Transfer option

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Introduction

Transfer is designed for exchange of clips between slomo.tv servers.
With this option the operators can send and receive clips and playlists over a local network.

The presence of licensed option will be indicated by an active **Send** (

) button in Editing Control:



In the absence of option license this button will be inactive – 

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Preparing for work

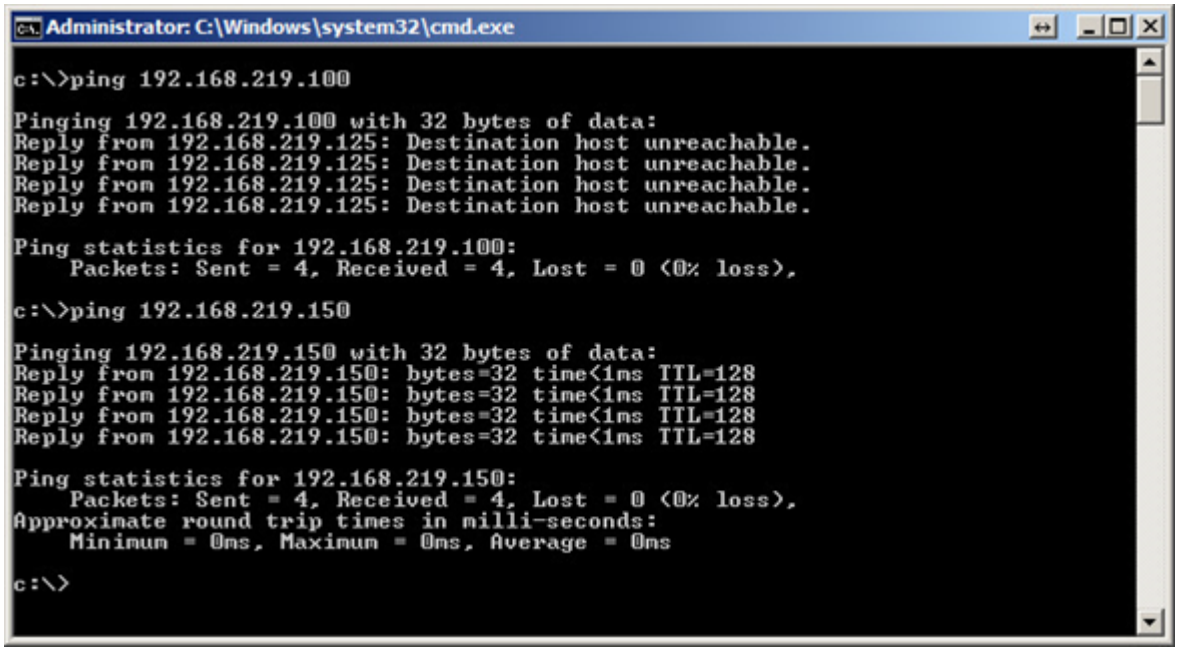
Before you start working with the **Transfer** option, you need to make sure that the servers successfully interact with each other and that files can be exchanged over a local network between them.

Network connection

Connect the servers with an Ethernet cable directly or via the hub. Both systems must be on the same network. For example:

Server A	Server B
IP adress *192.168.219.100* Subnet Mask *255.255.255.0*	IP adress *192.168.219.101* Subnet Mask *255.255.255.0*

To make sure that communication between the servers is established use the ping command in the window cmd.exe[1]. For example, ping *192.168.219.150*:



If the network is configured correctly, a response will be received and there won't be any losses.

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1. In some cases (if the network is configured correctly, and the packet exchange does not occur), you may need to enable the Windows Firewall service.

Checking the network

To check that the servers are properly networked use standard Windows tools accessing servers from each other. Make sure the files on each of the server are available for writing and reading (this action will require a login and password to access the server).

Configuring the "Master" server

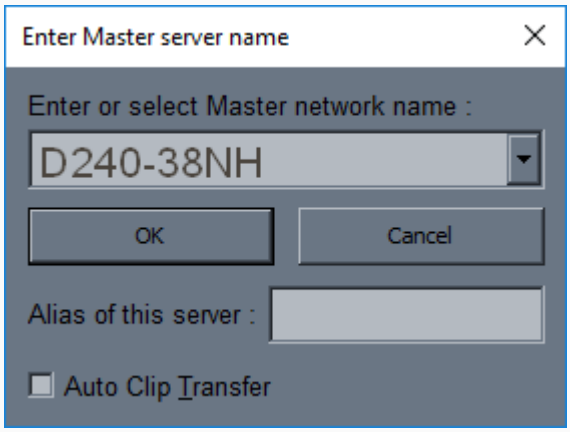
For the convenience of indicating the direction of the transfer of clips, we introduce the concept of "master" - the server to which the transfer is made. Clips can be transferred to the "master" from any server on the network. This "master" concept is relative, because when you send clips from the "master" to another server, that server becomes the "master" for it.

