



# RosettaBridge TMS - Managing Content

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TMS\_OPP\_105      1.0

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## ***Revision History***

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Approved by e-mail.

**The information contained in this manual is commercially confidential and must not be disclosed to third parties without prior consent.**

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# 1 Introduction

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## 1.1 Scope

This document provides the following step-by-step instructions for managing feature content:

- Copying assets from an external device such as a SATA HDD, DVD or memory stick to the internal TMS library
- Adding interval and end credit markets to features.
- Transferring content from the internal TMS library to auditorium players.

## 1.2 Prerequisites

Before attempting the procedures described in this document, you should be familiar with, and have a working knowledge of, the User Interfaces (UIs) provided by the RosettaBridge Theatre Management System (TMS).

## 1.3 Audience

This document is intended for digital cinema projector operators.

## 1.4 Acronyms and Abbreviations

The following acronyms and abbreviations are used throughout this document:

CPL	Content Play List
TMS	Theatre Management System
UI	User Interface

## 2 *Transfer Assets from an External Source*

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### 2.1 Introduction

This section describes how to transfer assets from an external device to the internal TMS library on the TMS server.

### 2.2 Prerequisites

Before you transfer assets from an external device, you must:

- Have a suitable external storage device, such as a memory stick or DVD, connected to the RosettaBridge server.

### 2.3 Procedure

To copy assets from an external device such as a DVD or memory stick to the internal TMS library perform the following steps:

#### Open Content

1. From the TMS tabs, select **Content**:



The Content functions are displayed:



2. Click **Assets**. The Assets UI is displayed with the **External** panel to the left, the **Internal** panel in the centre and the **Auditoriums** panel on the right.

#### Mount Device

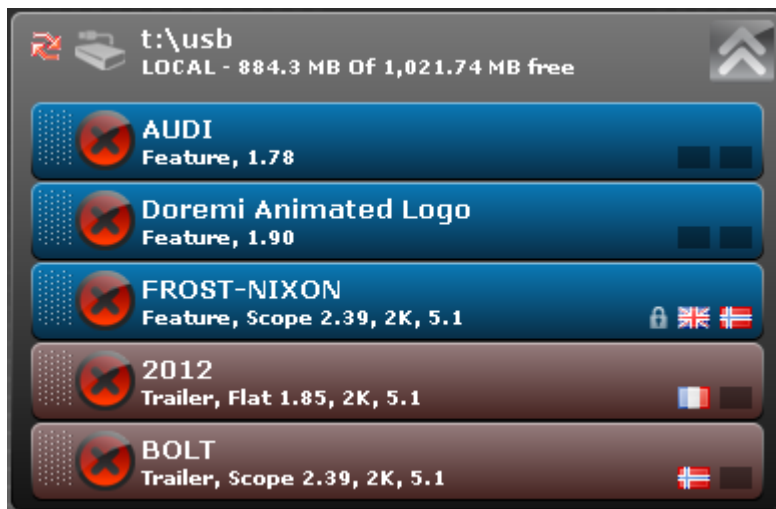
3. Have you connected a DVD as the external device to the TMS server?

**No:** Go to step 4.

**Yes:** Click the **Mount** button located above the **External** panel.

#### Transfer Assets

4. From the **External** panel, expand the drop-down menu for the external device displayed. A list of content widgets representing the assets stored on the device is displayed:



**Note:** If the drop-down menu contains a large number of widgets, you can limit the number of widgets displayed by entering all or part of the widget title in the **External** panel **abc** field. For example, the following would return only the FROST-NIXON Feature Widget:



- From the **External** panel, select one or more Content Widgets. The colour of the border of each selected widget changes to white:



**Note:** You can select multiple widgets by moving the mouse pointer over the selected key, keeping the **CTRL** key pressed and clicking the left mouse button.

**Note:** You can select multiple widgets in a block by selecting the first widget, keeping the **Shift** key pressed, moving the mouse pointer to the last widget in the block and then clicking the left mouse button.

