

x-dream-media GmbH

Consulting, Development, Deployment, Training and Support for Media-IT

Product: **x-dream-Fabrik**

Titel: ***User Manual***

Thema: Operating your business process based on x-dream-Fabrik

Zielgruppe: User of x-dream-Fabrik of all kinds of roles and rights

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Index

<u>1</u>	<u>Introduction</u>	<u>3</u>
<u>2</u>	<u>User Interface Concept</u>	<u>3</u>
2.1	Interface Interaction	3
2.2	Interface Layout	3
<u>3</u>	<u>Modules and User Interface Panels Usage</u>	<u>4</u>
3.1	Contacts	4
3.2	Research	6
3.3	Feeds	8
3.4	Upload	9
3.5	Ingest	12
3.6	Recording	14
3.7	Exchange	17
3.8	Post-Production	21
3.9	Planning	24
3.10	Editorial Board	27
3.11	Story Telling	29
3.12	Live Shows	30
3.13	Archive	33
3.14	Scheduling	35
3.14.1	Playlists	35
3.14.2	Schedules	38
3.14.3	Event Scheduling	39
3.15	Playout	40
3.16	Delivery	43
3.17	Publishing	45
3.18	Interaction	47
3.19	Reporting	49
3.20	Monitoring	50

Versioning

Date	Version	Chapter	Name	Change
09.06.24	1.0	all	SP	Finalisierung Version 1.0
24.06.24	1.1	3.1	SP	Adding Contacts Module

1 Introduction

x-dream-Fabrik implements media business processes within one product that consists of a graphical user interface, an Enterprise Service Bus as foundation and various microservices to store and process data or to interact with surrounding systems.

Most of the business processes do start with getting audiovisual and metadata into the solution, span via post-production, editorial processes and/or asset management to publication, monitoring and reporting.

2 User Interface Concept

x-dream-Fabriks user interface brings all functionality into one view that adapts to the user's role(s), permissions and current tasks. This said based on the user's roles he has access to certain interface panels or not. Based on his rights he does see certain information or its hidden for him as well as he can perform certain interaction or its disabled for him. Based on his current tasks to perform he can limit and reorder the displayed panels.

x-dream-Fabrik aims for a reduced, simply to understand and pleasant look and feel for focused usage. It offers an easy to use interfaces that offers as often as possible intuitive drag & drop interaction and tries to avoid action buttons. Thus provided buttons are most often switching to editing mode, confirming editing or other interaction and drive workflows. As result interaction is fast & efficient.

User interface panels are available for the following modules: Research, Upload, Ingest, Recording, Post-Production, Planning, Editorial Board, Story Telling, Live Shows, Archive, 24/7 Scheduling, Layout, Delivery, Publishing, Reporting, Monitoring.

2.1 Interface Interaction

Nearly all interaction between the interface panels happens via drag & drop. Interactions within a panel do often require a new element to be created or an existing element to be modified. For modifications a switch to the editing mode is most often required. Afterwards textfields, dropdowns and other inputs are available. For assignments and copies again drag & drop is available.

2.2 Interface Layout

In the very top row of the user interface you will find from left to right: date and time display, workspace dropdown, hotbuttons to workspaces and finally the user preferences and logout button.

Directly below you have access to the interace panels according to your role settings. This can vary from one to around 20 panels. You can navigate to one of such panels via the hot buttons or to a selection of panels via the workspaces dropdown.

3 Modules and User Interface Panels Usage

All interface panels do give access to the controls of a specific module of the all over solution product. There are some controls that are common to most of the panel. For instance: edit, save, delete, etc. You will find them in the header bar of each panel. Most of the panels organize content related to productions, stories or publications. You will find them at the left hand side of the respective panel.

3.1 Contacts

The Contacts module is made for researchers, editors and journalists to store and find contacts that are used for information gathering. The module can be used by production planners and managers to assign tasks to freelancers or suppliers.

Contact data is securely stored and accessible to entitled users only.

To **create** a new contact, use the "New File" button from the top menu. A form will be shown that takes all the contact details. Name and other details are used for searches.

To **edit** a contact, switch into editing mode by clicking the "Pencil" button.

To **store** a contact, use the "Save File" button. Without pressing the save button, newly added information gets lost when leaving the user interface or logging out.

To **search** a contact, search for it by using the text search option at the top of the panel. Then select from the search results that are shown below. Additionally, you can **filter** for specific timeframes and/or show only your own items or items of groups you are assigned to. Search results are shown on the left-hand side as a list.

To **view** the contact information, click on a contact. Once a contact is selected, the right-hand side shows the details of the selected contact.

To **send** a contact to a plan or task at the Planner or an information collection at the editorial board or into a story at the story telling module, select the contact of interest and drag & drop it.

To **delete** a contact, use the trashbin icon on the top right hand side of the list item and confirm your action.

The screenshot displays a contact management application. On the left, a list of contacts is shown, each with a name, a plus icon, and a trash icon, along with creation and last update timestamps. The contact 'Max Mustermann' is selected. On the right, a detailed view of this contact is shown, with fields for Given name (Max), Family name (Mustermann), Company (my stuff), Division, Department, Team, Street (Homestream), Number (79784), ZIP (98578), City (Hometown), Region, and Country. Each field has a trash icon to its right. The interface has a dark theme and a top navigation bar with icons for edit, copy, refresh, and back.

Contact Name	Created by	Last update
Max Mustermann	null	09/10/2024 13:13
Stefan Pfütze	null	09/10/2024 13:12
Salim Al-Sughayar	null	03/09/2024 13:24
Joanna Eberhardt	null	03/09/2024 13:20
Marina Ablogina	null	03/09/2024 13:19
Jutta Schönhaar	null	03/09/2024 13:18
Sophie Becker	null	03/09/2024 13:14
Lukas Schneider	null	03/09/2024 13:09

Field	Value
Given name	Max
Family name	Mustermann
Company	my stuff
Division	
Department	
Team	
Street	Homestream
Number	79784
ZIP	98578
City	Hometown
Region	
Country	

3.2 Research

The Research module is made for researchers, editors and journalists to store and find editorial information without relation to a story yet. Such information is private and exclusive to its owner. It's their decision to share it with other users within or outside the organization. This can happen by adding it via drag & drop to a story on the Editorial Board, the Story Telling or Exchange module.

Your Information is securely stored as collections that hold text and related metadata as well as referenced and related metadata to securely store digital documents like pictures, videos, tables, etc.

To **create** a new collection, use the "New File" button from the top menu. You will be asked for a name and basic metadata. Name and metadata are used for searches.

To **edit** a collection, switch into editing mode by clicking the "Pencil" button.

To **store** a collection, use the "Save File" button. Without pressing the save button, newly added information gets lost when leaving the user interface or logging out.

To **open** a collection, search for it by using the text search option at the top of the list of collections at the left-hand side and click on the desired collection.

To **edit** and **view** the information, a rich text editor shows up on the right-hand side. It stores all information as a HTML document. Digital documents can be uploaded, viewed, and copied to other modules.

To **research** information online, a communication thread with ChatGPT can be opened below the text editor. The collection needs to be switched to the editing mode to reach the chat.

To **show all** the queries and answers made in this chat in the past, click the "Show All Messages" button on the top of the thread.

To **append** the returned information to the manually edited information collection, click the respective "Append" button on the right-hand side of the respective information block.

Alternatively, to **replace** all information of the collection, make use of the "Replace" button on the right-hand side of the respective information block.

To **send** information from the feed to an information collection at the editorial board or into a story at the story telling module, select the element of interest (text block, video, audio, picture, document, etc.) and drag & drop it.

To **delete** an information collection and the related files, use the trashbin icon on the top right hand side of the title and confirm the action.

The screenshot displays a web application interface with a dark theme. At the top, there is a navigation bar with a 'Research' tab and several utility icons. Below this, a search bar is visible. The main content area is divided into two sections. The upper section, titled 'Oktober in Munich', contains a file upload area with the text 'Drag and drop files here or click to upload'. Below this, two files are listed: 'N24_Trailer-AlphaRom...' (108.07 MB, 22.7.2025, 16:25:06) and 'Thumbnail.jpg' (18.58 KB, 22.7.2025, 16:25:27). The lower section of the document editor contains text about Oktoberfest in Munich, including its history and modern-day developments. Below the document editor, there is a chat window titled 'Talk to ChatGPT' with a 'Show All Messages' button. The chat window shows two messages from 'admin' with corresponding AI responses. The first message asks 'Who was Price Ludwig?' and the response describes Crown Prince Ludwig. The second message asks for a list of breweries, and the response lists Hofbräu, Löwenbräu, and Hacker-Pschorr.

Research

Oktober in Munich

Search...

Oktober in Munich
Created by: admin | Last updated: 22/07/2025 14:0

Munich history
Created by: admin | Last updated: 22/07/2025 14:0

Drag and drop files here or click to upload

N24_Trailer-AlphaRom...
108.07 MB 22.7.2025, 16:25:06

Thumbnail.jpg
18.58 KB 22.7.2025, 16:25:27

Oktoberfest takes place in Munich
Lots of people in tents drinking beer
- 10 breweries
- carusells
--bHistory of Oktoberfest--

The first Oktoberfest was held in Munich in 1810 to celebrate the marriage of Crown Prince Ludwig and Princess Therese of Saxe-Hildburghausen.