To select the server to send the clips to, use the following key combination on the remote control or the main interface:

Key combination	Action
Alt + Ctrl + Shift + Send | Transfer	Sets up server as "master".

In the opened window (figure 1) enter Master server name:

Figure 1 – enter Master server name window



You can select the server name from the drop-down list[1] or enter it using the keyboard, if you know it.

For convenience of searching from other servers, you can also specify the Alias of this server.



The alias can consist of letters, numbers, dashes, and underscores. The use of spaces, parentheses, and other characters is prohibited and may cause problems on the receiving side.

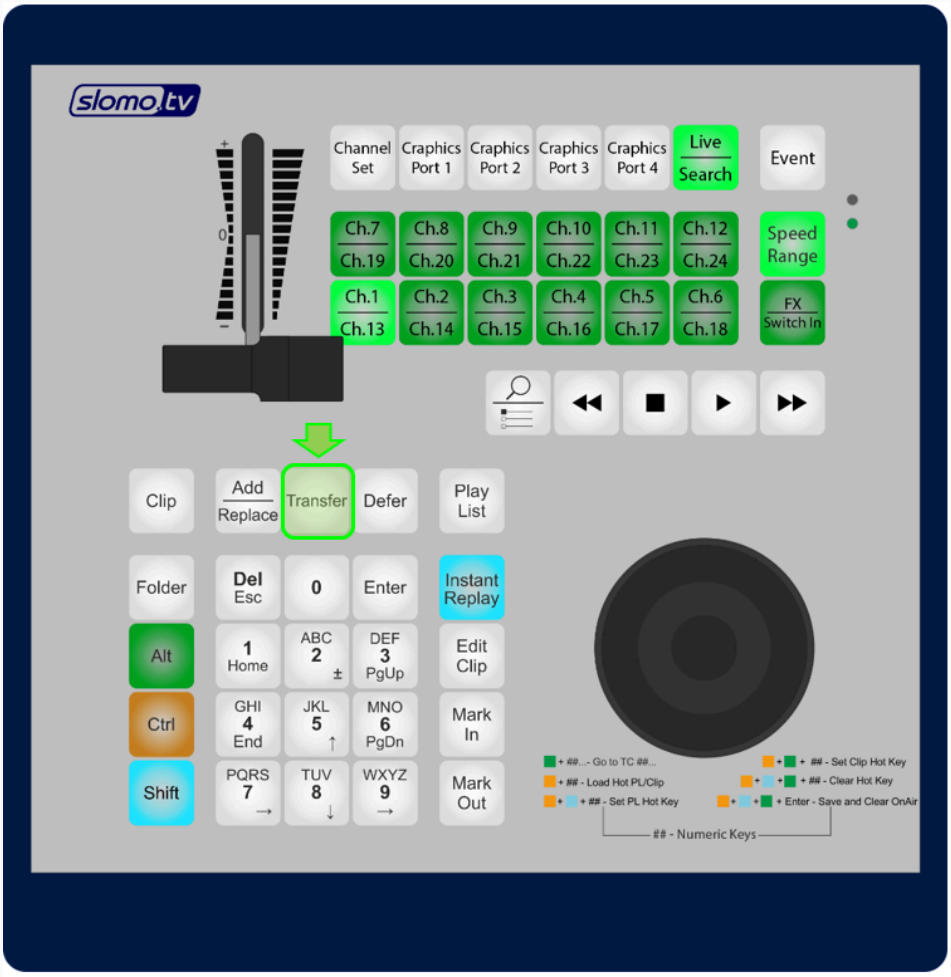
1. If the required server is not in the drop-down list, the network configuration may be incorrect.

Transferring clips

The clips are transmitted only from the "OnAir" area in the "Edit" mode. In the "Instant Replay" mode, the clips will not be transmitted. To transfer a clip, a group of clips, or an entire playlist, you must first place them in the OnAir area.

To transfer, use the **Send** button in the program interface or the **Transfer** button of Control ZR in combination with the **Alt**, **Ctrl**, **Shift**.

Figure 2 – Transfer



Adding clips to OnAir

To add a clip or playlist to OnAir use one of the following:

- Press  button in program interface
- Press **Insert** key on the keyboard
- Use **Add|Replace** on remote control.

Sending clips

In OnAir select clip or playlist for transfer and use one of the following:

Key combination (interface | remote control)	**Action**
Send | Transfer	Transfers selected clip to CG/Paint on "master" server. The next clip becomes selected.
Alt + Send | Transfer	Transfers selected clip to CG/Paint and to OnAir on "master". The next clip becomes selected.
Shift + Send | Transfer	Transfers all not transferred clips to CG/Paint on "master".
Alt + Shift + Send | Transfer	Transfers all not transferred clips to CG/Paint and to OnAir on "master".
Alt + Ctrl + Send | Transfer	Removes indication that the clip was transferred. The next clip becomes selected.

