Grass Valley
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IGNITE V11.6.0

LIVE PRODUCTION CONTROL SYSTEM

Release Notes

13-06131-010
2021-11-24

www.grassvalley.com

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Title	IGNITE V11.6.0 - Release Notes
Revision	2021-11-24, 17:30

Table of Contents

IGNITE Release Notes

Introduction

This document describes compatibility, installation, and other information specific to Ignite Release 11.6.0 which is a maintenance release of the Ignite Live Production Control System.

Note

For a current list of supported/controlled devices, contact an authorized Grass Valley reseller or contact Grass Valley sales directly.

New Features, Enhancements, and Bugs Fixed

New Features and Enhancements

- **[IGN-10755] As Sherwood, I'd like to control sQ video servers via an IP protocol**

  See *Ignite support for sQ devices* *on page 3* for more information

- **[IGN-11646] [Hearst] As a Giligan, IWLT new set of commands for Hatmos**

  See *Ignite Hatmos devices Enhancement* *on page 8* for more information

- **[IGN-11573] As Gilligan, IWLT select a MOP gateway from multiple configured MOPs**

  Import Rundown in Ignite now allows users to configure multiple MOP gateways and select from the list

  See *Ignite support for multiple MOP gateways selections* *on page 15* for more information

- **[IGN-8322] As Gilligan, IWLT hear an audible countdown using data from the SCT**

  Ignite now allows user to add .wav files to the audible countdown option

  See *Ignite supports audible countdown in SCT* *on page 16* for more information

- **[IGN-8325] AAU IWLT restore auto-server routing logic invoked by an embed**

  Auto Channel routing in Ignite is working for Embedded TME

- **[IGN-10728] As Sherwood, I'd like to support Shotoku IP Control**

  Ignite now supports Shotoku through TCP/IP

Bugs Fixed

- **[IGN-11818] Chyron unable to recall CG from Timeline, become blank after rundown update**

  Updating the Rundown will caused the CG TME to lose its function on the timeline for Ignite installed in Windows 10. Issue has been resolved.

- **[IGN-11847] Duplicated CG Items**

  Updating the Rundown no longer populate duplicated CG information

Limitations

Due to the hardware limitation, the sQ module are only tested with 2 Channels.

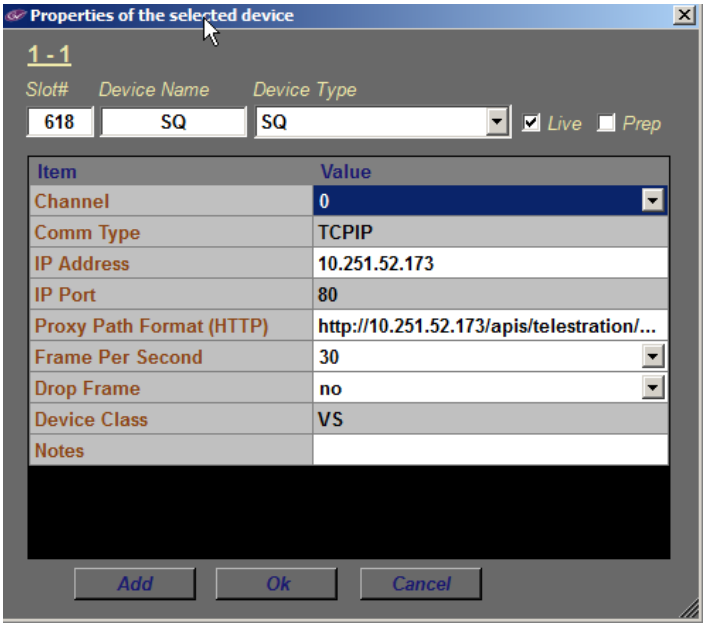
Ignite support for sQ devices

The following topics provide more information about how to use Ignite to control sQ devices:

Adding sQ device to Ignite

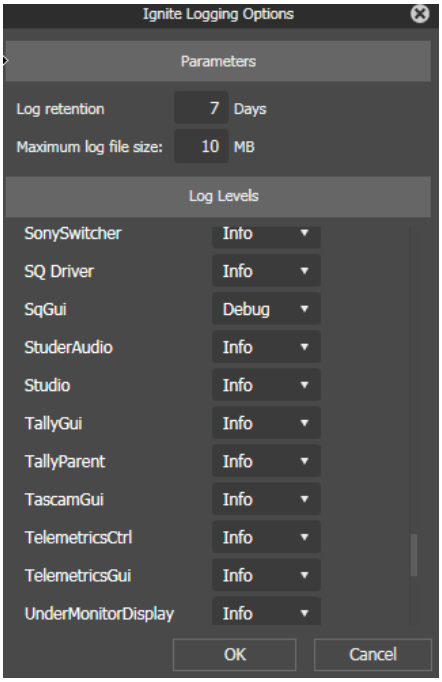
In the **Ignite Device Configuration** dialog, add a new device and set the **Device Type** to **sQ**. In the Properties dialog, set the following field:

Channel	Available channel in sQ device (0 - 7)
IP Address	The IP address of the sQ device
Proxy Path Format (HTTP)	Enables Ignite playlist to show thumbnails of the clips. The IP address of the sQ device need to be entered here.



Setting logging level for sQ device

In the Ignite Logging dialog, select Debug or Verbose for sQ GUI



Creating event with sQ Device on Event Builder and Event Builder Jr.

Event Builder and Event Builder Jr. may be used to build events that target the sQ device.

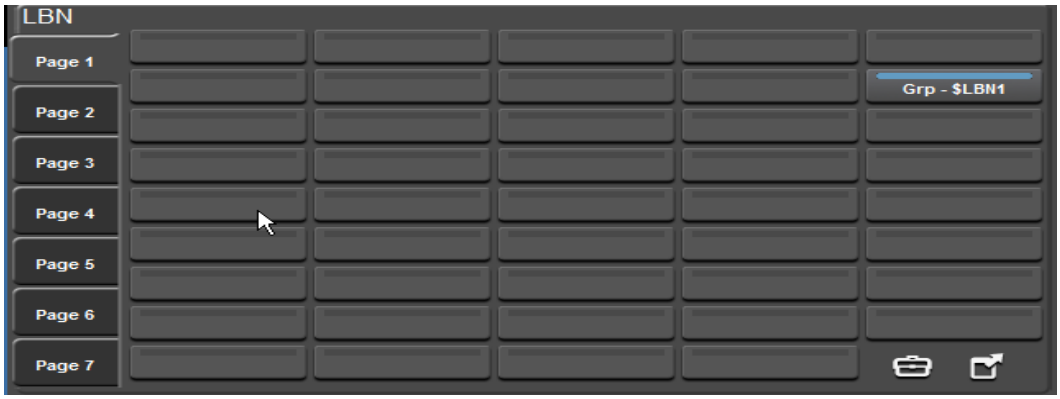
1. Add a SERVER item to a timeline or stack column within an event.
2. Set the device on the SERVER item to one of the sQ devices in the device configuration.
3. Select the function to be performed when the item is executed. The following functions are available:

Rewind	Enable user to shuttle the clips backward
Fast Forward	Enable user to shuttle the clip forward
Cue	Cue a clip (Dynamic or selecting from the available pool of clips from sQ device)
Play	Play the clip
Pause	Pause the playing of the clip
Stop	Stop the playing of the clip
Search	Search for a specific time code within a clip (Hour: Minutes: Seconds: Frame)

Creating LBN using sQ Event

sQ events can be used as LBN.

