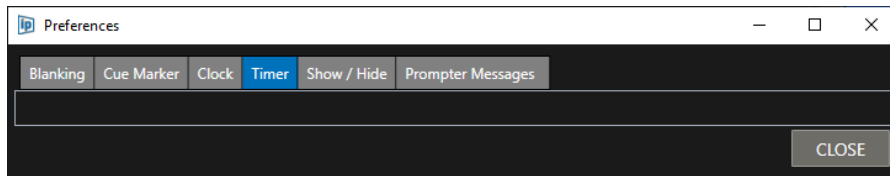
To Add/Remove Time

To add additional time to the Timer once it has already been set type the additional time into the Input field and click the + button

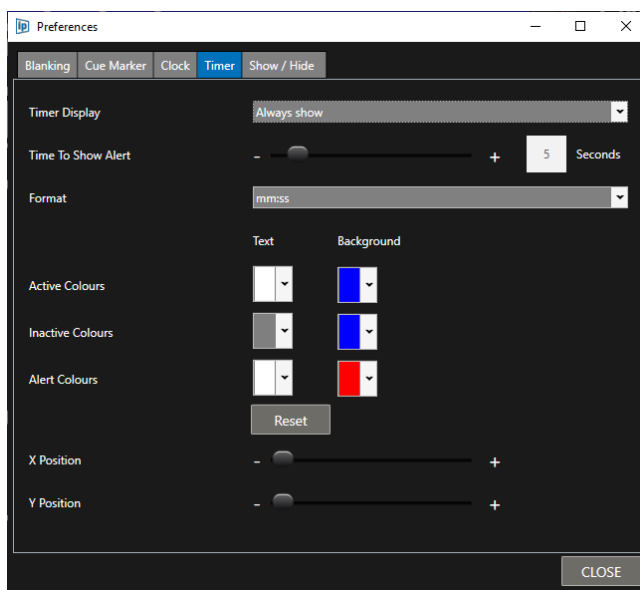
To remove time from the Timer once it has already been set type the time you would like to remove into the Input field and click the - button

Setting the Timers Appearance

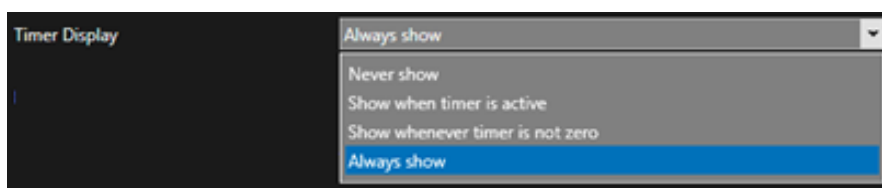
To configure the Timers appearance, click the Prompter Preview burger, then Preferences, then the Timer tab.



This will display all the settings available to configure the appearance of the Timer



Timer Display



There are a number of options to determine when the Timer is displayed on the prompt output. Use the pull down to select which option to apply.

Never show: this will stop the Timer from ever being displayed.

Show when timer is active: This will display the Timer when it is counting or in alert state. When not counting, in alert state or paused the Timer will not be displayed

Show whenever timer is not zero: This will display the Timer when it is counting, in alert state or paused. It will stop the Timer display when the Timer is at 00:00:00

Always show: This will always display the Timer regardless of its state

Please Note: When the Timer Display option is set to Never Show no other settings will available.

Time To Show Alert

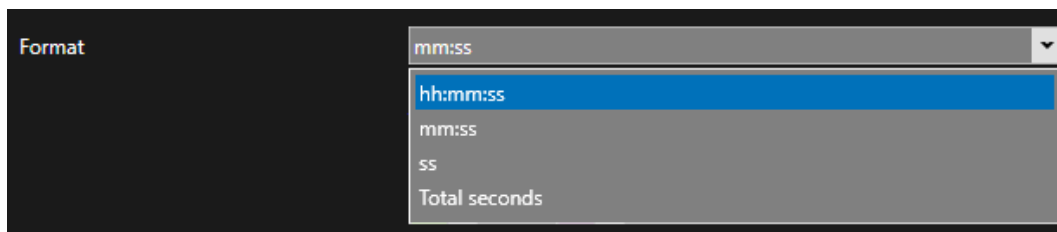


This feature changes the colour of the Timer output to alert the viewer that a time of zero has been reached. At this point the Timer counter will change from displaying the Active Colours to displaying the Alert Colours. The time slider allows the user to select how long this change of colour will be displayed within a range of 0 seconds – 60 seconds.

Once the Time To Show Alert has expired the colours will revert to those set for Active or Inactive depending on the settings in other Timer options.

Please Note: Time To Show Alert is only visible when Stop and alert at zero is selected in Timer burger/Timer Preferences.

Timer Format



Use the Format pull down to select the Timer display.

In the below examples the Timer is set to 1 Hour, 23 Minutes and 45 seconds

hh:mm:ss: (Hours:Minutes:Seconds)

01:23:45

mm:ss (Minutes:Seconds)

83:45

ss (Seconds)

01:23:45

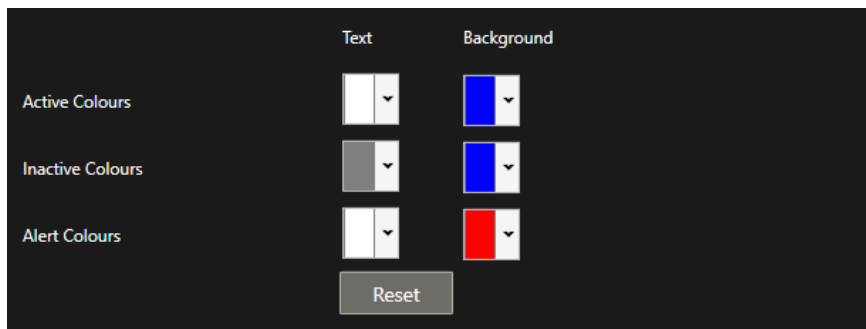
until under 1:00 minute then:

59

Total Seconds

5025

Timer Colours



There are three colour states which can be applied to either the Timer text (numbers) or the Timer background.

Active Colours: These are the colours which will be displayed when the Timer is counting

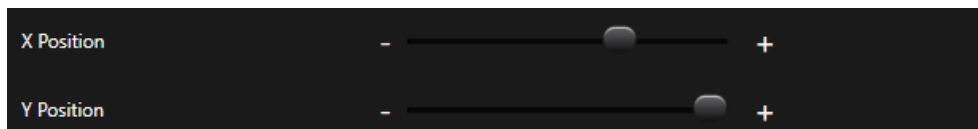
Inactive Colours: These are the colours which will be displayed when the Timer is paused, or a time of zero has been reached.

Alert Colours: These are the colours which will be displayed when the Timer is displaying an alert.

Reset: This will reset any assigned colours to those of the default (pictured above).

Please Note: Different colours from the default can be selected using the pull down beside each Text and Background box.

Timer Position On Screen

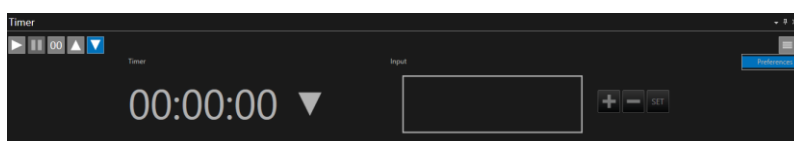


The position of the Timer on screen can be adjusted using the X and Y sliders. When the Prompter Preview window is visible you will see the Timer position move in real time.

Please Note: when in the Prompter Preview window, select the burger then Layout to drag and drop the Timer position within the Preview window.

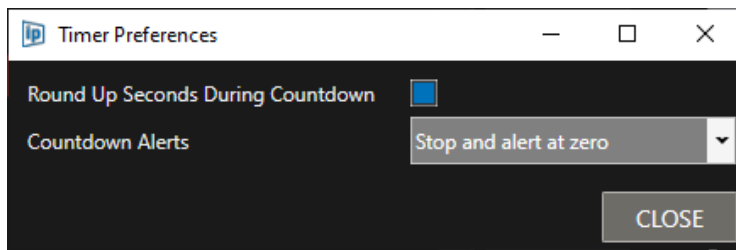
Timer Preferences

Timer preferences are accessed by clicking on the burger in the Timer pane then Preferences



This will bring up the Timer Preferences pane.

Round Up Seconds During Countdown:

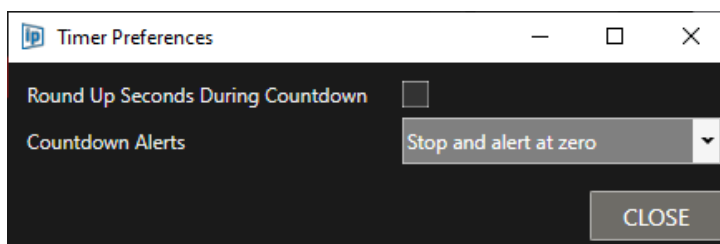


ON: the Timer will round up to the nearest second and start counting. If the Alert feature is active the resulting display will show the Alert colours the moment that the Timer reaches zero.

OFF: the Timer will not round up to the nearest second. If the Alert feature is active the resulting display will show the Alert colours only after the Timer has reached zero for one second.

Please Note: the total actual count duration will be the same regardless of if this option is ON or OFF.

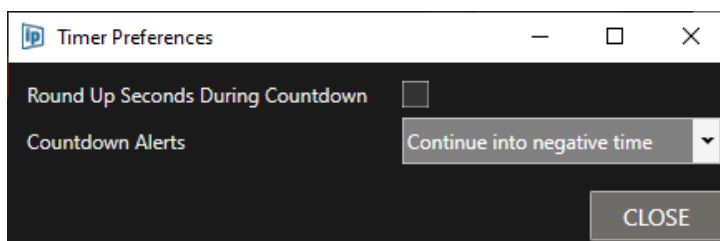
Countdown alerts: This feature lets you choose what happens when an alert time has been reached.



Stop and alert at zero: When selected the Timer will stop counting when it has reached zero time. It will display the zero time in the Alert Colours set.

After the Time To Show Alert duration expires the Timer visibility will be dependant on the settings in the Timer Display pull down.

Please Note: In order to display a Timer alert, Stop and alert at zero must be selected.



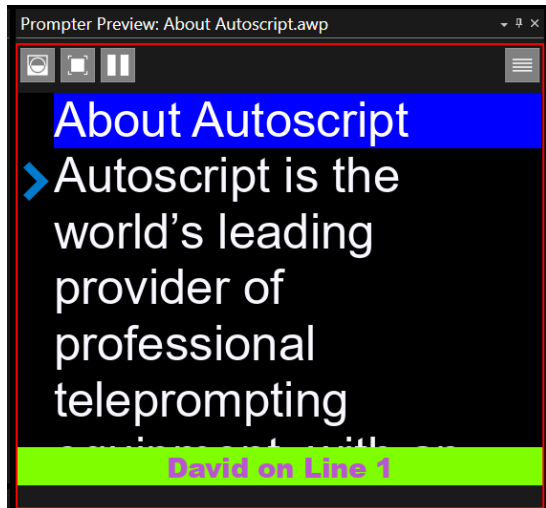
Continue into negative time: When selected, the Timer will continue counting into negative time after reaching zero time.

Please Note: When this option is selected it is not possible to set Countdown Timer Alerts

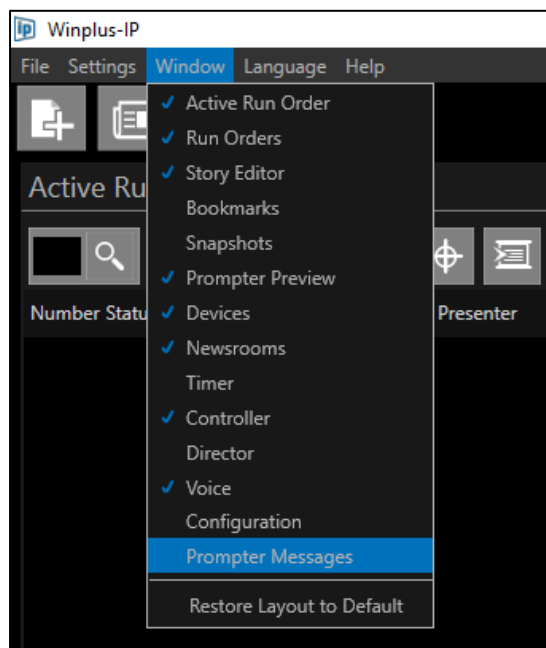
Prompter Messages

WP-IP allows you to display messages on the prompter output which are not part of the script.

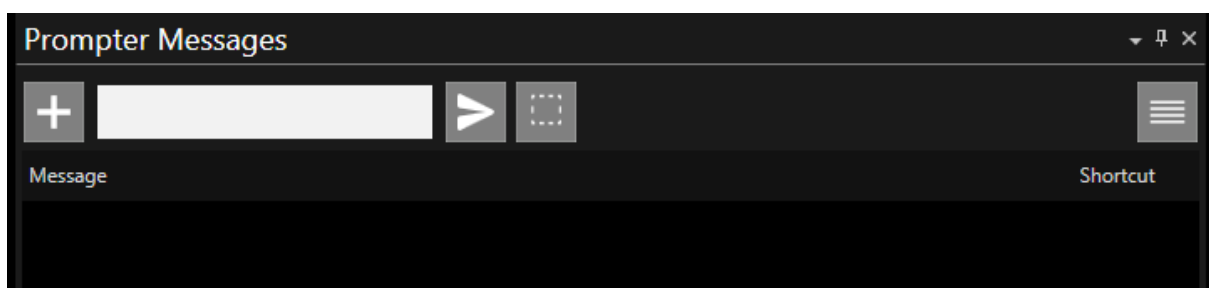
These can be useful ways of sending information to the presenter. E.g “David on line 1”:



To launch the message pane, in the main toolbar click Window, Prompter Messages.



This will display the Prompter Messages pane





Add Message: Click this button to add a new message to the Message list

Text Box: Type the text into this box to be displayed as a message



Send: Click this button to display the text loaded in the text box



Clear: Click this box to clear the message from the output

Column headers:

Message

This will display the message text stored

Shortcut

This will show the shortcut keys. There are a maximum number of 9 shortcut keys

The shortcut keys are CTRL+SHIFT+1-9

Shortcuts are assigned 1-9 in the order that the messages are saved.

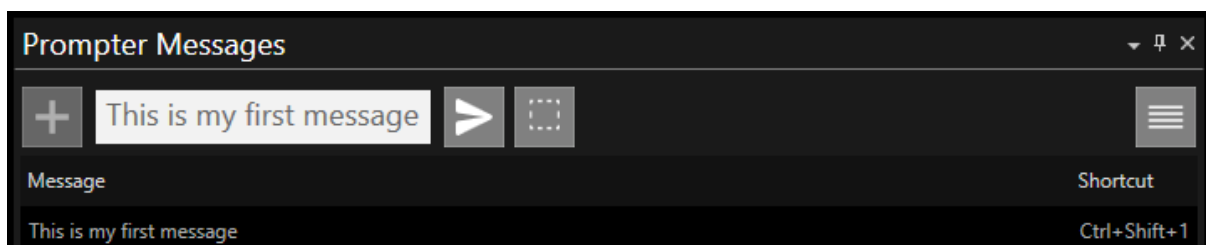
If a message is deleted, a new message will occupy that shortcut location.

Adding a Message

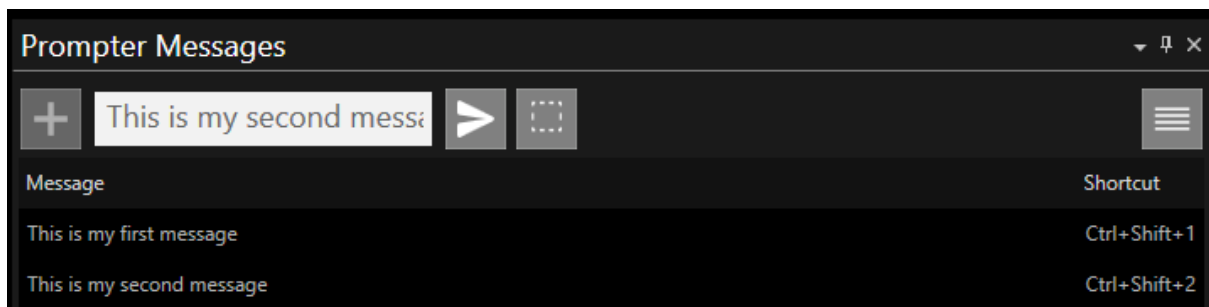
To add a message, type or copy and paste text into the Text box.

Click the add message button.

The message text will be displayed in the Message column and the shortcut key of CTRL+SHIFT+1



To add another message either delete the text in the text box and enter new text, or edit the text in the box and click the add message button



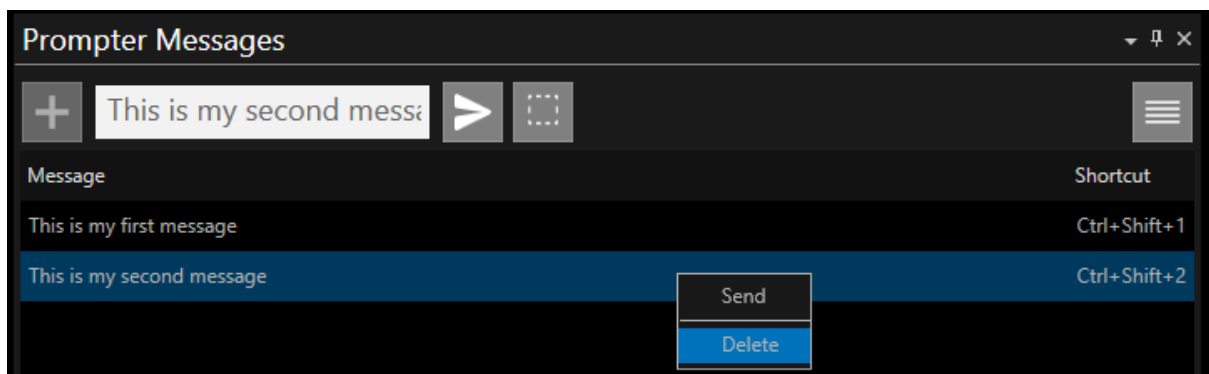
If all 9 shortcut slots are occupied you will not be able to store a new message until one of these messages is deleted.

Although you cannot store more than 9 messages, WP-IP will store 50 messages in memory.

When you start typing into the text box it will autofill these messages from the data base.

Deleting A message

If you no longer need a message, or would like to free up the shortcut for another message, right click on the message and click Delete.



Right Click SHFT or CTRL to select and delete multiple messages at the same time.

Showing/Hiding Messages

There are a number of methods you can use to show messages.

From the text box:

- With the cursor in the text box click enter when you have finished typing
- Click the send button

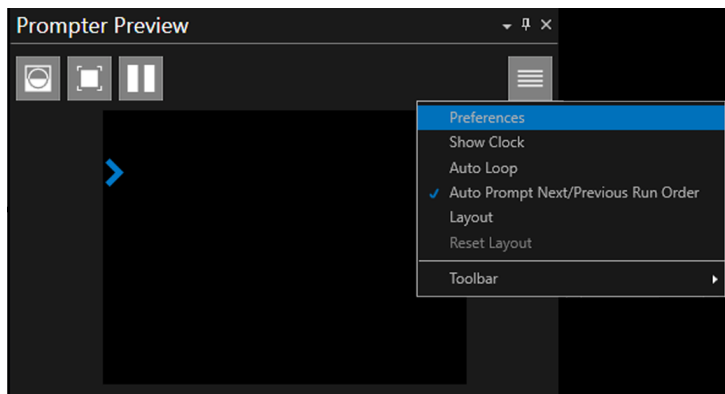
From the Message itself

- Right click the Message and click Send
- Double click on the Message
- Enter the shortcut CTRL+SHFT+1-9 to load the Message into the text box. If the cursor is in the text box then click enter

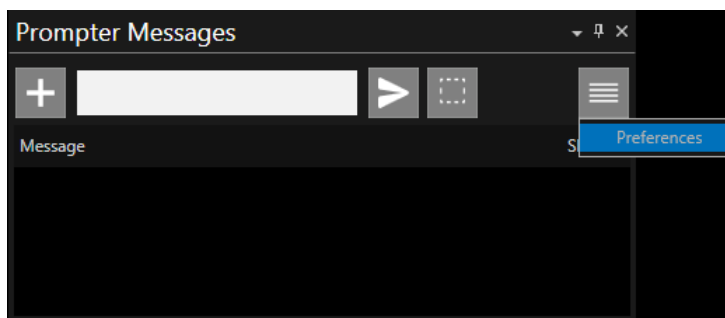
Configure Message Preferences

How Messages look, their colour, size, duration of display and position on screen can all be adjusted. This is done in the preferences pane. This pane can be accessed from two locations:

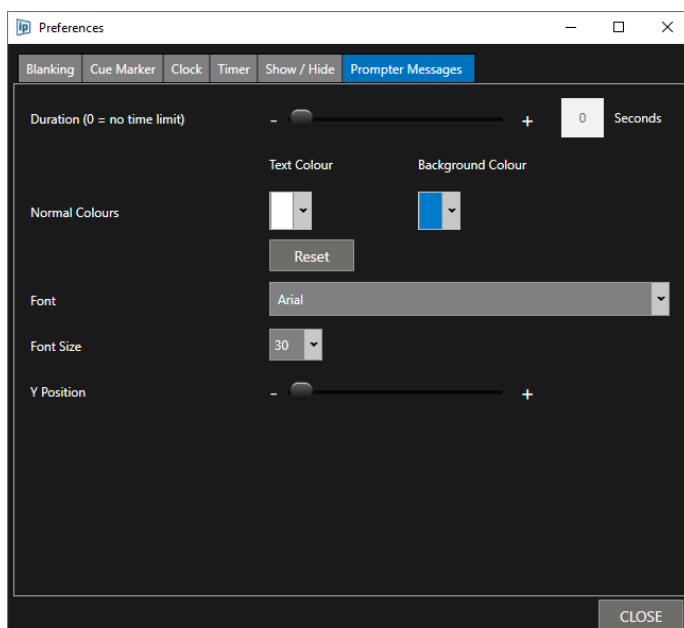
In the Prompter Preview pane, click the burger and Preferences.

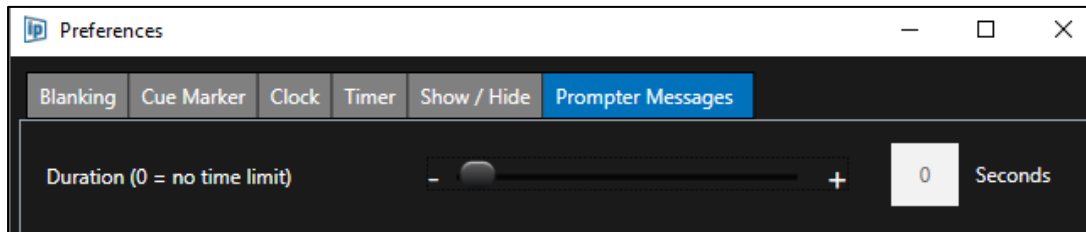


In the Prompter Messages pane, click the burger and Preferences.



If you use the Prompter Messages pane to access the Preferences, the Prompter Messages tab will be selected when the Preferences pane opens
Duration (0 = no time limit):



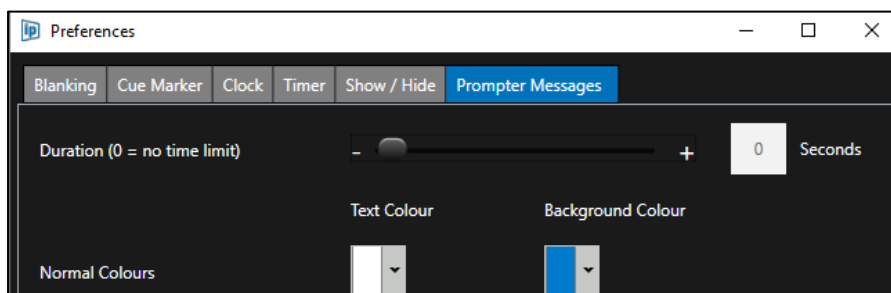


This slider determines how long Messages will be displayed. When set to 0 the messages will be displayed with no time limit. The slider can be used to select the message to display up to 20 seconds. When the duration has been reached the Message display state will change.

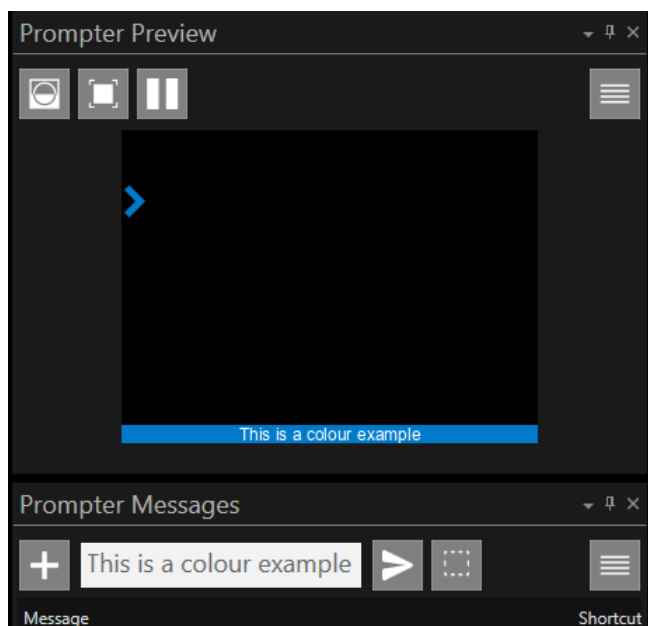
Please Note: Duration figures up to 20 can also be typed into the Seconds box

The Message will be displayed with the colours in the two colour fields.

- Normal Colours Text colour: this is the colour of the Message text
- Normal Colours Background Colour: this is the colour of the background the Message text is against. The defaults are shown below:

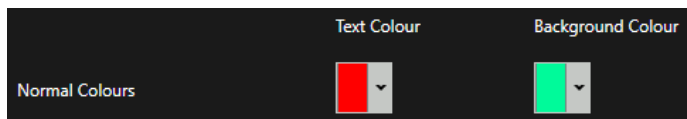


This will result in the displayed message appearing like this:

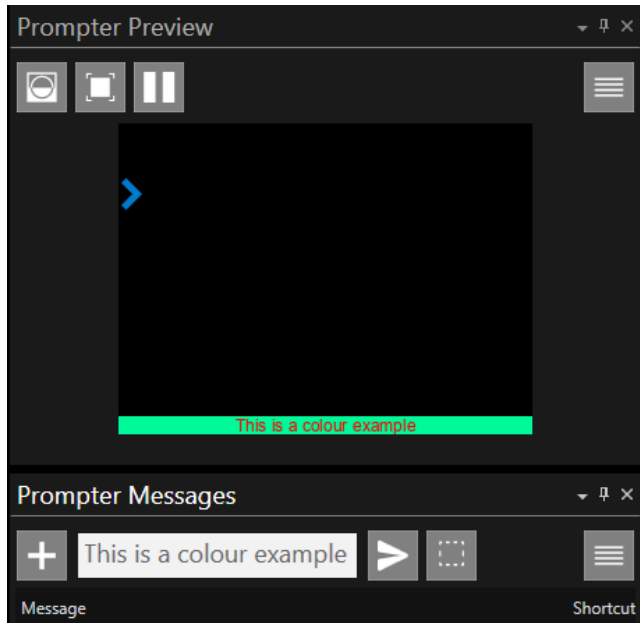


Use the pull down arrows to select different colours.

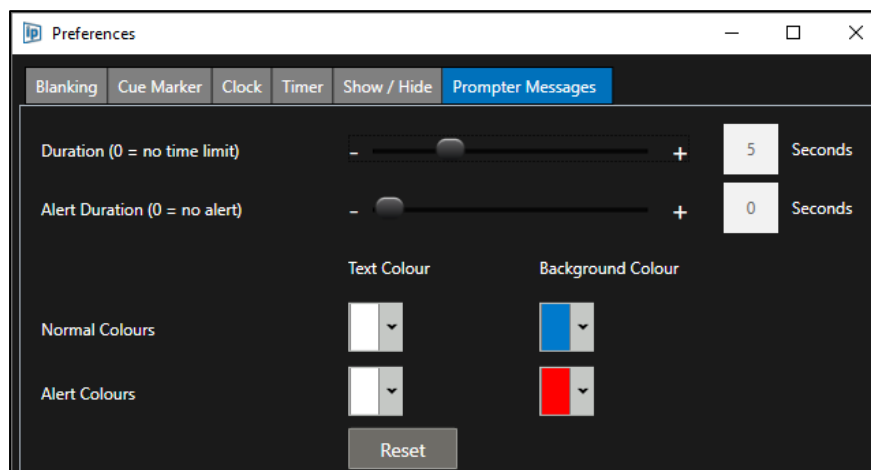
For example, selecting these colours:



Will result in:



If you increase the Duration time to anything larger than 0, additional fields will appear. These fields allow you to change how the Message looks after a certain period of time to highlight the message.



The additional fields are:

- Alert Duration (0 = no alert)
- Alert Colours

Alert Duration (0 = no alert)

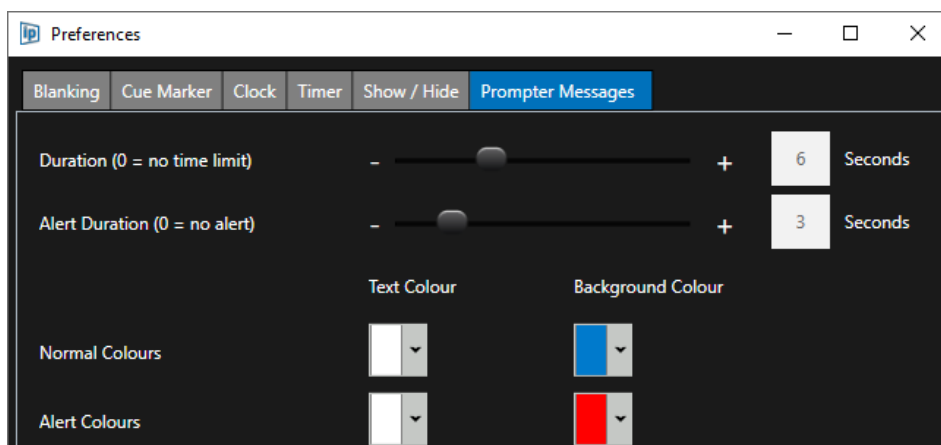
This slider determines how long the Message will be displayed in the alert state. When set to 0 the message will not display in the alert state. The slider can be used to select the alert state to display up to 20 seconds. When the alert duration time has been reached the Message display state will change.

Please Note: Alert figures up to 20 can also be typed into the Seconds box

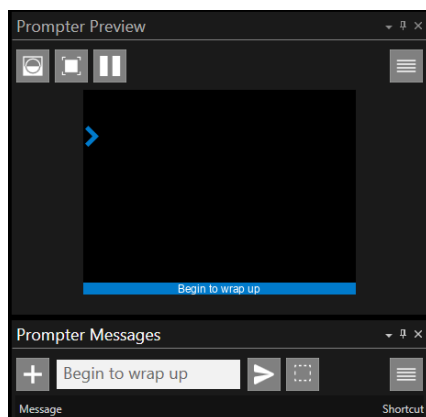
The alert status will be displayed with the colours in the two colour fields.

- Alert Colours Text colour: this is the colour the Message text will display during the alert period
- Alert Colours Background Colour: this is the background colour the Message text is displayed against during the alert period

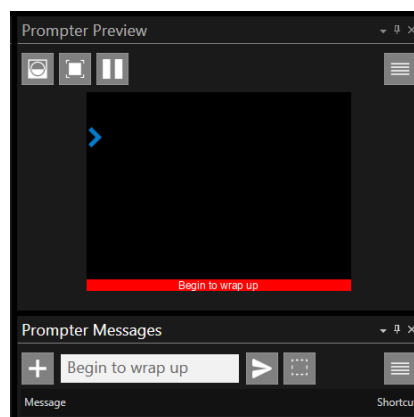
For example, you may want to send a message to the presenter to begin ending the section. The message could be “begin to wrap up”. Using the preferences below will result in



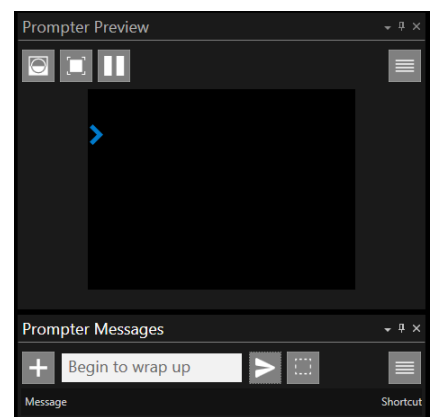
The message “Begin to wrap up” will be displayed in white on blue for 6 seconds...



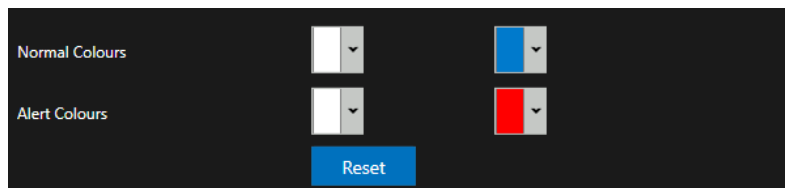
...then the message “Begin to wrap up” will be displayed in white on red for 3 seconds...



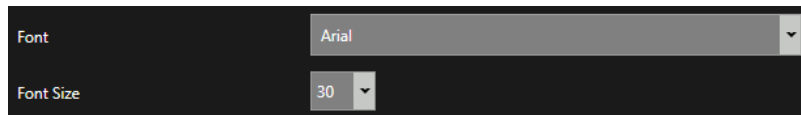
...then the message will be removed.



If you would like to revert to the default colour settings you can do this by clicking Reset.



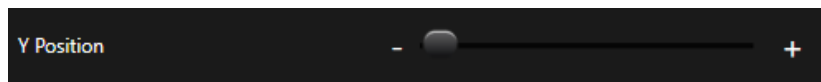
Font & Font Size



Alternative fonts and font sizes can be chosen using the pull down selectors beside these two configurable options.

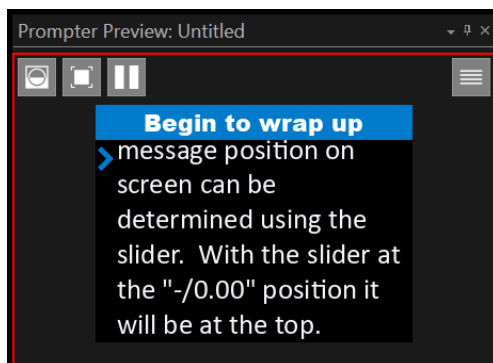
Please Note: Numbers can also be typed into the Font Size box. Maximum font size is 500.

Y Position

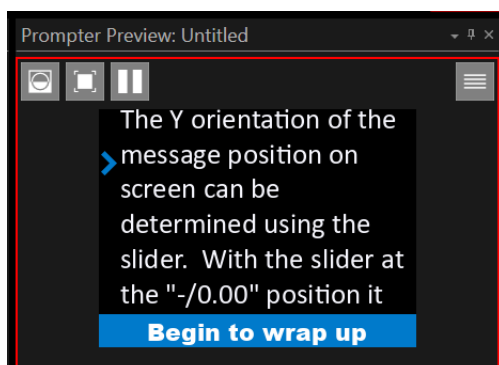


The Y axis orientation of the message position on screen can be determined using the slider.

With the slider at far left the message will be displayed at the top of the screen.



With the slider at the far right the message will be displayed at the bottom of the screen.

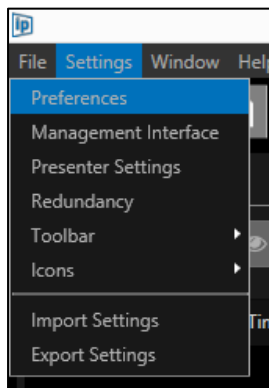


Sluglines

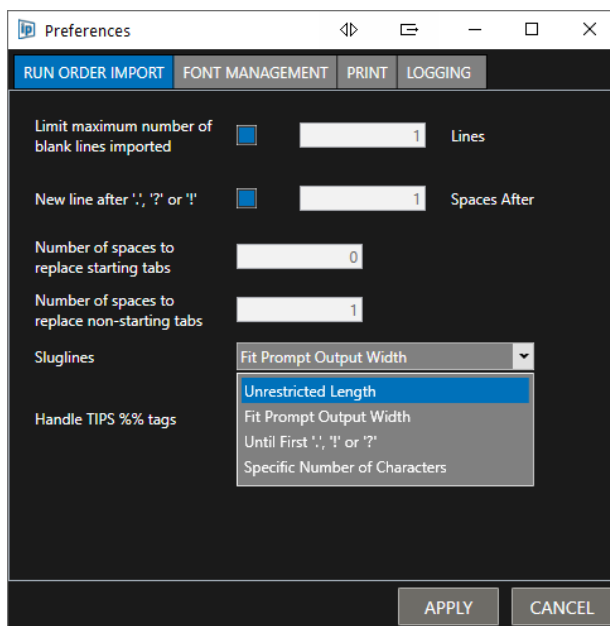
Slugline is the term used to refer to the text marker at the start of a story.

Slugline Configuration

Slugline configuration can be accessed by clicking Settings/Preferences in the main toolbar:



A pulldown in the Runorder Import tab offers 4 different slugline settings



Unrestricted Length: All text up to the end of a paragraph will be converted to a Slugline

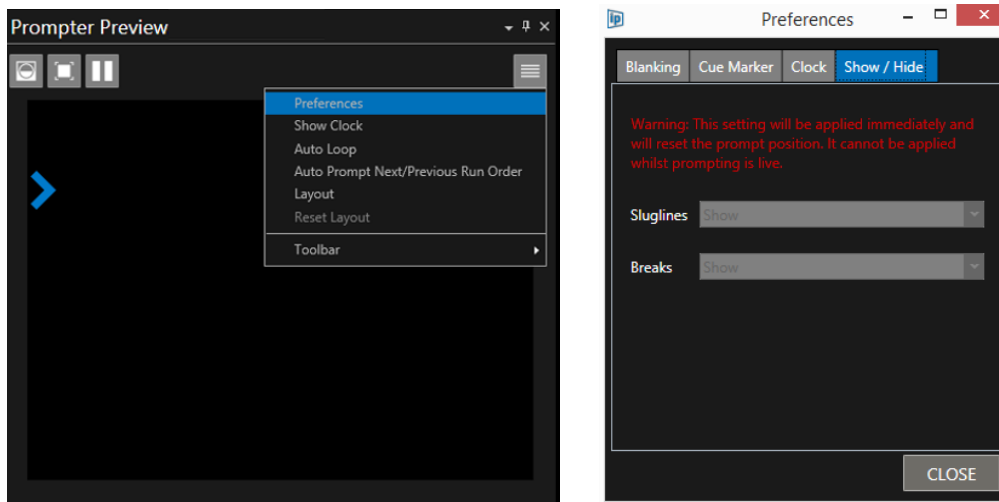
Fit Prompt Output Width: The slugline length will match that of the text in the corresponding line of text in the Prompt Preview window

Until First “.”, “!” or “?”: Text will be converted to a slugline up to the selected marker. All text after that marker will be discarded

Specified Number of Characters: Selecting this option will open a field where the user can enter an integer to determine how many characters they would like to be converted to Slugline

Removing Sluglines from the Prompt Output

To access this click on the burger in the Prompt Preview pane then Preferences / Show/Hide



WP-IP enables the option to remove all sluglines from the prompter output.

The options are to “Show” or “Hide” sluglines. These can be selected from the pull down.

Please Note: Slugline settings can only be applied when prompting is not live.

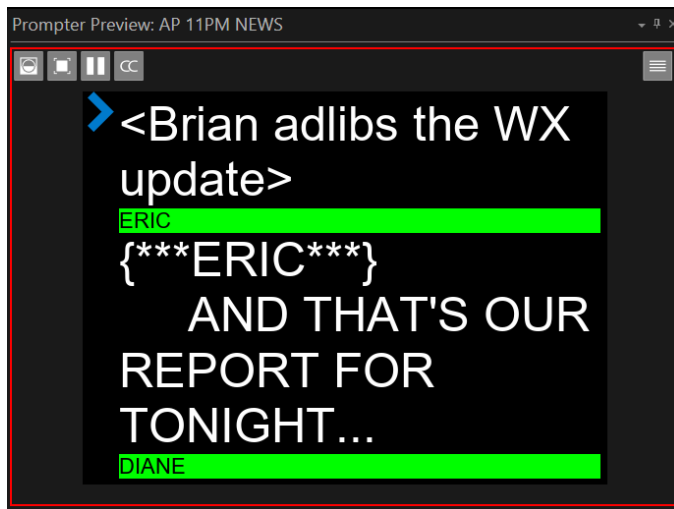
When applied the prompt position will be set back to the top of the Run Order.



When “Show” is selected all sluglines will be displayed:



When “Hide” is selected all sluglines will be hidden:



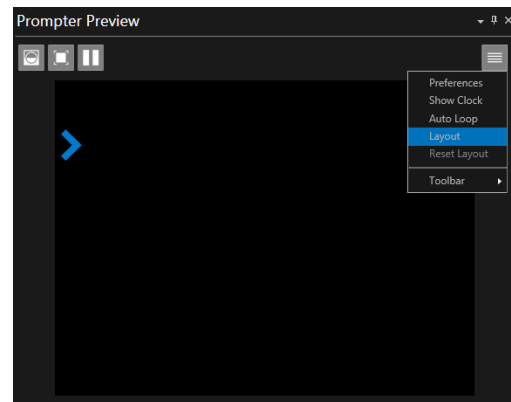
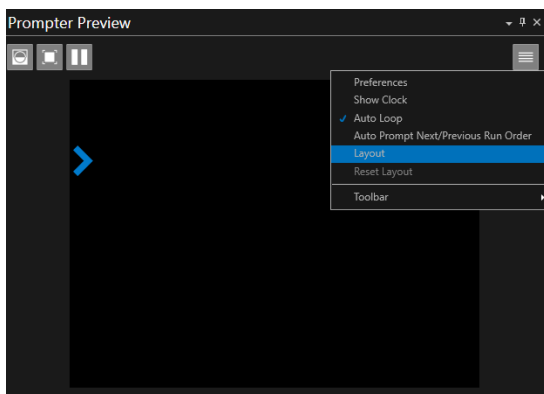
IMPORTANT

Please Note: Sluglines are only hidden in the prompt output. They are not removed, and will therefore appear in the Story Editor and the Active Run Order window.

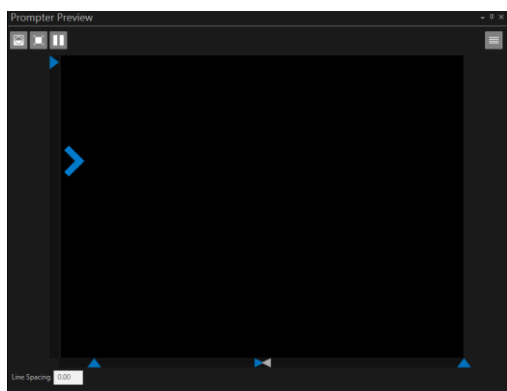
Prompter Preview Layout Formatting

Several options are applicable which enables the user to determine the appearance of the output. This configuration is accessed via the **Prompter Preview** pane

Click the burger in the Prompter Preview pane and Select “Layout”:

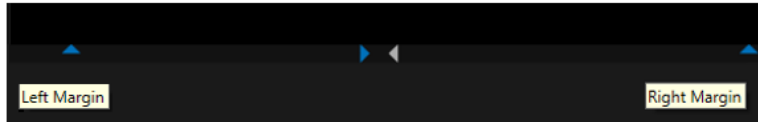


This will show the margin, cuemarker and interline spacing adjustment arrows and number box:



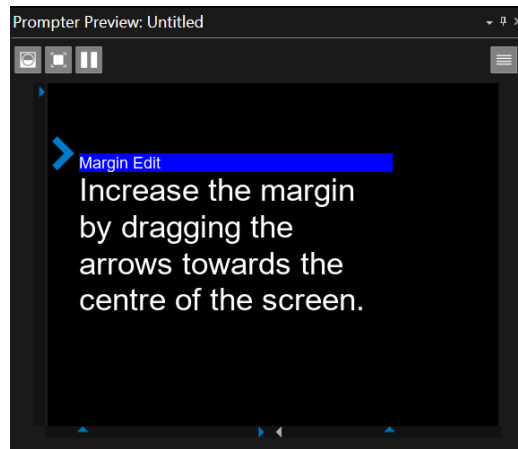
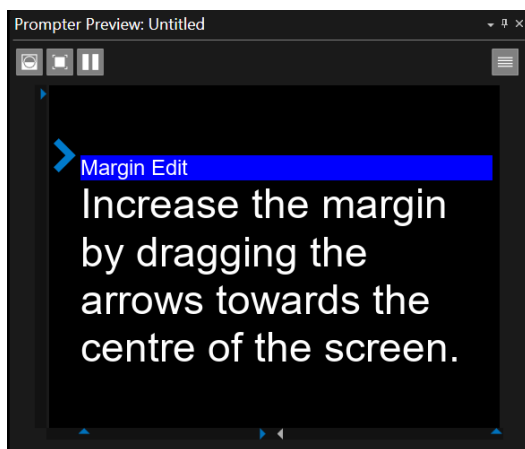
Adjusting the Output Margin

Margin adjustment (determining the width of the output) is done using the left and right upward pointing arrows:

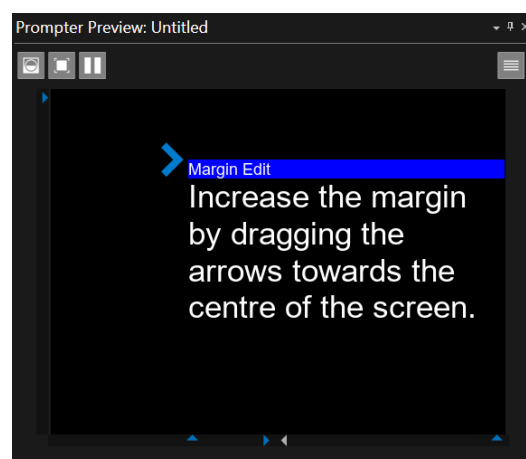
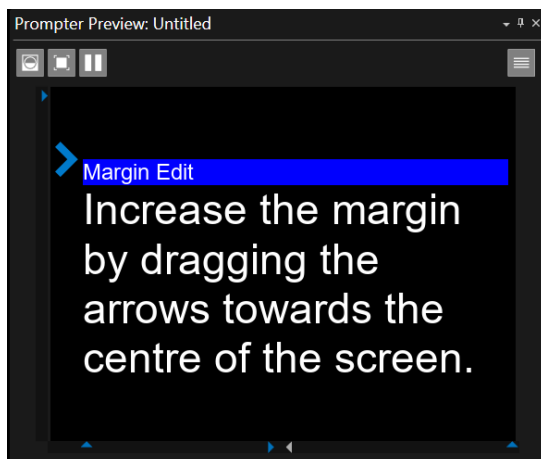


Drag the margin markers to the desired position.

To increase the width of the right margin, drag the right margin marker to the left:

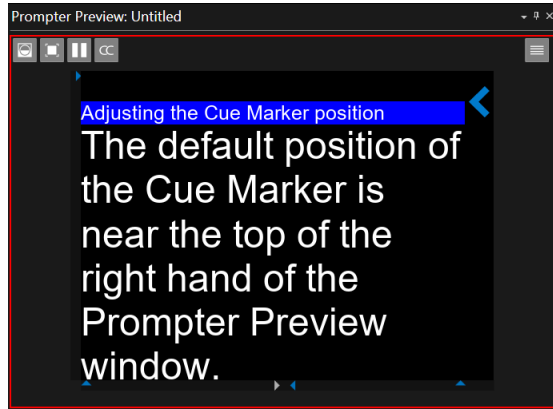


To increase the width of the left margin, drag the left margin marker to the right:

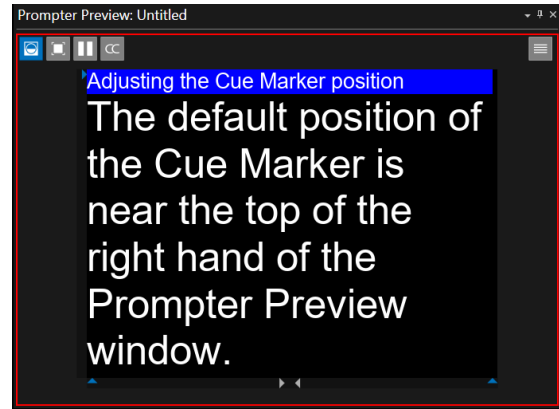


Adjusting the Cue Marker

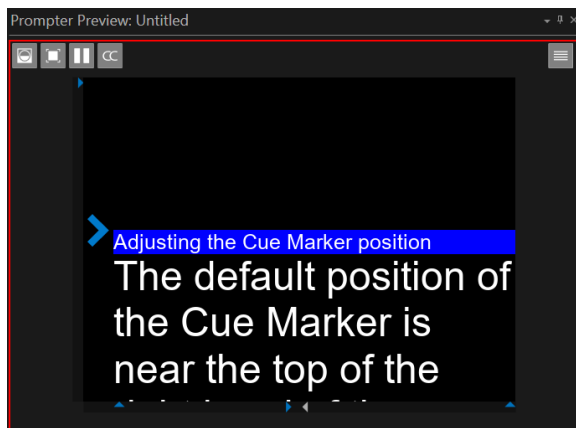
The cue marker position can be configured via the layout option. The default position of the Cue Marker is near the top left of the Prompter Preview window.



Move the Cue Marker to the right by clicking the right-hand cuemarker icon at the bottom of the pane



Depending on which side the Cue Marker is displayed you can remove it by clicking the right or left cuemarker icon to toggle it on or off



To change the vertical position of the Cue Marker left mouse click on it and drag it to the desired position

Please Note: The vertical position of the Cue Marker is a reference line for where stories are placed when selected. Please ensure that when moving the Cue Markers vertical position enough lines of the story are visible to the reader.

Other Cue Marker parameters can also be set using the Prompt Preview Preferences options. See earlier section (Prompter Preview Settings/Cue Marker)

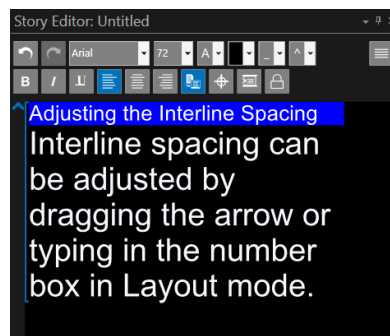
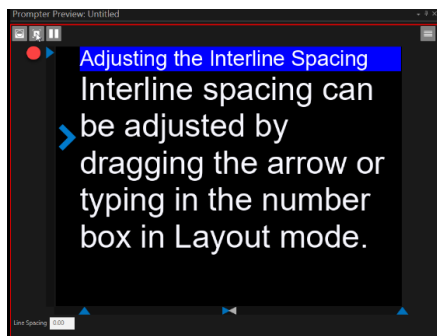
Adjusting the Interline Spacing

The size of the gap between the horizontal lines of text is referred to as interline spacing.

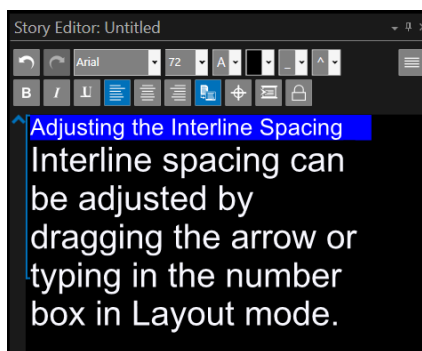
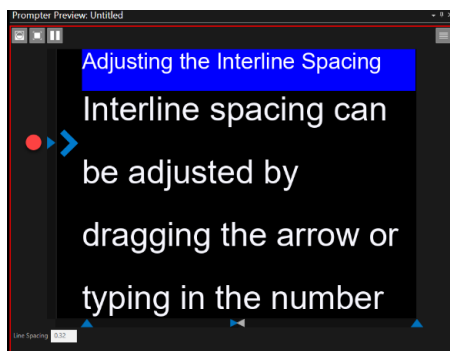
This can be adjusted either by typing a number into the number box, where 0.00 is the minimum spacing and 1.00 is the maximum, or by dragging an arrow in the Prompt Preview window when layout is selected.