--bDevelopments today--

Today, Oktoberfest has become the largest Volksfest in the world, attracting millions of people from around the globe to enjoy the festivities.

--

The festival now extends for over two weeks, from late September to the first weekend in October.

--

In addition to the traditional beer tents, there are various amusement rides, games, and food stands to cater to all tastes.

--

Oktoberfest has also become a showcase for Bavarian culture, with traditional music, dance, and clothing on display.

--cblue

The event has evolved to include events such as parades, competitions, and even a race called the Oktoberfest Run.

Talk to ChatGPT Show All Messages

admin: Who was Price Ludwig? - 7 days ago

--bCrown Prince Ludwig--

Crown Prince Ludwig later became King Ludwig I of Bavaria. he was an important figure in the history of Bavaria and played a key role in the development of Oktoberfest

+ Append
≡ Replace

admin: Tell me an extensive list of all breweries that are running tents. - 7 days ago

--bBreweries at Oktoberfest--

- Hofbräu
- Löwenbräu
- Hacker-Pschorr

+ Append
≡ Replace

3.3 Feeds

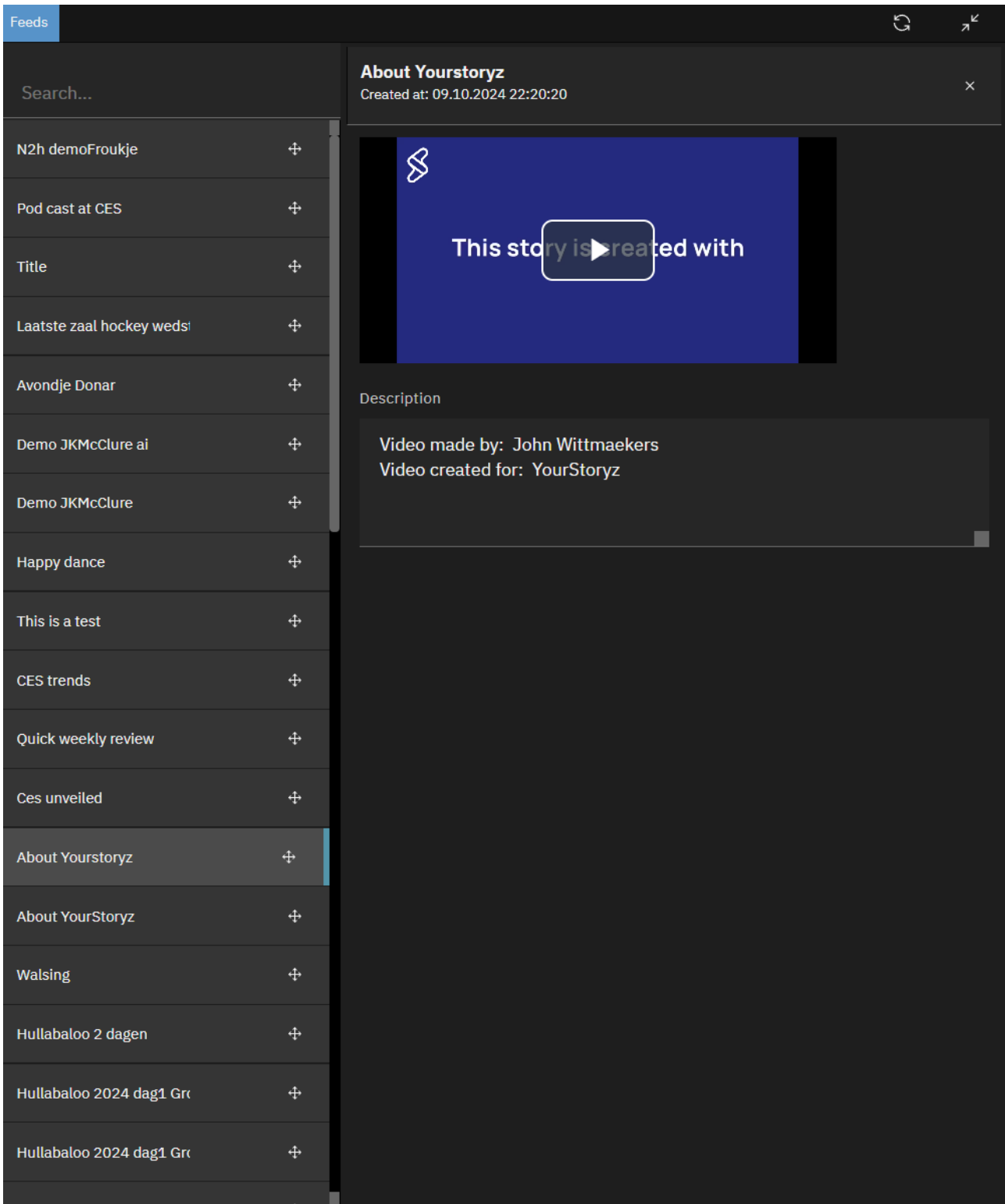
The Feeds module is made for editors and journalists to screen and research information feeds that are received from external sources. Received information is made available public to all solution users. It can be added via drag & drop to a story on the Editorial Board, the Story Telling or Exchange module.

The panel shows multiple lists of incoming feed collections incl. metadata. Each list shows feeds from one or multiple sources (e.g. agency ABC, agency XYZ, email, WhatsApp). Feeds can be searched for using elastic search based on metadata, stored information and as applicable, digital document content.

To **open** a feeds source, use the "Open File" button from the top menu. You can select from a list of available feeds providers. A feeds sub-panel will be added to the module interface panel. (not yet implemented)

To **read** feed details, click on the desired feed. A popout opens on the right of the panel. The popout shows text as an HTML document and lists all related documents from the collection incl. metadata. Documents can be opened and viewed.

To **send** information from the feed to an information collection at the editorial board or into a story at the story telling module, select the element of interest (text, video, audio, picture, document, etc.) and drag & drop it.



3.4 Upload

The Upload module is the default tool to import media essence files (video, audio, pictures, etc.), ancillary data files (subtitles, transcripts, etc.) or any other asset related document files (script, dialogue script, calculations, etc.) into the solution. Import can happen as upload from the client computer or as download from a remote storage like cloud file shares or even Social Media. From the Upload panel, files can be forwarded to all the other modules that can consume content via drag & drop.

To **upload** a file, select the source location first by choosing "local" or "remote" as type. Then either drag&drop the files or paste a URL into the file upload box. Alternatively, click within the box to open the "open dialogue", with which you can select and upload multiple files at once.

To **start new upload jobs**, return to the upload box by clicking the "New File" button from the top menu. Once a file upload has started, the related basic metadata is requested below the drop field after highlighting the new file in the list on the left. This metadata set is common to all other modules and thus it's the minimum search data set across the end-2-end solution.

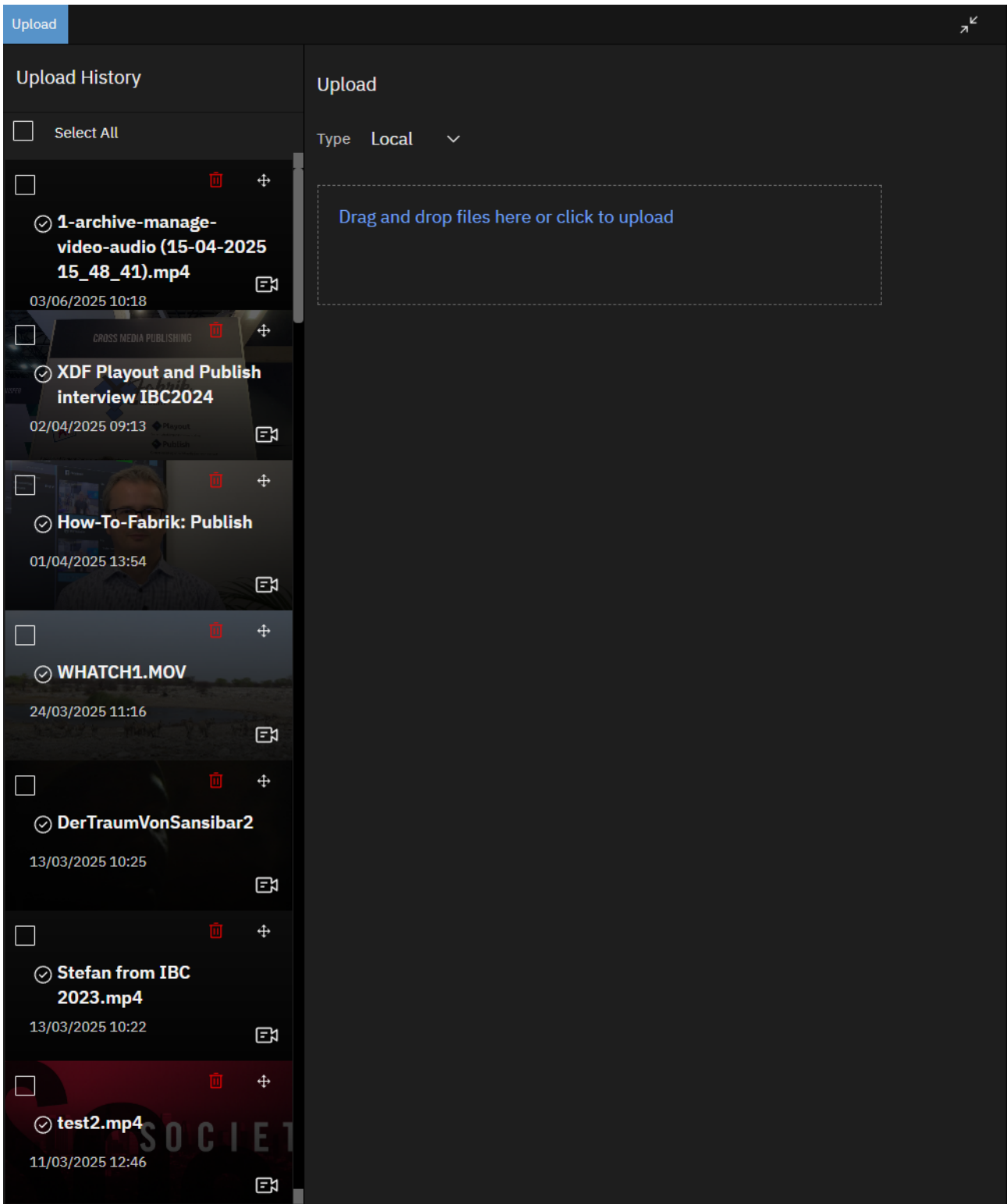
In addition, the tag defines the function of the newly uploaded file. By default, the new file is treated as a "Master" essence for an asset. This can be changed before making use of the file.

