Cinegy Studio 26.2 Manual

© Cinegy GmbH

Built 18.11.2026

Table of Contents

User Manual . . . 2
1 Installation . . . 2
2 Introduction . . . 4
2.1 Operating Modes Overview . . . 4
3 Configuration . . . 6
3.1 General Settings . . . 6
General . . . 6
Cinegy Archive . . . 7
MOS NCS . . . 8
Log and Backup Settings . . . 9
3.2 Devices Settings . . . 9
Video Playout . . . 10
Graphics . . . 11
Prompter . . . 11
MOS Device . . . 12
3.3 Item Player Settings . . . 12
Item Player . . . 12
4 Operating Modes . . . 17
4.1 Standalone Mode . . . 17
Creating or Opening a Rundown . . . 17
4.2 Cinegy Archive Mode . . . 21
4.3 MOS NCS Mode . . . 23
5 Layout Management . . . 24
5.1 Layout Components . . . 26
5.2 Saving the Layout . . . 26
6 Preferences . . . 28
7 Rundown Concept . . . 30
7.1 Overview . . . 30
Structure . . . 30
7.2 Display Modes . . . 31
Rundown Only . . . 32
Horizontal Timeline . . . 32
Media Pool . . . 34
7.3 Device View . . . 34
7.4 Playlist Table Customization . . . 35
Column Overview . . . 35
Adjusting the Table View . . . 36
8 Handling Items . . . 39
8.1 Playlist Items . . . 39
MCRitem . . . 39
Live Item . . . 40
Dummy Item . . . 42
Note Item . . . 43

8.2 Programming Items . . . 43
Triggers . . . 44
Loop . . . 44
8.3 Viewing and Editing Items . . . 45
Video Items Preview . . . 45
Editing Playlist Items . . . 49
8.4 Media Offline . . . 51
9 Integrated Browser . . . 53
9.1 Cinegy Browser . . . 53
9.2 Cinegy Search . . . 55
Advanced Search . . . 56
Search Request Syntax . . . 58
Search Results . . . 59
9.3 File Browser . . . 60
9.4 View . . . 60
10 Playout . . . 62
10.1 Operating . . . 62
Assigning Playback Device . . . 62
Cue Selection . . . 63
Broadcasting Items . . . 63
Status Indication . . . 71
On-Air Mode . . . 72
Database . . . 73
10.2 Controlling Time . . . 74
In Playlist . . . 74
On Video Device Monitors . . . 74
On Clocks Panel . . . 75
Clocks Panel . . . 75
Duration . . . 76
Time to Start . . . 76
10.3 Playlist Coloring and Statuses . . . 77
10.4 Proxying . . . 78
Proxy Status Coloring . . . 78
Drop Proxy . . . 78
10.5 Audio Control . . . 79
Audio for Video . . . 79
Audio Bar Graphs . . . 80
11 GPI Control . . . 81
12 Cinegy Capture Control . . . 83
13 Search . . . 85
14 Shortcuts . . . 86
14.1 Cinegy Prompter . . . 89
Operating in "Play" Mode 89
Operating in "Pause" Mode 89

The Cinegy Studio product is part of the Cinegy Air package which forms a fully integrated end-to-end news production and real-time playout system. Cinegy Playout sends the content prepared in the playout control application on air.



User Manual

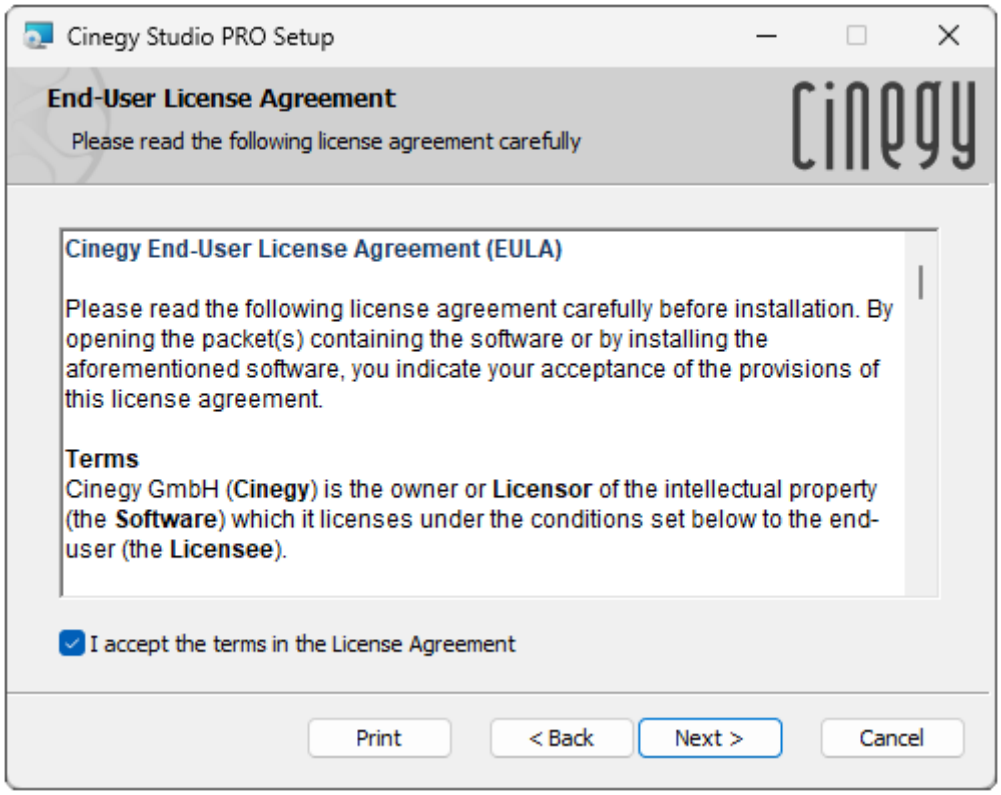
Chapter 1 Installation

Cinegy Studio is part of the Cinegy Air package. To start its installation, run the Setup.exe file from the Cinegy Studio directory of your Cinegy Air installation package. The setup wizard will be started:

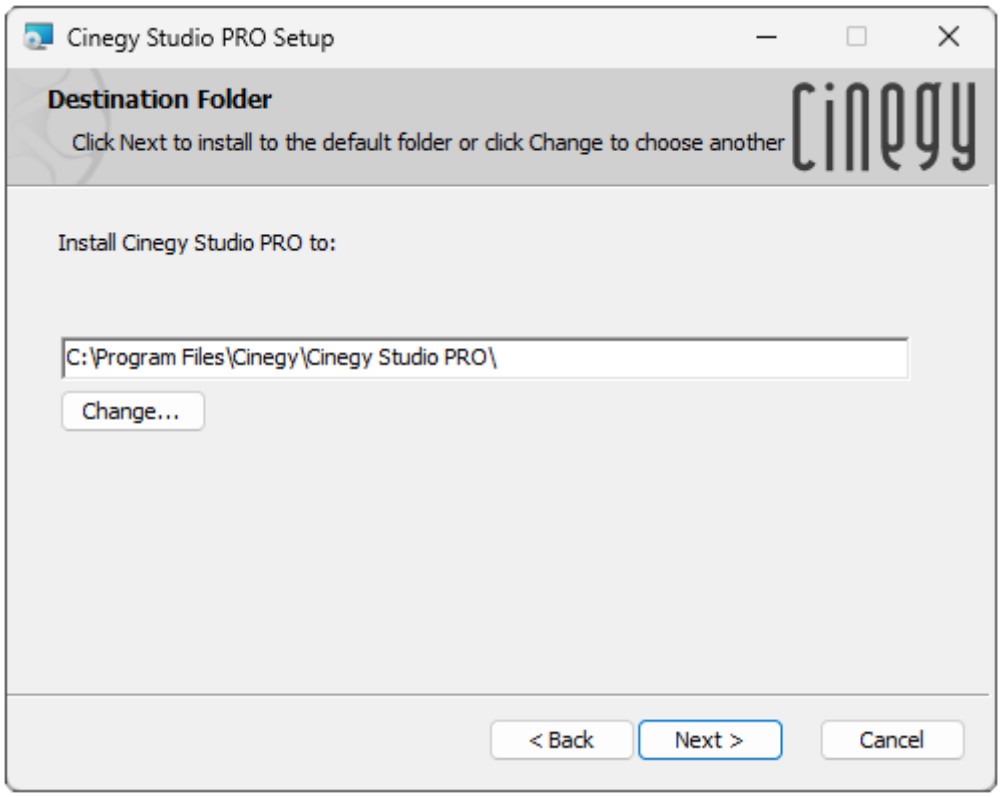


Press "Next" to proceed with the installation or "Cancel" to abort and exit the setup wizard.

Read and accept the license agreement.



Press "Next" to proceed. The following dialog appears:



Press the "Change" button to change the installation folder for Cinegy Studio, if needed.

Press "Next".

Press the "Install" button in the next dialog to begin the installation. The progress bar will show the progress of the installation process.

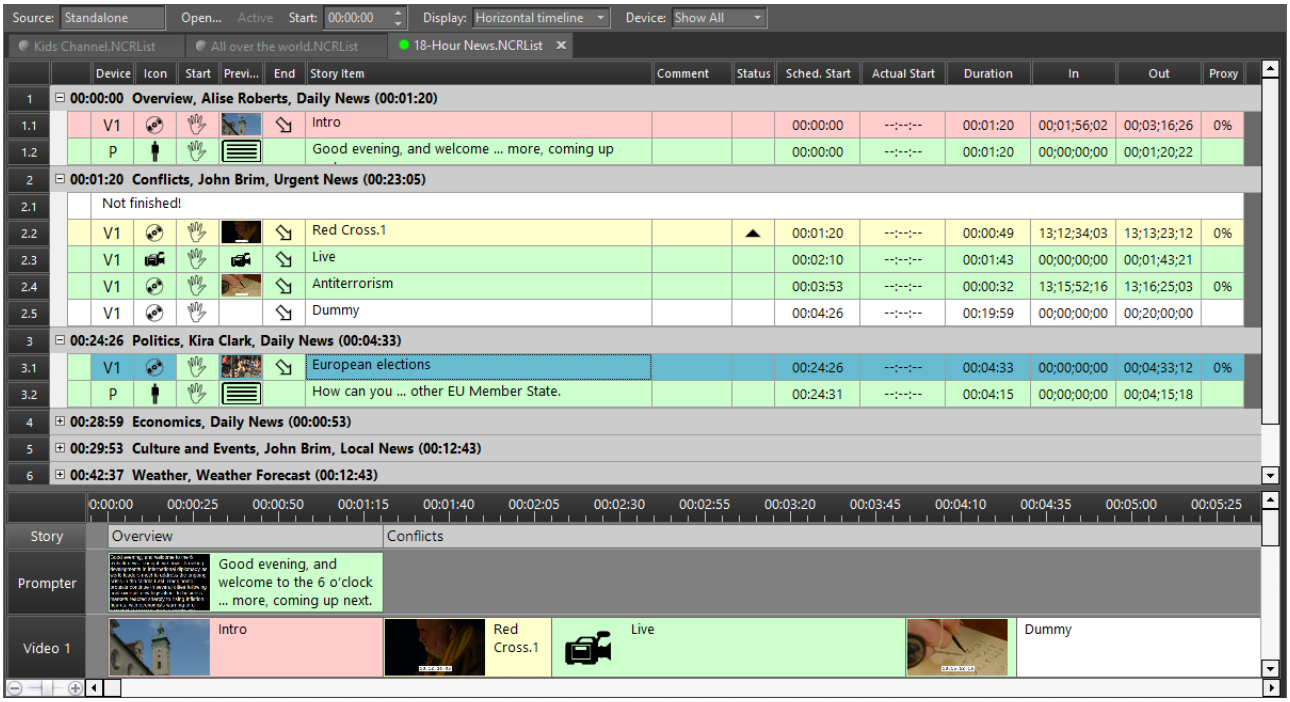
To complete the installation, press "Finish". The Cinegy Studio application will be installed on your machine.

Chapter 2 Introduction

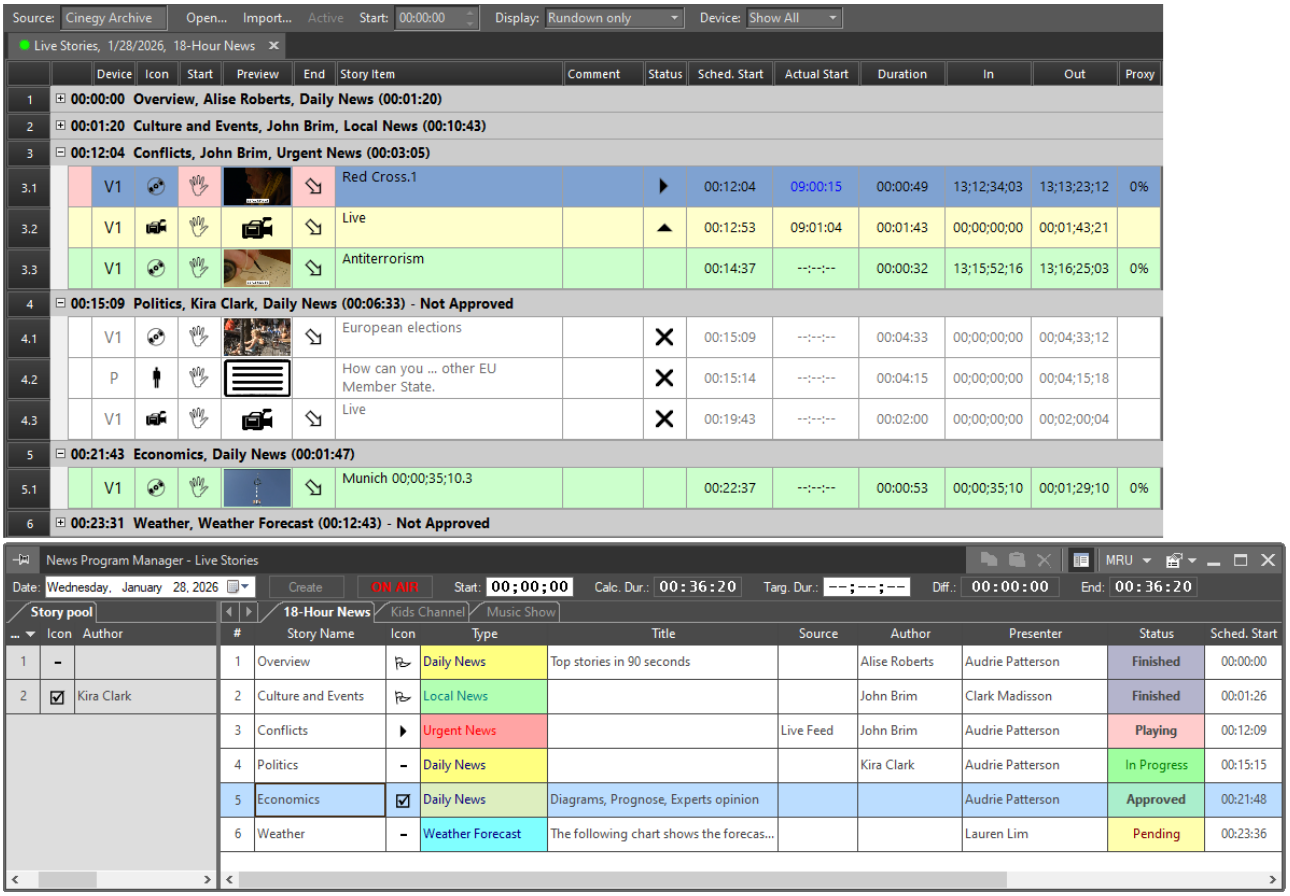
2.1 Operating Modes Overview

Cinegy Studio can operate in one of the following modes, which are configured via the Cinegy Studio Configurator:

- **Standalone** – free-standing mode which uses NCRLists as Rundowns. Rundowns can be composed directly in the Cinegy Studio application.



- **Cinegy Archive** – MAM-integrated mode which allows you to use previously prepared Rundowns from the Cinegy Archive database or NCRLists without editing them.

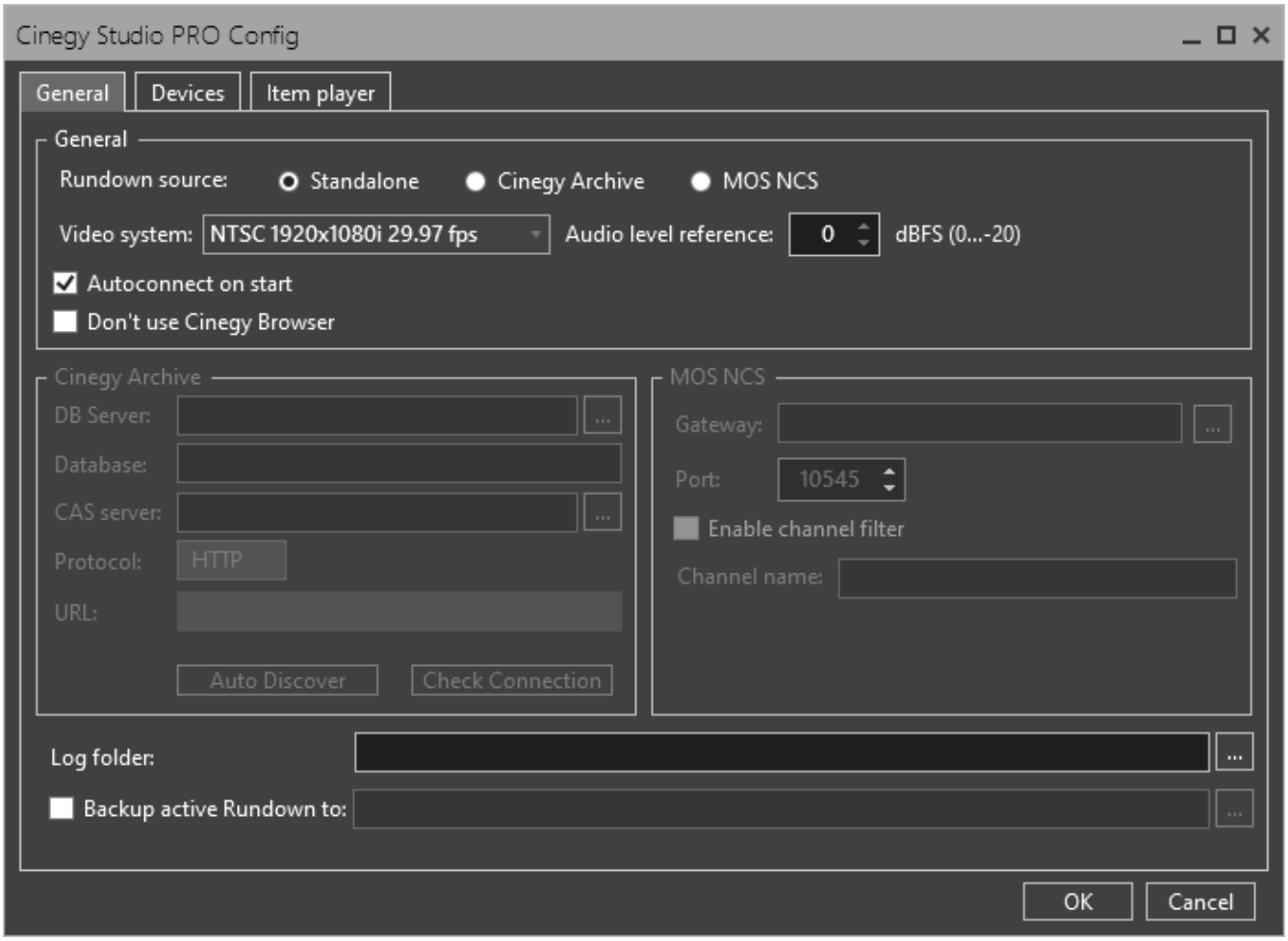


- **MOS NCS** – mode which allows integration with third-party MOS-based newsroom control systems.

Chapter 3 Configuration

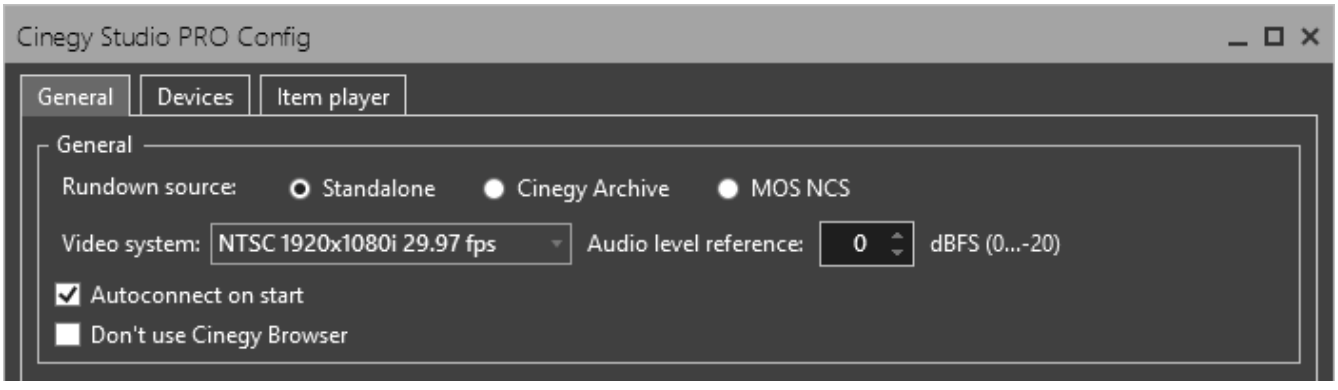
3.1 General Settings

The "General" tab settings are divided into groups of parameters relevant for the corresponding Cinegy Studio operating mode.

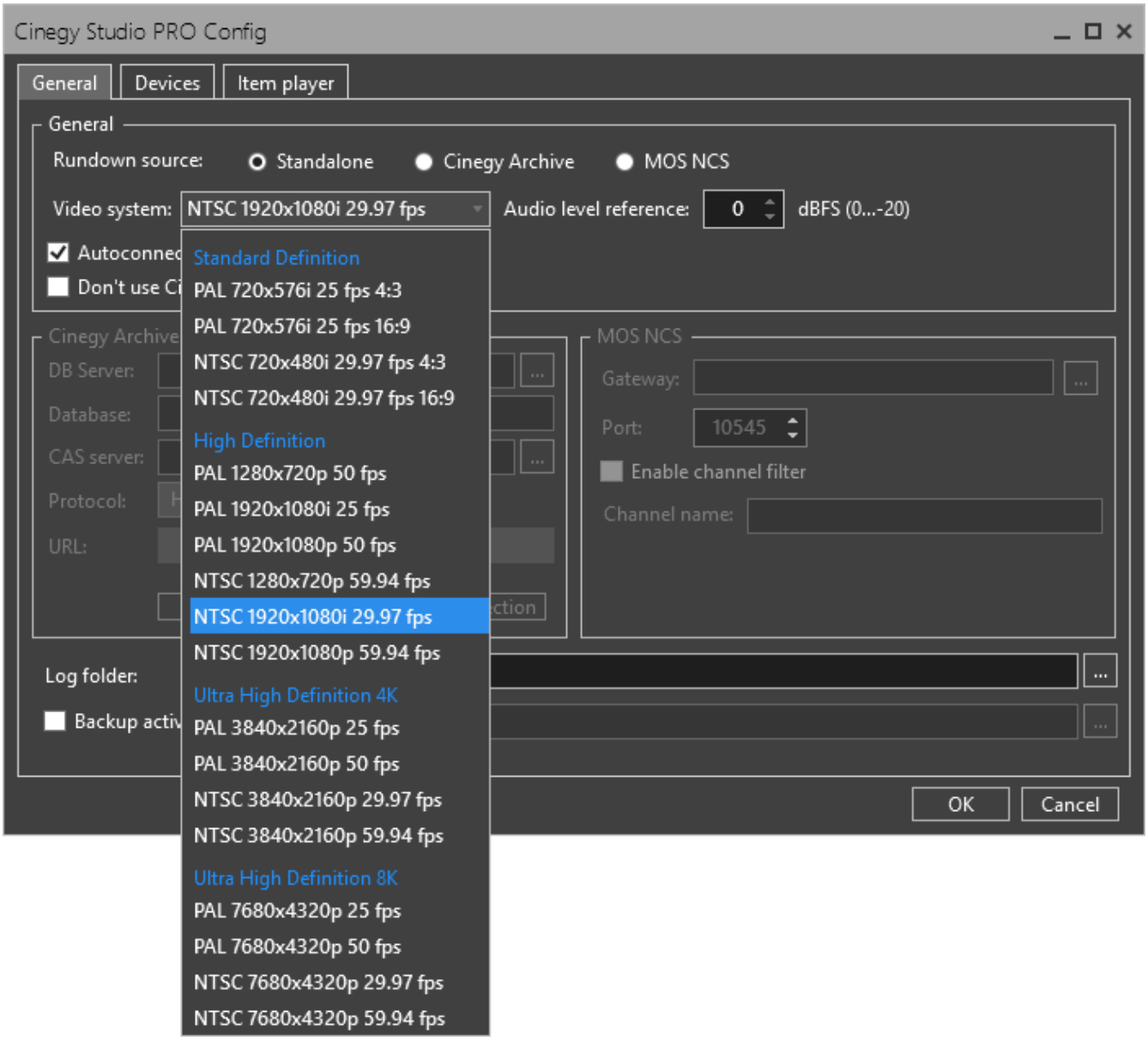


General

The parameters required for all modes are configured in the "General" settings section:



From the "Video System" drop-down list, you can select the TV system to be used for broadcasting:



In the "Audio Level Reference" field, you can specify the reference value for the audio level in dBFS.

The "Autoconnect on start" checkbox enables the automatic connection of all configured devices visible in the layout when Cinegy Studio is launched.

> When the "Autoconnect on start" option is not selected, the devices should be connected manually. To learn how to set up the manual connection, refer to the **Operating** article.

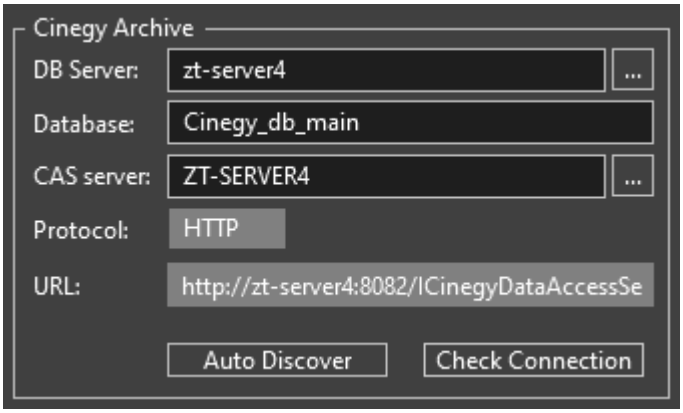
Select the "Don't use Cinegy Browser" option if it is not required to use the built-in Cinegy Browser for browsing through the Cinegy Archive database.

Cinegy Archive

Select the Cinegy Archive Rundown source to enable MAM-integrated mode.

> The Cinegy Archive Service installation is required for Cinegy Studio to work in Cinegy Archive mode. Refer to the **Cinegy Archive Service Manual** for a detailed description of the CAS installation and configuration.

The Cinegy Archive mode parameters are configured in the "Cinegy Archive" settings section:



- **DB Server** – define the SQL server by pressing "…" or using the keyboard.
- **Database** – specify the Cinegy Archive database.
- **CAS server** – specify the URL of the machine where the Cinegy Archive Service is running.



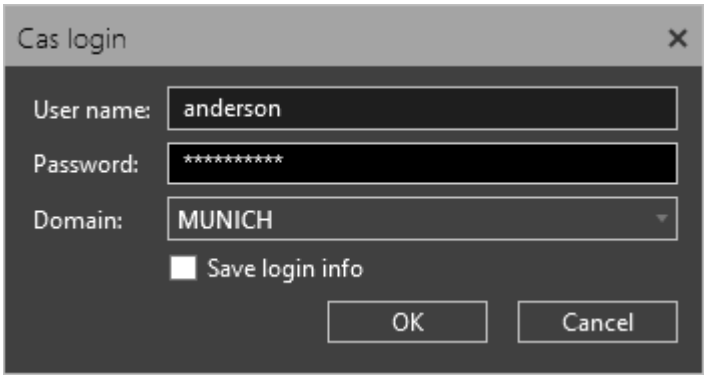
Alternatively, you can enter "localhost" or specify the network computer name and then press the "Auto Discover" button for the system to detect the CAS server URL address automatically.

- **Protocol** – defines the connection protocol. The HTTP protocol is used as default.
- **URL** – this field is filled in automatically when the CAS server is specified or discovered.



Press the "Check Connection" button to verify the CAS connection settings.

The following "CAS login" dialog appears:

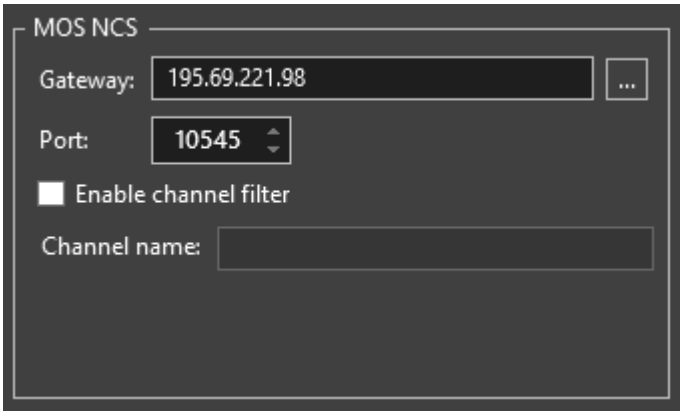


Specify the required username, password, and domain name for a successful connection to the Cinegy Archive Service. Selecting the "Save login info" option saves the user credentials, allowing automatic connection to the Cinegy Archive Service in future sessions.

If the connection settings are incorrect, an error message and a connection failure warning will be displayed.

MOS NCS

Select the MOS NCS source to enable using Cinegy MOS Gateway to browse for Rundowns.



In the "Gateway" field, browse for the IP address of the computer running Cinegy MOS Gateway. Enter the port number for Cinegy MOS Gateway in the "Port" box.

	The default port for Cinegy MOS Gateway is 10545 and it should be open in Windows Firewall.

To enable the channel filtering function, select the "Enable channel filter" option and set the channel name. The feature allows you to filter out the preferred channel from the playlists that are received via Cinegy MOS Gateway.

	Refer to the **Cinegy MOS Gateway** article for a detailed information on third-party MOS-based newsroom control systems integration.

Log and Backup Settings

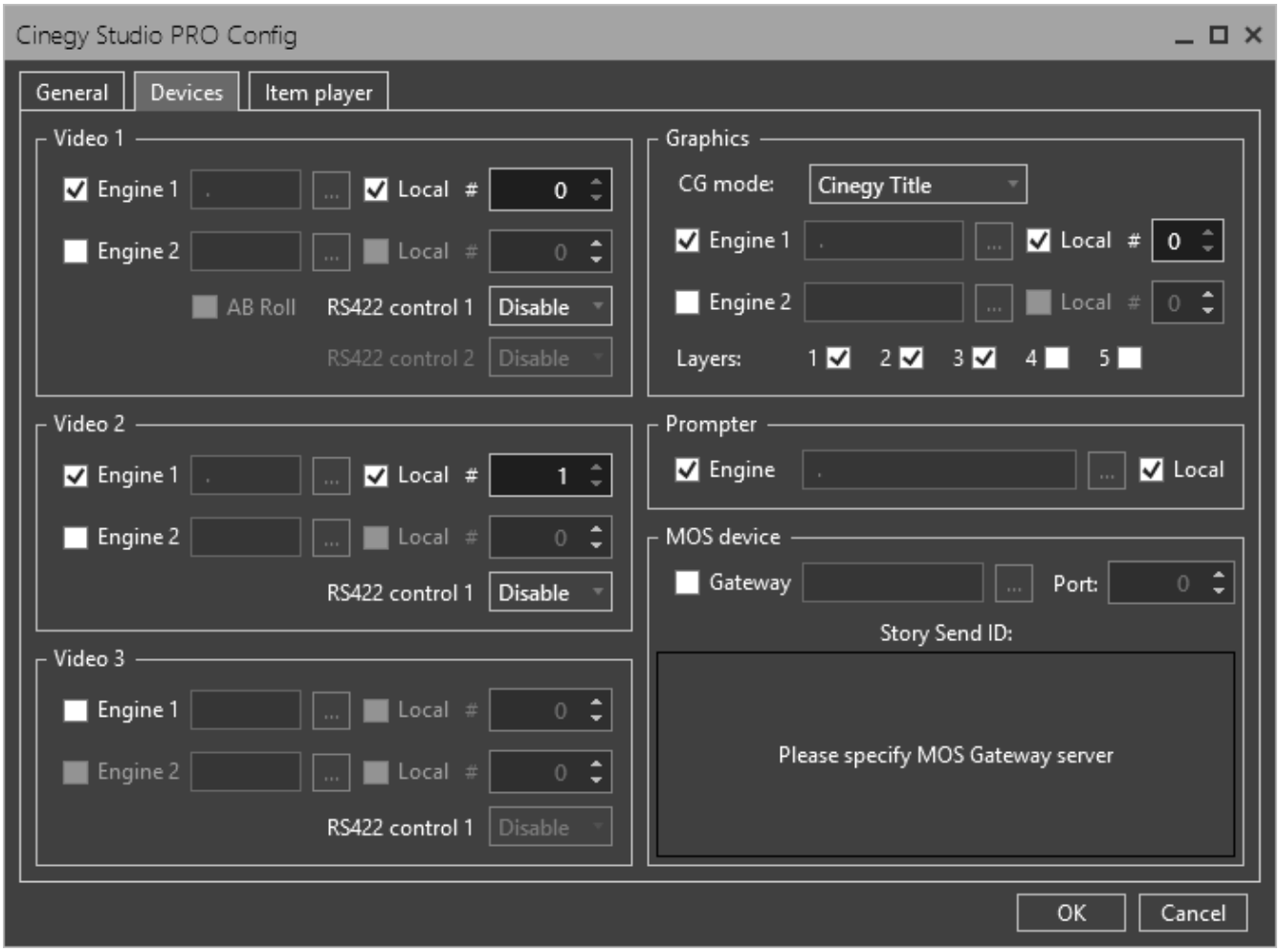
In the "Log folder" field, specify the folder location where the log files will be stored. To do this, use the "…" button or enter the path via the keyboard.