Please Note: Changes to interline spacing will not affect the spacing in the Story Editor pane but the guide brackets will resize automatically

The illustration below shows the default spacing and the position of the adjustment arrow (Marked with a red dot) and the corresponding text in the Story Editor window. The number box shows 0.00.

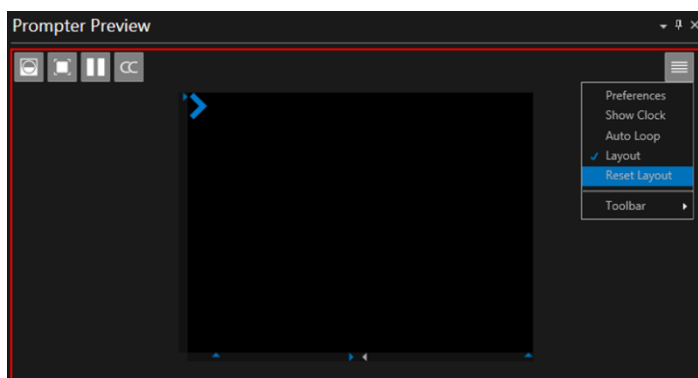


The illustration below shows the output after the arrow has been dragged down to increase the interline spacing and how the guide brackets in the Story Editor have correspondingly reduced. The number box shows 0.32.



Resetting the Prompt Preview Output Formatting

To reset the formatting click the burger then Layout then Reset Layout



To exit layout mode, click the burger then Layout again.

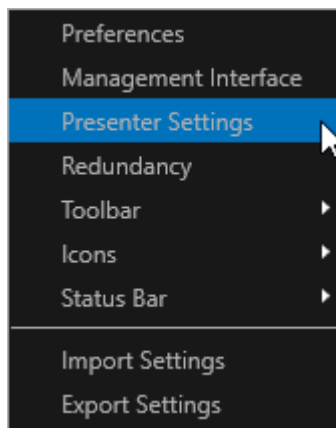
The adjustment markers will no longer be visible.

Presenter Settings

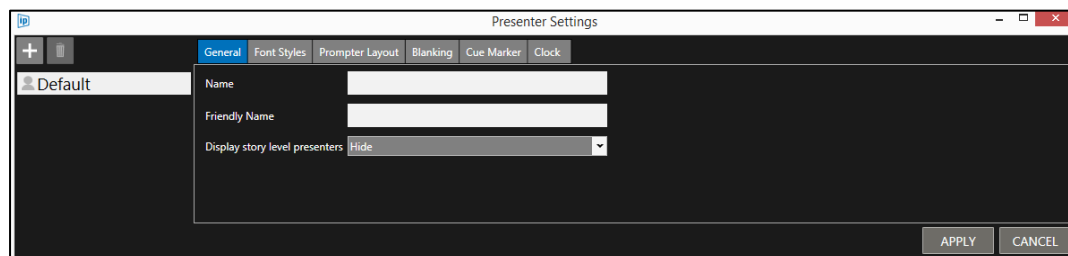
Overview

Text, and display parameters unique to each presenter, can be decided via the Presenter Settings function.

Click Settings/Presenter Settings in the main toolbar **or**, in the Story Editor Window, click Burger/Presenter Settings



This will launch the Presenter Settings window



This window will display a list of the configured presenters.

Please Note: When WP-IP is first installed, a presenter profile named Default is shown.

The settings enable you to determine the parameters of multiple kinds of text, including:

- Story Text
- Sluglines (story headers)
- Instructions
- Sound On Tape
- Prompt Name (the presenters name shown in the script)
- Break
- Read Rate (to calculate the estimated run time of the story based on words per minute)

It also enables you to set display parameters which include

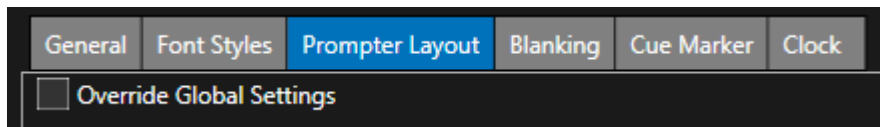
- Cue marker position
- Clock position
- Interline spacing
- Blanking

There are several tabs enabling the configuration of settings for each presenter.

Within the tabs:

- Prompter Layout
- Blanking
- Cue Marker
- Clock

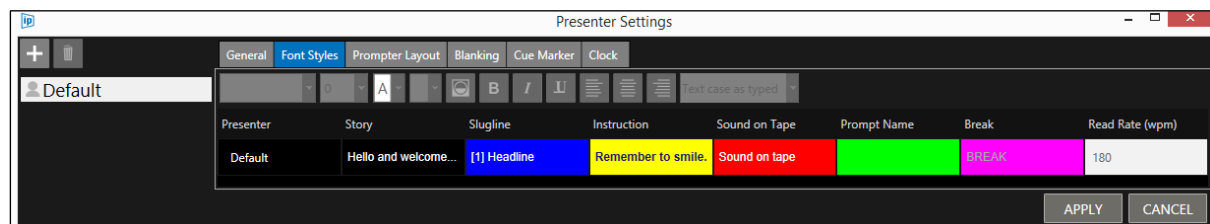
there is an option to Override Global Settings (see below the global settings option under the Prompter Layout tab):



Click on each of the boxes under these headings to edit the parameter for that Presenter. E.g.

- Font
- Text Size
- Foreground (text) colour
- Background colour
- Bold/Italics/Underline
- Text justification

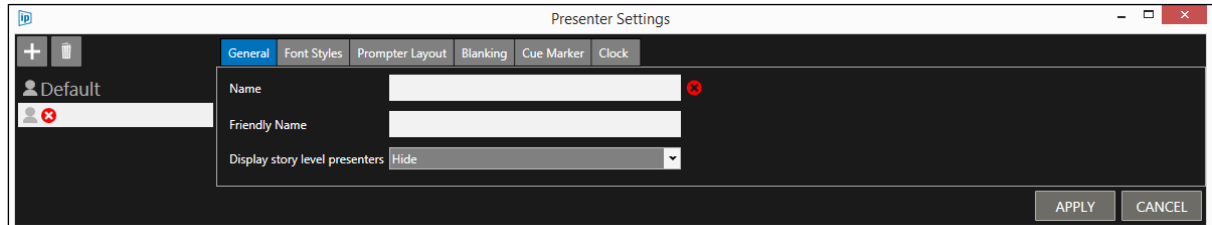
A Default presenter profile is already loaded.



Add A Presenter

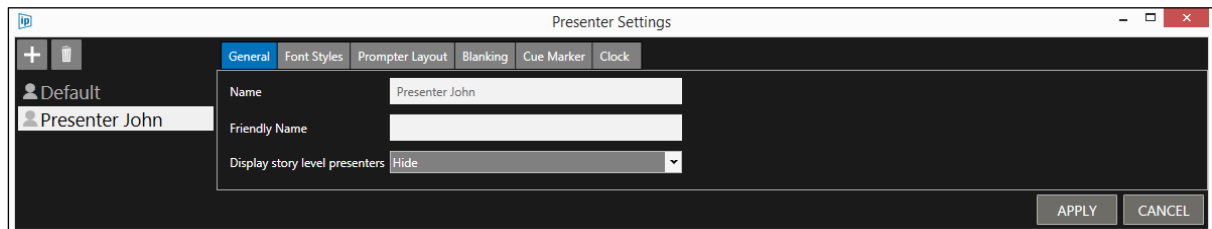
Open Presenter Settings by clicking on Settings/Presenter Settings from the main toolbar.

Then click the “+” button

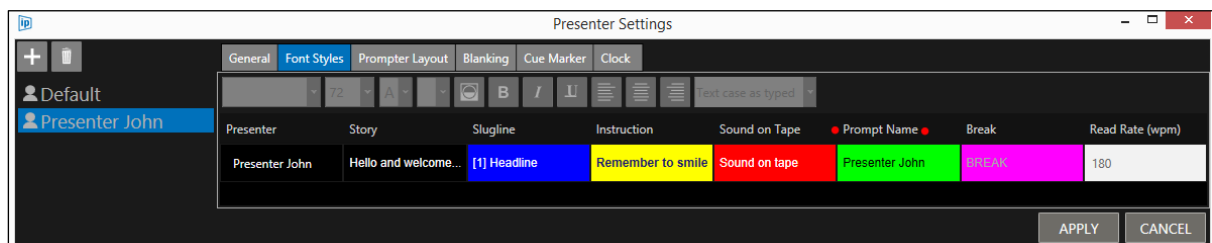


Enter the presenters name in the Name field in the General Tab.

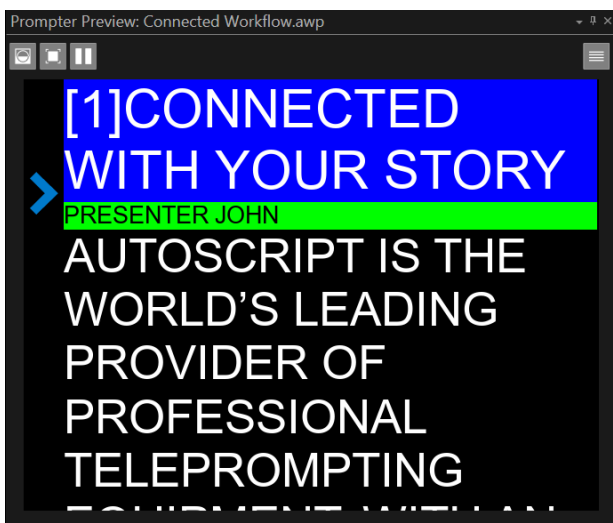
This will autofill the presenters name in the parent name field. For example, Presenter John:



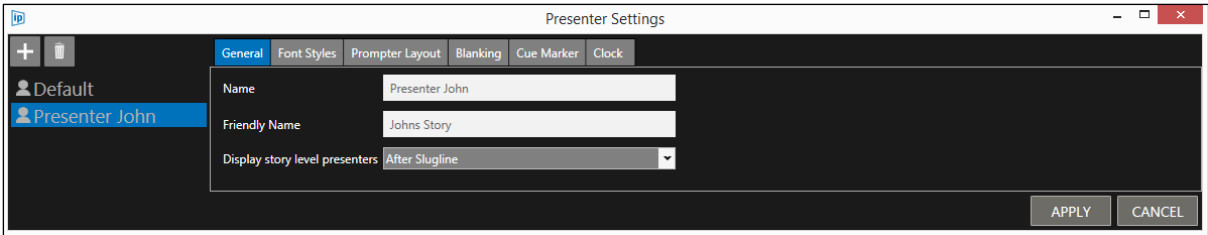
When the presenters name is displayed, the presenters name will be shown in the format selected in the Prompt Name field of the Font Styles tab:



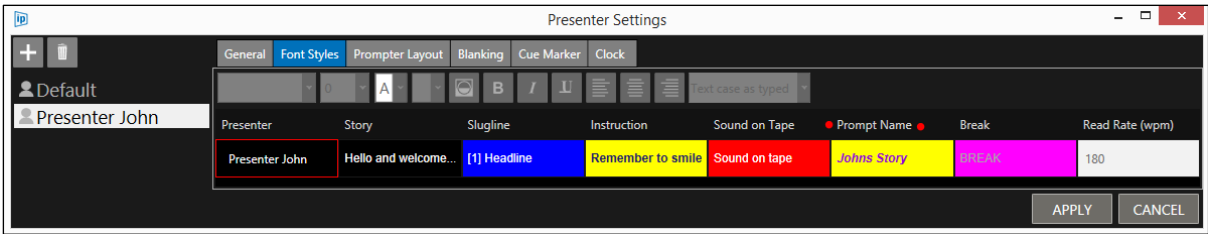
That will result in Presenter John displayed as below:



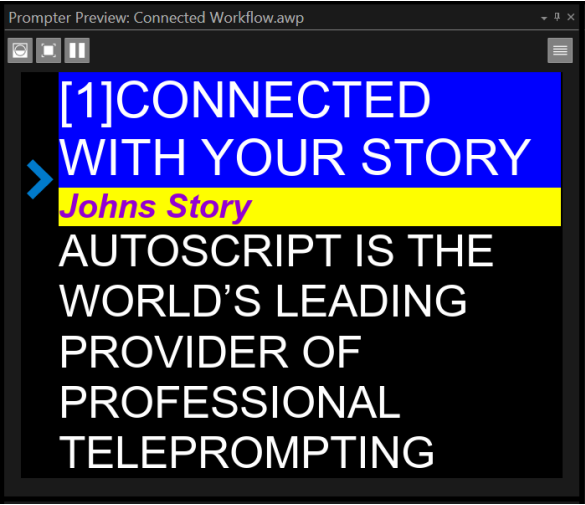
You can also enter a friendly name in the General tab. For example, “Johns Story”



By changing the colour, font size and other parameters in the Prompt Name field of the Font Styles tab to the below:



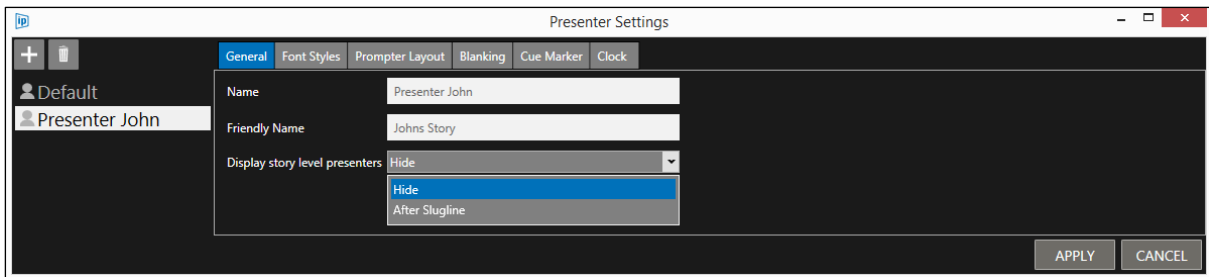
The resulting output is:



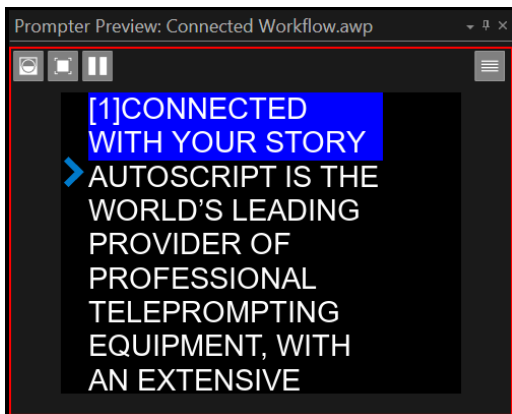
Click Apply to save these settings and add the new Presenter to the list.

Display the Presenters Name

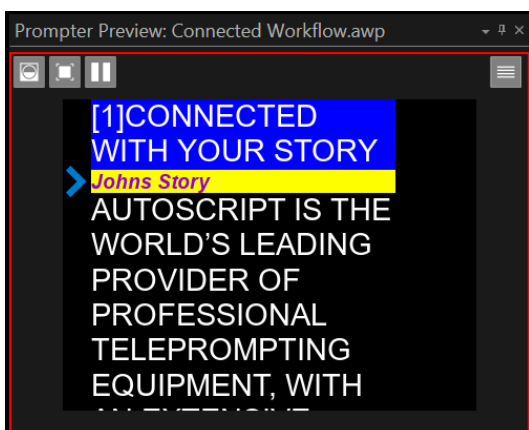
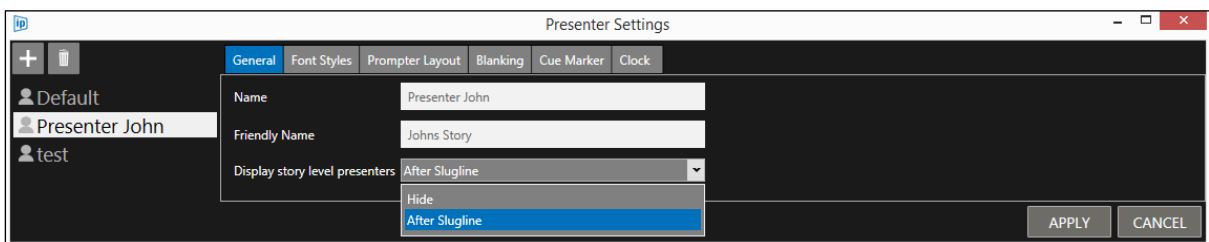
The option to display the presents name can also be found under the General Tab of each presenter. There are two options: Hide or After Slugline



When hide is selected the presenters name will not be shown.



When After Slugline is selected the presenters name will be shown.



Please Note: It is not required to reload the Run Order to apply these changes

Display of the presenter's name can also be determined by the bracket settings within a NRCS. See the section Newsroom Preferences/Bracket Options.

Configure Presenter Settings

Within the presenter settings a default global setting is used for the following 4 tabs:

- Prompter Layout
- Blanking
- Cue Marker
- Clock

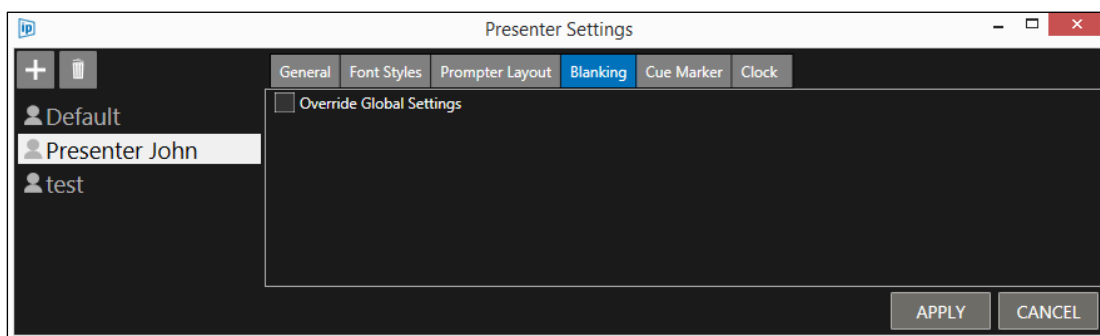
i.e. within each presenter these settings can be left unchanged and so they will default to the Global Settings, or they can be modified per presenter.

IMPORTANT: to determine the Global Settings see the section “Prompter Preview Preferences” & “Prompter Preview Layout Formatting”

When one of these 4 tabs is selected “Override Global Settings” is unchecked.

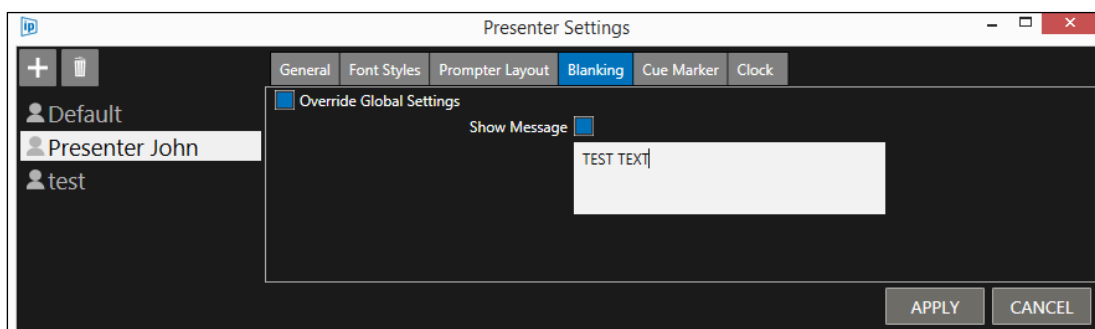
For example, the **Blanking** tab.

If you do not want to use the global settings of the Blanking feature for Presenter John, select Presenter John, then the Blanking tab and check the “Override Global Settings” box:



This will result in an editable box opening.

Check the “Show Message” box and enter some text. E.g. TEST TEXT.



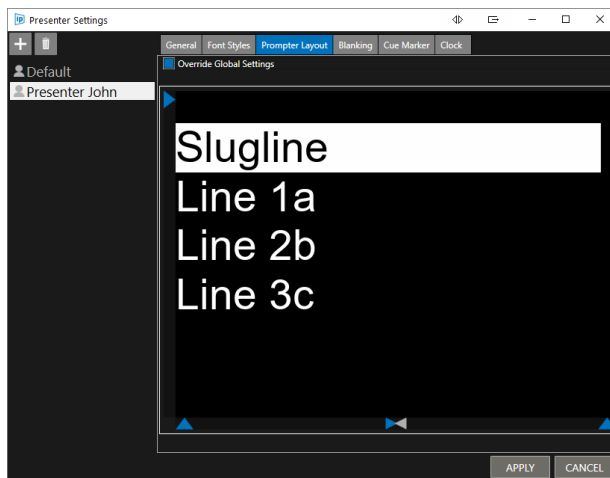
Click APPLY to close the box.

Now, when a story is prompted with Presenter John as the presenter, and the blank feature is enabled, the prompter output will display the blank screen message TEST TEXT.

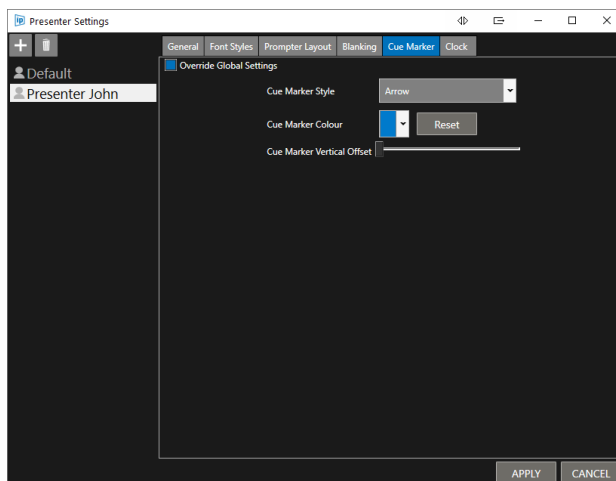
All other stories which do not have Presenter John as the presenter, and who do not have an edited “Show Message” field, will default to display whatever the global setting for the blank feature is.

Settings can be changed for the other functions in the Presenter menu by clicking Override Global Settings. E.g.:

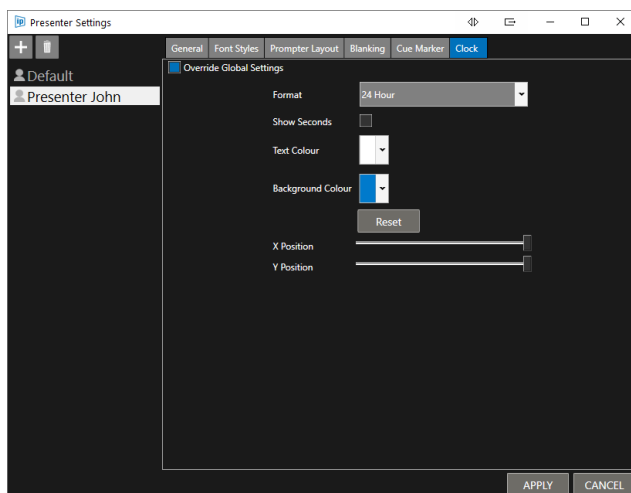
Prompter Layout



Cue Marker settings



Clock settings

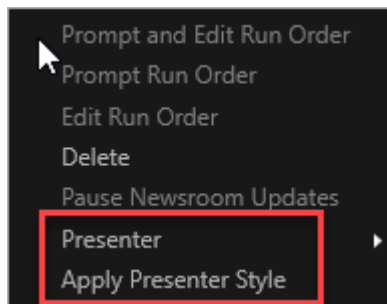


Apply Presenter Settings

To apply Presenter Settings to a story/selection of stories:

Right click on the selected story in the Active Run Order window. There are two options for applying a Presenter.

- Presenter
- Apply Presenter Style



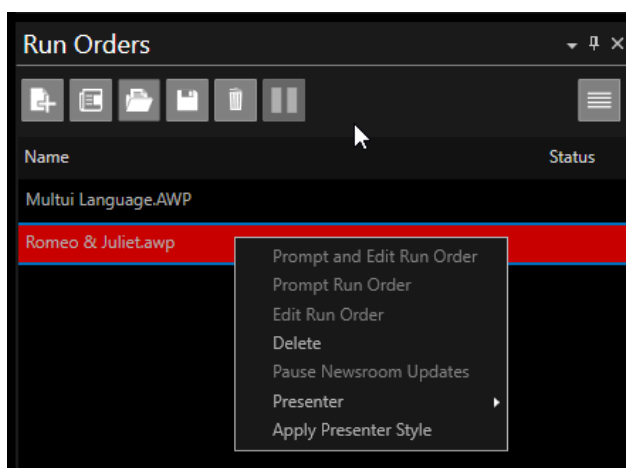
Presenter: If Presenter is selected you will see a drop-down list of the Presenters you have in your Presenter list. You can then select a Presenter and their style will be applied.

*Please Note: If the story has any text which is specifically formatted, for example in a different colour or in italics this formatting will remain. The application of a Presenter will **not** overwrite these format changes with the selected Presenters formatting.*

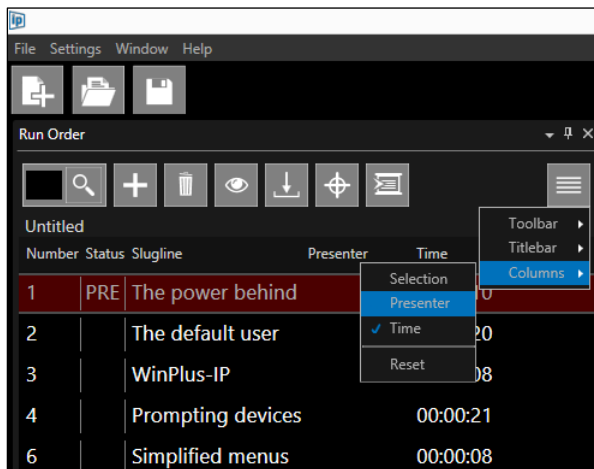
Apply Presenter Style: If Apply Presenter Style is selected this will apply the formatting of the Presenter assigned to that story. This will override any specifically formatted text with the formatting for that stories Presenter. In the absence of a Presenter, WP-IP will apply the formatting of the Default Presenter.

Please Note: These Presenter options can also be applied to an entire Run Order.

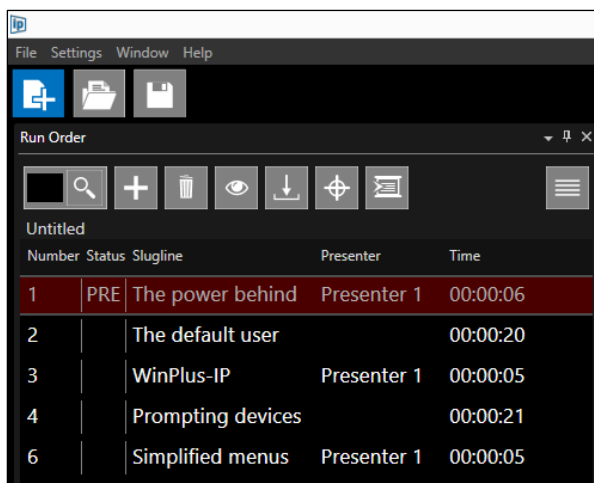
Right click on the Run Order in the Run Orders window and select Presenter or Apply Presenter Style.



To display the Presenter assigned to a story or stories you can add a Presenter column to the Active Run Order window by clicking the burger then Columns/Presenter:



You can now see the Presenters names in the Presenter column



In the absence of a Presenter being assigned the **Default Presenter** parameters will be applied to the story.

If the Default Presenter is assigned to a story then the Presenter name column will be blank.

Presenter parameters can be changed or overwritten at any time by opening the Presenter Settings window, even while prompting is active.

Remove A Presenter

To delete a Presenter, in Settings/Presenter Settings select the Presenter you want to delete and

Click the  icon.

Please Note: it is not possible to delete the Default Presenter.

Script Macros

Script Macros enable the user to add preassigned text to a script for ease of editing.

Adding Script Macros

To Enable Macros in the Story Editor window, click the burger/Toolbar/Macros

When this option is selected, a row of 10 buttons will appear at the top of the script display. The colour of the button represents the status of that button

Grey: No Data Stored

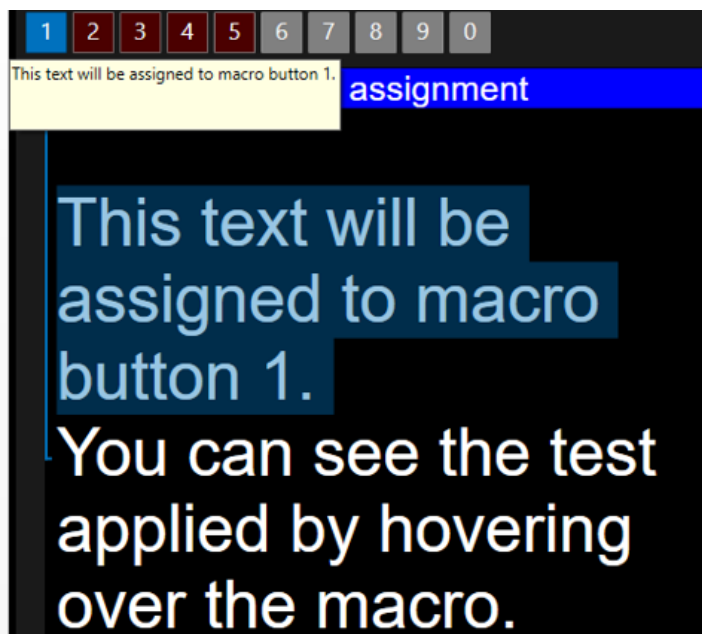


Red: Data Stored



To assign text to a macro, highlight the required text and press one of the Macro buttons. When the text has been assigned to a macro the colour of the button will turn from grey to red.

If the button already has data associated with it, the original macro text will be overwritten. If this text is overwritten, then the button colour will remain red.



In this example, the words "This text will be assigned to macro button 1" was highlighted and then macro button 1 was clicked.

You can view the contents of the macro by hovering over it.

To retrieve the stored data and insert into the script, position the caret to the required position in the script and click on the desired Macro button. The script text will be inserted, and no data will be overwritten.

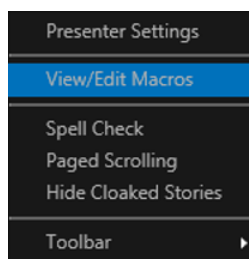
You can view the contents of the macro by hovering over it.

To delete data associated with each button, right click on the button and select “Clear”

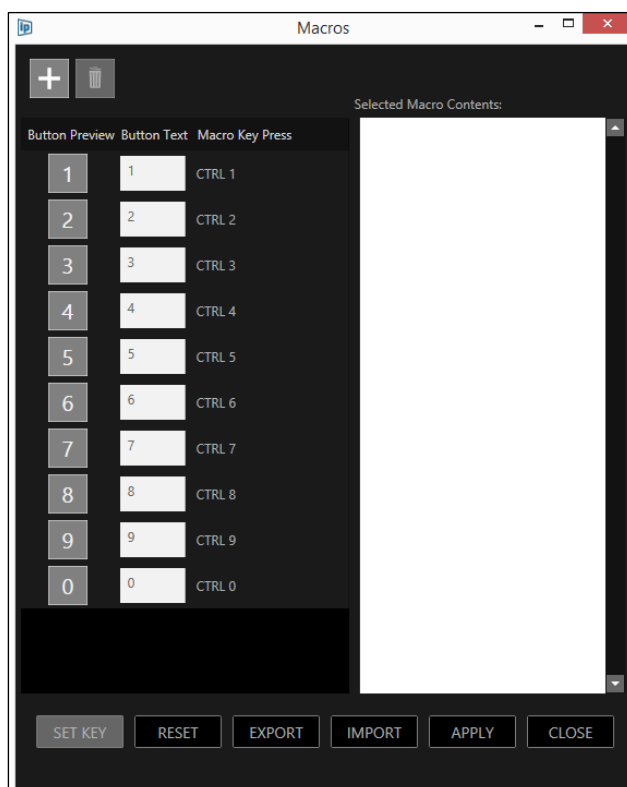
You can assign data to a macro using shortcut keys.

Editing Macro Preferences

The assignment of macros and their associated shortcuts can be edited. To view the assigned macro shortcuts in the Story Editor window click the burger/View Edit Macros



This will bring up the macros window



This window shows all the parameters and function of each macro.



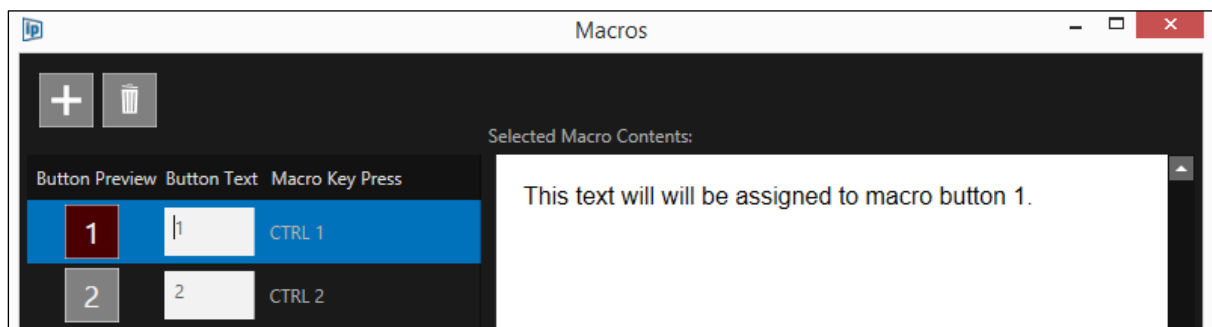
+ : This button will add another macro button to the bottom of the macro list and will added to the end of the macro buttons visible in the Story Editor window.



: This button will delete the currently selected macro and will remove the macro button in the Story Editor window.

Selected Macro Contents:

Clicking anywhere in the macro row will turn the background blue to show it is selected. The Selected Macro Contents area will show the contents of that macro.



Please Note: This function is for review of the contents of the macro only, no edit of the macro contents can be done from this field.

Button Preview Button Text Macro Key Press

Button Preview : Shows a preview of what the macro button will display. The default are numbers 1-0

Button Text : This is an editable field which allows the user to personalise the button field. Click in the white box to edit. Whatever is added here will be shown in the Button Preview.

Macro Key Press : This shows the keys which will activate the particular macro. The 10 default macro shortcut keys are CTRL+1 – CTRL+0

If desired you can change the shortcut keys to be another combination of keys.



SET KEY

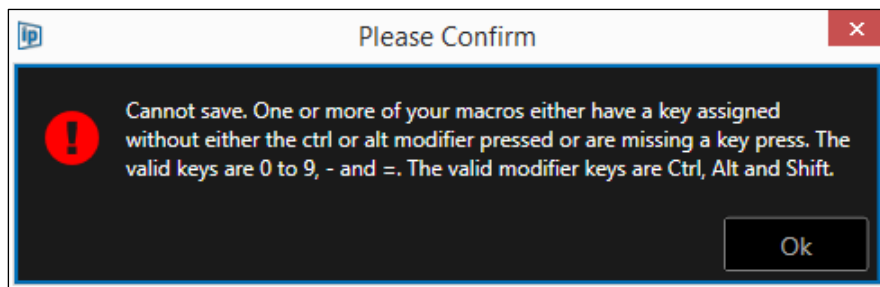
: This allows the user to assign a set of keys strokes to be shortcut keys for a macro. Select the macro you want to edit and click Set Key.

The Set Key text will then turn red and is waiting to record keystrokes to assign to that Macro Key Press.

As the keys are pressed the entered keystrokes will be shown in the Macro Key Press column.

Once the keystrokes have been entered press Apply.

If a combination of keystrokes is not allowed an error message will appear. You must re-enter using the parameters explained in the error message.

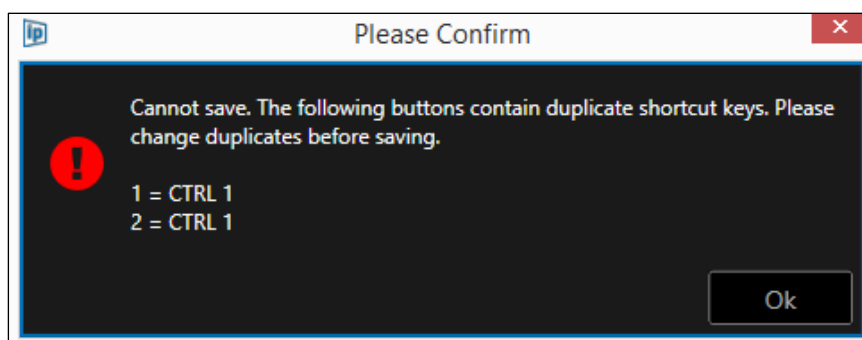


If a combination of keystrokes has already been assigned to another macro an error message will appear. You must re-enter using a unique combination of keystrokes.

In the below example an attempt has been made to use the CTRL+1 combination for macro 2:

Button Preview	Button Text	Macro Key Press
1	1	CTRL 1
2	2	CTRL 1

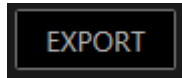
The error message alerts the user that this shortcut is a duplicate of macro 1 and that a different set of keystrokes is required.



RESET

: This will reset all macro settings, will delete all contents, previews and any additional macros added.

Please Note: this delete cannot be undone. It is recommended that any macro settings be exported before a reset



: Enables the exporting and saving of all macros data and contents to an XML file which can then be imported into the same or another instance of WP-IP.



: Enables the import of all macro data and contents and overwrites the macro data currently installed.



: Applies all changes made to the macro



: Closes the Macros window

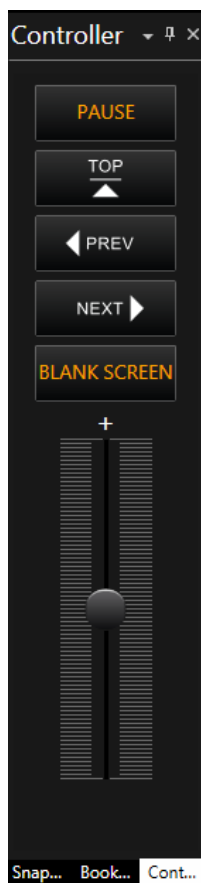
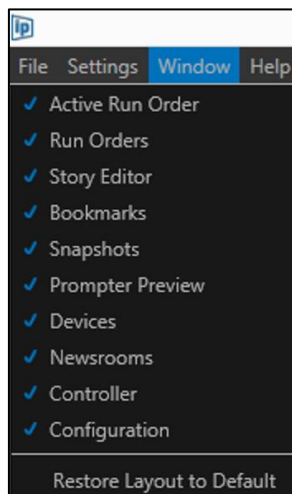
Bookmarks & Snapshots

These two features are useful for quickly putting markers in a script for reference and quick access where another option other than sluglines are appropriate, for example in the middle of a story.

Bookmarks: provide contextual information regarding the marked position and allows the user to search, this is perhaps more useful for longer term markers.

Snapshot: useful if you need a quick marker that you can jump back to shortly after making it. Snapshots are a smaller cut down version of bookmarks. settings

Bookmarks and Snapshot panes can be launched under the Windows pull down in the main WP-IP toolbar:



If you have the Controller pane open, Bookmarks and Snapshots will appear as tabbed in bottom of this pane



If you have the Controller pane closed, Bookmarks and Snapshots will appear as tabbed in their own pane

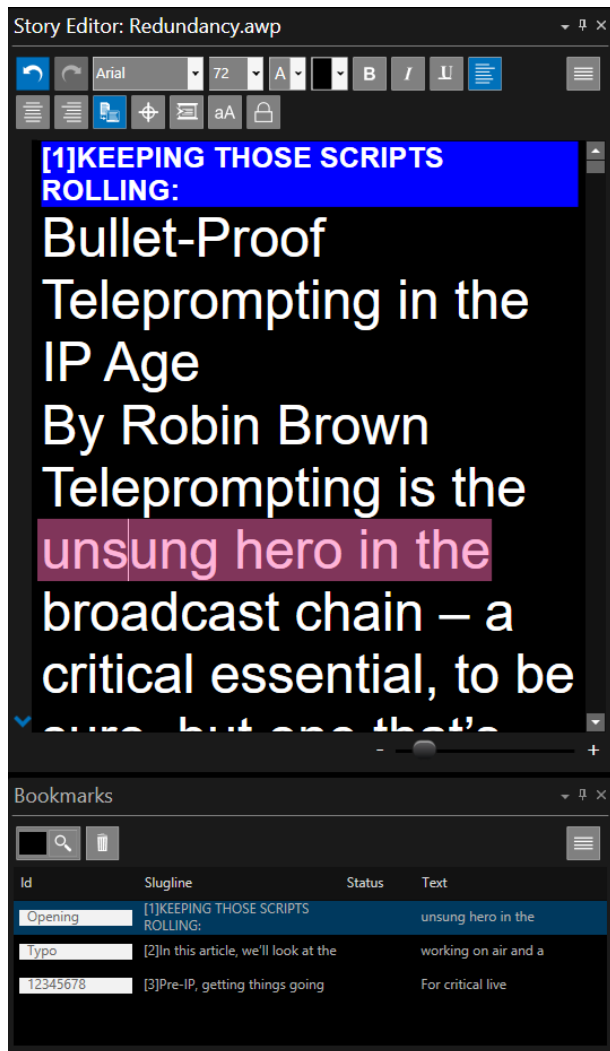
Configuring Bookmarks

To inset a Bookmark, in the text in the Story Editor window place the cursor at the position you want to add as a Bookmark.

Click ALT+M

This will mark the line you clicked on as a Bookmark.

The text in the Story Editor will be highlighted in Pink and the text will appear in the Bookmarks pane



Please Note: You can also use CTRL+SHIFT+F3 which will act as a toggle to create and delete a Bookmark

There are several columns related to the Bookmark which are selected using the burger in the Bookmarks pane

ID: allows the user to type up to 8 characters as a reference for that bookmark. 3 seconds after typing begins the cursor will automatically return to the Story Editor position it was in when the Bookmark was created

Slugline: Shows the slugline of the story which the Bookmark is contained in. Where there is no slugline, or it is empty, this field will also be empty

Status: Show the status of the story which that Bookmark has been created in. This will be Dropped/Cloaked/Floated/Blank

Please Note: The status field is linked to the status of the story in the Newsroom and so will only populate if WP-IP is connected to a Newsroom and if the application has a WP-IPN licence

Text: Shows the text which has been selected as Bookmarked

Selecting Bookmarks

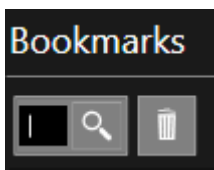
To jump to the Bookmark position in the Story Editor double click anywhere in the Bookmark in the Bookmarks pane.

To switch prompting on from that Bookmark, in the Bookmark pane, highlight the Bookmark and click F9

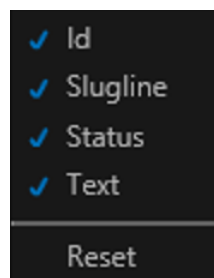
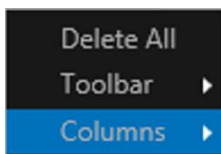
To jump to the next Bookmark, and prompt from there, click ALT+N

To jump to the previous Bookmark, and prompt from there, click ALT+P

To search for a Bookmark using its ID click in the search box, type the ID and then click Enter or the magnifying glass:



To delete a Bookmark select it and then click **ALT+M** or CTRL+SHIFT+F3, or click the  icon in the Bookmarks toolbar



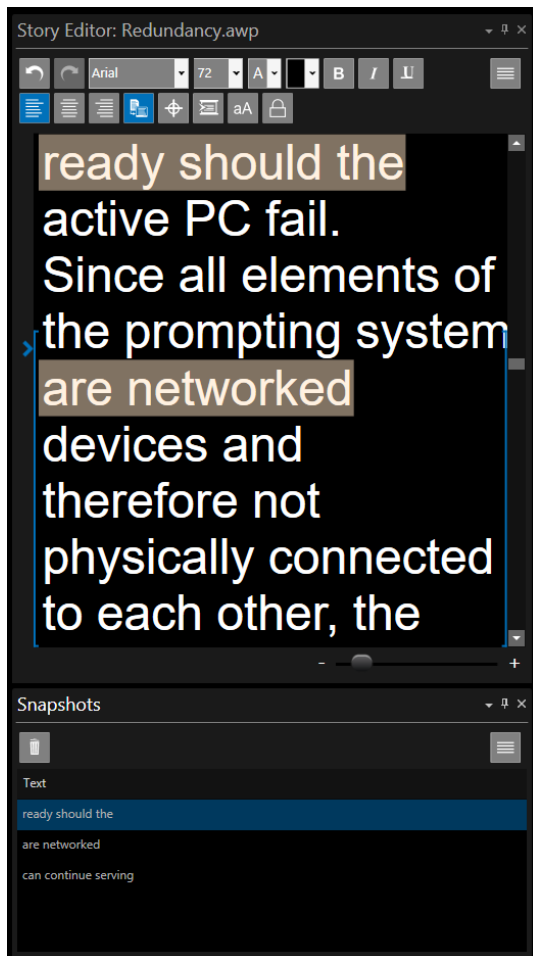
Configuring Snapshots

To insert a Snapshot, in the text in the Story Editor window, place the cursor at the position you want to add as a Bookmark.

Click F6

This will mark the line you clicked on as Snapshot.


The text in the Story Editor will be highlighted in Grey and the text will appear in the Snapshot pane



Selecting Snapshots

To jump to the Snapshot position in the Story Editor double click anywhere in the Snapshot

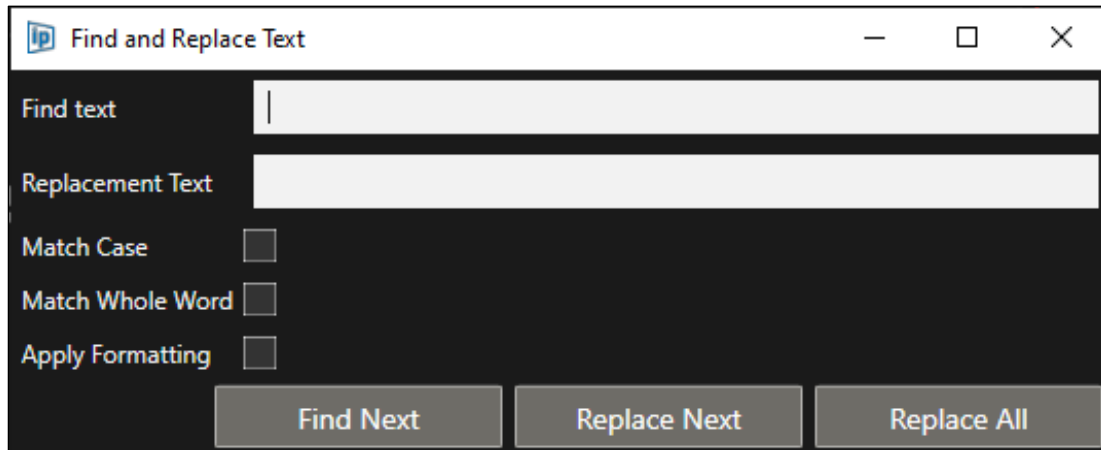
To switch prompting on from that Snapshot, in the Snapshots pane, select the Snapshot and click F9

To delete a Snapshot select it and then click F6 or click the  icon in the Snapshot toolbar

Find and Replace

WP-IP has a find and replace tool to speed up the editing and searching of text. To open the tool click anywhere in the Story Editor then CTRL+F.

This will launch the Find and Replace Text Box



To Find Text

Enter the text you want to find in the Find Text field.

To search for the text click enter.

To find the next instance of the text click Enter again.

To Replace Text

To replace text with different text, enter the text you want to replace in the Find Text field

Enter the text you want to use to replace this with in the Replacement Text field

To replace the text click Replace Next

To replace all the instances of that text click Replace All

Please Note: the replacement function will replace the text in the format settings of the Presenter for the story the text is in. Where no presenter is selected it will replace the text in the settings of the Default Presenter

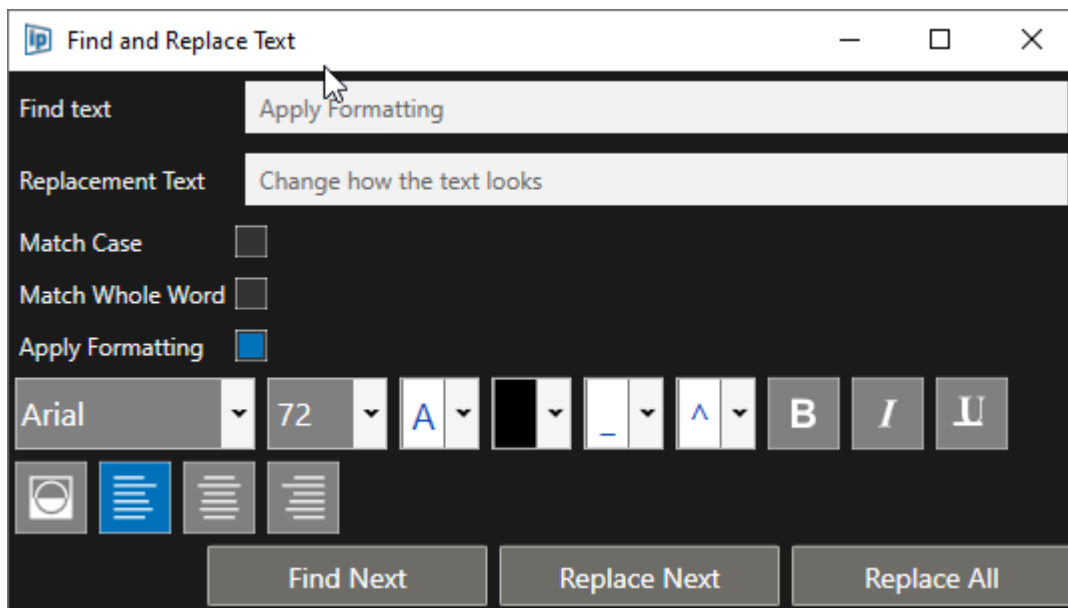
To filter the results to only select text which matches the case which the text entered in the Find Text field check the **Match Case** box

To filter the results to only select text which matches the whole word entered in the Find Text field check the **Match Whole Word** box

To Apply Text Formatting

To apply specific formatting to the replacement text, click the Apply Formatting box.

This will extend Find & Replace Window to show the available formatting options which can be applied to the replacement text.



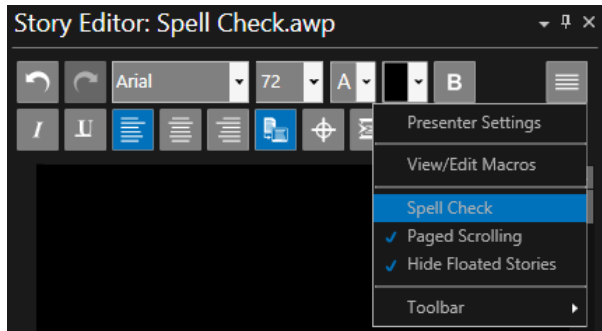
This includes formatting of

- Font
- Font Size Foreground Colour
- Background Colour
- Underline Colour
- Diacritic Colour
- Bold/Italic/Underline
- Text Inverse
- Text Justification.

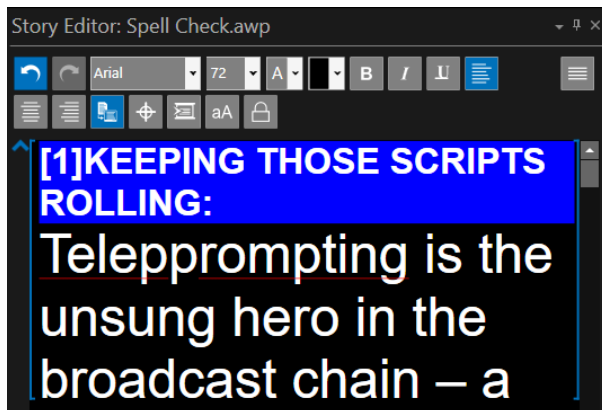
Spell Check

WP-IP has a spell check function.