1 Add a SERVER item to a timeline or stack column within an event.
2 Set the device on the SERVER item to one of the sQ devices in the device configuration.
3 Select the function to be performed when the item is executed.
4 Send the event to playlist.
5 Drag and drop the event from Timeline to the LBN column to create a new LBN button.
6 Save the .mac file to save the LBN.
7 Press on the newly created LBN button to apply on Timeline.



Controlling sQ via Ignite Deck Control

sQ events can be control using the Deck Control in Ignite.

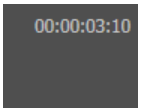
1 Connect to sQ device by changing the Ignite Device status from Prep to Live.
2 Select the sQ device appearing on the Deck Control. Make sure that the available clips from sQ device are listed.
3 Double click on a clip to cue it.
4 To play the clip, click on  .
5 To jog backward or forward, click on  or  .
6 To shuttle backward (Rewind) or forward (Fast Forward), click on  or  .
7 To pause the clip, click on  .
8 To stop the clip, click on  .
9 To search for a specific time code in the clip, click inside this column  and key in the desired time code. Proceed to click on the search button  .

Populating playlist with sQ event via Import Rundown

sQ events can populate the timeline.

1 When Cue dynamic is selected for sQ, Ignite will take the information from NRCS to populate the playlist.

2 Once the Rundown is being import, user is able to see the following information:

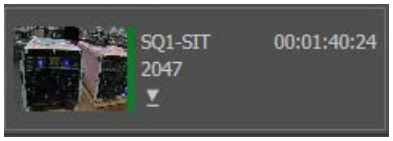
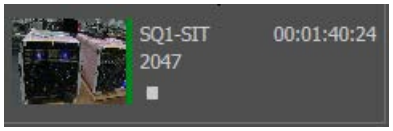
Clip Thumbnails	 Once the clip is available, thumbnail will be shown in the playlist
Clip Status	 The color GREEN denotes the clip is available in sQ The color RED denotes the clip is not available in sQ
Clip ID	 The device name and the Clip ID
Clip Duration	

Server Countdown Timer now corresponds to sQ events in timeline

sQ events will now work with SCT.

1 When playing through a rundown that contains sQ Event, SCT will show the countdown of the clip duration and the clip name.

2 Playlist will also show the clip status for the SQ event as followed:

Playlist	Clip Status
	Cue
	Pause or Stop
	Play, Rewind or Forward

Ignite Hatmos devices Enhancement

Introduction

Hearts requested the following changes w.r.t. rundown import from NRCS:

- Populate CG items to CG List as well as Timeline.

  This feature affects all CGs, as long as it is defined in mosdevicemap.xml
- Restrict MOS CG item population by Route ID.

  This feature affects all CGs. Existing CGs work exactly as before because omitting the Route ID from mosdevicemap.xml and CG MOS items means Route ID is <blank>.
- Send RundownID/StoryID/ItemID/MosID from CG List and Timeline CGs. The import rundown portion of this is implemented in this ticket, but the actual commands to be sent out are to be implemented in the story below.

Hearst also requested new set of HATMOS commands that move away from the existing DekoMOS implementation for easier maintenance/debugging.

Rundown Import

CG List and Timeline Double Population

Originally, for a given mosdevicemap.xml

```
<deviceitem>
    <virtualchannel>D</virtualchannel>
    <ignitedevice>VizD</ignitedevice>
    <deviceType>CGLIST</deviceType>
</deviceitem>
<deviceitem>
    <virtualchannel>T</virtualchannel>
    <ignitedevice>VARIABLE</ignitedevice>
    <deviceType>TIMELINE</deviceType>
</deviceitem>
```

This means that when <itemChannel> in the mos object is T, populate it to a NONE CG item in the timeline, with the channel chosen when building the TME.

If the <itemChannel> is D, populate the CG List with channel D (VizD in Device Setup/Device Manager).

This behavior is still true, but has been further enhanced so that a deviceItem can now have deviceType CGLIST and TIMELINE.

For example, given mosdevicemap.xml:

```
<deviceitem>
    <virtualchannel>C</virtualchannel>
    <ignitedevice>VizC</ignitedevice>
    <deviceType>CGLIST</deviceType>
</deviceitem>
<deviceitem>
    <virtualchannel>D</virtualchannel>
    <ignitedevice>VizD</ignitedevice>
    <deviceType>CGLIST</deviceType>
    <deviceType>TIMELINE</deviceType>
</deviceitem>
<deviceitem>
    <virtualchannel>T</virtualchannel>
    <ignitedevice>VARIABLE</ignitedevice>
    <deviceType>TIMELINE</deviceType>
</deviceitem>
```

MOS items with <itemChannel> C can populate the CG List only.

MOS items with <itemChannel> D can populate the CG List and Timeline.

MOS items with <itemChannel> C can populate the Timeline only.

The following table is an example of how story items populate TME items in the timeline

Example 1

MOS Story Items		TME Items in Timeline	Gets populated with	Explantion
	<itemChannel>	<device>		
CGItem1	C	VizC	CGItem3 (T)	C is configured to populate CG List only, so it cannot accept CGItem1. However, it can accept cg items with channel T
CGItem2	D	VizD	CGItem2 (D)	
CGItem3	T	VizA	<overage>	T already populated the VizC TME

CG List gets populated with the following:

- CGItem1 (C)
- CGItem2 (D)

Rundown Import errors:

- Overage - Extra VizA item.