Select the "Backup active Rundown to" checkbox to save the active Rundown local copy. Use the "…" button or the keyboard to specify the location.

	Refer to the **Rundown Concept** article for details on active playlists and Rundowns.

3.2 Devices Settings

All settings of available devices are divided into groups:



To use the particular device, select the corresponding checkbox and define the required settings.

Video Playout

It is possible to configure up to three video devices. Each video device has a separate device panel in Cinegy Studio.

- **Engine 1** – the master playout server. The server can be defined using the keyboard or the "Browse" button. Select the "Local" checkbox to use the local machine as the playout server if Cinegy Playout is installed and running on it. Use the and buttons or the keyboard to specify the corresponding number of the configured engine instance to be used for playout.
- **Engine 2** – the slave playout server. The slave server is configured the same way as the master one.
- **AB Roll** – enables/disables AB mode for the Video 1 device.
- **RS422 control 1** – enables/disables the remote control via RS-422 for video from the master playout server.
- **RS422 control 2** – enables/disables the remote control via RS-422 for video from the slave playout server. This option is available with the slave playout server enabled only for "AB Roll" video device mode.

The remote control from the slave playout server via RS-422 is available for the Video 1 device only.

RS-422 9-pin Remote Control

The Cinegy Studio application supports playlist item(s) playback control from external controllers using standard Sony BVW 9-pin RS-422 control protocol. VDCP is not supported. To do this, connect your RS-422 control device (JL Cooper, DNF, etc.) using any RS-422 PCI card or a special RS-232 to RS-422 Data Converter in RS-422 Master to RS232 slave or full-duplex mode, and select the corresponding COM port in the Cinegy Studio Configurator.

Ensure that the converter (or card) and cable support operation in RS-422 Master to RS-232 slave mode.

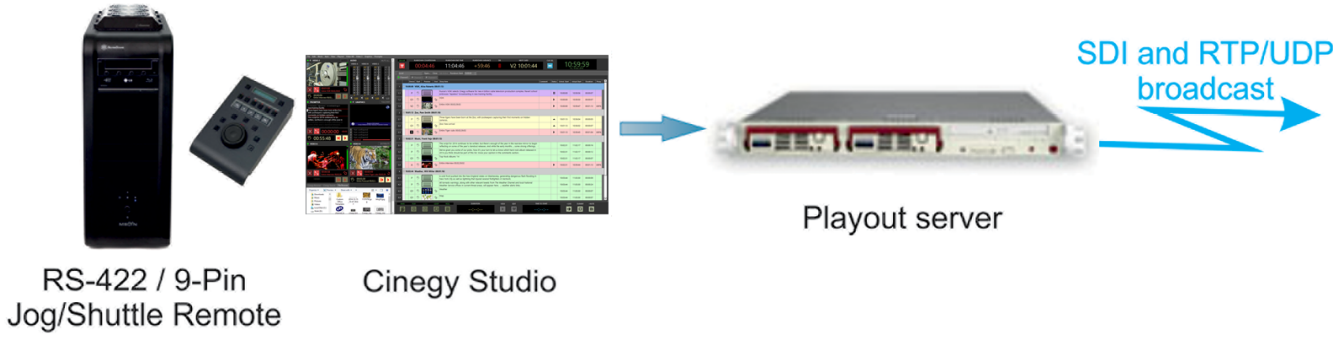
Please note that the video boards supported by Cinegy which have the RS-422 port on board cannot be used by the Cinegy Studio application. Only COM ports can be used to perform RS-422 9-pin remote control.

A common set of playback control commands for various speed playback, like slow motion and jog/ shuttle, is supported.

To enable the remote control using RS-422, choose the appropriate port from the drop-down list.

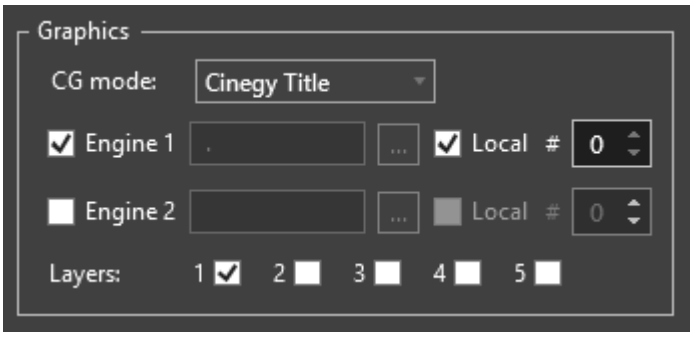
Refer to the **NCS, MOS** paragraph within the **Cinegy Archive Manager Manual** for more details concerning the MOS standard.

The following diagram represents the playout from the Cinegy Studio application:



Graphics

Cinegy Title templates are used as graphics templates:



- **Engine 1** – the master playout server.
- **Engine 2** – the slave playout server.

The Cinegy Playout engine should be installed on the CG server. Refer to the **Cinegy Playout Manual** for more details on the Cinegy Playout engine installation and configuration.

Select the checkboxes to enable up to five graphics layers. Each layer will be shown on a separate graphics device panel in Cinegy Studio.

Prompter

Here simply select the checkbox to enable the device and specify the Cinegy Prompter engine.

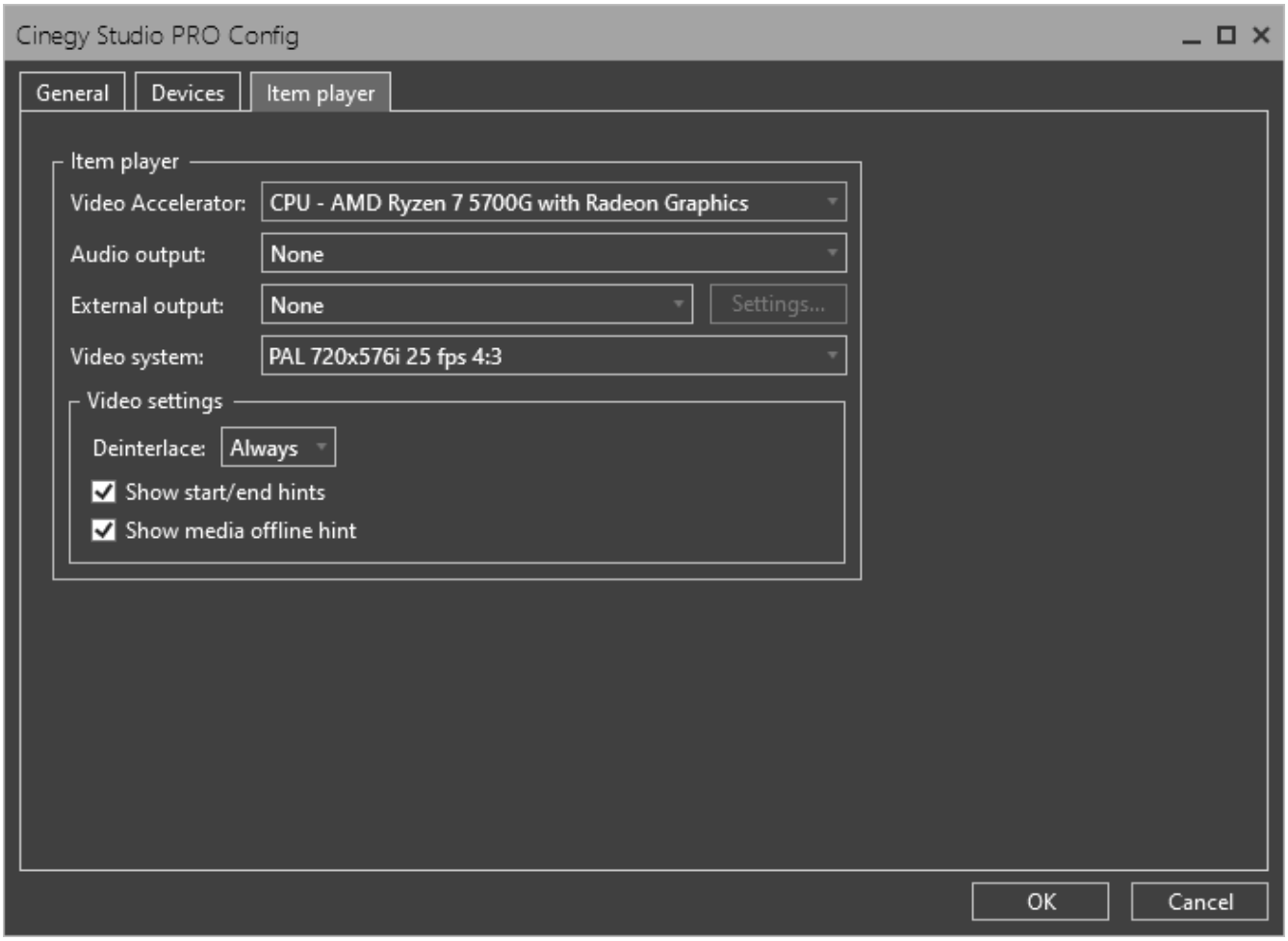
Cinegy Prompter should be installed on the prompter server. Refer to the **Cinegy Prompter Manual** for more information on Cinegy Prompter installation and configuration.

MOS Device

Select the "Gateway" option to enable the Media Object Server (MOS) Gateway server, browse for the IP address of the computer running the Cinegy MOS Gateway server, and enter a default port in the corresponding field.

3.3 Item Player Settings

Use this tab to define the output parameters of the built-in Clip Viewer.

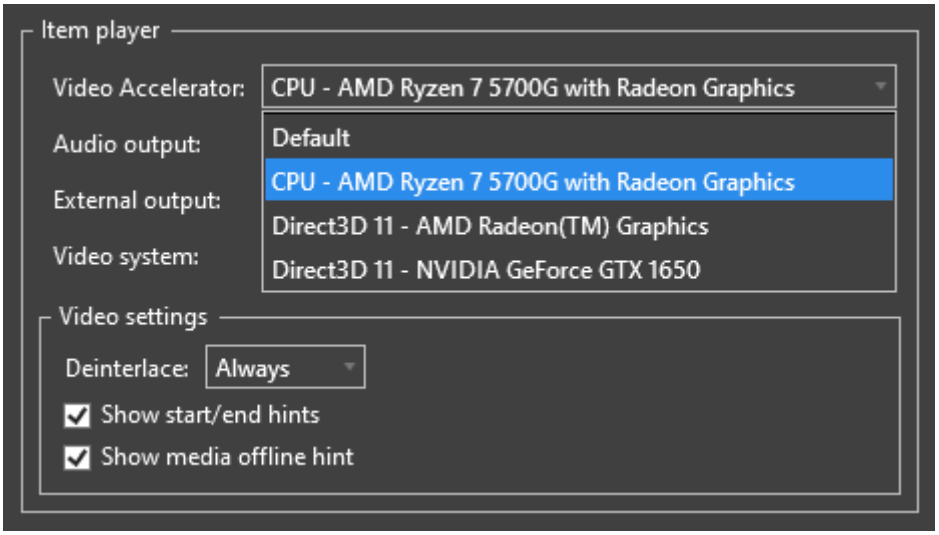


Item Player

Item player settings are shared between Cinegy Air and Cinegy Studio and are stored in XML files located in the following directory: *C:\ProgramData\Cinegy\CinegyAir\Config*.

Video Accelerator

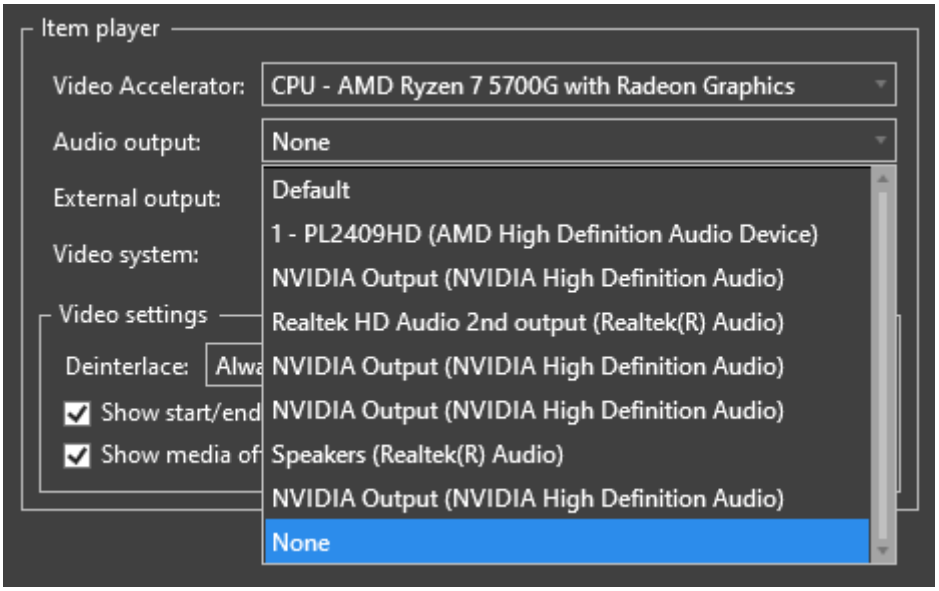
Use the "Video Accelerator" drop-down list to select whether the default CPU or an external graphics card will be used for rendering media files and Cinegy Title templates.



The drop-down list options depend on the graphics card(s) installed on your machine.

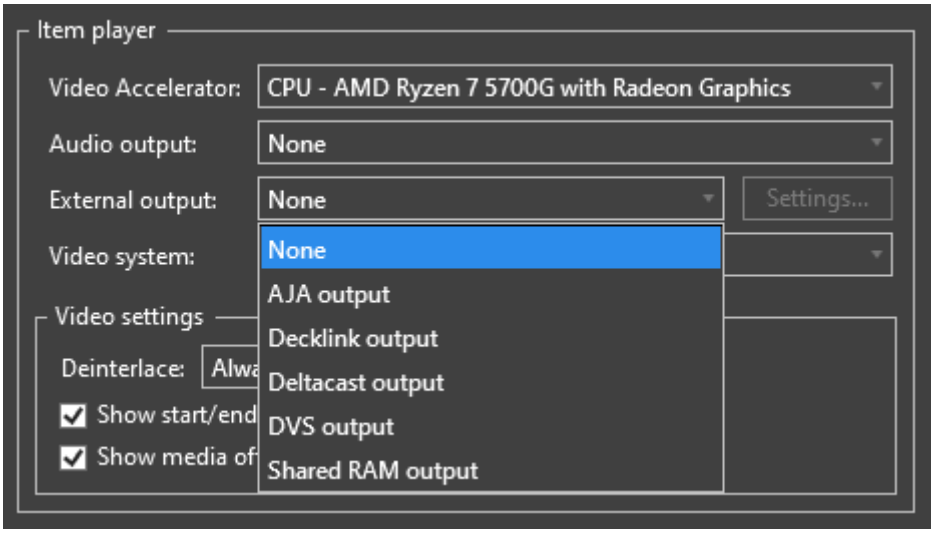
External Audio Output

In the "Audio output" drop-down list, you can select an external audio device for playback, use the default setting, or choose to have no audio output.

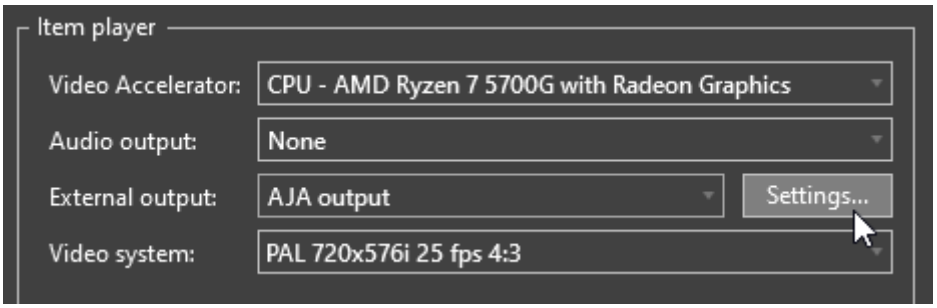


External Video Output

For video output, define the corresponding external device from the "External output" drop-down list.



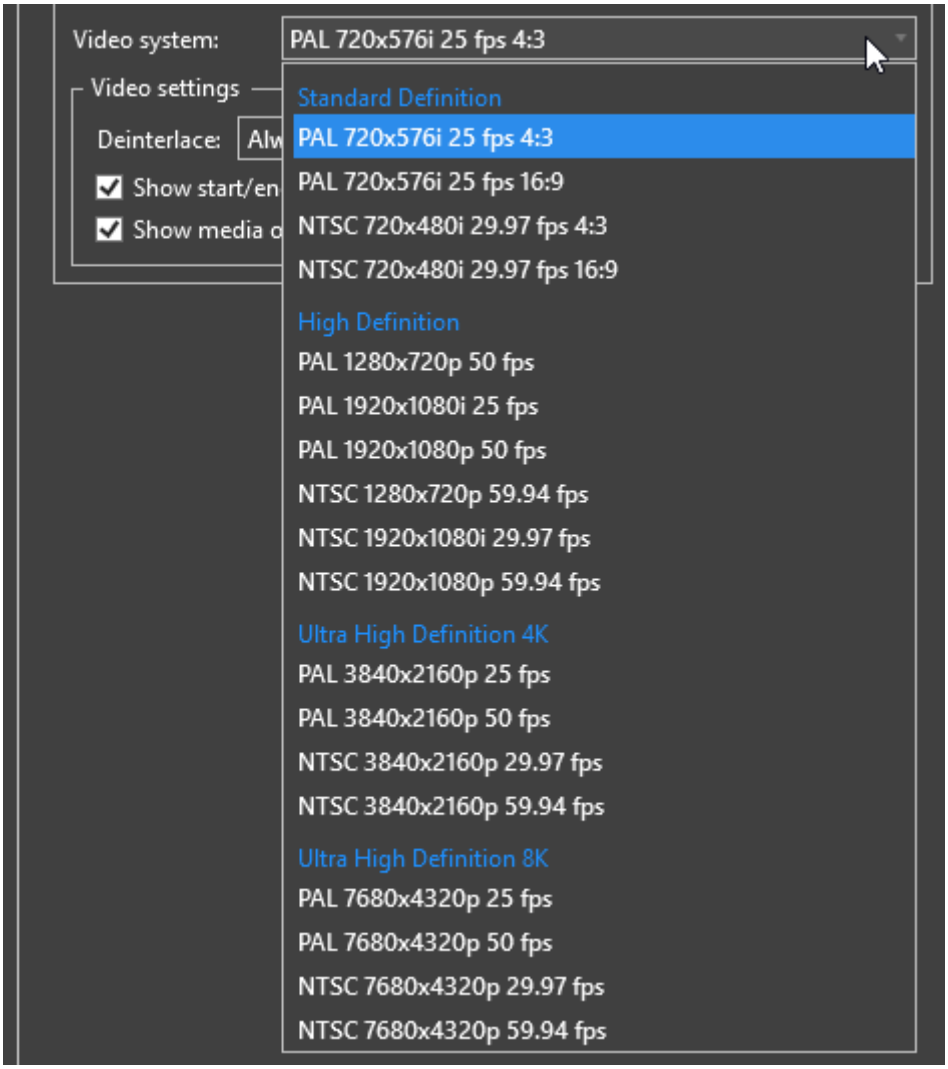
Having selected the output device, the "Settings" button becomes available.



The external output devices settings description is available in the **Output Devices** article of the **Cinegy Playout Manual**.

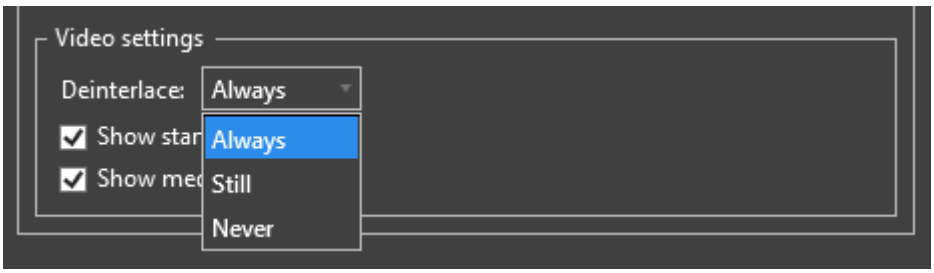
Video System

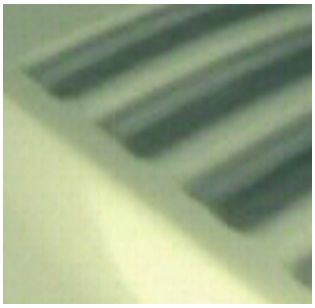
In the "Video system" drop-down list, define the format for the video output through the selected external output device:



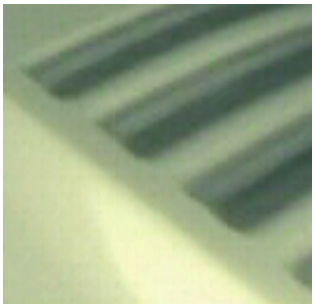
Video Settings

- **Deinterlace** – use the drop-down list to select the deinterlace type:

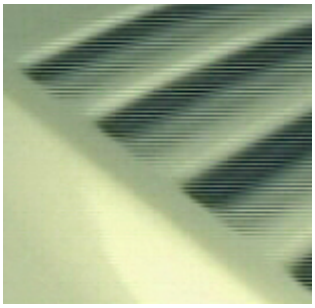




"Always"



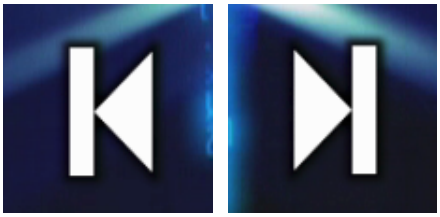
"Still"



"Never"

In "Still" mode, the video is deinterlaced during playback and not deinterlaced on pause.

- **Show start/end hints** – enable/disable start and end hints in the clip viewer.



"Start" hint "End" hint

- **Show media offline hint** – enable/disable the "Media offline" message for the item when its media is offline.

Chapter 4 Operating Modes

4.1 Standalone Mode

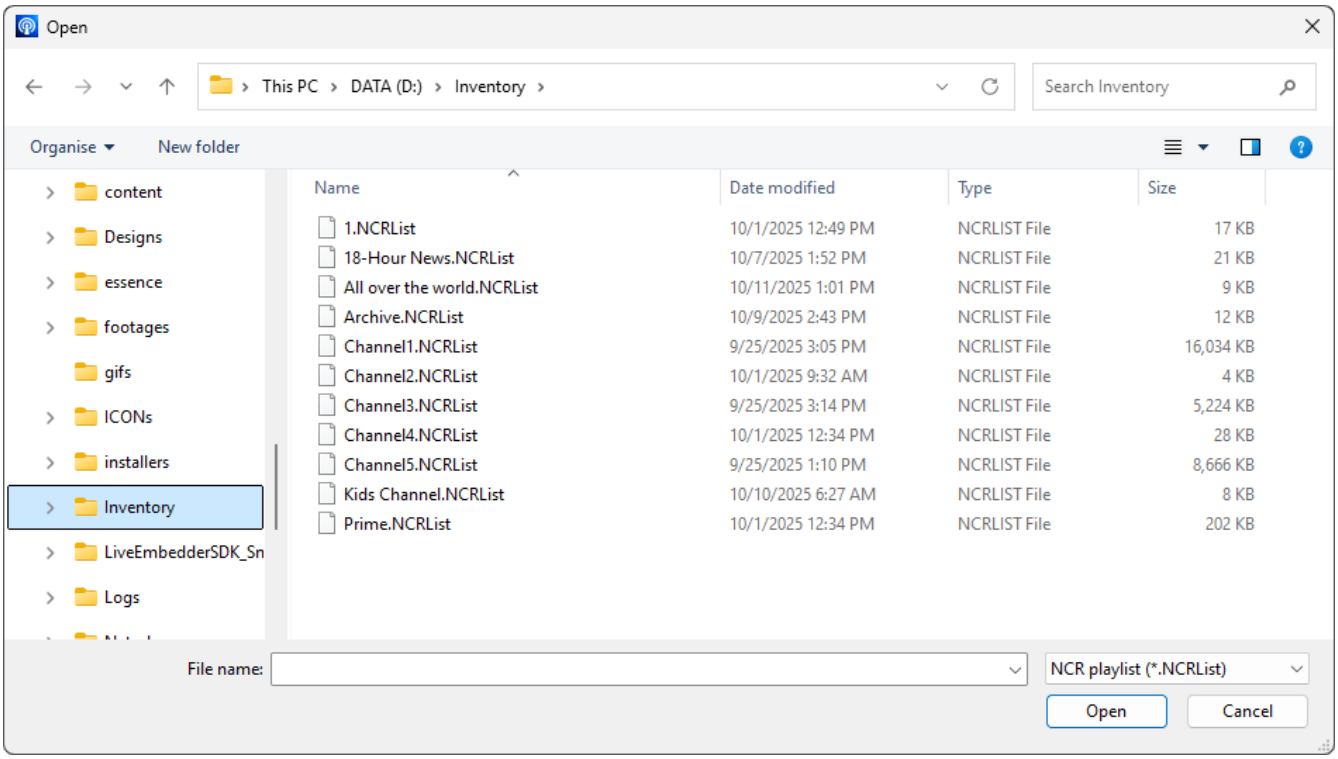
Standalone mode of Cinegy Studio is designed to create new playlists and save them in the NCRList format. Existing playlists can also be easily edited, managed, and afterward sent to playout.

Creating or Opening a Rundown

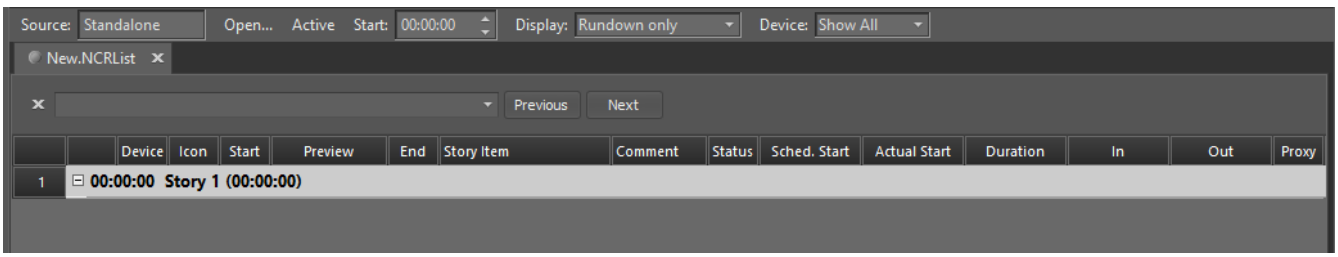
To create a new Rundown or load an existing NCRList playlist into the Rundown panel, press the "Open" button on the main toolbar of the Rundown panel:



A dialog box will appear, allowing you to select an existing NCR playlist or specify a name for a new one:



By default, the newly created Rundown will include an empty Story:

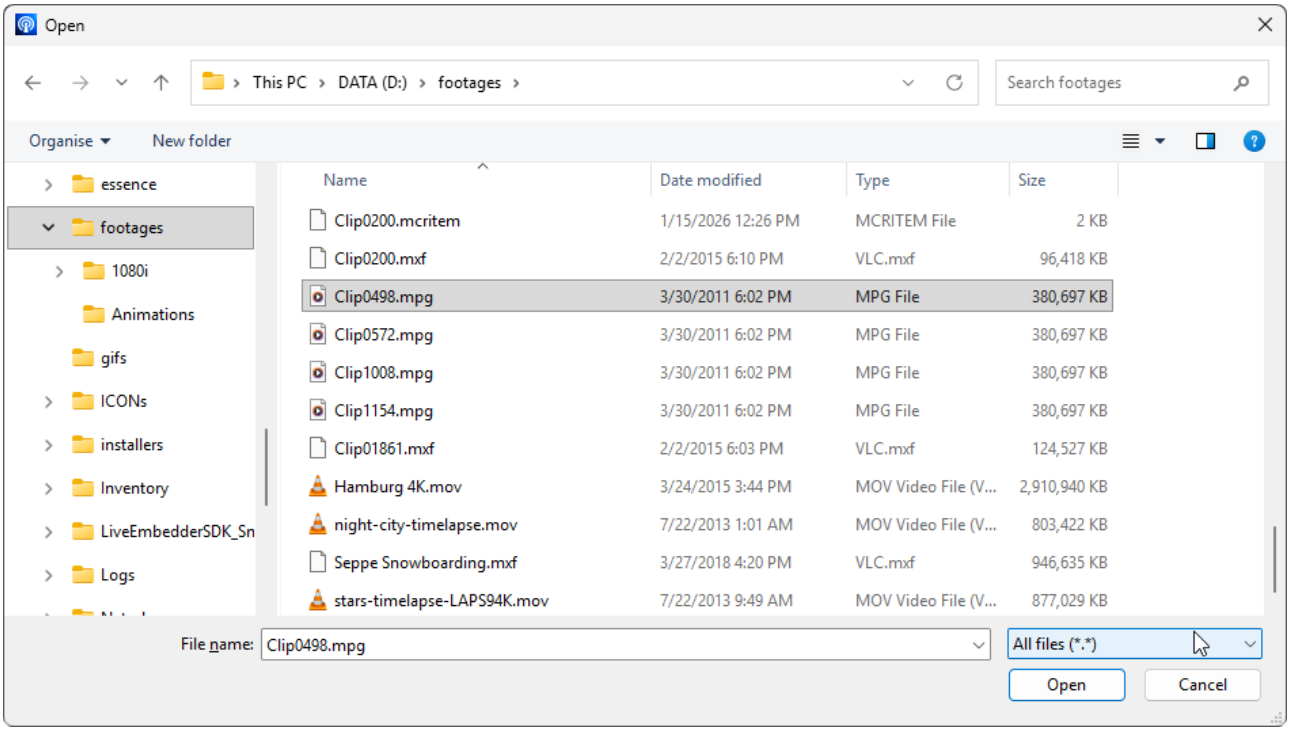


Composing Rundown

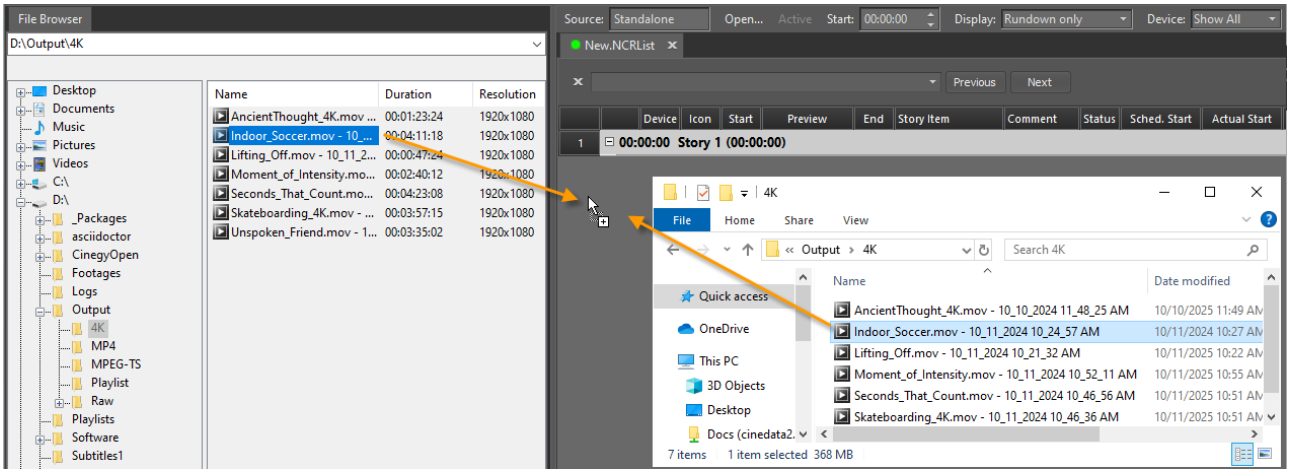
The following items can be added to a Rundown: media files in formats supported by Cinegy Air, Cinegy Archive clips and Sequences, MCR items, Stories, Cinegy Title templates, NCR playlists, and special items like live or dummy items.