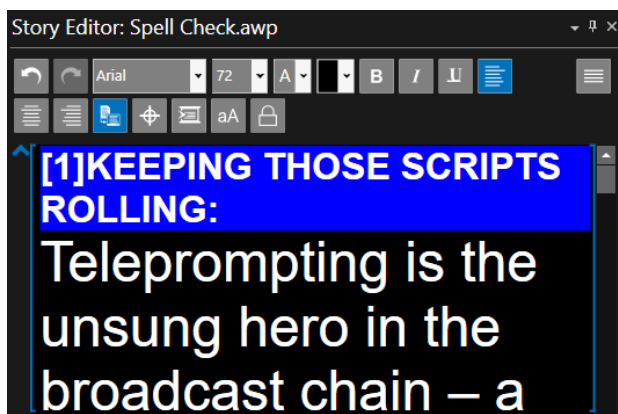
To start the spell check feature, click the burger in the Story Editor window and the Spell Check



WP-IP will then automatically scan the text for spelling errors and underline them in red.



Edit the text to correct the spelling and the underline will be removed.

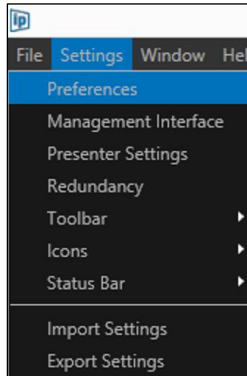


Please Note: if the text is imported from a Newsroom, any changes to the spelling made in the Story Editor will be overwritten, if that story is us updated again.

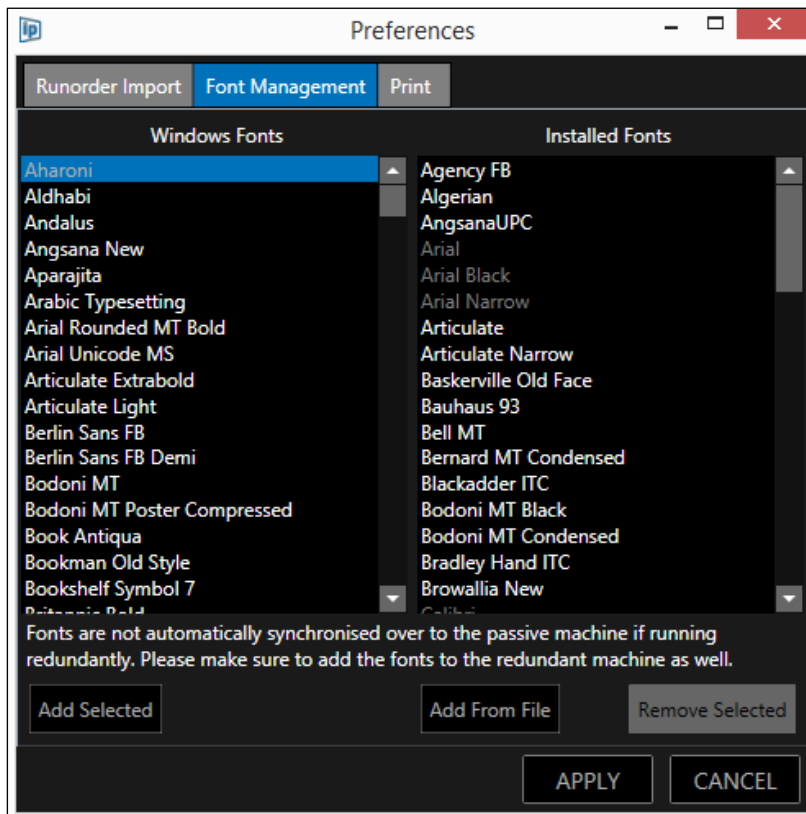
Font Management

WP-IP has several fonts installed. If the user would like to add or remove fonts, they can be done via the Font Management tool. Fonts **must** be installed on devices as well as in WP-IP. If not the font displayed on the teleprompter or from the XBOX-IP output will not match that of the script.

Access the Font Management tool via Settings/Preferences



Then selecting Font Management



The Font Management window shows two fields:

Windows Fonts: these are the fonts that are available on the machine that WP-IP is running

Installed Fonts: These are the fonts which have been installed in the application and also to the devices which require that font (e.g. XBOX-IP: A9009-0001 and EVO-IP: A9011-XXXX)

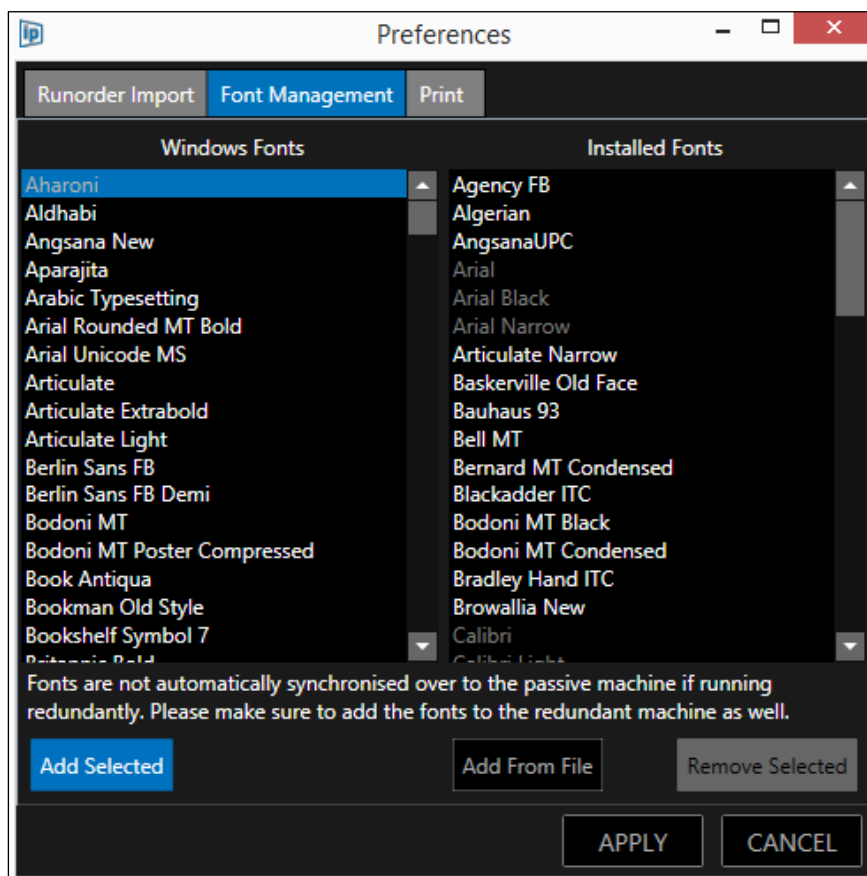
Please Note: The fonts in the Installed Fonts pane appear in white or grey. Those in white are fonts which have been added and can be removed, those in grey are default fonts and cannot be removed.

To Add A Font

Select the font you would like to add to WP-IP.

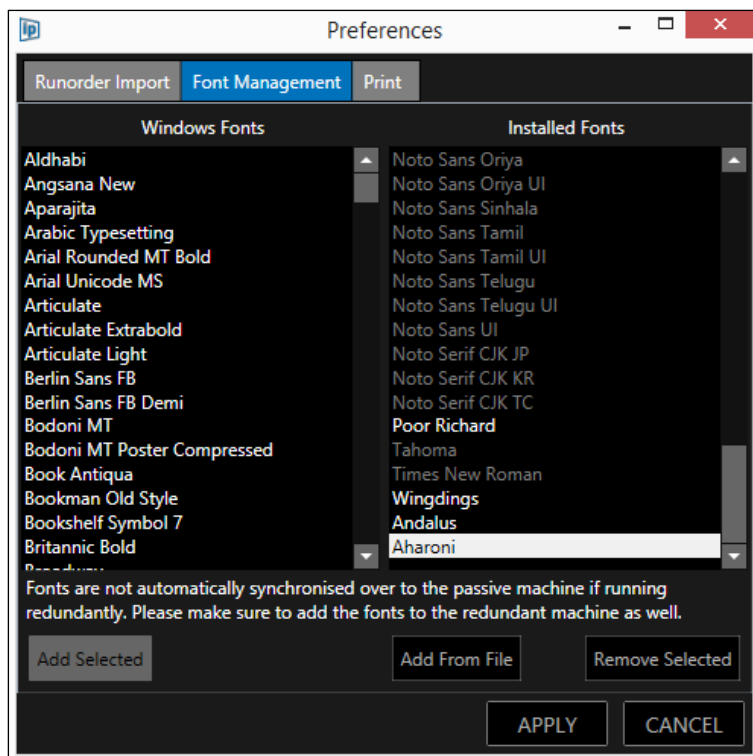
Then click Add Selected

In this example Aharoni font is selected:



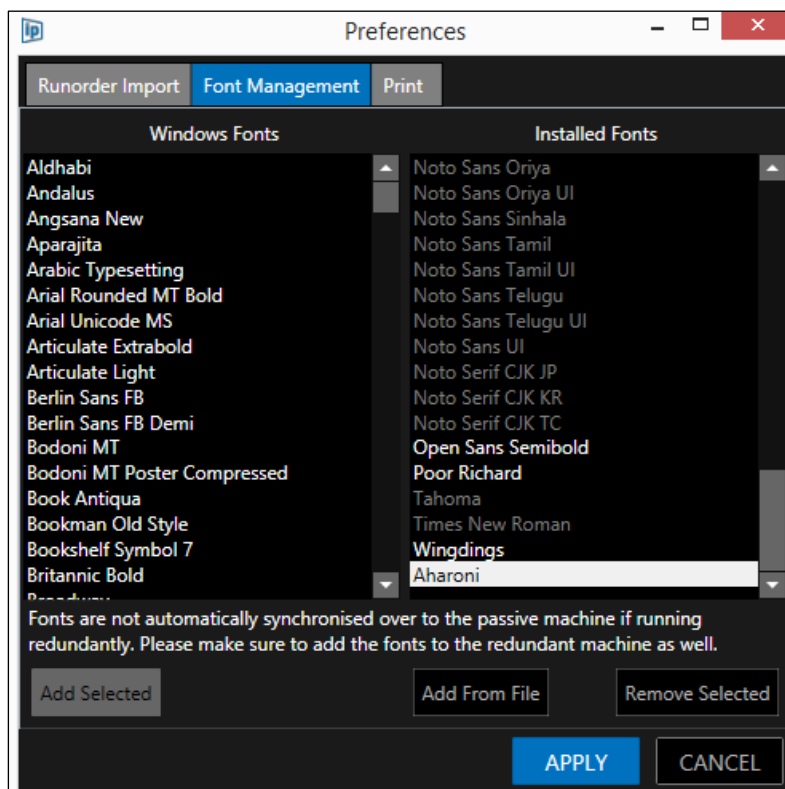
When Add Selected is clicked the Aharoni font is added to the Installed Fonts at the bottom of the Installed Fonts list.

Please Note: Double clicking on the font will also add it to the Installed Fonts list



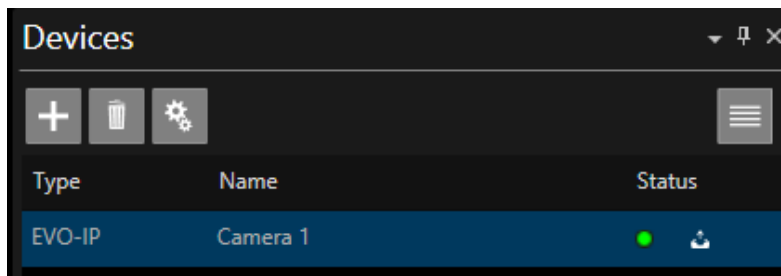
Please Note: The font is initially put at the end of the Installed Fonts so you can see it has been added. After the Preferences window is closed it will be put into the correct position in the alphabetic fonts list

To actually install the font click APPLY



The font will be added to WP-IP font list and will be sent to the devices.

An icon (white tray with arrow pointing up) beside the status indicator will flash as the font is installed on the device



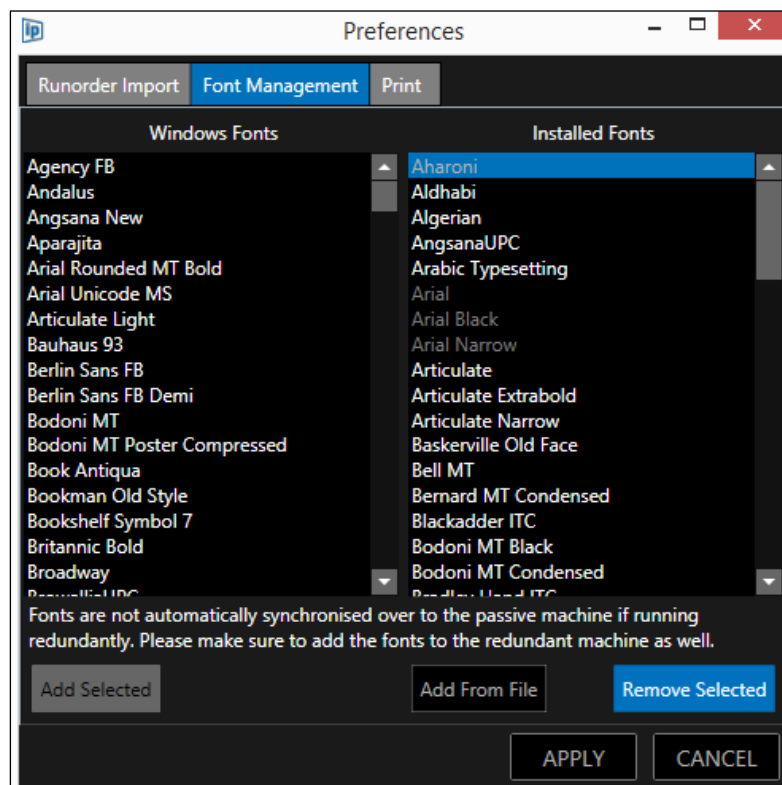
Please Note: If a device is switched off or disabled when the font is applied it will automatically receive that font when it is powered on and enabled again.

Adding Fonts from a File

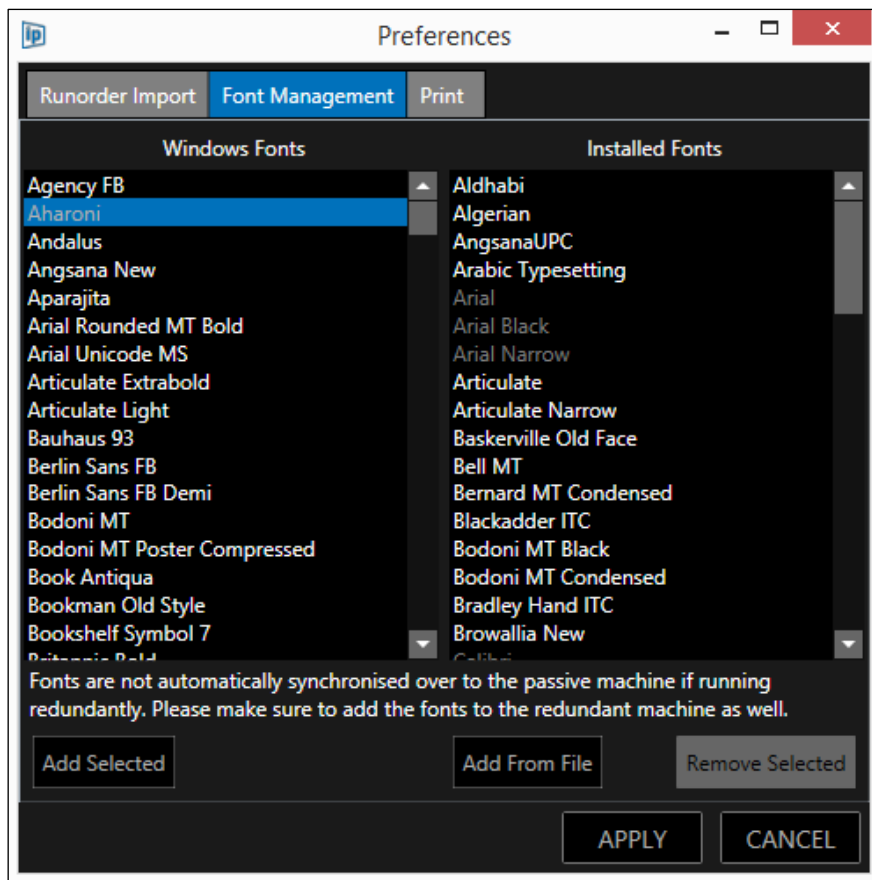
This option will allow the user to browse to a file where a new font can be added which has not already been installed on the PC which WP-IP is running on.

Removing Fonts

To remove fonts, select the font in the Installed Fonts pane and click Remove Selected



The removed font will be moved back to the Windows Fonts pane



Please Note: only fonts which appear in white in the Installed Fonts pane can be removed. Those which appear in grey are permanently installed both in WP-IP and all devices.

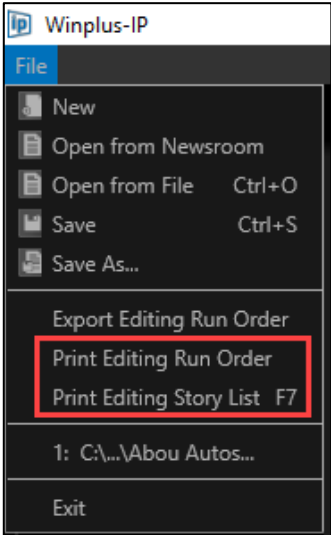
****Important: If you would like to install complex languages and see any inconsistencies please contact Autoscript support. ****

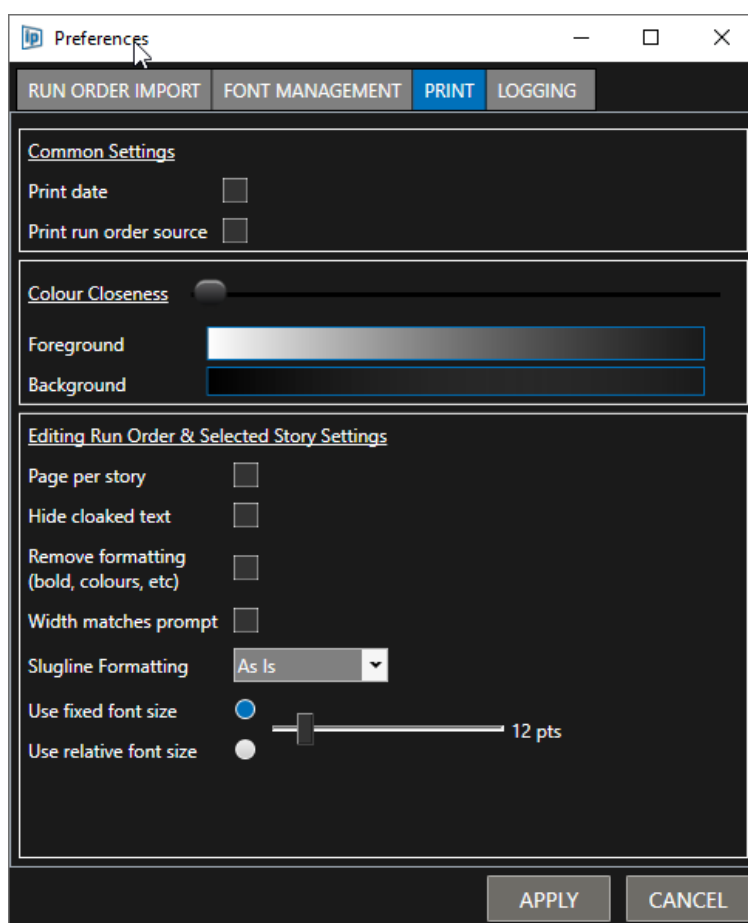
Printing Options & Configuration

Printing options are accessed from Settings/Preferences in the main application toolbar and then clicking the Print tab.

!Important!

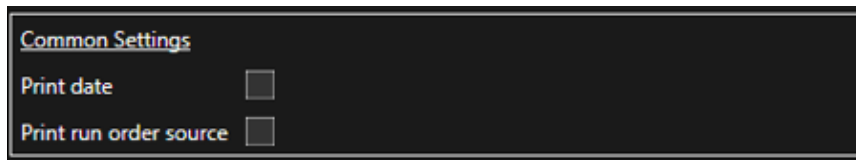
***Please note, from WinPlus-IP Version 1.12 onwards
Printing options and configuration are now
managed under File:***

The image shows the 'File' menu of the Winplus-IP application. The menu items are: New, Open from Newsroom, Open from File (Ctrl+O), Save (Ctrl+S), Save As..., Export Editing Run Order, Print Editing Run Order, Print Editing Story List (F7), 1: C:\...\Abou Autos..., and Exit. The 'Print Editing Run Order' and 'Print Editing Story List' items are highlighted with a red rectangle.



There are a number of print features which are split into three options, Common Settings, Colour Closeness and Editing Run Order & Selected Story Settings.

Common Settings



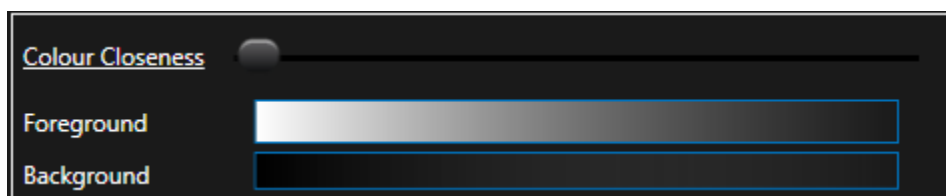
Print Date: This will print the current date

Print Run Order Source: This will print the name of the Run Order.

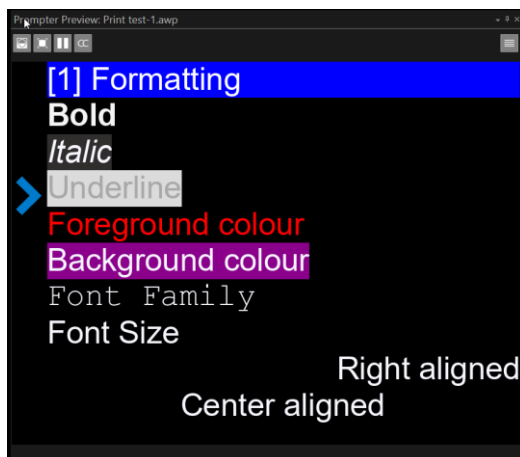
If the Run Order is from a newsroom, it will print the name which is shown in the Run Orders pane.

If the Run Order is local, it will print the filename.

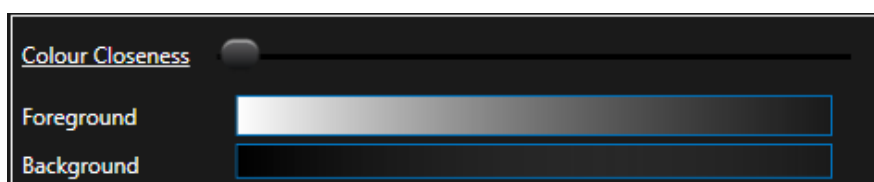
Colour Closeness



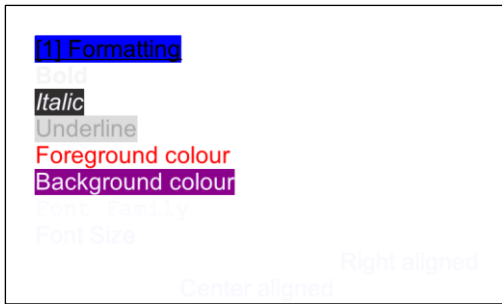
This feature contains a slider to determine the relative comparison of the text match to the background. For example, this is the text in the Prompter Preview:



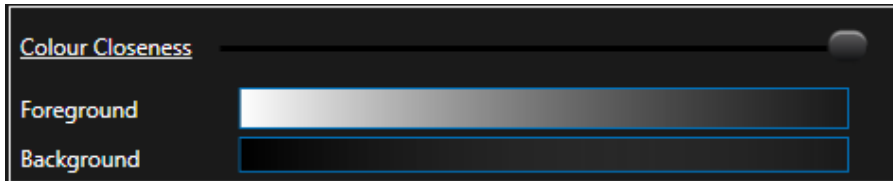
With the Colour Closeness slider set to the far left:



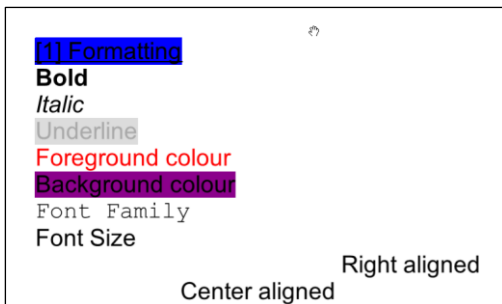
The printed copy will be as below:



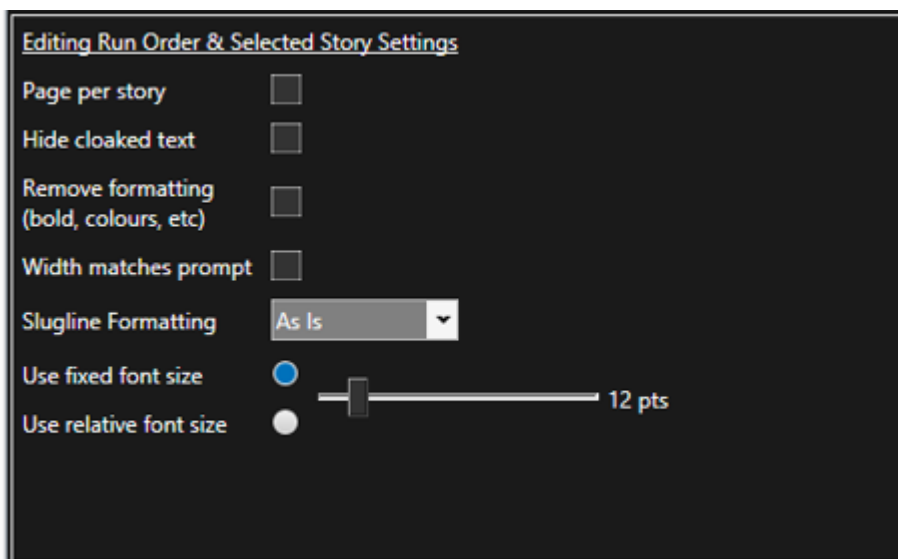
With the Colour Closeness slider set to the far right:



The printed copy will be as below:



Editing Run Order & Selected Story Settings



Page per story:

When checked this will start a new print page for each story.
When unchecked stories will run continuously.

Hide cloaked text:

When checked this will remove cloaked text from the printed output.
When unchecked cloaked text will be printed.

Remove formatting:

When checked this will remove all test formatting in the print output. The font will be the same as the text is written in, but all other formatting will be removed in the print.
When unchecked it will print exactly as it is in the Script Editor pane.

Please Note: Sluglines can still have formatting applied when Remove Formatting is checked depending on the slugline handling preference's set in Slugline Formatting (see below)

Width Matches Prompt:

When checked the print output will match the width of the text in the Prompt Preview pane.
When unchecked the print output will use the full width of the printed page.

Slugline Formatting:

When checked sluglines can be set to appear in different way when printed

As Is: This will print the sluglines exactly as they appear in the Script Editor

Bold: Sluglines will be printed in **bold**.

Italic: Sluglines will be printed in *italics*.

Underline: Sluglines will be printed underlined.

Use Fixed Font Size:

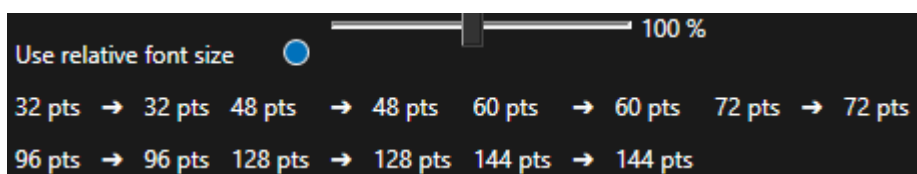
When checked this will apply the same font size to all printed text. The point size can be increased or decreased using a slider.



When unchecked the font size of the printed text will match that of the font in the Edit Pane.

Use Relative Font Size:

When checked this will open a conversion table and a slider.



The slider will convert the default printed text size to an increased or decreased size dependent on the user's preference.

Additional Functionality From WinPlus-IP V1.12 onwards:

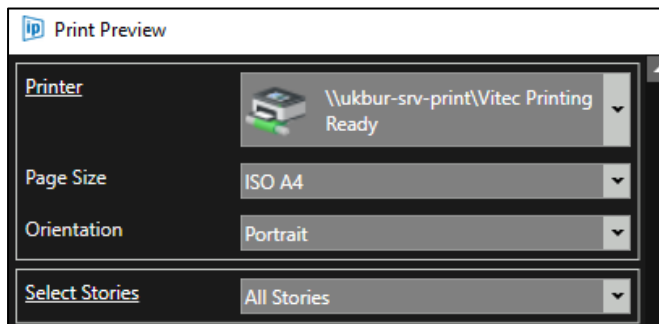
When selecting File/Print Editing Run Order you will be able to choose:

Printer:

The pull-down displays all the available Printers that can be accessed from this machine

Page Size:

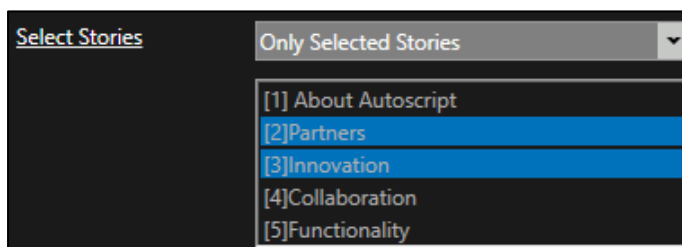
The pull-down displays all the available page sizes for the specific selected printer



Select Stories:

The pull- down enables you to select to print All Stories or Only Selected Stories.

If you chose “Only Selected Stories”, you will be shown a list of the stories in the current rundown.



Click on the stories you want to print.

Multiple stories can be selected by pressing the CTRL key at the same time.

Newsroom Connection & Configuration

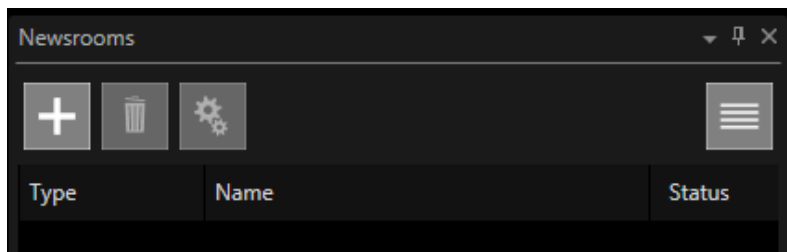
Connecting To a MOS Newsroom:

Ensure that you have purchased WP-IPN, registered your machine and entered a Newsroom Licence key to access the Newsroom functionality.

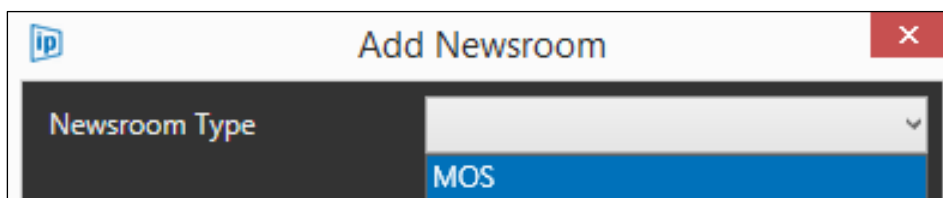
The application type in the top right-hand corner will show Newsroom.



Click on the “+” button in the Newsrooms window:



When the Add Newsroom box launches click the pull down to select MOS



Please Note: The MOS functionality does not have a Newsroom Specific connection, it uses generic MOS commands for connection as outlined by MOS here: <http://mosprotocol.com/>

Supported MOS NRCS include (but are not limited to):

AP ENPS, Dalet, Octopus, ROSS Inception, Tinkerlist, Annova Open Media, SOBEY.

Contact Autoscript for more details.

When MOS is selected, you will need to complete the blank fields.

Please Note: The NCS ID and MOS ID files are case sensitive. It must match exactly the syntax in the newsroom machine set up.

The 'Add Newsroom' dialog box is shown with the following fields and values:

Field	Value
Newsroom Type	MOS
Name	
IP Address	
Lower Port	10540
Upper Port	10541
NCS ID	
MOS ID	MOSEXAMPLE1234

Buttons: APPLY, CANCEL

Any incorrect syntax entered will be highlighted by a Red Circle with an X as illustrated below:



Click apply. If successfully connected the MOS connection will now appear in the Newsrooms list. The Status light will show the connection:

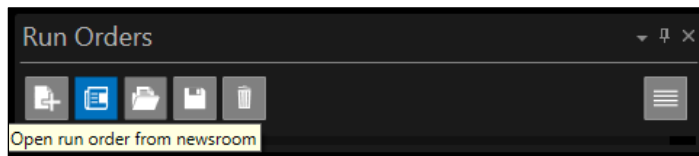
- Green Light: connected
- Orange light: connecting
- Red light: not accessible
- Blue light: busy (in use by another WP-IPN)

The 'Newsrooms' window displays a list of newsrooms. The table below shows the data:

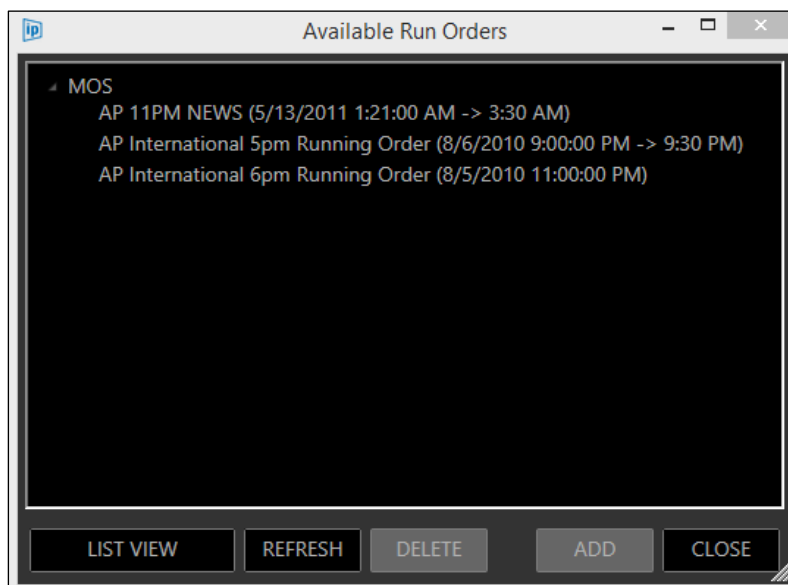
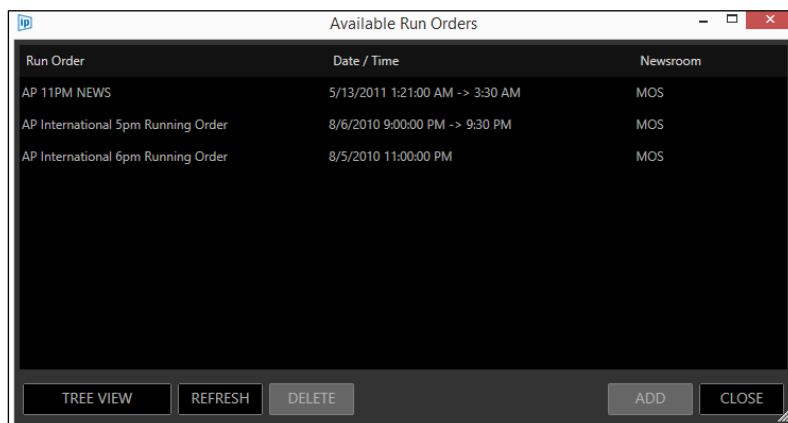
Type	Name	Status
MOS	MOS News Server	Green Light (connected)

Adding a Rundown In MOS

In the Run Orders pane click Open run order from newsroom



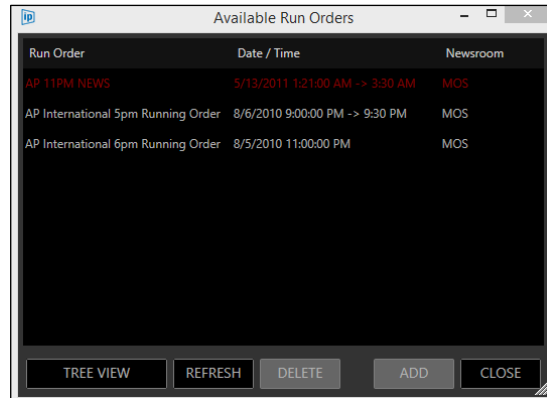
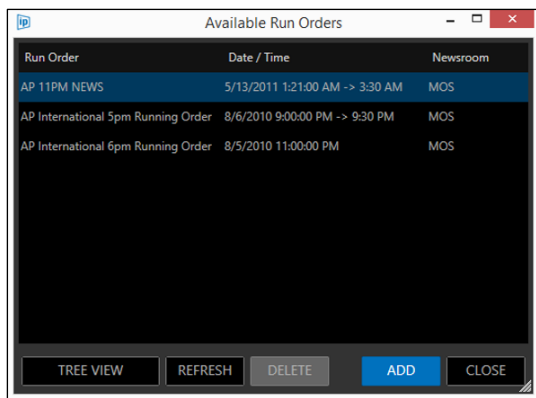
This will launch the Available Run Orders window. You will now be able to view the MOS Active Run Orders. You can view this as a list view or a tree view



This window will show the Run Order name, Start Time and the Newsroom.

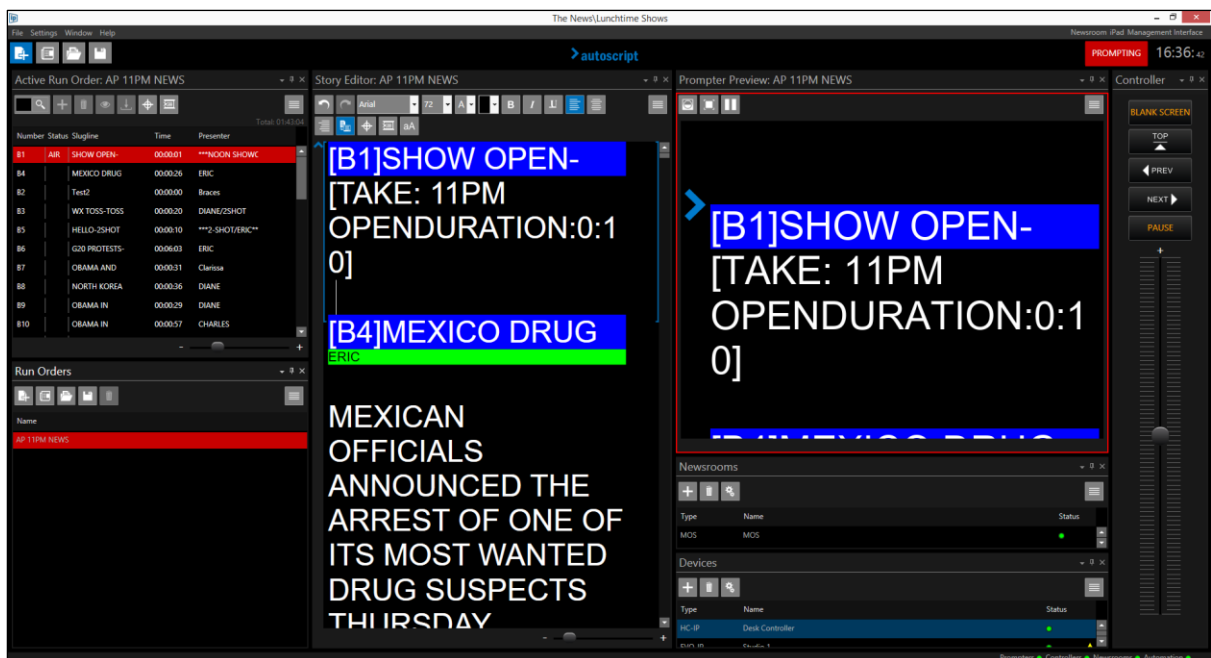
Click on the Run Order you want to select in then click ADD, or Double click the Run Order and it will begin to load into the Run Orders Window.

When the Run Order has been loaded and added to the Run Orders window it will appear in red in the Available Run Orders window.



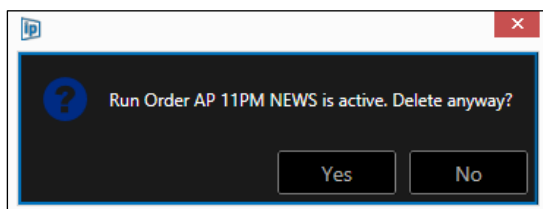
Please Note: Where more than one run order is available you can select multiple rundowns by clicking and holding the CTRL key at the same time, then ADD

The stories will begin to load and populate the Run Order, Story Editor and Prompt Preview windows



Repeat this operation to add additional Run Orders.

To delete a Run Order right click and select Delete. You will see a warning message

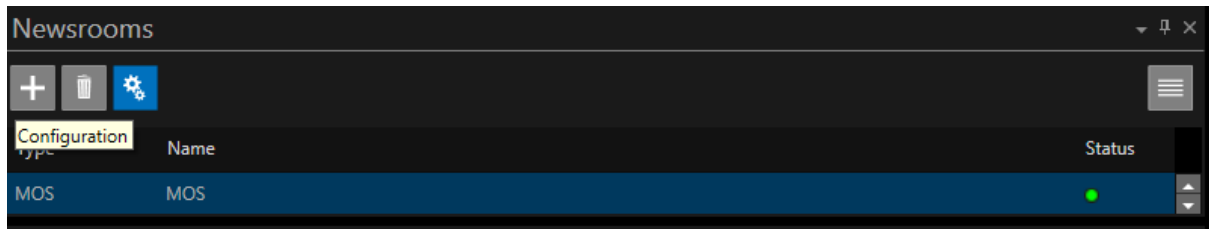


Please Note: If you choose to delete the currently live run order the currently prompted script will be deleted

Additional MOS Configuration Options

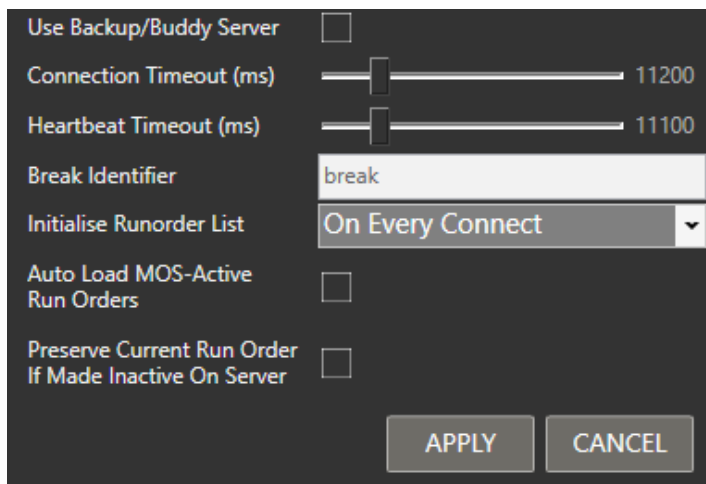
Within the MOS configuration there are several options. These may be set when the MOS Newsroom is first added, or they may be changed or edited later.

To access these options, select the MOS newsroom within the Newsrooms pane and click the Configuration button:



The Edit Newsroom Window will open. The additional options are seen below the MOS ID field.

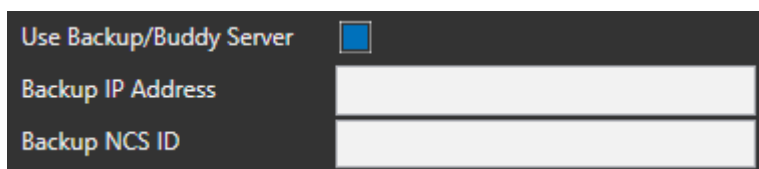
Use Backup/Buddy Server



If a connection is lost to the main MOS server WP-IP will automatically use the Backup/Buddy Server.

To enable this feature, check the Use Backup/Buddy Server button.

You will then see two fields which need to be completed to add the second server



Please Note: Both MOS servers will be connected but typically only one server responds, and sends WP-IP story updates etc.

Connection Timeout (ms)

Connection timeout is the time the WP-IP machine will wait when trying to establish a connection before stopping, resting, and then trying again. Usually, during this time the connection status will display orange (Connecting) in the newsrooms panel. Then while it's resting (usually for five seconds) the connection status is red.

Once a connection is established, connection timeout no longer comes into play.

The timeout adjustment is made by a slider. The range is 1000ms to 6000ms

Please Note: increasing this timeout range may help where there are slow network connections

Heartbeat Timeout (ms)

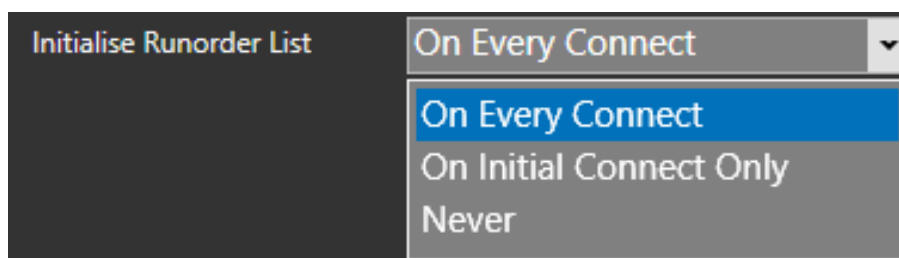
Once a connection is established the Heartbeat function begins. Heartbeat timeout is how long WP-IP will wait before deciding there's a problem, shutting the connection down and then trying to re-establish it. A heartbeat is sent every 10 seconds.

Break Identifier

Enter text into the box to determine the text which WP-IP will look for to recognise what the NRCS is sending as a break. This should match the text which is within the MOS tag sent in the MOS message.

Please Note: The parameters of the break are then determined by the Break field in the Presenter settings.

Initialise Run Order List



If a NRCS does not correctly respond to the <roReqAll> MOS message this prevents WP ever getting into the Connected state with that newsroom.

This feature enables a user to select to skip this step when connecting to a NRCS.

Please Note: Responding to the <roReqAll> MOS message is a part of the standard MOS connection sequence. The Initialise Run Order List option is only to increase compatibility with NRCS which do not follow the MOS Protocol correctly.

On every connect: A <roReqAll> will be sent with every connect. The available run orders list will be populated with MOS active runorders every time.

On initial connect: An <roReqAll> will be sent with the initial connection. If a connection to the NRCS has been lost or a connection is re-established the existing run order will not be deleted from WP-IP and reloaded.

Never: "Auto Load MOS-Active Run Orders" will be automatically checked as disabled so the user will not be able to uncheck it. The <roReqAll> will not be sent when the newsroom connects. This means the available run order list will initially be empty - it will not display any currently MOS-active runorders. When a runorder is made MOS-active in the newsroom, it will automatically appear in the Run Orders list.

Please Note: If a run order was already MOS-active when the newsroom connected, it will need to be deactivated first.

Auto Load MOS-Active Run Orders

When connected to a MOS NRCS any run orders which are made MOS active in the NRCS will automatically load into WP-IP.

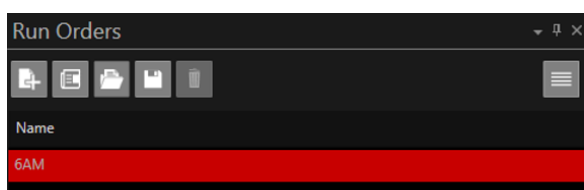
This negates the need to click the "Open Run Orders from newsroom button" and then select the required run orders.

When unchecked MOS active run orders will not be automatically loaded. They must be added in the usual way by clicking the "Open Run Orders from newsroom" button and then selecting the required run orders.

Preserve Current Run Order If Made Inactive on Server

When selected, if a run order is made inactive in the MOS NRCS the run order will not be deleted from WP-IP. The status will show as INAC (abbrv. Inactive) in the Run Orders window

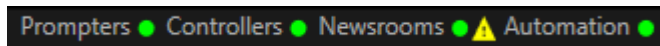
Active:



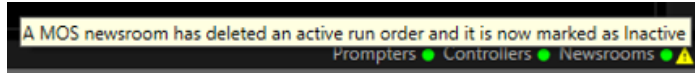
Inactive:



A warning triangle will also show in the Status tray at the bottom right of the WP-IP application window.



Hovering over this warning triangle will display the details of this warning:



When this run order is made active again only changes which have been made while that run order was inactive will be received, and the corresponding stories replaced with the new versions.

The complete run order will not be deleted and replaced.

The INAC status will be removed in the Run Orders window and the warning triangle in the Status tray will be removed.

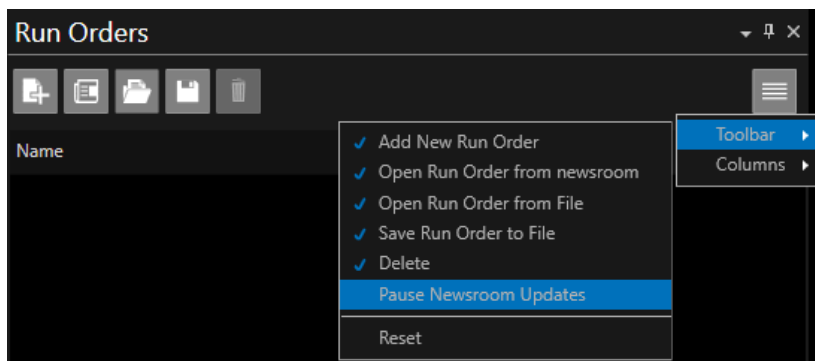
Pausing Runorder Updates

When using a MOS NRCS connection it is possible to pause updates to a Rundown if required.

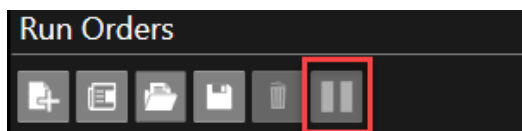
When a rundown is Paused any changes made by the NRCS will be cached internally in WP-IP and will not be applied to that rundown until it is un-paused.

When un-paused, changes to the Rundown will be applied in the order they were made in the NRCS.

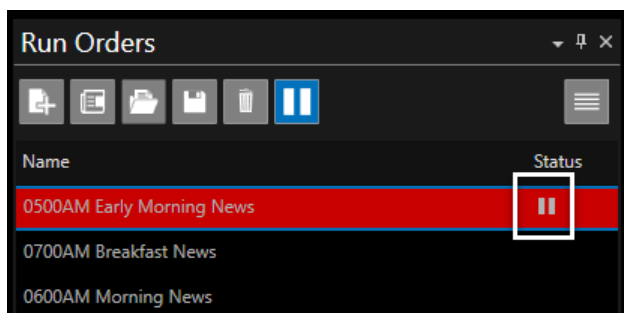
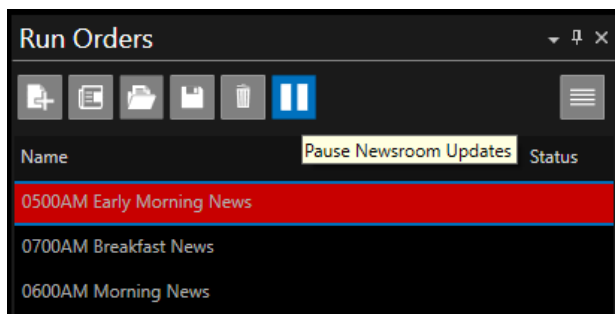
To access this feature, in the Run Orders pane, click the burger/Toolbar/Pause Newsroom Updates:



This will add a Pause button to the Run Orders toolbar:



To Pause a Rundown select the Rundown you would like to Pause and click the Pause button. This can be the active live Rundown or any other Rundown. The Status window will show a pause icon.