Example 2

MOS Story Items		TME Items in Timeline	Gets populated with	Explantion
	<itemChannel>	<device>		
CGItem1	D	VizD	CGItem1 (D)	
CGItem2	D	VizA	CGItem3 (T)	
CGItem3	T	VizA	<overage>	T already populated the first VizA TME

CG List gets populated with the following:

- C
- D

Rundown Import errors:

- Overage - Extra VizA item.
- Underage - Extra CGItem2 (D)

Route ID restriction

The goal of Route IDs is to prevent CG items from mis-populating TME items in the timeline.

```
<mos>
<itemID>6</itemID>
<mosID>CG.HATMOS.MOS</mosID>
<objID>CG</objID>
<itemChannel>9</itemChannel>
<mosAbstract>VAR-L3</mosAbstract>
<H.CMD />
<mosExternalMetadata>
<mosScope>STORY</mosScope>
<mosSchema>UNKNOWN</mosSchema>
<mosPayload>
<routeID>L3</routeID>
<dekoAtxFile>Lower 3rd Talent | | | Aixa Diaz | | Single | | | --------
<data>Lower 3rd Talent \ \ \ Aixa Diaz \ \ \ Single \ \ \ -</data>
<HATMOS>
```

Example mosdevicemap.xml

```
<deviceitem>
    <virtualchannel>C</virtualchannel>
    <ignitedevice>VizC</ignitedevice>
    <deviceType>CGLIST</deviceType>
    <deviceType>TIMELINE</deviceType>
    <routeId>L3</routeId>
</deviceitem>
<deviceitem>
    <virtualchannel>D</virtualchannel>
    <ignitedevice>VizD</ignitedevice>
    <deviceType>CGLIST</deviceType>
    <deviceType>TIMELINE</deviceType>
</deviceitem>
```

MOS story items			TME Items in Timeline	Gets populated with	Explantion
	<itemChannel>	<routeId>	<device>		
CGItem1	D	L3	VizC	CGItem4 (T)	Can only accept CG items where route ID is L3, and channel is either C or T
CGItem2	D		VizD	CGItem2 (D)	VizD has no route ID defined, so it can only accept CG items where route ID is not specified.
CGItem3	C				
CGItem4	T	L3			

CG List gets populated with the following:

- CGItem1 (D)
- CGItem2 (D)
- CGItem3 (C)

Rundown Import errors:

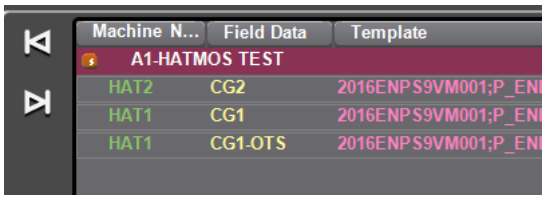
- Underage - Extra data CGItem1 and CGItem3

Import Rundown Data

In CG List

Template: <rundown ID>|<storyId>|<itemId>|<mosId>

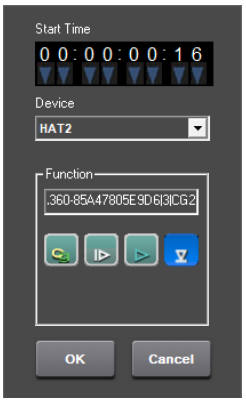
Field Data: <mosAbstract>



In timeline

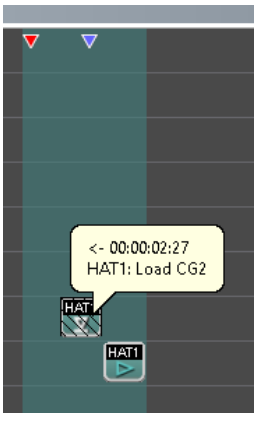
Property page should have the text:

<rundown ID>|<storyId>|<itemId>|<mosId>|<mosAbstract>



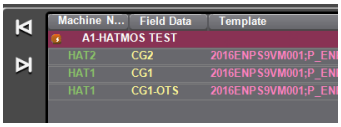
<rundown ID>|<storyId>|<itemId>|<mosId> should be sent to device when executing a command (to be implemented in another ticket).

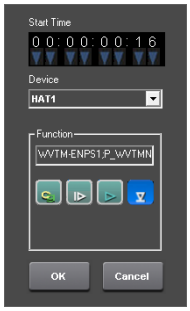
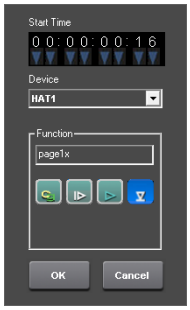
<mosAbstract> is only used for human consumption, e.g. CG List column and tooltip.



HATMOS Commands

The following table describes commands sent to the device per scenario, in ASCII character encoding.

Scenario	Commands sent to HATMOS	Commands Ignite should receive from HATMOS
Idle	<HEARTBEAT/>\r\n Comments: • Ignite will send this every 3 seconds **after idle** and expect a reply to know that the connection is alive. • If other commands are sent and ack-ed, then that counts as acknowledgement that the connection is alive, so no heart beat is necessary during that time.	<HEARTBEAT/>\r\n
Press hotkey button where the page is "page1x" 	<DIRECTLOAD>page1x</DIRECTLOAD>\r\n Comments: • The page string should not contain the '|' character as that is reserved for delimiter between <rundown ID>|<storyId>|<itemId>|<mosId>.	<ACK/>\r\n
Double click on CG List 	<DIRECTLOAD>[template]</DIRECTLOAD>\r\n Example: <DIRECTLOAD>WVTM-ENPS1;P_WVTMNEWS\W;66E8261C-0BA1-479A-AFFD825992099564|WVTM-ENPS1;P_WVTMNEWS\W\R_66E8261C-0BA1-479A-AFFD825992099564;02CA053D-6D29-4C4E-8B7E2C0A4F880A6B|6|CG.HATMOS.MOS</DIRECTLOAD>\r\n Comments: • [template] in the CG List is populated with <rundown ID>|<storyId>|<itemId>|<mosId> • [field-data] is not send as part of the command. It is there in the CG List to visually identify CGs.	<ACK/>\r\n

Scenario	Commands sent to HATMOS	Commands Ignite should receive from HATMOS
Cue page from Event in Playlist 	• When the string in the event item is in the format [rundown ID]|[storyId]|[itemId]|[mosId]|[mosAbstract]: <LOAD>[rundown ID]|[storyId]|[itemId]|[mosId]</LOAD>\r\n Example:  <LOAD>WVTM-ENPS1;P_WVTMNEWS\W;66E8261C-0BA1-479A-AFFD825992099564|WVTM-ENPS1;P_WVTMNEWS\W\R_66E8261C-0BA1-479A-AFFD825992099564;02CA053D-6D29-4C4E-8B7E2C0A4F880A6B|6|CG.HATMOS.MOS</LOAD>\r\n • Otherwise, the entire text string is sent as part of the command: <LOAD>[text]</LOAD>\r\n Example:  <LOAD>page1x</LOAD>\r\n	
Play CG from Event in Playlist 	<PLAY/>\r\n	<ACK/>\r\n
Continue CG from Event in Playlist 	<CONTINUE/>\r\n	<ACK/>\r\n