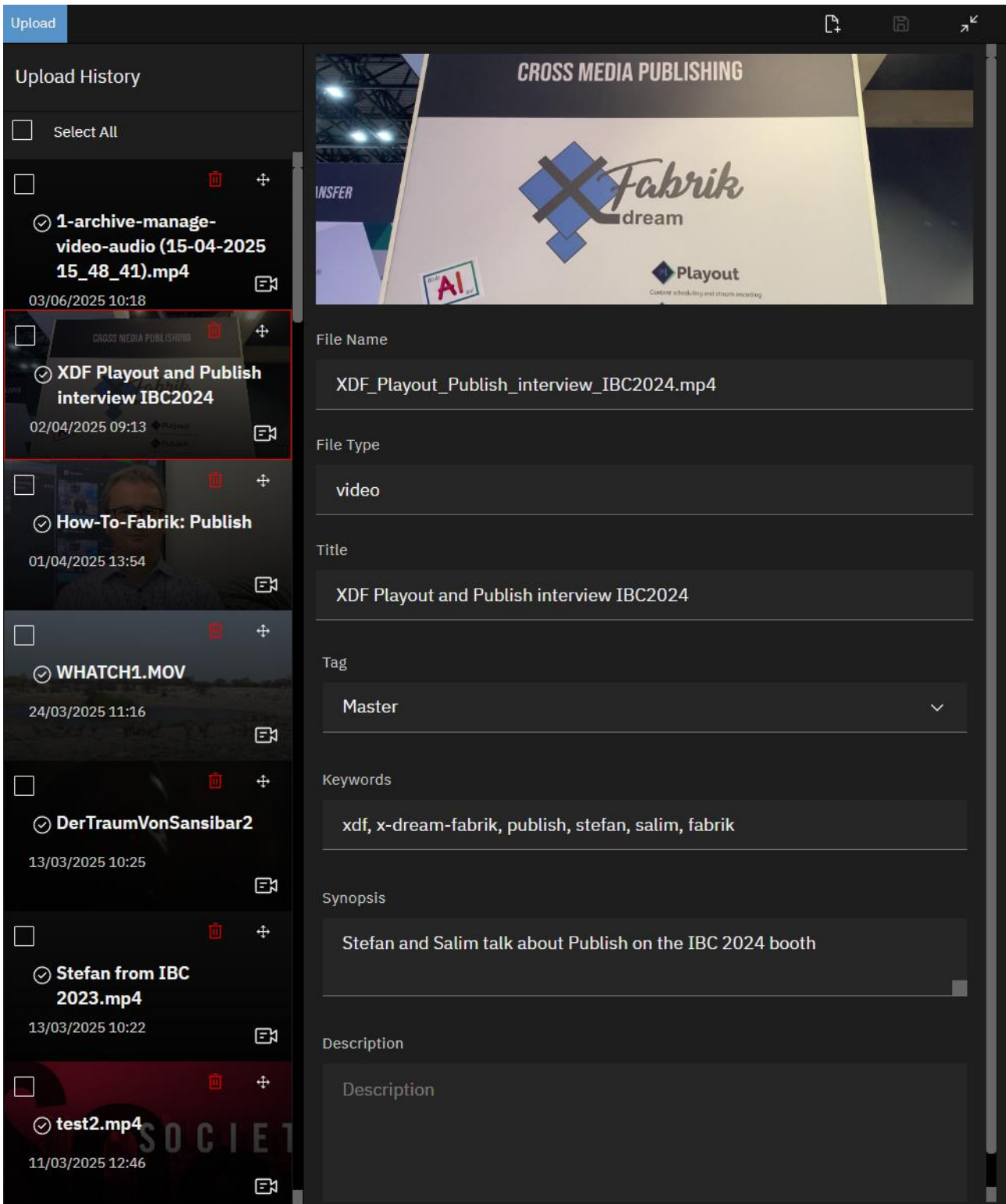
When a file is received on the platform, it is analyzed for its type (video, audio, picture or something else). Depending on the type, further metadata is retrieved from the file and a thumbnail is created. Once a thumbnail is created, the drop field is replaced with that thumbnail.

A list on the left-hand side shows the upload history. The uploads shown can be limited to a time interval or metadata by defining such values.

To **send** the uploaded file to any other module simply drag & drop it. Drop targets are an information collection at the editorial board, a story at the story telling module, an editing job at the production panel, a new asset or an additional essence at the assets panel, a publication at the publication panel or a delivery job at the delivery panel.

To **delete** an uploaded file and the related upload job, use the trashbin icon on the top right hand side of the thumbnail. To delete multiple uploaded files, make use of the checkbox at the left-hand side of the thumbnail to select such files. Then press the trash bin icon on the right-hand side of the "select all" checkbox. And finally, to select all uploaded files, make use of the "select all" checkbox. Then again press the trash bin icon on the right-hand side of the "select all" checkbox.





3.5 Ingest

The Ingest module is dedicated to import video, audio and picture essence files as well as related metadata. The main purpose may be content production ingest to post-production. Source files are ingested from camera cards and USB devices.

The sources can be selected, pre-viewed, trimmed, stitched and markers set. Metadata from the sources is displayed and further metadata is requested before the actual ingest can be started.

To begin the **ingest** of a new batch of files use the “New File” button from the top menu. Then navigate to the files within the “Open File” dialogue and select the files or folders to ingest. Attention: The paths are to be seen from the ingest servers perspective, not from the client PC perspective. For remote ingest a 3rd party ingest application is required.

Once a folder or an individual file is opened type of all files (video, audio, picture or something else) is analyzed. Depending on the type, further metadata is retrieved from the file and a thumbnail and a proxy is created and shown. Now the files can be selected and previewed, trimmed and markers set by using the navigation buttons below the player.

Related basic metadata is requested for each individual file or for the batch of files. This metadata set is common to all other modules and thus it's the minimum search data set across the end-2-end solution.

In addition, the tag defines the function of the newly uploaded file. By default the new file is treated as a “Master” essence for an asset. This can be changed before making use of the file.

Multiple batches of files can be opened as separate ingest jobs.

To **start** the ingest click the “Begin Ingest” button.

A list on the left-hand side shows the ingest history. The ingest jobs shown can be limited to a time interval or metadata by defining such values.

To **send** file(s) to any other module simply drag & drop the individual file or the complete ingest job. Drop targets are an information collection at the editorial board, a story at the story telling module, an editing job at the production panel, a new asset or an additional essence at the assets panel, a publication at the publication panel or a delivery job at the delivery panel.

To **delete** an ingest job and the related ingested files, use the trashbin icon on the top right hand side in the job list. To delete multiple ingest jobs, make use of the checkbox at the left-hand side of the ingest jobs. Then press the trash bin icon on the right-hand side of the “select all” checkbox. And finally, to select all ingest jobs, make use of the “select all” checkbox. Then again press the trash bin icon on the right-hand side of the “select all” checkbox.