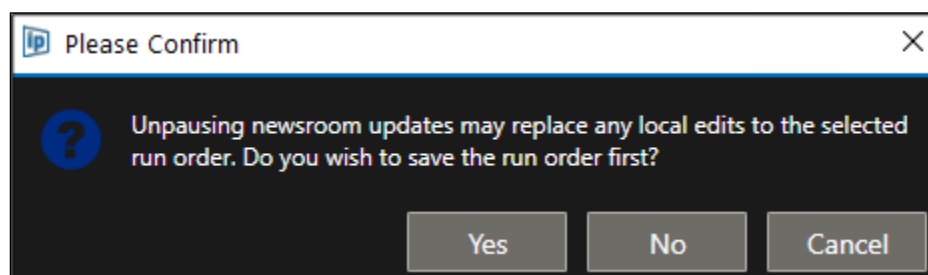


To Un-Pause a Rundown, select the Rundown you would like to Un-Pause and click the Pause button again.

All changes made to the Rundown during the Pause period will automatically be applied.

The pause icon will be removed.

Please Note: When the paused is disabled, if any edits have been made to the script locally, you will be offered the opportunity to save the Rundown.

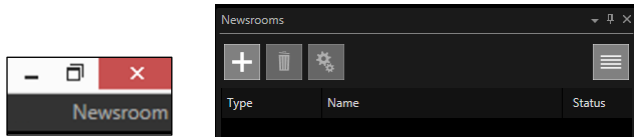


Click Yes to save the script. Once the Rundown is saved the Pause will be removed and any changes made by the NRCS during the paused period will be applied.

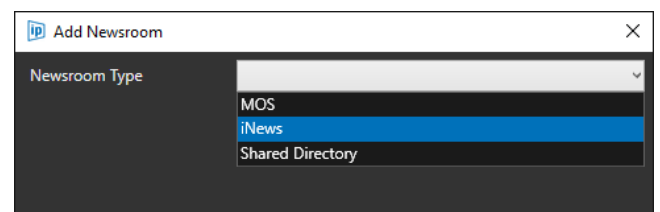
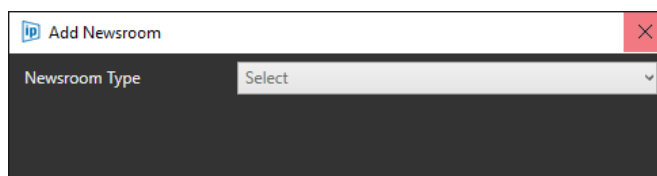
Click No and any changes made by the NRCS during the paused period will be applied.

Connecting To Avid iNews Via FTP

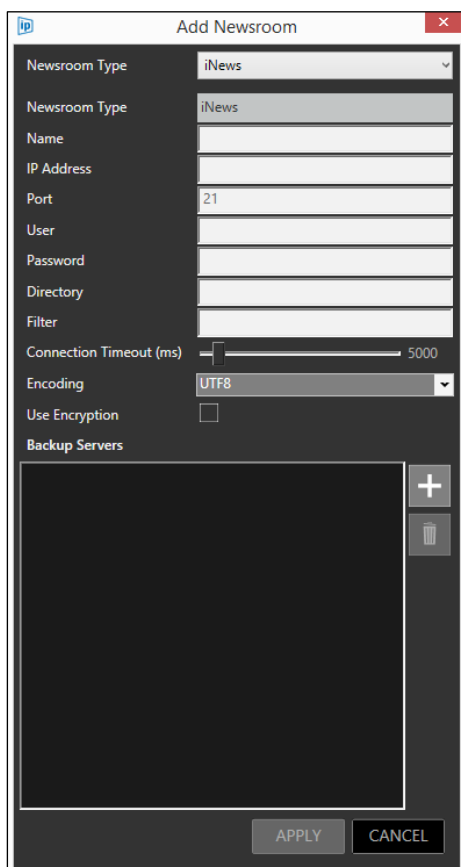
Ensure that you have purchased WP-IPN, registered your machine and entered a Newsroom Licence key to access the Newsroom functionality. The application type in the top right-hand corner will show Newsroom. Click on the plus sign in the Newsrooms window



Click Select Newsroom Type and Select iNews



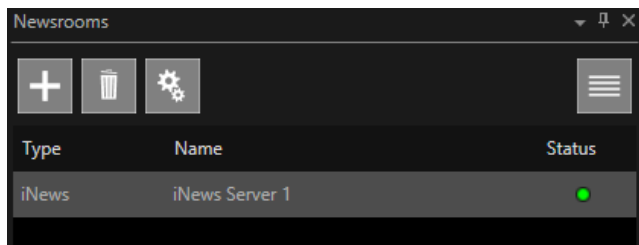
When iNews is selected you will need to complete the blank fields

The image shows the 'Add Newsroom' dialog box with 'iNews' selected in the 'Newsroom Type' dropdown. The dialog contains several input fields: 'Name', 'IP Address', 'Port' (with '21' entered), 'User', 'Password', 'Directory', 'Filter', 'Connection Timeout (ms)' (with a slider set to 5000), 'Encoding' (with 'UTF8' selected), 'Use Encryption' (with an unchecked checkbox), and 'Backup Servers' (with a plus icon). At the bottom are 'APPLY' and 'CANCEL' buttons.

Complete the fields and click APPLY

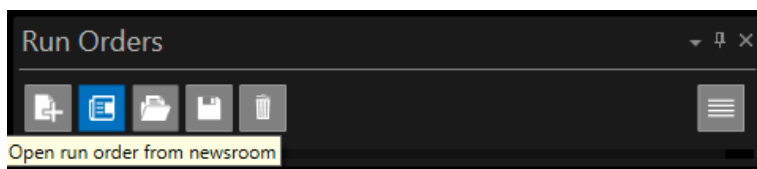
If successfully connected the iNews connection will now appear in the Newsrooms list. The Status light will show the connection:

- Green Light: connected
- Orange light: connecting
- Red light: not accessible
- Blue light: busy (in use by another instance of WP-IPN)

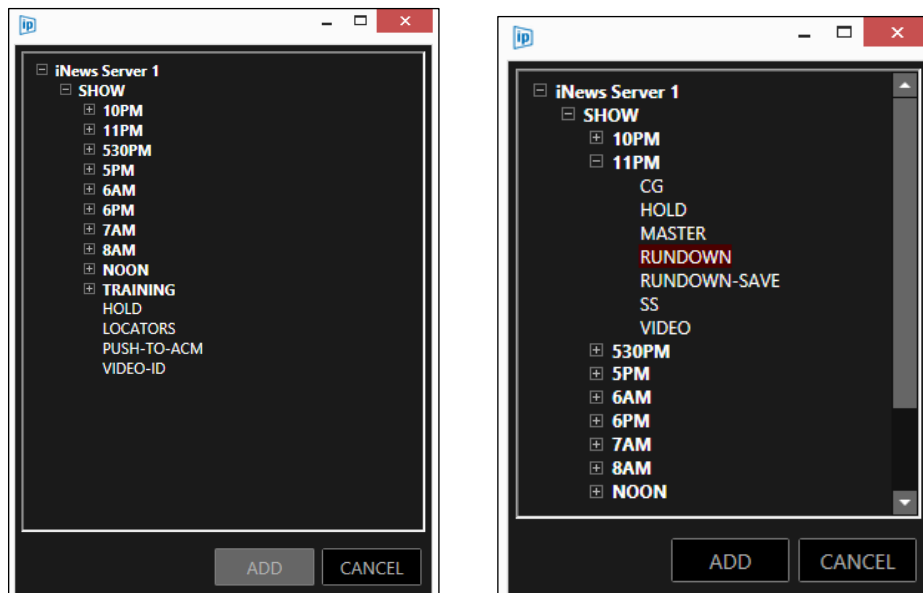


Adding a Rundown In iNews

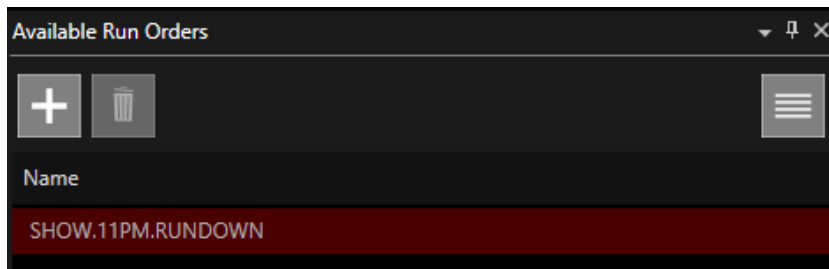
In the Run Orders pane click Open run order from newsroom



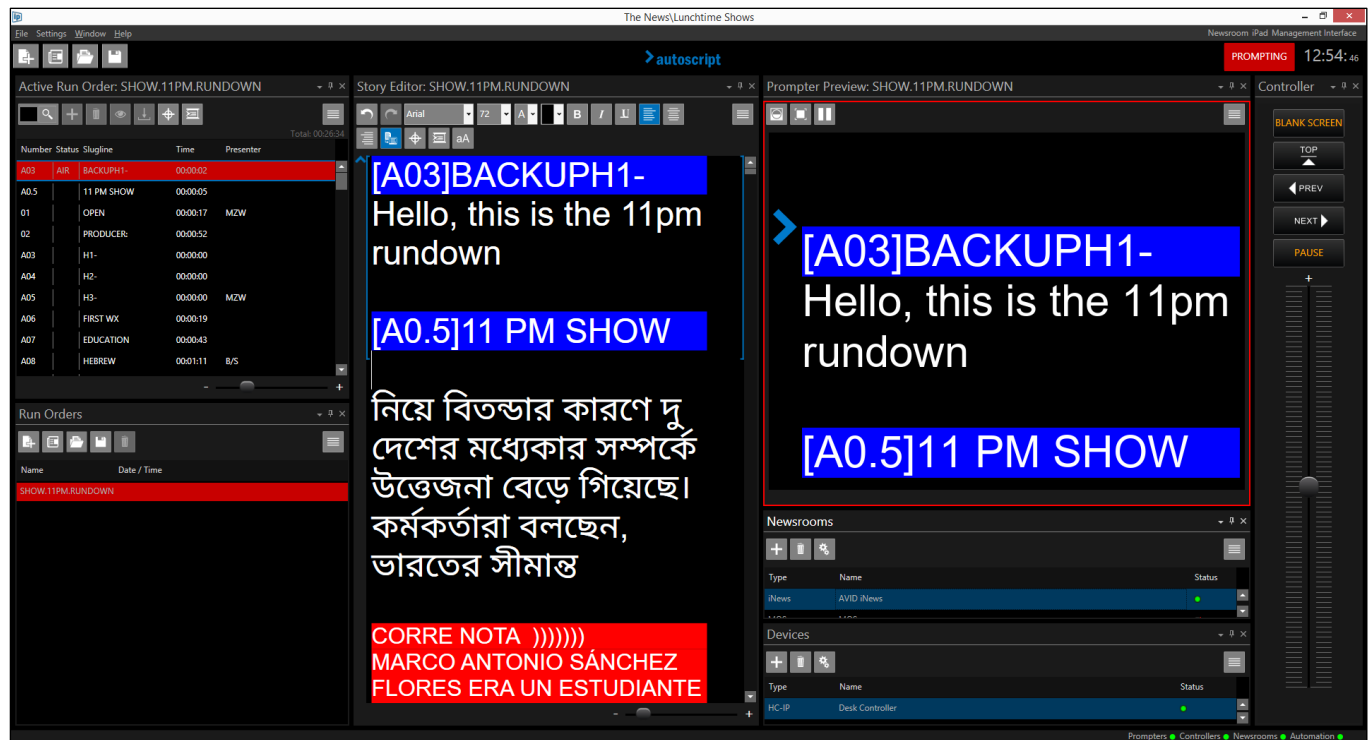
You will then see the available Run Orders. Drill down to the run down you require and double click or select ADD to add it to the Run Orders list



This run down will now be visible in the Available Run Orders list

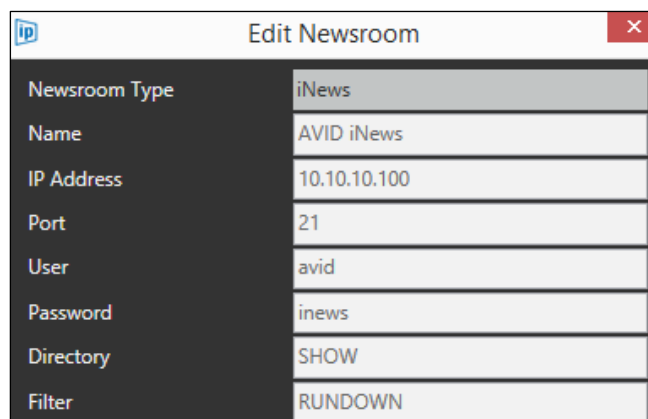


The stories will begin to load and populate the Run Orders, Story Editor and Prompt Preview windows

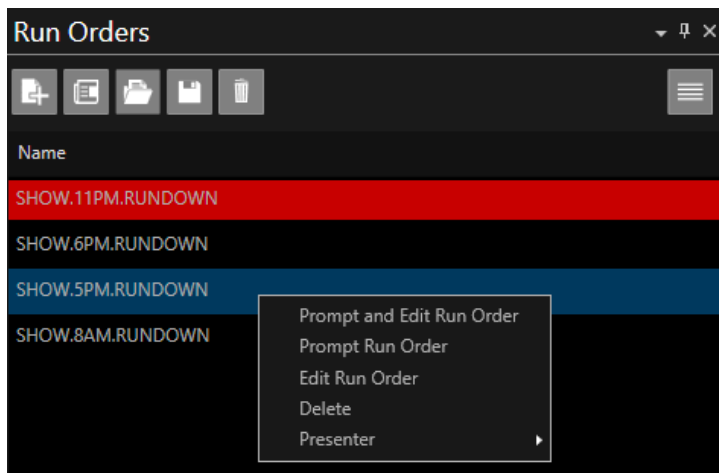


Repeat this operation to add additional Run Orders.

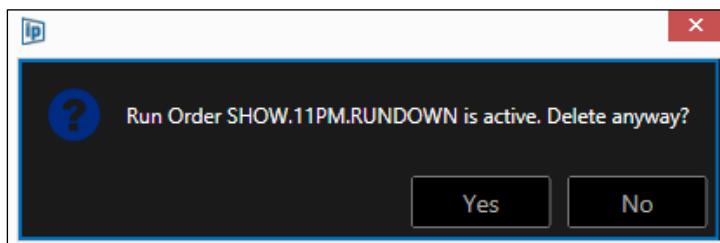
Please Note: if the Directory field is left blank this will connect to the users default iNews Home queue. Use the Filter field to only display the items you want to see in the iNews tree



To prompt a different Run Order from the currently prompter Run Order right click on the required Run Order and click Prompt and Edit Runorder or Prompt Run Order:



To delete a Run Order right click and select Delete. You will see a warning message

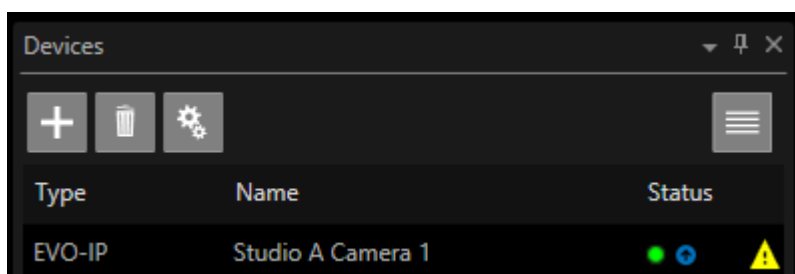


Please Note: If you choose to delete the currently live run order the currently prompted script will be deleted.

As the rundown is loading into a device a blue arrow icon will be displayed beside the status light (this may flash intermittently).

When the run down is fully loaded the red page icon will no longer be visible.

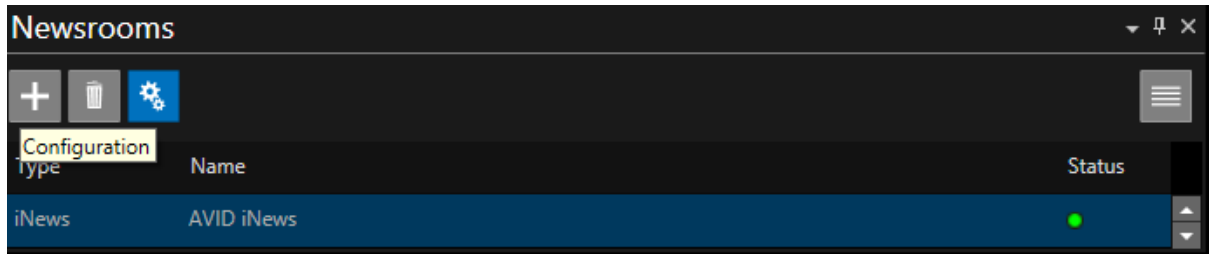
After any additional script updates the blue arrow icon may be seen to flash again as the run down on the device is updated.



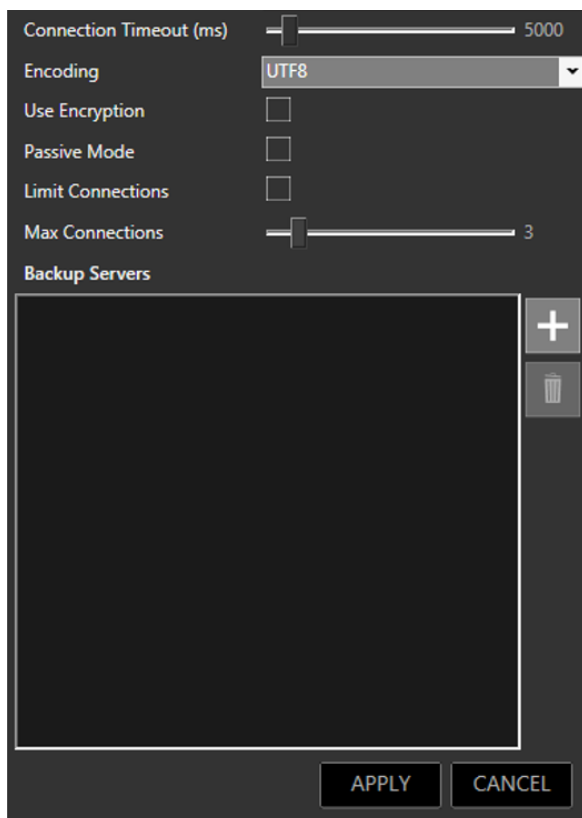
Additional iNews Configuration Options

Within the iNews configuration there are several options. These may be set when the iNews Newsroom is first added or they may be changed or edited later.

To access these options, select iNews within the Newsrooms pane and click the Configuration button:



The Edit Newsroom Window will open. The additional options are seen below the Filter field.



Connection Timeout (MS)

Connection timeout is the time the WP-IP machine will wait when trying to establish a connection before stopping, resting, and then trying again. Usually, during this time the connection status will display orange (Connecting) in the newsrooms panel. Then while it's resting (usually for five seconds) the connection status is red.

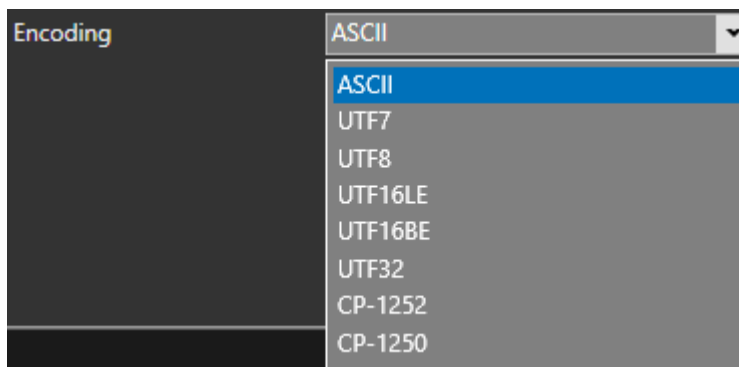
Once a connection is established, connection timeout no longer comes into play.

The timeout adjustment is made by a slider. The range is 1000ms to 6000ms

Please Note: increasing this timeout range may help where there are slow network connections

Encoding

To enable compatibility of the encoding used to transfer data from iNews to WP-IP click on the pull down to select the appropriate encoding



Use Encryption

When enabled WP-IP will only be able to read encrypted messages sent from iNews.

When disabled WP-IP will not be able to read encrypted messages sent from iNews

Passive Mode

When Passive Mode FTP is enabled the connection is only one way, i.e. WP-IP connects to the iNews server so only one direction of firewall needs to be opened. Passive only needs ONE direction of firewall open.

When unchecked (Active Mode FTP) the iNews server connects BACK to WP-IP to send stories. This means connections are made in BOTH directions, requiring firewalls to be opened in both directions.

Please Note: Passive Mode FTP can consume more network connections to the iNews FTP server than Active Mode FTP. When the number of connections are limited it may be better suited to use Active Mode FTP, because then half the time the iNews server connects to WP-IP, which does not consume a connection.

In either case, the iNews FTP server itself may not be configured to support both Passive and Active options. Please consult with your iNews administrator to confirm the best mode of operation.

Limit Connections

When enabled the number of FTP connections between WP-IP and the iNews FPT server will be limited.

Max Connections

This enables the user to determine the maximum number of FTP connections used by WP-IP when connecting to iNews. The number of connections is determined by a slider with the range of between 1 (min) and 20 (max).

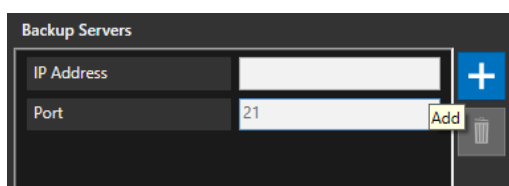
Please Note: The Max Connections slider is only adjustable when Limit Connections is enabled (see above).

Backup Servers

When additional iNews FTP servers are available they can be added in the Backup Servers field. One server connection will be used at a time.

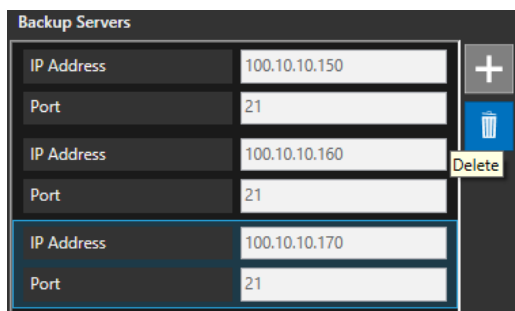
If one server fails WP-IP will automatically move to the next server in the Backup Servers list and try to connect. It will keep using that server until the connection fails, and will then repeat the operation automatically until it finds a new connection

To add an additional server, Click the Add button and enter the details of the IP address and Port connection.



The screenshot shows a dark-themed interface titled "Backup Servers". It contains two input fields: "IP Address" and "Port". The "Port" field has the value "21" entered. To the right of the "Port" field is a yellow "Add" button. Above the "Add" button is a blue square button with a white plus sign. Below the "Add" button is a grey trash can icon.

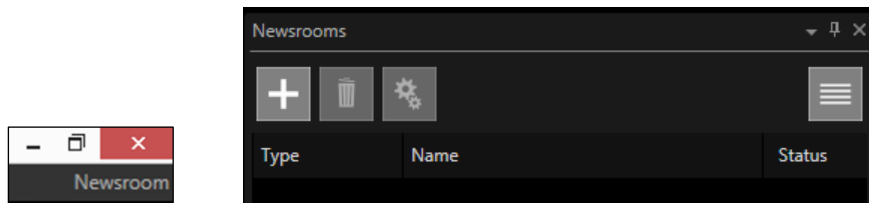
To delete additional servers select the server and click Delete



The screenshot shows the "Backup Servers" interface with a list of three servers. Each server entry has an "IP Address" field and a "Port" field. The first server has IP Address "100.10.10.150" and Port "21". The second server has IP Address "100.10.10.160" and Port "21". The third server has IP Address "100.10.10.170" and Port "21". To the right of the list is a blue square button with a white plus sign. Below the plus sign is a blue square button with a white trash can icon. Below the trash can icon is a yellow "Delete" button. The third server entry is highlighted with a blue border.

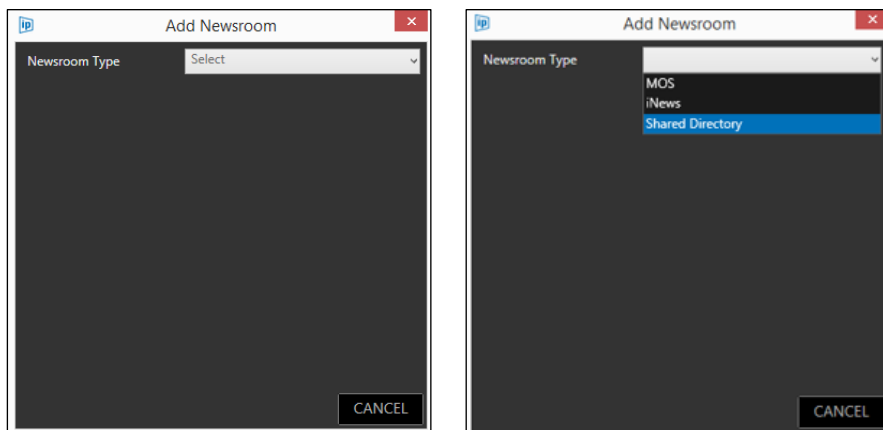
Connecting to a Shared Directory Newsroom

Ensure that you have purchased WP-IPN, registered your machine and entered a Newsroom Licence key to access the Newsroom functionality. The application type in the top right-hand corner will show Newsroom.

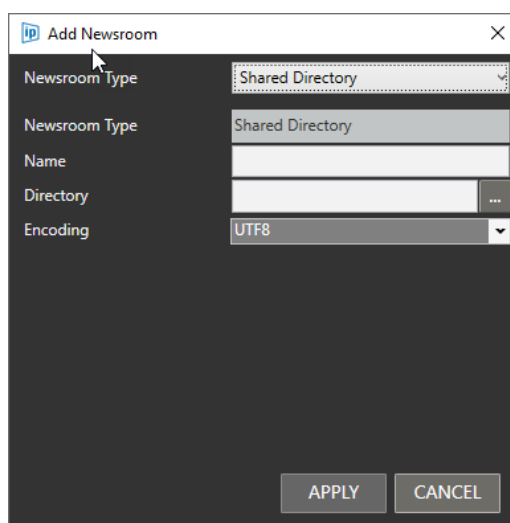


Click on the plus sign in the Newsrooms window

Click Select Newsroom Type and Select Shared Directory



When Shared Directory is selected you will need to complete the blank fields

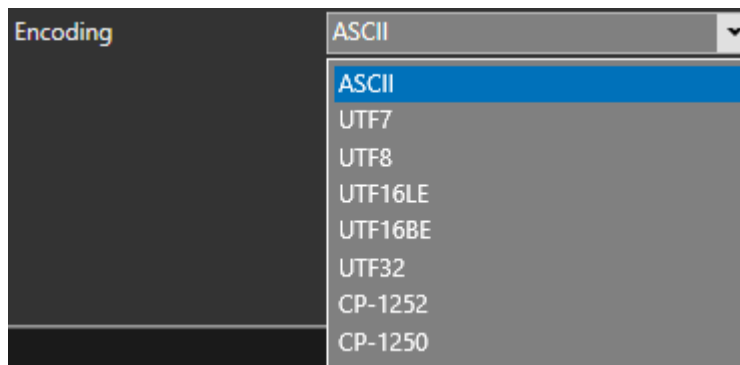


Name: this is a friendly name

Directory: click on the ... icon to open a file browser.

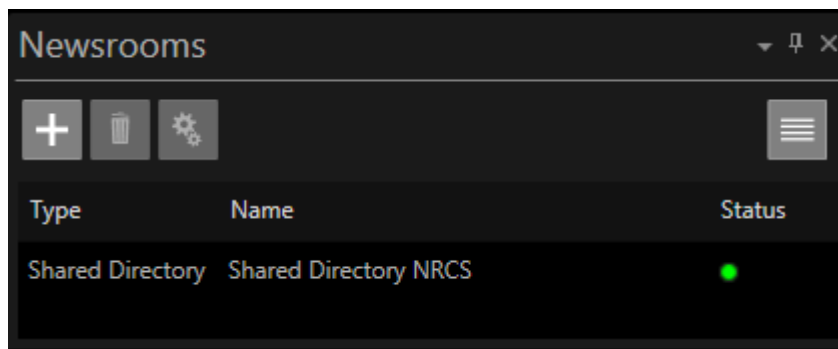
This is where the directory is where the NRCS is sharing the run down.

Encoding: To enable compatibility of the encoding used to transfer data from a Shared Directory Newsroom to WP-IP click on the pull down to select the appropriate encoding



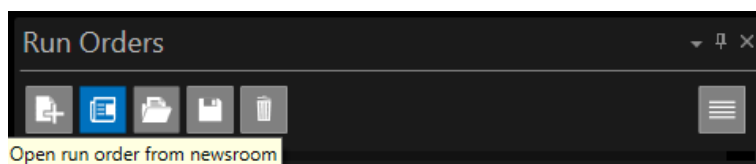
Click apply. If successfully connected the Shared Directory connection will now appear in the Newsrooms list. The Status light will show the connection:

- Green Light: connected
- Orange light: connecting
- Red light: not accessible
- Blue light: busy (in use by another WP-IPN)

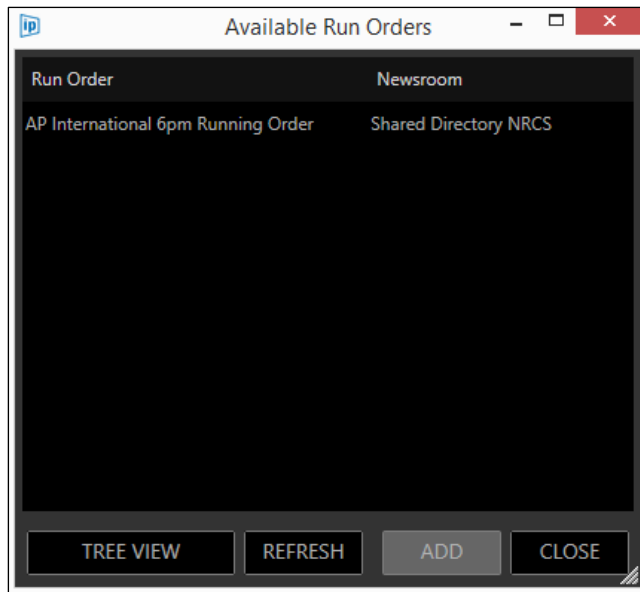


Adding a Rundown in Shared Directory Newsroom

In the Run Orders pane click Open run order from newsroom

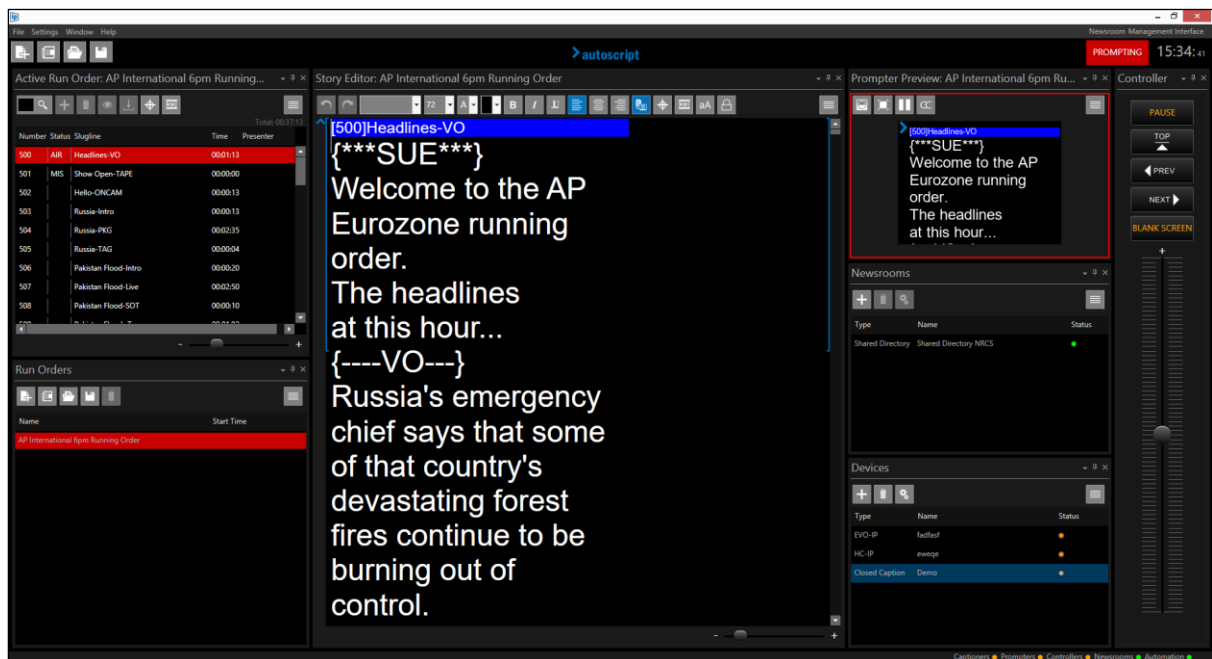


You will then see the Available Run Orders. Double click or select ADD to the run down you require to add it to the Run Orders list



Please Note: Where more than one run order is available you can select multiple rundowns by clicking and holding the CTRL key at the same time, then ADD

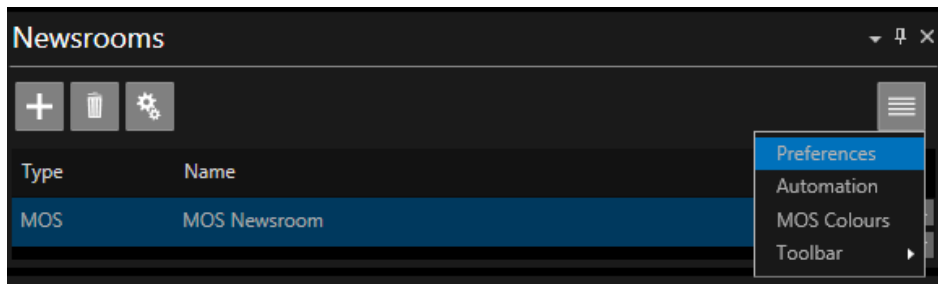
The stories will begin to load and populate the Run Order, Story Editor and Prompt Preview windows



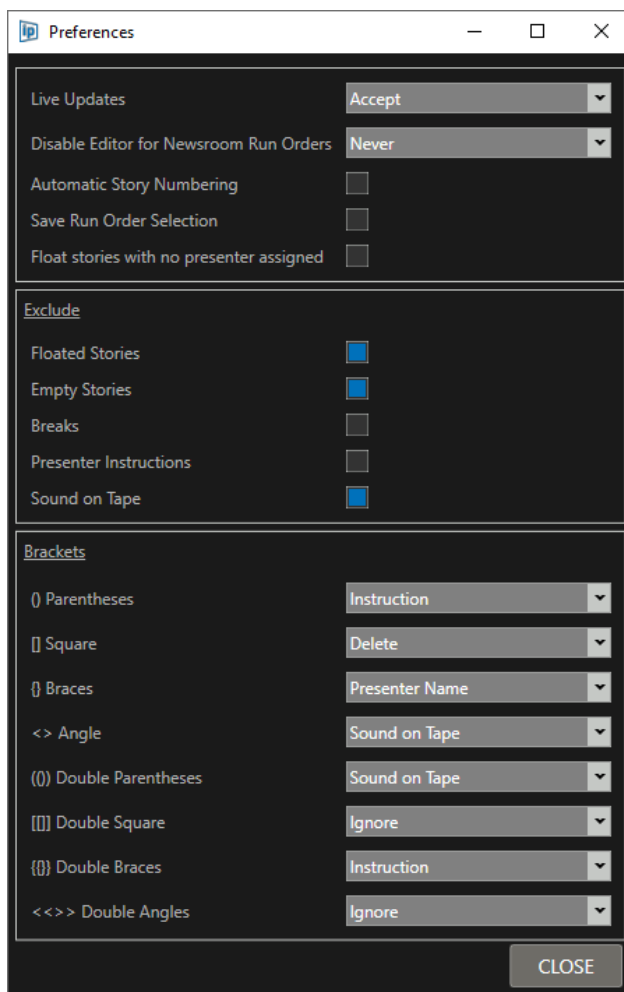
Newsroom Preferences

Controls on what text is shown and/or imported when working with any newsroom system as well as automatically loading run orders can be set in the Preferences window.

To launch this window, in the Newsrooms pane, click on the newsroom you want to configure then click on the burger and select Preferences:



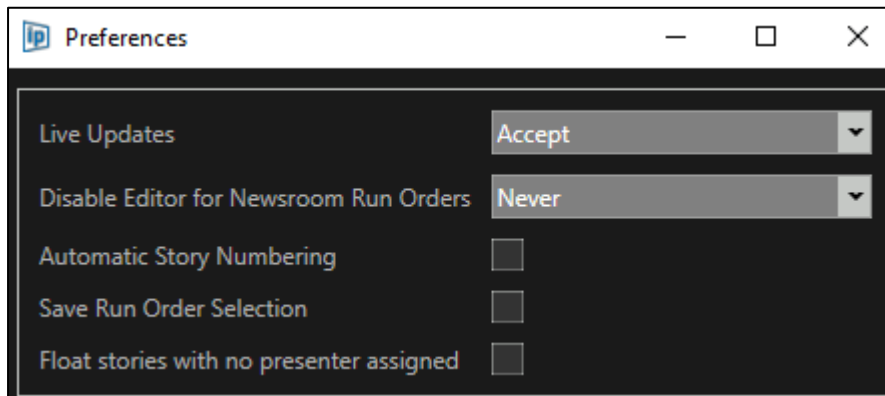
The Preferences window will then open:



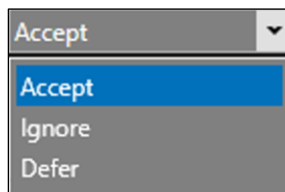
Boxes which are checked on (Blue Square) are set as **ACTIVE**

Boxes which are unchecked (Grey square) are set as **INACTIVE**

Live Updates



There are three options available to determine how to deal with changes which are made to the the story which is currently the live story:

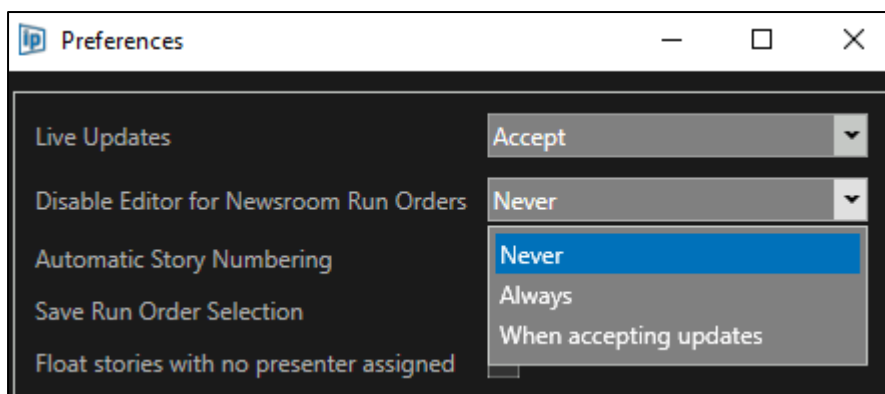


Accept: changes which are made to the current live story will be updated inreal time.

Ignore: changes which are made to the current live story in the prompter will be ignored and discarded.

Defer: changes which are made to the current live story will be cached until that story is no longer live. Those cached changes will then automatically be applied to that story.

Disable Editor For Newsroom Updates



This option allows the user to determine if, and when, they can be allowed to make changes locally to a Run Order which has been loaded from a MOS NRCS.

There are three options available. Click on the pulldown to select. The default is **Always**.

Never: When selected the story editor will not lock automatically and changes can be made. Icons in the Story Editor will be visible.

Always: When selected the story editor will lock automatically changes cannot be made. The use of the lock button on the Story Editor will be disabled so it cannot be unlocked using this button. Icons in the Story Editor will be greyed out.

When accepting updates: When selected, and Pause Newsroom Updates is **OFF** in the Run Orders pane, the story editor should lock automatically. The use of the lock button on the story editor is disabled so it cannot be unlocked that way. Icons in the Story Editor will be greyed out.

When selected, and Pause Newsroom Updates is **ON** in the Run Orders pane, the story editor should unlock automatically. Icons in the Story Editor will be visible.

Please Note: If the user has locked the story editor using the lock button before one of the above locking conditions occurs, when the condition is no longer true the story editor should remain locked, just as the user left it.

Auto Story Numbering

Automatic Story Numbering on (active): if a rundown does not have story numbers WP-IP will assign story numbers beginning with 500. If a story number is subsequently added by the Newsroom the Automatic Story Numbering will be overwritten.

Automatic Story Numbering off (inactive): if a rundown does not have story numbers WP-IP will not assign story numbers and no story numbers will be visible. If a story number is subsequently added by the Newsroom the story number will be visible.

Save Run Order Selection

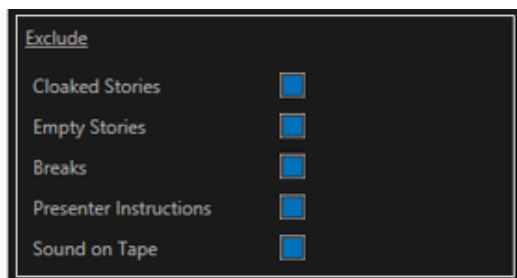
When active, rundowns which have been added to the Run Orders pane will be automatically saved when WP-IP is closed. When WP-IP is reopened it will automatically launch these Run Orders and begin loading them. The user will then select which Run Order they want to prompt.

Float/Cloak Stories With No Presenter Assigned

When enabled any story loaded that has a blank ID *(no presenter name)* will be cloaked. Leading and trailing spaces will be discarded.

Exclusion Options

Excluded items will not be displayed in the Active Run Order or the Prompt Preview



Cloaked Stories on (excluded): Any cloaked stories will not be displayed in the Story Editor or the prompt output

Cloaked Stories off (included): Any floated stories will be displayed in the Story Editor but not in the prompt output

Please Note: Dependent on the Newsroom the functionality associated with the name "Cloak" can also be applied to systems where this is referred to as "Float"

Empty Stories on (excluded): Any empty stories will not be displayed in the Story Editor or the prompt output

Empty Stories off (included): Any empty stories will be displayed in the Story Editor & the prompt output

Breaks on (excluded): Any story breaks will not be displayed in the Story Editor or the prompt output

Breaks off (included): Any story breaks will be displayed in the Story Editor & the prompt output

Presenter Instructions on (excluded): Presenter Instructions will not be displayed in the Story Editor or the prompt output

Presenter Instructions off (included): Presenter Instructions will be displayed in the Story Editor & the prompt output

Sound On Tape on (excluded): SOT's will not be displayed in the Story Editor or the prompt output

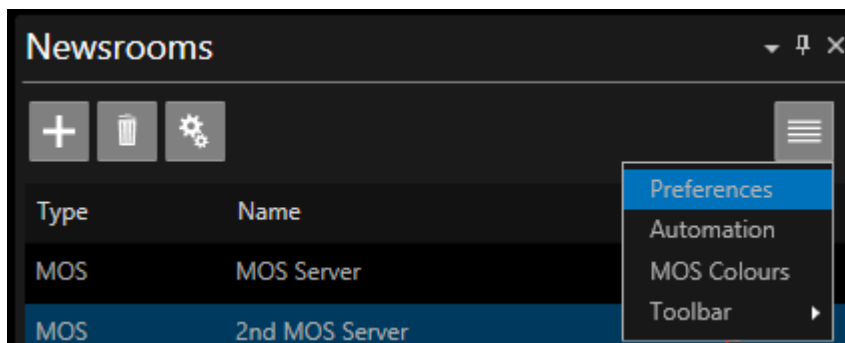
Sound On Tape off (included): SOT's will be displayed in the Story Editor & the prompt output

Bracket Options

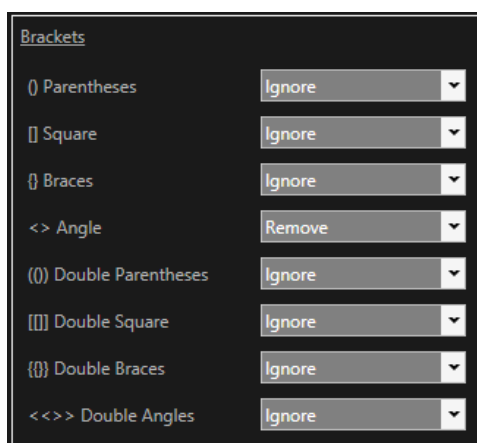
This is a function of the Newsroom licence. Bracket options allow the user to set the parameters of the text imported from a Newsroom which is enclosed in various brackets.

The bracket settings are accessed via the Newsroom pane.

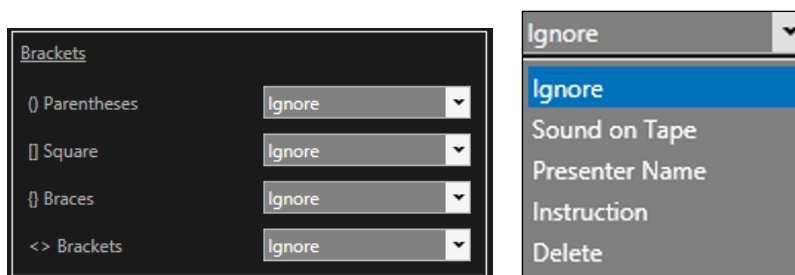
Select a Newsroom and then click on the burger in the pane then Preferences.



Bracket options are selected using a pull down. There are a number of brackets used in Newsroom production. These brackets are usually imported in singles or in pairs. WP-IP allows for parameters to be set for any of this combination of brackets.



There are 5 different possible options selectable for each type of bracket. Click on the arrow to display the options:

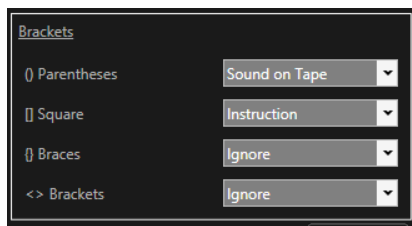


The selected option will then be applied to any text which is imported within that particular set of brackets.

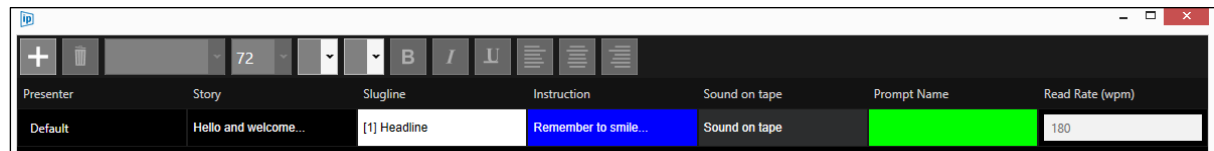
Where a **Presenter** is selected for a story/stories, the parameters of the selected brackets will force the text within the brackets to match the settings for the selected Presenters preferences set in the Presenter Settings fields.

If no presenter is selected for the story/stories in the Run Order the parameters will match that of the Default Presenter.

E.g.



This selection will apply the following:



Where no Presenter is selected for the story/stories in the Run Order the Default presenter settings will apply. In the above example the following will result:

text in Parentheses () will match that of the Sound On Tape settings so will look like this
text in Square Brackets [] will match that of the Instruction settings so will look like this
text in { } and < > will be imported as they are, i.e. no specific option will be applied

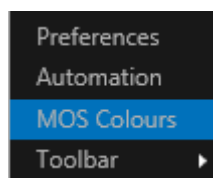
Please Note: Changing the Bracket Options to a Run Order which has already been loaded will require the Run Order to be reloaded to apply the changes

MOS Colour

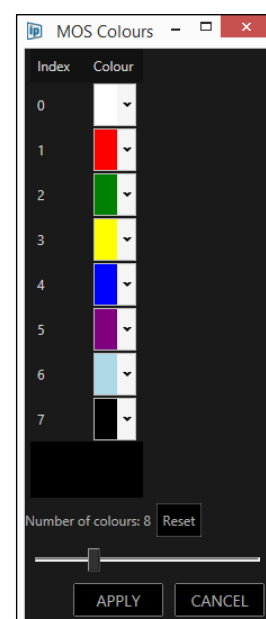
Where applicable MOS newsrooms assign colours to the script using a numerical command.

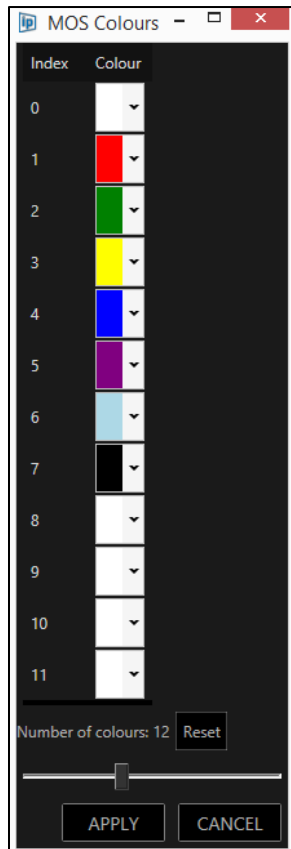
WP-IP has a feature which allows the user to set which colours these number reference.

Click on MOS Colours in the Newsroom burger



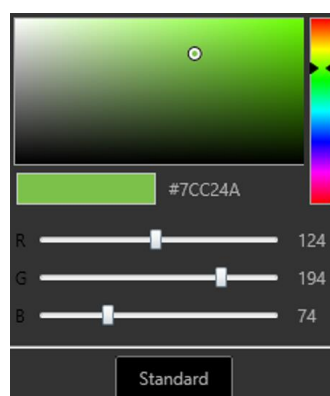
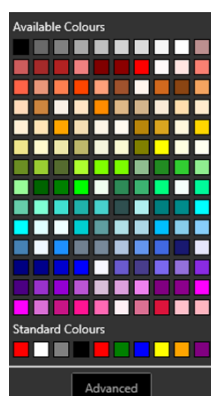
This will open the MOS Colours tool.
There are 8 pre-set colours.





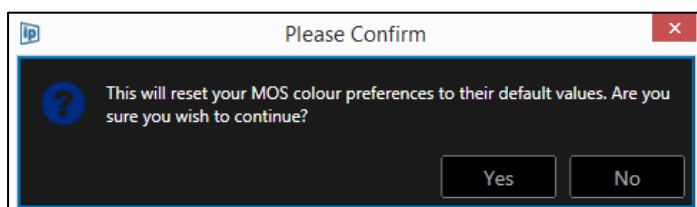
Where more colours, or the colour index is a different number than 0-7, the number of MOS colours can be increased using the slider.

The example to the left shows an illustration of 12 colours.



Click on the pull down arrow in the colour field.

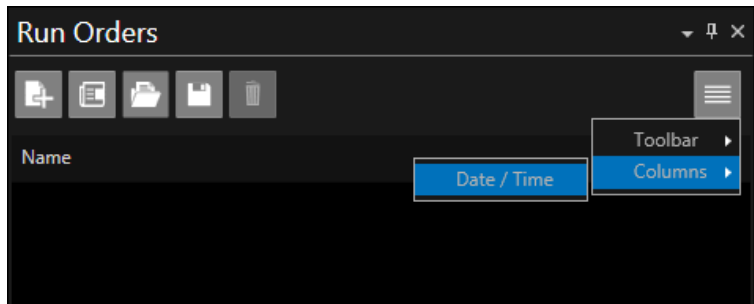
The applicable colour can be either from presets and a selection of standard (common) colours, or generated by the user clicking Advanced and generating their own colour.



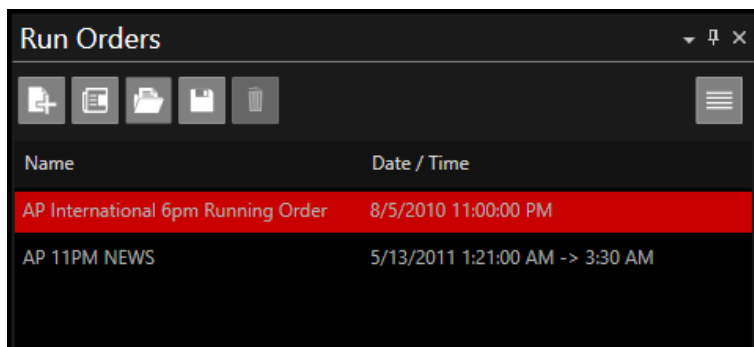
MOS Colours can be reset by clicking the Reset button. This will reset the number of colours and the colours themselves.