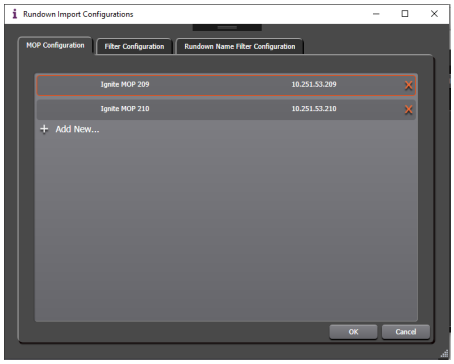
Ignite support for multiple MOP gateways selections

The following topics provide more information about MOP gateways:

- *MOP Gateways configuration* *on page 15*
- *Switch MOP Gateways* *on page 15*

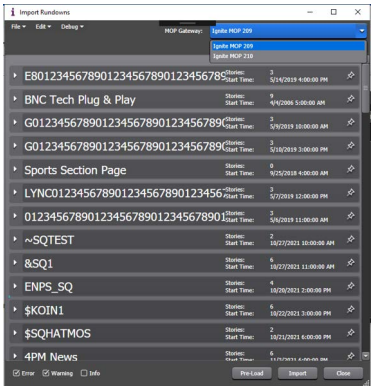
MOP Gateways configuration

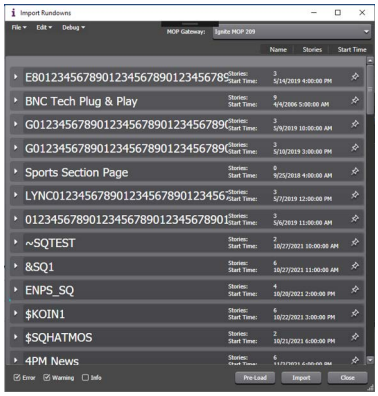
Add Mop gateway in Import Rundown ? Edit ? Configure screen.



Switch MOP Gateways

Switch to different MOP gateways in the main Import Rundowns screen.





Ignite supports audible countdown in SCT

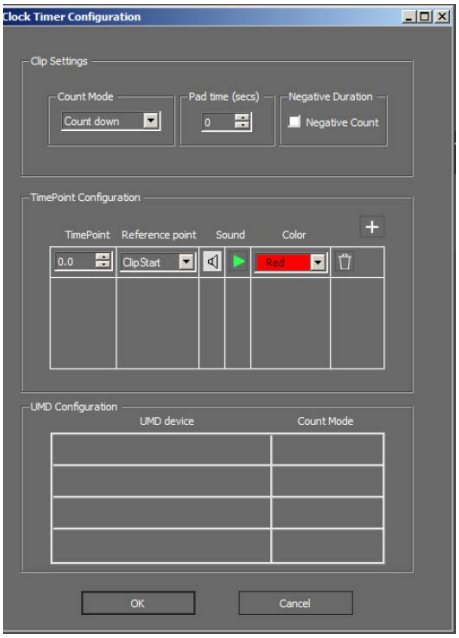
The following topics provide more information about Audible countdown in SCT.

Audible Countdown Configuration

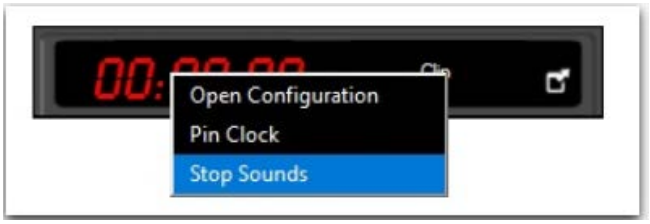
TimePoint Configuration screen now supports wav file configuration, and also entering seconds with single decimal place.

To add a wav file:

1. Click on audio icon to select a wave file.
2. Click on Preview icon to preview listening to selected wav file. This is shown when a wav file is selected.



Stop Countdown Sounds



Compatibility

Hardware

This release requires hardware equipped with Windows 64-bit operating system.

Software

This Ignite Release 11.6.0 only functions with the Media Object Portal (MOP) and does not support the XMOS server from previous systems. If a customer is being upgraded from any version of Ignite prior to:

- 5.2.0.0, you must run the AlloyConversionUtilities found in the Ignite installation folder
- 5.1.1, you must convert the customer's TME & Macro library with the IgniteTMEProcessor found in the Ignite installation folder

Refer to the release matrix in Table 1

Table 1. Release Matrix

Category	Application	Model	Version
Newsroom Computer Systems	ENPS Server		9.0.229
	ENPS Client		9.0.229
	iNEWS Server		7.2.0.28 / 4.6.0.5
	iNEWS Client		7.2.0.28 / 4.6.0.5
	iNEWS MOS Gateway		7.2.0.28 / 4.6.0.5
	Dalet Galaxy (TME column only)		4.0
	Ross Inception		12.1.4.11185
Graphics Device	Avid FXDeko		N/A
	Avid Deko 3000		N/A
	Avid DekoMos		N/A
	Chyron Duet	SD/LE/LEX, PCI/PCI+	N/A
	Chyron HyperX (MOS)		8.0 (build 1558)
	ChyronAprisa	100, SSX	N/A
	ChyronPrime		3.5.12.300
	Harris Inscriber G3 (MOS)		N/A
	Harris Inscriber G3 (non-MOS)		N/A
	Vertigo/Xplay		v6.0SP1
	Pixel Power	Clarity	N/A
	VizRT	VizRT	5.3.3
	WASP3D		3.82
	ORAD	TD Control	N/A
	Ross XPression		v8.5 b4598 Configurable "Load and play" mode supported