Depending on the type of item, you can use different methods to add items to the Rundown in standalone mode:

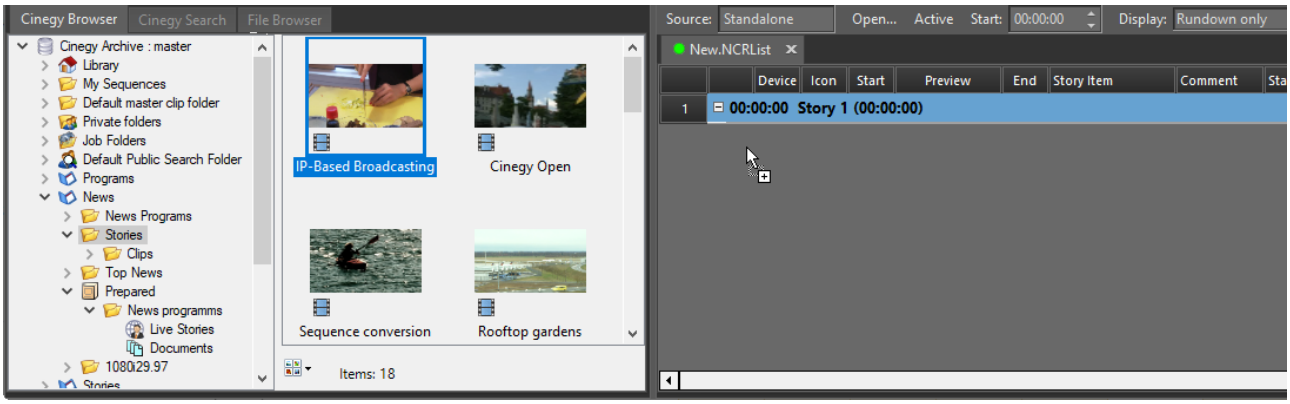
- **Media files, MCR items, Cinegy Titles:** by selecting the "Insert" command from the "Item" main menu or the context menu of the Rundown:



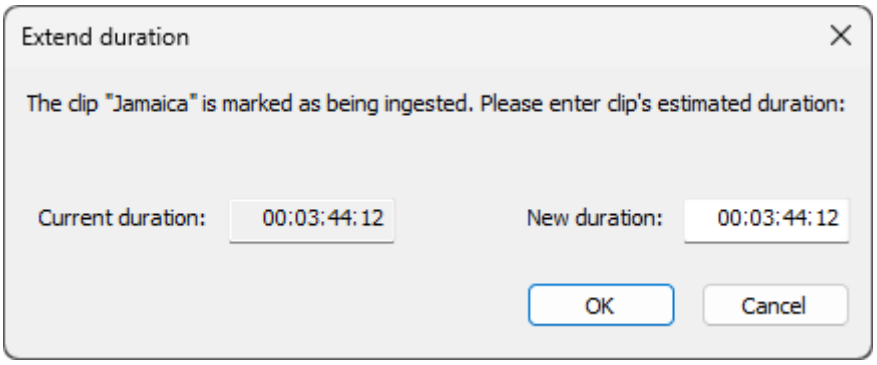
- **Media files and MCRitems:** via drag and drop from the shared folder (inventory) using the integrated Cinegy Inventory Browser or third-party file managers (e.g., File Explorer):



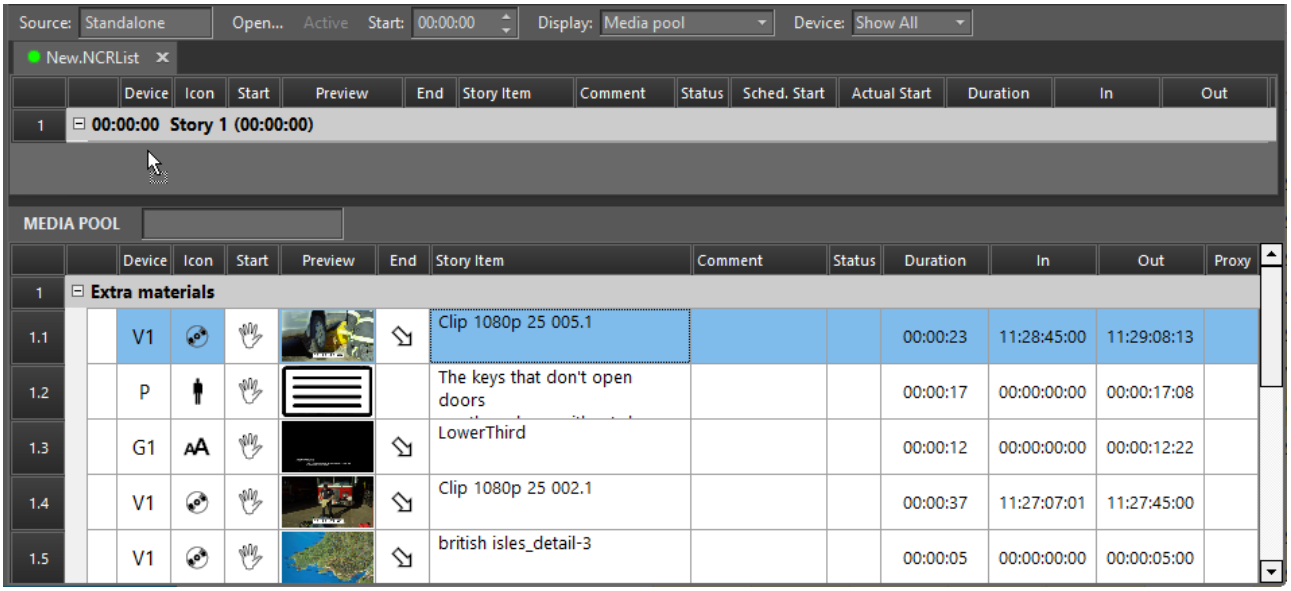
- **Cinegy Archive clips, Sequences, or Stories:** via drag and drop directly from the integrated Cinegy Browser or Cinegy Search:



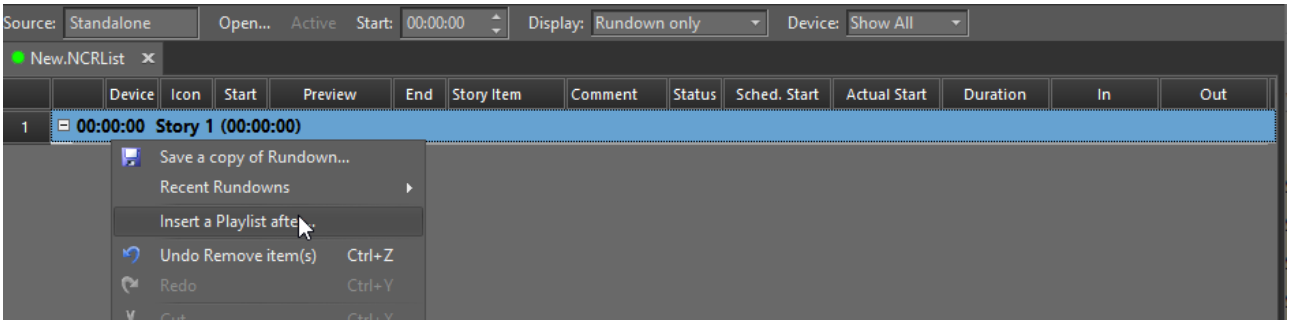
Material currently being captured to the Cinegy Archive database can still be added to the Cinegy Studio playlist, even if it remains locked in the database. This feature is particularly handy for quickly adding items that are not yet part of the Rundown. When dragging locked material from Cinegy Browser into the Cinegy Studio Rundown, the actual duration of the item will be shown, and you will be prompted to specify an estimated duration for the item:



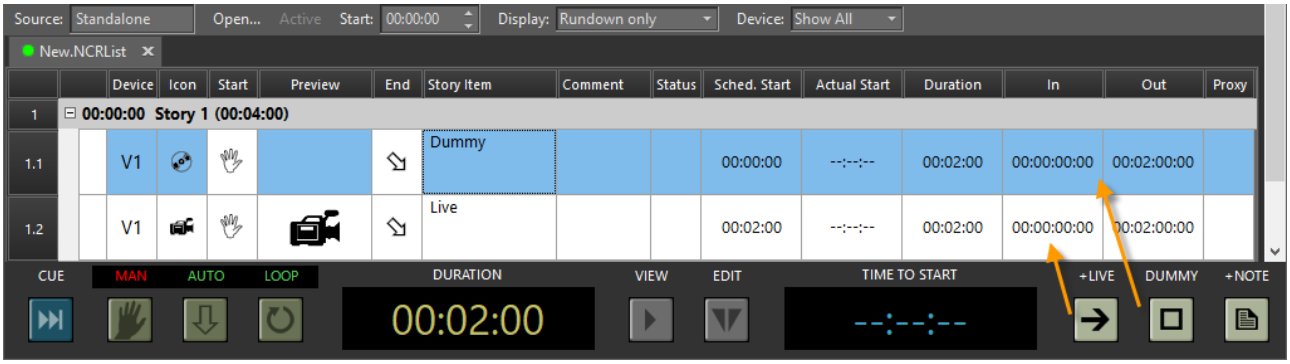
- **All items:** via drag and drop from the media pool:



- **NCR Playlists:** by appending the saved local playlist to the currently edited Rundown:



- **Live and dummy items:** by using the corresponding buttons on the item editor panel:

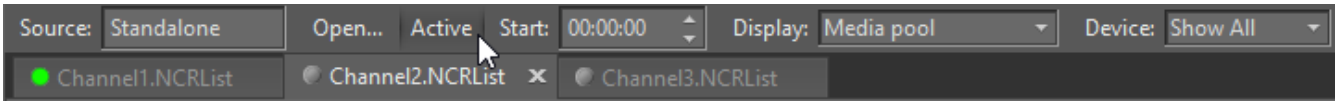


As you add items to the Rundown, they will be arranged sequentially in the order they were added.

If the Cinegy Studio layout is configured to work with specific devices, by default, only the items assigned to those devices will be visible in the Rundown and on the timeline. Stories without items assigned to those devices will be collapsed. You can still add the supported items that are not compatible with the current device configuration; however, these items will not be displayed in the Rundown or on the timeline and will be ignored during playout until the device layout in Cinegy Studio is adjusted to include them. To be able to see the items even for those devices which are inactive and not configured, activate the "Display all events" option in the "Preferences".

Operating

In the Rundown, items within Stories are presented in a playlist format. A single Cinegy Studio client allows opening multiple Rundowns simultaneously, each displayed in a separate tab on the Rundown panel. The Rundown marked with a green indicator is currently active and set to be sent on air, while the others show a gray indicator. You can assign any Rundown as active by switching to its tab and pressing the "Active" button:



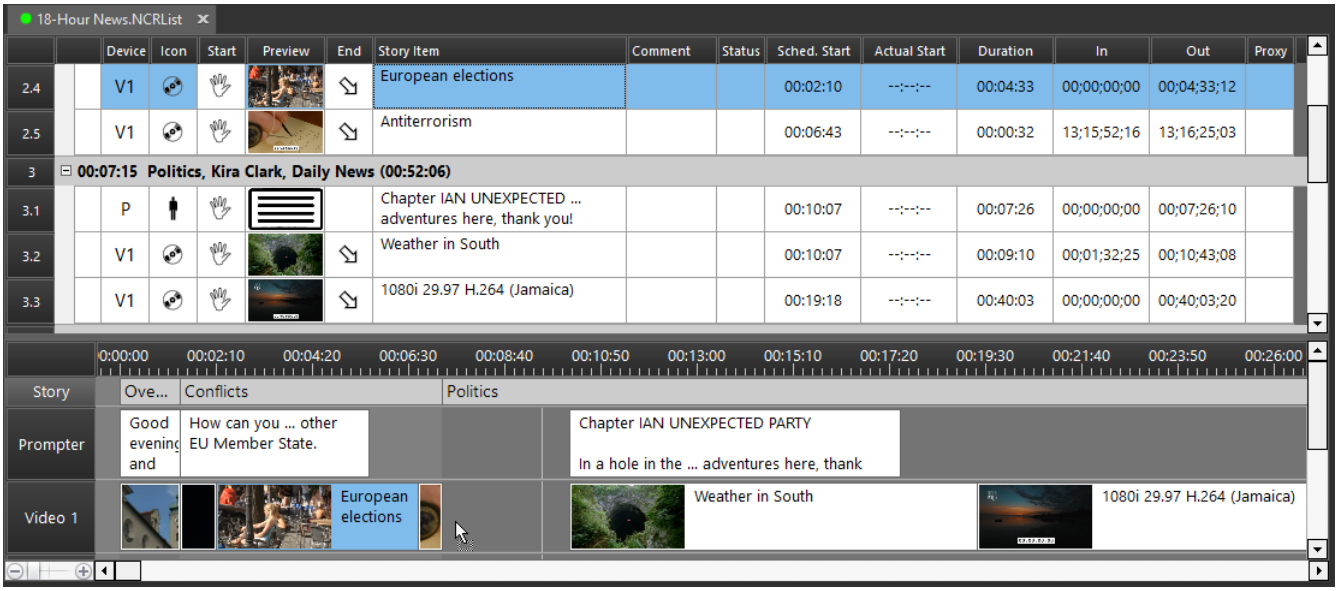
To close a Rundown, use the ☐ button located on the tab with the name of Rundown. The ☐ button remains hidden if the tab is not selected, but it will appear when you hover the mouse pointer over the Rundown tab.

Use the ▲ and ▼ arrows or the keyboard to define the start time for the selected Rundown in the "Start" field. This value will be displayed in the "Sched. Start" column of the first Rundown item, and the start time for the rest of the items will be calculated according to this value.



The actual start time of the item is not displayed in the playlist if "Global Loop" mode is activated.

Items can be repositioned both in the Rundown playlist or on the timeline using drag-and-drop to place them in the desired position.



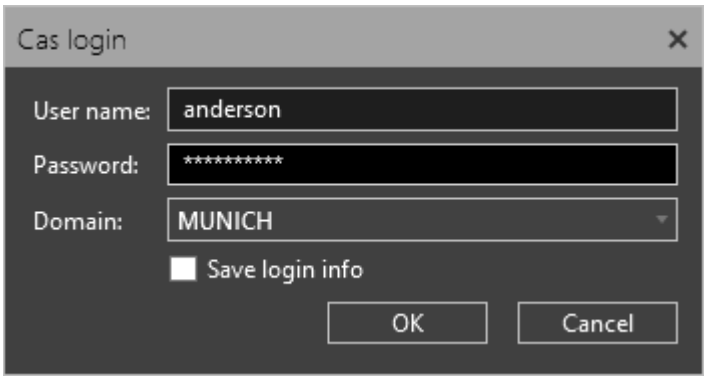
All assigned triggers will be kept in the NCR playlist when it is saved.

4.2 Cinegy Archive Mode

In Cinegy Archive mode, you can work with Rundowns that were prepared in Cinegy Desktop and later opened in Cinegy Studio, as well as those imported from NCL playlist files. Rundowns opened in this mode cannot be edited directly in Cinegy Studio. However, if a Rundown is accessed from the Cinegy Archive database, it can be edited in Cinegy Desktop. Any changes made will be immediately applied to the Rundown already open in Cinegy Studio, reflecting the updates in real time.

Refer to the **Working with Rundowns** article within the **Cinegy Desktop Manual** for details on creating and managing Rundowns.

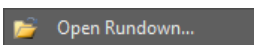
When Cinegy Studio is configured to work in Cinegy Archive integrated mode, logging in to the CAS is required to establish the connection. On Cinegy Studio start, the following "CAS login" dialog appears:



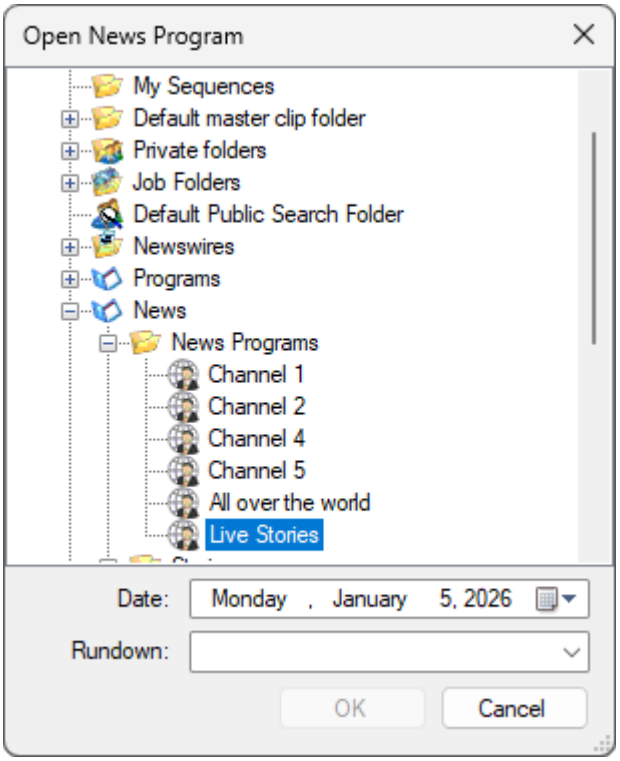
Specify the required username, password, and domain name for the successful connection to the Cinegy Archive database.

With the "Save login info" option selected, current user login information will be saved; connection to the Cinegy Archive Service during further sessions will be established automatically.

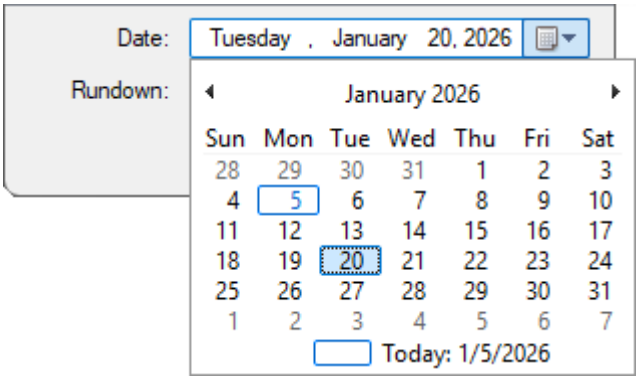
Having successfully connected to the Cinegy Archive database, you can open Rundowns created via Cinegy Desktop or import Rundowns previously created and saved in the NCRList format.



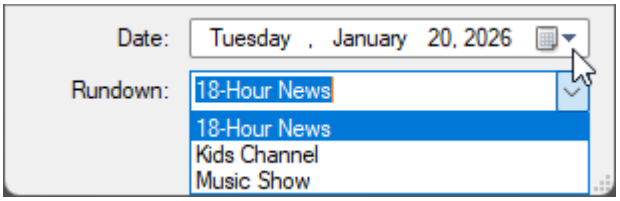
Select the "Open Rundown…" option from the "File" main menu or click the "Open…" button on the Rundown panel, then navigate to the desired News Program in the dialog box that appears:



Having selected the News Program, use the "Date" drop-down list to select the required date:

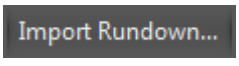


Use the "Rundown" drop-down list to select the required Rundown:



Please keep in mind that items in the Story will be sorted according to their type and start time when added to the playlist.

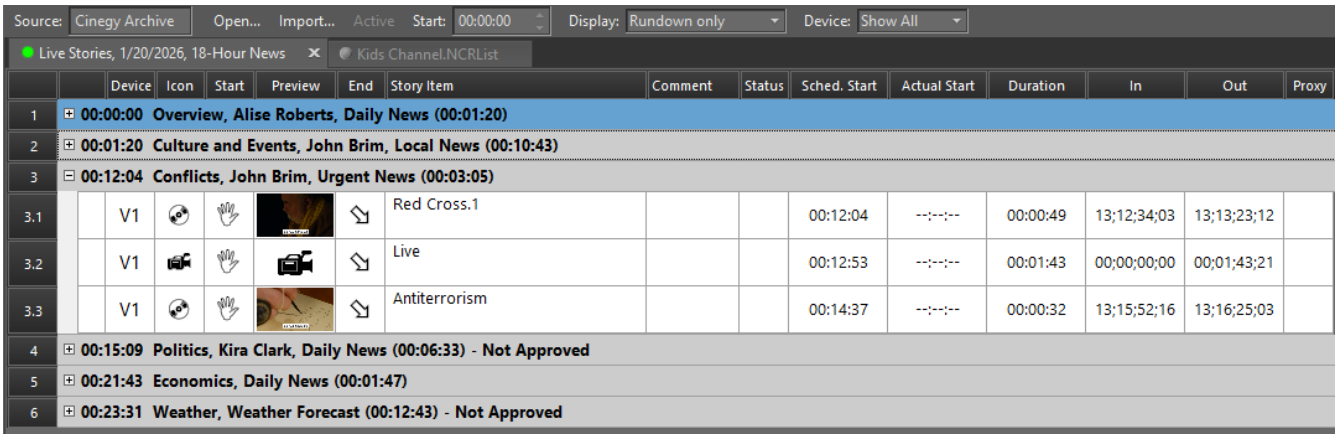
The use of previously created NCRLists is also supported in Cinegy Archive mode.



Select the "Import Rundown…" option from the "File" main menu or click the "Import…" button on the Rundown panel, then select the required NCRList from the dialog that appears.

You can operate simultaneously multiple Rundowns in a single Cinegy Studio. For this, you can open multiple Rundowns from the same or different News Programs, as well as import Rundowns from various NCRLists. In this scenario, one Rundown is designated as "active", similar to the operation in standalone mode.

A selected Rundown is displayed as a playlist table, where each Story caption includes the information defined in the Story Editor regarding the Story's start time, name, author, type, and duration. This structured format facilitates easy tracking and management during production, ensuring that users can efficiently reference key information while managing their workflow:



The Rundown can be edited in Cinegy Desktop only. Once the Rundown is edited, the changes are immediately applied to the previously imported Rundown and reflected in Cinegy Studio.

Those Stories that have not been approved will be marked with a "Not Approved" remark in their captions and will be unavailable for playout, ensuring that only authorized content is sent on air.

If the Cinegy Studio layout is configured to work with specific devices, by default, only the items assigned to those devices will be visible in the Rundown and on the timeline. Stories without items assigned to those devices will be collapsed. To be able to see the items even for those devices which are inactive and not configured, activate the "Display all events" option in the "Preferences".

4.3 MOS NCS Mode

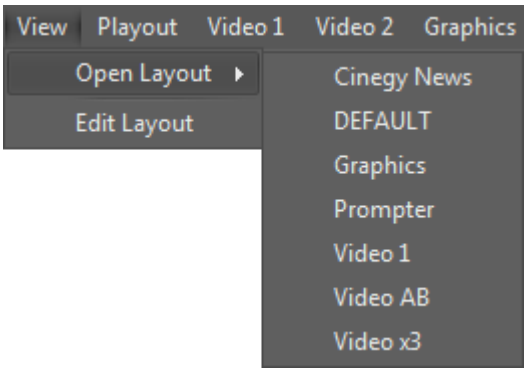
MOS NCS mode of Cinegy Studio is designed for integration with third-party MOS-based newsroom control systems.

Chapter 5 Layout Management

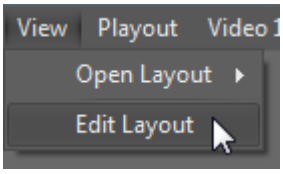
Use the main menu to access commands to operate the Cinegy Studio components and playout:



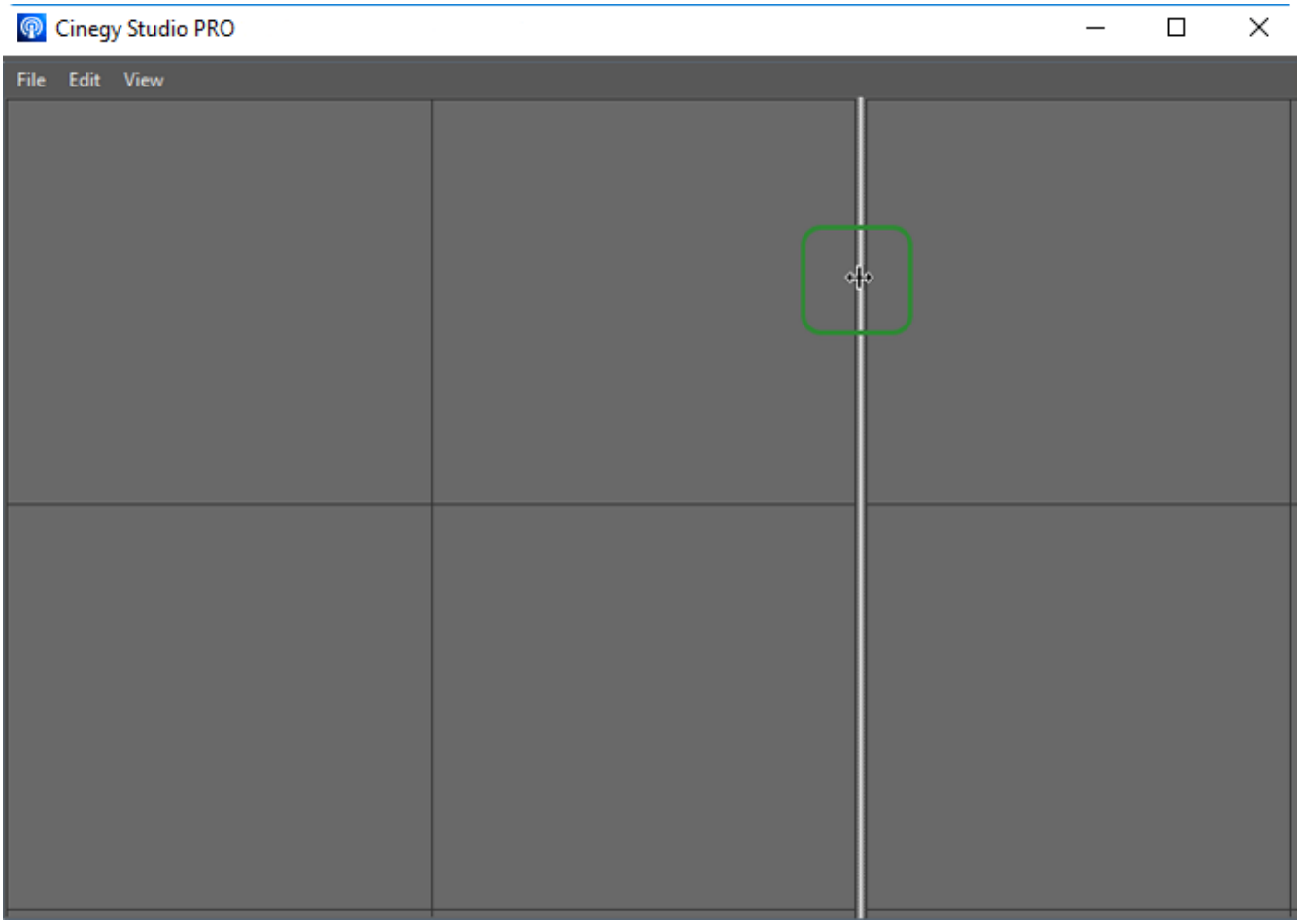
When launched for the first time, Cinegy Studio has the default layout. It can be changed to one of the available layout variants via the "Open Layout" submenu from the "View" main menu:



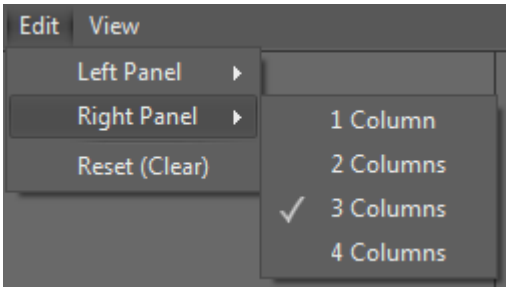
It is also possible to adjust the application layout according to your requirements. To enable layout management mode, use the "Edit Layout" command from the "View" main menu:



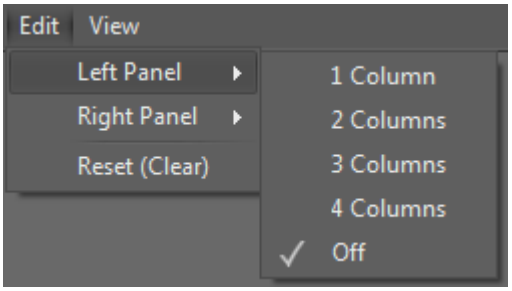
The interface consists of two panels – the left and the right one – which can be resized by dragging the grid line horizontally to decrease/increase the panels proportionally:



The number of columns on both panels can be adjusted from 1 to 4 columns. To change the number of columns on the left or right panel, select the necessary option in the "Left Panel" and "Right Panel" submenus respectively from the "Edit" main menu in layout editing mode:

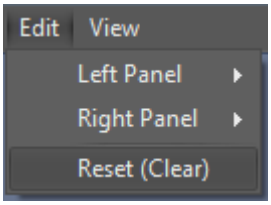


The left panel can be hidden by choosing "Off" from the "Left Panel" submenu of the "Edit" main menu in layout editing mode:



If any of these options are unavailable, this means that the layout does not have enough free space.

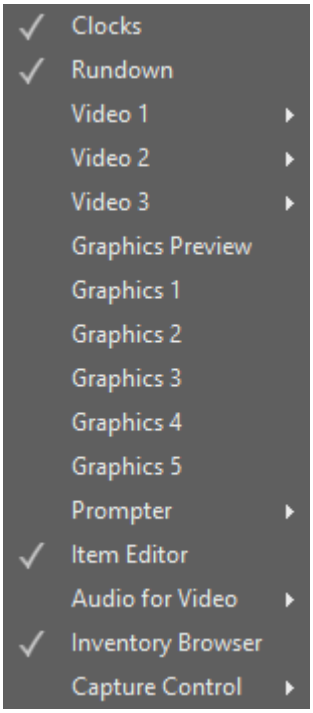
To remove all the elements added to the current layout, use the "Reset (Clear)" command from the "Edit" main menu in layout editing mode:



This command is performed without any confirmation request. The operation cannot be undone.

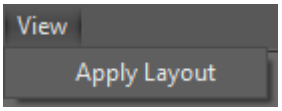
5.1 Layout Components

To enable the display of the Cinegy Studio components and devices panels, use the corresponding options from the context menu in layout editing mode:



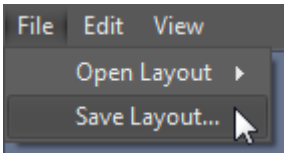
The details on enabling and using every layout component are given further in this section.

Once the layout is composed, use the "Apply Layout" command from the "View" main menu in layout editing mode to apply the changes and exit this mode:

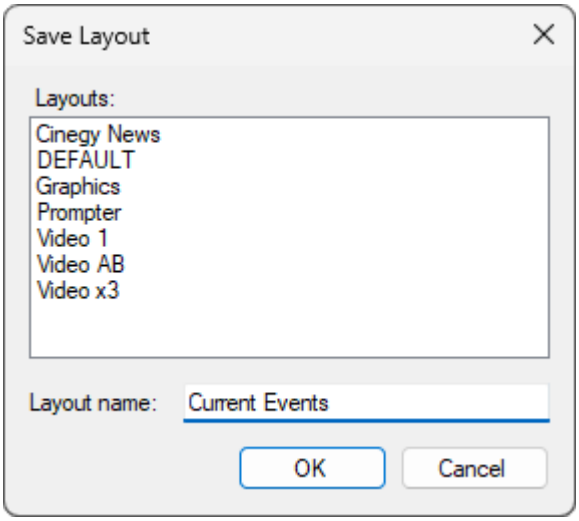


5.2 Saving the Layout

The edited layout can be saved for further use by selecting the "Save Layout…" command from the "File" main menu in layout editing mode:

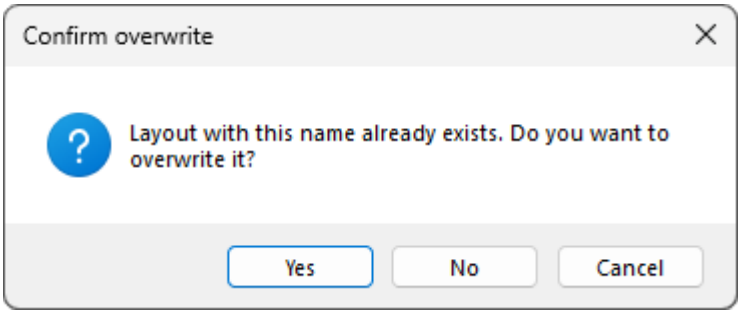


In the dialog that appears enter the desired layout name and press "OK":

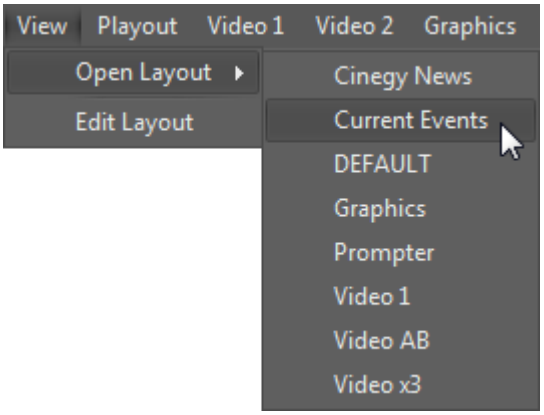


The "Layouts" list displays all the previously saved layouts.

The name of the layout being saved should be unique; otherwise, it will be suggested to overwrite the existing layout with the current one:

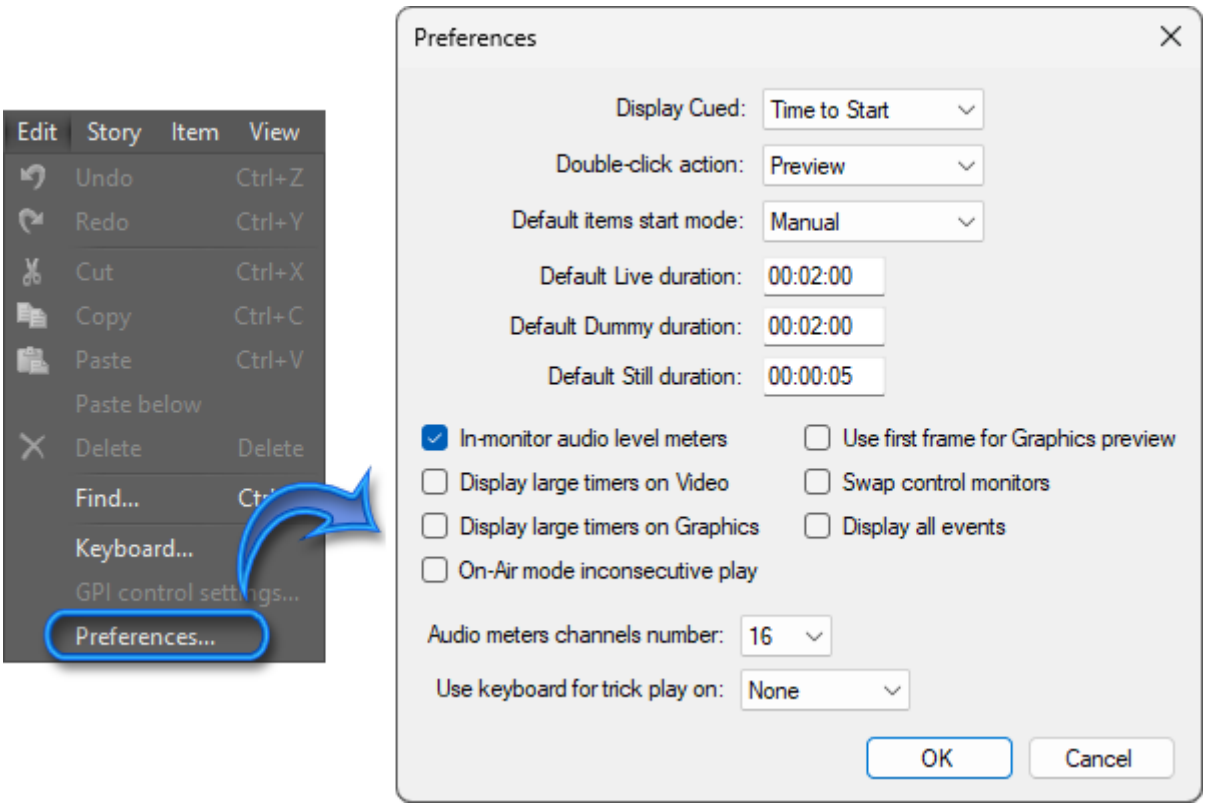


The saved layout will be added to the list of available layouts. To open a previously saved layout, use the "Open Layout" submenu of the "File" menu in layout editing mode. In regular workflow, the same action is performed with the "Open Layout" submenu from the "View" main menu:



Chapter 6 Preferences

Cinegy Studio allows the user to define many preferences to meet specific work requirements. Use the "Preferences…" command from the "Edit" main menu to launch the following "Preferences" dialog:



The following parameters are available here:

- **Display cued** – define whether all devices display the cued item start time, time to start, or duration by selecting the corresponding option from the drop-down list.
- **Double-click action** – define whether the Preview, Cue, Start or Load of the item will be triggered by double-click.
- **Default items start mode** – define default start mode that will be assigned for items inserted in the Rundown.
- **Default Live duration** – define the default duration value for Live items in the hh:mm:ss format.
- **Default Dummy duration** – define the default duration value for Dummy items in the hh:mm:ss format.
- **Default Still duration** – define the default duration value for playback of still items (images of formats supported by Cinegy Studio).