Display Run Order Date/Time

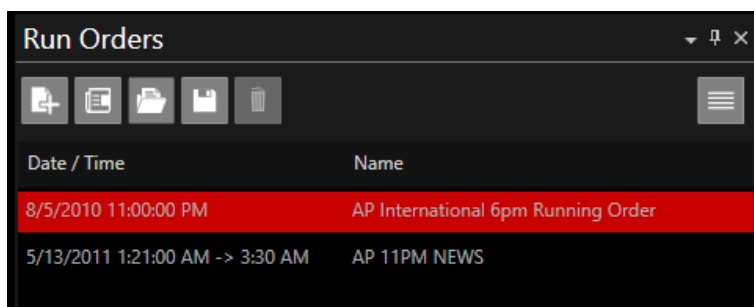
WP-IP can display the date and start time of a run order within the Run Order window. To enable this click on the burger then Columns then Date / Time.



When run orders are loaded the associated date and time of that run order will be displayed



If you would like to see the Date / Time column as the first column drag the column to the right



Please Note: Rundown Date / Time data is only contained within run orders sent by NRCS operating in either MOS or shared directory mode.

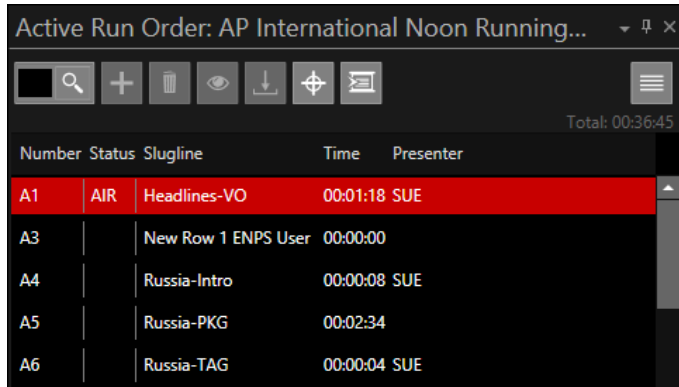
NRCS which use FTP to send run orders do not contain Date / Time data. Therefore, the Date / Time column will be blank.

Display Story Update/Replacement Count

WP-IP will display a count of edits to a story in the Status column of the Active Run Order pane.

In this example edits will be made to story **A4 Russia-Intro**

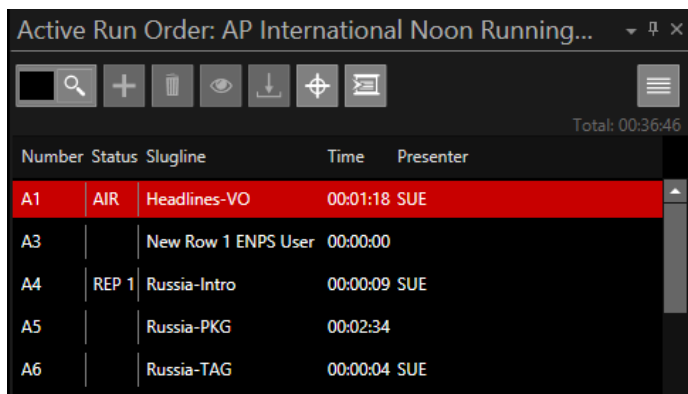
When the rundown is first loaded into WP-IP this column will not display the REP status.



The screenshot shows the 'Active Run Order: AP International Noon Running...' window. It features a toolbar with icons for search, add, delete, eye, download, and zoom. The table below lists the rundown items. The 'Status' column for A4 is empty, indicating no replacements yet.

Number	Status	Slugline	Time	Presenter
A1	AIR	Headlines-VO	00:01:18	SUE
A3		New Row 1 ENPS User	00:00:00	
A4		Russia-Intro	00:00:08	SUE
A5		Russia-PKG	00:02:34	
A6		Russia-TAG	00:00:04	SUE

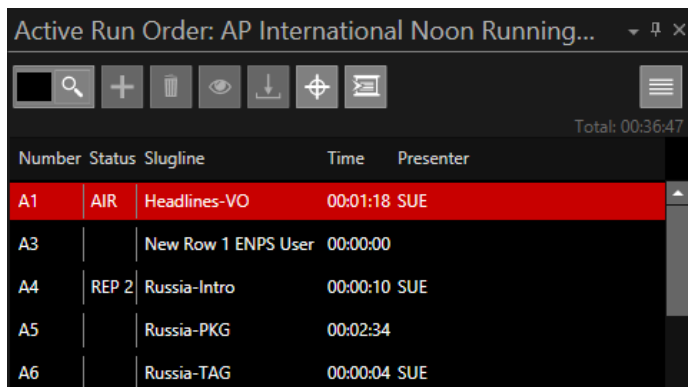
When the first edit is made in the NRCS to story A4 and saved, WP-IP will display REP 1



The screenshot shows the 'Active Run Order: AP International Noon Running...' window. The 'Status' column for A4 now displays 'REP 1', indicating the first replacement.

Number	Status	Slugline	Time	Presenter
A1	AIR	Headlines-VO	00:01:18	SUE
A3		New Row 1 ENPS User	00:00:00	
A4	REP 1	Russia-Intro	00:00:09	SUE
A5		Russia-PKG	00:02:34	
A6		Russia-TAG	00:00:04	SUE

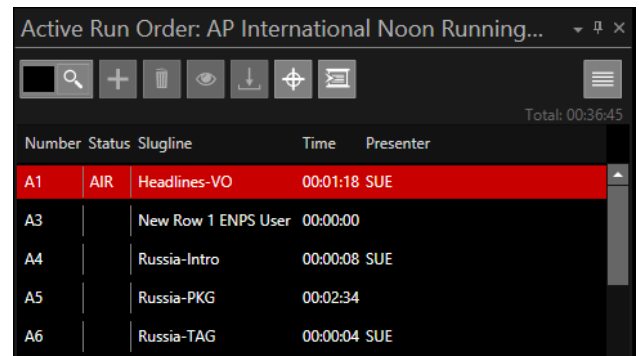
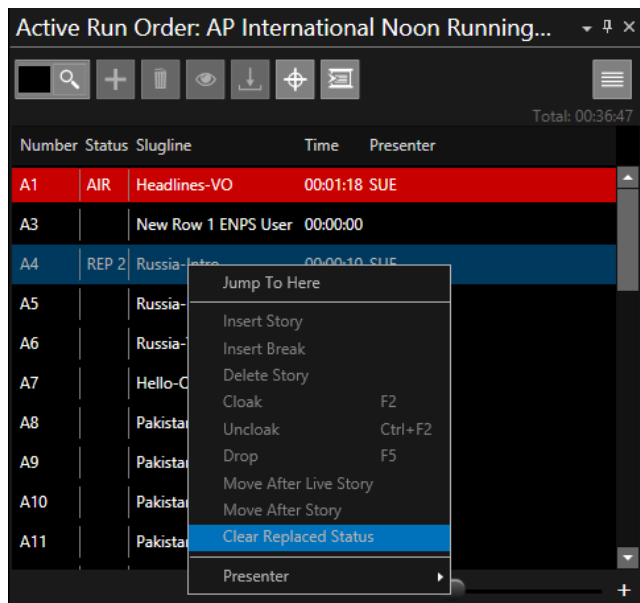
The REP number will increase with any subsequent edits made to story A4 in the NRCS



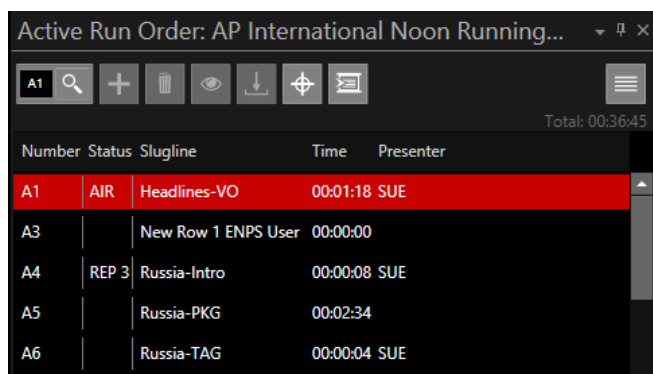
The screenshot shows the 'Active Run Order: AP International Noon Running...' window. The 'Status' column for A4 now displays 'REP 2', indicating the second replacement.

Number	Status	Slugline	Time	Presenter
A1	AIR	Headlines-VO	00:01:18	SUE
A3		New Row 1 ENPS User	00:00:00	
A4	REP 2	Russia-Intro	00:00:10	SUE
A5		Russia-PKG	00:02:34	
A6		Russia-TAG	00:00:04	SUE

To clear the REP status select the story by clicking anywhere in it, then right click and select “Clear Replaced Status”. This will then remove the REP text.

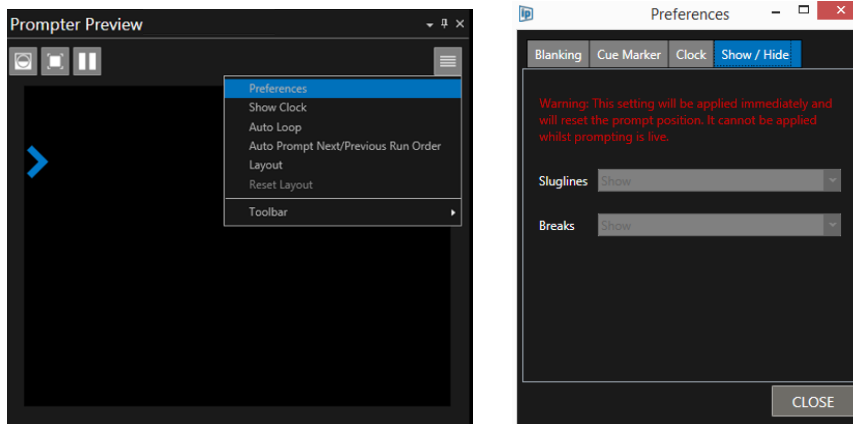


Any subsequent edits to story A4 will resume the REP count from the last edit



Display/Hide Story Breaks

To access this feature, click on the burger in the Prompt Preview pane then Preferences / Show/Hide



WP-IP enables the option to remove all story BREAKS from the prompter output.

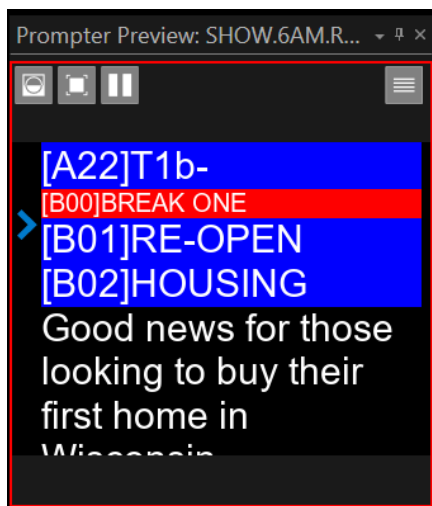
The options are to “Show” or “Hide” Breaks. These can be selected from the pull down.

Please Note: Break settings can only be applied when prompting is not live.

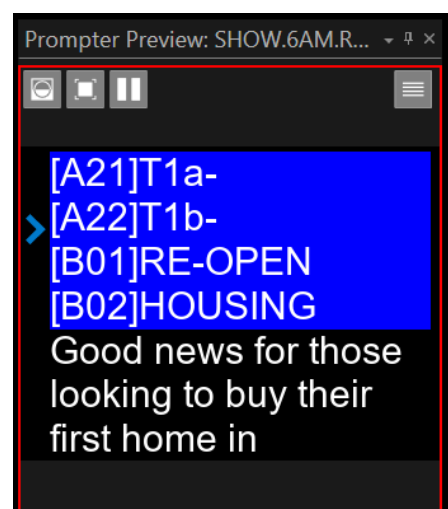
When applied the prompt position will be set back to the top of the Run Order.



Show: all breaks will be displayed



Hide: all breaks will be hidden:



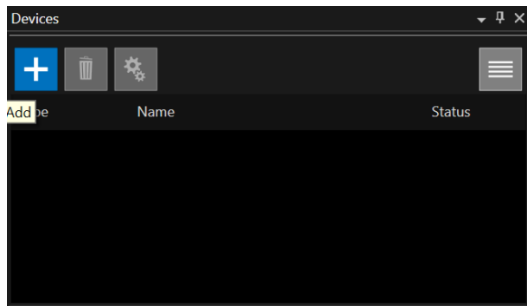
IMPORTANT

Please Note: Breaks are only hidden in the prompt output. They are not removed, and will therefore appear in the Story Editor and the Active Run Order window.

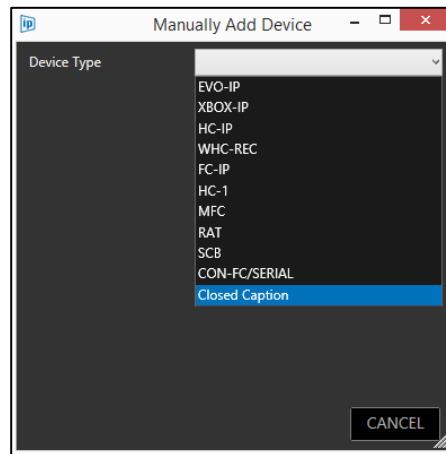
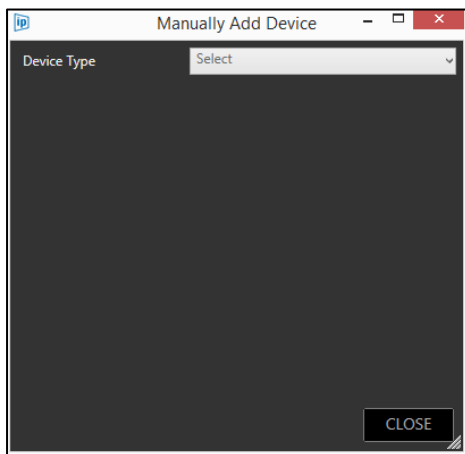
Closed Captioner Configuration

Closed Caption generators (CC) can be configured through the WinPlus-IP Device pane.

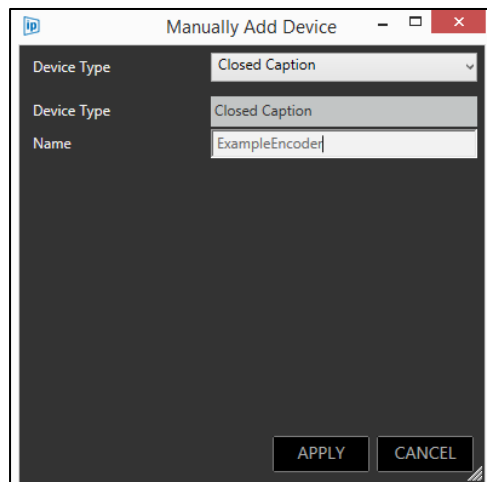
Click the + icon to add a device:



Select “Manually Add Device” then Closed Caption

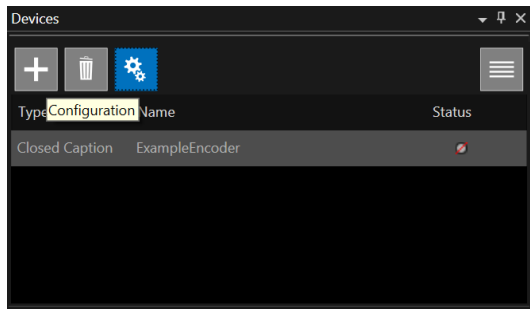


Complete the Device Type and Name fields:



Click Close to Close the Add Discovered Device window.

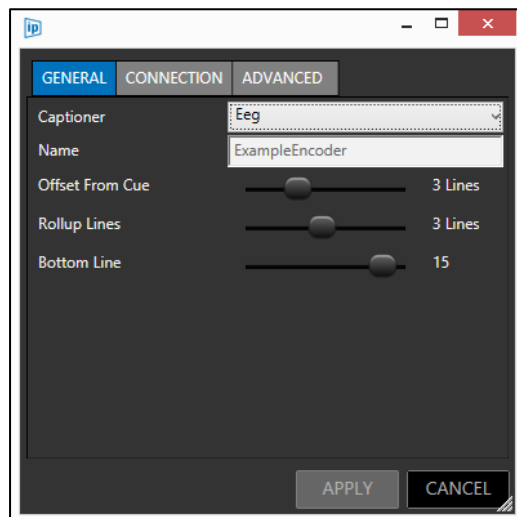
Highlight the closed caption entry in the Device pane and click the “Configuration” button or Right Click and then Edit:



General Settings

Select the encoder from the drop-down menu. There are three CC options (LINK, EEG and OTHER)

Link or EEG CC encoder has the following general options:

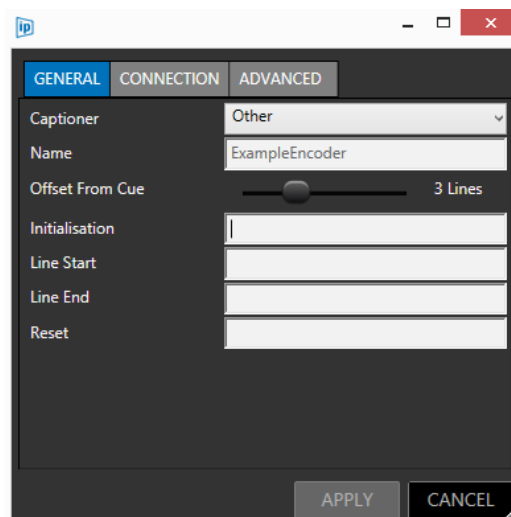
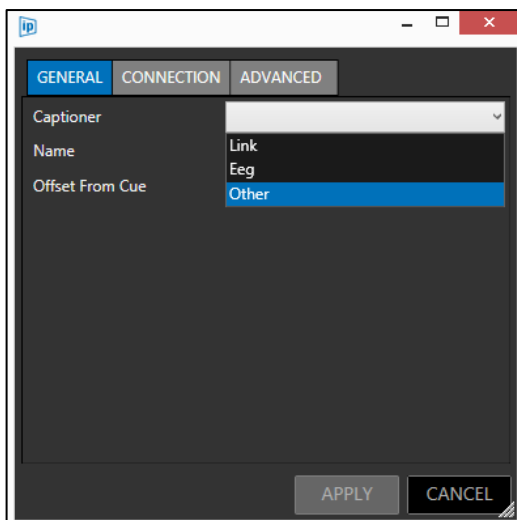


Offset from cue: This value will determine when the CC data is sent to the encoder relative to the position of the Cue Marker. Values can be from 0 to 10. Use the slider to adjust this number.

Rollup Lines: This value determines the maximum number of lines CC displayed. Values can be from 2 to 4. Use the slider to adjust this number.

Bottom Line: This value determines where on the screen the CC output appears. Values can be from 4-15. Use the slider to adjust this number.

Other encoder has the following general options:

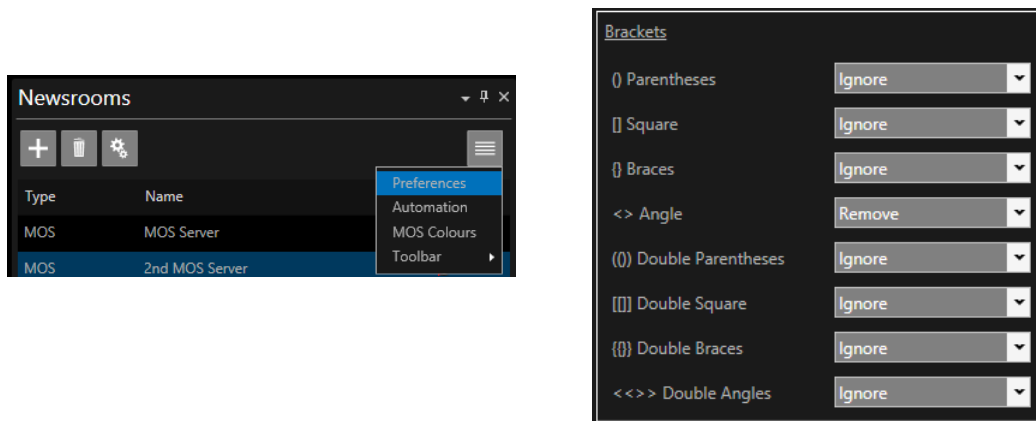


Closed Caption Bracket Settings

Where a script is used which contains text within brackets, how the text within those brackets is displayed in the CC output can be configured in WP-IP. The configuration of the brackets is determined in the relative NRCS.

The bracket settings are accessed via the Newsroom pane. Select a Newsroom and then click on the burger in the pane then Preferences.

There are a number of brackets used in Newsroom production. These brackets are usually imported in singles or in pairs. WP-IP allows for parameters to be set for any of this combination of brackets.



There are only two types of data sent to the Closed Captioner device:

- Normal story text
- Sound on Tape (SOT) transcripts

Bracket functionality will be handled as follows:

Any bracket type assigned to "Ignore" will be handled as Normal Story Text and **will be** sent to the captioner.

Any bracket type assigned to "Sound on Tape" will be handled as sound on tape and **will be** sent to the captioner.

Any bracket type assigned to "Presenter Name" will be **excluded** from the captioner.

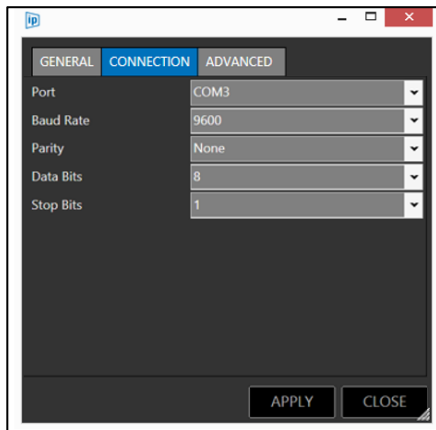
Any bracket type assigned to "Instruction" will be **excluded** from the captioner.

Any bracket type assigned to "Remove" will be **excluded** from the captioner

Connection Settings

To set the CC serial output parameters click the "Connection" tab.

There are a number of fields to be completed:



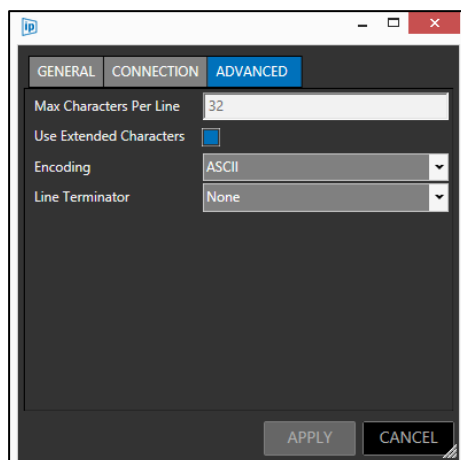
- Baud Rate
- Parity
- Data Bits
- Stop Bits

Please refer to your CC generator users guide for recommended settings. As an example, Serial settings for EEG are 1200 baud, 7 data bits, Odd parity and 1 stop bit.

Advance Settings

Advanced settings can be used in conjunction with any applicable CC encoders

EEG and Link CC Encoders

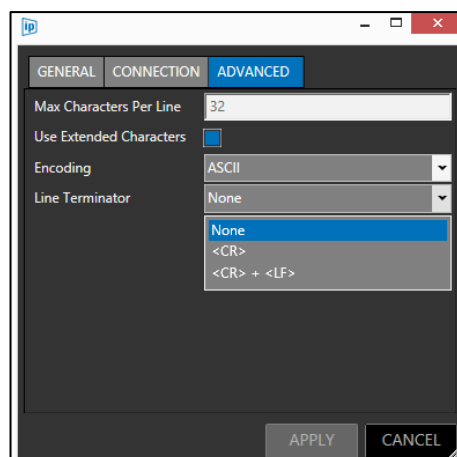
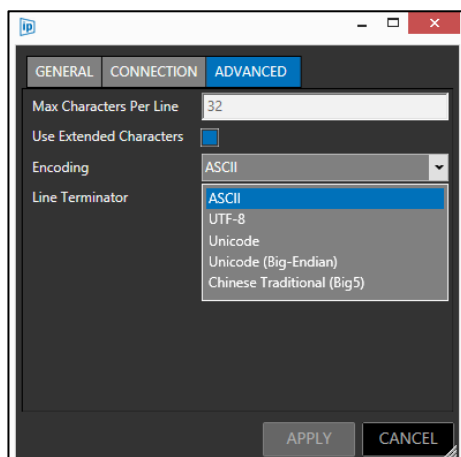


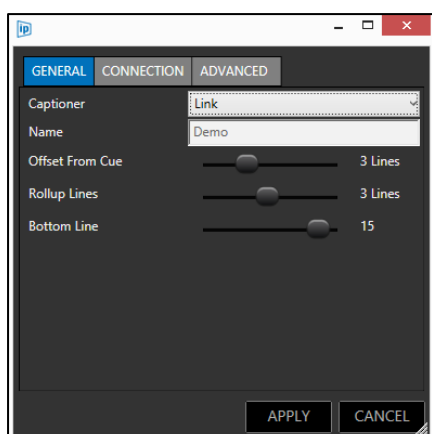
The settings in the advanced tab can be used to determine the number of characters output and therefore determine line length of the display

Extended character enables the display of special characters

Additional output formats can be selected using the Encoding pull down

Line termination options can be selected in the Line Terminator pull down



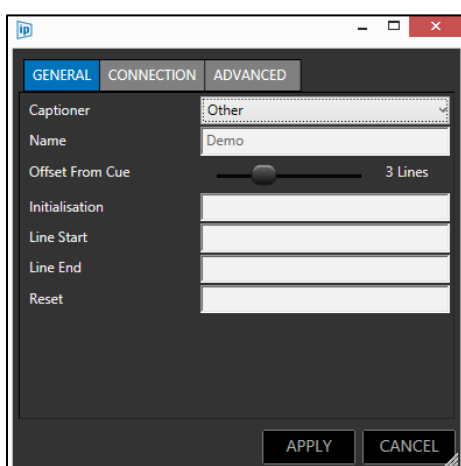


When the CC encoder type is selected as Link or EEG the fields which determine the offset from the cue mark, the number of lines of CC displayed and the position of the bottom line of the CC output on the screen are all set by using sliders in the general tab.

Legacy WinPlus Settings

Users who have previous experience with Autoscript WinPlus may find it useful when configuring WP-IP to be able to compare the fields and settings in WinPlus Ultra to those in WP-IP.

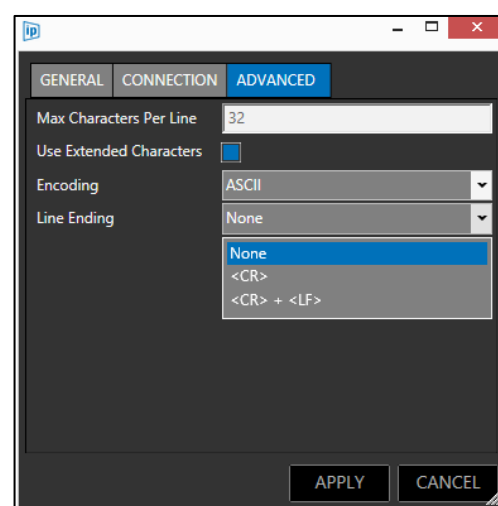
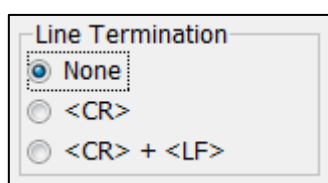
Other CC Encoders



When the CC encoder type is selected as “Other” the fields in the general tab equate to the following fields in WinPlus Ultra

WP-IP	WinPlus Ultra
Initialisation	Closed Caption Access On
Line Start	Preline Access
Line End	No Equivalent in WinPlus Ultra
Reset	Closed Caption Access Off

Please Note: The field Line End has no equivalent in WinPlus Ultra. However, this can be set in the Advanced tab to match the options in WinPlus Ultra



Redundancy

Overview

WinPlus-IP includes a redundancy feature which enables a second machine running the application to act as a real-time live back-up for the primary machine. Redundancy provides a failover system with minimal set-up and delay in switching in the event of an issue.

All devices on the network, including controllers and on-camera monitors, are instantly transferred from control of the main machine to the standby machine with a single click.

This feature is available in the following versions:

- WP-IPN
- WP-IP
- WP Evaluation

When redundancy is active and initiated all features of the live machine will be paired and replicated on the standby machine. This includes Presenter settings

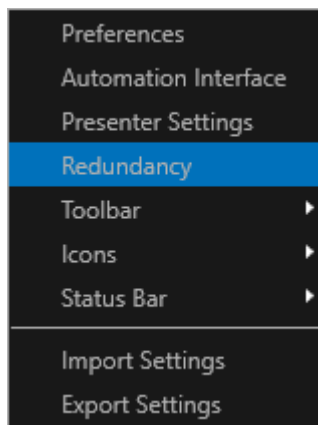
Please Note: Layout settings will not be replicated on the standby machine.

Configuring Redundancy

*Please Note: Both the Active and Stand-By machine must both have **exactly** the same Licence Type and be operating the same software version.*

To check your version, see Help/About. They must also be on the same subnet in order to connect.

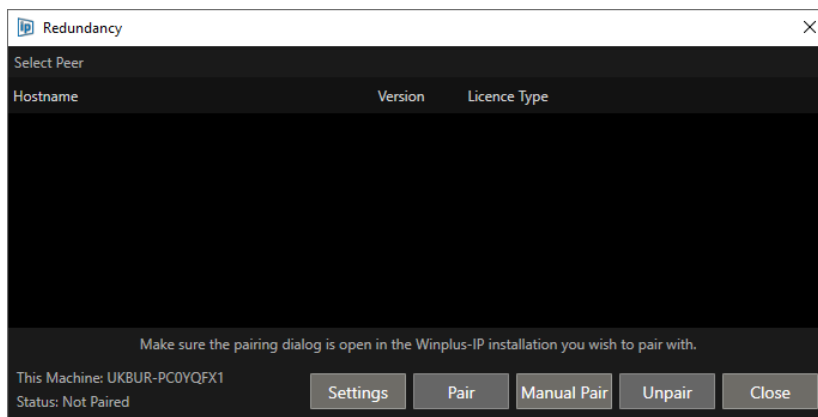
To initialise Redundancy click Settings/Redundancy.



This will launch the Redundancy Pairing window.

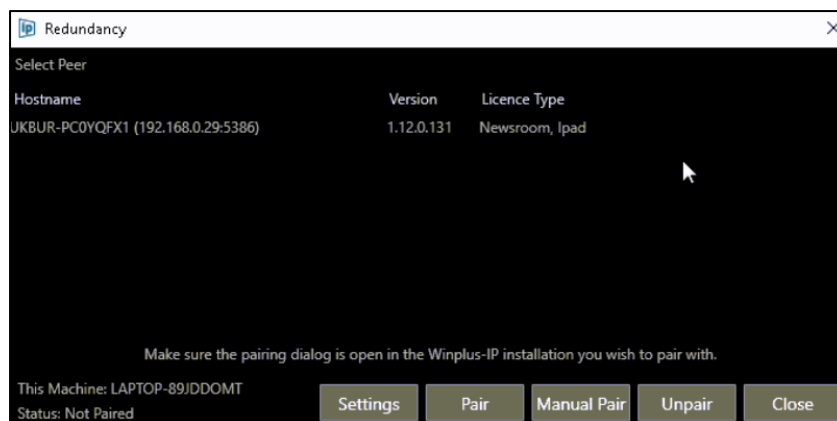
Pairing is required to enable the connection between the two systems.

The window displays the ID of the machine.



Any machine on the same subnet running the WP-IP application will automatically appear in the Redundancy Pairing window in the Hostname column.

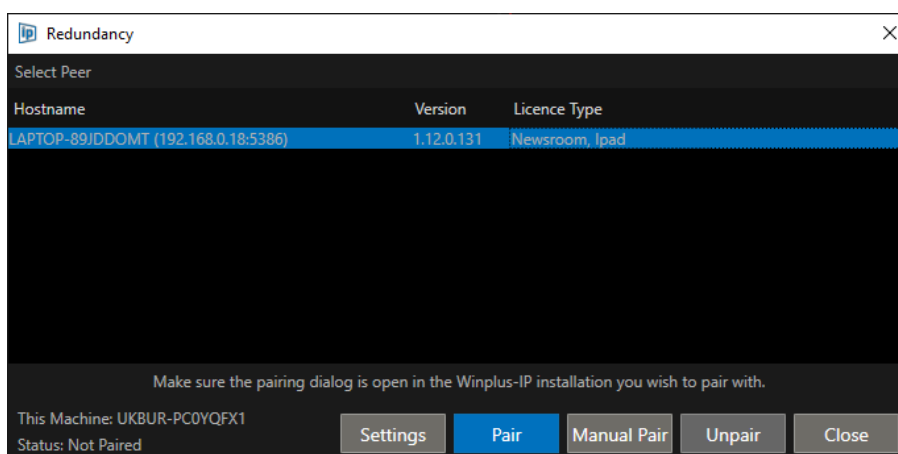
Details of the software version and WP-IP licence type will also be displayed



Please Note:

To pair two applications this operation must also be performed on a second WP-IP application.

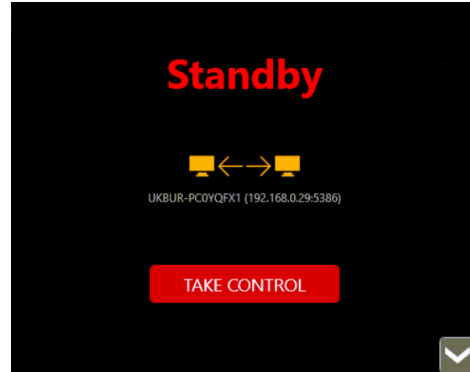
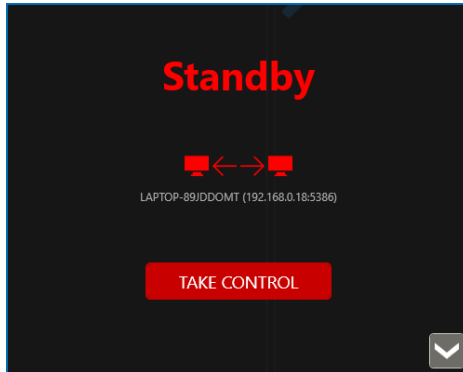
Click on the Hostname you want to connect to and click Pair



While the systems are pairing a window will launch which displays the status

- Blinking red to yellow: Pairing
- Solid Red: Paired/Standby

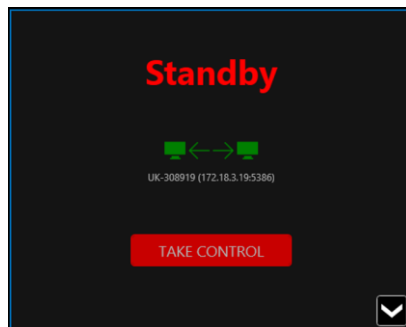
The paired hostname will be displayed.



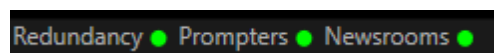
When paired the TAKE CONTROL button will become active on both WP-IP instances.

Clicking TAKE CONTROL will assign that machine to the live machine. The Standby window will close.

The STANDBY window on the second machine will now display in green signifying that it is activey paired.

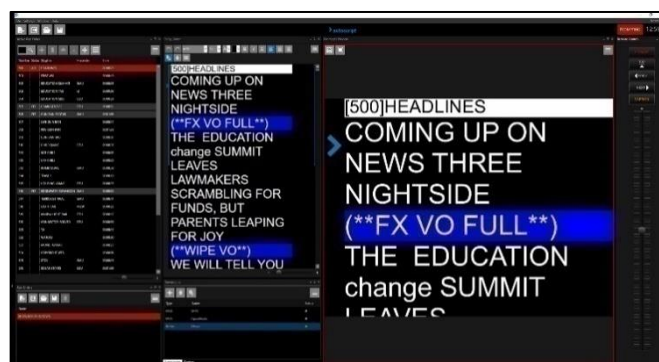


When paired the message panel in the bottom right of the WP-IP application will display the status of the redundancy connection.

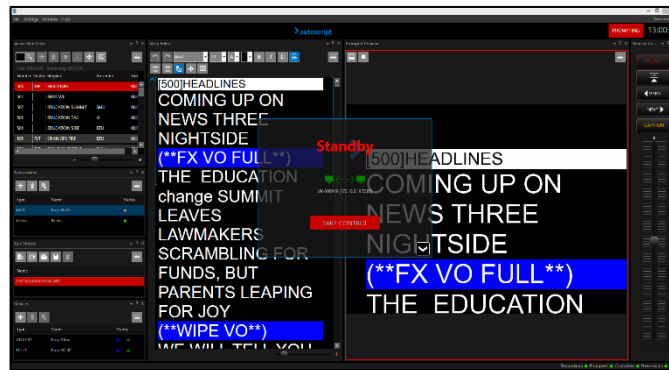


The two images below show how the Live machine and the Standby machine:

Live machine:



Standby machine:



When in standby the devices will show a green monitor icon beside the Blue (busy) status light:



This icon denotes the device is paired and is connected to the Live machine.

Swapping Redundant Machines

To take control on the standby machine click TAKE CONTROL.

All devices will transfer from the Live machine to the Standby machine.

The device status light will go from Blue (busy) to Green (connected) on the live machine. The status icon will disappear.



The live machine will now automatically become the standby machine. All devices will now be controller by the live machine.

Please Note: For automatic failover see Additional Redundancy Tools below

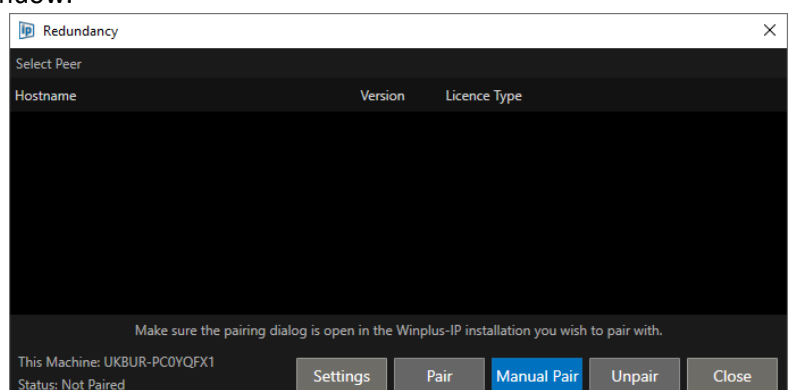
Manual Pairing

For situations where the UDP broadcast is problematic, a user may want to enter the redundant peer IP address manually as an alternative to being picked up by discovery.

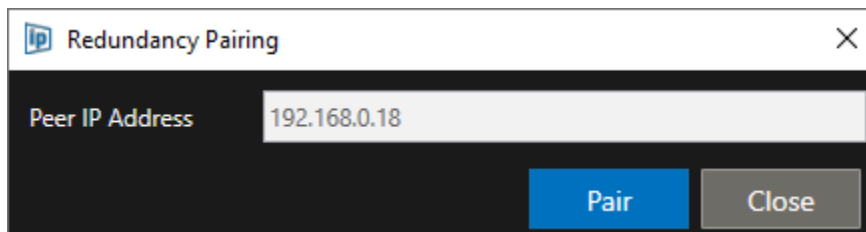
Please Note: if this mechanism is used, then the normal connection-to-peer process needs to use a direct TCP connection instead of a UDP broadcast.

This will then open a Redundancy Pairing window.

To begin the manual pairing process, click on the Manual Pair button:

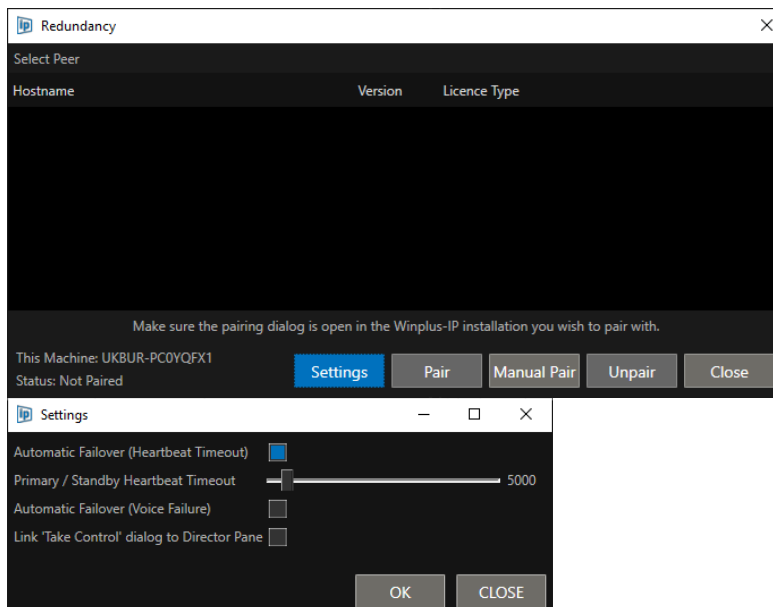


Enter the IP address of the redundant peer and click Pair.



Additional Redundancy Tools

To view additional options, click on the Settings button



Automatic Failover (Heartbeat Timeout): When selected failover from the Live to Standby machine will happen automatically if there is no response within the heartbeat timeout. When unselected failover will be done manually.

Primary / Standby Heartbeat Timeout: Both machines send heartbeats to each other to determine connected state. This setting determines how long the Live machine will wait for a heartbeat response before automatically switching to the Standby machine. Values are in milliseconds (1000ms/1 Second to 60000ms/1 Minute).

Please Note: If a loss in network connectivity between the Live and Standby machines causes a failover, when that connectivity is restored both machines will be in the Standby state and the user will need to select Take Control on the machine they want to be Live.

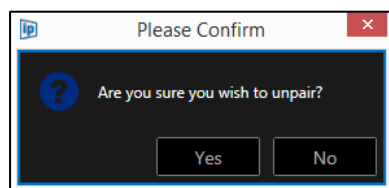
If failover to the Standby machine is caused because the Live machine is powered down or WP-IP is restarted, when the connection is established that machine will reconnect as a Standby and the user will continue to use the Standby machine without the need to select it.

Automatic Failover (Voice Failure) and Link “Take Control” dialog to Director Pane: These functions are related to Autoscript Voice and Autoscript Director.

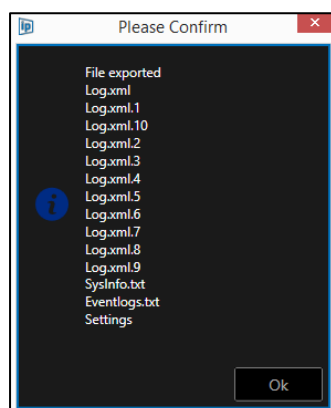
Additional functions are available within the Redundancy status window. Click on the chevron icon in the bottom right of the Standby window to view:



Unpair: This will disconnect the standby machine from the live machine. The following message window will pop up:



Export Logs: This will export all logs for troubleshooting and reference purposes. You can select the location you would like to save these log files. A confirmation message will pop up when the files are ready to be saved in the location specified.

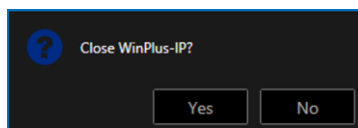


About: This will display the application details



Minimize: This will minimize the size of the WP-IP application window

Shutdown: This will close the WP-IP application. A warning message will be displayed before closure.



Newsroom Redundancy

Avid iNews FTP: When integrating with iNews the parameters of the iNews connection are automatically added to the paired machine. After redundancy mode is enabled and the connection is established, all rundown changes from iNews are synched to the standby machine automatically.

MOS: When integrating using MOS the NRCS must be added separately on the master and standby machine. After redundancy mode is enabled and the connection is established all rundown changes from the MOS newsroom are synched to the standby machine automatically.

Supported Devices

When added to the main machine all devices including Newsrooms will automatically appear in the Standby machine. This includes HC-IP, FC-IP, WHC-REC and XBOX-IP.

Please Note: Legacy Autoscript equipment (HC-1, MFC, WSC) are not supported by redundancy

Automation Options

WinPlus-IP has two Automation features:

- Automation Interface (API system for use with networked control systems)
- Automation (MOS connection for use with Sony ELC playout system only)

Automation Interface

Automation Interface is a feature of WP-IP which enables a networked control system to integrate, monitor and orchestrate Autoscript IP software (WinPlus-IP) and hardware.

By using an API, the control system can provide precise, intuitive management and control of Autoscript elements within a media hybrid infrastructure

Autoscript sales Part Number: WP-IPAI

The functionality/features which can be controlled and managed include:

Automation Interface	
Function	Features
System Devices	List All Assigned Devices, Assign a Device Delete a device, Device Configuration Get Device's Current Configuration Set a Device's Configuration, Video Source Switching Take control of devices, Take control of a specific device Take control of all devices
Prompting Operations	Get Prompting Status, Control Prompting Position Enable/Disable Prompt Output
Runorder Operations	List available Runorder sources List available Runorders, Load a Runorder
Discovering Devices	List All Discovered Devices
System Configuration	Redundancy Pairing, Query the Available Peer Machines Pair Winplus, Get Pairing/Redundancy Status Take Control / Become the active machine
Configurations	Querying Configurations, Getting all configurations Getting a singular configuration, Applying configurations
Merging & Removing Devices	Merging Devices, Removing Devices
Status	Overview of status, Overview of status for a particular component
Logging	Export logs, Export logs progress, Export specific log progress

Please Note: Additional features may be added without prior notice

Automation

Overview

Automation is the feature which enables actions to be triggered within WP-IP by the Sony ELC payout system.

Automation is a MOS based connection.

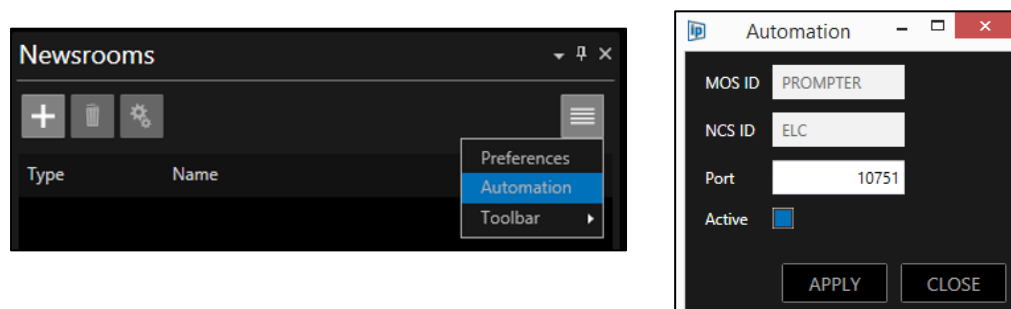
Automation is a feature included with a WP-IPN licence.

When active the payout system will:

1. Direct WP-IP to load a specific rundown
2. Go to a specific story in that rundown
3. Switch the prompting on at that story

Configuration

To configure Automation, launch the Automation window under the Newsroom Pane



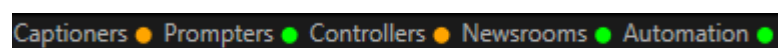
Complete the MOS ID, NCS ID and Port fields.

These are the Settings which Sony ELC will use to connect to WP-IP so they must be the same in ELC as they are in WP-IP

Please Note: the MOS ID and NCS ID are not related to the settings in your specific NRCS

To enable the Automation connection, check the Active box.

When enabled an Automation button will appear in the status bar



Rundowns will then be automatically loaded from the NRCS and prompting activated

Configuration

Overview

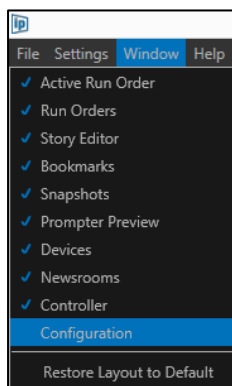
Configuration is a powerful tool that enables the user to create a library of configurations quickly and easily.

They can then switch between libraries in a single click and Export/Import Configurations libraries between different Winplus-IP applications.

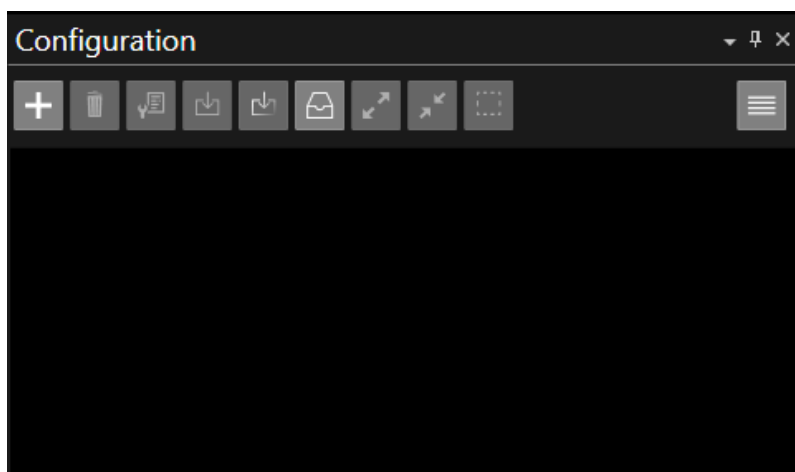
Configuration examples include:

- Create shows with select devices, run orders, presenter settings
- Switch NRCS preferences
- Create studio groups of devices
- Create on-camera unit settings for different look/feel and video input selections

To use Configuration, in the main WP-IP toolbar click on Window/Configuration

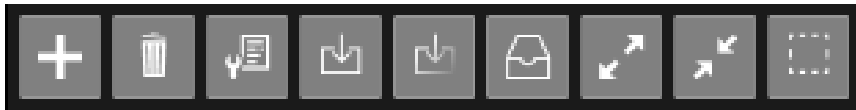


This will launch the Configuration pane



Configuration Toolbar

Default icons on the main toolbar are:



Add a configuration.



Delete the selected Configuration



Modify selected Configuration



Load and reset missing Configuration items



Load and leave missing Configuration items as currently set



Reset to defaults



Expand all



Collapse all



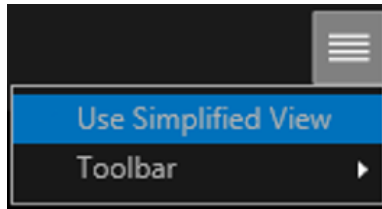
Clear selection

Please Note: Most of these functions are also available via a right click on a selected Configuration

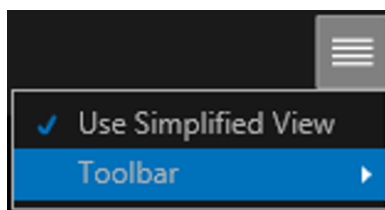
Burger Options:



Click the burger in the main toolbar for additional options



Use Simplified View: This will collapse all elements to their top level



Toolbar: This will enable addition or deletion of icons to the main toolbar and reset them to the default

Add A Configuration



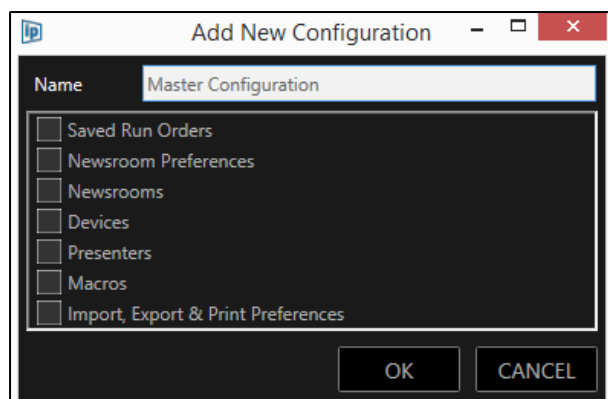
Click the Add button in the Configuration window toolbar.

This will then open the Add New Configuration window.