Table 1. Release Matrix

Category	Application	Model	Version
Protocol	Automated Soft Panel (ASP)		11.0.0
	Ignite ActiveX		1.0.27
	Katalyst		11.0.0
	MOP Server		11.1
	MOS		2.8.3
	TME File Watcher		1.0.27
Audio Mixers	Calrec	Sigma, Omega, Alpha, and Zeta Audio Consoles	N/A
	Calrec	Brio 36	1.1.8 build 205
	Klotz	Vadis	1.2.5.006
	Lawo	5.0.2.0 and 5.8.0.4	5.18.0.11
	SSL	C10HD	5.0/5
	Studer		Studer 5.4.00 a3 or newer
	Wheatstone	D5.1, D7, D8, D9, D10 (incl Dimension 1 & Dimension 3), D12, G3, G4, G5, G6 and G9 as well as the E Series (E4, E5 and E6)	D8, D10 and Series 4
	Yamaha	LS9-16, LS9-32	1.35
	Yamaha	QL1, QL5, CL1, CL3, CL5	V4.50
	Kula AV		6.3
KONNECT	Kayak		N/A
	Kalypso		N/A
	K-Frame	S-Series, V-Series (only support start from Ignite 10.1.0)	Support X-Series K-Frame v14.6.2
	Kayenne		V4.2.2d01
	Schooner		K-Frame v14.6.1
	Gv Director		N/A
	Kula Switcher		6.3
	Kahuna Switcher		8.5 Alpha 23513
	Sony Switcher		MVS-8000G , XVS-7000

Table 1. Release Matrix

Category	Application	Model	Version
Video Server	Avid AirPlay		N/A
	Avid AirSpeed		N/A
	Avid AirSpace		N/A
	BitCentral	Precis	N/A
	GrassValley M-Series		N/A
	GrassValley Turbo		N/A
	GrassValley K2		N/A
	Grass Valley K2 Summit		N/A
	Grass Valley Profile,XP		9.8.1.2528
	Leitch	Nexio NX4000ITS	N/A
	Omneon	Spectrum, MediaDeck	N/A
	SQ	SQ1200, SQ1800	V2.6.11
Others	Router Support		via iControl Solo v7.4
	Stratus		6.9.0.0
	Densité		Densité controller firmware v2.3.1, GPI-1501 firmware version (1.0.0)

Installation and Configuration

Considerations

- Ignite 11.6.0 requires Microsoft .NET 4.6.2 and Microsoft Visual C++ Redistributable for VS 2017.
- With 11.6.0, desktop experience must be enabled otherwise graphics might be compromised.

Hardware Installation

Only qualified Grass Valley Service Engineers are authorized to install the Ignite Live Production Control System. Contact your local Grass Valley representative, your Grass Valley Ignite Technical Service representative, or Grass Valley Support Center.

Software Installation

Only qualified Grass Valley Service Engineers are authorized to install Ignite Live Production Control System Release 11.6.0 software. Contact your local Grass Valley representative, your Grass Valley Ignite Technical Service representative, or Grass Valley Support Center.

Installation has two parts:

- MOP server
- Ignite

New Installation

1 Run the IgniteMOPInstaller.msi for 11.1 on the MOP server.
2 Run the Ignite 11.6.0 Installer.exe on the Ignite workstation.
3 Select the feature set from installer options (Audio, Switcher Type, etc.) and finish the installation.

Upgrade Installation

MOP Server Upgrade

Caution
It is imperative that you follow these instructions when UPGRADING to MOP Server 11.1 from a previous version.

Note
This update requires more than just new software, but also has a database update component.

1 Stop all MOP services before the upgrade.
2 Manually uninstall MOP Server via Windows add/remove programs.
3 Run IgniteMOPInstaller.msi for 11.1 on the MOP server.
4 Launch the Ignite MOP Utility and select as below:
   - **Services > Start Services**
   - **Settings > Configure Database**
5 Ensure that the Database Version is 6 or less.

Note
In the following step, the application might freeze for a few seconds, this is normal.

6 Under **Upgrade**, click **Upgrade Database**. When done, the:
   - Messages window displays **Upgrade complete**
   - Database Version displays **7**

Ignite Upgrade

Note

If a customer is being upgraded, and is using different audio, or a different switcher (i.e. going from Klotz to Calrec, or Kayak to Kayenne), after restoring setups, you will need to restore some registry settings manually. Refer to http://grassvalleyautomation.com/wiki/index.php?title=Ignite_Restore for more information.

If a customer is upgrading from any version of Ignite prior to:

- 5.2.0.0, you must run the AlloyConversionUtilities found in the Ignite installation folder
- 5.1.1, you must convert the customer's TME & Macro library with the IgniteTMEProcessor found in the Ignite installation folder

1. Backup the GrassValley folder and the TBMS registry.
2. Copy the Ignite_11.6_FullInstall folder to the C:\Software directory.
3. Run the Ignite 11.6.0 Installer.exe to uninstall the previous version and backup configuration files.
4. Take note of the name of the folder created in the D:\IgniteBackups folder.
5. Run the Ignite 11.6.0 Installer.exe on the Ignite workstation.
6. Select feature set from installer options (such as Audio, Switcher Type, etc.) and finish the installation.

Note

Timed Events setting is disabled by default. To enable Timed Events, check Timed Events check box when it displays on the Ignite installation wizard.

Configuration Notes

CONFIGURATION NOTE 1

Note

Always perform a backup of the entire TME library before running a conversion via IgniteTMEProcessor.

If a user is being upgraded and has any TMEs that addressed the ScriptViewer to append scripts and/or load CGs from the CG list, the TMEs must be converted.

In most cases, this is just a single TME (LP.tmx, LS.tmx, or something similar) that is embedded but if the customer uses multiple versions of this file type, all must be converted. Conversion is done via the IgniteTMEProcessor.exe in the root Ignite folder.

CONFIGURATION NOTE 2

- If a user is being upgraded and is not using ScriptViewer, or for any reason would prefer to not see the Miniviewer in the Ignite GUI, this must be modified in the registry.

  ```
  HKEY_LOCAL_MACHINE\SOFTWARE\TBMS\IPS\SCRIPTGUI\MINIVIEW-
  MODE
  0 = No Miniviewer
  1 = Miniviewer
  ```

- If the user is not using ScriptViewer, it is recommended that the SV row in the timeline track be removed and replaced with another track (e.g. CG, Kayak, Camera).
- If the user is not using ScriptViewer, in order to fill the space vacated by the Miniviewer module, it is recommended that the CG List GUI be changed to **Wide** mode from the Display Settings tab of the CG List Settings dialog box.

CONFIGURATION NOTE 3

You must install the Automation Soft Panel (ASP) driver in Ignite before installing the ASP in Windows and Android devices.

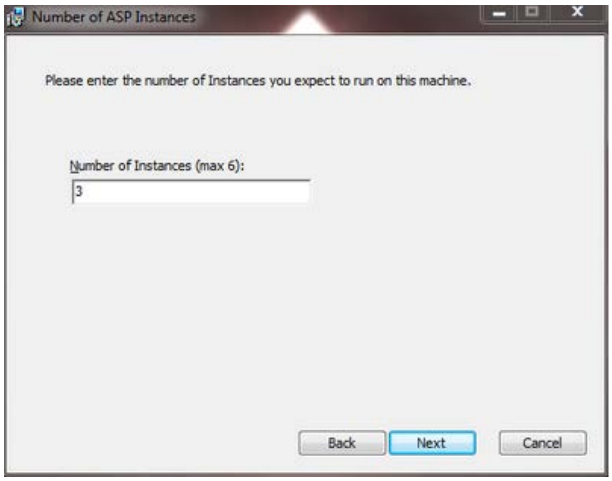
1 To get the ASP device into the Devices list in Ignite, run and install the Automation Soft Panel driver (version 2.1.5).