Preventing transfer

To prevent transfer of selected clip use the following:

Key combination (interface | remote control)	**Action**
Ctrl + Send | Transfer	Transfer of clip will be blocked.
Ctrl + Shift + Send | Transfer	Transfer of all selected clips will be blocked, including the clip being transferred at the moment..

Color indication

The color indication of clips in OnAir reflects it status:

Indication	Description
	Clip in the default (neutral) state.
	Selected (active) clip.
	Clip selected for transfer (in the transfer que).
	Clip marked for transfer and selected at the moment.
	Clip being transferred at the moment.
	Clip being transferred and selected at the moment.
	Already transferred clip.
	Already transferred clip selected at the moment.

Below is an example of changing color indication in OnAir.

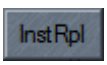
Initially the first clip was selected, then **Send** was pressed 5 times.
As a result of this action 5 clips, including the first one were selected for transfer.
Immediately after the start of the transfer indication of transferred clips will change:

Indication	Description
	1 – Transferred. 2 – Transferred and selected at the moment. 3 – Transfer in process. 4 – Awaiting transfer. 5 – Awaiting transfer. 6 – Default state – no action was selected.

Working with transmitted clips

Deleting clip from OnAir stops transfer.
Deleting awaiting transfer clip removes it from transfer.

Transfer of clips is made in the order of their selection in OnAir. Clips selected for transfer first will be transmitted first regardless of their place in OnAir.

Switching to instant replay mode (pressing 

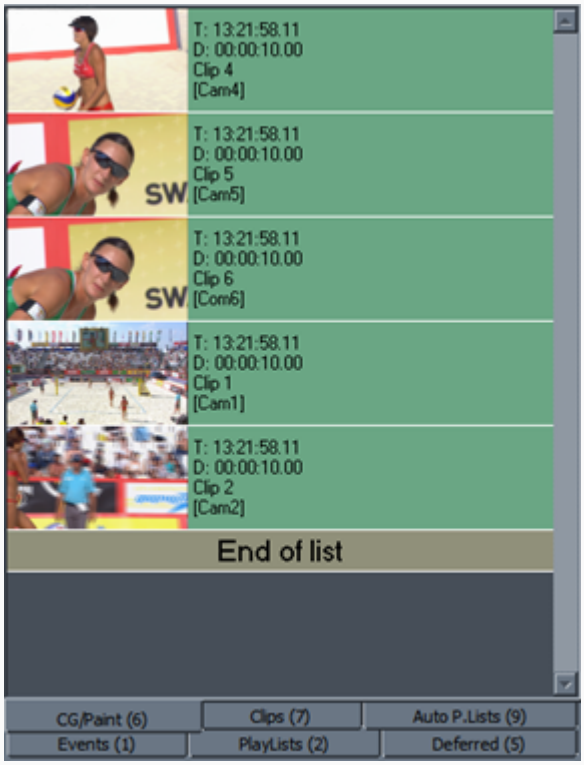
on the interface) will stop transfer. The transfer can resume by selecting any awaiting transfer clip and pressing **Send**.

The loss of network communication between the servers will suspend transfers until communication is resumed. An indication of this is not changing colors of clips in OnAir marked for transfer.

If there are problems with receiving/transmitting clips, check the availability of servers for local access. For more information, see the section "Preparing for work".

Receiving clips

Transmitted clips are automatically placed in the tab CG/Paint or, if directed, in OnAir on the "master" server:

CG/Paint Tab (6)	OnAir Tab (8)
	

Working with **Transfer** you should consider additional project space occupied by received clips.

Deleting received clips from CG/Paint (6) will not result in their deletion from the project.

Appendix A. Keyboard shortcuts for the Transfer option

Key combination (interface | remote control)	**Action**
Send | Transfer	Transfers selected clip to CG/Paint on "master" server. The next clip becomes selected.
Alt + Send | Transfer	Transfers selected clip to CG/Paint and to OnAir on "master". The next clip becomes selected.
Shift + Send | Transfer	Transfers all not transferred clips to CG/Paint on "master".
Alt + Shift + Send | Transfer	Transfers all not transferred clips to CG/Paint and to OnAir on "master".
Alt + Ctrl + Send | Transfer	Removes indication that the clip was transferred. The next clip becomes selected.
Ctrl + Send | Transfer	Transfer of clip will be blocked.
Ctrl + Shift + Send | Transfer	Transfer of all selected clips will be blocked, including the clip being transferred at the moment.
Alt + Ctrl + Shift + Send | Transfer	Sets up server as "master".

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slomo.tv software is continuously evolving. Therefore, there may be differences between documentation and implemented functionality.
Please report any found discrepancies with your comments to support@slomo.tv.
Your comments and suggestions help improve our products and are very much appreciated.