Check the corresponding boxes to enable the following options:

- **In-monitor audio level meters** – show/hide the built-in audio level meters on the video device monitors.
- **Display large timers on Video** – show the timers on the video device monitors as large digits. When this option is disabled, the timer values are displayed in regular font size and the timer fields also contain the item name.
- **Display large timers on Graphics** – show the timers on the graphics device monitors as large digits. When this option is disabled, the timer values are displayed in regular font size and the timer fields also contain the item name.
- **On-Air mode inconsecutive play** – enable the ability to cue and send on-air an item positioned above the current on-air item in the playlist table. In this mode, the "Rundown countdown", "Rundown variance", and "Rundown end time" counters remain inactive.
- **Use first frame for Graphics preview** – show the first frame of the Cinegy Title template as a preview on the graphics

device monitors and in the "Preview" playlist column. When disabled, the graphics device monitor displays a middle frame of the loaded Cinegy Title template.

- **Swap control monitors** – swap the position of the "On-Air" and "Preview" monitors on the devices panels.
- **Display all events** – show the timeline tracks and Rundown events for those devices which are inactive and not configured, as well as for those, whose display is not enabled on the layout. When this option is disabled, the Rundown events and timeline tracks are displayed for configured and active devices, likewise for the devices visible on the layout.
- **Audio meters channels number** - define the number of audio meters to be displayed (2, 8, or 16).
- **Use keyboard for trick play on** – select from the drop-down list a video device for which JKL-based trick playback will be applied.



Refer to the **Shortcuts** article for the list of supported shortcuts.

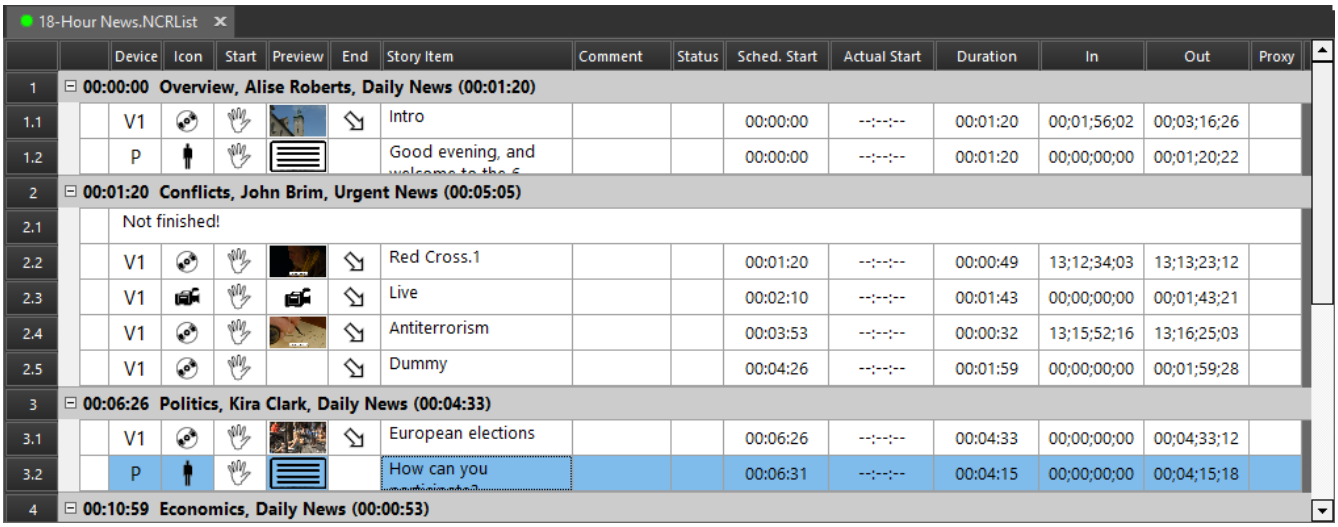
Chapter 7 Rundown Concept

7.1 Overview

The workflow for managing Rundowns depends on the current operating mode of Cinegy Studio. In standalone mode, the Rundown can be created and edited directly within the Cinegy Studio application. In Cinegy Archive or MOS NCS modes, Rundowns cannot be edited directly in Cinegy Studio; however, they can be modified in Cinegy Desktop.

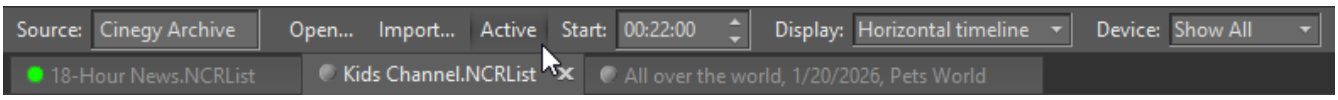
Structure

Cinegy Studio playlists are called Rundowns. The Rundown playlist is given in a table view, where each line contains an item within a collapsible block called Story:



All items within a Story are marked with the appropriate icon or thumbnail that indicates their type (video, Live Input item, script, or Cinegy Title template).

Within a single Cinegy Studio client, a user can open multiple Rundowns simultaneously. Each Rundown will appear in a separate tab on the Rundown panel. The currently active Rundown, set to be sent on air, is marked with a green indicator, while the others display a gray indicator. To assign any Rundown as active, press the "Active" button:



If the Cinegy Studio layout is configured to work with specific devices, by default, only the items assigned to those devices will be visible in the Rundown and on the timeline. Stories without items assigned to those devices will be collapsed. To be able to see the items even for those devices which are inactive and not configured, activate the "Display all events" option in the "Preferences".

A copy of the composed Rundown can be saved as a local playlist for further use. To do this, right-click anywhere within the Rundown, select the "Save a copy of Rundown" command and browse for the desired location. The Rundown will be saved in the NCRList format.

Story

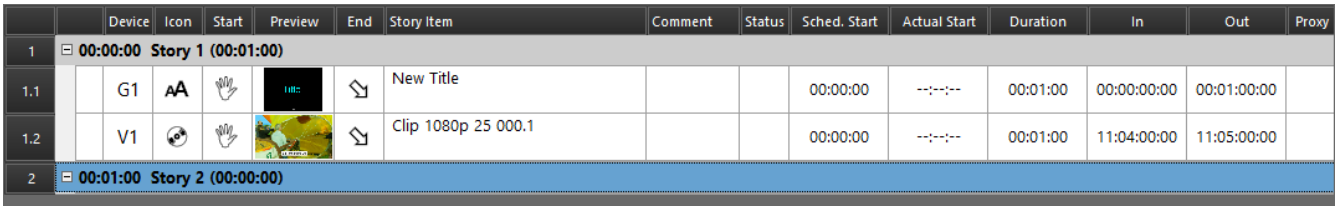
A Story is a block on the timeline that groups playlist items together for easier management and navigation. It helps organize related content into a single, cohesive unit.



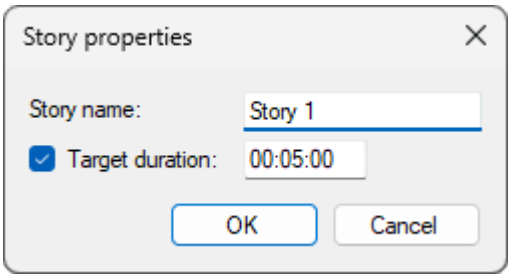
In standalone mode, use the "+Story" button to add a new Story to the playlist, which will be positioned below the currently selected Story or item.

Alternatively, you can use the "Create" command from the "Story" main menu.

During the creation of a new Story, a default name like "Story 1", "Story 2", and so on will be automatically assigned, based on the order it is added to the playlist. You can rename the Story at this stage, or later by double-clicking it in the playlist or using "Story properties". Initially, new Stories have zero duration.



Use the "Story properties" command from the context menu of the Story or select the "Properties" command from the "Story" main menu to get into the Story properties dialog:



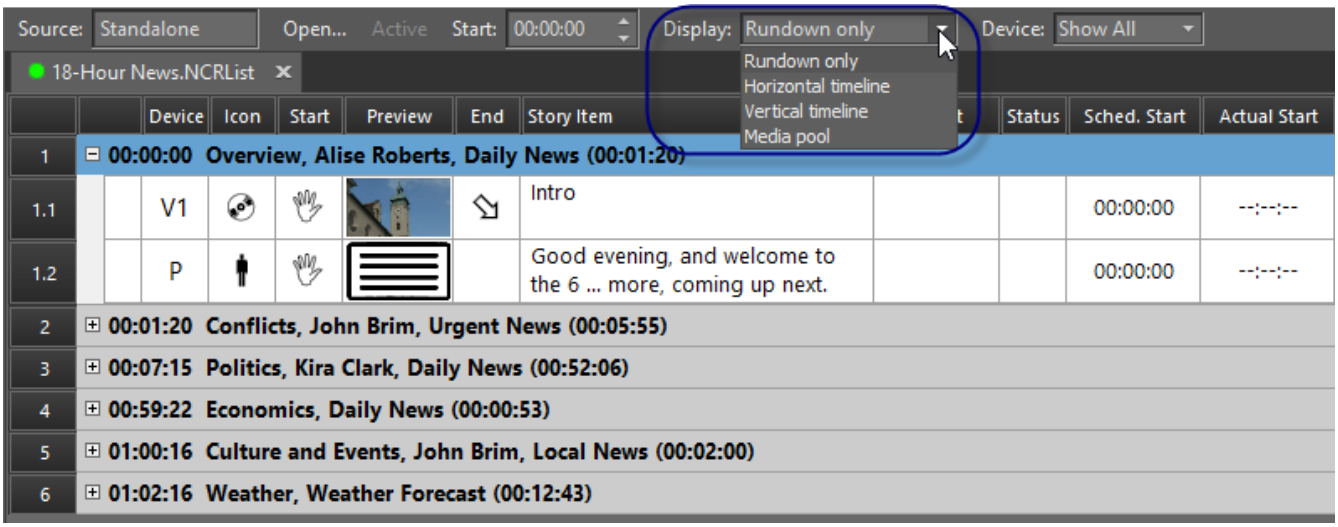
Here, you can view or edit the Story name and set a target Story duration by checking the relevant option and entering the desired value in the provided field. If a target duration is defined, it will take priority.

It is possible to add Stories that were previously created in Cinegy Desktop. For more details on creating Stories, refer to the **Working with Stories** section in the **Cinegy Desktop Manual**.

Each Story can be collapsed/expanded by clicking the ⊟ and ⊞ buttons.

7.2 Display Modes

The Rundown panel offers several display options. Use the "Display" drop-down list to select the most suitable one:

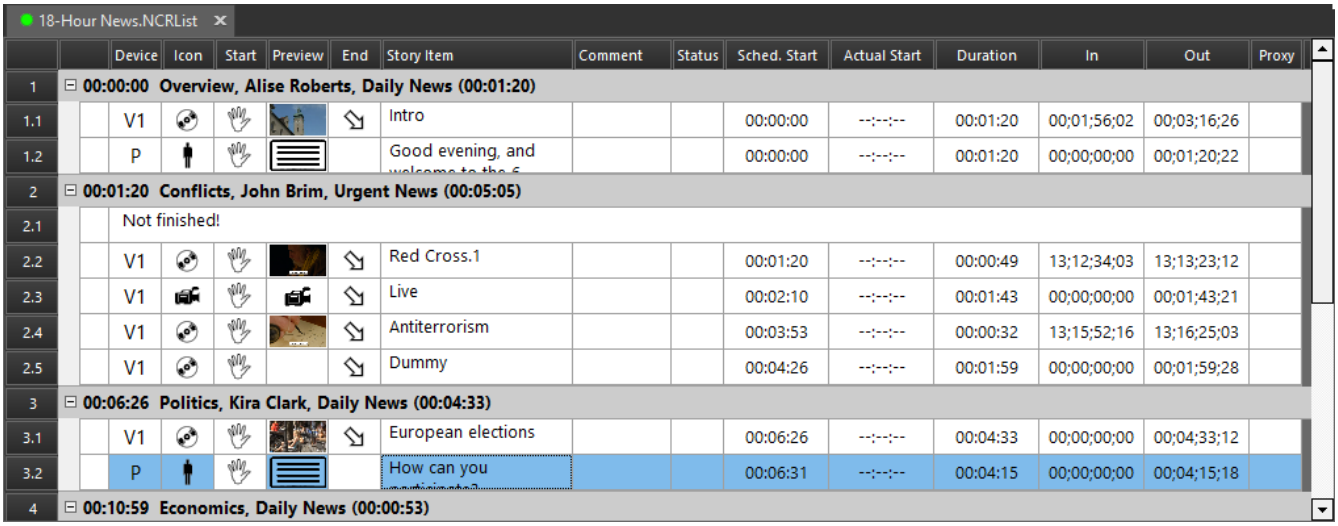


- **Rundown only** – only Rundown ready to be sent on air will take the whole area of the Rundown panel.
- **Horizontal timeline** – a timeline with horizontal tracks for each device will appear below the Rundown.
- **Vertical timeline** – a timeline with vertical tracks for each device to replace the Rundown.
- **Media pool** – the Media pool panel will appear below the Rundown.

If the Cinegy Studio layout is configured to work with specific devices, by default, only the items assigned to those devices will be visible in the Rundown and on the timeline. However, it is possible to manage device display filtering as described here.

Rundown Only

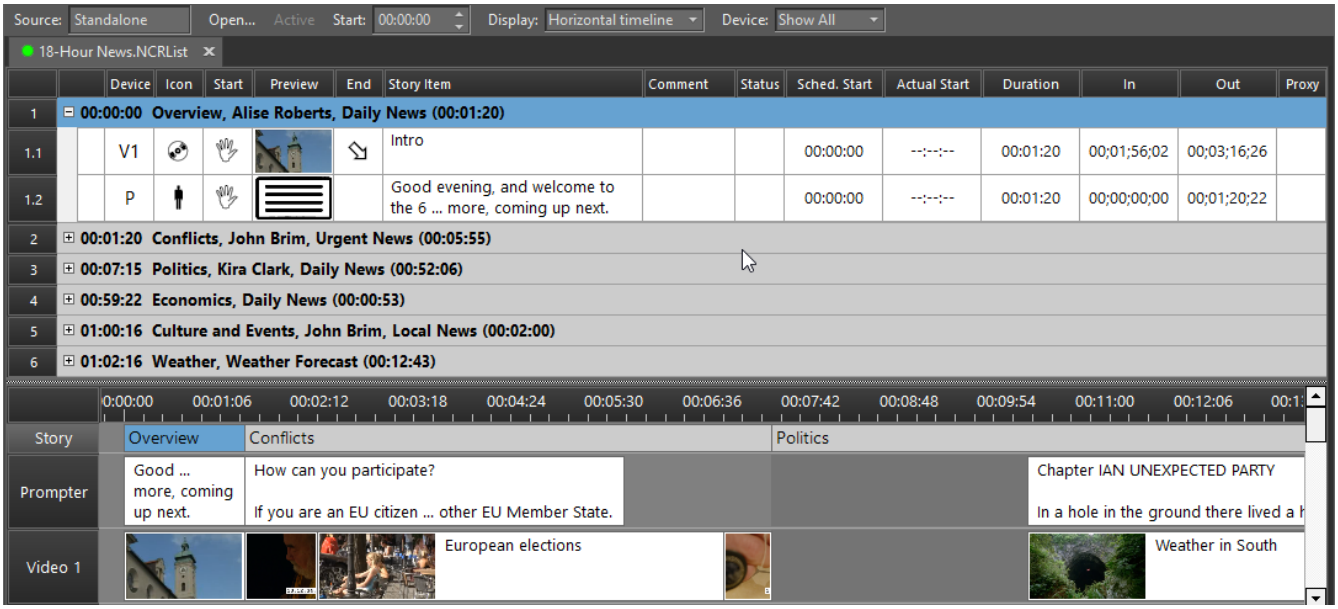
In this display mode, only the Rundown is displayed as shown below:



Refer to this article to learn more about working with Rundowns.

Horizontal Timeline

In the horizontal view of the Rundown interface, the timeline is located beneath the Rundown. It displays Stories and their items arranged over time and positioned in tracks according to their relevant devices.

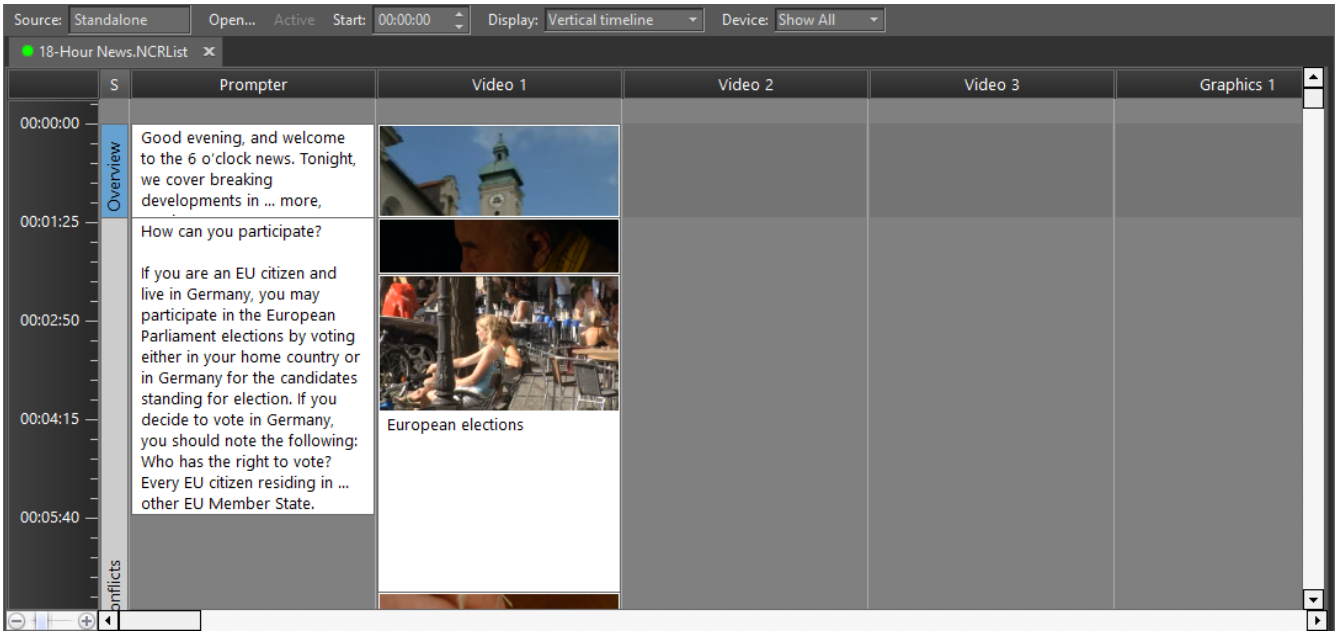


Cinegy Studio offers high flexibility, supporting even the most complex workflows. As a result, the appearance of the Timeline may vary based on which devices are enabled in the configurator, displayed in the Rundown, and included in the Cinegy Studio layout. This configuration determines which of the following tracks will be displayed on the timeline:

- Story
- Prompter
- Video 1…3
- Graphics 1…5

Vertical Timeline

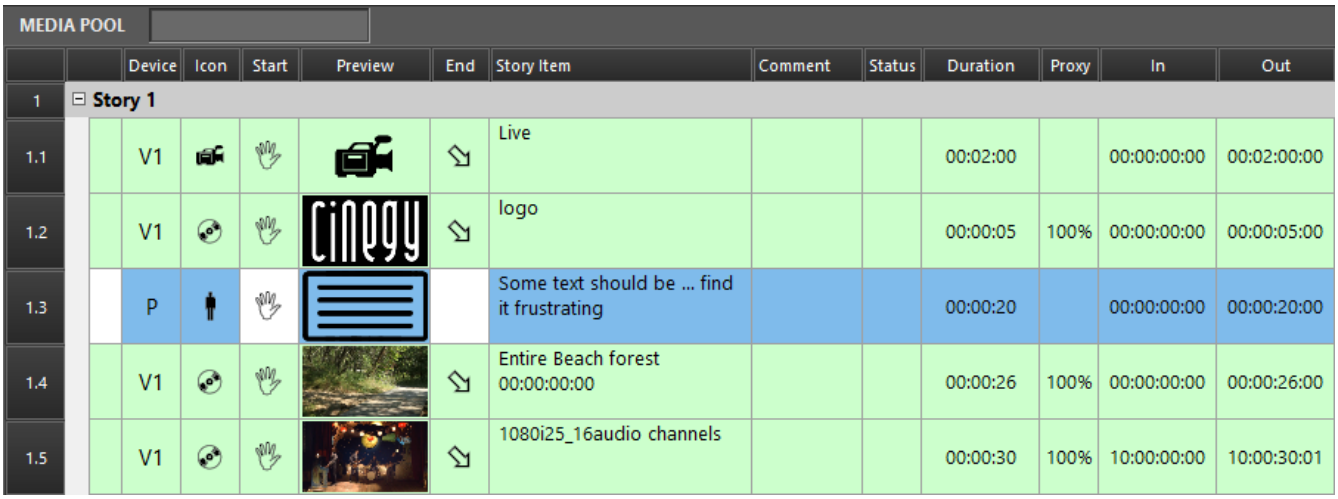
In the vertical view, the timeline appears as vertical bars, representing Stories and their items organized over time and positioned in tracks according to relevant devices: Prompter, Video 1…3, and Graphics 1…5. The time scale progresses from top to bottom:



Vertical view mode allows you to see how all the components of the Rundown are synchronized.

Media Pool

The Media Pool in Cinegy Studio functions as a local playlist that operates independently of the currently active Rundown. It serves as a buffer for working with items across different Rundowns. Materials can be added to the Media Pool playlist, allowing you to manage items that are not part of the composed Rundown but may be useful for last-minute changes. This feature is especially helpful in scenarios involving Cinegy Archive or MOS integration modes, where quick access to additional content may be required.



Managing Local Playlists

The local playlist can be built in the Media Pool or created as an NCR file by saving a copy of an open Rundown.

In the Media Pool, you can compose a local playlist in several ways:

- directly from the Cinegy Archive database or media storage using Inventory Browser;
- dragging and dropping items from the loaded Rundown playlist;
- using the "Insert…" command from the context menu of the local playlist to add MCR items previously created in Cinegy Desktop;
- appending the saved local playlist to the currently edited local playlist.

The composed local playlist can be saved for further use. To do this, right-click anywhere within the Media Pool panel, select the "Save a copy…" command, and browse for the desired location. The local playlist copy will be saved in the NCRList format.

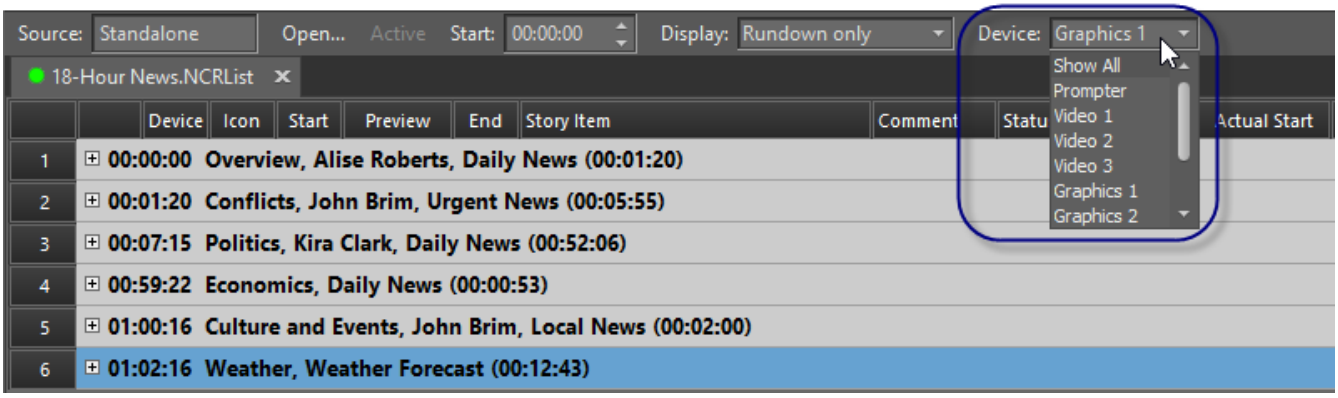
To load a previously created local playlist into the Media Pool, use the "Open playlist…" command and select the desired *.NCRList file. You can also access a list of recently opened playlists from the "Recent playlists" drop-down menu in the context menu.

Please note that if a specific NCRList is already open in the Rundown panel, it cannot be opened in the Media Pool panel, and vice versa.

The "Insert a Playlist after" command allows you to append a previously saved playlist immediately after the selected item in the local playlist.

7.3 Device View

If the Cinegy Studio layout is configured to work with specific devices, only items assigned to those devices will be visible in the Rundown and on the timeline by default. However, you can adjust the display to show only particular devices by using the "Device" drop-down list, narrowed to display only relevant devices:



Only items assigned to the selected device will appear in the Rundown and on the timeline, while Stories with no items assigned to that device will be collapsed.

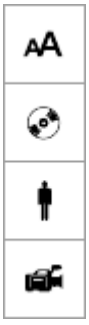
To also display items for inactive or unconfigured devices, enable the "Display all events" option in "Preferences".

7.4 Playlist Table Customization

Column Overview

Each row includes detailed information about every Rundown item. The leftmost column displays the line numbering. A quick overview of the columns available in the playlist is given below:

- **Device column** – specify the symbolic representation of the device for playing items. Each device is represented in a dedicated column:
  - *P* – for presenter text sent to Cinegy Prompter;
  - *G1…5* – for graphics;
  - *V1…3, A, B* – for video items.
- **Icon** – displays the icon indicating the playlist item type:



Graphics item;

Video or dummy item;

Prompter item;

Live item.

- **Start** – displays the icon indicating the item start trigger type.
- **Preview** – shows the icon or thumbnail according to the item type:



Text of the presenter block;



The Cinegy Title template thumbnail;

 The video thumbnail;

 The live input item;

For dummy items, the preview column is empty.

- **End** – displays the icon indicating the item end trigger type.
- **Story Item** – displays specific information depending on the component type:
  - *Prompter item* – the text of the Prompter block;
  - *Video item* – the name of the video clip or Sequence or the live input item description;
  - *Graphics item* – the Cinegy Title template name and the value of text variable(s), defined for the Cinegy Title template and available for export.



Cinegy Type templates are not supported in Cinegy Studio. If a Rundown or media pool contains a Cinegy Type template, it will be highlighted with a grey background and marked with the ✕ sign in the "Status" column. A Cinegy Type graphics item cannot be sent on air.

- **Comment** – displays a comment on the corresponding item, if any.
- **Status** – displays the status of each item in the Rundown.
- **Sched. Start** – displays the scheduled start time for each item in hours:minutes:seconds.
- **Actual Start** – displays the actual time of the item launching in hours:minutes:seconds.



Actual start values are displayed only with the started counters. Refer to the **On-Air Mode** paragraph for a detailed information.

- **Duration** – displays the item duration in hours:minutes:seconds.
- **In/Out** - In and Out timecode marker positions for Mark In and Mark Out timecode readings.
- **Proxy** – shows the status of the object local backup in %.

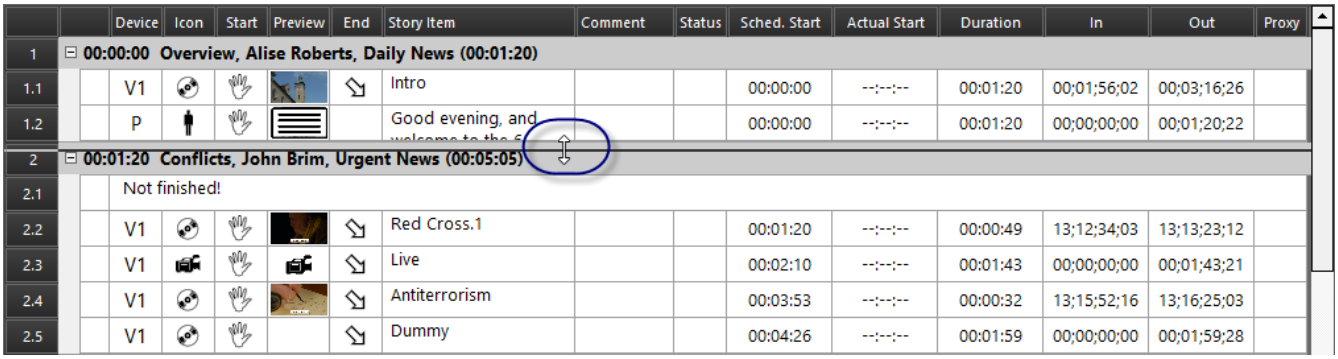


Refer to the **Proxying** article for a detailed description of this feature.

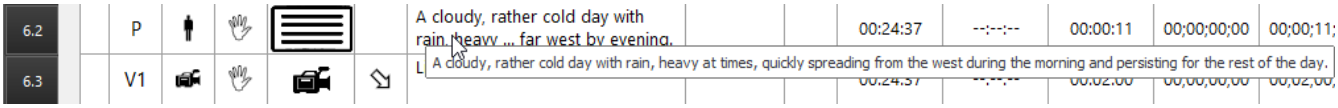
Adjusting the Table View

The width of the "Story item" and "Comment" columns can be adjusted by positioning the mouse pointer on the grid line between the columns and dragging the resizing tool left or right. The width of all other columns is fixed.

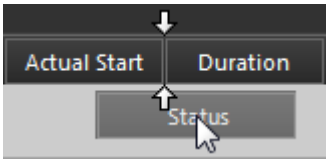
The height of lines in the playlist can be modified by positioning the mouse pointer on the grid line between the rows and dragging the resizing tool up or down to adjust the height.



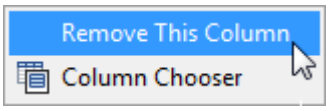
If the text is long, only the beginning and the end will be displayed with an ellipsis to save space. To view the full text, hover the cursor over the block, and an info tip will display the complete content:



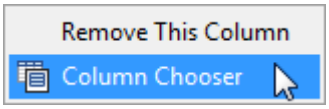
To reorder columns, select the required one and drag it to the desired position. The arrows will indicate the position of the column being dragged:



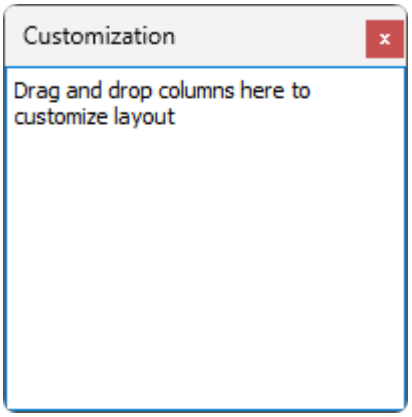
To remove the display of any column, simply drag it down. Alternatively, right-click its caption and select the "Remove This Column" command:



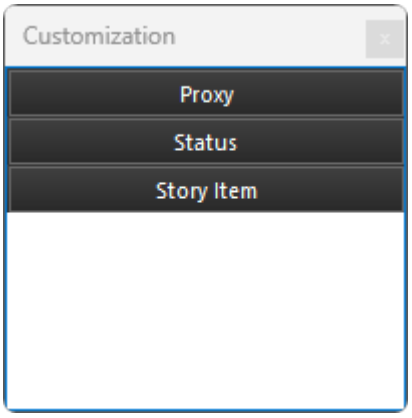
The other way to enable/disable the columns display in the playlist table is to right-click the column caption and select the "Column Chooser" command:



The "Customization" window appears. If all the columns are enabled for display, it looks as follows:



To hide a column, drag and drop it to the "Customization" window. The hidden columns look as follows:



Drag and drop the columns to the desired position to return them to the playlist table.

Chapter 8 Handling Items

8.1 Playlist Items

Cinegy Studio can manage items grouped into three categories based on the type of devices used to bring them on-air:

- **Video** – media files in formats supported by Cinegy Air, Cinegy Archive clips, and Sequences, as well as special items like live feeds or placeholder (dummy) items.
- **Graphics** – Cinegy Title templates and images in formats supported by Cinegy Air.
- **Text** – text files in supported formats controlled by the Prompter device.

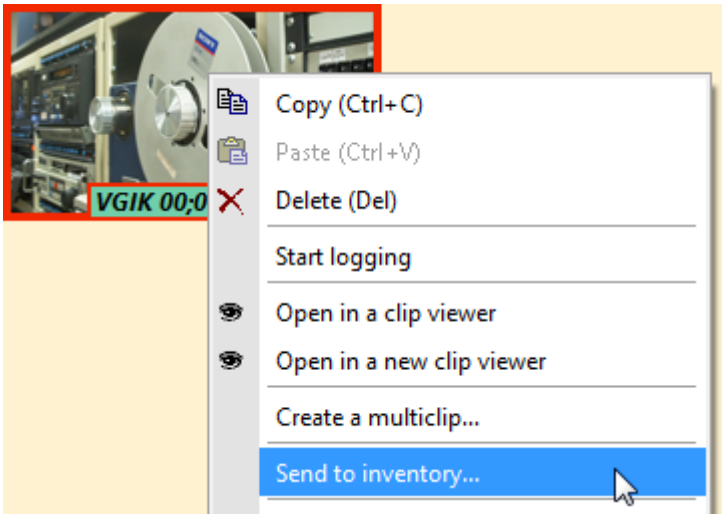
MCRitem

The MCRitem is the XML file that defines a separate playback element in the playlist with the set of metadata that describes the given item. It can represent a simple clip or a comprehensive Sequence with effects, pictures, and voice-overs inside. The MCRitem also includes descriptive metadata (name, description, comment) and the data, defining the processing and display of the given item.

This allows you to use a prepared Sequence in the local playlist of Cinegy Studio without rendering the media file. The rendering will be performed on the fly.

To create an MCRitem in Cinegy Desktop, follow the steps:

1. Select the desired Sequence, Cinegy Title template, or clip from the Roll/ClipBin and choose the "Send to inventory…" command from the context menu:



2. The common "Save as" dialog box appears. Navigate to your dedicated inventory folder and enter a file name into the text field.
3. Press the "Save" button to create the ".MCRitem" file with the name you specified.