Note

There is only one installer for both Katalyst and ASP, as the ASP driver is the same with the Katalyst driver.

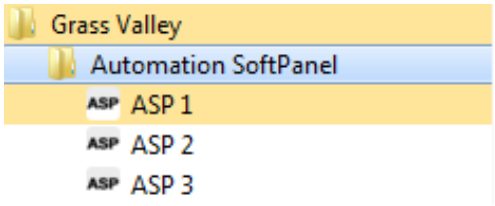
2 To install ASP in Windows devices, download the ASP installer for Windows and run it.

3 When prompted, enter the number of ASP instances that you want to run in your system. A maximum of 6 simultaneous instances is supported by the installer.



4 Click **Finish** to complete the installation.

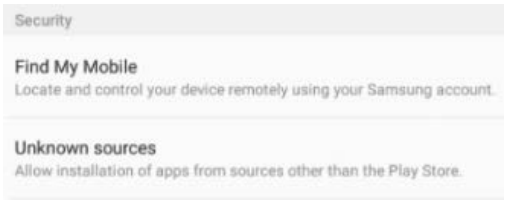
5 Click **Start | All Programs | Grass Valley | Automation Soft Panel** to launch an instance of the ASP.



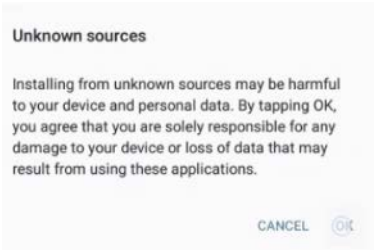
6 To install ASP on an Android device, configure the device to allow the installation of third party software as follows:

a Go to the device's **Settings | Lock screen and security |Security**

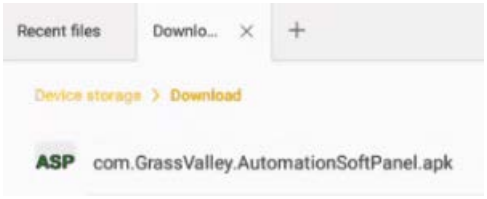
b Enable the **Unknown sources** setting.



c Tap **OK** when the dialog appears as below:



7 Download the Automation Soft Panel APK file to the Android device.
8 Open the file manager application of your choice and find the APK file.



9 Tap on it and then tap **Install** to commence the installation process.
10 Once installation is complete, the Automation Soft Panel will be accessible from the Apps drawer.

Note

Just like with a Katalyst panel, Ignite connects to ASP devices when they are enabled in the current mode.

CONFIGURATION NOTE 4

For the delay operation with GPI16, a toggle is enabled in the registry to allow users to choose between ignoring the delay or waiting for the delay to complete when a play command is hit while GPI16 is performing a delay.

1 Ensure you already upgraded your Ignite application.
2 Run this file at *C:\Program Files\GrassValley\Ignite\RegisterModules.exe*
3 Select "**R**" when prompted.
4 Navigate to *C:\Program Files\GrassValley\Ignite\MiscApps*
5 Select a file for the buffer command to be On or Off from the list below:
   - GPI_16_BufferCommandsOff64.reg
   - GPI_16_BufferCommandsOn64.reg
6 Double-click to execute the .reg file.
   A prompt appears with this confirmation dialog: "Are you sure you want to continue?"
7 Click **Yes**.

Note

If Buffer Commands Off is selected, Ignite will execute the play command immediately and ignore the delay. If Buffer Commands On is selected, Ignite will execute the play command after the delay is complete.

CONFIGURATION NOTE 5

Ignite users with the latest Chyron HyperX driver or existing users with previous versions of the software suite must perform the following configuration in the Ignite device manager:

1 Launch the Ignite application.

2 On the Event Timeline module, select **Setup | Configuration and Device Setup.**

3 Select Chyron in the Devices Configuration screen and click **Edit**.

4 Enter the properties of the Chyron CG device. The Root Folder value should be set to **CAMIO4** if you have the latest Chyron HyperX driver.

Note

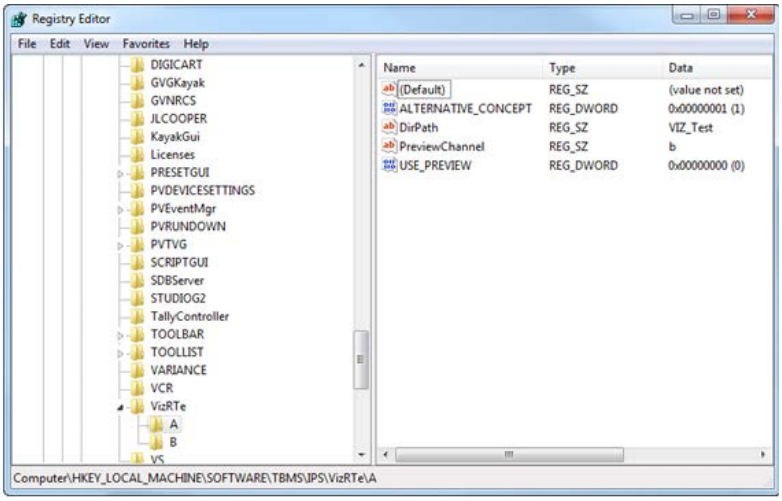
For users of CAMIO 3 or earlier, you can leave the Root Folder field blank by default or insert values depending on the version of Chyron software suite in use. Possible values for the root folder are CAMIO, CAMIO2, and CAMIO3.

5 Click **OK**.

CONFIGURATION NOTE 6

The support for VizRT Concept is disabled by default.

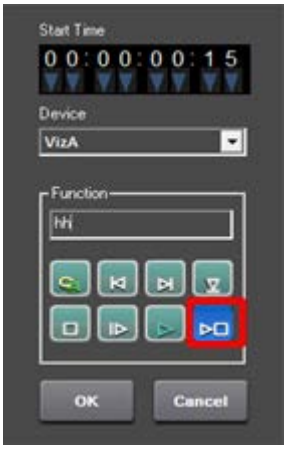
To enable it, add ALTERNATIVE_CONCEPT parameter to the registry as shown below. Set it to 1 and then only start Ignite. This is applicable to every channel.