- Drag the selected widgets to the **Internal** panel and drop them there. A confirmation message box is opened confirming the transfer of the selected widgets to the internal library:



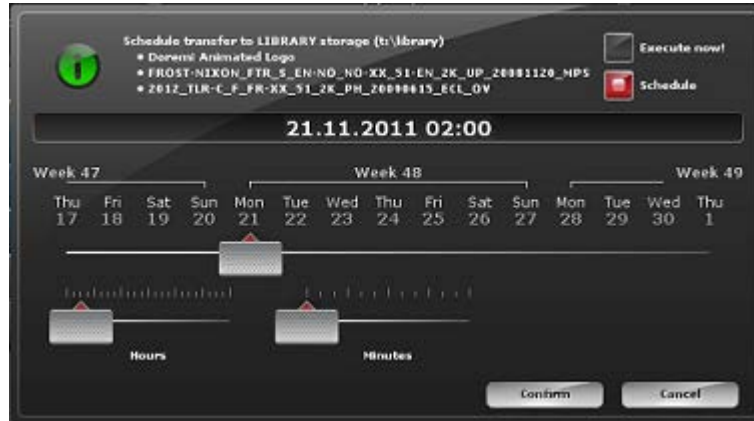
- Do you wish to schedule the asset transfer for a later time or date?

**Yes:** Go to step 8.

**No:** Go to step 10.

### Schedule Asset Transfer

8. In the confirmation message box, select the **Schedule** radio button. The confirmation message box is extended to show sliders for day, hours and minutes:

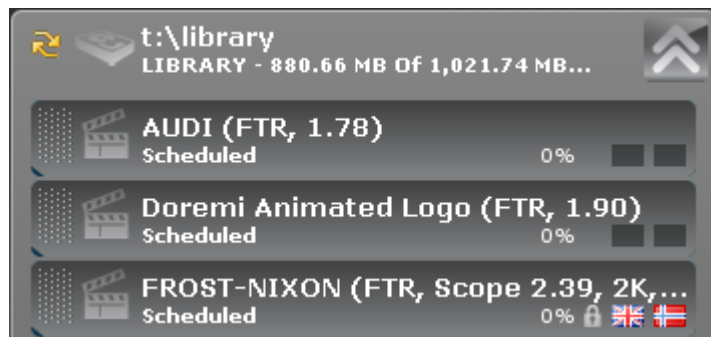


Manipulate the sliders to specify the scheduled time for the asset transfer.

### Confirm Asset Transfer

9. In the confirmation message box, click the **Confirm** button. The **Creating Transfers** dialog is opened.
10. From the **Creating Transfers** dialog, click the **Continue** button. The **Internal** panel is updated with the transferred widgets.

**Note:** If you scheduled the asset transfer, the transferred widgets are displayed in grey:



The transferred assets are displayed in grey until the scheduled transfer time, at which point they revert to their normal type colour after the transfer is complete.

The procedure is complete.

## 3 Set CPL Markers

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### 3.1 Introduction

This section describes how to TMS Content Playlist (CPL) markers to specify the end credits and intermission times associated with feature films. You create a CPL end credits marker or intermission marker or both after a feature has been ingested into a playlist.

### 3.2 Prerequisites

Before you create a marker, you must ensure that:

- The feature that you are creating a marker for has been successfully ingested into a playlist.

### 3.3 Procedure

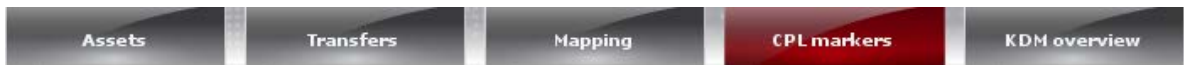
To create markers, perform the following steps:

#### Open Content

1. From the TMS tabs, select Content:



The Content functions are displayed:



2. Click **CPL Markers**. The CPL Markers UI is displayed with a list of features contained in CPLs:

Cpls	TotalTime	Intermission	EndCredits	Visual
NOR BURIED (FTR, Scope 2.39, 2K, 5.1)	01:35:00	00:00:00	00:00:00	<input type="checkbox"/>
DEN-HVITE-HESTEN (FTR, Flat 1.85, 2K, 5.1)	00:39:51	00:00:00	00:00:00	<input type="checkbox"/>
FROST-NIXON (FTR, Scope 2.39, 2K, 5.1)	02:01:43	00:00:00	00:00:00	<input type="checkbox"/>
GI-JOE (FTR, Scope 2.39, 2K, 5.1)	01:57:49	00:00:00	00:00:00	<input type="checkbox"/>

#### Create Marker

3. From the CPL Markers UI, move the mouse pointer over the feature that you want to create a marker for, and double click the left mouse button. A set marker interval dialog is displayed:





4. Select one or both of the marker types you wish to create for the selected feature:

**Intermission marker:** Tick the **Intermission** checkbox.

**End credits marker:** Tick the **End credits** checkbox.

5. Move the **Hours**, **Minutes** and **Seconds** sliders to specify the duration of the marker. The duration is updated with the time in the HH:MM:SS field above the slider.