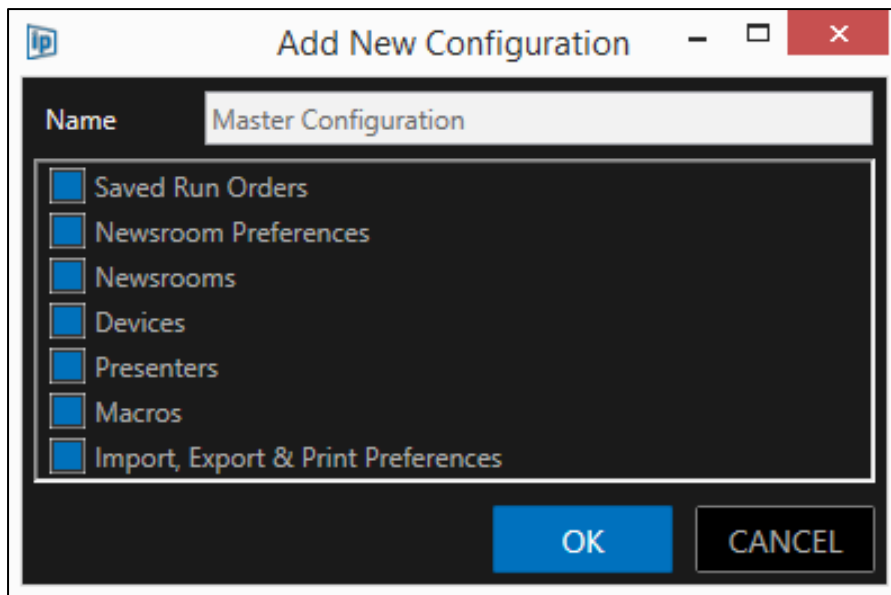
Complete the Name field (in the below example this configuration is named Master Configuration)

Check the boxes of the elements of the configuration you wish to save.

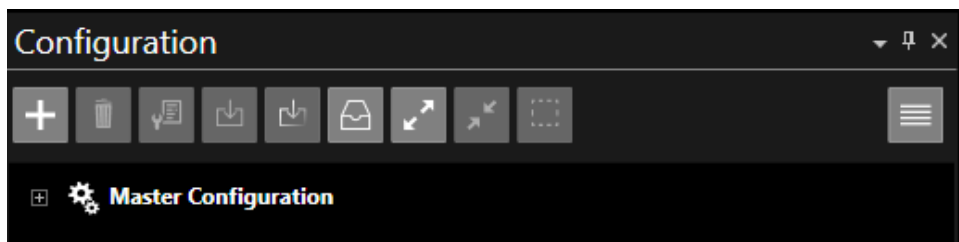
!!IMPORTANT! When an element is checked and then saved, the saved parameters will be the parameters of that element at that moment in time.




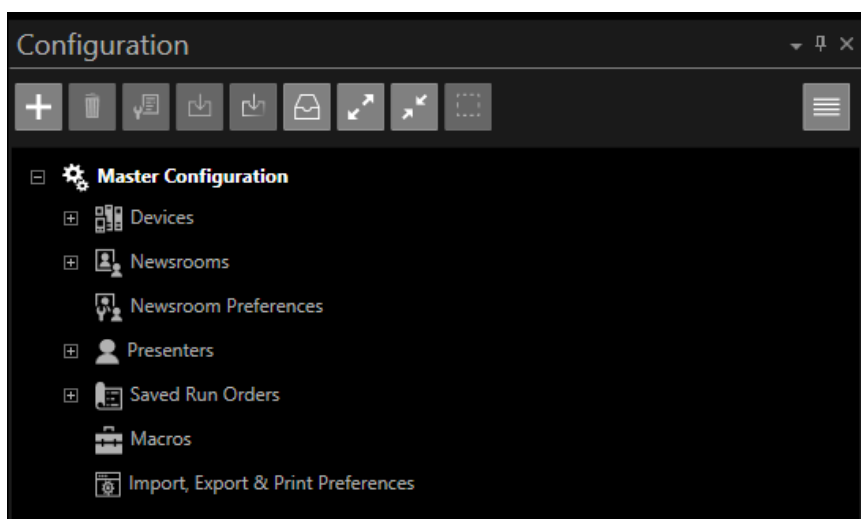
In this example all options will be checked. Click OK



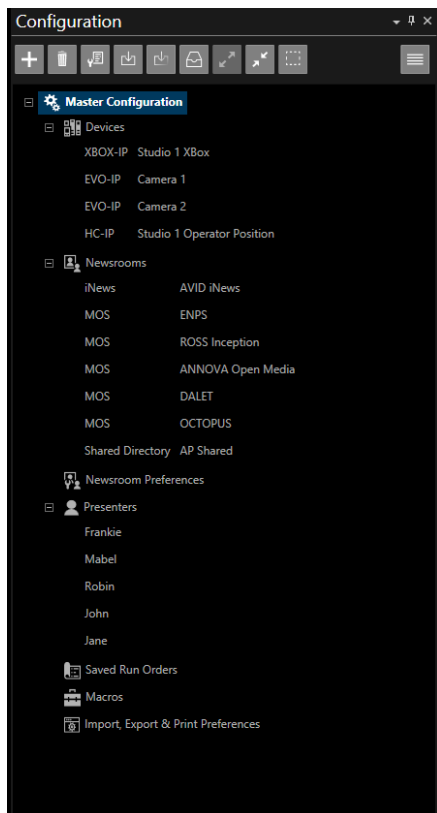
The Configuration pane will now display the new Configuration



You can view the contents of the Configuration in a number of ways. Click on the  plus in the Master Configuration tree to show the next level branch view:



Click on the Expand All button  to show the bottom level of the tree




Please Note: where no elements are stored the field will not be expanded.



Newsroom Preference, Macros and Import Export & Print Preferences do not expand.

To collapse all items again click the Collapse All button 

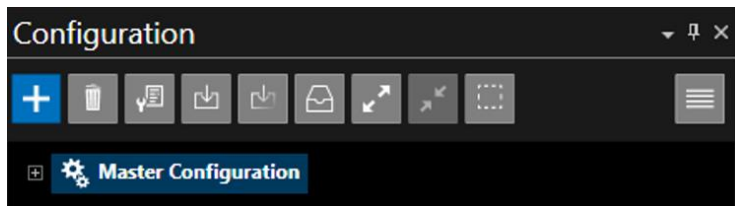
Add Parent or Child Configurations

Additional Configurations can be added either as a **Child** of an existing Configuration or as a new **Parent** Configuration.

To add as a **Child** select a Configuration by clicking it and click the Add button. 

To add as a **Parent** click the Clear Selection button  then click the Add button 

In the below example a Child branch Configuration named 5PM Running Order will be added to the Parent "Master Configuration".

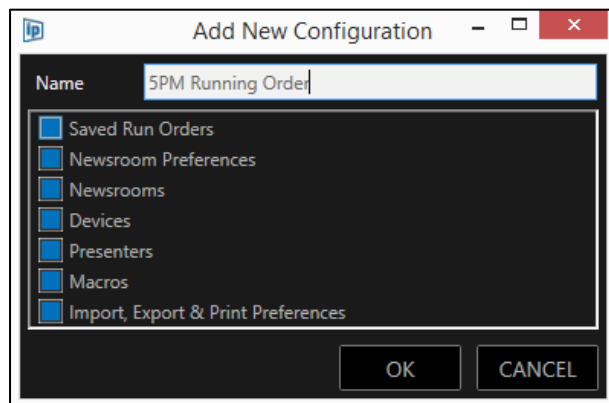


The below changes have been made to elements within WP-IP:

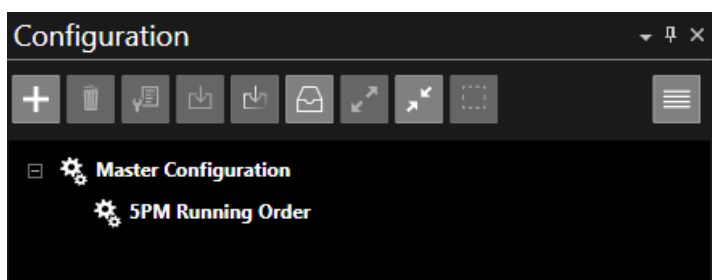
- Saved Run Orders (added run down International 5PM Running Order)
- Newsrooms (removed all NRCS apart from MOS ENPS)
- Devices (deleted Studio 1 Xbox & Camera 2)
- Presenters (deleted presenters John & Jane)

Click the Add button and named the new Configuration "5PM Running Order".

Select all elements to save.

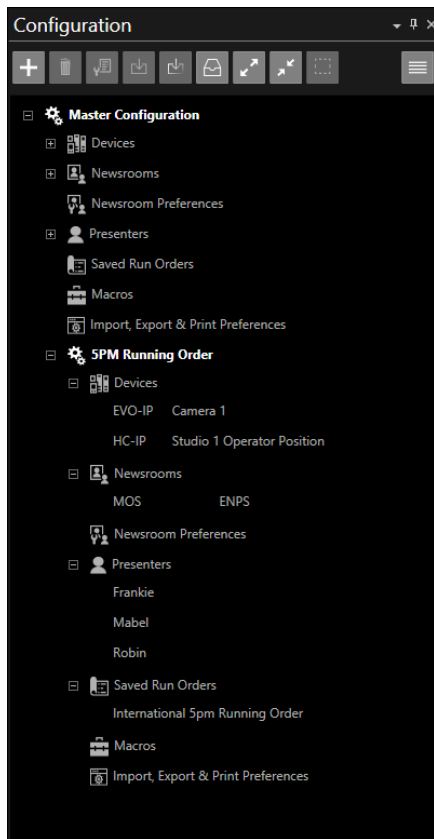


When OK is clicked the 5PM Running Order is saved as a Child under the Master Configuration



When the tree is expanded the contents of the 5PM Running Order Configuration are visible.


The four changes listed above have been applied to the 5PM Running Order configuration:

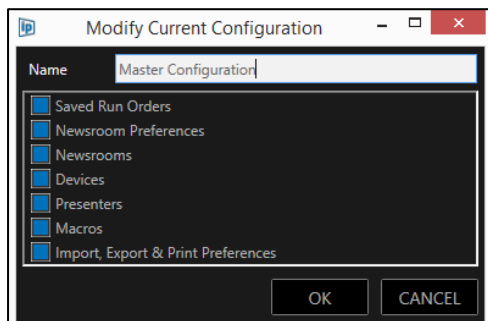


Modify Configurations

This function enables a user to make changes to an already existing Configuration.

After you have made edits within WP-IP to the elements you would like you can then apply those changes.

Select the Configuration you wish to apply those edits to by clicking on the Configuration and then click the Modify button . This will then open the Modify Current Configuration window:

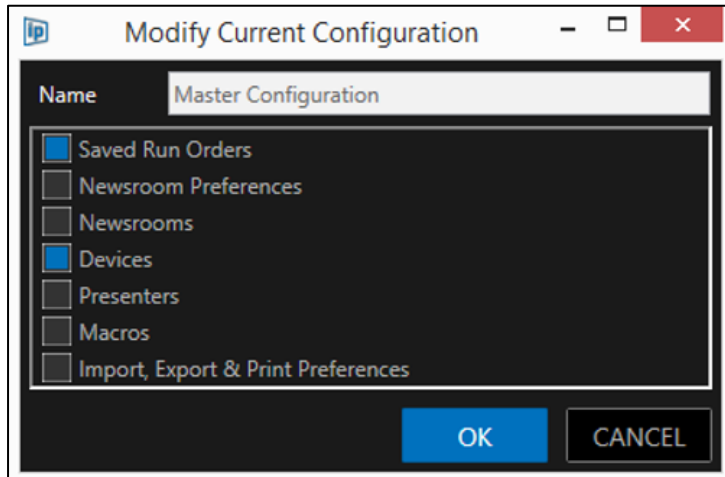


You can then select the elements you would like to modify with the current settings you have just edited.

- Elements which are selected will be modified with the current settings in WP-IP
- Elements which are not selected will remain unchanged.

You can also rename the Configuration in this window.

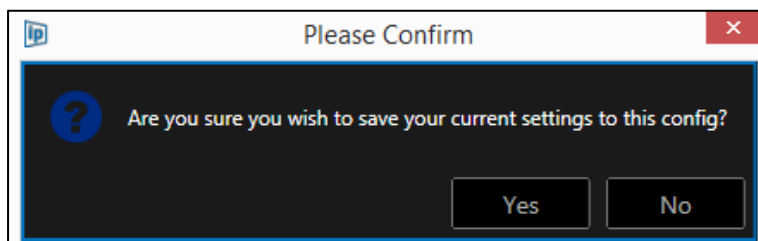
In the below example, Saved Run Orders and Devices will be modified in the Master Configuration with the current WP-IP settings, all other elements will be unchanged.



Click OK to apply or CANCEL to close the window without making any modifications.

Please Note: To quickly apply all current settings to a Configuration click on the Configuration you want to delete to select it then right click and select Save.

When selecting this option a confirmation box will open:



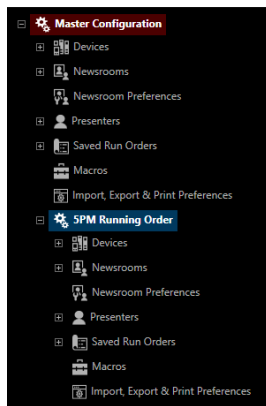
Click Yes or No to save the current settings to the configuration, or close the confirmation box



Load Configurations

To switch between Configurations, I.E. to load a different Configuration from that currently active, click on the Configuration you want to apply to select it.

In the below example Master Configuration is currently active.

To load the 5PM Running Order click on 5PM Running Order to select it.



There are two options to load the 5PM Running Order.  

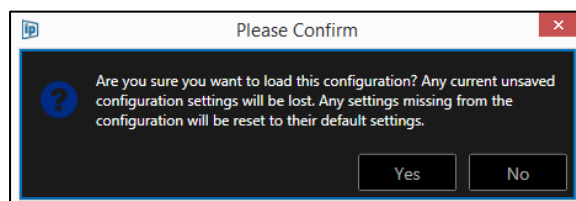
Using the buttons in the toolbar choose either “Load and Reset Missing Configuration Items” or “Load and leave missing Configuration items as currently set”



Load and Reset Missing Configuration Items

When applied any unsaved settings will be lost and items which are in the currently active Configuration, but do not appear in the 5PM Running Order Configuration, will be reset.

When selecting this option a confirmation box will open:



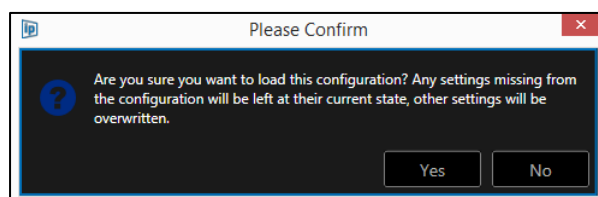
Click Yes or No to apply the Configuration, or close the confirmation box



Load and Leave Missing Configuration Items as Currently Set


When applied any settings not in the 5PM Running Order Configuration, but which are in the currently active Configuration will remain as they are. Any other settings will be overwritten.

When selecting this option a confirmation box will open:



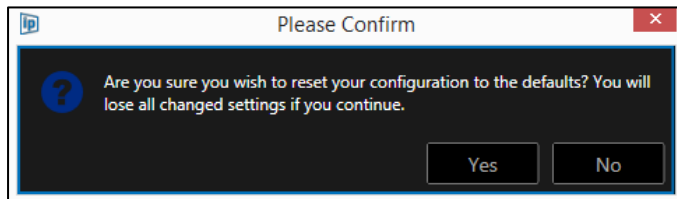
Click Yes or No to apply the Configuration, or close the confirmation box

Reset To Default

To “unapply” all settings to a Configuration click on the desired Configuration to select it and then click the Reset To Defaults button 

Resetting to defaults will not delete the Configuration but the Configuration will appear as empty in WP-IP, i.e. as if a Configuration was saved as an empty Configuration and then applied.

When selecting this option a confirmation box will open:



Click Yes or No to reset, or close the confirmation box

Move & Duplicate Configurations

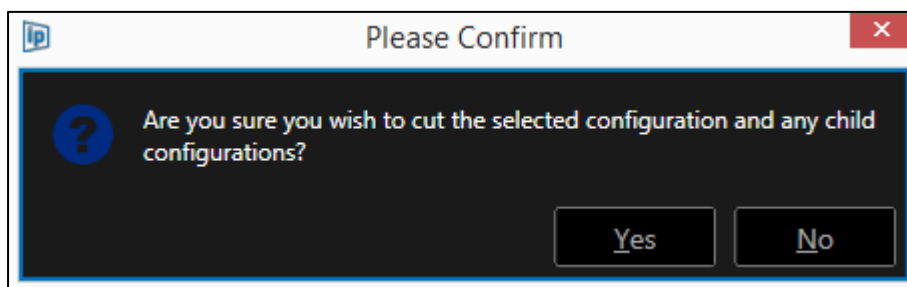
If you would like to save time when creating or adding Configurations you can move or duplicate existing Configurations.

Click on the desired Configuration to select it, then right click and select Cut, Copy or Paste

Please Note: shortcut keys can be applied without the need to right click.

Cut	Ctrl+X
Copy	Ctrl+C
Paste	Ctrl+V

Please Note: When Cut is selected a confirmation box will open:



Click Yes or No to cut the selected Configuration, or close the confirmation box


To add a **Child** configuration to an existing Parent Configuration:

Put the cursor on the name of the Parent Configuration you would like to add the copied Configuration to. Right click and Paste or use the shortcut CTRL + V.

To add as new **Parent** Configuration:

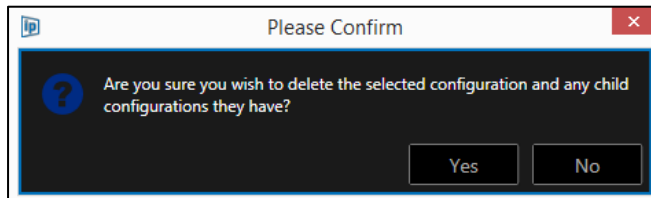
Click any blank area in the Configuration window (i.e. not on an existing Parent or Child Configuration). Right click and Paste or use the shortcut CTRL + V.

Delete A Configuration

To delete a Configuration click on the configuration you want to delete to select it and then click the Delete button .

This will delete the Configuration and, where applicable, any Child Configurations also.

Before deletion a confirmation box will open



Click Yes or No to Delete, or close the confirmation box

Export/Import Of Settings

Overview

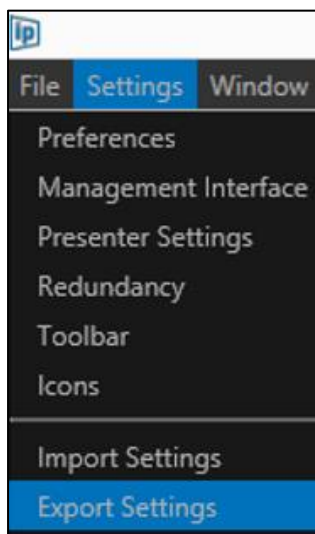
WP-IP has a number of parameters which determine how the application connects to devices, networks and other incidences of WP-IP.

The ability to store and export these settings is a powerful tool which has a number of benefits:

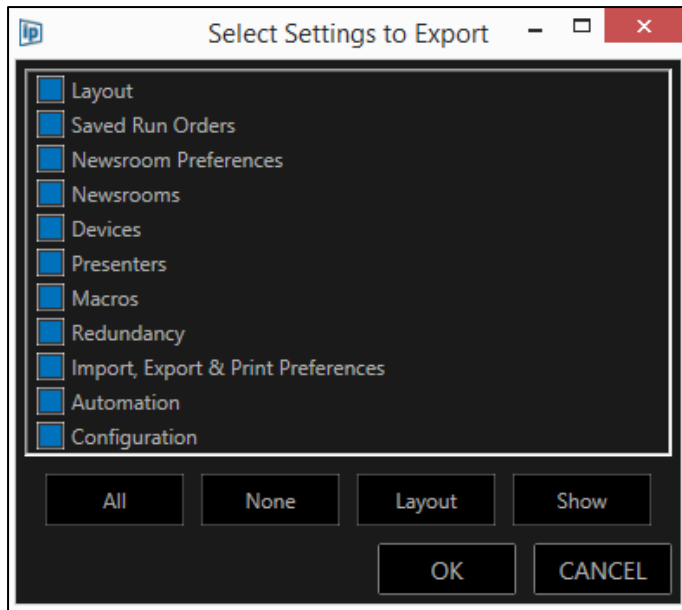
- Quick and accurate sharing of device settings
- Easy duplication of machines
- Enables an individual user to have a personalised profile which they can carry with them
- Networks can have a standardised profile across a number of machines which can be easily edited and duplicated when changes are required or new workstations are added
- Remote installation and creation of duplicate machines with one file
- Simplifies troubleshooting by recreating exact WP-IP machines

Exporting Settings

The export of settings is located in the main toolbar under Settings/Export Settings



This will bring up the Select Settings to Export window.



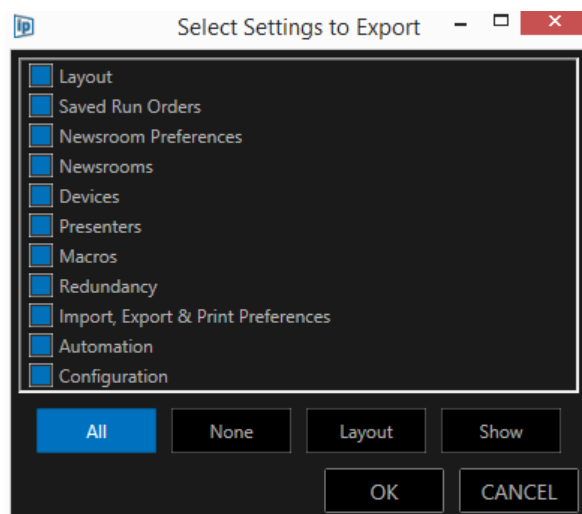
Where the check box is blue that option has been selected to be exported.

Depending on the licence applied the user can choose to export whichever settings are available.

The function of the buttons in the footer of the window are as follows

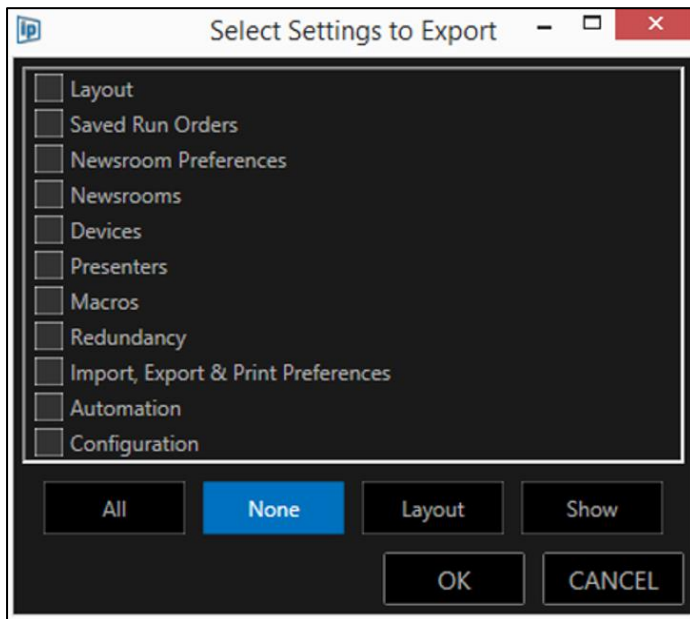


: This will select all the settings available to be exported



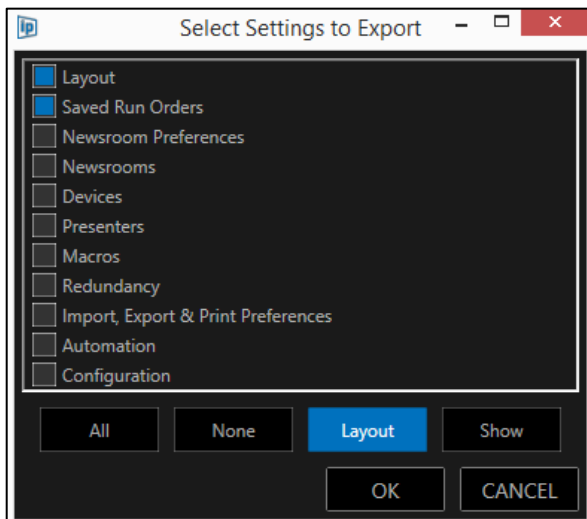
None

: This will deselect all the settings available to be exported



Layout

: This will select the Layout & Saved Run Orders setting.

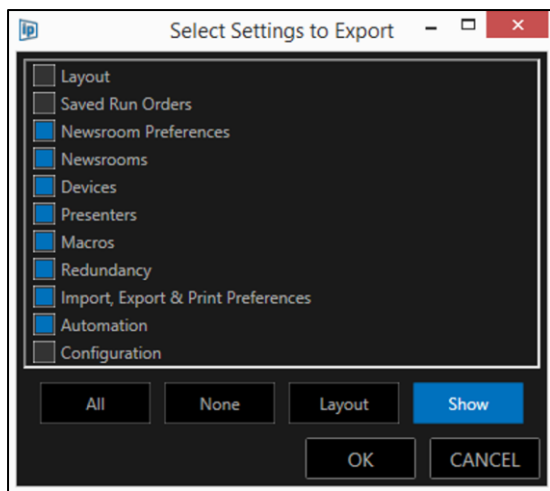


These are the most preferred settings when a particular rundown is to be used and it is desirable to have the GUI layout duplicated.

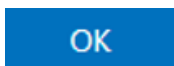
No other settings are required to be used in the same configuration on this or any other instance of WP-IP.

Show

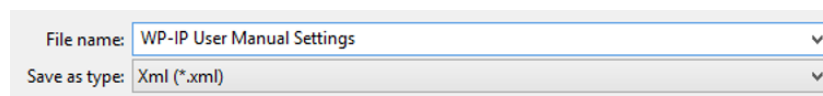
: This will select all items except Layout, Saved Run Order and Configuration



Please Note: Any combination of individual settings and Show or Layout options can be used.



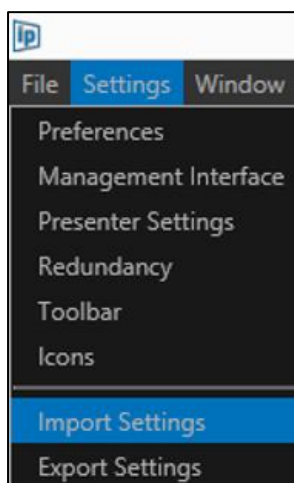
: This will then enable the user to export the selected settings by saving as an .xml file



: This will cancel the operation and close the Select Settings to Export window

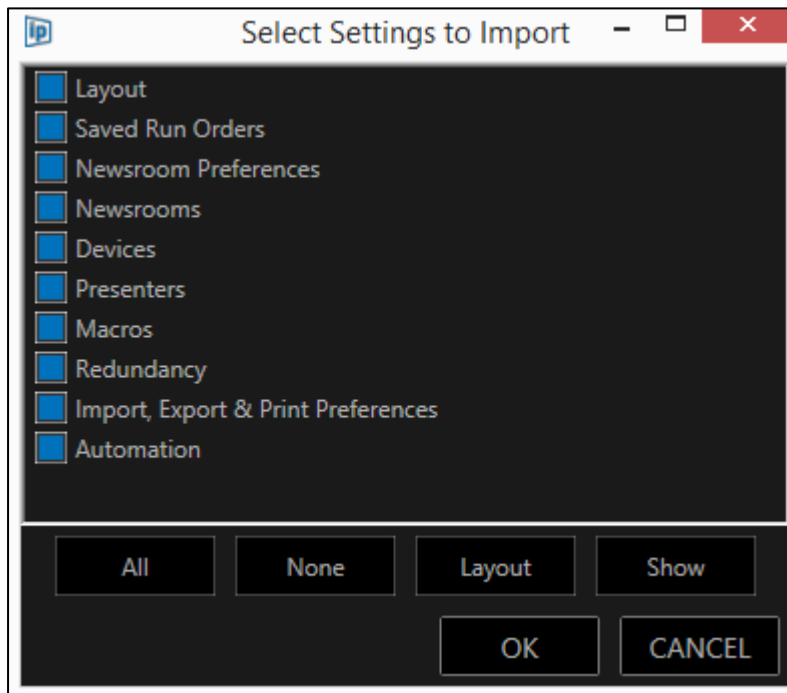
Importing Settings

The import of settings is located in the main toolbar under Settings/Export Settings



When selected an explorer window will open. Browse to the location where you have saved your .xml file and select it. This will then launch the Select Settings to Import window.

You can then apply the same buttons as for the export depending on what settings you select to import.



Where you do not select a setting to import the settings which already exist in the incidence of WP-IP which is installed will remain unchanged.

Advanced Display Configuration

When an on-camera unit is connected to the WP-IP application via Ethernet, advanced configuration and functionality can be set remotely via the WP-IP application. This includes configuring input source, colour temperature, image orientation, image scaling and backlight power.

This feature means both prompter and talent monitor settings can be controlled without the need to physically touch the device. In addition the displays can be programmed wherever the device can be accessed on a network

Please Note: the Advanced display configuration requires WP-IP Software Version 1.6.6.216 or higher & Firmware Version 1.5.1.191 or higher. To check device firmware select the device in the Devices pane, right click & select Edit/Configuration. The Firmware Version can be seen in the General tab

Firmware Version	1.5.1.191
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For details on updating device Firmware please see Page 11 "Firmware Upgrade"

For details on updating WP-IP please contact your local Autoscript dealer or contact Videndum Production Solutions directly.

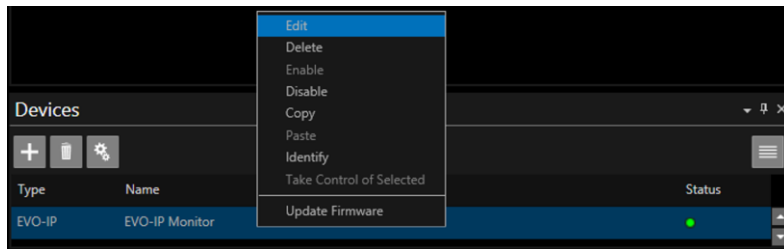
The Autoscript models this feature can be applied to are:

Sales Part	Description
A9011-0001	19" EVO IP prompt monitor
A9011-0002	17" EVO IP prompt monitor
A9011-0003	15" EVO IP prompt monitor
A9011-0006	19" EPIC IP prompt monitor and 24" talent monitor system
A9011-0007	19" EPIC IP prompt monitor and 18.5" talent monitor system
A9011-0008	17" EPIC IP prompt monitor and 17.3" talent monitor system
A9011-0009	15" EPIC IP prompt monitor and 15.6" talent monitor system
A9011-0011	19" EVO IP prompt monitor (VITC/D-VITC option fitted)
A9011-0012	17" EVO IP prompt monitor (VITC/D-VITC option fitted)
A9011-0013	15" EVO IP prompt monitor (VITC/D-VITC option fitted)
A9011-0016	19" EPIC IP prompt monitor (VITC/D-VITC option fitted) and 24" talent monitor system
A9011-0017	19" EPIC IP prompt monitor (VITC/D-VITC option fitted) and 18.5" talent monitor system
A9011-0018	17" EPIC IP prompt monitor (VITC/D-VITC option fitted) and 17.3" talent monitor system
A9011-0019	15" EPIC IP prompt monitor (VITC/D-VITC option fitted) and 15.6" talent monitor system
A9011-1001	ETM-24: 24" EPIC talent monitor
A9011-1002	ETM-19: 19" EPIC talent monitor
A9011-1003	ETM-17: 17" EPIC talent monitor
A9011-1004	ETM-15: 15" EPIC talent monitor

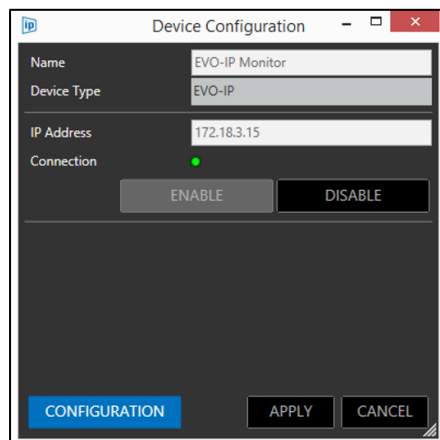
Please Note: The list of applicable devices may be subject to change.

To access the Advanced Display Configuration:

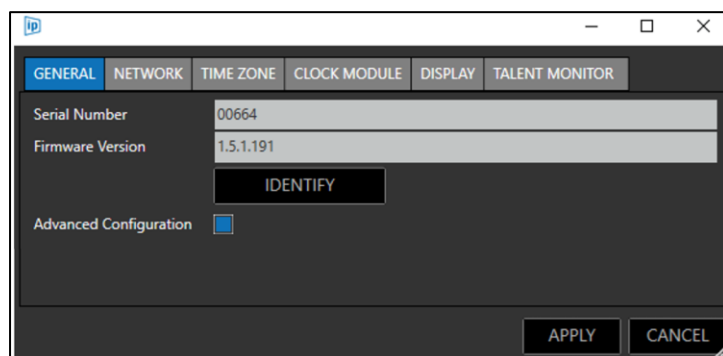
In the devices pane select the device you would like to configure, right click and select Edit



Then click Configuration



In the General Tab check the box Advanced Configuration.



This will then add the two tabs DISPLAY and TALENT MONITOR

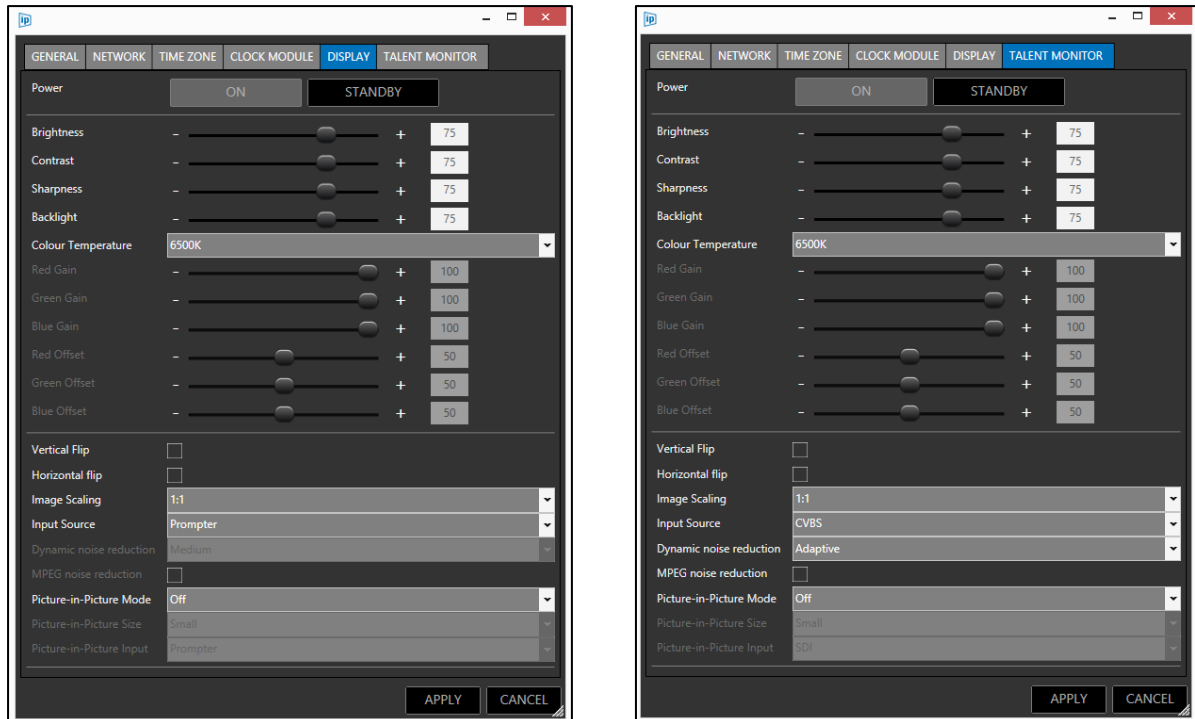
DISPLAY: This refers to the prompter screen (EVO-IPXX)

TALENT MONITOR: This refers to the return video screen (ETM-XX)

Please Note: the Talent Monitor tab will only appear when an EPIC-IP monitor system is addressed. The Talent Monitor tab will not be visible when an EVO-IP monitor system is addressed.

When the tabs for DISPLAY or TALENT MONITOR are selected an extended menu will appear.

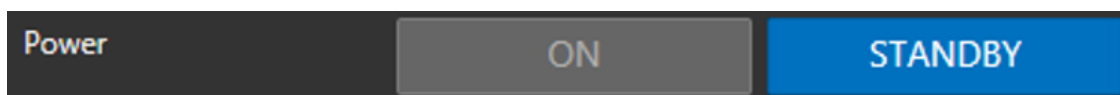
Both displays have similar advanced configuration options



Power

The power button can be used to put the screen back light into a standby mode. When the power is set to Standby the backlight will be dimmed to the minimum settings of brightness.

To switch to Standby click the STANDBY button



To return the backlight to full power click the ON button



Please Note: Power option only available in monitors manufactured from May 2019 onwards. For details on updating devices please contact your local Autoscript dealer or contact Videndum Production Solutions directly.

Main Settings

Drag the sliders to adjust levels of Brightness, Contrast, Sharpness and Backlight. *Please Note: Slider range is in % where minimum is 0% and maximum is 100%*

Colour Temperature

To select your preferred colour temperature click the pull down in the colour temperature field and click on the option you would like.



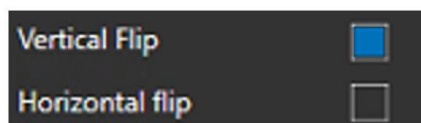
Selecting “User” will enable you to create your own colour temperature by adjusting the RGB settings using the sliders.

Image Orientation

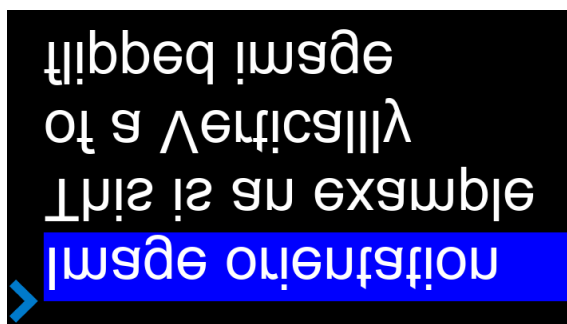
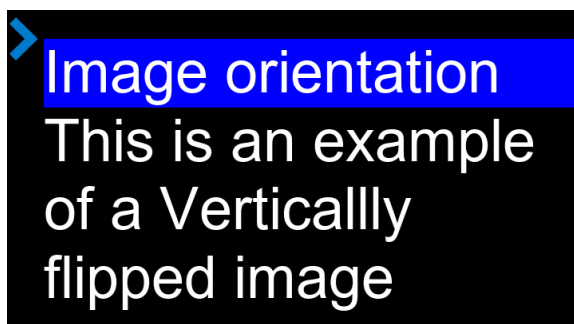
Both the vertical and horizontal image orientation can be adjusted.

To select the image orientation click in the corresponding check box

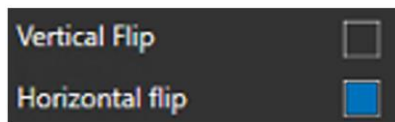
Vertical Flip:



Selecting Vertical Flip will result in the following:



Horizontal Flip:



Selecting Horizontal Flip will result in the following:

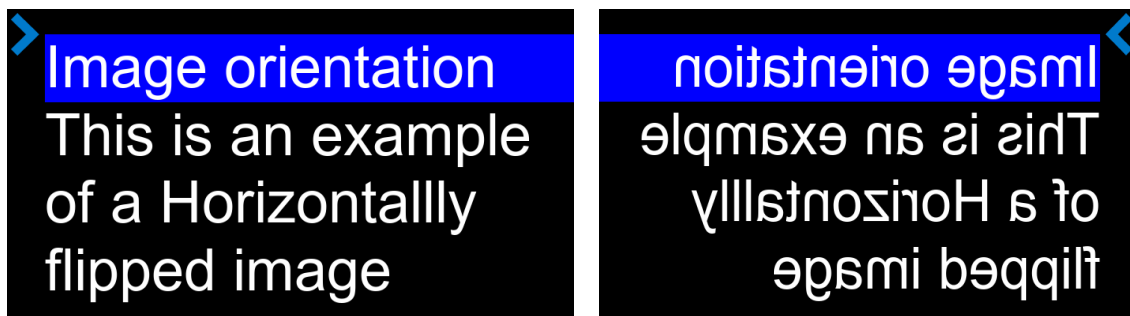
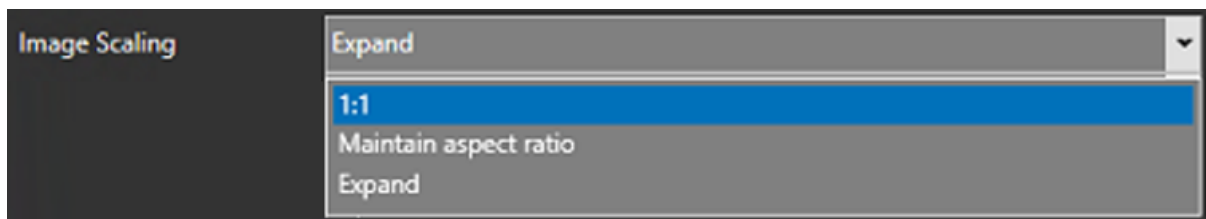


Image Scaling

The image scaling can be adjusted by clicking in the pull down to select the preferred scaling



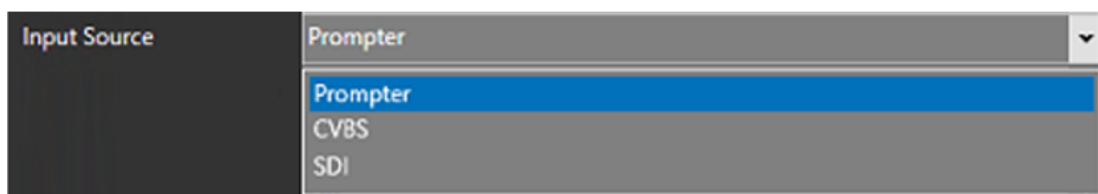
Input Source

The input source selections differ between the DISPLAY and the TALENT MONITOR

Click in the pull down to select the preferred input

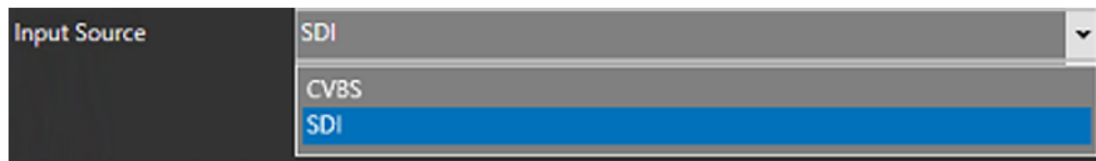
DISPLAY

Select from Prompter (Ethernet) CVBS or SDI



TALENT MONITOR

Select from SDI or CVBS

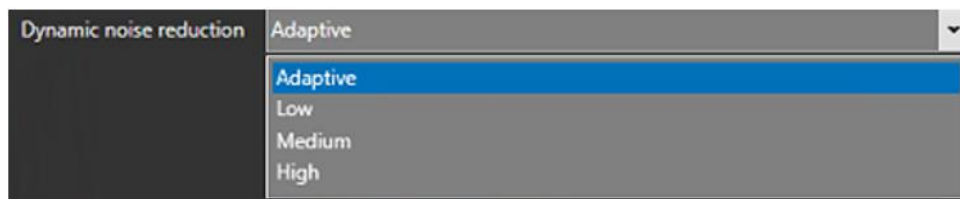


Noise Reduction

There are two options for noise reduction. Dynamic Noise Reduction and MPEG Noise Reduction

Dynamic Noise Reduction

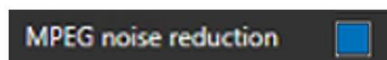
Noise reduction is increased in dark areas where it's more visible and decreased in light areas where there's often a wider colour spectrum. Click in the pull down to select the preferred level



MPEG Noise Reduction

MPEG Noise Reduction feature improves the quality of pictures by reducing the blocknoise and mosquito noise without compromising the picture resolution.

To select MPEG noise reduction click in the check box



Please Note: Dynamic Noise Reduction and MPEG Noise Reduction are only applicable when the active input source is CVBS or SDI

Picture-in-Picture (PiP)

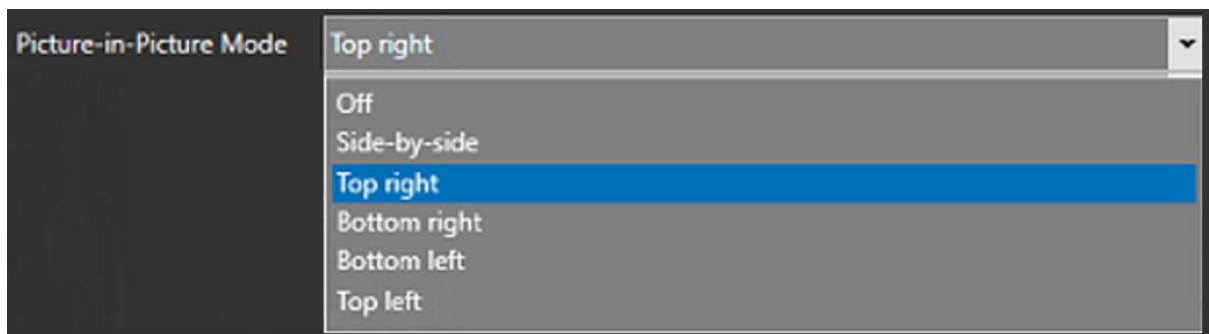
This feature enables two images to be shown in the display or talent monitor. The picture-in-picture image size and position can be configured using the options below.

Please Note: Not all PiP options are available in all monitors. Please check for compatibility or contact support for more details.

DISPLAY

Picture-in-Picture Mode: determines where the PiP image will be positioned in the display

For no PiP select Off. To set the position click in the pull down and then the preferred option

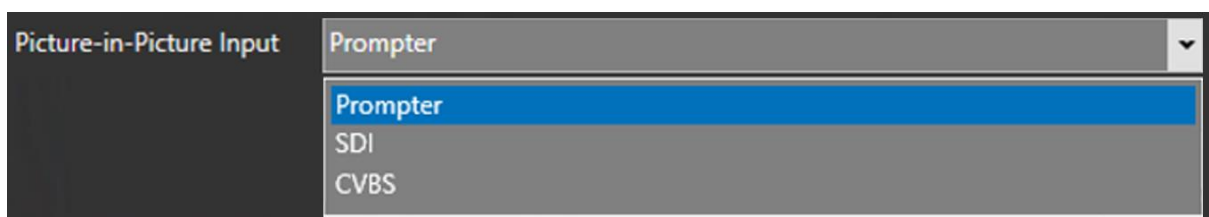


Picture-in-Picture Size: determines the size of the PiP image. Select Small or Large



Please Note: When Side-by-Side is selected as Picture-in-Picture Mode, Picture-in-Picture Size is disabled.

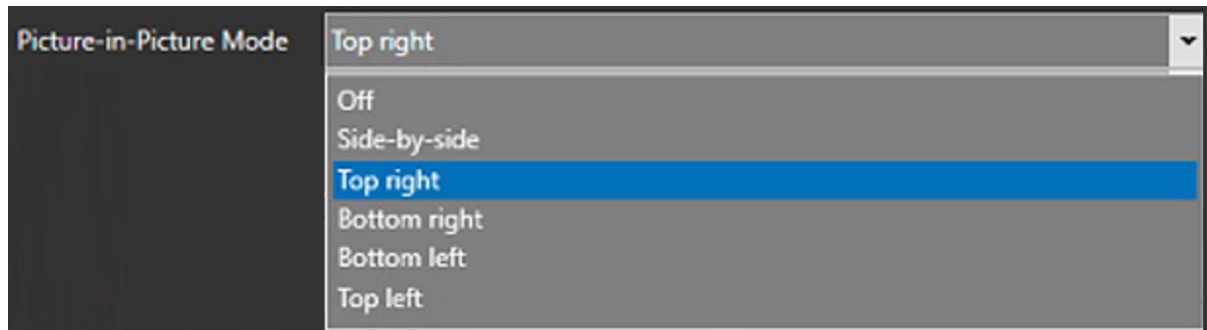
Picture-in-Picture Input: determines the source of the PiP image. For the Display this can be either Prompter (Ethernet), SDI or CVBS



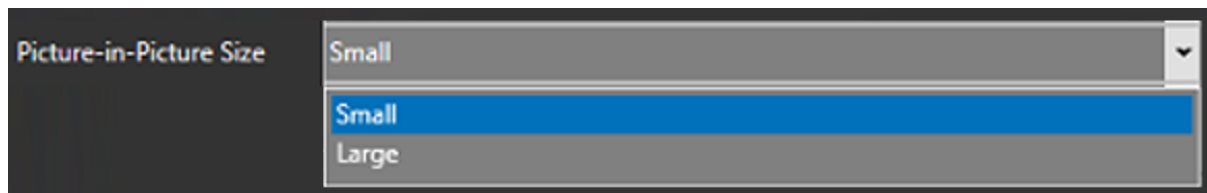
TALENT MONITOR

Picture-in-Picture Mode: determines where the PiP image will be positioned in the talent monitor

For no PiP select Off. To set the position click in the pull down and then the preferred option

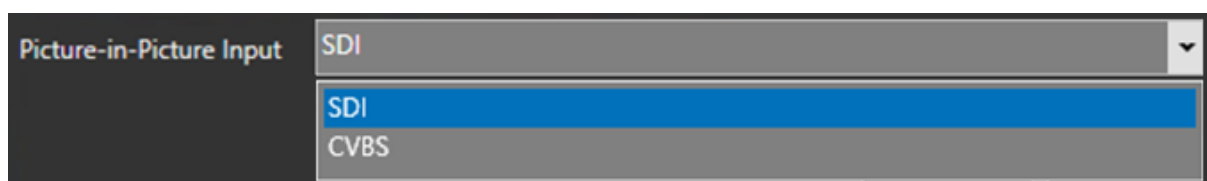


Picture-in-Picture Size: determines the size of the PiP image. Select Small or Large



Please Note: When Side-by-Side is selected as Picture-in-Picture Mode, Picture-in-Picture Size is disabled.

Picture-in-Picture Input: determines the source of the PiP image. For the Talent Monitor this can be either SDI or CVBS



Integration of Legacy Autoscript Controllers with WP-IP

Legacy Autoscript controllers can be integrated within a WP-IP system. This enables users to keep using existing controllers while upgrading to WP-IP from WinPlus. By using a serial to Ethernet convertor, older devices can become part of an IP workflow.

Supported legacy Autoscript controllers are:

- **HC-1:** 5 button Desk top Hand Control
- **MFC:** Magno Foot Control
Used in isolation or incorporated into package MFC-PKG, which also includes MFC-D
- **WSC-REC:** Wireless Scroll Control Receiver Only (ROW)
Incorporated into package WSC which also includes WSC-RAT, and package WFC-PKG-ROW which also includes WFC
- **WSC-REC-A:** Wireless Scroll Control Receiver Only (U.S.)
Incorporated into package WSC-A which also includes WSC-RAT-A, and package WFC-PKG-US which also includes WFC-A

These controllers can be connected to the WP-IP application using a serial to ethernet convertor and bespoke serial cable. This is supplied by Autoscript as a package part (SRL-IP).

Power: All legacy controllers require external power. The serial cable supplied in the package SRL-IP passes power through the serial to Ethernet convertor to the controller. The package SRL-IP includes an external PSU.

The SRL-IP convertor **always** requires its own PSU (included). It cannot be powered by PoE.

Parts List

- **PSU-HR:** DC Power supply with Hi-rose connector (PSU for legacy controllers)
- **A9009-5002:** SRL-CL: Legacy Autoscript Serial Controller Cable
- **G452-006:** Ethernet to serial convertor, single channel

Package Part

- **SRL-IP:** Legacy controller convertor package
Includes A9009-5002 + G452-006

Please Note: Autoscript legacy controllers have been tested with PoE injector model Lantronix UDS1100. Compatibility with any other Serial to PoE convertors cannot be guaranteed.