Use Inventory Browser in the inventory browser mode to add *.MCRitem(s) to a Cinegy Studio local playlist. Alternatively, you can simply drag and drop it from the folder where it is stored.



See the **Inventory Browser** article for details on using Inventory Browser to compose playlists.

Live Item

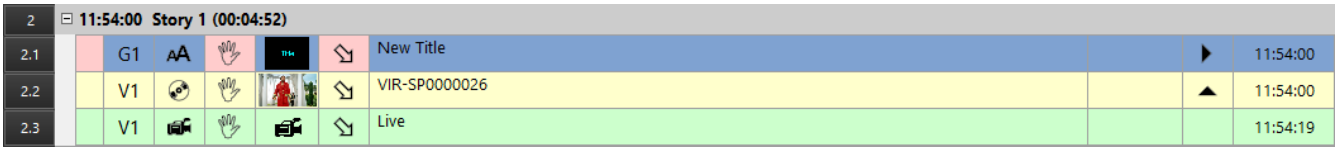
A Live item is an object that refers to the live broadcast signal. In other words, it represents the content that is being streamed live as opposed to pre-recorded.

A signal for a live item can be received from an input device configured via the Cinegy Playout configurator, or it can link to an RTP/UDP/SRT stream.



Press the "+Live" button on the item editor panel to add a live item after the currently selected item.

A live item is marked with the video camera icon in the playlist grid:



By default, the live item duration is 2 minutes, but you can change the default duration in the "Preferences" dialog. The duration of the currently selected live item can be changed in the "Duration" field on the Item Editor panel. The duration of an item cannot be less than 0.5 seconds. For live items, the In point is always set to 00:00:00:00.

Changing the parameters of the live item is not possible when it is on air.

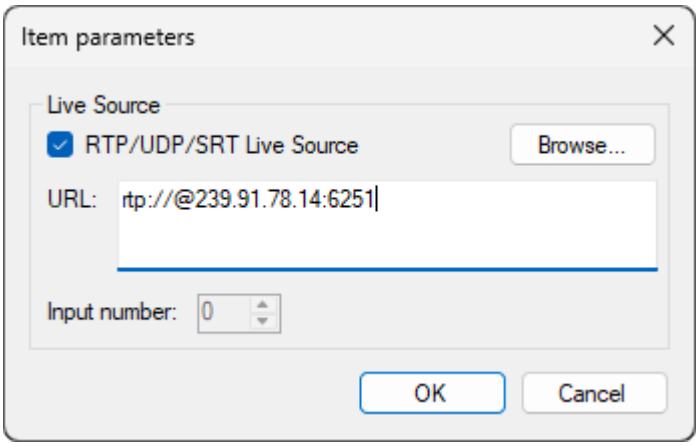
RTP/UDP/SRT Source Selection

There are two ways to define the source URL for a live item: either by using Cinegy Route Browser or through the "Item parameters" dialog box.

If Cinegy Route Browser is installed on the computer running Cinegy Studio, you can drag and drop a physical source or virtual destination from Cinegy Route Browser directly into the playlist. This action will create a new live item with the corresponding URL.

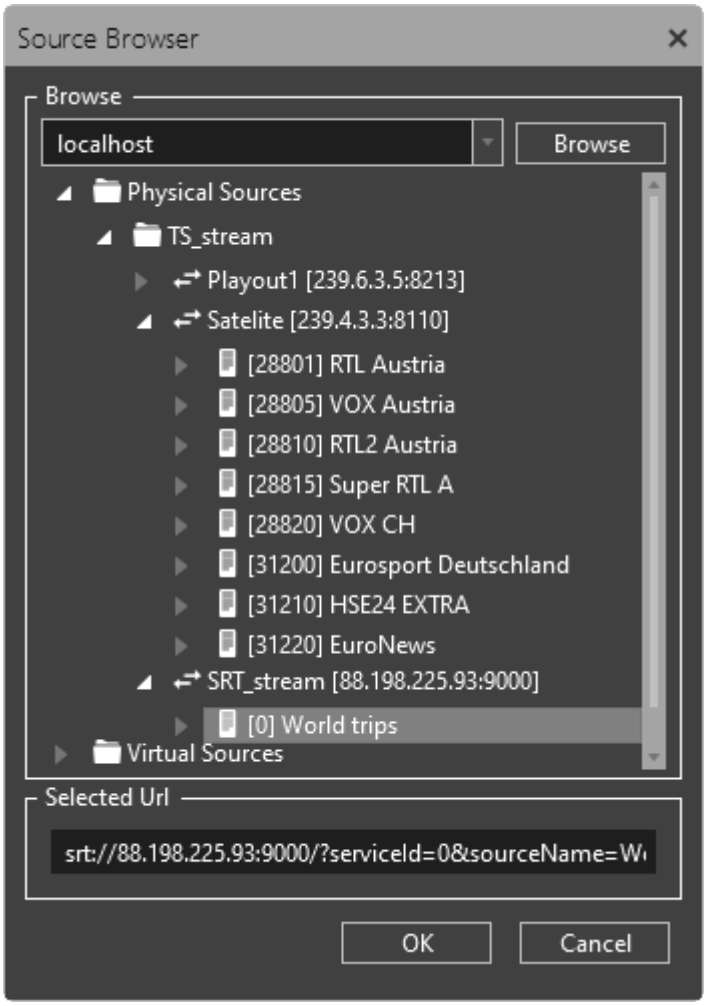
> You can update the link of the existing live item using Cinegy Route Browser by dragging and dropping the physical source or virtual destination onto the live item entry while holding the `Ctrl` key down.

You can edit the source for the currently selected live item in the "Item parameters" dialog. This dialog is accessed through the "Parameters" command in the "Item" main menu or via the context menu of the live item.



Check the "RTP/UDP/SRT Live Source" option to use the IP signal as the live feed for a live item playout and define the RTP, UDP, or SRT URL for the live input stream. If Cinegy Route Browser is installed on the computer running Cinegy Studio, you can do this by simply dragging and dropping the source URL or virtual destination from the Cinegy Route Browser into the "URL" field.

Another way is to press the "Browse" button and select a video stream registered on the specified server by Cinegy Route Directory Service using the integrated Source Browser that appears. Cinegy Route Directory Service can be installed on any dedicated PC and can be used by all playout stations.

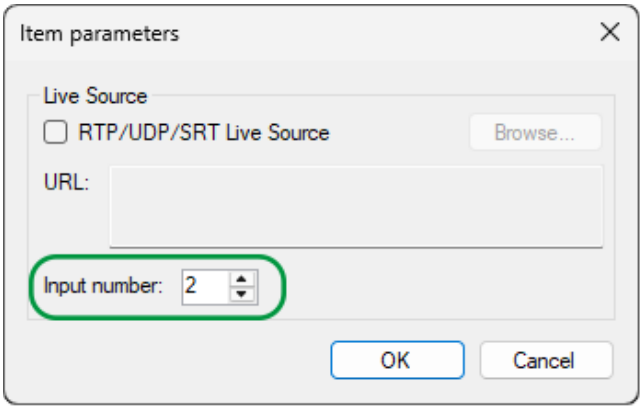


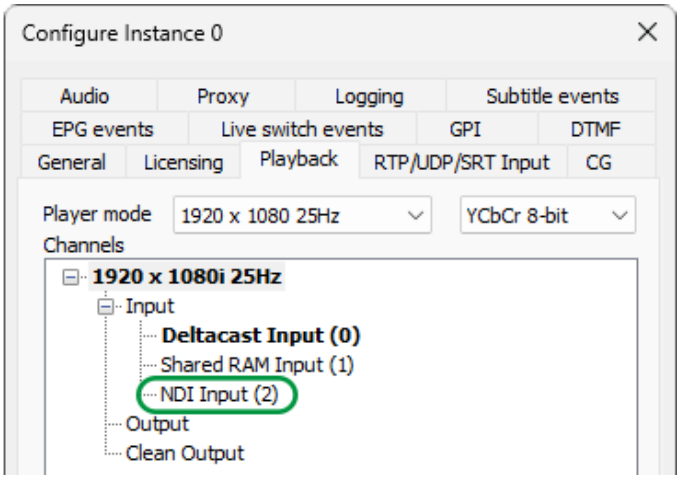
Select the required video stream and press "OK". It will be automatically converted to RTP/UDP/SRT URL.

Alternatively, you can enter the URL address using the keyboard.

Selecting an Input Device as a Source

The input device providing the source signal for a live item is specified in the "Input number" field of the "Item parameters" dialog box. Here you can specify the number of the input device. The input number values start from 0; specifying 1 means that the input device signal is the second in the list, 2 means that the input device signal is the third in the list, and so on:





Changing the input number is not allowed during the broadcast.

RTP/UDP/SRT live input defined in the "Item parameters" has priority over another input (SDI, NDI, etc.) if it is configured.

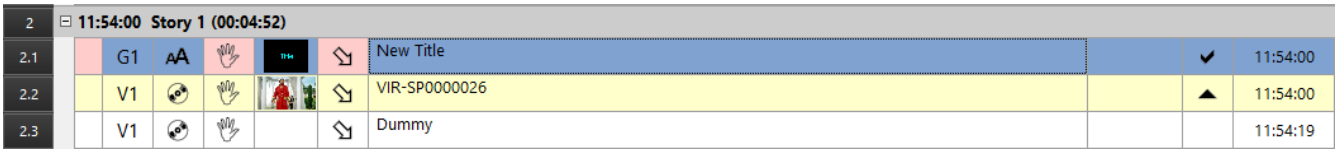
Dummy Item

The dummy item is a reserved "empty" item without media material with a specified duration. It is used to allocate a specific amount of time in the schedule, which will be filled later with one or several clips of the corresponding total duration.



You can insert a dummy item into the playlist by pressing the "Dummy" button.

A dummy item is shown on a white background in the playlist and isn't broadcast:

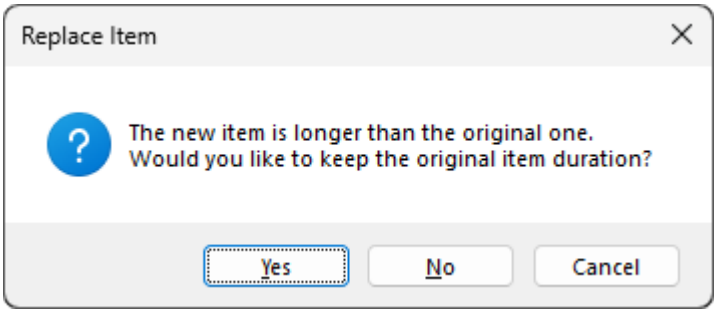


By default, the duration for dummy items is set to 2 minutes, but it can be changed in the "Preferences" dialog. The duration of a dummy item in a playlist can be manually adjusted in the "Duration" field. A dummy item, like any other playlist item, must be longer than 0.5 seconds.

To fill in the dummy item, select the actual item(s) in the integrated Cinegy Browser or clip(s) in the third-party file managers (e.g., File Explorer), hold down the `Ctrl` key, and drag-and-drop the item(s) into the selected dummy item position. The item(s) will be inserted into the playlist, while the dummy item will either disappear if the total duration of the item(s) matches/exceeds its duration, or it will be cropped to the duration of the item(s).

If the duration of the inserted item(s) is shorter, the dummy item is correspondingly cropped and positioned after those items.

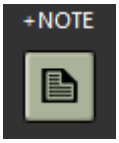
If the duration of the inserted item(s) is longer, the following dialog appears, allowing you to define the rules for item(s) insertion:



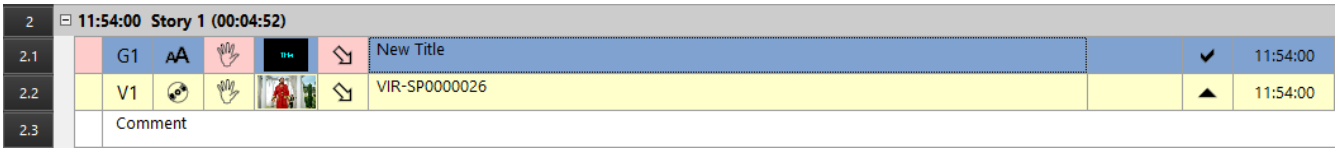
The operator must fill the dummy item in with appropriate clip(s) before sending it on air. If it is not completely filled when the previous item in the playlist is on air, the dummy item is not marked as cued and is automatically skipped; the next valid playlist item is marked as cued and is broadcast instead.

Note Item

A dedicated note item is used to add any additional information or annotations related to the playlist item, or Story, such as special instructions, personal comments, contextual information about the item, or important reminders.



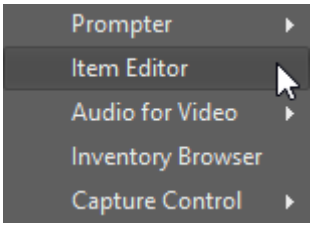
Press the "+Note" button to add a note to the playlist above the currently selected item. Adding a note does not affect the time scale.



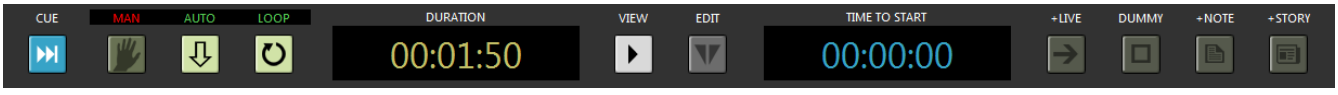
To edit a note, double-click it and enter the text. Hit Esc to cancel the operation.

8.2 Programming Items

In Cinegy Studio, Rundowns are composed according to specific rules to ensure smooth transitions and seamless playout. Various triggers can be applied to individual items to define playback behavior. Additionally, items can be set to loop playback. The controls for programming the items are located on the Item Editor panel. To display this panel, switch to layout editing mode and select the "Item Editor" option from the context menu.



The Item Editor takes the full width of the layout panel. It has a fixed height and is docked either to the top or to the bottom of the panel.



Triggers

Controls for setting item triggers are located in the Item Editor panel. The table below explains the available trigger types:

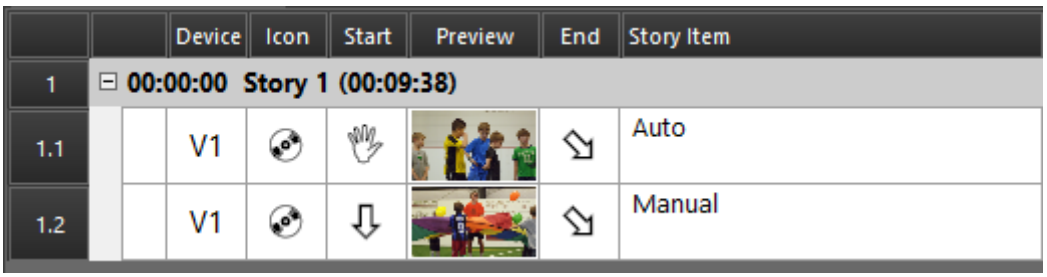
Button	Icon	Trigger type and description
		**Auto trigger:** automatically starts the selected item(s) after the previous item finishes. This trigger applies only to video and graphics items, and cannot be applied to cued items preceding the on-air item in a Rundown or if no item is currently being played on air. It is not available for Media Pool playlist items.
		**Manual trigger:** starts the selected item(s) manually. This is the only available trigger for script items but can also be applied to graphics items.

An automatic trigger can be used globally.

Button	Icon	Trigger type and description
		**Auto button:** automatically applies an auto trigger to all items assigned to the corresponding devices, except for presenter text. This button is located at the top-right corner of device panels for video and graphics.



The trigger icons are displayed in the "Start" column for the items:



Loop

The loop trigger determines whether an item will play once or repeatedly, making it the final trigger for the item. The icon indicates that the item is set to play once.

The corresponding icons are displayed in the "End" column.

Button	Icon	Trigger type and description
		**Loop Trigger:** The item(s) will play in a loop until manually moved to the next item.

It is also possible to globally control the loop playback of the entire Rundown for each video device separately.

Button	Icon	Trigger type and description
		**Loop button:** initiates continuous playback of all items assigned to the corresponding device in the Rundown. The curved down/up arrow icons indicate the first and last items in the loop sequence. These controls are located at the top-right corner of each video device panel.

Pressing the loop button or trigger again will cancel the loop playback, allowing the item to play through only once.

The items of the entire playlist will play continuously in a loop on the condition that all of them have the automatic start trigger type. If the item in a loop sequence has a manual start trigger type, it has to be started manually.

8.3 Viewing and Editing Items

Video Items Preview



Select a playlist item and use the "View" button to quickly launch Clip Viewer for previewing video items and the "CG Browser" for previewing graphics items. It is also possible to double-click items or choose the "Preview" command from their context menu.

 This function is only available for video clips and Cinegy Title templates.

 Enabling/disabling of double-click action for certain commands is regulated in the "Preferences" dialog.

Previewing Video Clips

The Clip Viewer window appears for previewing video clips. Then press the "Play" button to play the clip in Clip Viewer.



The items in this mode are viewed-only.

Timecode

The timecodes are displayed on the top panel of the Clip Viewer window.

In the middle of the panel, the current duration of the clip is displayed. The other two counters can be set up to show one of the following display modes:

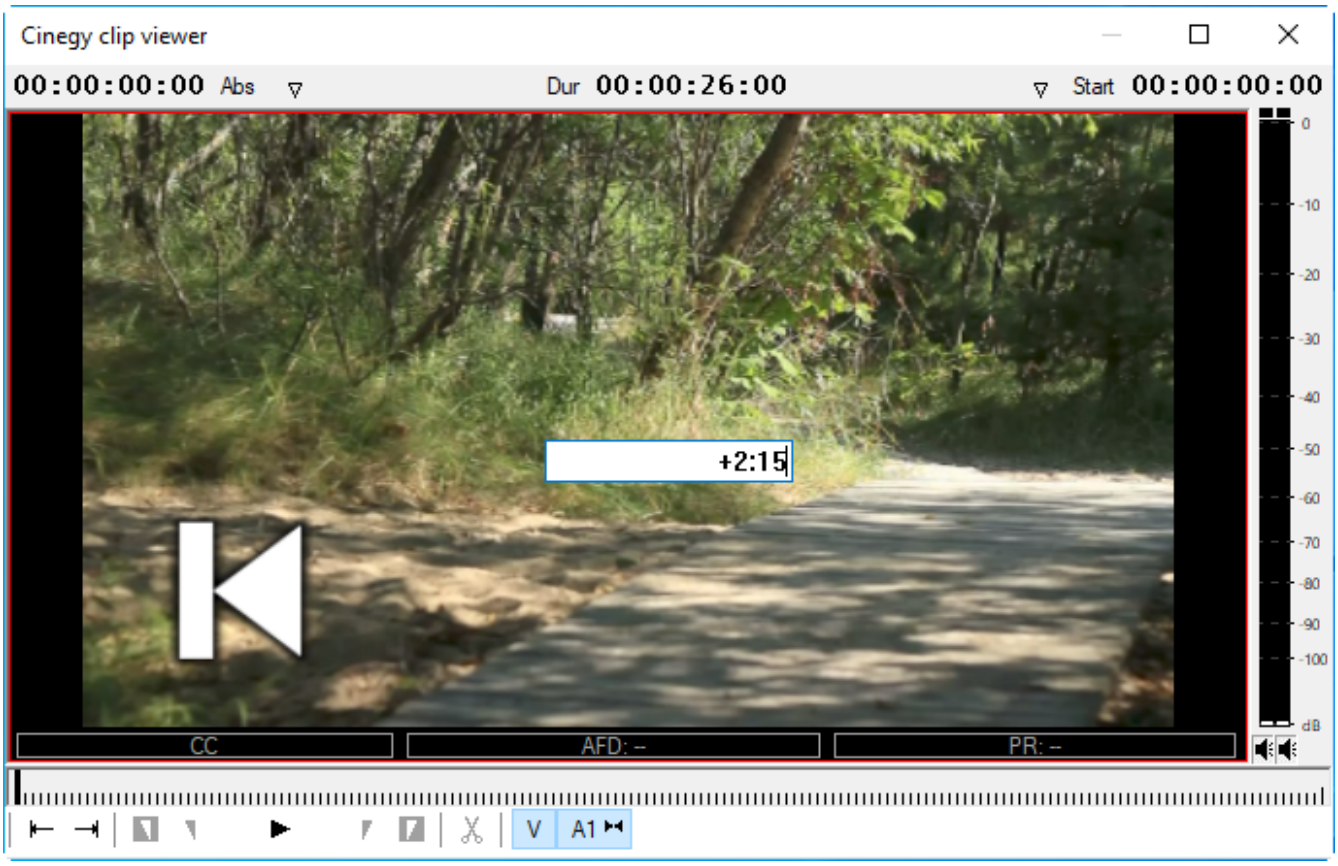
Display Mode	Function
Absolute	Timecode for every frame corresponding to the original material
Duration	Clip duration
Start	Start timecode
In	In timecode
Out	Out timecode
End	End timecode
Elapsed	Time passed from the In point represented as TC --:--:--:-- is displayed instead of TC before playback reaches the In point. With no In point, TC for every frame is displayed starting calculation from the clip start.
Remaining	Time left to the Out point represented as TC --:--:--:-- is displayed instead of TC after playback reaches the Out point. With no Out point, TC for every frame remaining to the clip end is displayed.

Display Mode	Function
None	No display

Using Timecode to Find a Frame

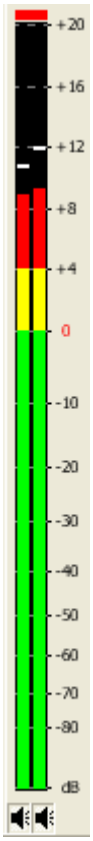
Any time during the preview, you can enter a timecode value (using the numeric keypad on the right side of the keyboard) to navigate through a clip to a specific frame. In addition, you can cue forward and backward from the current position of the clip by a specified number of minutes, seconds, and frames using positive or negative frame offset values.

- To cue to a frame based on a known timecode, enter the timecode using the numeric keypad.
- To cue forward from the current position, enter + and the offset amount using the numeric keypad.
- To cue backward from the current position, enter – and the offset amount using the numeric keypad.



In the example above, the current viewing position will be moved forward to 2 seconds and 15 frames

Audio Preview

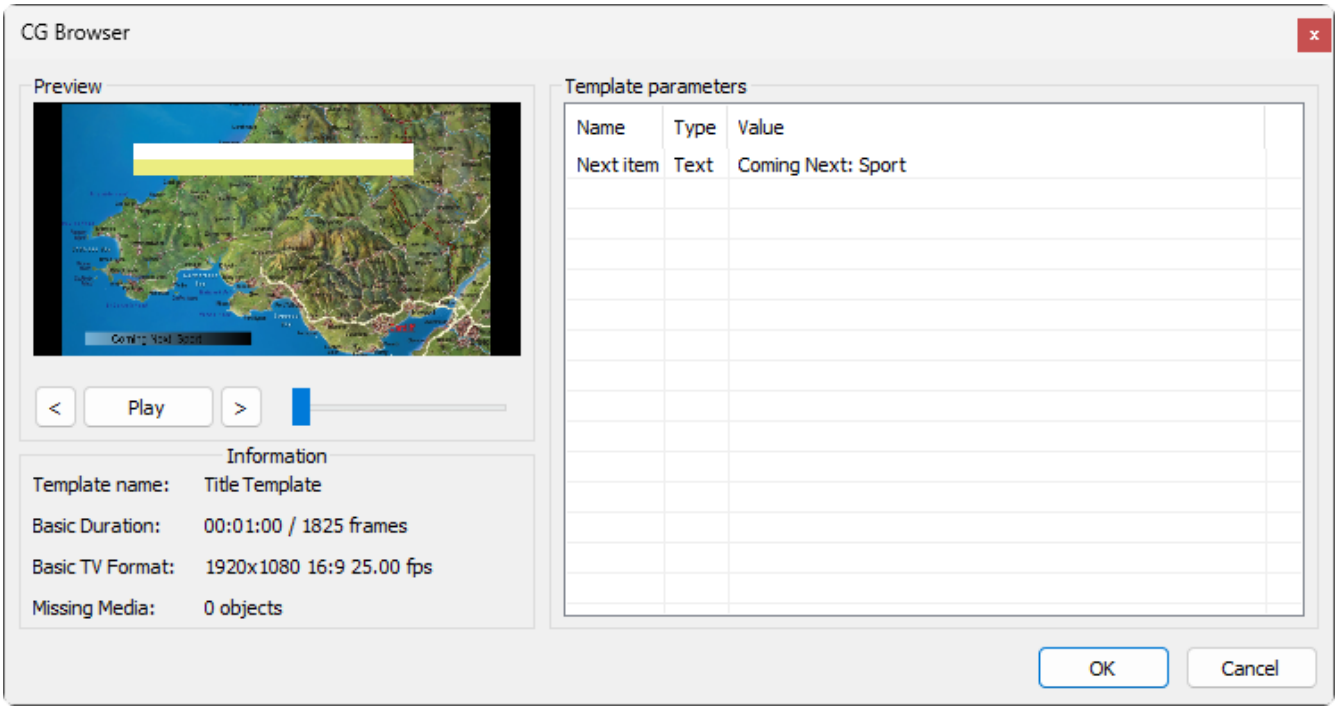


The VU meter is shown on the right of Clip Viewer. It shows peak and integrated audio levels in the dB scale as the master output for all the enabled audio channels mixed together. The zero dB level for the VU meter is defined in the Cinegy Studio configuration tool and is used in Clip Viewer when previewing video clips.
There are two speaker buttons below the audio scale. The speaker buttons allow you to mute an individual left/right audio channel or both audio channels simultaneously.

To learn how to use the VU meter and set up its scale, refer to the **General Settings** article.

Previewing Graphics Items

The "CG Browser" window appears for previewing Cinegy Title templates:



The template is played on the "Preview" section screen.

< > The "arrow" buttons jump to the first and last frame respectively.



Press the "Play"/"Pause" button to toggle template playback mode.

The "Information" section located below the preview screen displays the template name, duration, and TV format.

Template variables available for export are given in the "Template parameters" table next to the preview screen. The table consists of three columns with the template variable name, type, and value data. Template variable values cannot be edited in this mode.

Editing Playlist Items

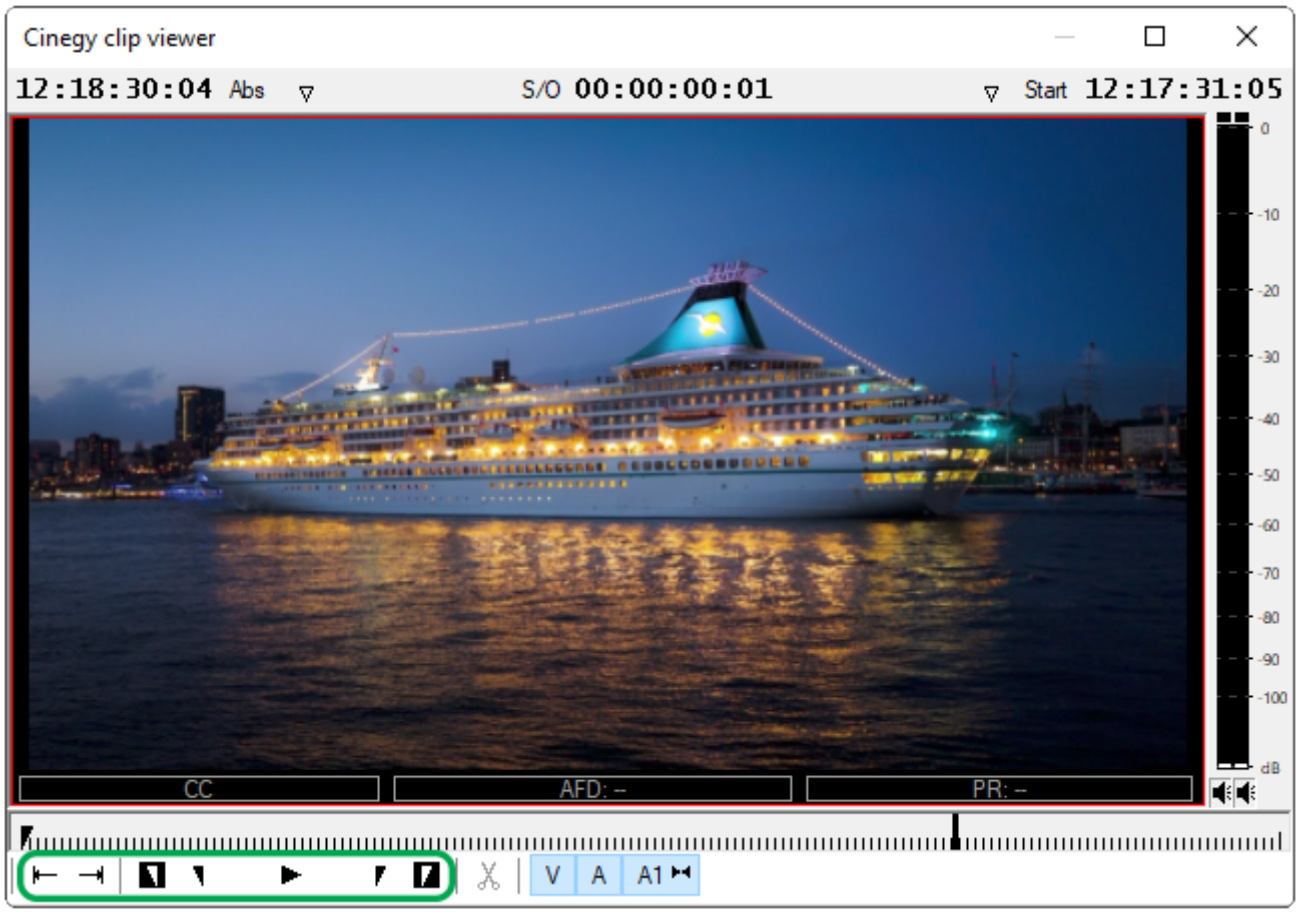


Press the "Edit" button to quickly launch Clip Viewer for editing video items and the "CG Browser" for editing graphics items.

These functions are only available for video clips and Cinegy Title templates.

Editing Clips in Clip Viewer

To edit the item, select it in the local playlist and choose the "Edit…" command from the context menu; the Clip Viewer window appears.



Use Clip Viewer to:

- cut the clip;

- set In and Out points;
- clear In and Out points;
- navigate to edit points.

	The In point represents the beginning of the In frame, and the Out point represents the end of the Out frame (or the beginning of the next frame). The duration of the item cannot be less than 0.5 seconds.

You can also preview the clip before and after editing.

Cutting an Item



Press the "Razor" button to cut a clip at the current time slider position or hit the F key.

	The In point represents the beginning of the In frame, and the Out point represents the end of the Out frame (or the beginning of the next frame). The item duration cannot be less than 0.5 seconds.

Setting and Deleting In and Out Points



Press the "In" button or hit the I or E key to trim your clip from the left.



To delete the In point, press the "Delete In" button (inversed In) or hit the D key.



Press the "Out" button or hit the O or R key to trim your clip from the right.



To delete the Out point, press the "Delete Out" button (inversed Out) or hit the F key.

Moving to the Next or Previous Edit Point

You can use the "Jump to clip event" buttons to move from event to event. Events are: start, end of a clip, In and Out points.



Use the "Previous event" button to navigate between the edit events. You can also use the A key to jump to the previous clip event.

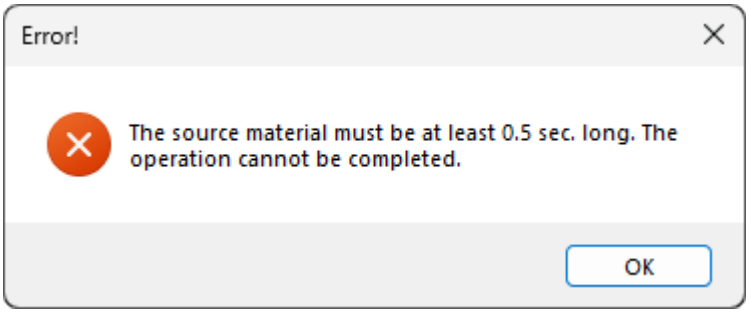


Use the "Next event" button to jump to the next event. You can also use the S key to jump to the next clip event.

Closing Clip Viewer

Press the  sign or the Esc key to close Clip Viewer.

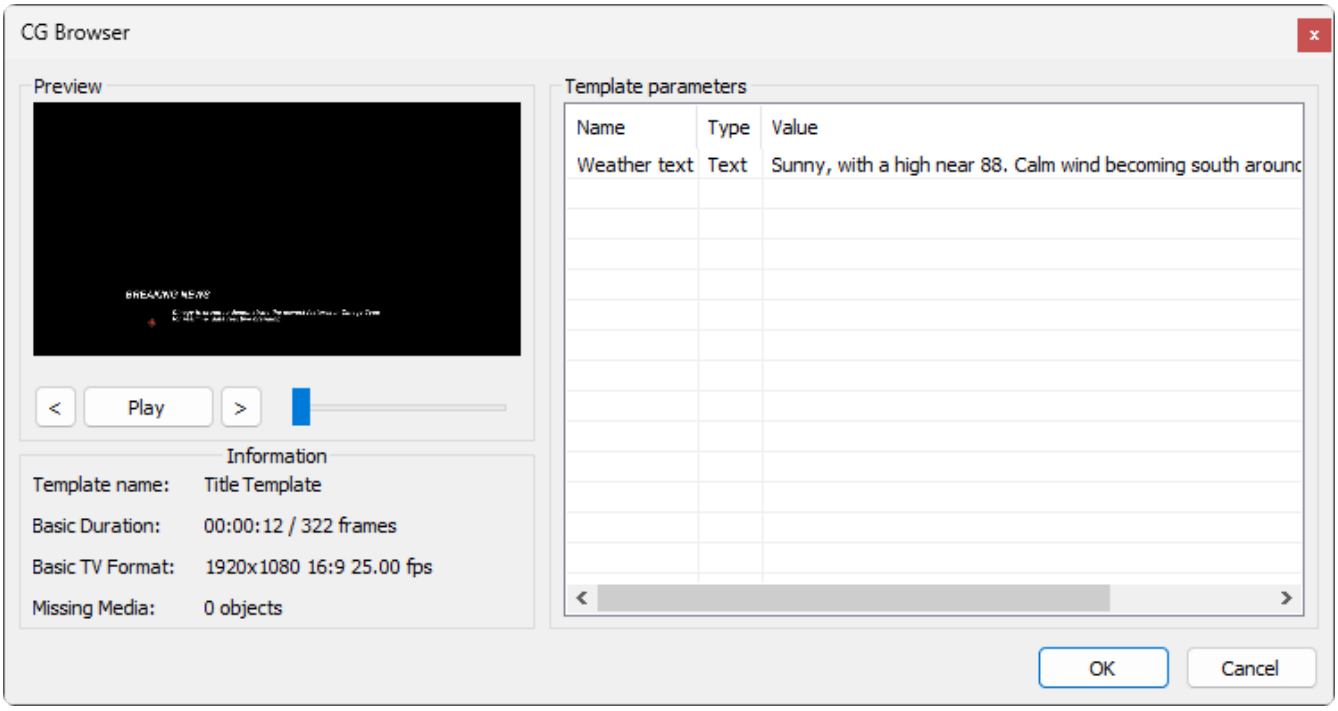
When closing Clip Viewer, the following error message appears if In and Out points are not set correctly. You should keep in mind that the new duration cannot be longer than the original or less than 0.5 seconds.