Ingest

20221029_093702

Data table

Description	Droneshot of city skyline
Duration	1:21:10.06
Date	11.09.2022 19:22
Type	Movie
Keywords	Content

Source #1 ✕

Ingest Source	Target Module	Target Element	
Choose an option	Choose an option	Choose an option	Beginn Ingest

<input type="checkbox"/>	Title	Size	Duration	Date	Filetype
<input type="checkbox"/>	20221111_093702	3,00MB	-	11.11.2022 09:37	.jpg
<input type="checkbox"/>	20221029_160035	52,79MB	0:00:25.12	29.10.2022 16:01	.mp4
<input type="checkbox"/>	VID_274890801_1...	4,29MB	0:00:20.03	15.10.2022 21:54	.mp4
<input type="checkbox"/>	Interview_Take_3	1892,52MB	1:21:10.06	11.09.2022 19:22	.mxf
<input type="checkbox"/>	Voice_Over_MikeIsab...	807,95MB	0:45:52.09	14.10.2022 21:02	.mp3

Source #2 ✕

Ingest Source	Target Module	Target Element	
Choose an option	Choose an option	Choose an option	Beginn Ingest

<input type="checkbox"/>	Title	Size	Duration	Date	FileType
<input type="checkbox"/>	Safari_Footage #1	20564MB	4:21:45.24	10.08.2022 09:45	.mxf

3.6 Recording

The Recording module is made for scheduled or crash recordings of incoming video signals or network streams. Basic recording metadata is requested when scheduling a recording or after starting a crash record. It's suitable for feed, studio or program recording.

At

Recording sources are set up per channel by the operator via a configuration dialogue. Once configured, the incoming video signal is shown per channel at the day view even when no recording job is running. In addition, sources from the Monitoring panel can be made available for recording.

There are three views. The switch between the calendar and the list view happens in the top menu. Within the calendar view a switch between the day view with source previews and the monthly view.

To start a **recording** either switch to the day view and click the record button to force a "crash record". Or create a new scheduled record by either dragging a bar on the related channel in the day view or by using the "New File" button from the top menu.

A popout dialogue opens and requests the start and end date & time. Related basic metadata is requested for each individual recording. This metadata set is common to all other modules and thus it's the minimum search data set across the end-2-end solution.

In addition, the tag defines the function of the newly uploaded file. By default the new file is treated as a "Master" essence for an asset. This can be changed before making use of the file.

The list view lists the recording history on the left-hand side. When selecting a video the recorded file can be played and trimmed. The recording jobs shown can be limited to a time interval or metadata by defining such values.

To **send** a file to any other module simply drag & drop the ingest job. Drop targets are an information collection at the editorial board, a story at the story telling module, an editing job at the production panel, a new asset or an additional essence at the assets panel, a publication at the publication panel or a delivery job at the delivery panel.

To **delete** a recording job and the related recorded files, use the trashbin icon on the top righthand side in the job list. To delete multiple record jobs, make use of the checkbox at the left-hand side of the ingest jobs. Then press the trash bin icon on the right-hand side of the "select all" checkbox. And finally, to select all record jobs, make use of the "select all" checkbox. Then again press the trash bin icon on the right-hand side of the "select all" checkbox.

Recording

SR | 19.08.2025, 24h

Search...

- SR | 19.08.2025, 24h
Recorded from SR at 22:00:00 19.08.2025
- BR Nord | 19.08.2025, 15:00-21:00
Recorded from BR Nord at 19:00:00 19.08.2025
- BR Nord | 19.08.2025, 5:45-15:00
Recorded from BR Nord at 13:00:00 19.08.2025
- ARD Alpha | 19.08.2025, 5:00-14:00
Recorded from ARD Alpha at 12:00:00 19.08.2025
- RRB-Berlin | 19.08.2025, 7:00-11:45
Recorded from RRB - Berlin at 09:45:00 19.08.2025
- Hessischer Rundfunk | 19.08.2025, 14:45-20:00
Recorded from HR at 18:00:00 19.08.2025
- Hessischer Rundfunk | 19.08.2025, 8:00-14:00
Recorded from HR at 12:00:00 19.08.2025
- Hessischer Rundfunk | 19.08.2025, 6:00-8:00
Recorded from HR at 06:00:00 19.08.2025
- Open Input | 19.08.2025, 6:00-18:00
Recorded from Open Input 1 at 16:00:00 19.08.2025
- New Recording Interface Test

Title: SR | 19.08.2025, 24h

Start Date: 19.08.2025, Start Time: 00:00:00, End Date: 20.08.2025, End Time: 00:00:00

Node: SR

Tag: Master

Keywords:

Synopsis: A 24h recording of the SR Channel on the 19th of August 2025.

Description:

Recording

All Channels

19.08.2025

Channel	Start Time	End Time
Open Input 1	06:00	18:00
SRT		
SRT - L 1		
HR	06:00, 08:00, 14:00	14:45, 20:00
RRB	07:00	11:45
ARD Alpha	05:00	14:00
ZDF info		
BR Nord	05:45, 15:00	15:00, 21:00
SR	00:00	00:00

3.7 Exchange

The Exchange module is addressing the combined need of communication and file transport between two or multiple production partners. The main purpose is structuring workorders and securing information and files when exchanged between the partners. Workorders across multiple entities are possible by adding receivers to an exchange job and addressing relevant persons as groups. Access to information and files is possible for registered users only by accessing the platform. Forwarding communication to non-authorized persons is not possible. Interaction of the users and their access to data is automatically logged.

Files to be exchanged can be uploaded or dragged over from other modules like Archive, Post-Production or Story Telling. Files are sent as workorder projects with a task to perform, question to answer or information as attachment. The communication partner can reply with questions, information, files, etc. Resulting files are received as workorder answer and can be moved forward via drag & drop to all other applicable modules like post-production, archive or publication.

Basic production project metadata is stored with each workorder project. It allows to structure the workorder according to TV channels, categories, genres, etc. This metadata is also used to search for workorders.

The panel shows on the left-hand side a list of communication threads and on the right-hand side the communication for a selected workorder.

To create a **new communication thread**, use the "New File" button from the top menu. You will be asked for a name and basic production metadata. Very important is that receiver or a group of receivers to be set.

To **establish** the communication usually a **new workorder** is created by selecting workorder from the dropdown at the bottom of the page. In addition, at least the workorder is described within the text box. Optionally a file is loaded to the files box either via drag&drop from the client or the other modules or click within the box to open the "open dialogue". You can select and upload multiple files at once. When clicking the send button, the workorder is made available to the other users and a notification is sent to all the receivers.

To **raise a question**, select "question" from the drop down, fill in your question and presse send.

To **answer a question**, select "answer" from the drop down, fill in your answer and presse send. In both cases files can be sent with the question or answer. Again a notification is sent to all the receivers.

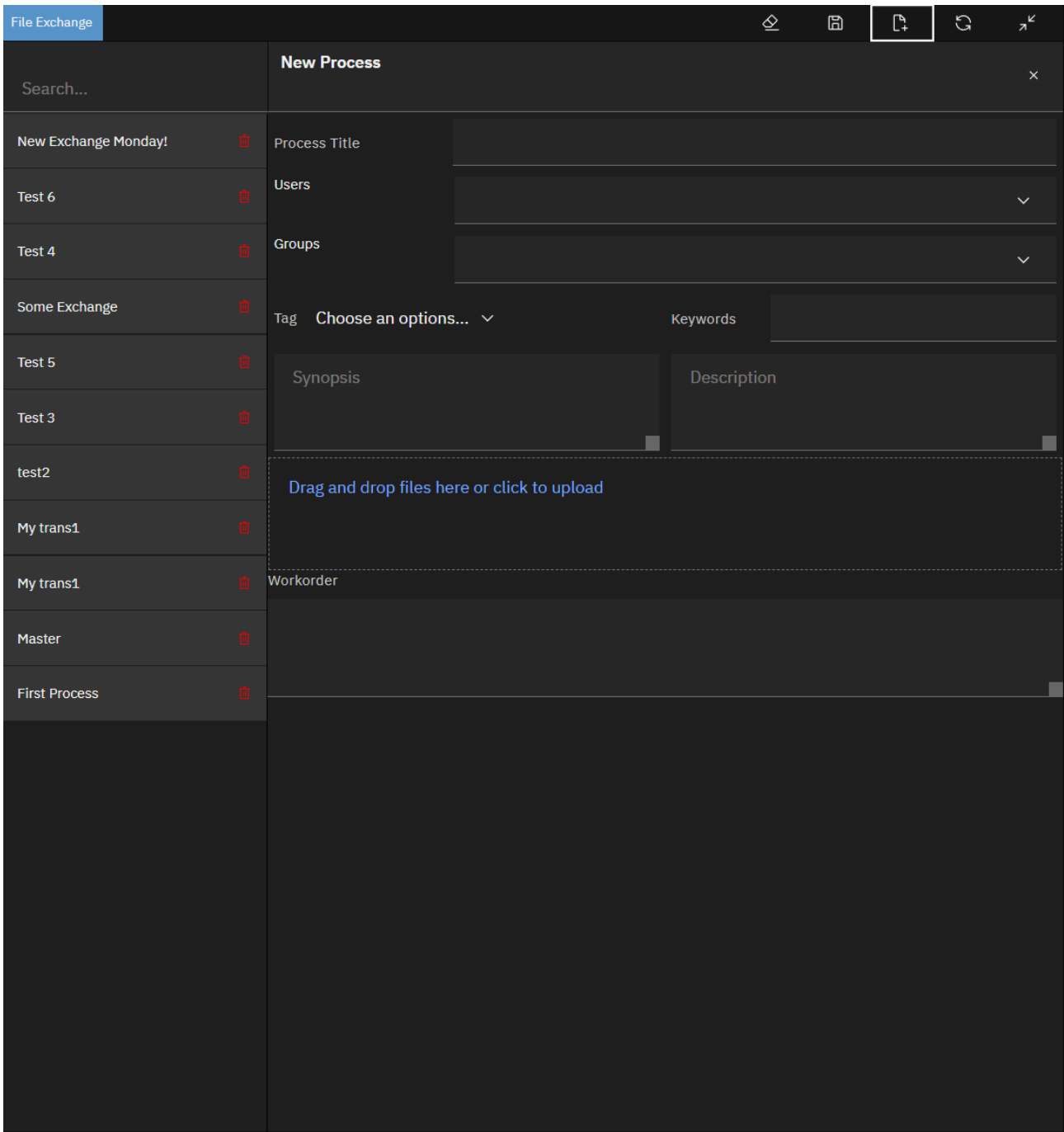
The initial workorder sendout and answers to question are used to **send** production footage to production partners or to be forwarded to the next entity to contribute. An answer can be used to **receive the production result**.