*For this package to be compatible you **must** use the Autoscript cable A9009-5002, **not** the Six-foot DB9F-to-DB25M modem cable (Lantronix P/N 500-163).*

Hardware Configuration

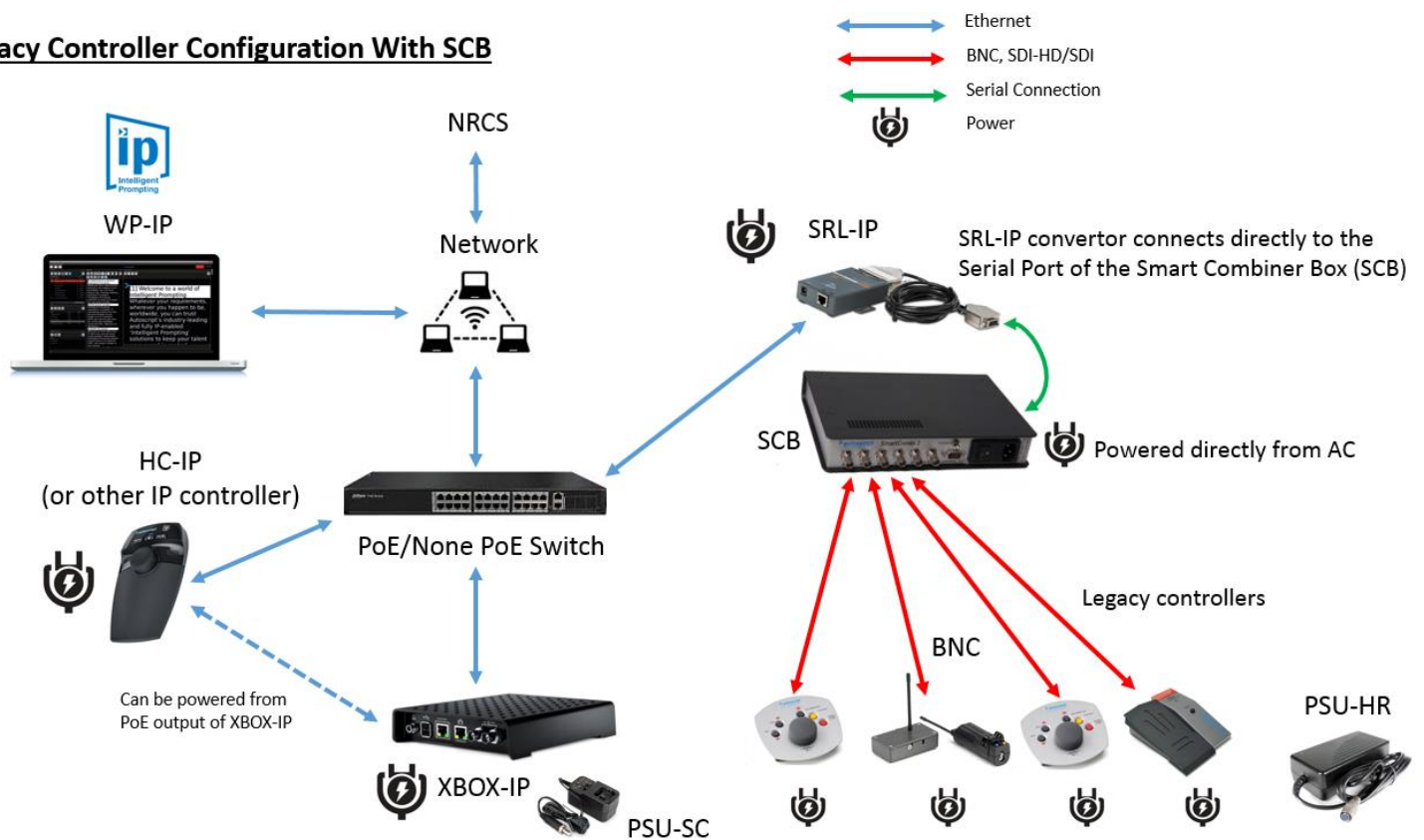
When used **with** a Smart Combiner Box (SCB):

The SCB itself will be connected to the network via the SRL-IP serial cable (A9009-5002).

External power is required for the SCB. All legacy devices will require power supply PSU-HR.

The SRL-IP convertor **always** requires its own PSU (included). It cannot be powered by PoE.

Legacy Controller Configuration With SCB

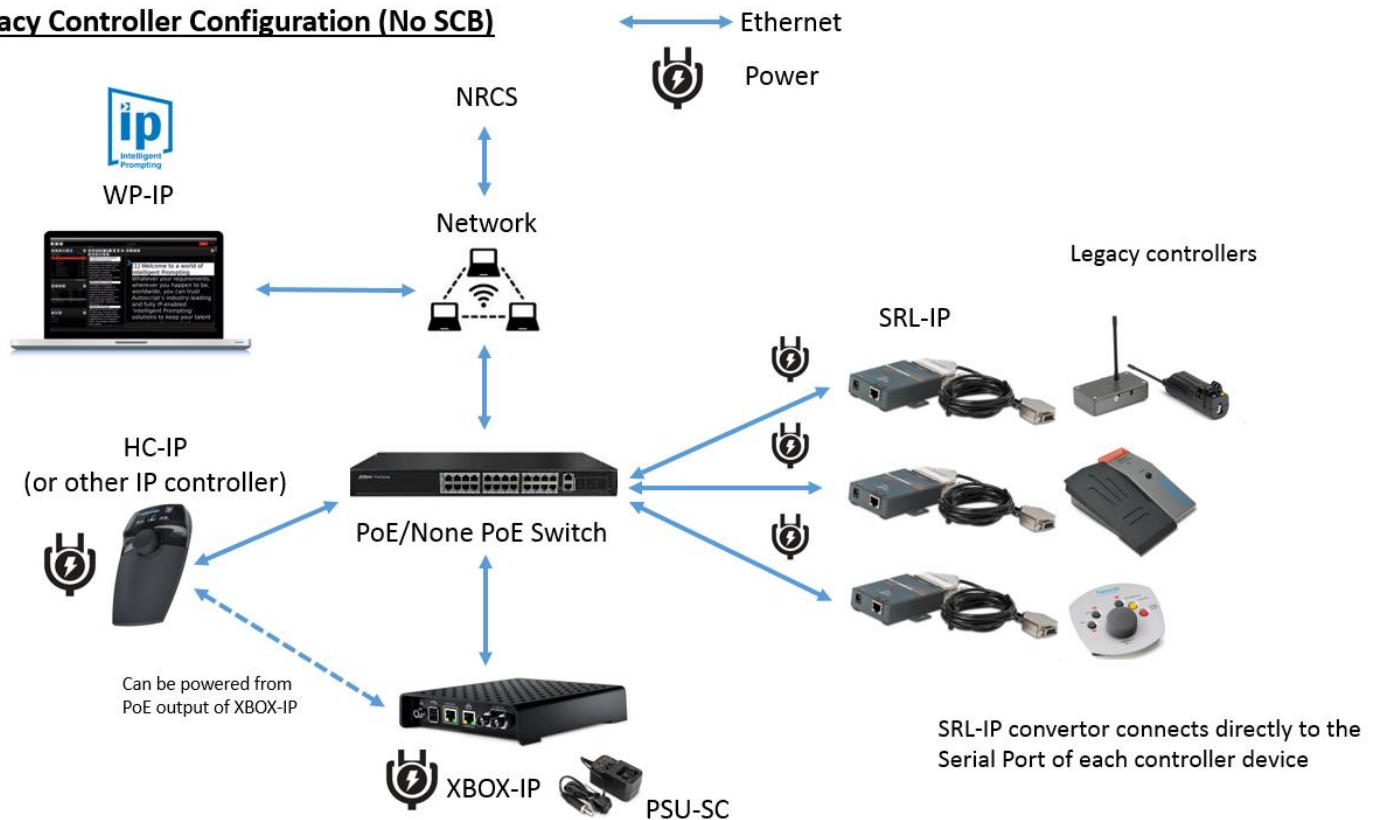


When used **without** a Smart Combiner Box (SCB):

All legacy devices will require SRL-IP

The SRL-IP convertor **always** requires its own PSU (included). It cannot be powered by PoE.

Legacy Controller Configuration (No SCB)



Software Configuration

To enable the installation of the SRL-IP, power the Lantronix UDS1100 and connect it to the network.

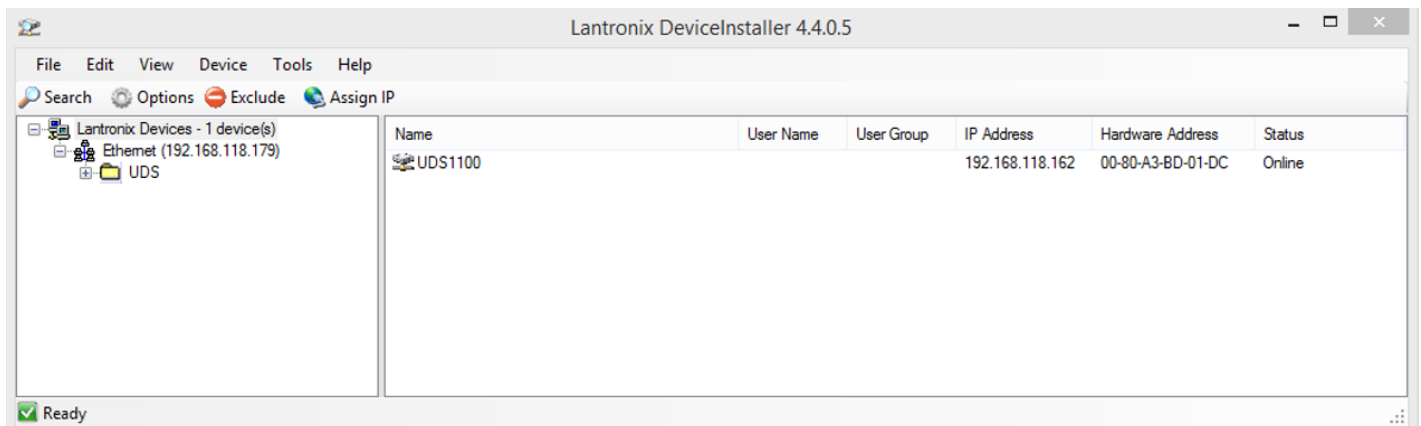
The Lantronix Device Installer can be downloaded from here:

<http://ts.Lantronix.com/ftp/DeviceInstaller/Lantronix/4.4/4.4.0.5/Installers/SingleInstallFiles/DeviceInstaller-4405-SA.zip>

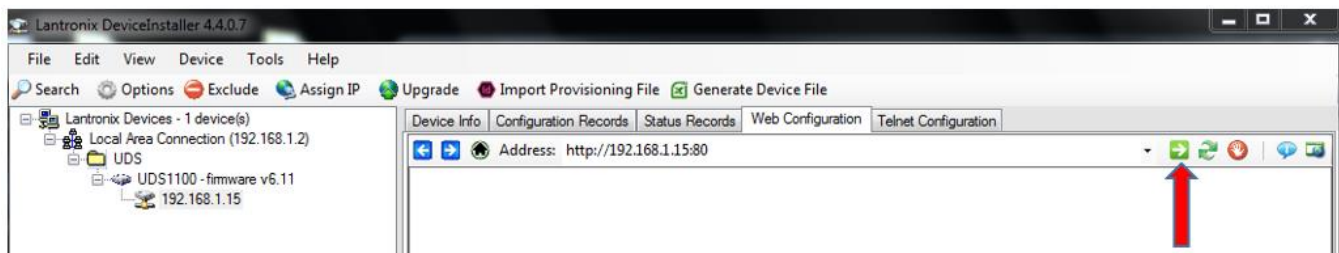
Follow the defaults to install

If you require any assistance with the installation, please contact Videndum Production Solutions support.

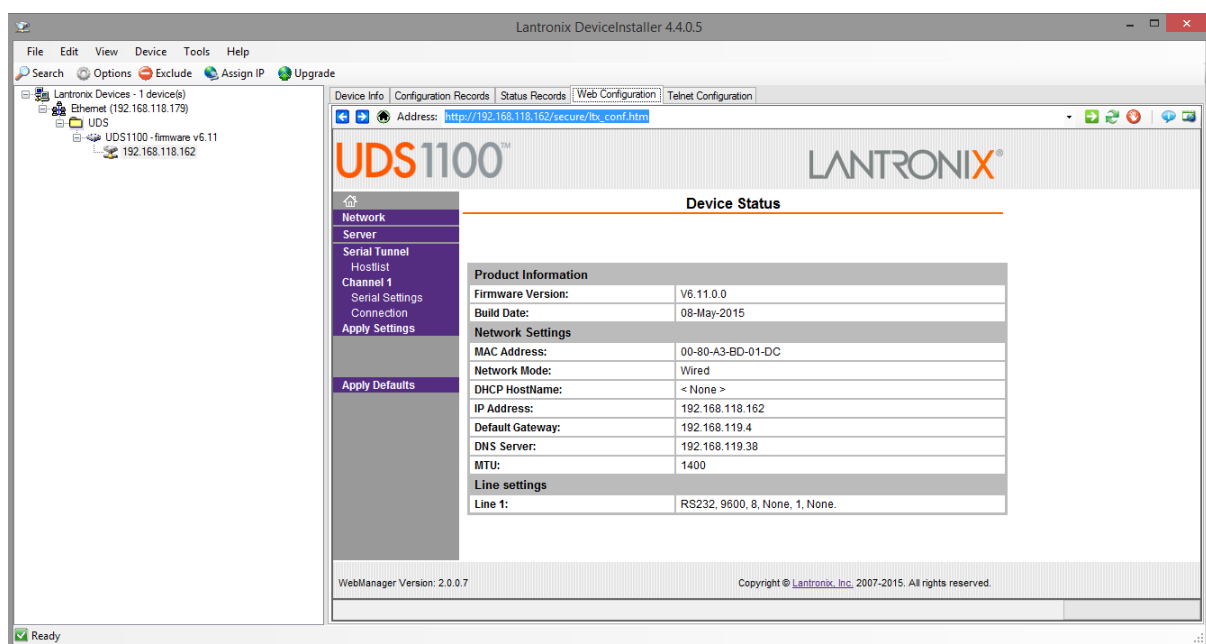
Open the Device Installer (it will automatically search for any devices)



Double click on the device that you can see and select the 'Web Configuration' tab, then click the green arrow to load the page



Enter the username 'admin' and click 'Ok'



Click on 'Serial Settings' and make sure that they are correct

Please Note: For an MFC – or anything Autocscript – set the baud rate at 2400

For a CON-FC – Autocue – set the baud rate at 1200

Network
Server
Serial Tunnel
Hostlist
Channel 1
Serial Settings
Connection
Apply Settings
Apply Defaults

Channel 1
☐ Disable Serial Port

Port Settings
Protocol: RS232 Flow Control: None
Baud Rate: 2400 Data Bits: 8 Parity: None Stop Bits: 1

Pack Control
☐ Enable Packing
Idle Gap Time: 12 msec
Match 2 Byte Sequence: Yes No Send Frame Immediate: Yes No
Match Bytes: 0x00 0x00 (Hex) Send Trailing Bytes: None One Two

Flush Mode
Flush Input Buffer With Active Connect: Yes No With Passive Connect: Yes No At Time of Disconnect: Yes No
Flush Output Buffer With Active Connect: Yes No With Passive Connect: Yes No At Time of Disconnect: Yes No

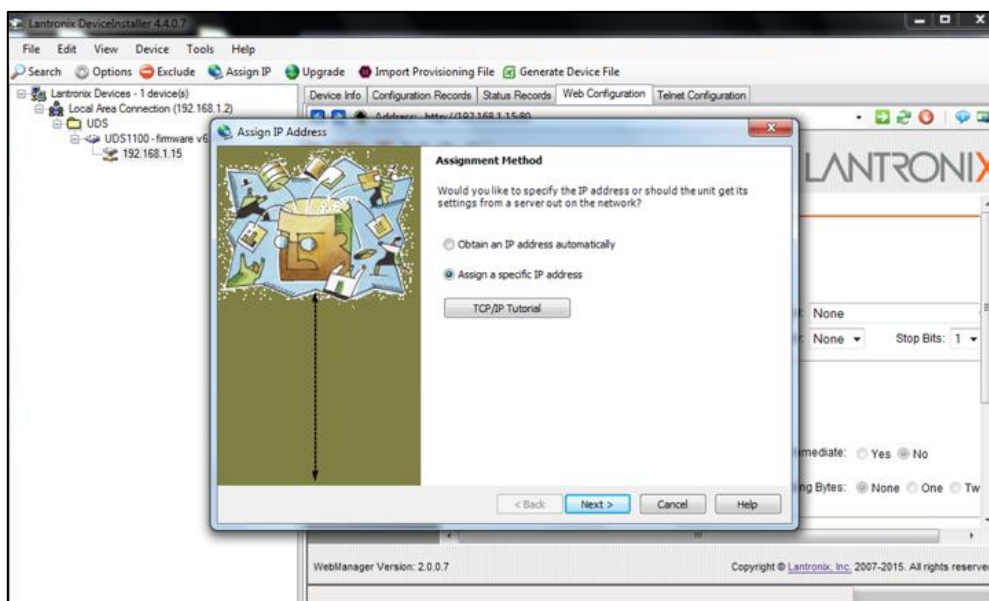
OK

Click ok, click apply settings, wait for the page to reset, then **repower** the Lantronix box

Close and re-open the Lantronix page

You should be ready to connect the controller to the Lantronix box

To set the IP address manually, click on the 'Assign IP' tab at the top of the main program page

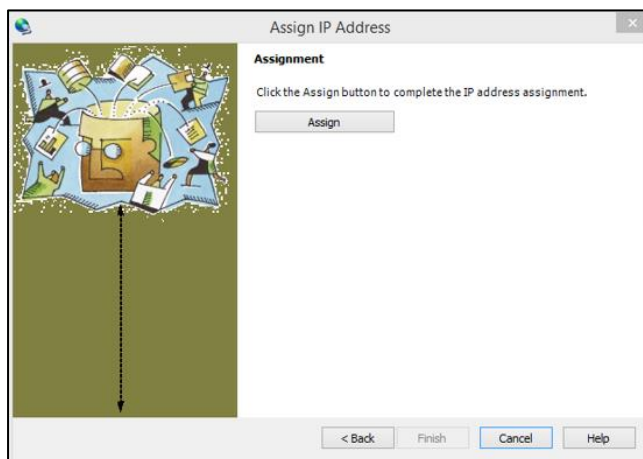


Select “Assign a specific IP address”.

Click ‘Next’ to then set the IP address etc.

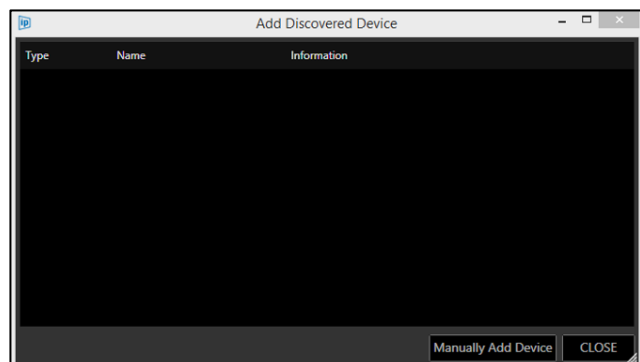
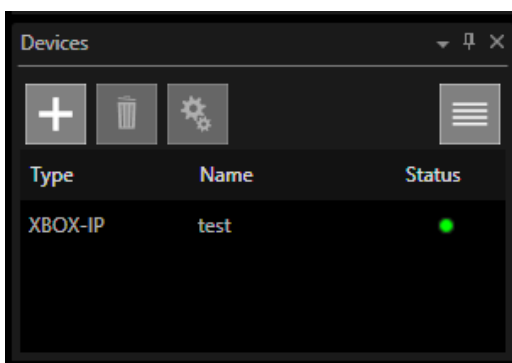


Click ‘Next’, then ‘Assign’ to change the IP address



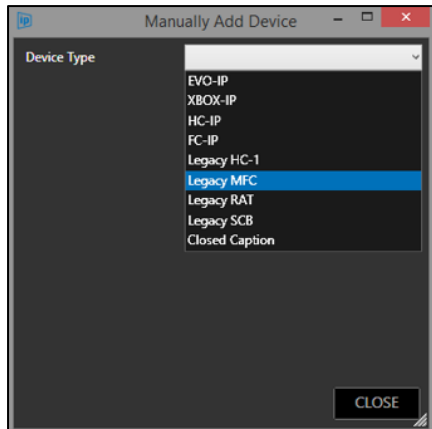
Once assigned, click ‘Finish’

Once you have done this, go to the Winplus-IP software and Click ‘Add – +’ in the Devices window, then Click on ‘Manually Add Device’



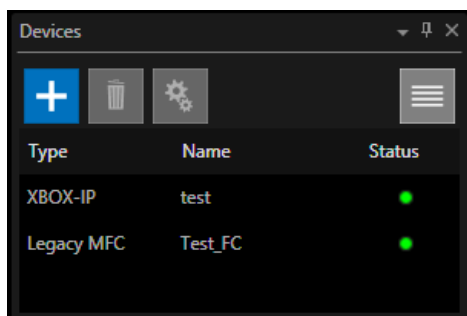
Click on the drop-down menu. For example, to add a Foot Control, select the 'Legacy MFC'.

Type in a name and IP address. Leave the port as default



Click 'Apply' and then 'Close'

The legacy MFC controller should appear in the Devices window ready to use



Integration of Legacy Autocue Controllers With WP-IP

Legacy Autocue controllers can be connected and used with the WP-IP application. This includes the following controllers:

Autocue ShuttleXpress (CON-SE)

Autocue Multi Button USB Desktop Control (CON-MB/USB)

Autocue USB Foot Control (CON-FC/USB/001)

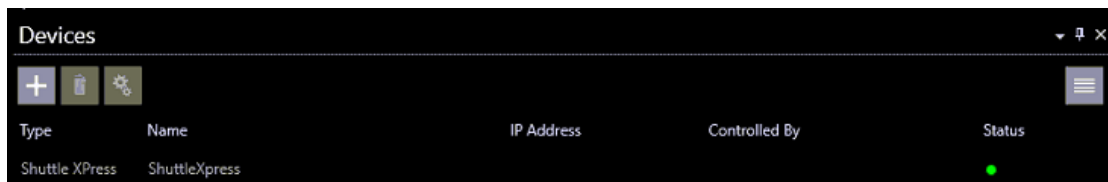
Please Note: The ShuttleXpress (CON-SE) can be added via Auto Discovery, the Multi Button USB Desktop Control (CON-MB/USB) and USB Foot Control (CON/FC/USB/001) must be manually added.

Adding the Autocue ShuttleXpress (CON-SE)

In the Devices pane click the + button. When connected to a USB port/USB hub, the Shuttle Express controller will be detected and listed in the Auto Discovered device pane as the type ShuttleXpress:

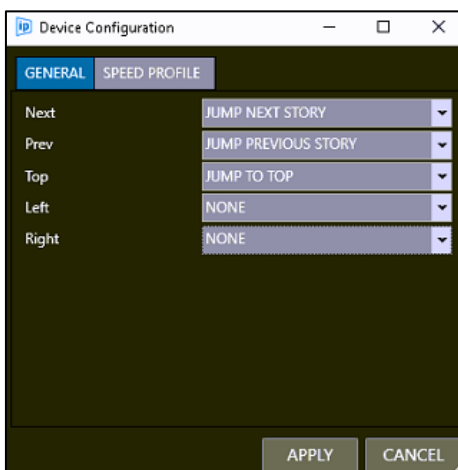
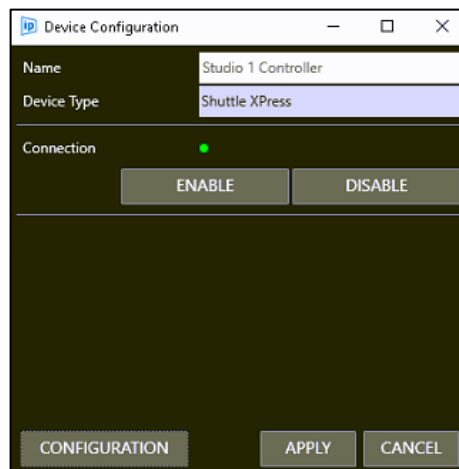
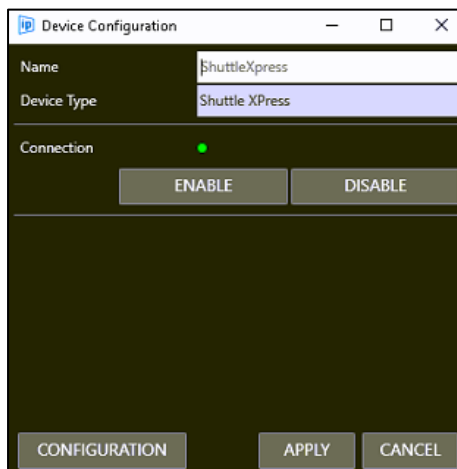


Double click to add to the Devices pane.

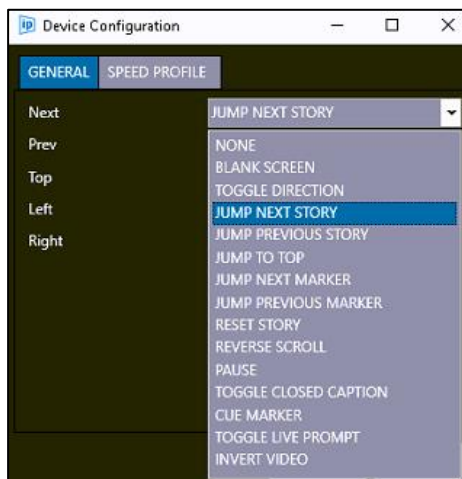


To edit the settings, select the device then click the Configuration button.

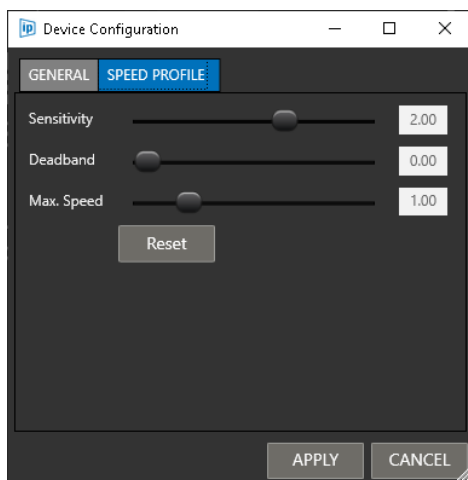
In the main page you can change the device name:



Click CONFIGURATION then the GENERAL tab to view the functions assigned to each of the buttons.



Click the pull down on each button to change the function assigned to that button.



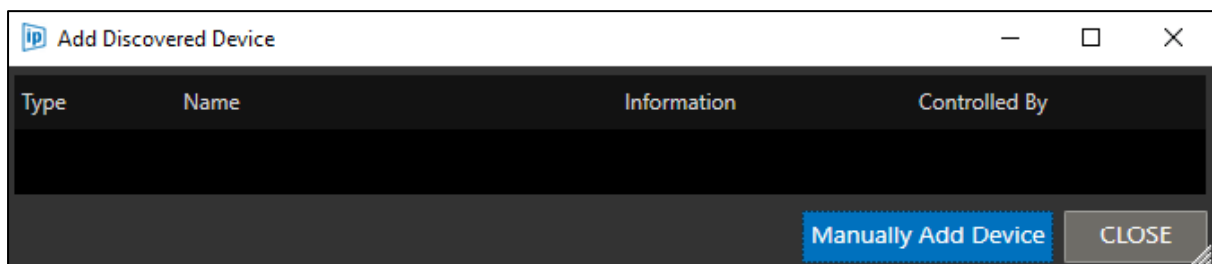
Click the SPEED PROFILE tab to adjust sensitivity, the size of the deadband and the ShuttleXpress maximum speed.

Adding Autocue Multi Button USB Desktop Control (CON-MB/USB) & USB Foot Control (CON-FC/USB/001)

These USB Autocue controllers cannot be added using Auto Discovery method.

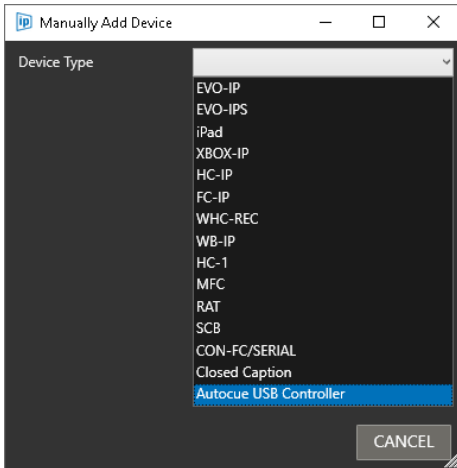
They must be added using the Manually Add method.

In the Devices pane click the + button and select Manually Add Device

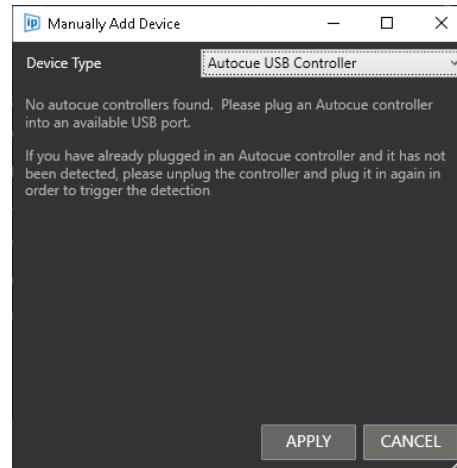


Click the pull down to see list of the devices which can be manually added.

Select Autocue USB Controller

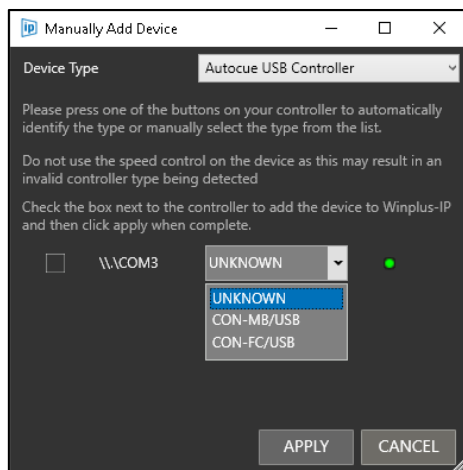
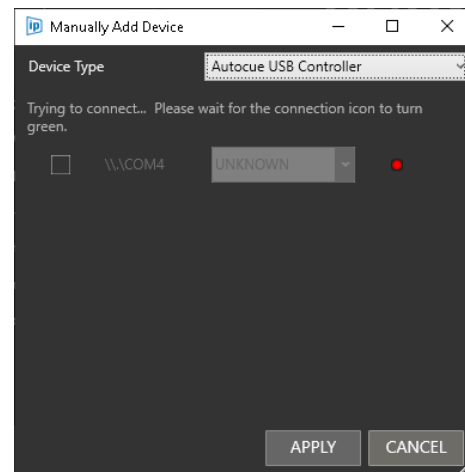


If you have not connected a controller, or the controller is not detected, you may see this message:



When the USB device is being connected the icon will be red.

Once connected it will show green.



The assigned COM port will be displayed.

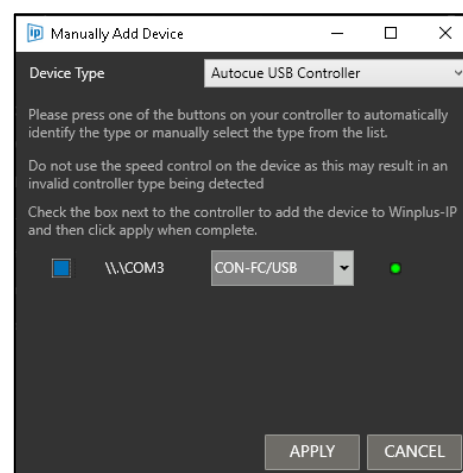
Use the pull down to manually select the controller type.

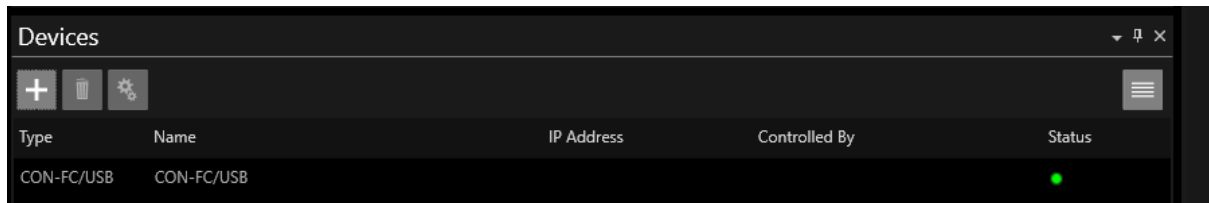
Or, press any button on the controller

to have WP-IP automatically detect the controller type.

In this example, a CON-FC/USB Foot Control is added.

Click the check box to add the device to the Devices pane in WP-IP and then click APPLY.

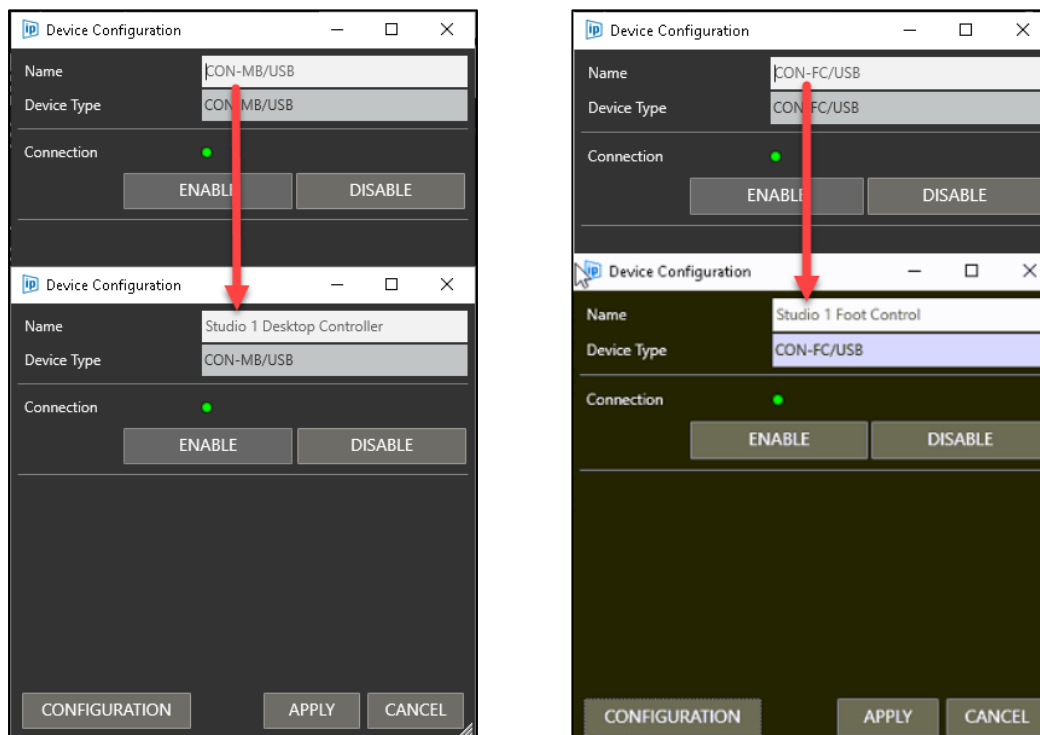




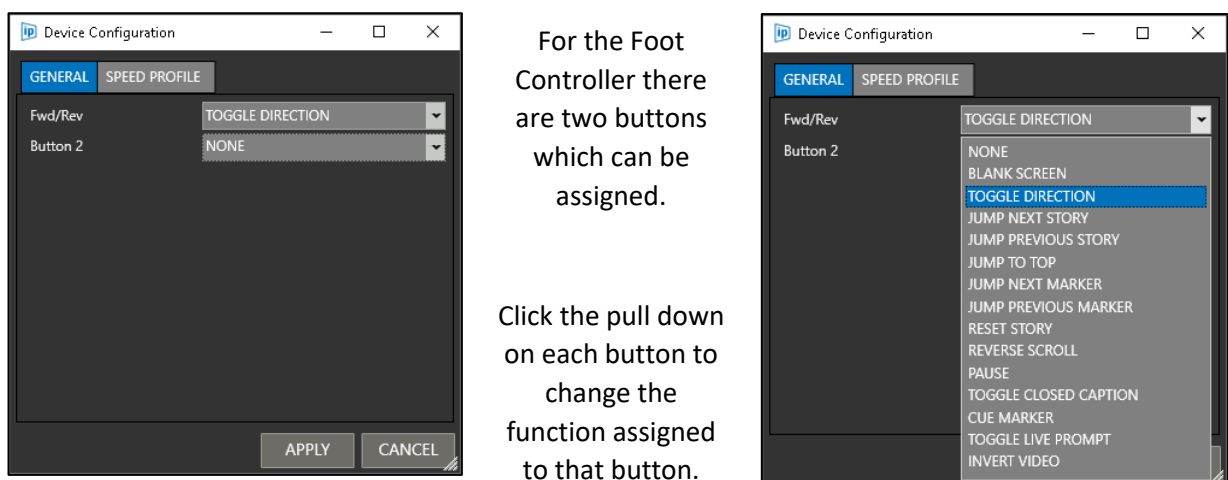
Perform the same steps to add a Multi Button USB Desktop Control (CON-MB/USB).

To edit the settings, select the device then click the Configuration button.

In the main page you can change the device name:

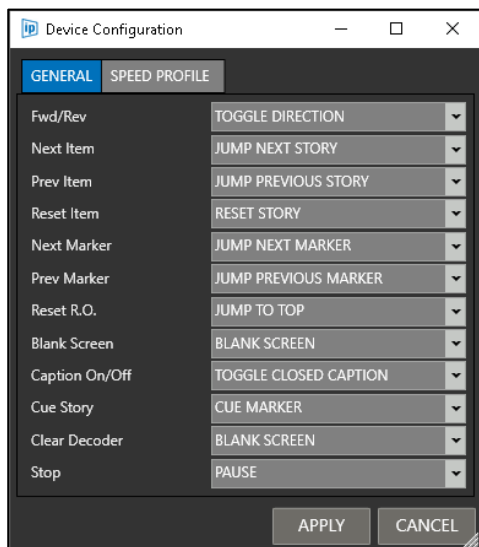


Click CONFIGURATION then the GENERAL tab to view the functions assigned to each of the buttons.



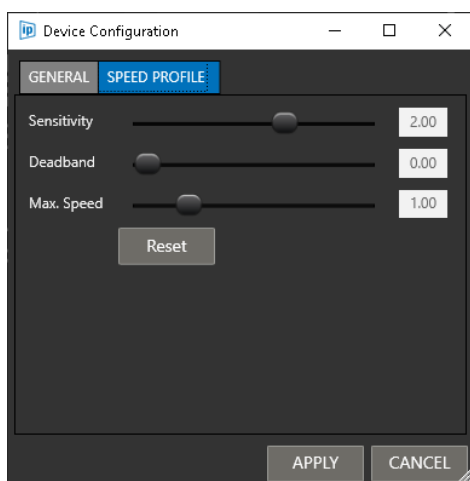
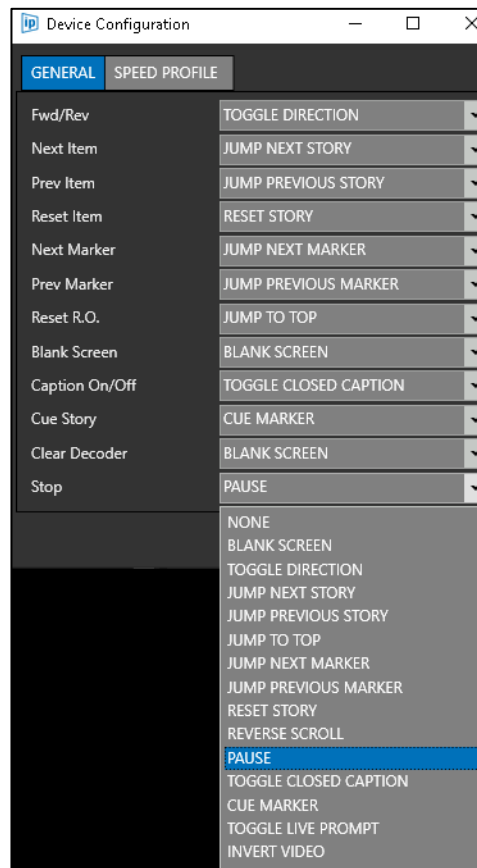
For the Foot Controller there are two buttons which can be assigned.

Click the pull down on each button to change the function assigned to that button.



For the Multi Button Controller there are a number of buttons which can be assigned.

Click the pull down on each button to change the function assigned to that button.



Click the SPEED PROFILE tab to adjust sensitivity, the size of the deadband and the ShuttleXpress maximum speed.

Both Autoscript and Autocue controllers are now added to, and used with WP-IP:

Devices				
Type	Name	IP Address	Controlled By	Status
CON-MB/USB	Studio 1 Desktop Controller			●
CON-FC/USB	Studio 1 Foot Control			●
Shuttle XPress	Studio 1 Controller			●
WC-IP	WC-IP 36-B4-51 (via Studio A Wireless Base Station)			●
WB-IP	Studio A Wireless Base Station	172.18.6.31	Vitec @ DESKTOP-02598FG	●
HC-IP	Desktop Control Studio 1	172.18.6.55	Vitec @ DESKTOP-02598FG	●
HC-IP	HC-IP B6-D6-1F	172.18.6.57	Vitec @ DESKTOP-02598FG	●
FC-IP	Foot Control Presenter 1	172.18.6.245	Vitec @ DESKTOP-02598FG	●
XBOX-IP	XBOX Control Room A	172.18.6.80	Vitec @ DESKTOP-02598FG	●

iDevice Integration and Operation

Overview

This document explains the acquisition, installation, and operation of the WP-I license and iEVO application.

iEVO users can connect and display the prompted script from WP-IP on an iDevice, creating a reliable, portable monitor for operators and talent.

When connected to the same network an iDevice with the iEVO app will show as a device within the WP-IP device manager. Once activated it will receive the prompting data from WP-IP over Wi-Fi or wired Ethernet adaptor, enabling the script to be rendered in the iDevice so that it becomes an additional monitor.

This offers a unique and flexible solution for prompting, controlled like a standard on-camera unit.

Licence & Software Requirements

Autoscript Licence Required

WP-I

Autoscript Supported software

WinPlus-IP

WinPlus-IPN

WinPlus-IPS version 1.3 or higher

Supported Apple devices

iPad Pro

iPad Air

iPad Mini

iPhone

Supported Apple OS

10 or higher

Purchasing a WP-I Licence

To enable the connection between the WP-IP application and your iPad/iPhone you will require a licence. This is sales part:

WP-I

Sales Part Description:

iPad licence, single device

Note: Each incidence of iEVO will require a separate licence.

You can connect multiple iPads/iPhones to the WP-IP application, but each will require a separate iEVO licence. You can share licences amongst iPads.

For example, if you have 3 x iPads and 2 x iPhones and 3 x WP-I licences you can add up to 3 x iDevices to the WP-IP application. These can be any combination of the 5 x iDevices, the licence is not locked to specific iPads or iPhones.

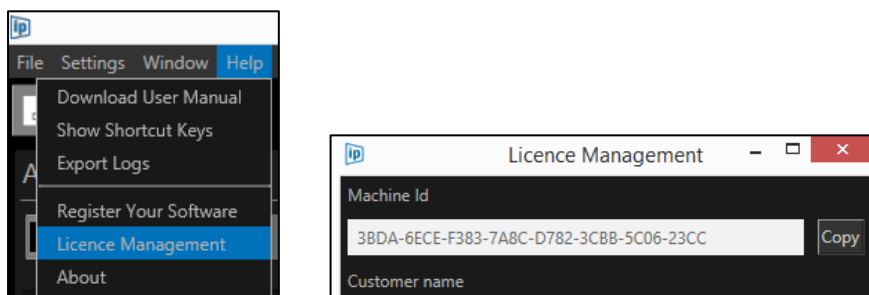
Please contact your local Autoscript sales representative for pricing.

To Activate Your WP-I Licence

Open WinPlus-IP on the operating PC by double clicking on the WinPlus-IP icon on the desktop:



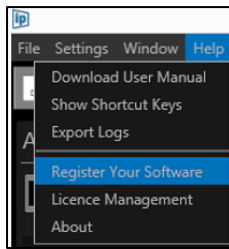
Copy the machine id from the Licence Management window:



Register the machine id and serial id(s) at:

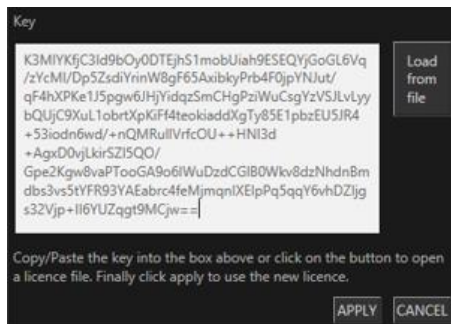
<http://www.autoscript.tv/support/register-product-software/>

You can access that page through WP-IP directly here:



A licence key will be sent to the registered email address.

Copy the licence key into the Key field in the Licence Management window in WinPlus-IP:



Once the licence is accepted WP-IP will display iPad as part of your licence description in the WP-IP header:



You will now be able to add an iPad or iPhone to your list of devices.

Please Note: If you have WP-IP already installed, and then add the WP-I feature, you will receive a licence that includes both products and you will not lose any functionality.

Downloading the iEVO Application

The iEVO application must be downloaded and installed on the appropriate iPad device.

The app can be downloaded for free.

Access the App Store from the iPad you wish to install the iEVO app on.

Search for Autoscript iEVO.



Connection Requirements

iEVO requires a wired or wireless network connection to connect to WP-IP.

When iEVO is installed on the iDevice and opened the app will send out a UDP (User Datagram Protocol) broadcast which will make the iEVO application visible to WP-IP.

In order for WP-IP to be able to detect this UDP broadcast the laptop/PC running WP-IP will typically be on the same network as the iDevice which iEVO is running on.

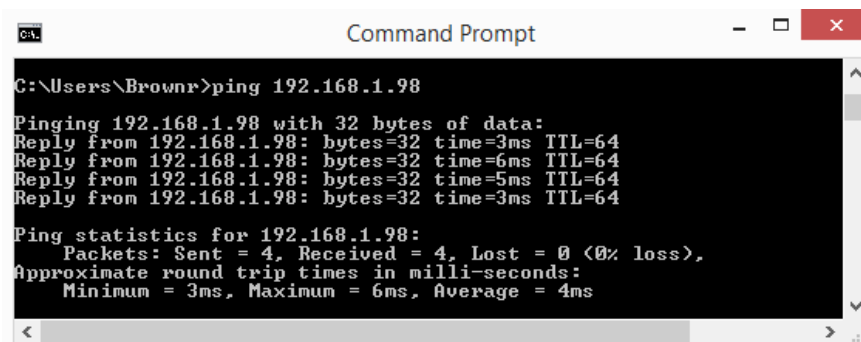
Please Note: UDP broadcasts do not typically transmit through different subnets. However, IT engineers may be able to configure a route between two networks (tunnel/VPN) which enables iEVO to connect to WP-IP. In this case there should be no issues connecting the iDevice to WP-IP even though they are not on the same network.

This will require the device to be entered manually using the VPN IP address. The VPN connection will need to allow traffic on port 5000 for the iEVO application to be able to communicate with WP-IP.

If you have issues connecting to iEVO run a ping test to see if you can access it.