All changes made during editing can be undone and redone with the "Undo" and "Redo" commands from the right-click menu.

Editing Graphics Items

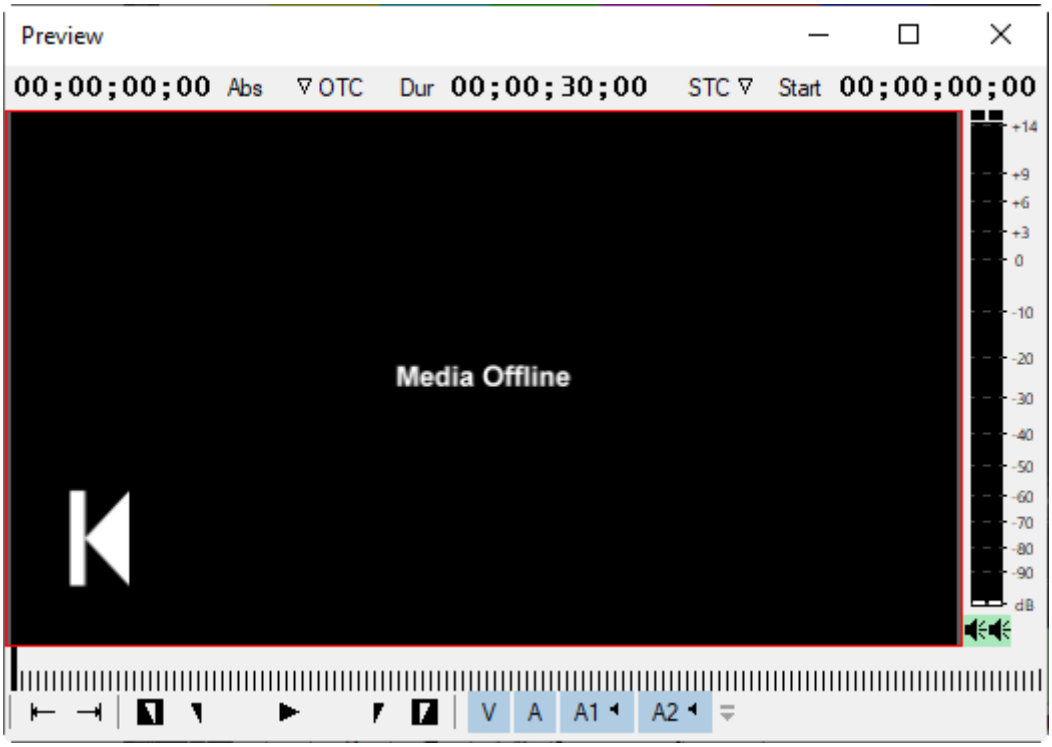
To edit the item, select it in the local playlist and choose the "Edit Item" command from the context menu or use the "Edit" button. The "CG Browser" window appears for editing the variables available for export:



The template variables available for export are given in the "Template parameters" table. The fields in the "Value" column are editable in this mode. To change the values, double-click the "Value" field of the desired variable and use the keyboard to enter a new value. Press "OK" to save changes.

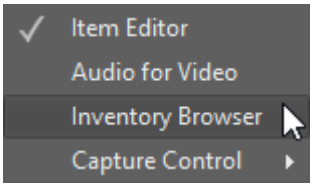
8.4 Media Offline

If all media qualities for particular footage are unavailable, with the "Show media offline hint" option enabled in the Cinegy Studio Configurator, the clip thumbnails display "Media Offline" on a black background instead of showing clip picons, and no media material appears in a "Preview" player or Clip Viewer. When cueing or sending such an item on-air, the emergency footage or color bars will play back, depending on the Cinegy Playout station configuration.


Preview
00;00;00;00 Abs
OTC
Dur 00;00;30;00
STC
Start 00;00;00;00
Media Offline
+14
+9
+6
+3
0
-10
-20
-30
-40
-50
-60
-70
-80
-90
dB
V
A
A1
A2

Chapter 9 Integrated Browser

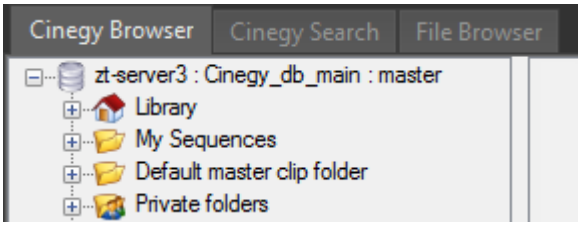
The "Inventory Browser" option in the layout editing mode context menu enables the use of the Cinegy browser as a built-in part of the Cinegy Studio interface:



The built-in Inventory Browser fills the full width and the remaining height of the layout panel, on which its display is enabled.

Inventory Browser comprises three modules:

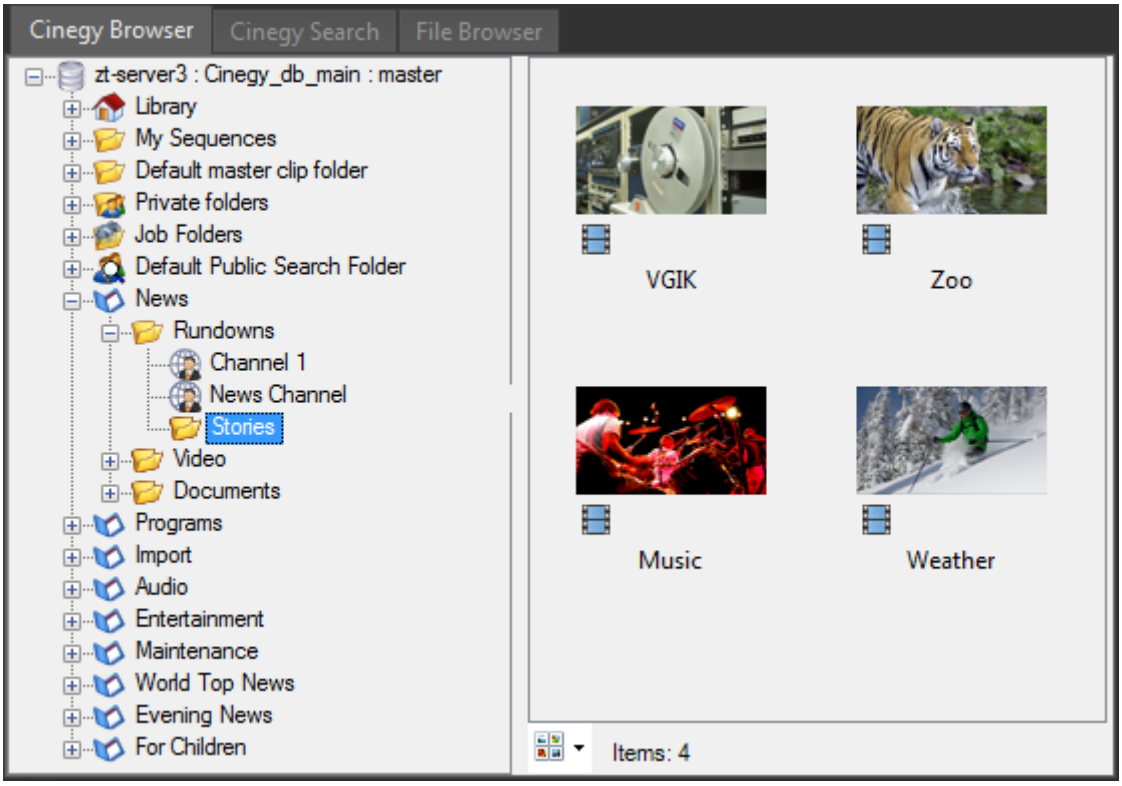
- **Cinegy Browser**
- **Cinegy Search**
- **File Browser**



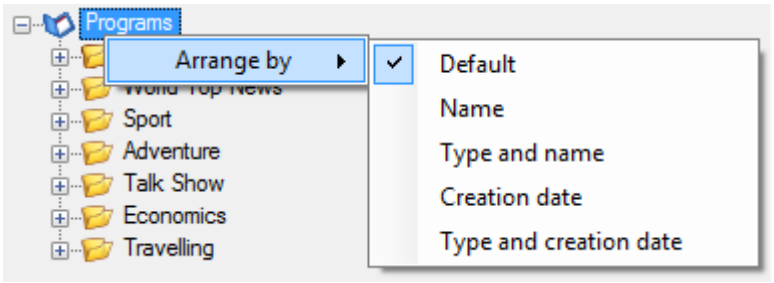
The "Cinegy Browser" and the "Cinegy Search" tabs provide access to the Cinegy Archive database and are only available with Cinegy Desktop installed on the machine running Cinegy Studio.

9.1 Cinegy Browser

Cinegy Browser is designed for efficient navigation through the Cinegy Archive database. This module allows users to browse the content of the database in a tree-like structure located on the left side of the panel. The right side displays the content of each folder or bin selected in the database tree.



Each container can be expanded or collapsed by pressing the corresponding ⊞ and ⊟ buttons. The content of any expanded folder can be sorted by name, type and name, creation date, or type and creation date. To do this, select the appropriate option from the "Arrange by" drop-down list in the context menu:



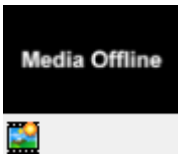
When you click on a ClipBin or Roll, all clips contained within it will appear on the right side of the browser window, while selecting a DocumentBin will display its contents as thumbnails.

Double-clicking a clip, Sequence, or Cinegy Title template will open it in the viewer.

Refer to the **Viewing and Editing Items** article to learn about clips and graphics items handling in the viewer.



The audio-only clips are indicated with the waveform icon. The system performs the audio-only playback in the viewer displaying the waveform of the audio.

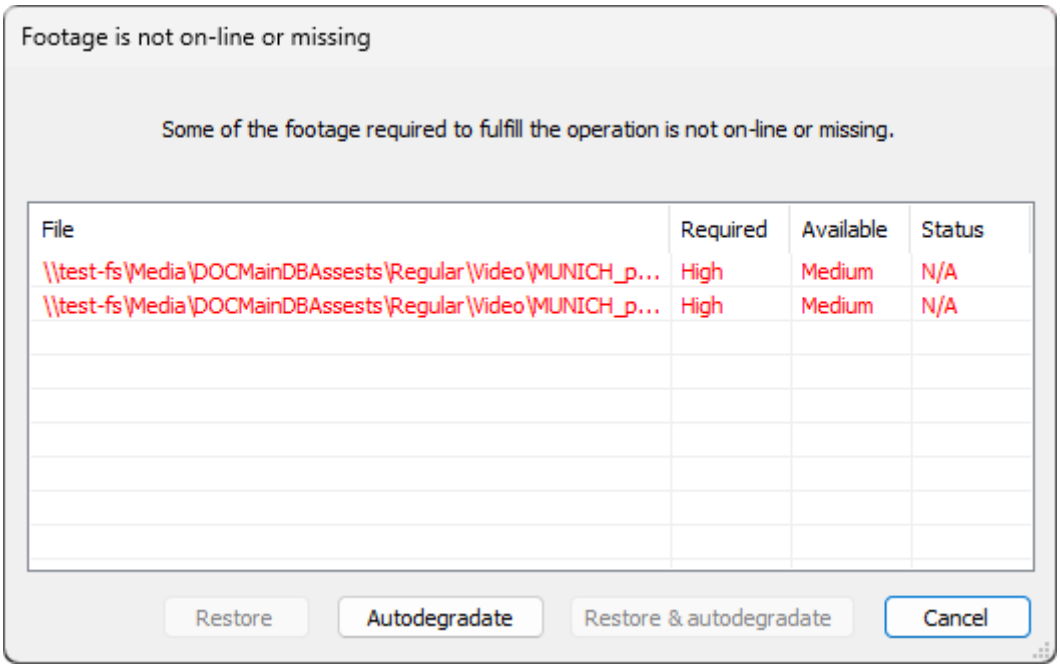


If all video qualities for a particular footage are unavailable, the clip thumbnails will display "Media Offline" instead of showing the clip picons or media material in the viewer.

When working in standalone mode, the selected clip, Sequence, Cinegy Title template, or Story can be dragged and dropped

directly to the Cinegy Studio Rundown or Media Pool playlist.

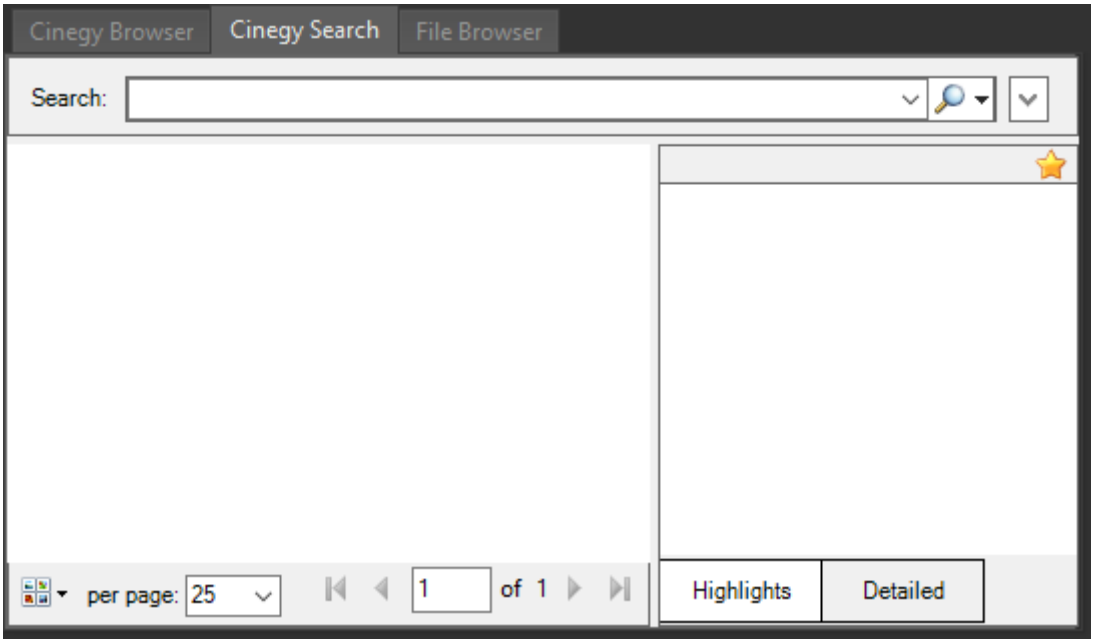
When high quality is not available for the clip, the following dialog box appears when you try to drag and drop it to the local playlist:



Restore	Press the "Restore" button to retrieve unavailable files of the clip moved to the HSM (Hierarchical Storage Management) from the Cinegy Archive database.
Autodegradate	Press the "Autodegradate" button to switch the clip to the next available quality. For example, if high quality is required, but not available and medium quality is available, the autodegradation will switch the clip to medium quality.
Restore & autodegradate	Press the "Restore & autodegradate" button to retrieve unavailable files stored on the HSM and in case of failure to switch the clip to the next available quality.

9.2 Cinegy Search

The built-in Inventory Browser allows searching through the Cinegy Archive database. Go to the "Cinegy Search" tab of Inventory Browser to perform search operations within the Cinegy Archive database and view the search results.



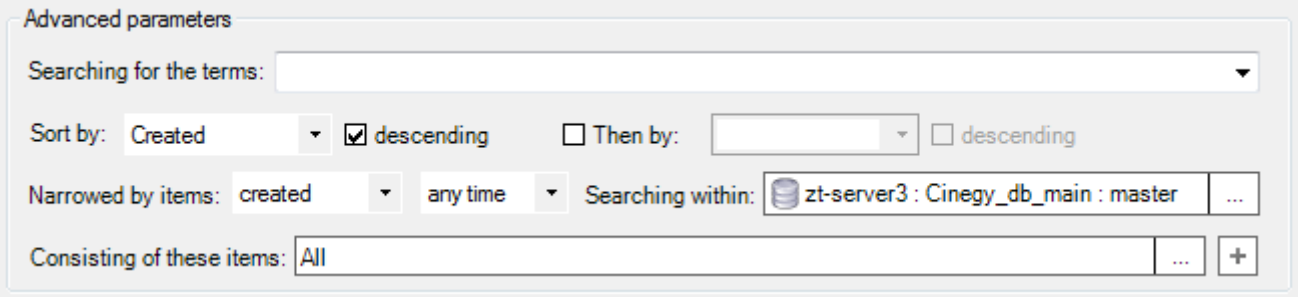
To start searching, enter your request in the "Search" field via the keyboard and press the "Search" button or hit `Enter`.

All the nodes found according to the search request will be listed with their thumbnails.

Refer to the **Search** article to learn how to search for items within the Rundown or local playlist.

Advanced Search

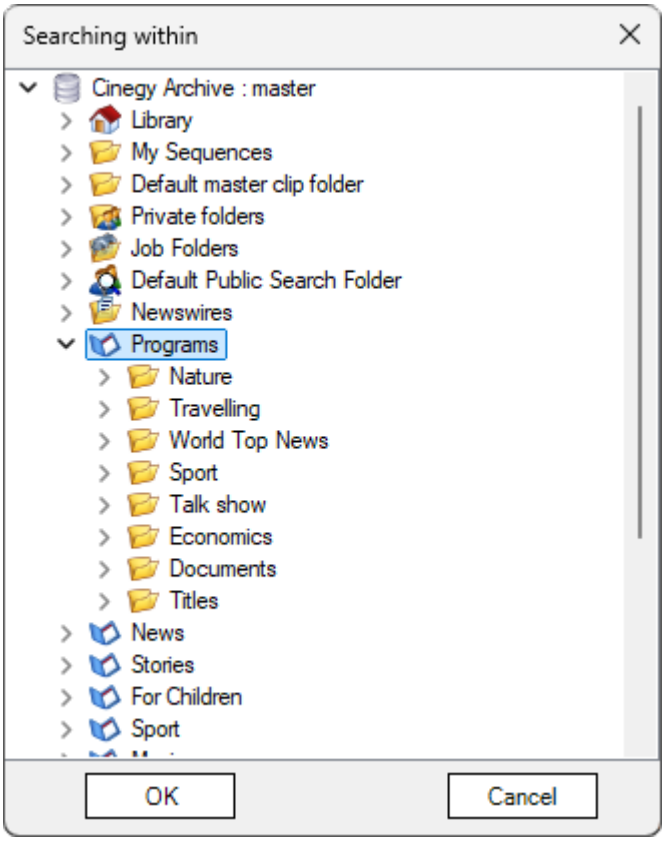
Press the button next to the "Search" field to show/hide advanced search options:



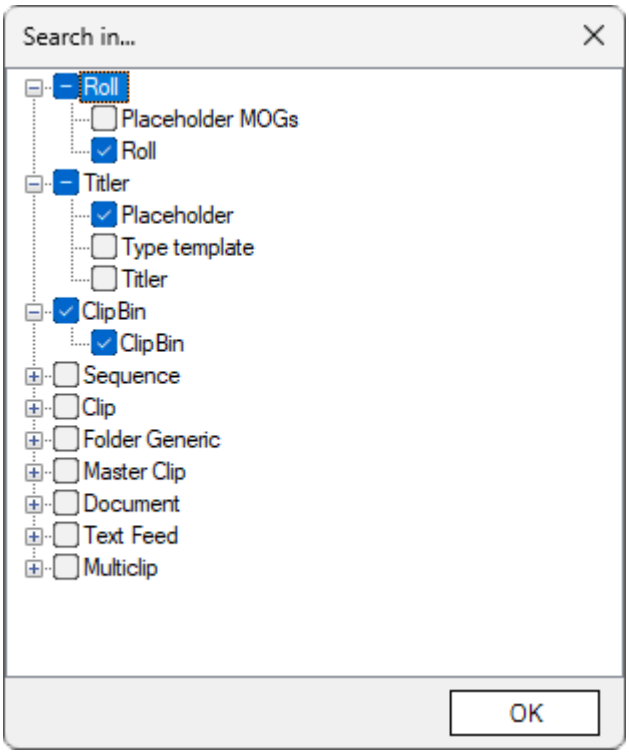
Enter your search request in the "Searching for the terms" field.

It is possible to narrow the search with the creation or modification time by specifying the time scale in the "Narrowed by items" field.

You can also define the search location in the "Searching within" field. Press the ... button and define the search location using the "Searching within" dialog:



To narrow the search up to specific node types, press the ... button next to the "Consisting of these items" field and select the desired asset type(s):



You can make additional limitations to your search. This can be done by adding conditions to the metadata fields. To do this, add a row in the bottom part of the advanced parameters configuration group by pressing the + button.

Refer to the **Advanced Search** paragraph within the **Cinegy Search** article for a detailed information about advanced search parameters configuration.

Search Request Syntax

It is possible to use multiple words for search. In this case, they are connected with the logical AND.

It is also possible to use AND, OR, and NOT operators, as well as brackets. If you enter several words separated by a space, the operator AND is assumed.

The wildcard * is also allowed.

The following tables explain the search request syntax in detail.

Expressions

Expression	Description	Example
any word	All forms of that word	man will find man and men
"string"	The exact string	"man*" will find man*
*	Any string of zero or more characters	man* will find man, many, manuscript, manner, and so on
?	Any single character	?ean will find Dean, Sean, and so on
[]	Any single character within the range [a-k] or within the set [abcdef]	[C-P]arsen will find Carsen, Larsen, Karsen, and so on
[^]	Any single character not within the range [^a-k] or the set [^abcdef]	de[^l]* will find the words beginning with de where the third letter is not l
"%exact phrase%"	The exact word combination or phrase	"%folder #1%" will find folder #1

If the "?" symbol is placed at the beginning or the end of the word, it is processed as the "*" wildcard, i.e. "?" will be substituted by one or more characters.

When using the expression with a range of symbols (written in square brackets) and performing a search within some text rather than searching for a single word, add the "*" symbol at the beginning and the end of the search expression. For example, if you are searching within some text for the words starting with any symbol of the [b-t] range and the second part of which is "end", use the following search expression: *[b-t]end*.

When using the "%exact phrase%" expression, please note that the search process may take a long time, especially in large databases.

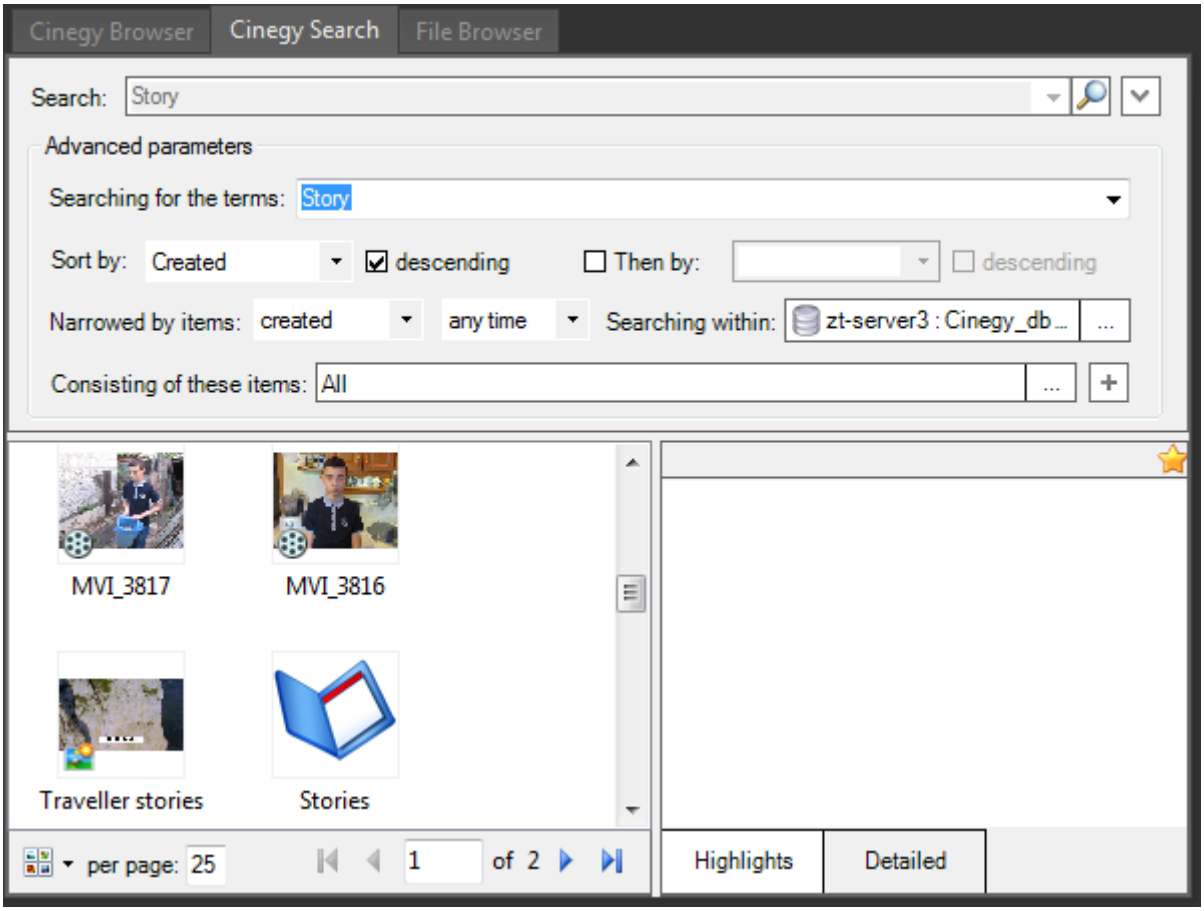
The natural-language search is language-dependent. Your SQL server must have the search engine for the language you are using; otherwise, the search function will not work.

Operators

Operator	Shortcut	Description	Example
AND	& or space	Logical AND	red monkey Joe & Willy black AND white
OR	|	Logical OR	Joe | Willy purse OR life
NOT	~	Logical NOT	Joe NOT Willy ~fish&~meat
( )		Logical grouping	(~red monkey) | (John Smith)
LIKE, NOT LIKE	LK, NL	Matching a specified pattern	LIKE *land

Search Results

The search results are displayed in the left-hand panel:



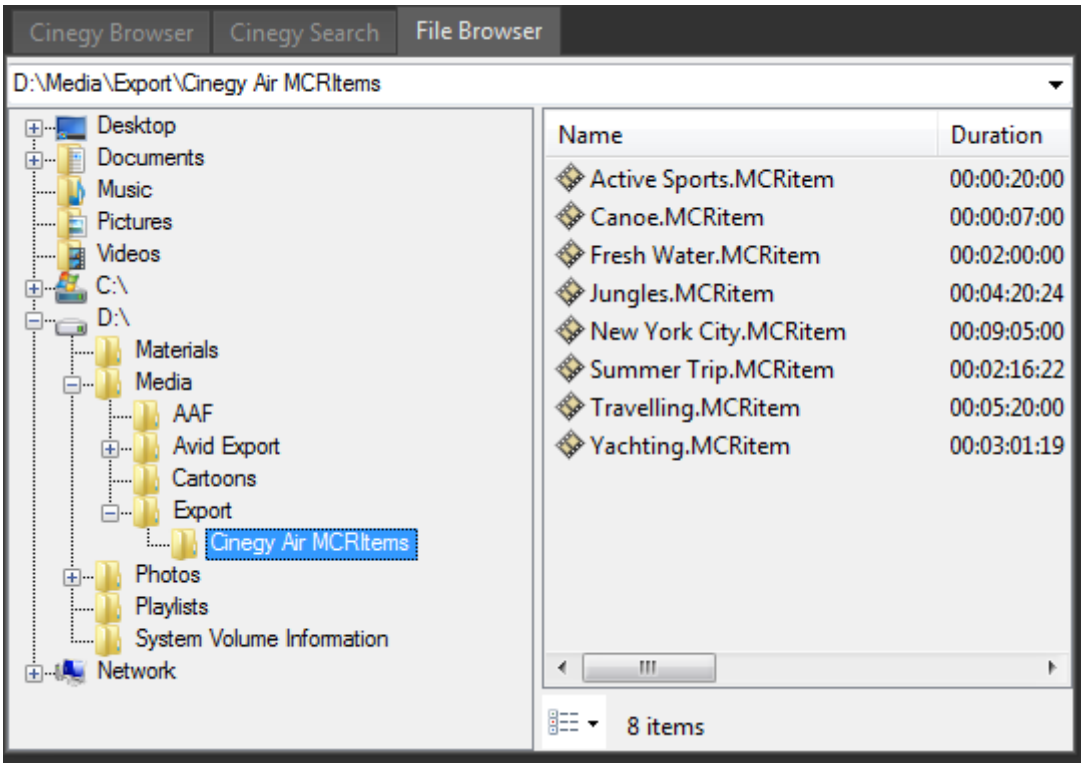
If the search comes up with more than one page of search results, use the and buttons to navigate the search result pages.

You can define the number of search results to be displayed per page by choosing the corresponding option from the "Results per page" pull-down list or entering the value from 10 to 2000 via the keyboard. The total number of search result items is displayed in the "Displayed" field.

Refer to the **Cinegy Search** article for a detailed information on metadata display for the found objects.

9.3 File Browser

File Browser provides access to the materials stored on your local computer or a shared location. It is used to compose the playlists with MCRitems (clips from Sequences, bins, and Rolls that have been exported to the inventory folder) and text files. This is useful for viewing previously created Cinegy Title templates.



The right-hand panel displays only files of Cinegy Studio-supported formats for Video and Graphics devices, as well as text files that can be used as Prompter device items.

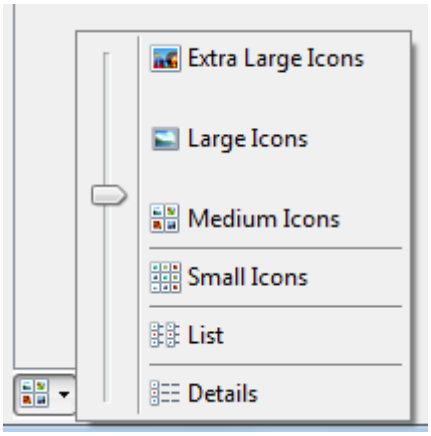
To add an item or items from the Inventory Browser to a playlist, simply use drag-and-drop.



The item(s) will be inserted with the aspect ratio, defined in the Cinegy Studio Configurator.

9.4 View

There are multiple view options for displaying content within the browser. To change the view, click the "Change your view" icon at the bottom of the browser window and select the desired option:





The "Change your view" icon will look different depending on the view you have chosen.

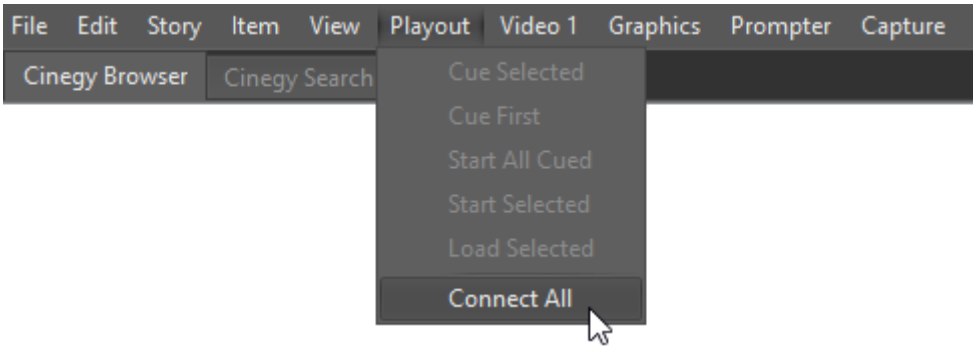
You can use the slider to manually change the thumbnail scale between the medium and extra-large icon sizes.

Chapter 10 Playout

10.1 Operating

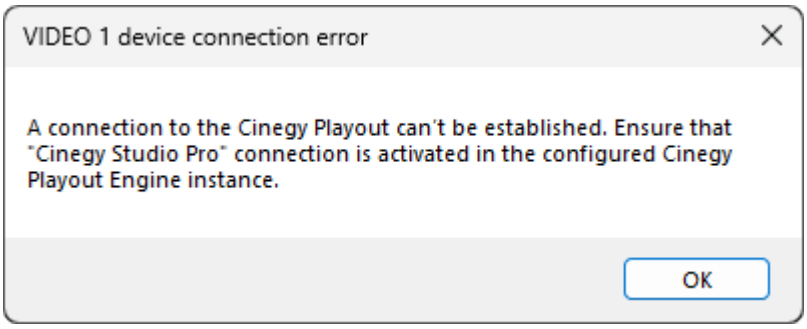
After composing the Rundown in standalone mode or launching a prepared one in Cinegy Archive mode, the next step is configuring and running Cinegy Playout and any other devices required for your scenario.

To connect all configured devices to the Cinegy Playout engine, use the "Connect All" command from the "Playout" main menu.



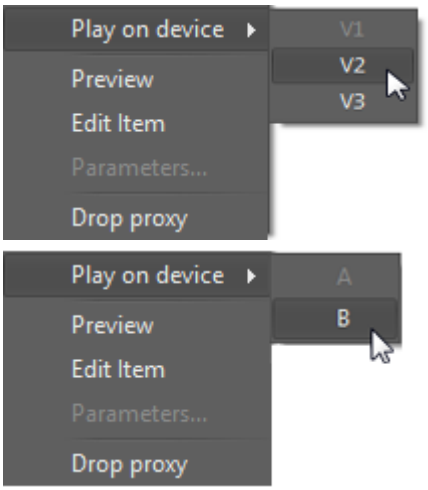
If the "Autoconnect on start" option is enabled in the Cinegy Studio Configurator, all configured devices visible in the layout will automatically connect when Cinegy Studio is launched.