Once the workorder is completed it's closed by the requestor. Afterwards everyone can read the communication thread but only he can reopen it for further communication.

The dashboard view allows navigation to communication threads by selecting from a two level hierarchy that is defined as base settings. Alternatively, threads can be searched for via a structured search that is available at the dashboard too.

To **send** a file or text to any other module simply drag & drop it from the communication thread. Drop targets are an information collection at the editorial board, a story at the story telling module, an editing job at the production panel, a new asset or an additional essence at the assets panel, a publication at the publication panel or a delivery job at the delivery panel.

To **delete** a communication thread and the related files, use the trashbin icon on the top righthand side in the job list. To delete communication threads, make use of the checkbox at the left-hand side of the communication threads. Then press the trash bin icon on the right-hand side of the "select all" checkbox. And finally to select all communication threads, make use of the "select all" checkbox. Then again press the trash bin icon on the right-hand side of the "select all" checkbox.



File Exchange ✎ ↻ ↺ ↶

Search...

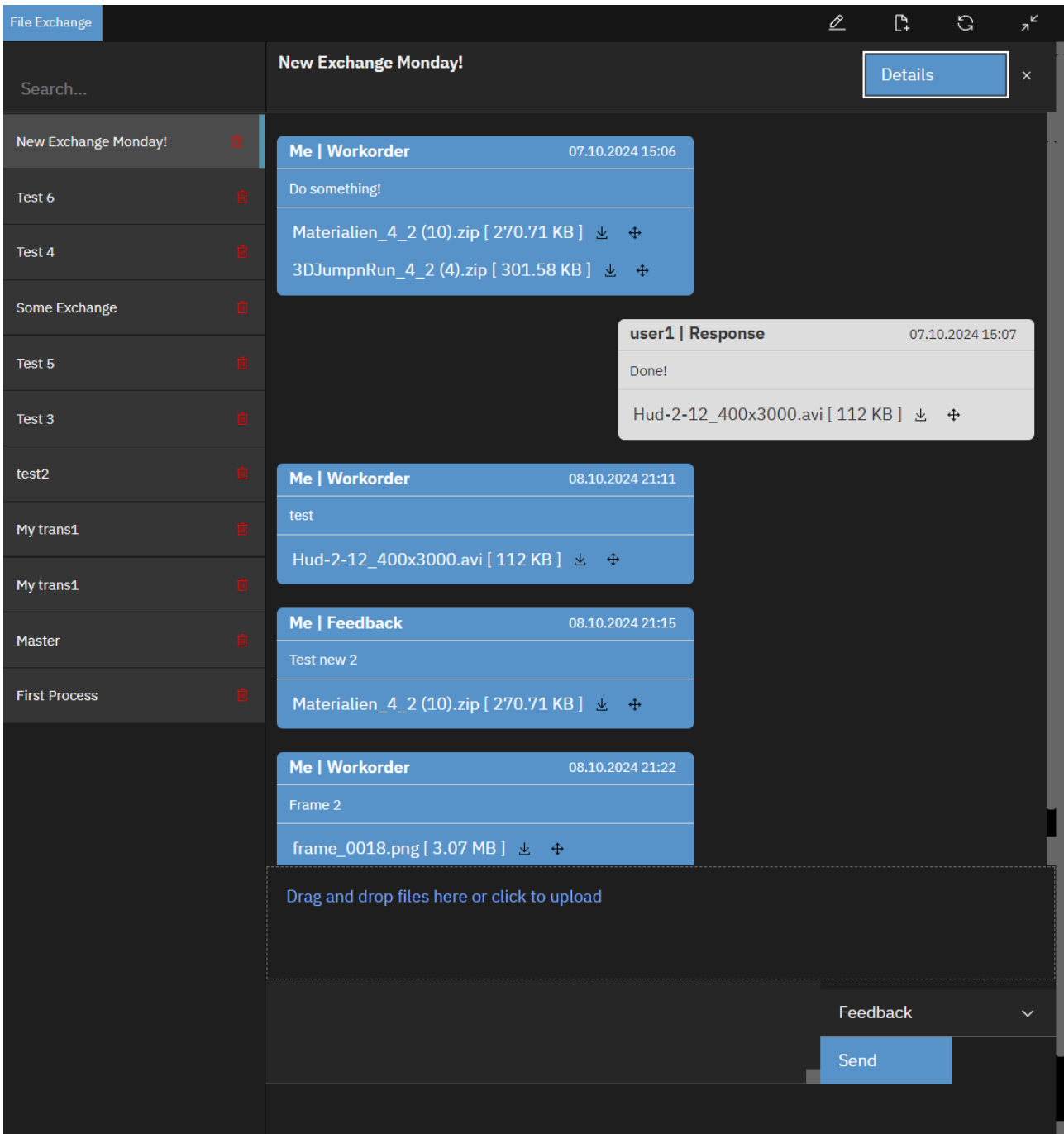
New Exchange Monday!

Details

✕

New Exchange Monday!	Partner Users: user1, cbc_editor, admin Partner Groups: Sales team Group 1
Test 6	Tag : Facbook Keywords Test ✂
Test 4	Synopsis Description
Some Exchange	
Test 5	<div style="background-color: #3498db; color: white; padding: 5px; margin-bottom: 5px;"> Me Workorder 07.10.2024 15:06 </div> <div style="background-color: #34495e; color: white; padding: 5px; margin-bottom: 5px;">Do something!</div> <div style="background-color: #34495e; color: white; padding: 5px; margin-bottom: 5px;">Materialien_4_2 (10).zip [270.71 KB] ↓ ⊕</div> <div style="background-color: #34495e; color: white; padding: 5px; margin-bottom: 5px;">3DJumpnRun_4_2 (4).zip [301.58 KB] ↓ ⊕</div>
Test 3	
test2	
My trans1	
My trans1	
Master	
First Process	<div style="background-color: #3498db; color: white; padding: 5px; margin-bottom: 5px;"> Me Workorder 08.10.2024 21:11 </div> <div style="background-color: #34495e; color: white; padding: 5px; margin-bottom: 5px;">test</div> <div style="background-color: #34495e; color: white; padding: 5px; margin-bottom: 5px;">Hud-2-12_400x3000.avi [112 KB] ↓ ⊕</div>
	<div style="background-color: #3498db; color: white; padding: 5px; margin-bottom: 5px;"> Me Feedback 08.10.2024 21:15 </div> <div style="background-color: #34495e; color: white; padding: 5px; margin-bottom: 5px;">Test new 2</div> <div style="background-color: #34495e; color: white; padding: 5px; margin-bottom: 5px;">Materialien_4_2 (10).zip [270.71 KB] ↓ ⊕</div>
	<div style="background-color: #3498db; color: white; padding: 5px; margin-bottom: 5px;"> Me Workorder 08.10.2024 21:22 </div> <div style="background-color: #34495e; color: white; padding: 5px; margin-bottom: 5px;">Frame 2</div> <div style="background-color: #34495e; color: white; padding: 5px; margin-bottom: 5px;">frame_0018.png [3.07 MB] ↓ ⊕</div>

Drag and drop files here or click to upload



3.8 Post-Production

The Post-Production module acts as a bridge between x-dream-Fabrik and a Production Asset Management (PAM) System. It creates an editing project at the PAM, sends video, audio, picture, etc. files to the editing storage and a workorder to the PAM. Then it waits for the post-production work result to come back. In case no PAM is required or available, it can hand files to an editing seat storage and can collect the work results from there. The module follows the process at the PAM and displays stati like: file in transfer, project opened for editing, waiting for approval, approved and file in transfer backwards.

The Post-Production module does not store any video files, but editing project job and metadata only. Received files are stored at a temporary location and metadata is stored in a temporary database. It's made available to the other modules of choice via manual

drag & drop action. Alternatively, an automatic forwarding can be configured upon confirmation. Manual or automatic cleanup procedures are freeing up storage space at the PAM and the temporary location.