To insert the Concept into Ignite, do the following:

1 In the CG hotkeys window, enter the correct path for profile and showname: **<Profile>/<ShowName>**

2 Open the TME page, and select the preload icon as shown below:



3 Enter the concept name in the **Function** text box.

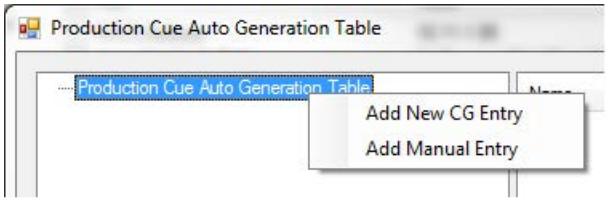
4 Code your TME icon as below:

a The first icon from left is to change the concept.
b The middle icon is to load a CG.
c The last icon is to play a CG.

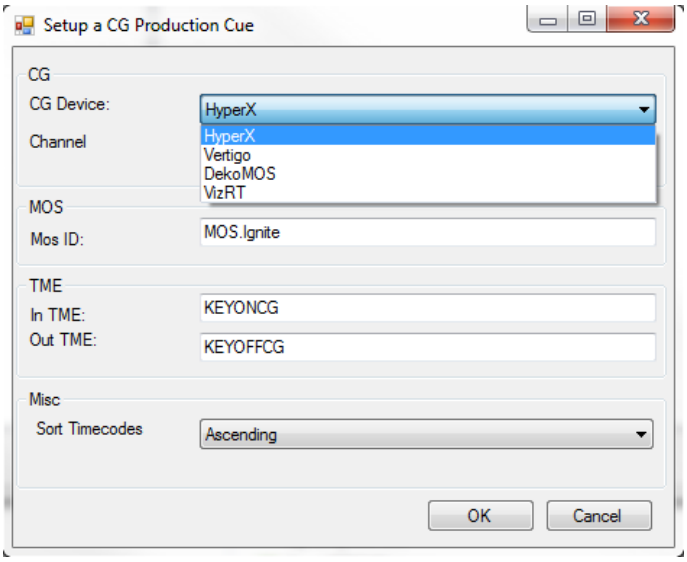
CONFIGURATION NOTE 7

To setup a CG production cue for VizRT, please do the following:

1 Go to *C:\Program Files\GrassValley\Ignite* and launch ***IQConfigurator.exe*** from the directory.
2 In the IQ Configurator, select **Tools | Production Cue Auto - generation** to open the Production Cue Auto Generation table.
3 Right-click on the table and select **Add New CG Entry** to launch the **Setup a CG Production Cue** window.



4 Select **VizRT** as the CG Device and configure the CG production cue for your operation.



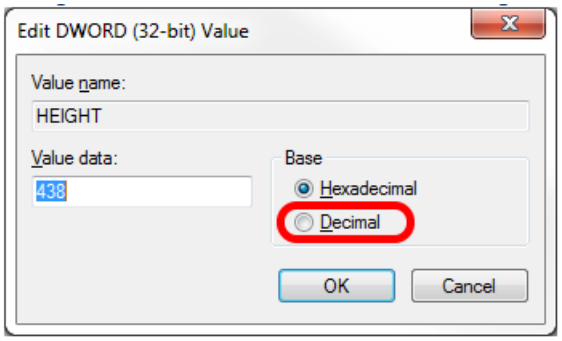
CONFIGURATION NOTE 8

The support of tri-monitor display for Ignite application is on 16:9 monitors by default.

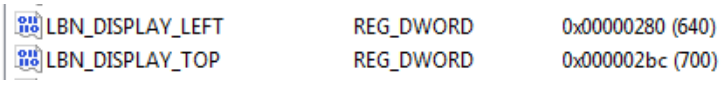
For customers with 4:3 monitors, screen setting values must be manually modified in the registry.

- For KONNECT screen, edit values as shown in the location below:
  `HKEY_LOCAL_MACHINE\SOFTWARE\TBMS\IPS\Switcher`

Switch to decimal base in the registry for easy reference.



- For Ignite middle screen, edit values as shown in the location below:
  `HKEY_LOCAL_MACHINE\SOFTWARE\TBMS\IPS\STUDIOG2`

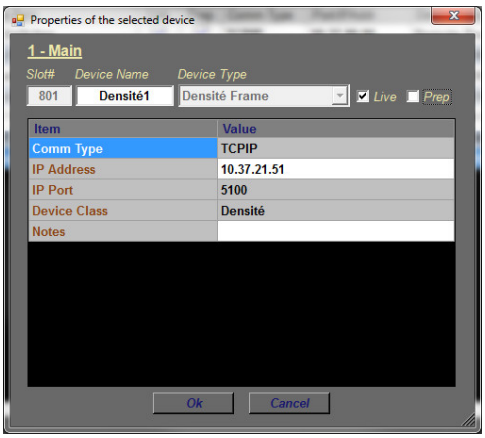


CONFIGURATION NOTE 9

To use the Densité Frame with GPI-1501 card for Tally control, the following configuration must be done in the Ignite device manager:

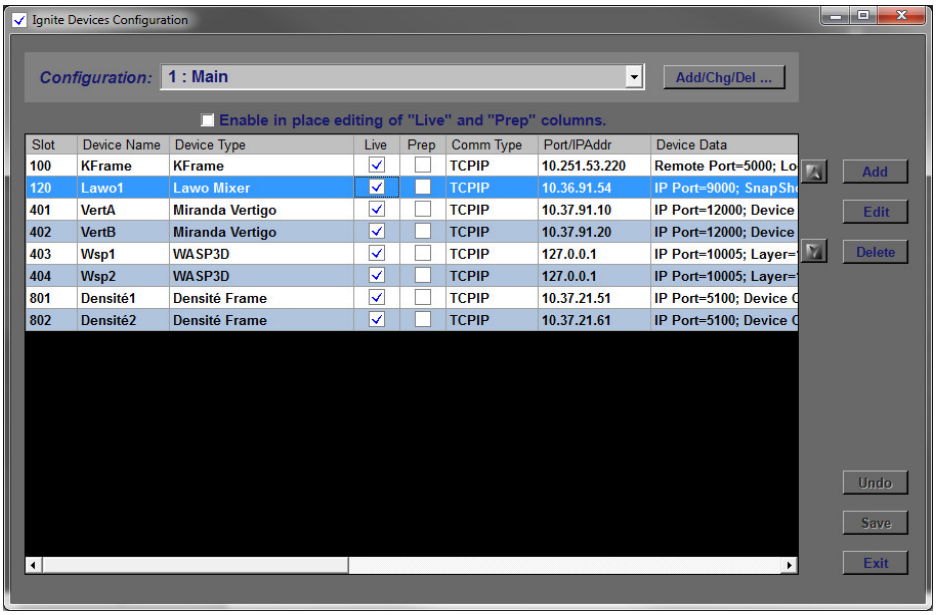
1. Launch the Ignite application.
2. On the Event Timeline module, select **Setup | Configuration and Device Setup.**

3 Select **Densité Frame** as the Device Type and enter device properties as below:



4 Click **OK**.

If needed, you can also connect to more than one Densité Frame in order to access additional GPI-1501 cards.