If the Cinegy Studio connection is not defined in the Cinegy Playout configurator, the following message is displayed:

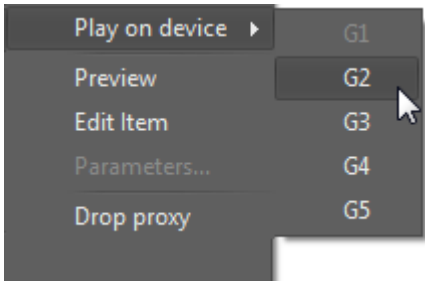


Assigning Playback Device

In standalone mode, if your setup includes multiple video devices, multiple graphics layers, or both, you can assign video items to specific video devices and graphics items to a particular graphics layer by dragging and dropping them onto the corresponding device panel. Alternatively, you can select a specific video device/graphics layer for the current item from the "Play on device" drop-down list in the "Item" menu or the item's context menu.



Assigning Video Device



Assigning Graphics Device

Cue Selection

To ensure smooth playout at the scheduled time, the items need to be cued. If there were already cued items before the Rundown was updated or the Cinegy Studio application was restarted, the cued status for those items will be restored when the Rundown is reloaded.



The "CUE SEL" button on the clocks control marks the selected item in the Story as cued.



Similarly, the "CUE" button in the Item Editor cues the selected item in the Story.

Even if an item is currently being broadcast, it can still be cued using these buttons.

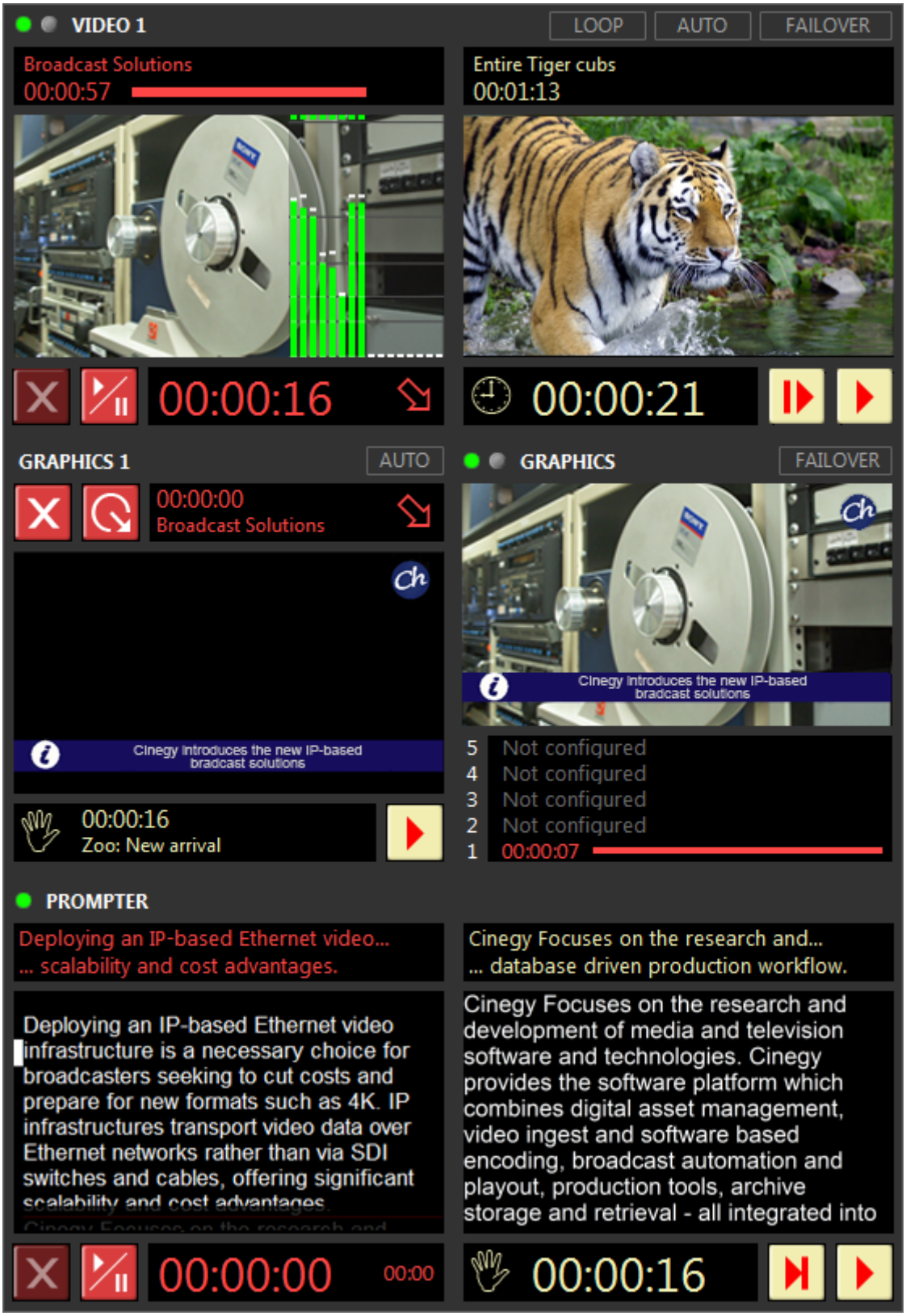
If you need to cue all items of different types within a Story at once, select the Story caption in the playlist and press the "CUE SEL" or "CUE" button.

To cue the first item in the playlist, select the "Cue First" command from the "Playout" main menu.

	The first script item can only be cued manually.

Broadcasting Items

To work with output devices, they must be properly configured and enabled for display in the Cinegy Studio layout. Separate panels are available for each device type, controlling video, graphics, and text items respectively. These device controls allow individual management of cued items for each type.

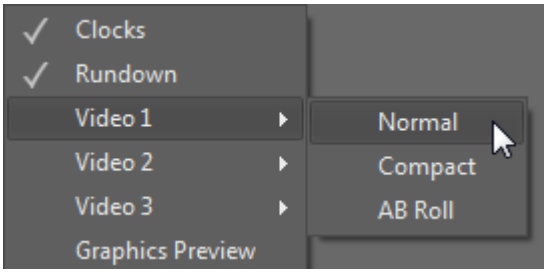


Sending Video

It is possible to configure up to three video devices, each of which can be set to use either just the master or both the master and slave Cinegy Playout engines for broadcasting.

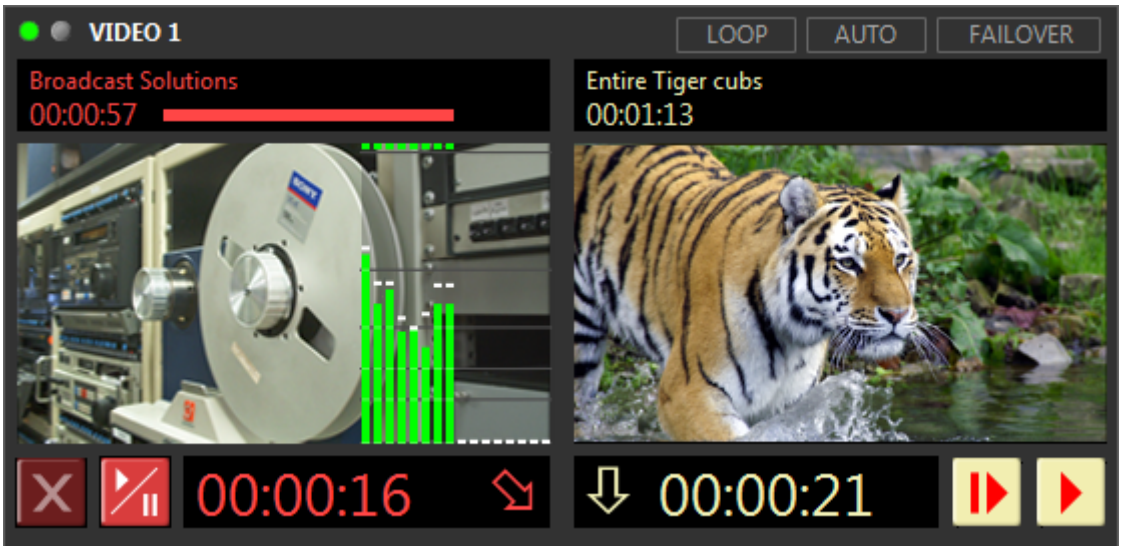
Working with a Video Panel

Each video device has a separate device panel in Cinegy Studio, which can be operated in one of several modes, enabled through layout editing:



The normal view shows two preview monitors and provides detailed information, while the compact view displays a single preview with minimal information, which helps save layout space. The AB mode, available when enabled in the Cinegy Studio configurator, is described in detail below.

The video device panel in normal view mode consists of two monitors:



The left monitor is an on-air preview, displaying the picon of the loaded item or playing the video if the item is sent on air. An audio level meter on the right side of this monitor shows the volume levels of the on-air video. Both the number of audio channels displayed in the meter and the presence of the audio level meter can be configured in the "Preferences" dialog. The top field displays the name of the item in the on-air preview, along with its playing time and a progress bar. For paused or loaded items, the progress bar allows you to navigate to any desired clip position and view any frame by dragging the slider or clicking any position on the progress bar. The bottom field shows the time countdown to the end of the item and the icon representing its end trigger type.

The right monitor previews the picon of the cued video item. The top field displays the name of the cued item along with its duration. The bottom field shows the start trigger icon and the timing information, which can be configured through the "Preferences" dialog.

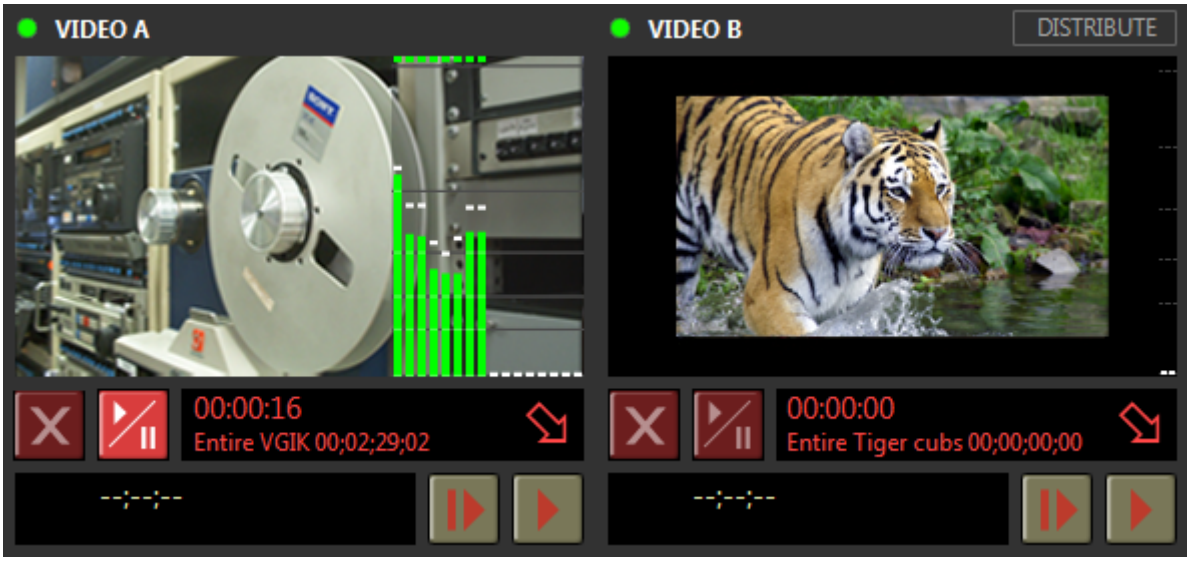
i	Double-clicking the on-air preview will highlight the last launched video item in the Rundown while double-clicking the preview monitor will highlight the cued video item.

i	In compact mode, you can enlarge the timers on the monitors for configured video devices by enabling the "Display large timers on Video" option in the "Preferences" dialog. When this option is disabled, the timers are displayed in regular font size, and the timer fields also include the item name.

Video AB Roll

Cinegy Studio supports using the "Video 1" device in AB mode, where the video item can be played via RS-422 on either the master or slave playout server, as configured in the Cinegy Studio configurator. The panel for working with video in AB mode should be enabled with the "AB Roll" submenu command from the "Video 1" context menu in layout editing mode.

The video AB device control consists of two parts; each corresponds to a configured server:



The video A and B devices playing the selected item can be switched by using the corresponding context menu commands as described earlier in this section. Alternatively, drag and drop the item to the corresponding part of the device panel.



Press the "Distribute" button, or use the equivalent command in the "Video AB" main menu, to organize the playback of video items so that all the odd-ordered clips are sent to device A, and all even-numbered clips to device B.

If one device connection fails, all video items will automatically be redirected to the remaining connected device.

Video Controls



Press the "Start" button to send the cued item (assigned to the video device) on air. This action will make the item appear on the "On-Air" monitor. At the same time, the next item of the same type will be automatically cued, with its picon displayed on the "Preview" monitor.



Press the "Load" button to load the cued item (assigned to the video device, except for live items) to the video device output without sending it on-air. Its picon will appear on the "On-Air" monitor, and the item will be paused. The next item will be automatically cued.



The "Play/Pause" button starts broadcasting the loaded item. It is played on the "On-Air" monitor. Pressing this button a second time pauses the playout.

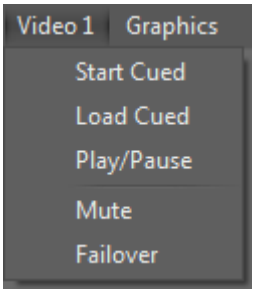


When video playback is paused, the countdown begins blinking.

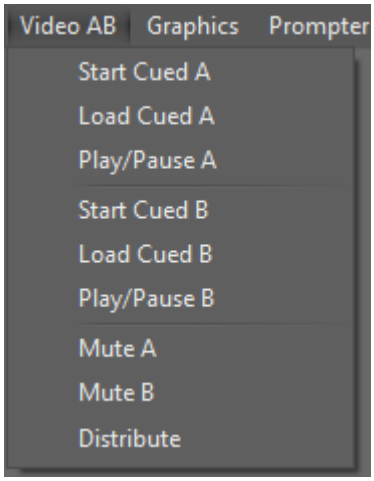


The "Stop" button interrupts the current loaded, paused, or finished item and resets the device to the initial state. This button is inactive during the on-air item playback.

As an option, use the commands from the main menu of the respective configured video device to perform the actions described above:



Video Device Main Menu



Video AB Device Main Menu

The "Mute" command is used to mute the currently played video on the selected device panel.

The "Loop" button initiates continuous playback of all items in the Rundown and the "Auto" button automatically applies an auto trigger to all items assigned to the corresponding video devices.

The following buttons are available on top of the video devices panels:

LOOP — The "Loop" button initiates continuous playback of all items in the Rundown assigned to the corresponding video device, respectively to the start trigger of every specific item.

AUTO — The "Auto" button automatically applies an auto trigger to all items assigned to the corresponding video devices.

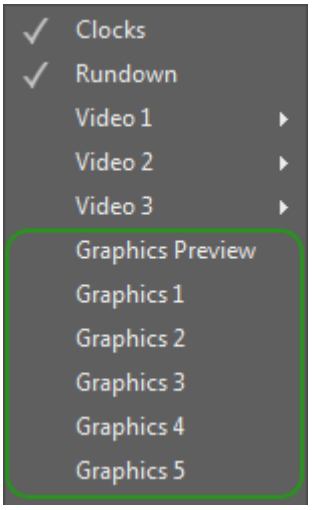
FAILOVER — If you are using master and slave servers, your Rundown will be played back into two playout servers simultaneously. If the master playout server is disconnected, broadcasting will automatically be switched over to the slave playout server. If one of them fails and then becomes available again, Cinegy Studio does not connect to it automatically; to restore the connection manually, press the "Failover" button.



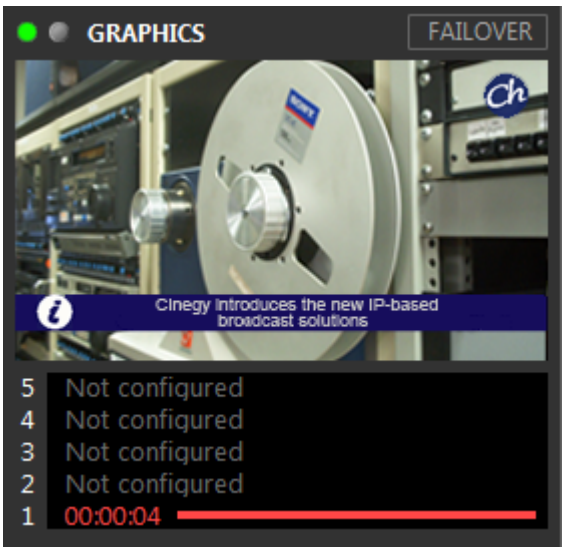
When the "Autoconnect on start" option is disabled in the Cinegy Studio Configurator, this function is unavailable on Cinegy Studio start. Refer to the **General Settings** article for details on how to set autoconnection at Cinegy Studio start.

Sending Graphics

It is possible to display up to five graphics layer panels as well as the graphics preview panel, using the respective commands from the layout editing mode context menu:



The graphics preview panel is represented by an on-air monitor, which displays engine output. The field below contains information on graphics layers:



This section provides information on the configured graphics layers, including their number, the item's playback time, and a progress bar. A `Not configured` message appears if the layer has not been enabled in the Cinegy Studio Configuration tool.

FAILOVER

If you are using master and slave servers, your Rundown will be played back into two playout servers simultaneously. If the master playout server is disconnected, broadcasting will automatically be switched over to the slave playout server. If one of them fails and then becomes available again, Cinegy Studio does not connect to it automatically; to restore the connection manually, press the "Failover" button.

A separate panel is dedicated to each graphics layer:



The top field displays the name of the Cinegy Title template being played, its countdown, and the end trigger type icon. The preview window shows the middle frame of the loaded Cinegy Title template. The graphics display in the preview window is regulated by the "Use first frame for Graphics preview" option in the Preferences dialog.

The bottom field shows the template name of the cued graphics item, its start trigger type icon, and the timing information, which can be configured through the "Preferences" dialog.

> You can enlarge the timers on the monitors with graphics layers by enabling the "Display large timers on Graphics" option in the "Preferences" dialog. When this option is disabled, the timers are displayed in regular font size, and the timer fields also include the item name.

Graphics Controls



Press the "Start" button to send the cued Cinegy Title template (assigned to the graphics device) on air. This action will make the item appear on the "On-Air" monitor. At the same time, the next item of the same type will be automatically cued, with its picon displayed on the "Preview" monitor.

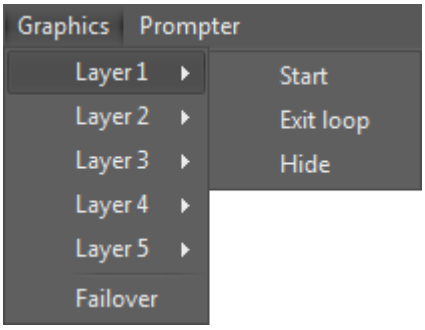


The "Exit loop" button triggers the Cinegy Title scene to leave the loop, if any.



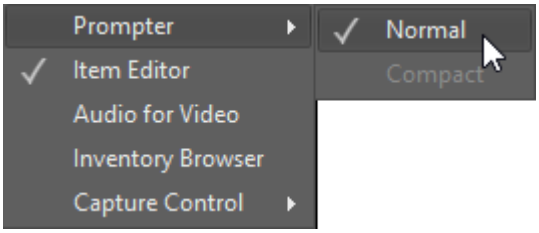
The "Hide" button disables the currently broadcasted Cinegy Title template display on playout.

As an option, use the commands from the main menu of the respective graphics device to perform these actions:



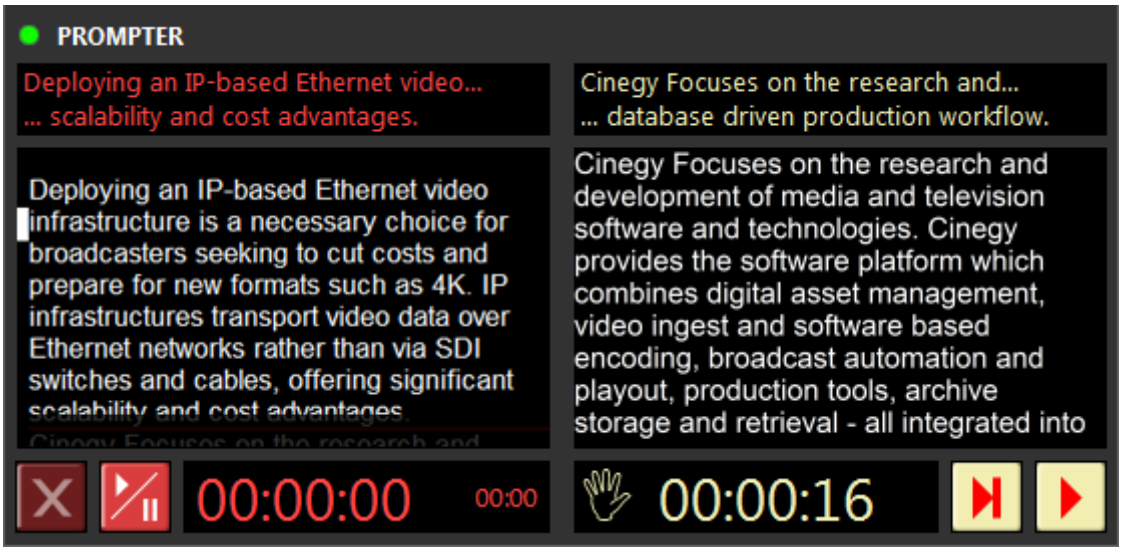
Sending Text to Prompter

The Prompter device control can be operated in two display modes: normal and compact, enabled through layout editing:



The normal view shows two preview monitors and provides detailed information, while the compact view displays a single preview with minimal information, which helps save layout space.

The prompter device panel in normal view mode consists of two monitors:



The left monitor serves as an on-air preview, displaying the scrolling presenter text. The top field shows the beginning and end segments of the currently played text. The bottom field contains two timers: the middle timer shows the countdown for the currently played item depending on its scrolling speed, while the variance timer on the right indicates the variance between the estimated end time of the item and its recalculated end time, reflecting any adjustments made to the scrolling speed during playback. A zero value in the variance timer indicates synchronization between the scrolling speed and the reading rate. If the scrolling speed is changed during playback, the timer displays the variance time in the minutes:seconds format, with a minus sign for decreased speed and a plus sign for increased speed.



In Cinegy Archive mode, the reading rate is defined in Story Editor. For more details, refer to the **Prompter Block** paragraph of the **Cinegy Desktop Manual**.

The right monitor previews the cued Cinegy Title template. The top field shows the beginning and end segments of the cued text. The bottom field shows the timing information, which can be configured through the "Preferences" dialog.

Text Controls



Press the "Start" button to send the text from the preview screen to Cinegy Prompter and start the text scrolling. This action will make the item appear on the "On-Air" monitor. At the same time, the next item of this type will be automatically cued and its text will be displayed on the "Preview" monitor.



The "Find cued" button sends the cued item to Cinegy Prompter without starting playback. The item will remain paused, with the same script text shown on both monitors. The next text item will not be cued automatically, so you will need to cue it manually.

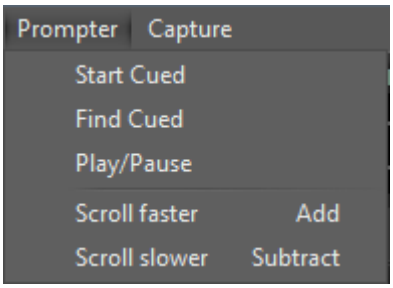


The "Play/Pause" button starts playing the loaded item in Cinegy Prompter and on the "On-Air" monitor. Pressing this button a second time pauses the playout.



The "Stop" button interrupts playback of the loaded item in Cinegy Prompter and resets Cinegy Prompter to the initial state.

Alternatively, you can use the commands from the respective Prompter device main menu:



Use the "Scroll faster" command to add 10 words to the scrolling speed, and the "Scroll slower" command to subtract 10 words correspondingly.

It is possible to manage the script text scrolling through Cinegy Studio with the mouse or keyboard. Actions performed in Cinegy Studio are seamlessly reflected in Cinegy Prompter, enabling direct control over the most essential functions from within Cinegy Studio.

Actions performed in Cinegy Studio are seamlessly reflected in Cinegy Prompter, allowing direct control of key functions from within Cinegy Studio.

Status Indication

At the top of each video and graphics device panel, indicators are positioned to show device status. One indicator displays the status of the master video and CG servers, while the other one shows the status of the slave servers. The Prompter device panel includes only one indicator, as the Cinegy Prompter server operates exclusively in master mode.



When the device is set up to work as the master, the first indicator is green. If the slave device is configured, the second indicator is yellow. In case of the master device failure, the slave device automatically starts working as the master and its indicator becomes green.



A red indicator warns the operator when problems with the connected device occur (for example, the connection loss).



If the device is not configured, the indicator is gray.

On-Air Mode

The "On Air" button enables/disables the counter values displayed on the clocks control.



Initially, the "On Air" sign over the button is displayed in green, meaning that on-air mode is disabled.

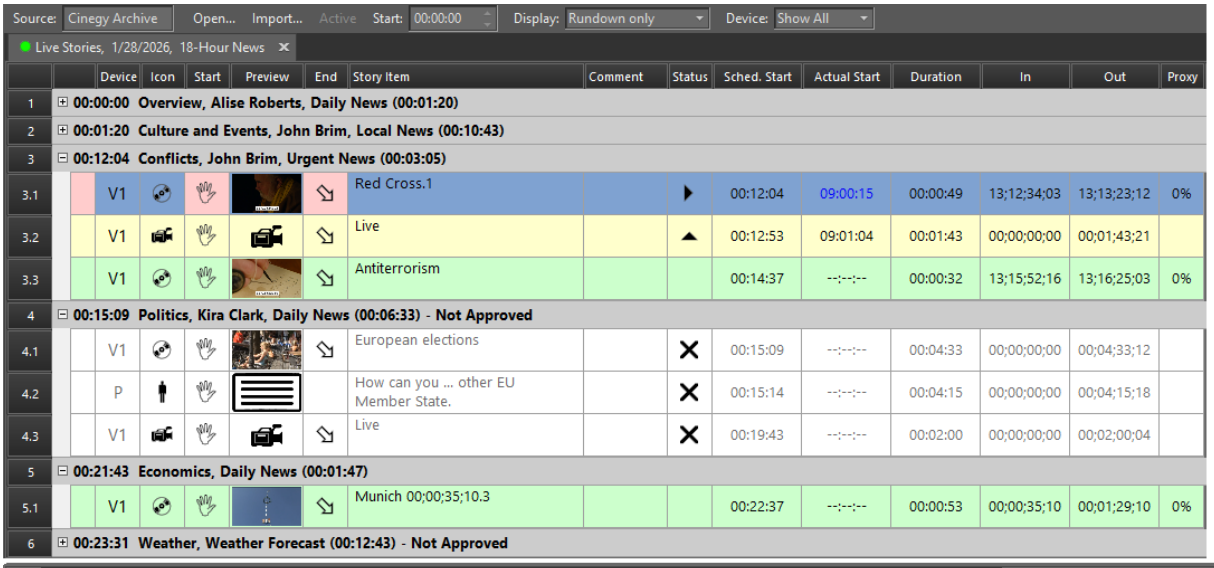
The actual start values in the Rundown panel are not displayed. Once the first item is sent on air, the actual start value(s) will only be calculated for the following item(s) having the automatic start trigger. If the item following the one being on air has the manual start trigger, --:--:-- will be displayed instead of the actual start value, and all the next items regardless of their trigger type applied. The clocks controls display zero values for all the counters. This mode can be used for testing and preparatory work, as well as for inconsistent broadcast.



When the button is pressed, on-air mode is activated, and the sign over the button turns red. The first item of the Rundown becomes cued automatically.

Refer to the **Programming Items** article to get more information on setting item triggers.

In Cinegy Archive mode, pressing the "On Air" button in Cinegy Studio enables/disables on-air mode in News Program Manager and vice versa. When on-air mode is enabled, the Story statuses, icons, and color coding in Cinegy Desktop are updated according to the statuses of items in Cinegy Studio:



The cued item is not reset after the application restart. The cued item is reset if the current Rundown is closed, another Rundown is activated, or "Global Loop" is activated while the on-air item is not being played back.

The system records the actual start of the Story item broadcasting; the clocks and devices controls display all the counters. Initially, the "Actual Start" column displays the scheduled start time values of each item with the automatic start trigger following the one being on air, if any. If an item with a manual start trigger follows the on-air item, the actual start value is automatically calculated for this item only according to the on-air item duration. When these items are sent on air, their actual start time values are displayed in blue. This mode is mainly intended for sending items on air consequently.

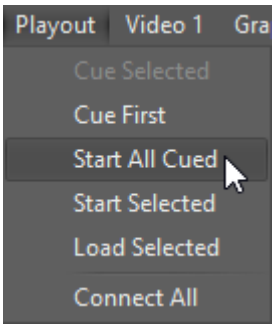
When working in Cinegy Archive mode, the corresponding statuses and start times of Stories are updated in the Cinegy Archive database as well.

The calculation is performed separately for each device configured and visible on the application layout.

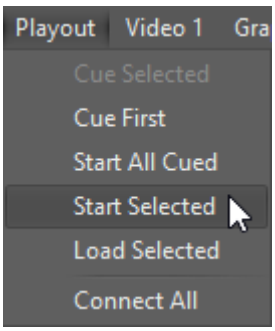
All items above the one currently being broadcast on air become highlighted in a light gray color in the playlist, and it is not possible to cue them in this mode.

But if the "On-Air mode inconsecutive play" option is enabled in the "Preferences" dialog, you can cue and send on air items positioned above the current on-air item in the playlist. In this mode, the "Rundown countdown", "Rundown variance", and "Rundown end time" counters remain inactive.

To start simultaneously the playout of all cued items assigned to all devices, select the "Start All Cued" command from the "Playout" main menu:



The selected item can be started immediately without being cued via the "Start Selected" command in the "Playout" main menu:



Database



The database indicator turns green when Cinegy Studio operates in Cinegy Archive mode and a connection to the Cinegy Archive database is established. It remains dark red when operating in standalone mode, where no database connection is required.

10.2 Controlling Time

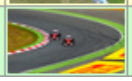
The Rundown start time control depends on the mode defined via the Cinegy Studio Configurator. Setting the Rundown start in standalone mode is described in this article.

In Playlist

The Rundown start time is displayed in the "Sched. Start" column along with individual item duration in the "Duration" column for ready and cued items:

Sched. Start	Actual Start	Duration
08:30:00	--:--:--	00:01:00
08:31:00	--:--:--	00:01:00

Once an item is sent on air, its actual start time is displayed in the respective playlist column, along with the actual start times of all subsequent items with the autostart trigger, if any. With on-air mode on, the actual start time values are displayed in blue, and the items before the one being currently played are locked for cueing.

	Device	Icon	Start	Preview	End	Story Item	Status	Sched. Start	Actual Start	Duration
08:30:00 News Flashes (00:05:00)										
	V1					Canoeing	✔	08:30:00	08:30:00	00:01:00
	V1					Hiking	▶	08:31:00	08:31:00	00:01:00
	V1					Cricket	▲	08:32:00	08:32:00	00:01:00
	V1					Formula 1		08:33:00	--:--:--	00:01:00

The source of the "Sched. Start" column values depends on the mode defined via the Cinegy Studio Configurator. Setting scheduled start in Standalone mode is described in the **Standalone Mode** article.

Please note, that if an item within a Story is sent on air with a deviation from the schedule, the actual start time values for all the following items in the Story having an autostart trigger will be recalculated.

On Video Device Monitors

Each item should be started manually by default. The device monitors help you control the timing of the on-air and cued items.



During the item broadcast, the field below the "On-Air" monitor shows the countdown of the item being on air. The field below the "Preview" monitor displays the timer depending on the type specified in the "Preferences" dialog.

If the cued item has been sent on air later than the scheduled time, the "Cued" time of the next item will be recalculated.

On Clocks Panel



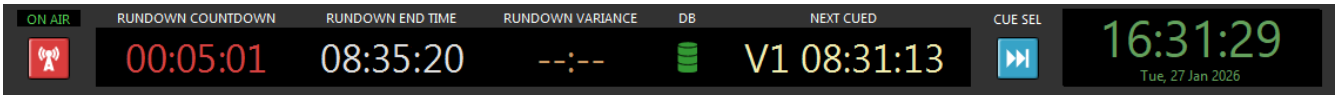
The "Rundown countdown" field of the clocks control panel displays the time to the Rundown end. The Rundown end time is calculated according to the actual broadcast start time and displayed in the "Rundown end time" field. The "Rundown variance" field shows the calculated variance between the scheduled and actual time of the Rundown start.

When the calculated time of the Rundown broadcast expires, the "Rundown countdown" and "Rundown end time" fields become grayed out. The "Rundown countdown" timer starts the count-up of the time past the calculated Rundown end.



Clocks Panel

In the "Clocks" panel, a variety of countdown and clock displays are available:

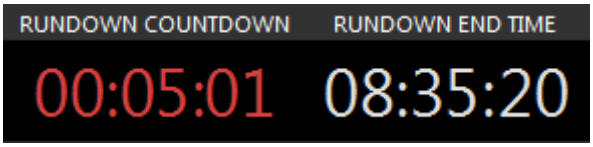


Initially, all countdowns display zero values. Refer to the **On-Air Mode** section for a detailed information.

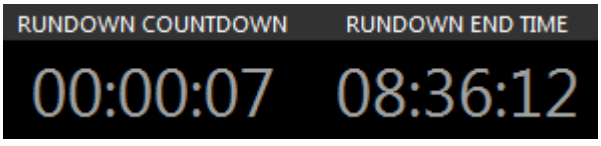
The clocks control takes the full width of the layout panel. It has a fixed height and is docked either to the top or to the bottom of the panel.

Rundown Countdown and Rundown End Time

This Rundown countdown field displays the countdown for the overall Rundown duration, and the Rundown end time field shows the calculated time of the Rundown end.



When the Rundown is completely played, it displays the time of pause in gray until the next item is started:



Next Cued

This is the count-up field that shows the time and device type of the nearest cued item.