To **create** a new editing project, use the "New File" button from the top menu. You will be asked for a name and basic metadata. Name and metadata are used for searches.

To **store** such settings at the PAM, use the "Save File" button. This is calling the PAM and a project space incl. metadata and editing project based on a template file is created. Without pressing the save button newly added information gets lost when leaving the user interface or logging out.

A list on the left-hand side shows the editing project history. The editing jobs shown can be limited to a time interval or metadata by defining such values.

To **add** essence files to the editing project, drag & drop them individually. Drag sources are the essences at the Research, Upload, Ingest, Recording or editorial board modules. Then press the "Send to Editor" button to get the files transferred and registered at the PAM. Without pressing the button no files are received at the PAM.

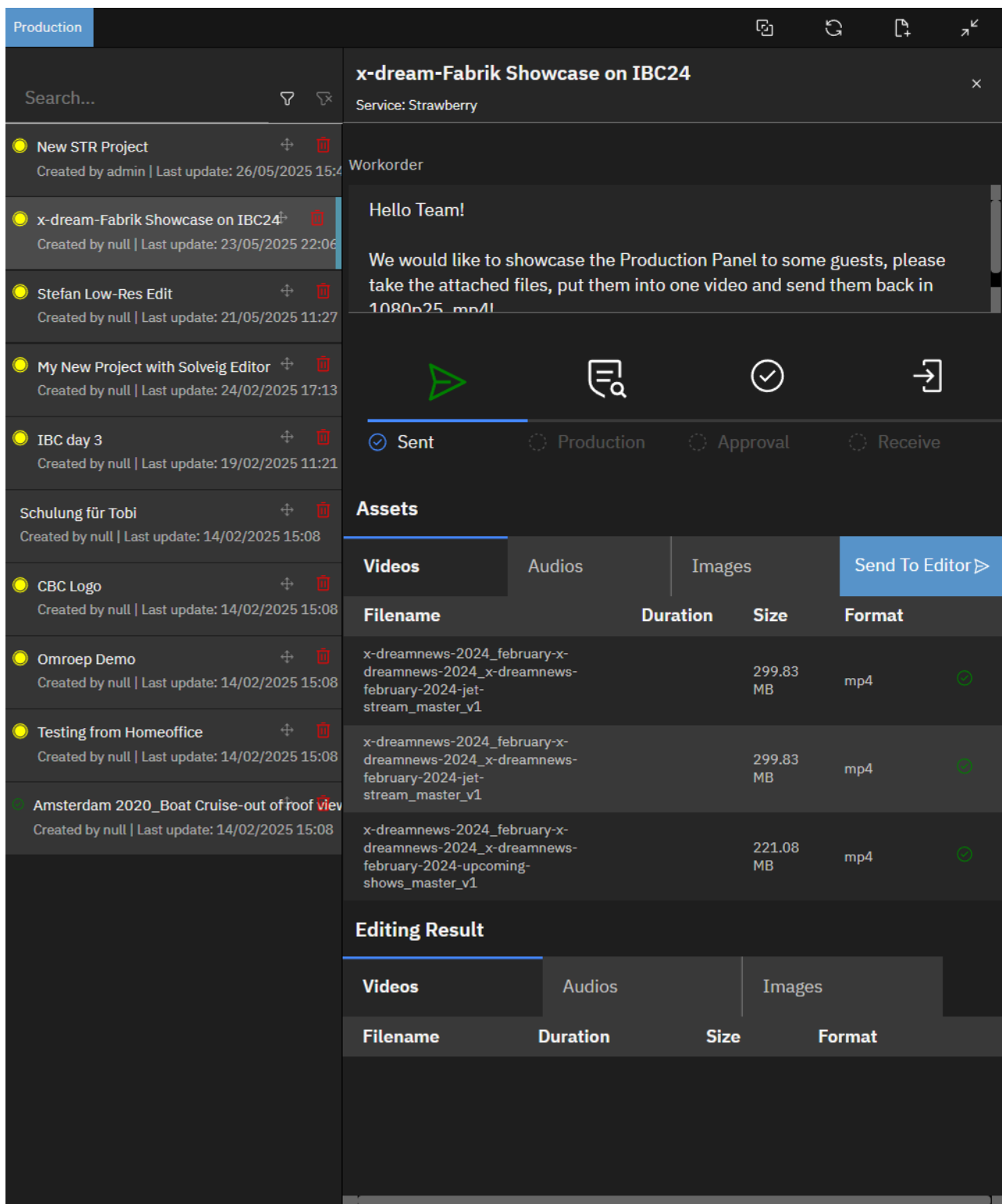
To **send** file(s) to any other module simply drag & drop the editing result file. Drop targets are an information collection at the editorial board, a story at the story telling module, a new asset or an additional essence at the assets panel, a publication at the publication panel or a delivery job at the delivery panel.

To **open** an editing project, search for it by using the text search option at the top of the list of collections at the left-hand side and click on the desired project.

To **delete** an editing job and the related essence files, use the trashbin icon on the top right hand side in the job list. To delete editing jobs, make use of the checkbox at the left-hand side of the editing jobs. Then press the trash bin icon on the right-hand side of the "select all" checkbox. And finally, to select all editing jobs, make use of the "select all" checkbox. Then again press the trash bin icon on the right-hand side of the "select all" checkbox.

The screenshot displays the 'Production' module interface. On the left, a list of production projects is shown, each with a yellow dot icon, a title, and creation/update information. On the right, the 'New Production' form is open, showing fields for 'Production Name', 'Service' (with a dropdown menu currently set to 'Strawberry'), and 'Workorder'.

Production List	New Production Form
<ul style="list-style-type: none">New STR Project Created by admin Last update: 26/05/2025 15:4x-dream-Fabrik Showcase on IBC24⁺ Created by null Last update: 23/05/2025 22:06Stefan Low-Res Edit Created by null Last update: 21/05/2025 11:27My New Project with Solveig Editor ⁺ Created by null Last update: 24/02/2025 17:13IBC day 3 ⁺ Created by null Last update: 19/02/2025 11:21Schulung für Tobi ⁺ Created by null Last update: 14/02/2025 15:08CBC Logo ⁺ Created by null Last update: 14/02/2025 15:08Omroep Demo ⁺ Created by null Last update: 14/02/2025 15:08Testing from Homeoffice ⁺ Created by null Last update: 14/02/2025 15:08Amsterdam 2020_Boat Cruise-out of roof ^{view} Created by null Last update: 14/02/2025 15:08	<p>New Production</p> <p>Production Name</p> <p>Service Strawberry</p> <p>Workorder</p>



3.9 Planning

The Planning module is made to support organisational editorial processes, especially for new TV stations and news agencies. It works best when used to drive story centric news production and publication. Its main purpose is the scheduling of resources by assigning editorial and operational tasks for the story creation and publication. However, it can be also used to manage any other type of content production and monetization.

This module can be seen as a task planner for a team that jointly creates and publishes content. It aims for the management to keep the overview and every team member to know what to contribute for a successful production. Production may take place in phases that extend over several days in total.

The planning of a new story can either start with the creation of a new plan or with an existing story that is created by dragging the plan from the Story Telling Panel. Tasks for the creation and publication of the story are assigned along a planned timeline via a calendar view. Staff with different roles to gather all information and to produce the publishing information is assigned to these task. Tasks are described freely via a rich text editor, e.g. ToDo lists.

To **create** a new story planning, use the "New File" button from the top menu. You will be asked for a name and basic metadata. Name and metadata are used for searches.

To **store** such settings, use the "Save File" button. Without pressing the save button newly added information gets lost when leaving the user interface or logging out.

A list on the left-hand side shows the currently worked on stories. The story plans shown can be limited to a time interval or metadata by defining such values.

To **edit** a story planning, switch it into the editing mode by clicking the "Pencil" button.