5 Click **Exit**.

6 Navigate to *C:\Program Files\GrassValley\Ignite\misc\DeviceData*

7 Open the **`TallyConfiguration.xml`** file from the location above and edit the configuration with your text editor.

8 You can map up to 64 Tally outputs (GPOs) and 32 Tally inputs (GPIs) to Densité Frame-Slot-Pin sets.

Note

If upgrading from Videoframe to Densité Frame, there is no need to rebuild the event library provided that Ignite GPI/O addresses are mapped to Densité locations.

CONFIGURATION NOTE 10

To include the SSL System T Audio mixer in your operation, the following configuration must be done in the Ignite device manager:

1 Launch the Ignite application.

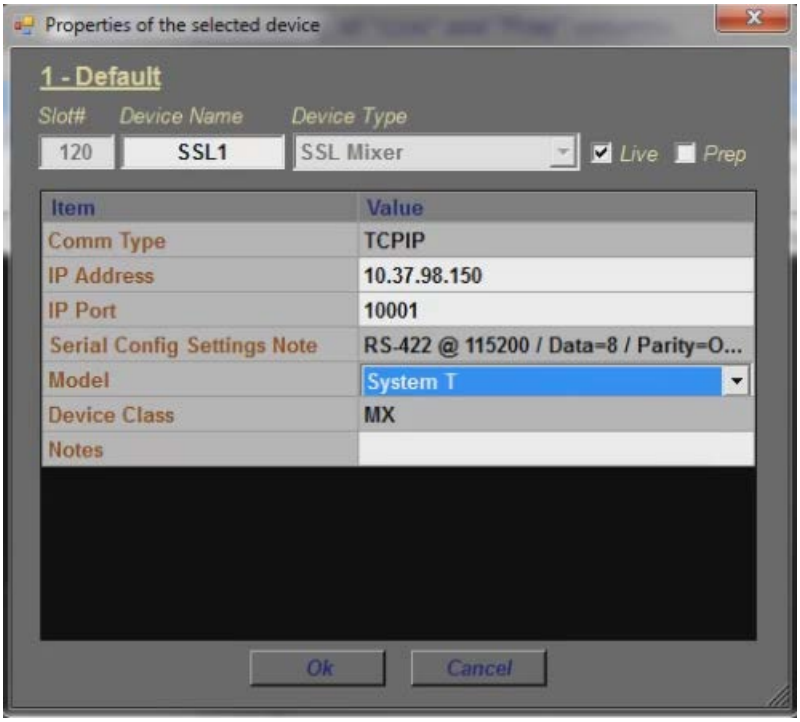
2 On the Event Timeline module, select **Setup | Configuration and Device Setup.**

3 Select properties for the device as follows:

   a Device Type: **SSL Mixer**

   b Model: **System T**

4 Enter other properties as shown below:



Note

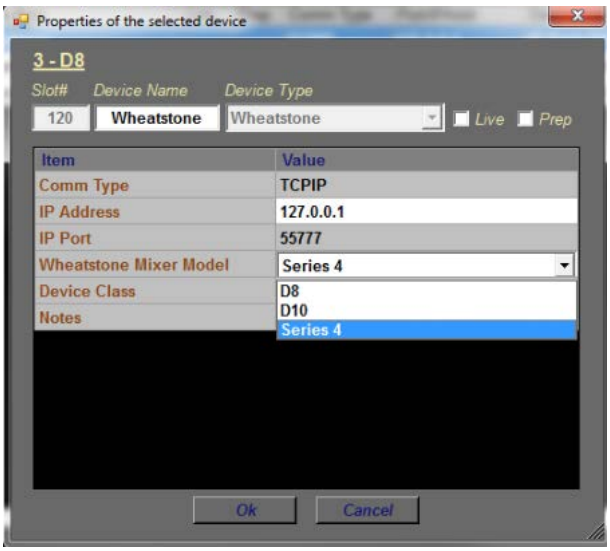
The IP Port automatically changes to reflect the default port for System T or C10HD as one model or the other is selected from the drop-down list.

5 Click **OK**.

CONFIGURATION NOTE 11

To include the Wheatstone Series 4 audio mixer in your operation, the following configuration must be done in the Ignite device manager:

1 Launch the Ignite application.
2 On the Event Timeline module, select **Setup | Configuration and Device Setup.**
3 Select properties of the device as follows:
   a Device Type: **Wheatstone**
   b Wheatstone Mixer Model: **Series 4**
4 Enter other properties as shown below:



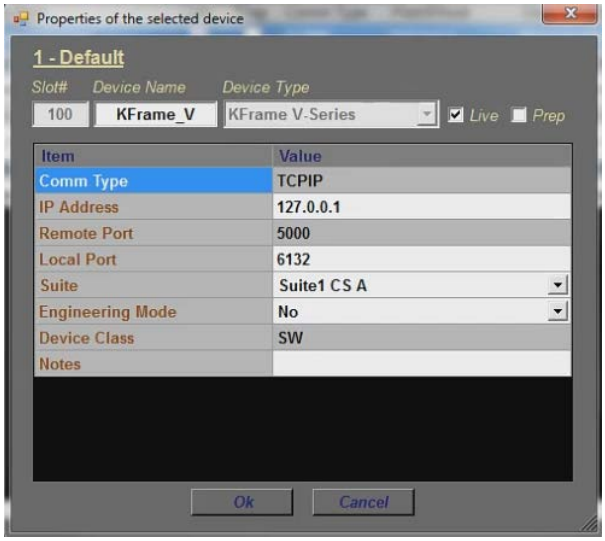
5 Click **OK**.

CONFIGURATION NOTE 12

To include theK-Frame V-Series switcher in your operation, the following configuration must be done in the Ignite device manager:

1 Launch the Ignite application.
2 On the Event Timeline module, select **Setup | Configuration and Device Setup.**
3 Select Device Type: **KFrame V Series.**

4 Enter properties of the K-Frame V-Series switcher as below:



5 Click **OK**.

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