Rundown Variance

This field shows the Rundown variance between the scheduled and actual start time for each Story.



If there is no time variance between the scheduled and actual start time of the currently played item, this clock displays the zero value.



If the currently played item has been sent on air before the scheduled time and is going to end up earlier than planned, the variance time is shown with the minus sign.



If the currently played item has been sent on air later than the scheduled time and is going to end up later than planned, the variance time is shown with the plus sign.

Rundown variance is not displayed when its value exceeds 1 hour; instead, "--:--" is displayed.

System Clock

The system clock is displayed in the right upper corner of the clocks control. The present date and current time in a 24-hour format are displayed on the system clock indicator.



Duration

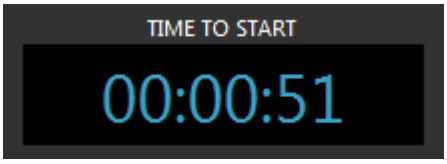
The "Duration" field is located in the Item Editor panel. It displays the duration value of the item selected in the playlist and allows modifying it. If several items are selected, the total duration of these items is displayed.



The new duration value cannot be higher than the original one.

Time to Start

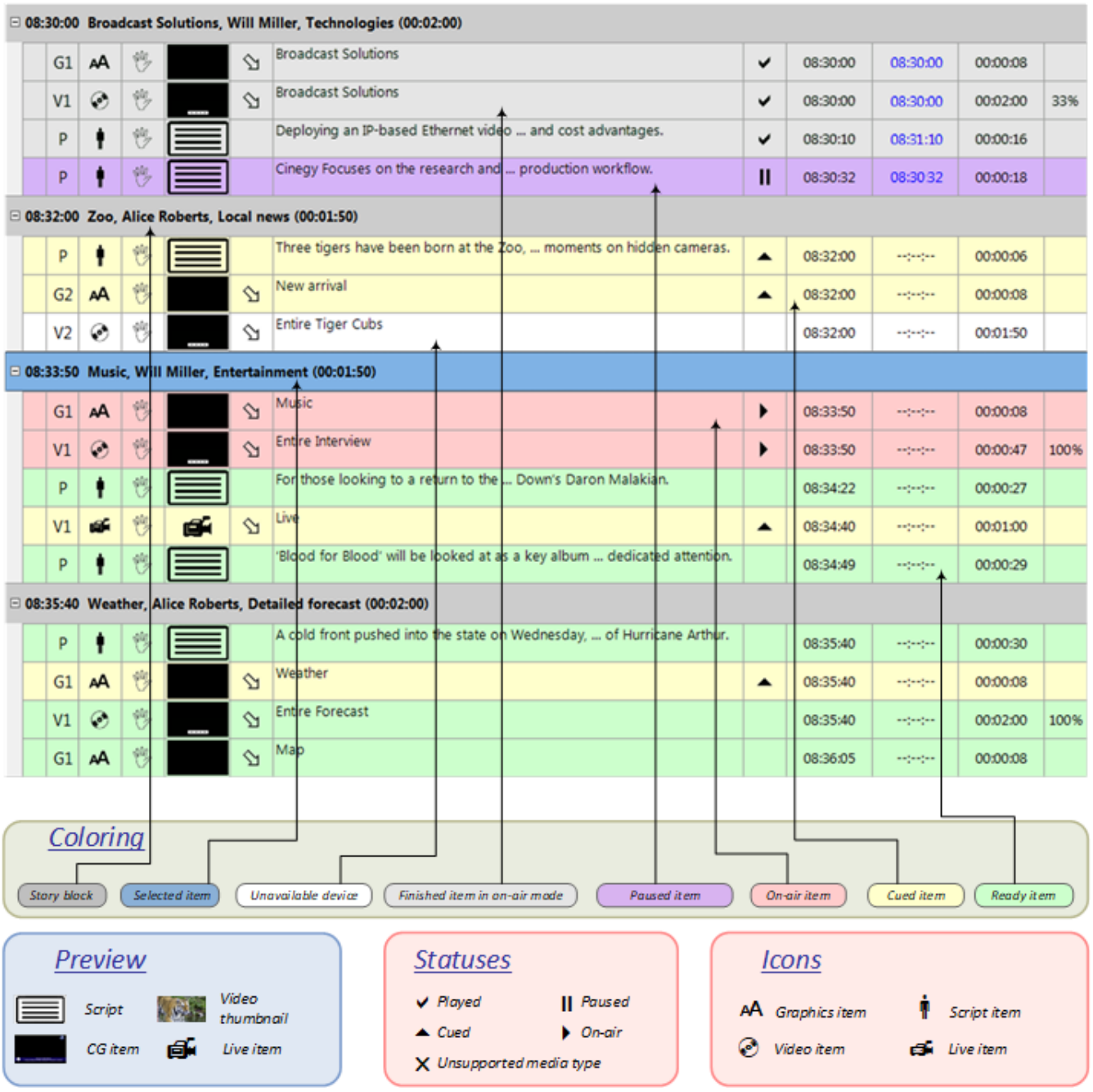
The "Time to start" field is located in the Item Editor panel. It displays the countdown until the start time of the item selected in the playlist.



This countdown is displayed only when the counters are started.

10.3 Playlist Coloring and Statuses

All items in the playlist have a background color. The color changes according to the status of the item.



The scheme above represents a Rundown of Cinegy Studio configured to work in Cinegy Archive mode.

10.4 Proxying

With the item proxying feature configured in Cinegy Playout, every item will be proxied in the background process. The proxy status of items is shown in % in the "Proxy" playlist column:

Status	Sched. Start	Actual Start	Duration	Proxy
✔	11:00:00	13:02:29	00:00:08	100%
✔	11:00:00	13:02:29	00:00:08	95%
	11:00:36	--:--:--	00:00:08	0%

The proxy value for the on-air item only shows a rate of proxying for the material yet to be played back without regard to the part that has already been played back.

Proxy Status Coloring

Different stages of proxying are shown with different colors:

95% The proxy status of the item currently being proxied is shown in blue.

100% The proxy status of the item not being proxied at the moment is shown in black.

0% The proxy status of the item currently being loaded to the proxy server is shown in gray.

0% The red background of the proxy status indicates the unavailability of the item source or failure when reading the item. When this occurs with the on-air item, the progress of proxying is counted backward and proxied media is played back directly from the proxy folder.

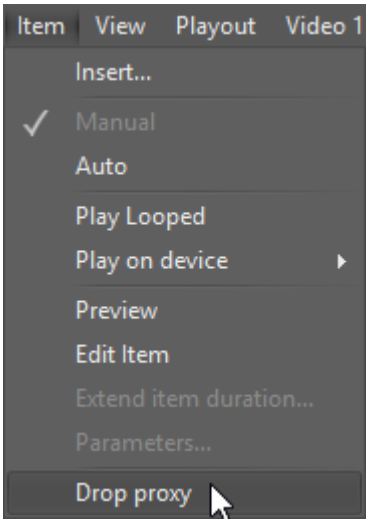
50% The yellow background indicates that the whole item or some part of the item was proxied with autodegradation (in lower quality).

Items proxying is performed in a defined order: the active playlist items are proxied first, then proxying starts for the items of all other opened playlists from left to right.

For optimal item proxying, it is recommended to use the playlists to be sent on air and opened in their playout order only.

Drop Proxy

The "Drop proxy" option allows you to rerun the proxying of the defined item in the playlist. This command is available from the item context menu or via the "Drop proxy" command from the "Item" main menu:

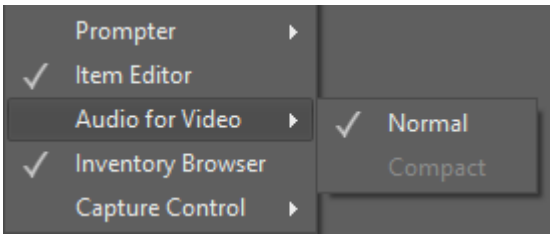


This function can be used for items proxied with autodegradation while the high-quality proxy files are needed; or when a problem during item proxying has occurred. All created proxy chunks are deleted and new item proxying starts.

10.5 Audio Control

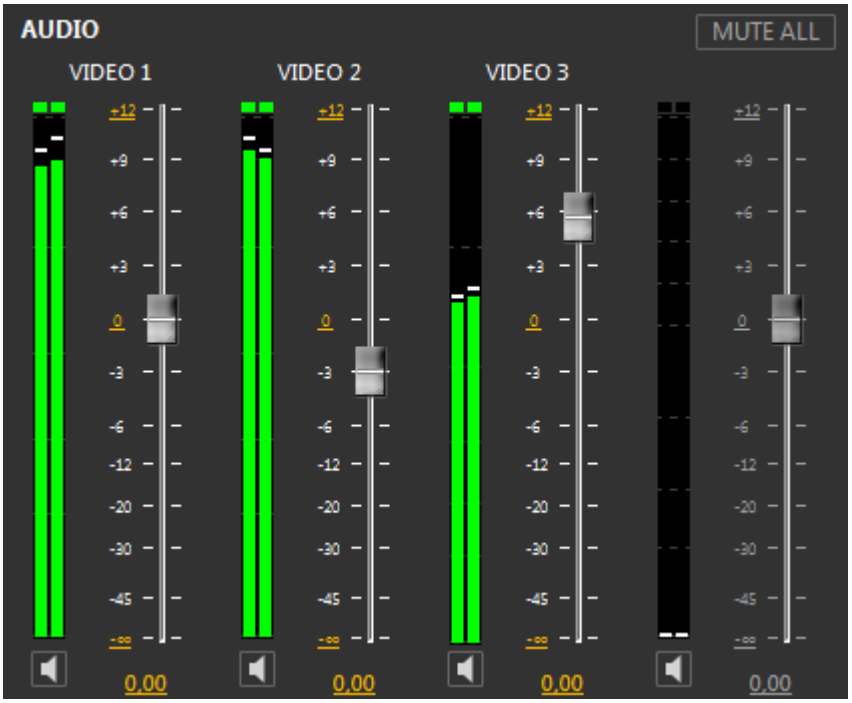
Audio for Video

To enable the display of audio levels on the layout, use the "Audio for Video" command from the layout editing mode context menu:



This panel is available in normal and compact mode.

Faders are available for the audio tracks of each configured video device; the name of the video device controlled by a corresponding fader is indicated on top:



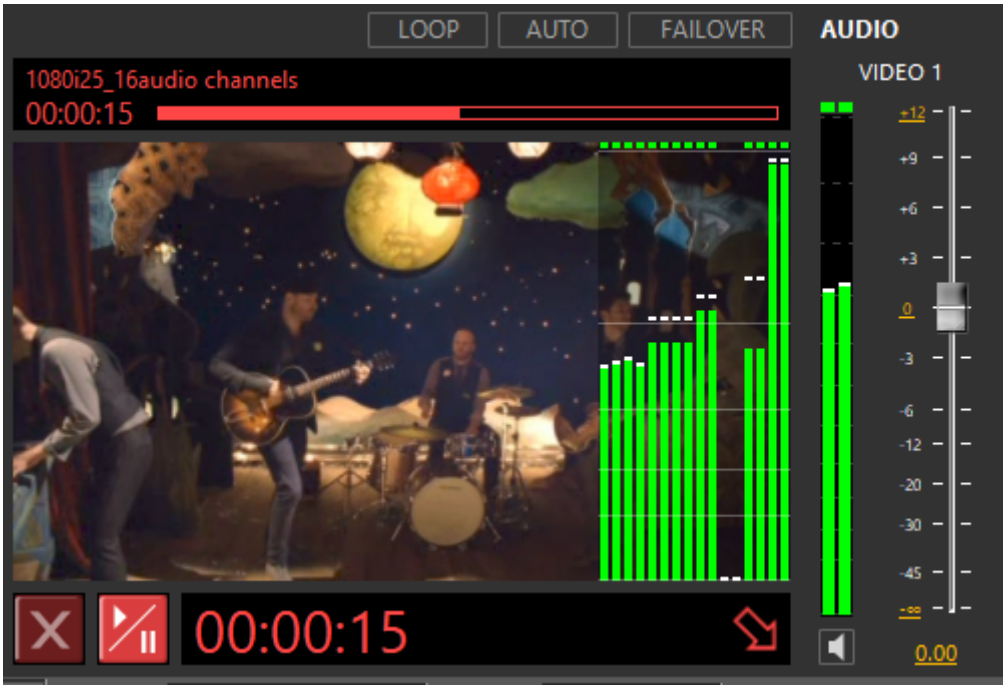
The faders allow changing the volume level on playout by moving the slider with the mouse. Unused faders are disabled.

MUTE ALL The "Mute all" button mutes all the available video device controls simultaneously.

 To mute a certain video device control individually, press the "Mute" button below the corresponding fader.

 The muted device is indicated with the corresponding icon.

Audio Bar Graphs



Depending on the number of audio meter channels (2, 8, or 16), selected in the "Preferences" dialog, the actual number of bar graphs per track can be displayed - i.e. 2 for stereo as well as 16 for discrete surround sound or 8 stereo (16 mono) tracks.

Chapter 11 GPI Control

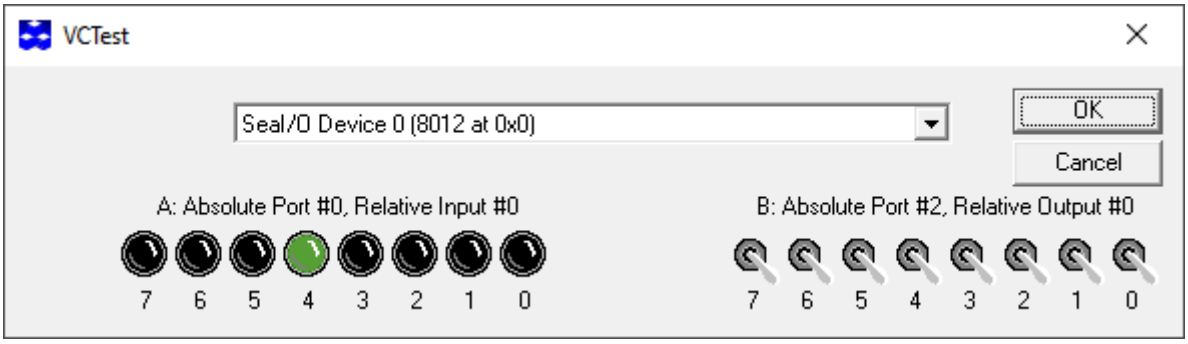
The Cinegy Studio application provides customers with the ability to assign GPI inputs to remotely control the Cinegy Studio engine. The control is handled using third-party external devices with a GPI interface.

An example of a commonly used GPI input is the vision mixer remote controller. Commands assigned via the Cinegy Studio interface GPI are transmitted by the vision mixer and received by the Cinegy Studio control application. Along with the common Cinegy Studio interface commands workflow, this scenario implements additional control over the playlist items.



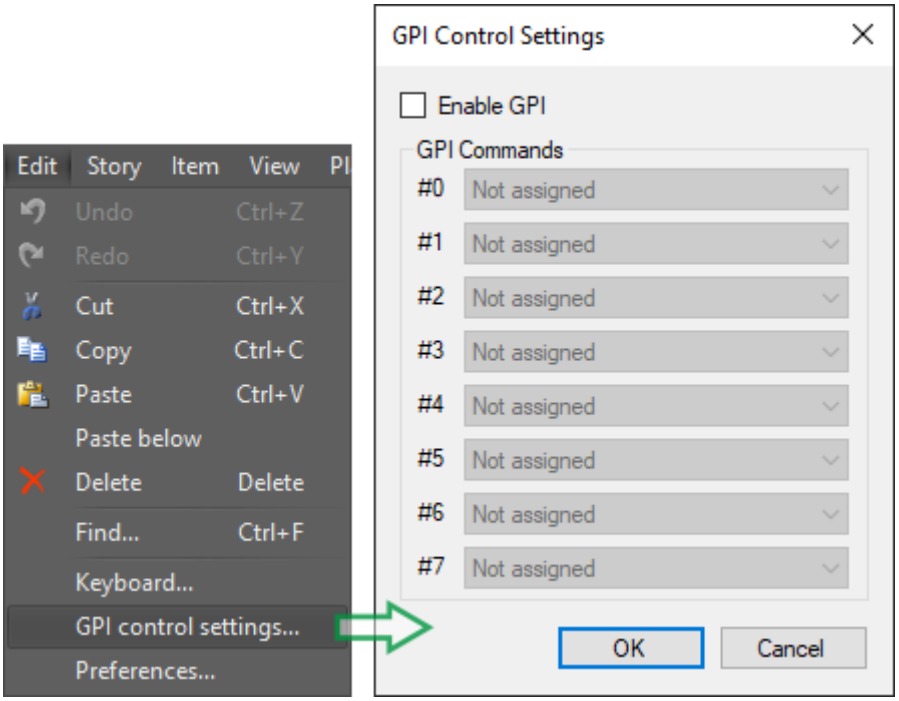
This feature is only available with a GPI card present on the same machine where the Cinegy Studio control application is running. Refer to the **Supported GPI I/O Boards** paragraph of the **Cinegy Air System Recommendations** to get information on the list of supported GPI cards.

The image below displays the board test application responding to command #4:

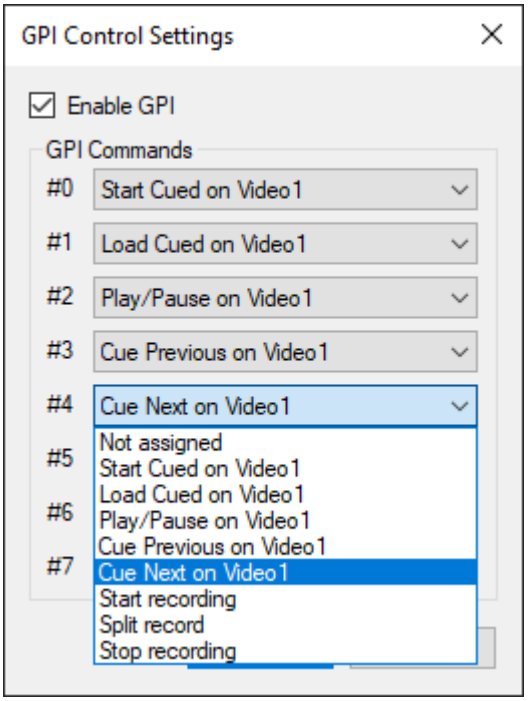


The following steps show how to configure Cinegy Studio to execute the assigned GPI commands.

Use the "GPI control settings…" command from the "Edit" main menu; the following dialog will be launched:



The Cinegy Studio devices can be configured to perform several different commands. Select the "Enable GPI" option to assign the desired command execution to the corresponding GPI inputs:



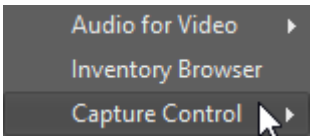
In the screenshot above, the "Video 1" device in Cinegy Studio is configured to cue the next item if the GPI command on port #4 is received. Command execution will be triggered by the corresponding GPI port status change.

Having selected the needed commands, press the "OK" button to apply the changes.

Chapter 12 Cinegy Capture Control

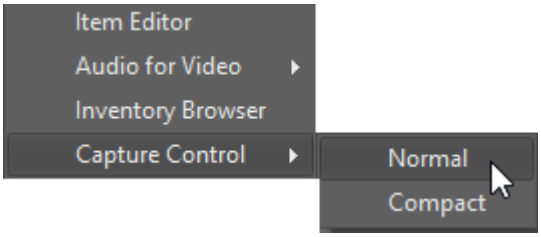
The Cinegy Studio layout allows the user to monitor and control the **Cinegy Capture** recording session. A separate panel is dedicated to these purposes.

Switch to layout editing mode and select the "Capture Control" command from the context menu:



For a complete description of the given panel, please refer to the **Capture Panel** article in the **Cinegy Capture Manual**.

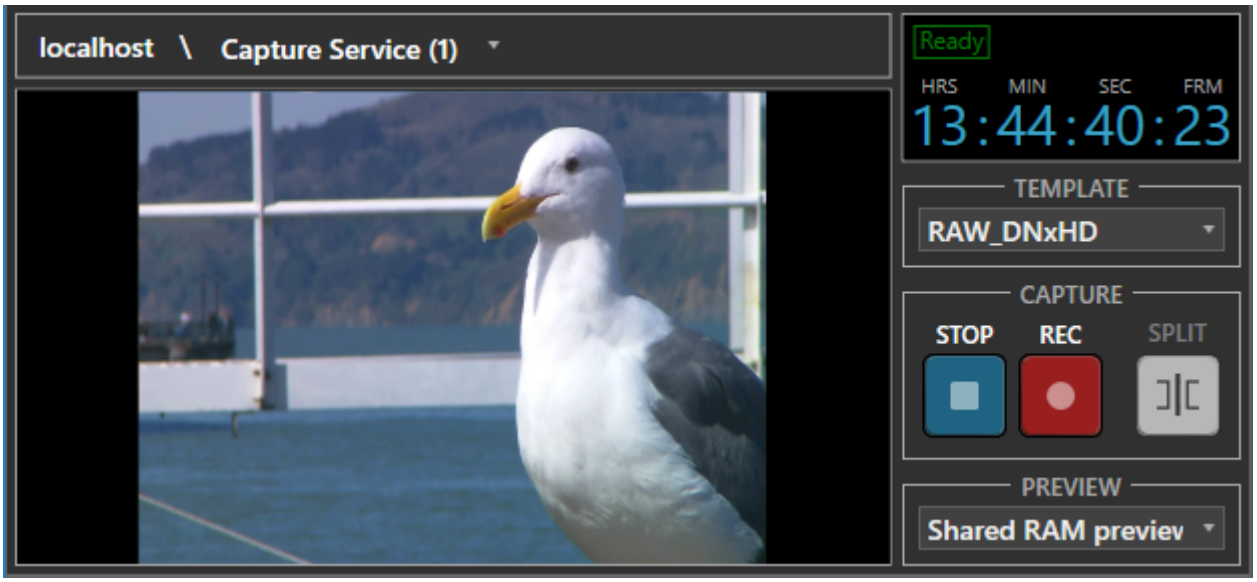
The Capture Control layout panel can be adjusted in two display modes: normal and compact. In layout editing mode, select the proper context menu command to apply the corresponding display mode:



Normal Capture Control display view includes the "Preview" monitor, the detailed information window, and a set of buttons used to control the recording session. The compact view contains the same information displayed in the smaller layout window saving the layout space.

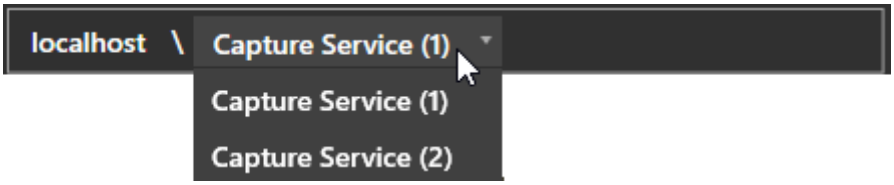
The description of the Capture Control panel further in this article refers to normal view mode.

The Capture Control panel has the following interface:

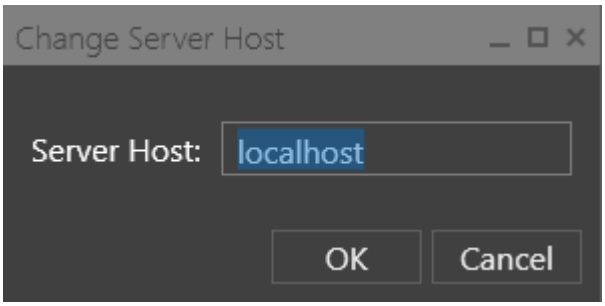


The left part contains the "Preview" monitor, which displays the video material in selected preview mode.

The upper part of the monitor contains a window with the server host name, where the Cinegy Capture engine(s) is installed. The drop-down list next to it displays configured and running Capture Services.



To change the current server host, select it by clicking its name and enter a new host location in the related field of the "Change Server Host" configuration window that appears:



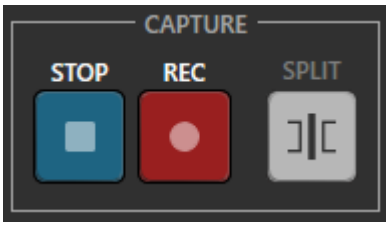
The upper right part of the Capture Control panel contains time controls with the current status of the selected engine displayed in its topmost part.

Refer to the **Time Controls** section within the **Cinegy Capture Manual** to learn more about Capture engine statuses.

In the "Template" drop-down list the engine templates configured for the currently selected Cinegy Capture engine are listed. Choose the needed template to be used for the recording session from the drop-down list.

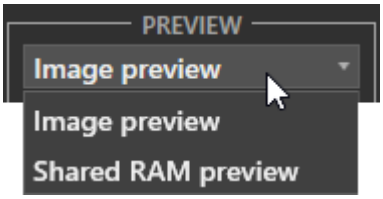
Refer to the **Templates Panel** article in the **Cinegy Capture Manual**.

In the "Capture" window the "Stop", "Record" and "Split" buttons are available for direct capture session management:



Refer to the **Capture Controls** paragraph in the **Cinegy Capture Manual** to get information on controlling the capture session.

The "Preview" window allows choosing preview mode configured in the selected Cinegy Capture engine:

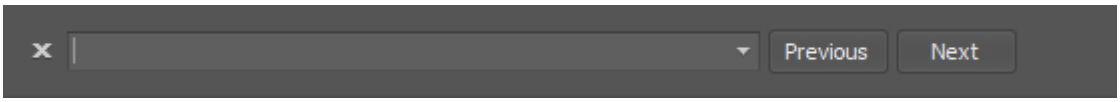


Chapter 13 Search

The "Find" command allows users to search for specific material within the Rundown or local playlist. To launch the "Find" console in the Rundown panel, select the "Find…" option from the "Edit" main menu or choose the "Find…" command from the context menu of the Rundown. To search in the Media Pool, use the "Find…" command from its context menu.

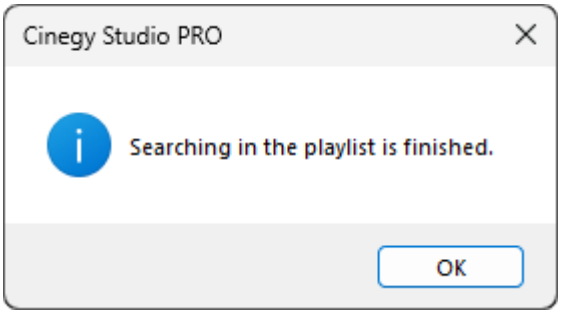
> You can also quickly launch the "Find" console by using the default `Ctrl+F` keyboard shortcut. This works in both the Rundown panel and the Media Pool, depending on where you want to search.

The "Find" panel looks as follows:



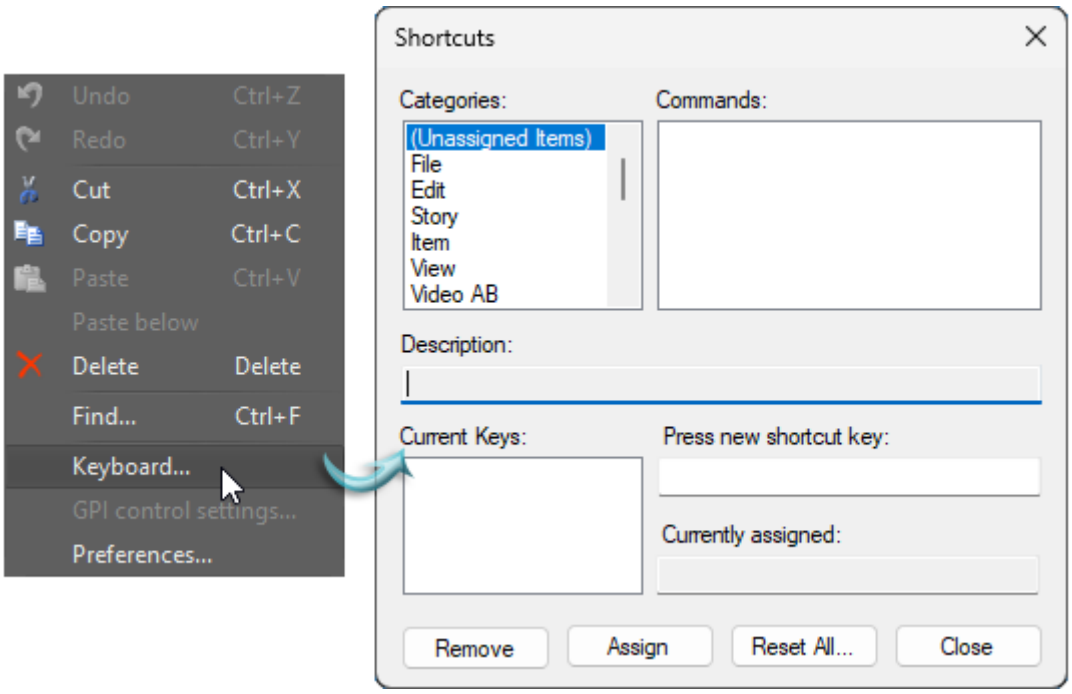
To begin searching, type your query and hit `Enter`. The search will start from the currently selected item in the playlist and proceed downward. You can use the "Previous" and "Next" buttons to navigate through the search results, either up or down the playlist.

Once no more matches are found, a notification will appear, indicating that the search in the playlist is finished:



Chapter 14 Shortcuts

For more convenient work with Cinegy Studio according to your requirements, assign the shortcut keys using the "Keyboard…" command from the "Edit" main menu. The "Shortcuts" dialog appears:



Select the required command by navigating in the "Categories" and "Commands" fields. The selected command description is displayed in the "Description" field.

The "Current keys" field displays all the assigned shortcuts for the selected command, if any.

Remove — To delete an existing shortcut, select it from the list and press the "Remove" button.

Assign — To assign a new shortcut for the selected command, press the desired combination of keys in the "Press new shortcut key" field and press the "Assign" button. If the specified shortcut is already applied to any other command, the corresponding command name will appear in the "Currently assigned" field. Pressing the "Assign" button in this case applies the entered shortcut to the selected command anyway.

Reset All... — To reset all the changes, press the "Reset All…" button.

Close — Press the "Close" button to confirm the changes and close the dialog box.

The list of default shortcuts supported in Cinegy Studio is represented in the tables below.

Rundown Managing	
Ctrl+O	Open an existing Rundown
Ctrl+S	Save the current Rundown
Ctrl+C	Copy the currently selected item(s)
Ctrl+V	Paste the copied item(s)
Ctrl+X	Cut the selected item(s)
Delete	Remove the currently selected item(s)

Rundown Managing	
Ctrl+F	Find a specified material in the playlist
Alt+BackSpace or Ctrl+Z	Undo
Ctrl+Y	Redo
Ctrl+A	Select all playlist items
Shift+ click	Select multiple items in the playlist between the last selected item and the clicked one
Alt+F4	Close the Cinegy Studio application

Inventory Browser	
Up	Move the selection to the upper item in the explorer tree
Down	Move the selection to the lower item in the explorer tree
BackSpace	Navigate one level up from the currently selected item in the explorer tree
Left or –	Collapse the selected container item in the explorer tree
Right or +	Expand the selected container item in the explorer tree
*	Expand the explorer branch for the currently selected node
Left	Move the selection to the nearby clip on the left (when focused on the right-hand window panel)
Right	Move the selection to the nearby clip on the right (when focused on the right-hand window panel)
Up	Move the selection to the nearby clip above (when focused on the right-hand window panel)
Down	Move the selection to the nearby clip below (when focused on the right-hand window panel)
Enter	Open the player window with the current clip (when focused on the right-hand window panel)

Clip Viewer	
Esc	Close Clip Viewer / Return to normal view from the full-screen
Space	Start / Stop playing
F12	Full-screen playback
5	Loop playback from one second before to one second after the current position
Q	Jump to the start position of the clip
~	Play the video back and forth
L	Move forward through the clip at normal speed
J	Move backward at normal speed
K	Pause the shuttling
Press J or L to play at speed	
2 times	2x normal speed

Clip Viewer	
3 times	3x normal speed
4 times	5x normal speed
5 times	8x normal speed
6 times	12x normal speed
7 times	16x normal speed
K+L	Slow forward
J+K	Slow backward
Home	Jump to the beginning of a clip
End	Jump to the end of a clip
←	Move one frame backward
Alt+←	Move 10 frames backward
→	Move one frame forward
Alt+→	Move 10 frames forward
Ctrl+Alt+Q	Play forward 12.5% speed
Ctrl+Alt+W	Play forward 25% speed
Ctrl+Alt+E	Play forward 50% speed
Ctrl+Alt+R	Play forward 100% speed
Ctrl+Alt+T	Play forward 200% speed
Ctrl+Alt+Y	Play forward 400% speed
Ctrl+Alt+U	Play forward 1600% speed
Ctrl+Alt+I	Play forward 6400% speed
Shift+Ctrl+Alt+Q	Play backward 12.5% speed
Shift+Ctrl+Alt+W	Play backward 25% speed
Shift+Ctrl+Alt+E	Play backward 50% speed
Shift+Ctrl+Alt+R	Play backward 100% speed
Shift+Ctrl+Alt+T	Play backward 200% speed
Shift+Ctrl+Alt+Y	Play backward 400% speed
Shift+Ctrl+Alt+U	Play backward 1600% speed
Shift+Ctrl+Alt+I	Play backward 6400% speed
Tab	Play the video without a loop from the current position to the end of the clip

Clip Editor	
P	Split the clip at the current position
I or E	Set up the In point
O or R	Set up the Out point
D	Delete the In point

Clip Editor	
F	Delete the Out point
G	Delete both In and Out points
6	Loop play from In to Out points
Ctrl+6	Playback from In to Out points
Shift+A	Play the first 5 seconds from the In point
Shift+S	Play the last 5 seconds before the Out point
Q	Jump to the In point or the start position of the clip
A	Jump to the previous clip event
S	Jump to the next clip event

14.1 Cinegy Prompter

The following table describes the hot keys and actions they perform in "Play" and "Pause" modes of Cinegy Prompter:

Operating in "Play" Mode

Operation	Resulting action
Mouse wheel up	Decrease scrolling speed
Mouse wheel down	Increase scrolling speed
+	Add 10 words to the current reading rate
–	Subtract 10 words from the current reading rate

Operating in "Pause" Mode

Operation	Resulting action
Mouse wheel up	Scroll the text down
Mouse wheel down	Scroll the text up



Operations with the mouse wheel are enabled only when the cursor is placed over the Prompter device monitor.