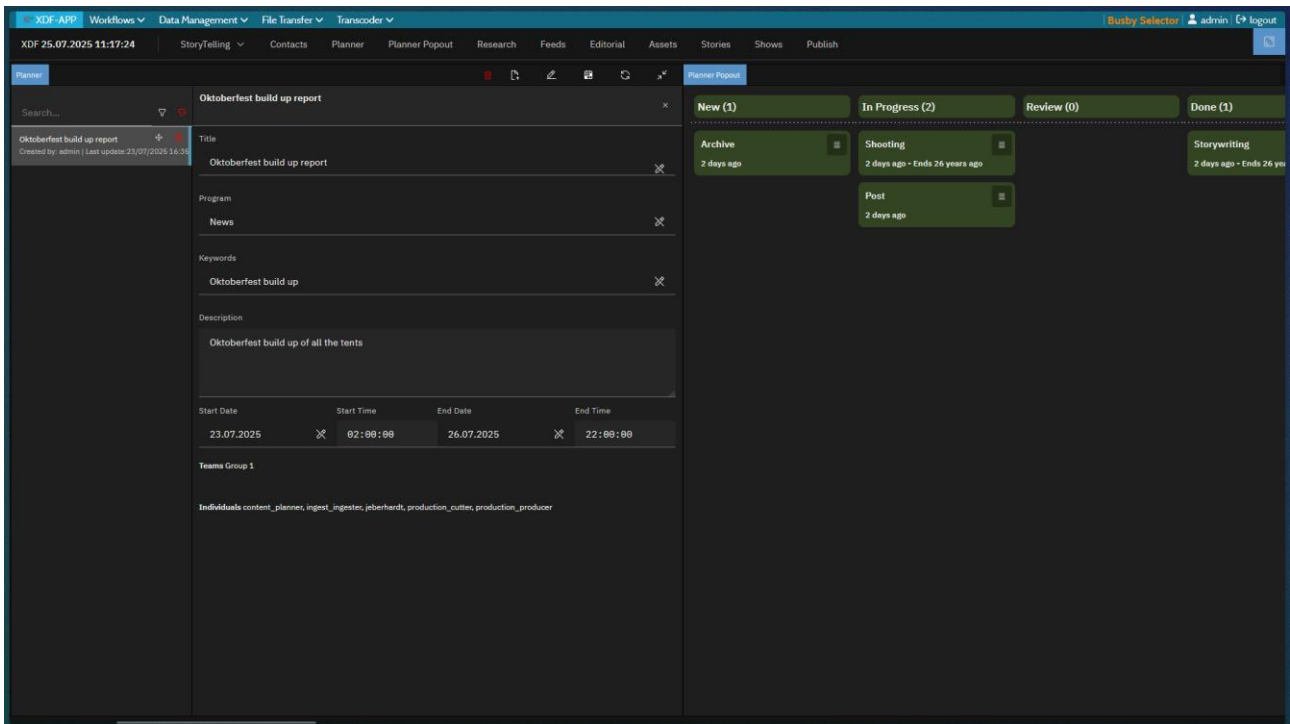
To **add** a new ToDo to the plan, use the "New Task" button. Then select the date, the responsible person(s) and describe the task.

To **open** a story planning, search for it by using the text search option at the top of the list of collections at the left-hand side and click on the desired project.

To **delete** a story planning, use the trashbin icon on the top righthand side in the job list. To delete multiple story plans, make use of the checkbox at the left-hand side of the story plans. Then press the trash bin icon on the right-hand side of the "select all" checkbox. And finally, to select all story plans, make use of the "select all" checkbox. Then again press the trash bin icon on the right-hand side of the "select all" checkbox.

The image shows a screenshot of a calendar application. At the top left, there is a blue tab labeled "Planner". To the right of the tab are several icons: a trash can, a document, a list icon (three horizontal lines), a refresh icon, and a back arrow. Below the tab, the current date "25.07.2025" is displayed in the center, with navigation arrows on either side. On the right side of the date bar, there is a "Day View" label. The main area of the calendar is a grid with columns for the days of the week: Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, and Sunday. The rows represent dates, starting from 30.6 and ending at 10.8. The date 25.7 is highlighted with a green background. The grid is as follows:

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
30.6	01.7	02.7	03.7	04.7	05.7	06.7
07.7	08.7	09.7	10.7	11.7	12.7	13.7
14.7	15.7	16.7	17.7	18.7	19.7	20.7
21.7	22.7	23.7	24.7	25.7	26.7	27.7
28.7	29.7	30.7	31.7	01.8	02.8	03.8
04.8	05.8	06.8	07.8	08.8	09.8	10.8



3.10 Editorial Board

The Editorial Board module is the core of the journalistic process. It's the central hub for information that is received, sorted and used to decide whether a story should be made out of it. It is the bridge between the Research, Feeds, Upload, Ingest, Recording and Exchange module on the one hand and the Story Telling module on the other hand. Information received from various sources, is aggregated, sorted, viewed, reviewed and finally evaluated in this module.

The Editorial Board does not store the information and audiovisual essences, but links to them from an information container. The container stores its own metadata that can be used for searches. When information and essence files are used upon a positive decision to create a story, the links are given to the other modules.

To **create** a new information collection, use the "New File" button from the top menu. You will be asked for a name and basic metadata. Name and metadata are used for searches.

To **store** such settings, use the "Save File" button. Without pressing the save button newly added information gets lost when leaving the user interface or logging out.

A list on the left-hand side shows the information collection history. The information collections shown can be limited to a time interval or metadata by defining such values.

To **edit** an information collection, switch it into the editing mode by clicking the "Pencil" button.

To **add** essence files or text blocks to the information collection, drag & drop them individually. Drag sources are the essences and text blocks at the Research and Feeds modules, the essences at the Upload, Ingest, Recording modules and the essences and metadata at the Assets module. The essences and text blocks can be arranged like on a pinboard. Relations can be added in form of connecting arrows. To add an arrow click on

the start and then on the target element. To save the newly added information press the "Save" button. Without pressing the save button newly added information gets lost when leaving the user interface or logging out.

To **add an empty text block**, drag it from the toolbox at the top of the board.

To **add an essence placeholder**, drag it from the toolbox at the top of the board.

To **add contact** node, drag it from the toolbox at the top of the board.

To **add automatic text generation, video editing, voice over or rendering**, drag it from the toolbox at the top of the board. Please make sure the sequence is defined with links, inputs are connected with links and start/end nodes are defined. See below.

To **add a start or end node**, drag it from the toolbox at the top of the board.

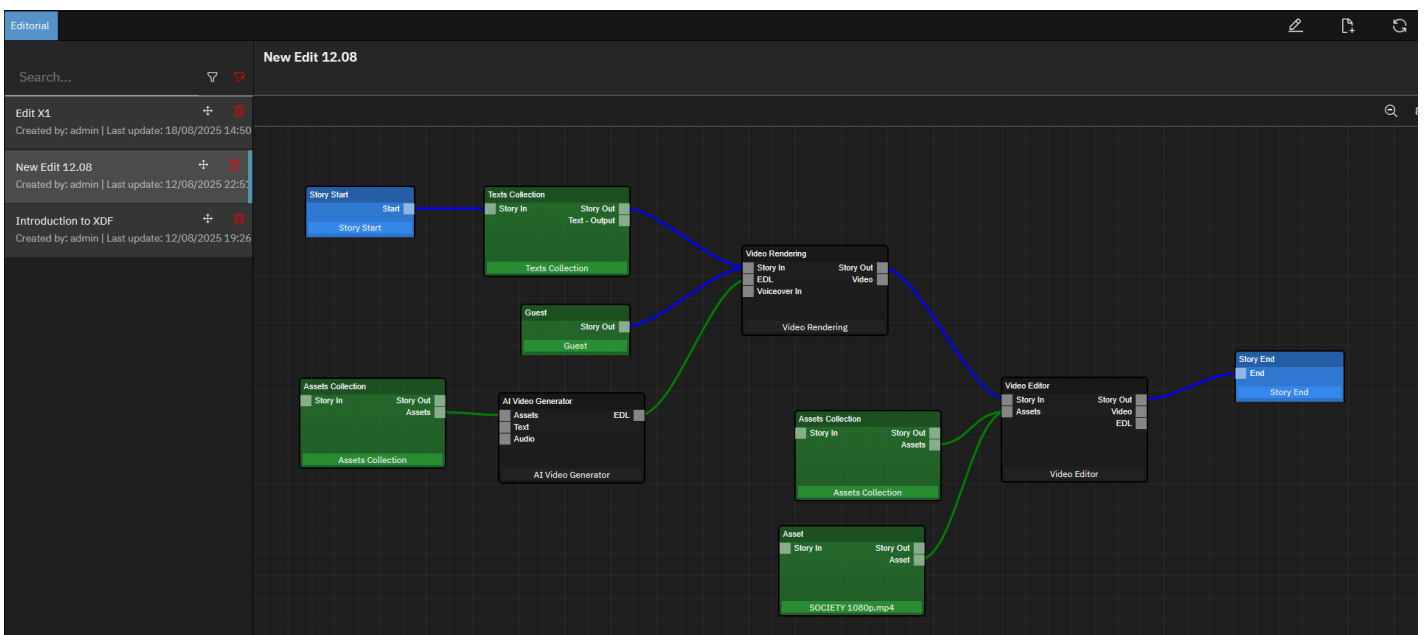
To **link** the essences, text blocks, start and end nodes with each other, drag lines from the story out connectors to the story in connectors of the nodes.

To **delete a node or link**, press shift and click on it. Then make use of the trash bin icon at the toolbox on top of the board.

To **send** essence file(s) or text blocks to any other module simply drag & drop them. Drop targets are a story at the story telling module, a new asset or an additional essence at the assets panel, a publication at the publication panel or a delivery job at the delivery panel.

To **open** an information collection, search for it by using the text search option at the top of the list of collections at the left-hand side and click on the desired project.

To **delete** an information collection and the related essence files use the trashbin icon on the top right hand side in the job list. To delete multiple information collection, make use of the checkbox at the left-hand side of the information collections. Then press the trash bin icon on the right-hand side of the "select all" checkbox. And finally to select all information collection, make use of the "select all" checkbox. Then again press the trash bin icon on the right-hand side of the "select all" checkbox.