- Launch the Command Prompt
- Type ping (space) IP Address

In this example the device IP is 192.168.1.98



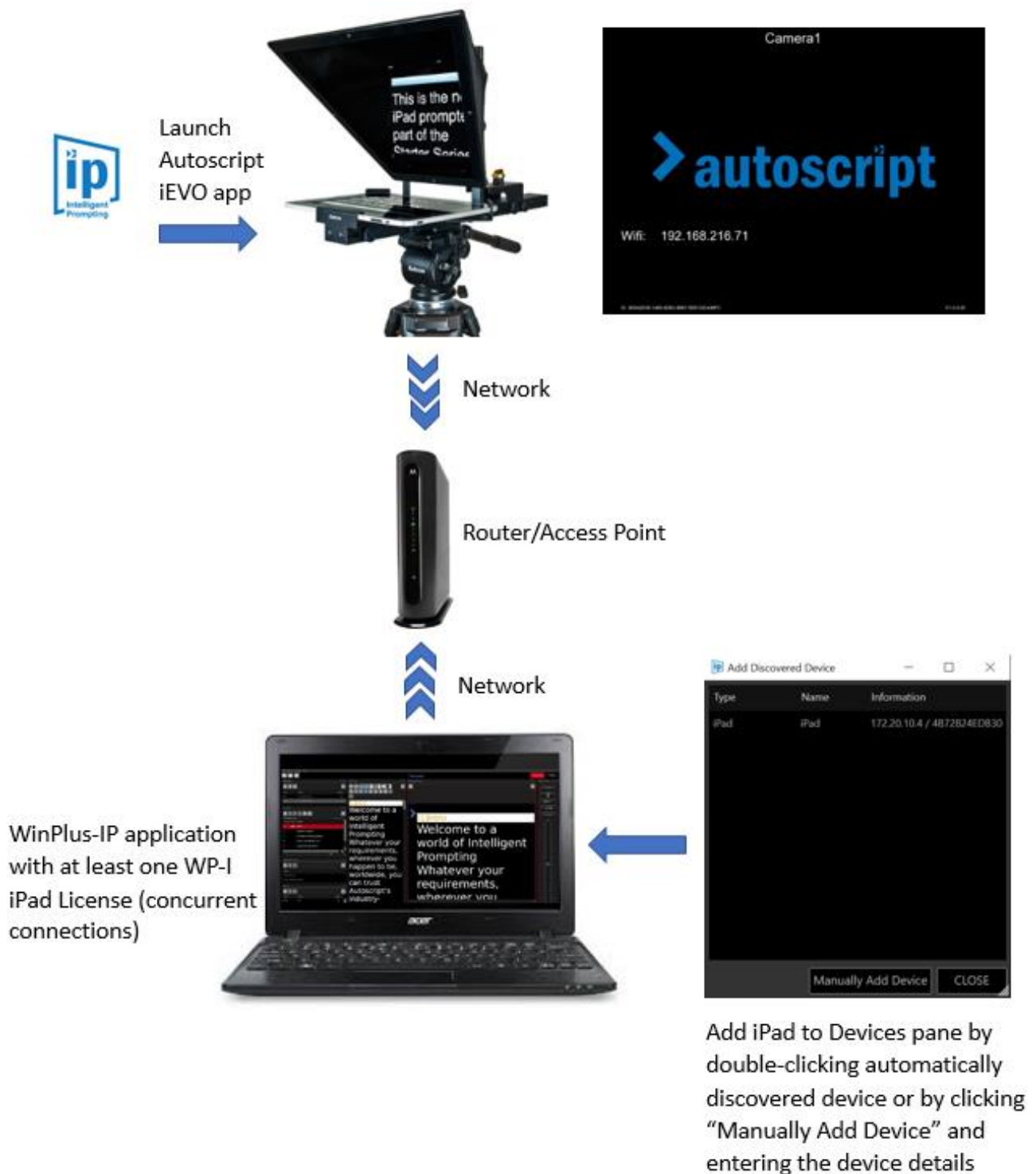
```
C:\Users\Brownr>ping 192.168.1.98

Pinging 192.168.1.98 with 32 bytes of data:
Reply from 192.168.1.98: bytes=32 time=3ms TTL=64
Reply from 192.168.1.98: bytes=32 time=6ms TTL=64
Reply from 192.168.1.98: bytes=32 time=5ms TTL=64
Reply from 192.168.1.98: bytes=32 time=3ms TTL=64

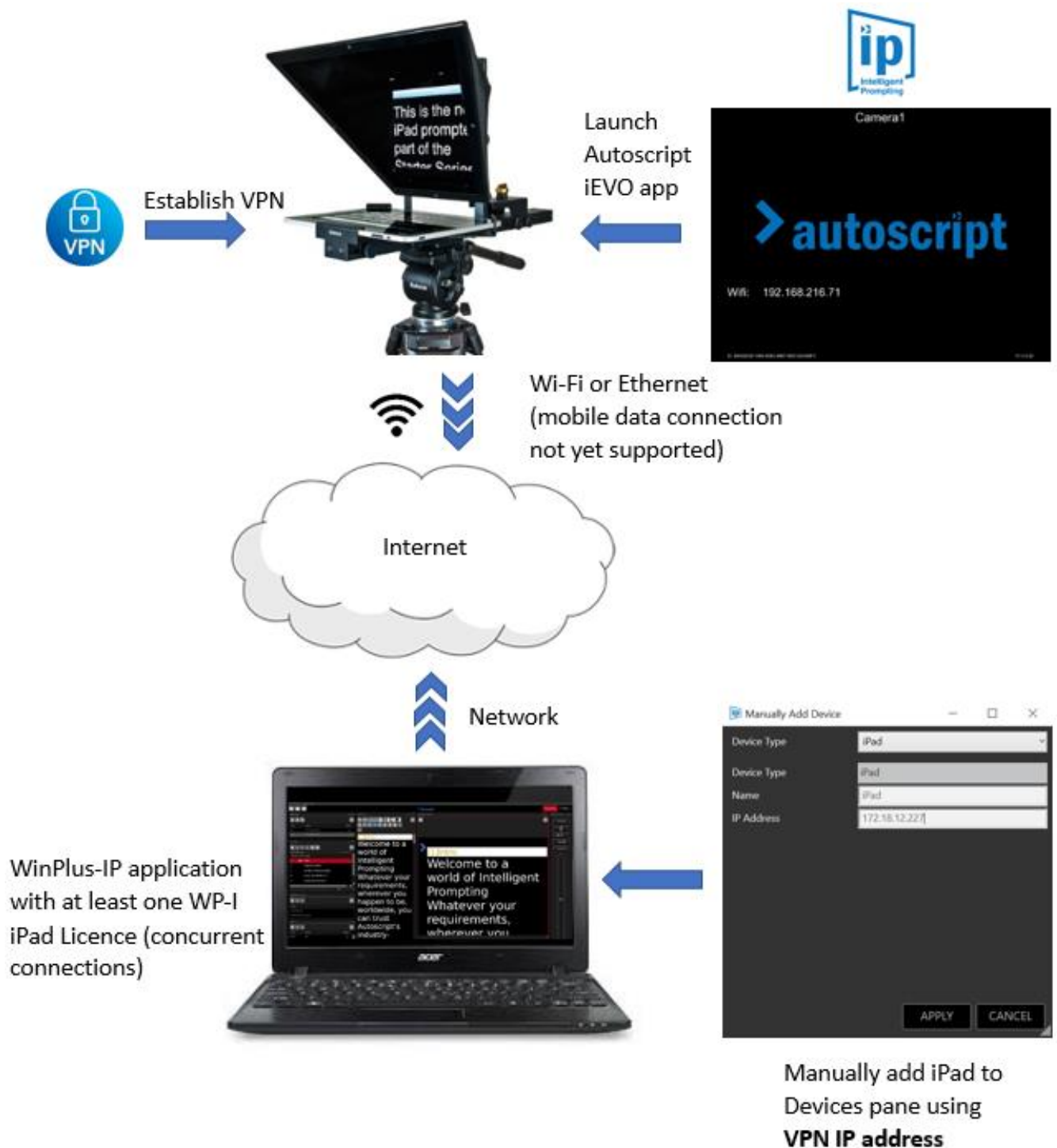
Ping statistics for 192.168.1.98:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 3ms, Maximum = 6ms, Average = 4ms
```

iEVO Network Connection Examples

Local Network iPad/iPhone Connection



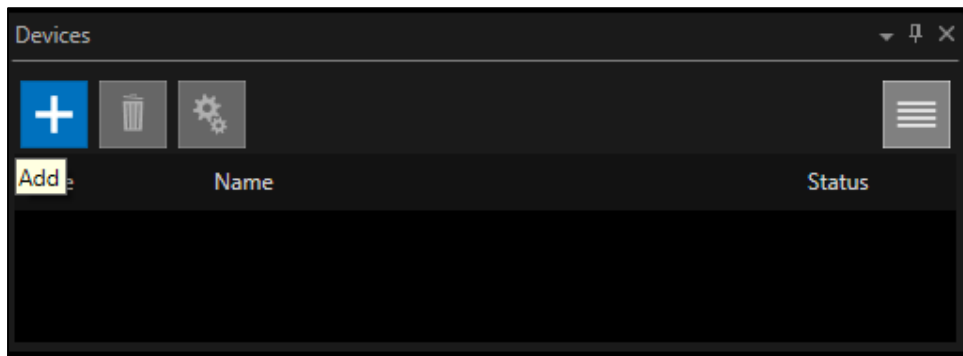
Remote Network iPad/iPhone Connection



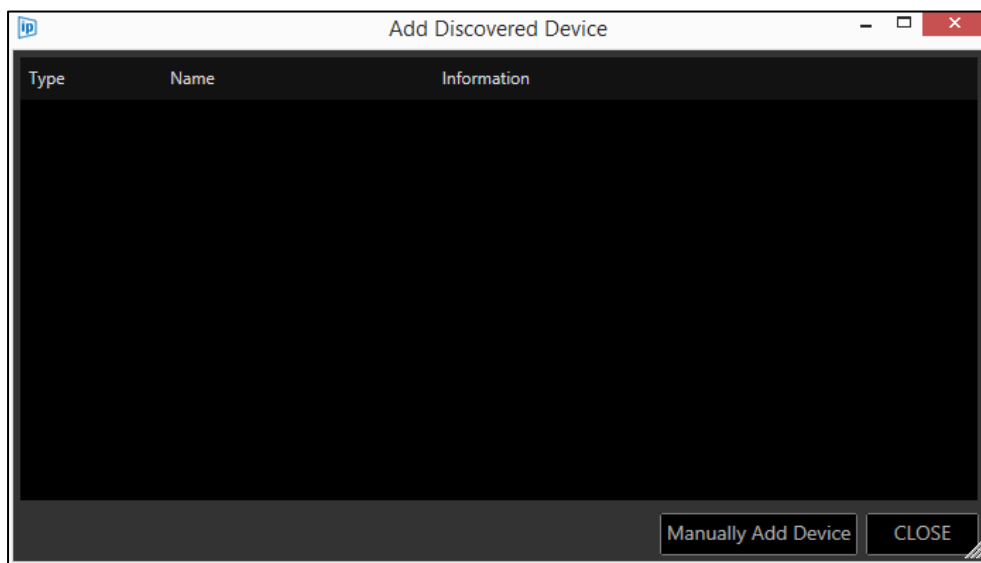
Adding An iDevice To The WP-IP application

Once you have installed the iEVO application on your connected iDevice and have the appropriate licence installed on your WP-IP application you can add the iDevice.

In the devices window click the + icon:



This will launch the Add Discovered Device window:



You now have two options:

Option 1: Add Auto Discovered Device

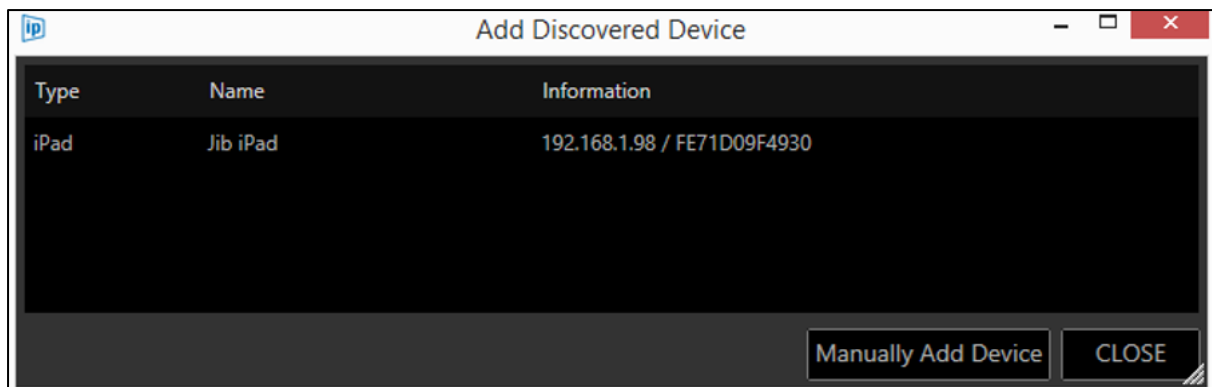
Option 2: Manually Add Device

Adding An Auto Discovered Device

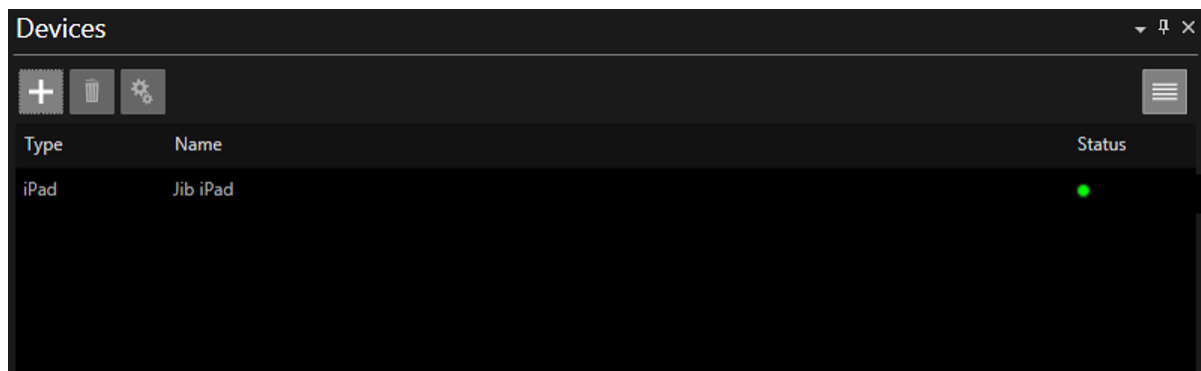
When “Add Discovered Device” is clicked, a list of the available iDevices connected to the network will populate. The window shows the type of device available, its friendly name, its IP address and MAC address.

Please Note: For the iDevice to be discovered iEVO must be running on the iDevice

In the below example WP-IP has auto discovered an iPad on the network with the name Jib iPad:

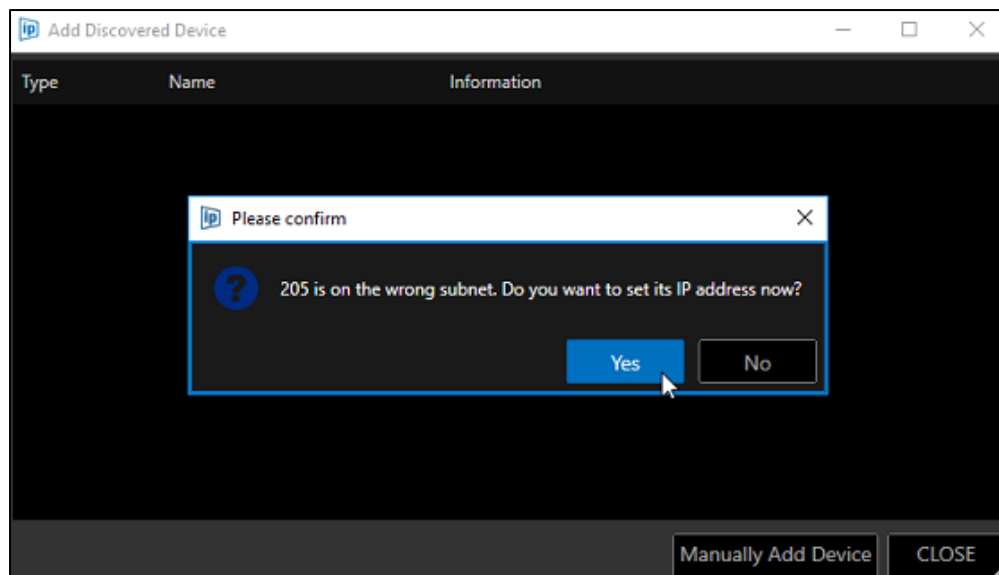


When the device is added to the devices list it will disappear from the Add Discovered Device window and appear in the Devices list:



Any new devices subsequently attached to the network will become visible in the Add Discovered Device window.

If an iDevice is detected and added, but it is on a different subnet, a window will open which alerts the user of this and asks if you want to set the IP address:



Click No to close this window.

WP-IP can not remotely set the Subnet Mask in the iDevice.

Changes to the iDevice Subnet Mask (and IP address) must be done locally on the iDevice network settings.

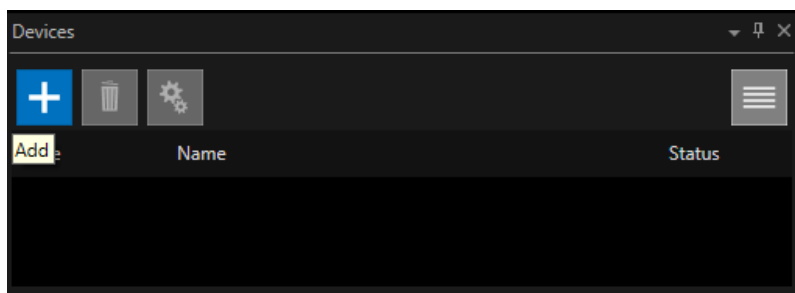
*Please Note: If you do not edit the Subnet Mask to match that of the appropriate network the device will be added to the Devices window but you will **not** be able to use that device.*

Once the Subnet of the iDevice is edited to match that of the network which the laptop/PC running WP-IP is also connected to you will be able to repeat the first steps of Adding An Auto Discovered Device to add your iDevice.

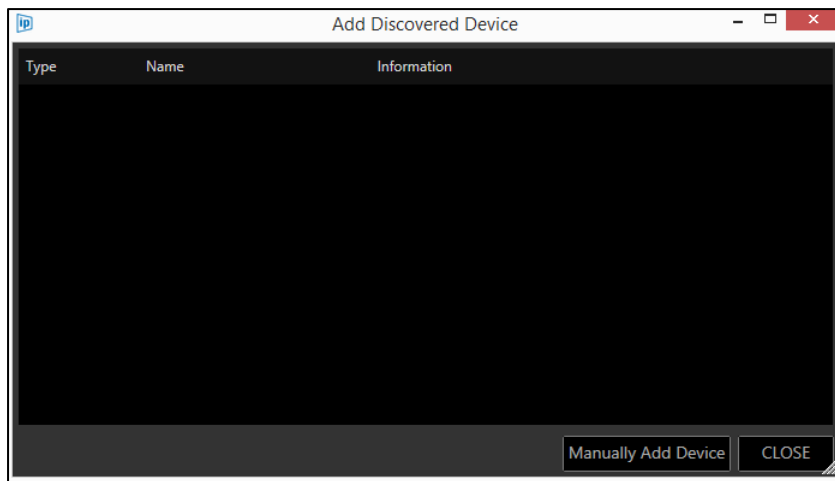
Manually Adding A Device

If a device is connected to the network or VPN but is not visible in the Add Discovered Device window, the user may manually add the device.

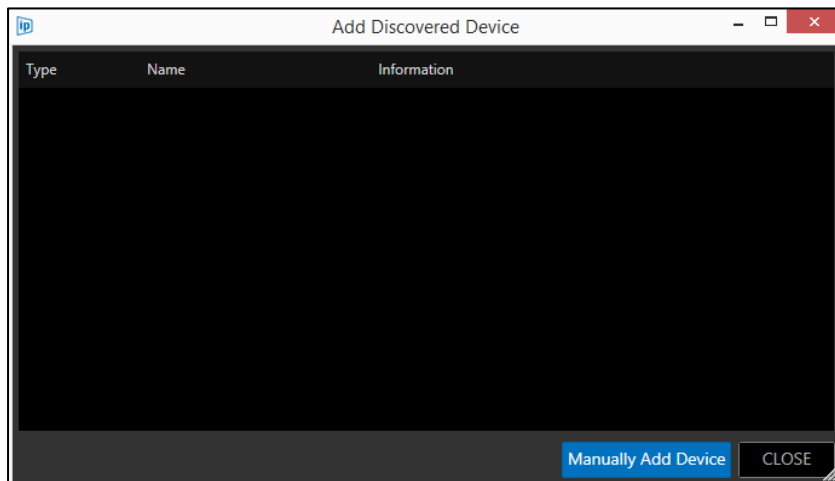
In the devices window click the + icon:



This will launch the Add Discovered Device window:

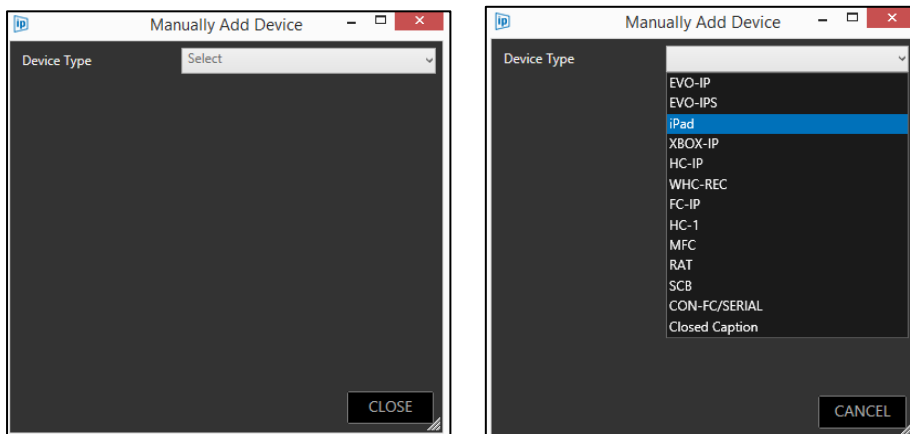


Click "Manually Add Device":

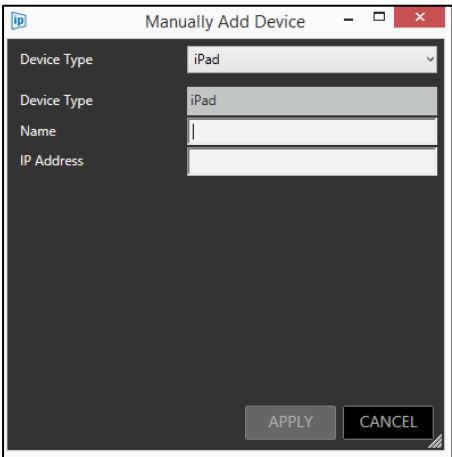


The Manually Add Device window will open.

Click "Select" to view a pull-down of the available device types:



After selecting your iDevice the Manually Add Device window will then give you the opportunity to add a friendly name and the device IP Address:

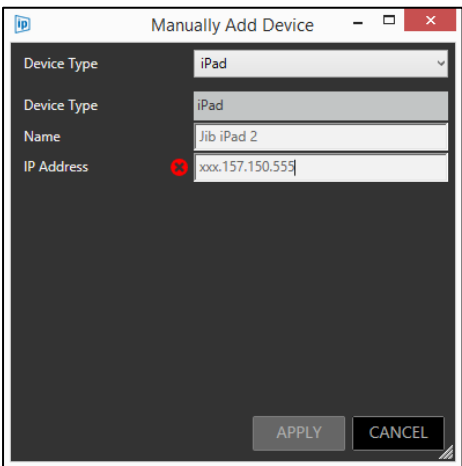


The 'Manually Add Device' window is shown with the following fields:

- Device Type (dropdown menu): iPad
- Device Type (text field): iPad
- Name (text field): |
- IP Address (text field):

Buttons at the bottom: APPLY, CANCEL

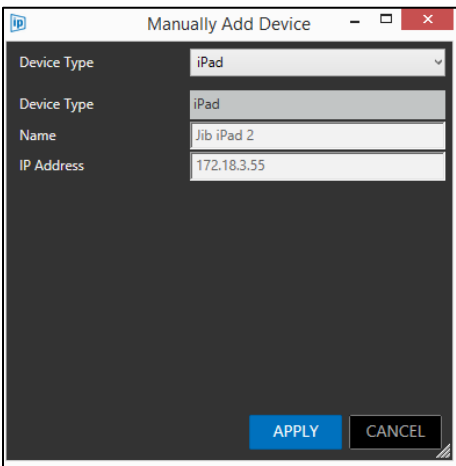
Populate these fields. Any incorrect entries will result in an error icon being displayed next to the field. Click “APPLY”.



The 'Manually Add Device' window is shown with the following fields:

- Device Type (dropdown menu): iPad
- Device Type (text field): iPad
- Name (text field): Jib iPad 2
- IP Address (text field): xxx.157.150.55 (with a red error icon next to it)

Buttons at the bottom: APPLY, CANCEL

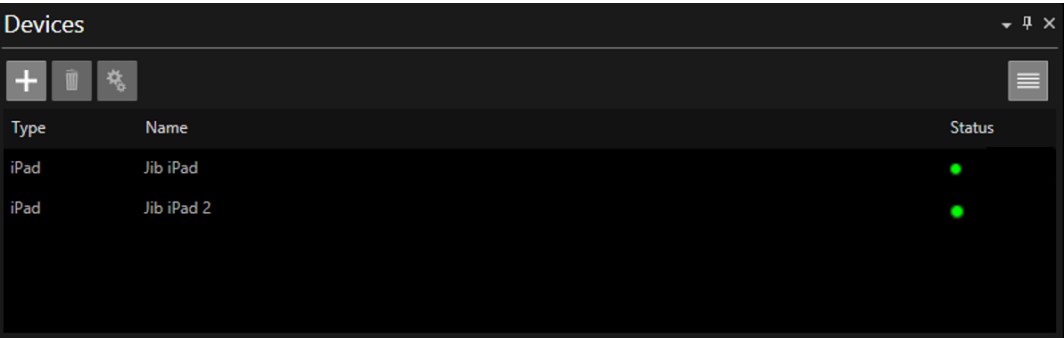


The 'Manually Add Device' window is shown with the following fields:

- Device Type (dropdown menu): iPad
- Device Type (text field): iPad
- Name (text field): Jib iPad 2
- IP Address (text field): 172.18.3.55

Buttons at the bottom: APPLY, CANCEL

The device will now appear in the Devices list:



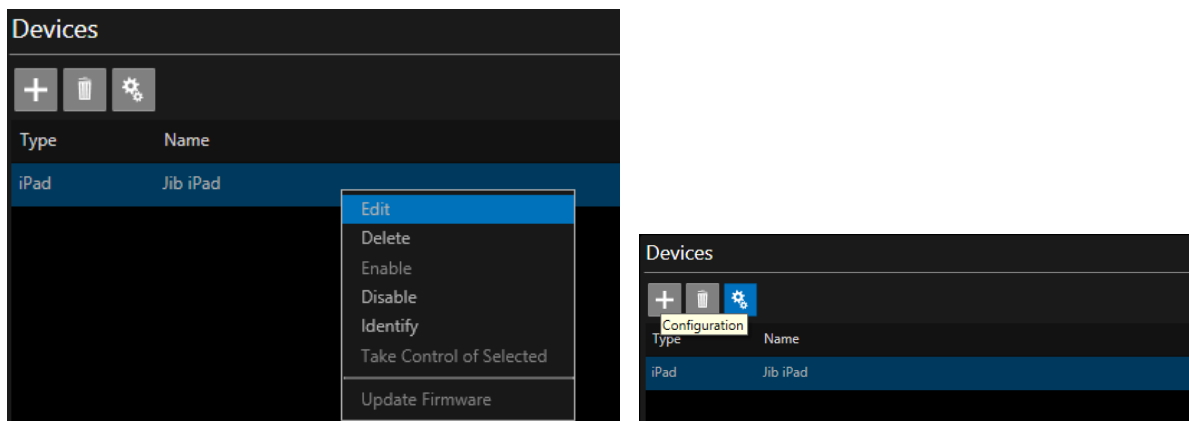
Type	Name	Status
iPad	Jib iPad	●
iPad	Jib iPad 2	●

Configuring an iDevice

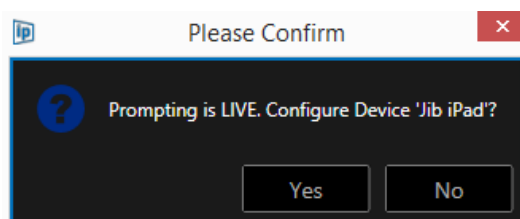
The iPad will display exactly the same image as that of all other on-camera units.

As with the other devices there are configurable options.

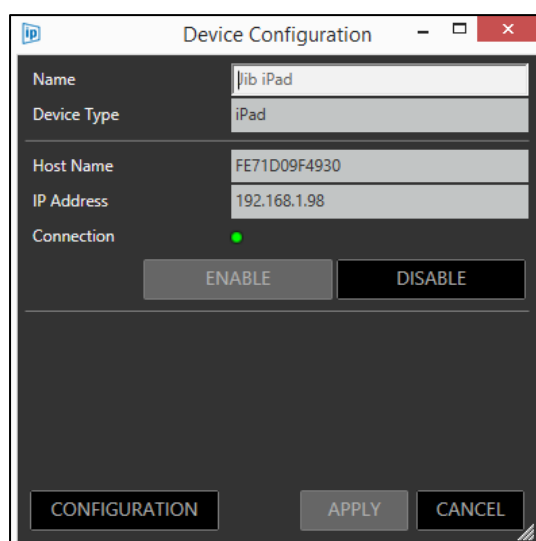
To access these right click on the iDevice and select Edit or click on the Configuration button:



If the prompting is currently Live you will see the message:



If you choose to continue you will see the Configuration window:



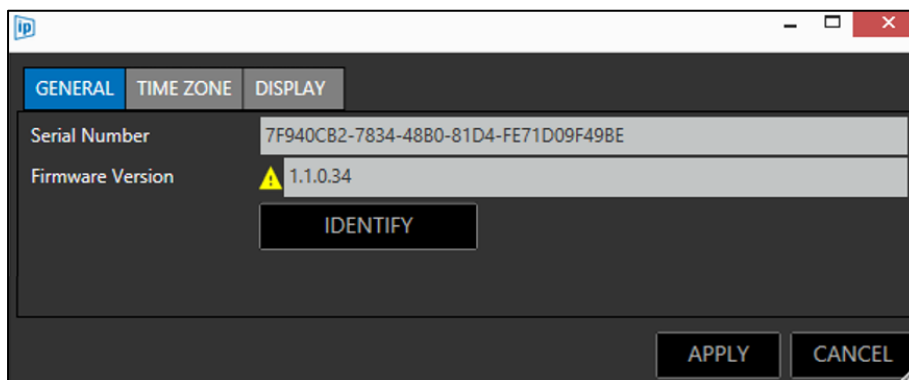
This window shows you device information and connection status. This enables you to disable or enable the iDevice.

Please Note: Enabling or Disabling of the device can also be done by right clicking on the iDevice in the main Devices pane.

Click on configuration to access a menu.

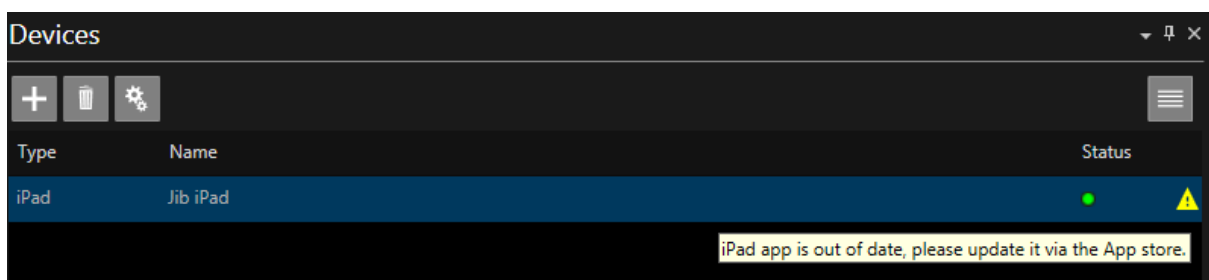
General

Shows the general information for the iPad including the device Serial Number and Firmware version.

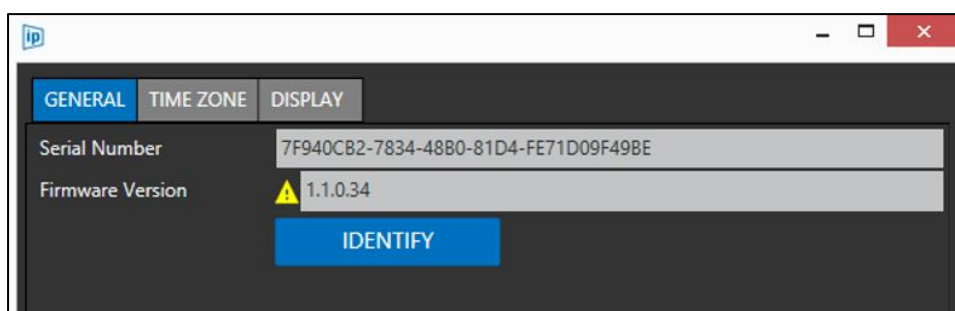


A yellow triangle alerts you that the Firmware is now out of date. This can be updated from the App Store.

Please Note: This will also be shown in the main devices toolbar with a tooltip telling you the iEVO app you have installed needs updating:



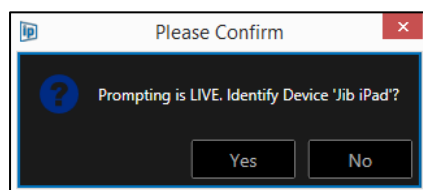
Identify: Click to display the details of the device on the iDevice itself as



The iDevice will show the friendly name, device Serial Number, Firmware version and IP address.



Please Note: If prompting is live, clicking Identify will switch the prompting off on the iDevice and it will display the identification screen. You will be shown this confirmation message before applying Identify:



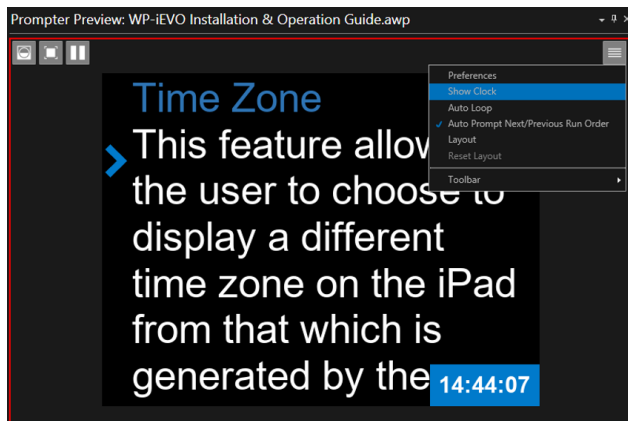
If you click “Yes” the identification screen will be displayed for 3 seconds and then will automatically revert to displaying the prompter text.

Time Zone

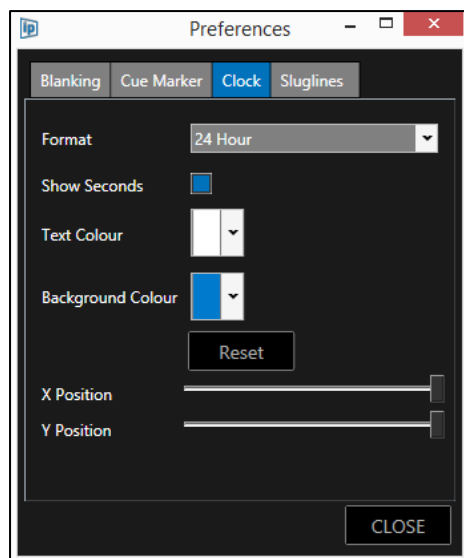
This feature allows the user to choose to display a different time zone on the iDevice from that which is generated by the machine which is running WP-IP.

Please Note: Display of the time on the iDevice is enabled in the WP-IP application.

To show the clock click the burger in the Prompter Preview pane and then click Show Clock:



To configure the clock settings, including colour and position, click the burger/Preferences/Clock



To use the time generated in the WP-IP application the device is attached to, uncheck the box Use Host Time Zone



To use the time set in the location services of the iDevice itself, check the box Use Host Time Zone

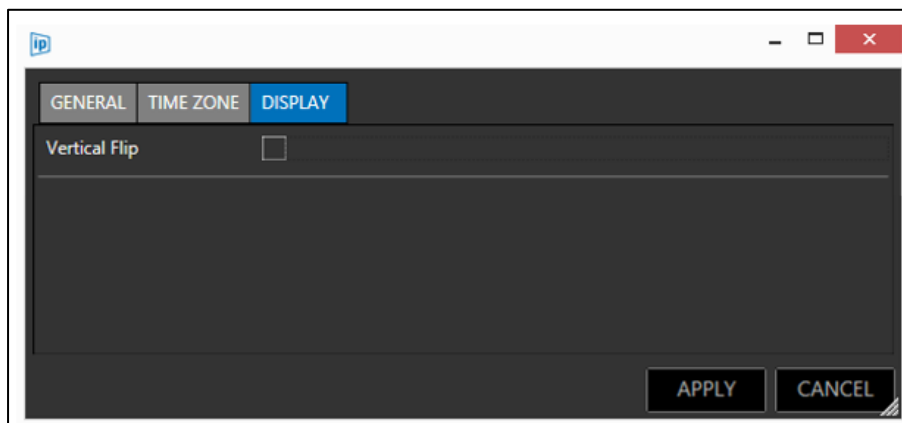
Display

Orientation of the image displayed on the iDevice can be changed in the display tab.

When used in a through-the-lens configuration (with a hood and glass) the text will need to be vertically flipped for the presenter to be able to read the reflected image.

If the iDevice is not used in a through-the-lens configuration (with a hood and glass) the orientation does not need to be vertically flipped. This is known as straight read configuration and means the image is orientated correctly for hand-held or above lens use.

To use the iDevice in a through-the-lens configuration (with a hood and glass) check the box Vertical Flip.



To use the iDevice in straight read configuration, uncheck the box Vertical Flip.

Prompting Control

The loading of script text and speed and direction of the scroll is determined by the operator and controllers which are connected to the WP-IP application.

There is no direct local control of the scrolling text in the iEVO application.

Script commands sent from the WP-IP application to EVO-IP, EPIC-IP and XBOX-IP are also automatically sent to iEVO.

The script is sent as data packets via the network and the image rendering is done within the iEVO application running on the iDevice.

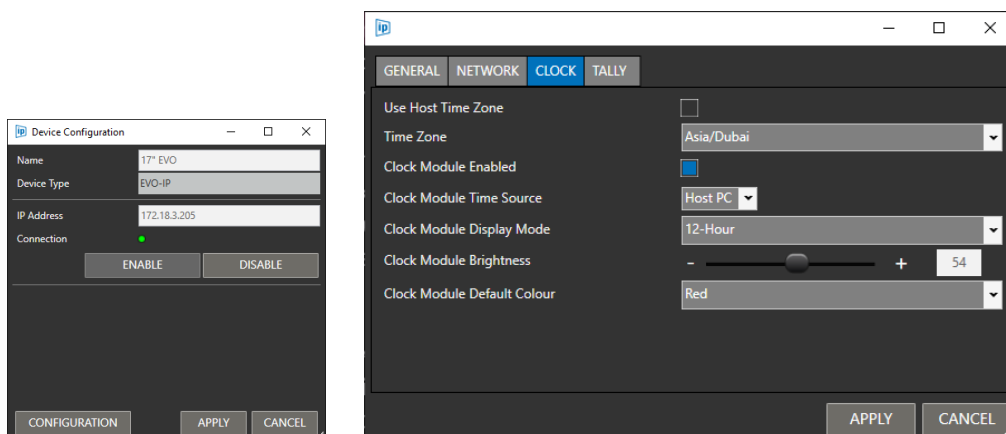
If the network connection is lost between iEVO and WP-IP the script will disappear from the iDevice and the application will display the Identify screen.



When the connection is re-established iEVO will automatically begin prompting again from the latest position the script is set to by the operator.

Configuring the CLOCKPLUS-IP Device

The CLOCKPLUS-IP can be configured through the WinPlus-IP Device pane. Highlight the device the clock is installed in and click the CONFIGURATION button. In the Device Configuration window, click CONFIGURATION/CLOCK tab:



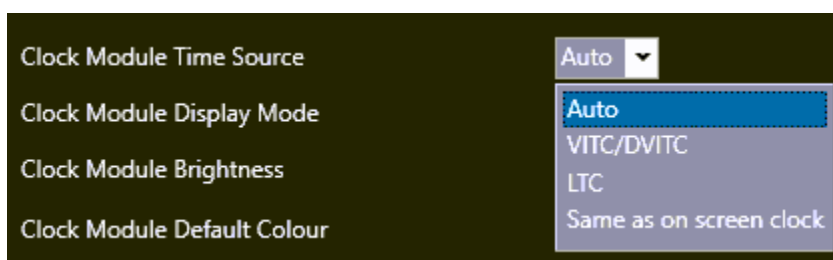
Use Host Time Zone: Uses local PC time. If checked other time zone options will be hidden.

Time Zone: Select using the Time Zone pull down.

Display Time Source: Select HOST PC or NTP to be the source of the clocks timecode data.

Clock Module Enabled: Activates the CLOCKPLUS-IP. If disabled other menu options will be hidden.

Clock Module Time Source: Select the source of the time code from the Time Source pull down.

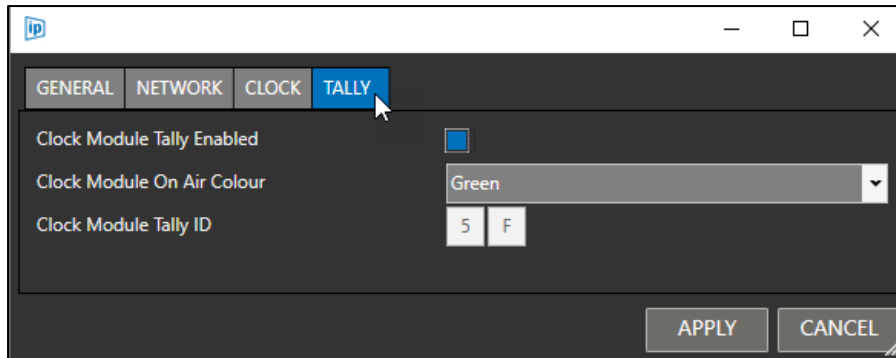


Clock Module Display Mode: Select 12-Hour or 24-Hour display

Clock Module Brightness: Use the slider to adjust the brightness of the clock unit (0-100)

Clock Module Default Colour: Select the colour of the Clock when not on-air (3 colour choices)

To Configure the Tally option for the Clock module, click the TALLY tab:



Clock Module Tally Enabled: If enabled the Clock will tally when triggered. If disabled the Clock will not, the On Air colour option will be hidden and Clock will always show as the colour selected in the CLOCK tab option Clock Module Default Colour.

Clock Module On Air Colour: Select the colour of the Clock when on-air (3 colour choices)

Clock Module Tally ID: Enter the 2 Alpha Numeric digits to be diaplyed in the camera number display

Controller Devices

HC-IP Controller (A9009-0002)

Standard function buttons

Next (page/bookmark/ snapshot)

Previous (page/bookmark/ snapshot)

Top of script.

Programmable function buttons

2 x illuminated function buttons programmed within WinPlus-IP

Colour options: RGB, White standard (User definable)

Status Display

Illuminated multi-colour window shows device network status and operational mode.

Power

3W Max power consumption

Powered over Ethernet (PoE)

Requires 3rd party PoE injector or XBox-IP (not included)

Weight

500g / 1.1 lb

Size

42mm / 1.65" (Height) x 134mm / 5.28" (Width) x 230mm / 9.06" (Length)

Connector

1 x RJ45



FC-IP Controller (A9009-0003)

Standard function button

Change direction

Back to top of run order

Status Display

Illuminated multi-colour window shows device network status and operational mode.

Power

3W Max power consumption

Powered over Ethernet (PoE)

Requires 3rd party PoE injector or XBox-IP (not included)

Weight

610g / 1.3 lb

Size

50mm / 1.9" (Height) x 134mm / 5.28" (Width) x 230mm / 9.06" (Length)

Connector

1 x RJ45



WC-IP Wireless Controller (A9009-0007)

Function Button Operations

Previous Marker, Next Marker, Top of Run Order

2 x Programmable Function Buttons

Assignable in WinPlus-IP

Status Display

Single LED showing power, connection and battery status

Power

Integrated rechargeable battery with USB-C charging port

Weight

70g / 0.15lb

Dimensions

120 x 40 x 20mm / 4.75 x 1.6 x 0.8"



WB-IP: Base station for Wireless Scroll Control (A9009-0008)

Wireless Range

100m / 300Ft (line of sight)

Status Display

Illuminated Wireless Connection / Connection State

Power

RJ45. Powered over Ethernet

Requires 3rd party PoE injector or XBox-IP (not included)

Power Consumption

3W Max.

Weight

150g / 0.3lb

Dimensions

25 x 73 x 116mm / 1 x 2.9 x 4.6"

Connector

1 x RJ45



Configuring the WC-PKG Wireless Controller

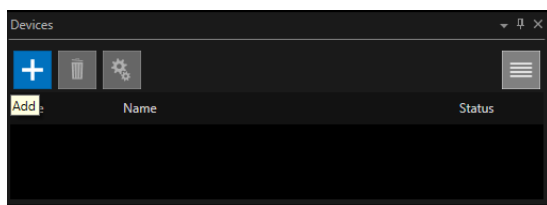
Please Note: the WB-IP (A9009-0008) should be added to the WP-IP system before the WC-IP (A90009-0007).

The WB-IP can be added either by the Auto Discover method (Add Discovered Device) or by manually adding the device (Manually Add Device).

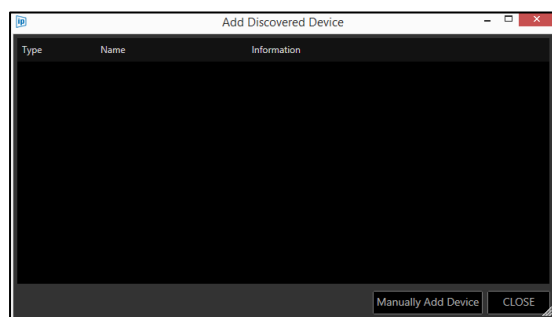
*The WC-IP **must be added** using the Auto Discover method (Add Discovered Device)*

Adding The WB-IP

Power: Connect an ethernet cable to the WB-IP. This must be a powered connection, either from a PoE switch or from a PoE injector. Once connected and powered, in the devices window click the + icon:

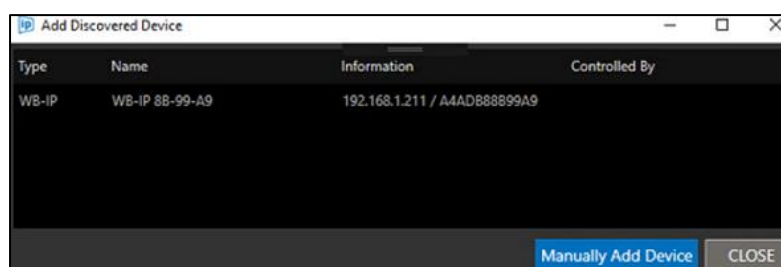


This will launch the Add Discovered Device window:



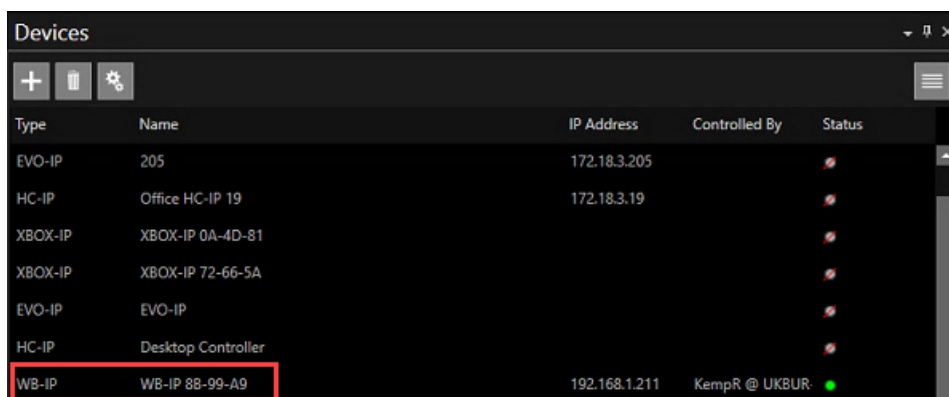
When “Add Discovered Device” is clicked, a list of the available WB-IP connected to the network will populate. The window shows the type of device available, its friendly name, its IP address and MAC address.

The WB-IP is displayed below:



Double click to add the WB-IP.

It will now appear in the Devices list:



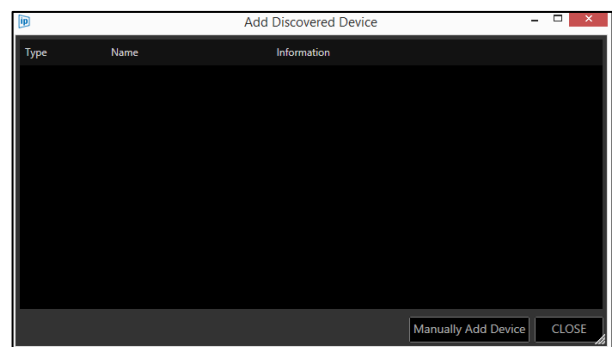
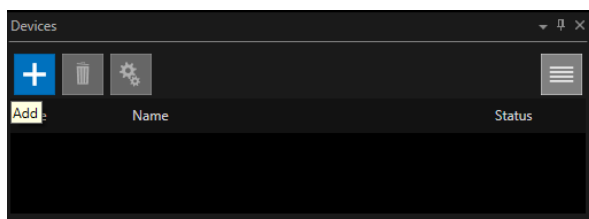
Type	Name	IP Address	Controlled By	Status
EVO-IP	205	172.18.3.205		
HC-IP	Office HC-IP 19	172.18.3.19		
XBOX-IP	XBOX-IP 0A-4D-81			
XBOX-IP	XBOX-IP 72-66-5A			
EVO-IP	EVO-IP			
HC-IP	Desktop Controller			
WB-IP	WB-IP 8B-99-A9	192.168.1.211	KempR @ UKBUR	Green

When connected the Status light will show as Green.

Once the base station is connected switch on the Wireless Controller (WC-IP)

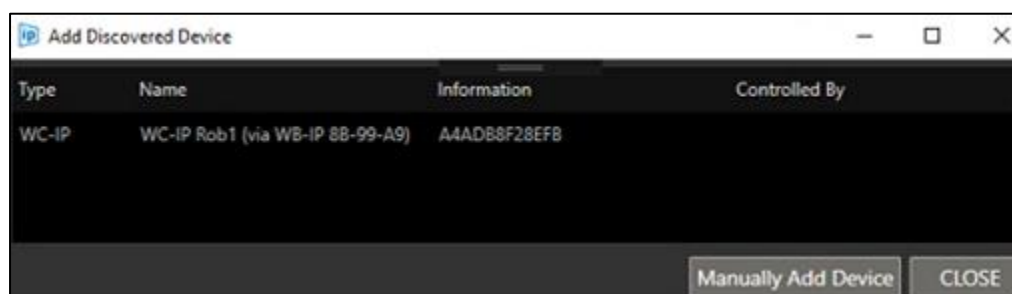
Adding The WC-IP

In the devices window click the + icon. This will launch the Add Discovered Device window:



When “Add Discovered Device” is clicked, a list of the available WC-IP connected to the network will populate. The window shows the type of device available, its friendly name and its MAC address.

The WC-IP is displayed below:



Type	Name	Information	Controlled By
WC-IP	WC-IP Rob1 (via WB-IP 8B-99-A9)	A4ADB8F28EF8	

Double click to add.

The WC-IP will now appear in the Devices pane.

Pairing the WC-IP to the WB-IP

The WC-IP will be automatically linked to an available WB-IP.

The devices pane will show which WB-IP Basestation it is connected to.

In the below example the WC-IP is named “WC-IP Rob1”



Type	Name	IP Address	Controlled By	Status
WB-IP	WB-IP 88-99-A9	192.168.1.211	KempR @ UKBUR	●
WC-IP	WC-IP Rob1 (via WB-IP 88-99-A9)			● 🔋

The devices pane shows “WC-IP Rob1” is connected to WinPlus-IP via Basestation WB-IP 88-99-A9.

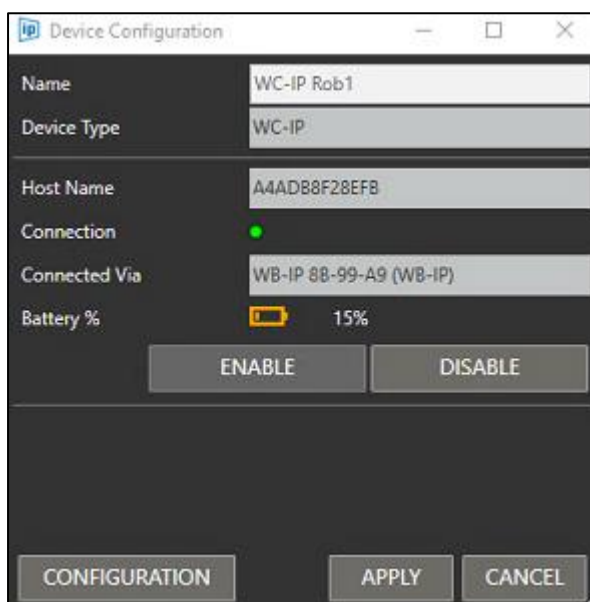
In the WC-IP name column it displays the name of the WP-IP “WC-IP Rob1”, and then the WB-IP it is using to connect to the WinPlus-IP application by showing the name in brackets (via WB-IP 88-99-A9)




WC-IP	WC-IP Rob1 (via WB-IP 88-99-A9)	● 🔋
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The device menu is the same as with the other controllers except there is more information.

It shows the battery level both graphically and by %, the connection state, and the Basestation it is connected to:



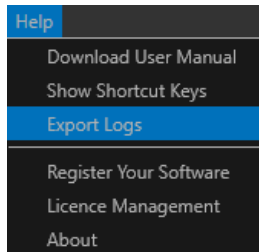
Name	WC-IP Rob1
Device Type	WC-IP
Host Name	A4ADB8F28EF8
Connection	●
Connected Via	WB-IP 88-99-A9 (WB-IP)
Battery %	 15%
<input type="button" value="ENABLE"/> <input type="button" value="DISABLE"/>	
<input type="button" value="CONFIGURATION"/> <input type="button" value="APPLY"/> <input type="button" value="CANCEL"/>	

Troubleshooting

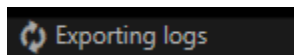
Export Logs

This will export all logs for troubleshooting and reference purposes.

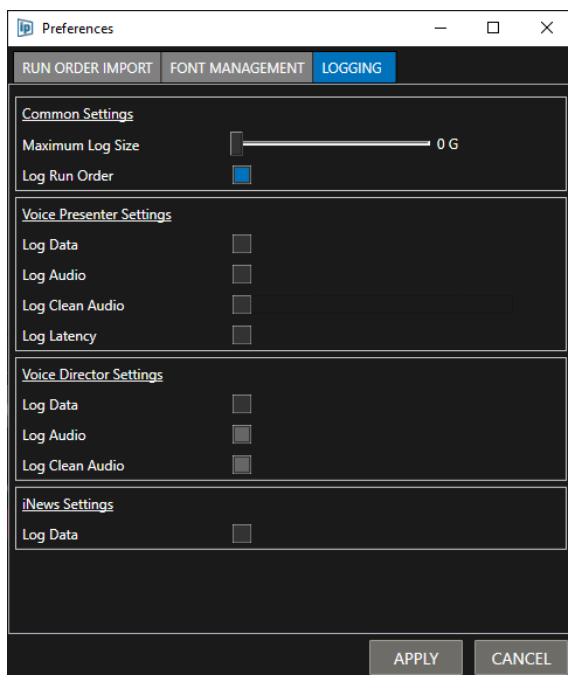
Click Help/Export Logs



You can select the location you would like to save these log files. While exporting you will see a notification in the toolbar:



When the export is completed a confirmation window will display when the files have been saved in the location specified. Additional logging options are available. In the main toolbar click Settings/Preferences/Logging.



Common Settings:

Maximum Log Size: Select the size of the logs you would like to create using the slider

Log Run Order: Every change in the run order will be saved as a separate .awp file.

When Voice or Director are licenced features you can also select to log these items.

iNews Settings: Logs extra lines of raw FTP/iNews attempted actions in the normal log files.

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Service Agreements

To ensure on-going performance of your Autoscript products, we can provide a suite of aftersales services for a fixed price that will provide everything you need. This can include maintenance visits to your site by an engineer, dedicated spare parts to keep you moving, Operator training and fast and efficient technical helplines.

Our solutions are very flexible and can be tailored to your specific requirements.

Notes

[illegible]