**Note:** If the value in the HH:MM:SS field turns red, you have specified an invalid duration for the marker. For example, setting an intermission marker of greater duration than the feature itself would be invalid.

6. Click the **Save** button. The CPL Markers UI is updated to show the selected duration for the new markers:



The procedure is complete.

## 4 Schedule Transfer to Screens

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### 4.1 Introduction

This section describes how to schedule transfers from the internal TMS library to auditorium screens.

### 4.2 Prerequisites

None

### 4.3 Procedure

To schedule transfers to screens, perform the following steps:

#### Open Content

1. From the TMS tabs, select **Content**:



The Content functions are displayed:



2. Click **Assets**. The Assets UI is displayed with the **External** panel to the left, the **Internal** panel in the centre and the **Auditoriums** panel on the right.

#### Transfer Content

3. From the **Internal** panel, select the content widgets that you wish to transfer to the auditorium player.

**Note:** You can select multiple widgets by moving the mouse pointer over the selected widgets, keeping the **CTRL** key pressed and clicking the left mouse button.

**Note:** You can select multiple content in a block by selecting the first widget, keeping the **Shift** key pressed, moving the mouse pointer to the last widget in the block and then clicking the left mouse button.

4. Do you wish to transfer the content to all the auditoriums shown in the **Auditoriums** panel, or just a single auditorium?

**All auditoriums:** Drag the selected content from the **Internal** to the **All Auditoriums** area in the **Auditoriums** panel:



**Single auditorium:** Drag the selected content from the **Internal** panel to the required auditorium drop-down menu in the **Auditoriums** panel. For example:

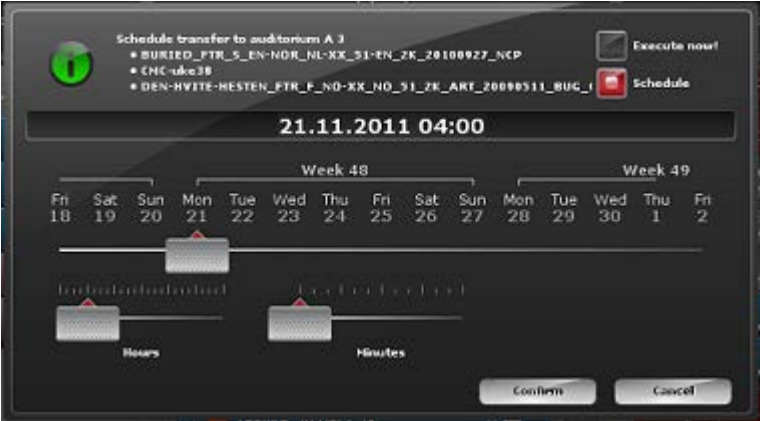


- Drop the selected widgets on the **All auditoriums** area or selected Auditorium drop-down. A confirmation message box is opened confirming the transfer of the selected widgets:



**Schedule Content Transfer**

- In the confirmation message box, select the **Schedule** radio button. The confirmation message box is extended to show sliders for day, hours and minutes:



Manipulate the sliders to specify the scheduled time for the content transfer.

- Click the **Confirm** button. The content is added to the selected auditorium or all the auditoriums depending on the choice you made in step 4. The auditorium drop-down of the recipient auditoriums are updated to show the scheduled transfer. For example:



**Note:** The contents scheduled for transfer are displayed in grey until the scheduled transfer time, at which point they revert to their normal type colour after the transfer is complete.

### Verify Transfer Status

- From the **Content** functions, select **Transfers**:



The transfers UI is displayed.

- From the transfers UI, select the **Current** tab. The current status of the requested transfers is displayed in the Transfers UI:



The procedure is complete.