3.11 Story Telling

The Story Telling module is the place for editorial work. When a story is created, a concrete idea about what it is about already exists. The aim now is to transform the sorted information into a structured story for cross-media publishing. Furthermore, the information might update quickly and the overall story might develop over the following day. Thus, a story container is required that supports story editing for linear (radio, TV) and non-linear (web, social) publication. It needs to support versioning as newer information might require corrections to the content. It also has to support the preparation of content for sequential publication times or even for following days.

The story is created and filled with information (text, picture, audio, video, voice over) in a structured way per publication channel. For a linear publication the content is arranged as a rundown that consists of studio announcements with text read from the prompter and graphic overlays as well as video inserts with text read from the Off and again graphic overlays. For non-linear publications, the content is layed out as a website that consists of headlines, text, graphic or video blocks.

To **create** a new editing project, use the "New File" button from the top menu. You will be asked for a name and basic metadata. Name and metadata are used for searches.

To **store** such settings at the PAM please use the "Save File" button. This is calling the PAM and a project space incl. metadata and editing project based on a template file is created. Without pressing the save button newly added information gets lost when leaving the user interface or logging out.

A list on the left-hand side shows the editing project history. The editing jobs shown can be limited to a time interval or metadata by defining such values.

To **edit** a story switch it into the editing mode by clicking the "Pencil" button.

Stories are created for the different publication channels separately. Thus, you will typically see columns or tabs for non-linear (website, social media, etc.), linear TV and linear Radio channels.

Stories can be created in different versions to follow the development of the topic. The version to edit needs to be selected in the top bar. To create new version, use the "New Version" button.

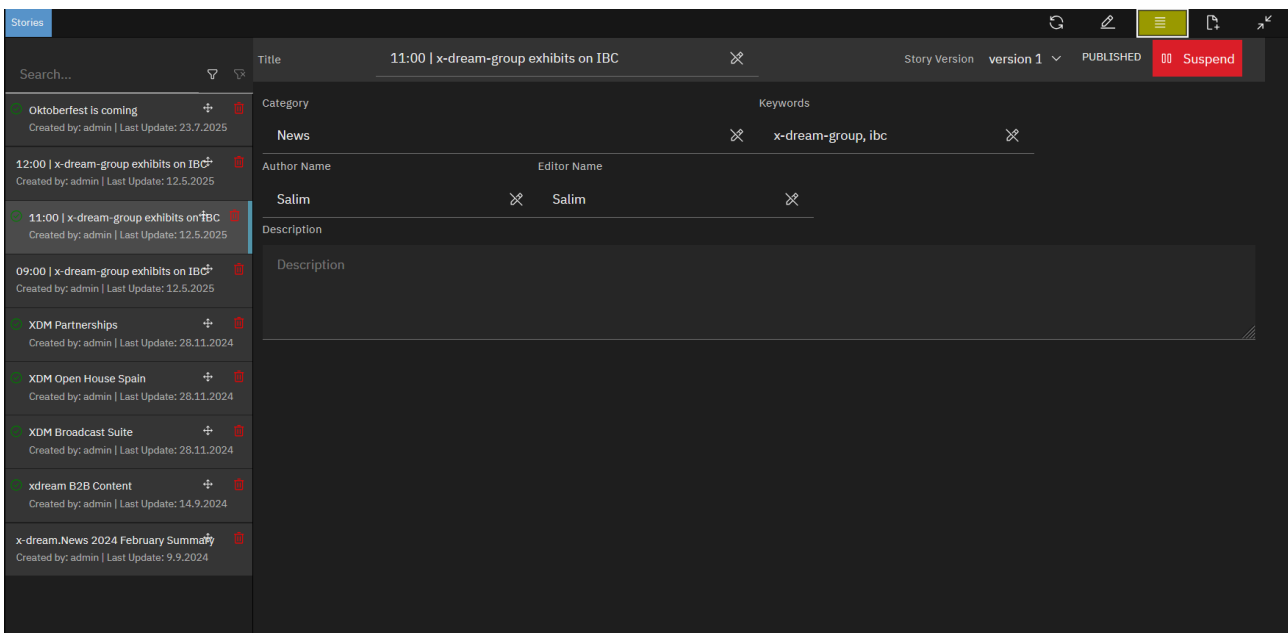
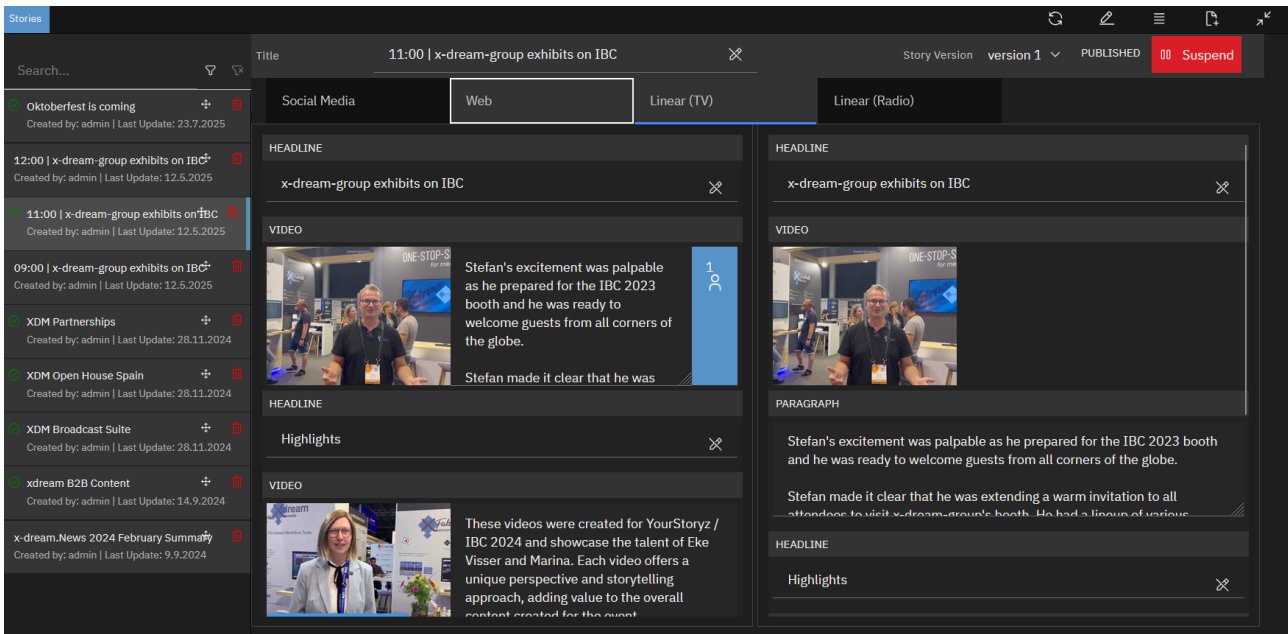
To **add** essence files to the editing project please drag & drop them individually. Drag sources are the essences at the Research, Upload, Ingest, Recording or editorial board modules. Then press the save button. Without pressing the save button newly added information gets lost when leaving the user interface or logging out.

To **send** file(s) to any other module simply drag & drop the editing result file. Drop targets are an information collection at the editorial board, a story at the story telling module, a new asset or an additional essence at the assets panel, a publication at the publication panel or a delivery job at the delivery panel.

To **open** a story please search for it by using the text search option at the top of the list of collections at the left-hand side and klick on the desired story.

To **edit** and **view** the story a block-wise rich text editor shows up on the right hand side in columns or tabs for non-linear (website, social media, etc.), linear TV and linear Radio publications.

To **delete** a story use the trashbin icon on the top righth-hand side in the job list. To delete multiple stories, make use of the checkbox at the left-hand side of the story. Then press the trash bin icon on the right-hand side of the "select all" checkbox. And finally to select all stories, make use of the "select all" checkbox. Then again press the trash bin icon on the right-hand side of the "select all" checkbox.



3.12 Live Shows

In the Live Shows module the structured rundown for a complete show is composed from individual stories and standard elements like openers and closers. The result is a rundown consisting of a flexible sequence of studio moderation and video inserts. Moderation

elements, prompter text and graphics are assigned to the live studio. Off-air commentary text and graphics are available for video insert elements.

All interaction happens via drag & drop from the Story Telling and the Archive module. Any text, video or graphic source can be revised last minute.

To **create** a new rundown please use the "New File" button from the top menu. You will be asked for a name and basic metadata. Name and metadata are used for searches.

To **store** such settings please use the "Save File" button. Without pressing the save button newly added information gets lost when leaving the user interface or logging out.

A list on the left-hand side shows the live shows history. The shows shown can be limited to a time interval or metadata by defining such values.

To **edit** a show rundown switch it into the editing mode by clicking the "Pencil" button.

To **add** a story to the live show please drag & drop it individually from the stories module. This is the only source module. Please select the story version of choice. The system will take automatically the related linear version of the story. Then press the save button. Without pressing the save button newly added information gets lost when leaving the user interface or logging out.

To **send** a show rundown to the studio gallery equipment (automation, videosever, graphics system, prompter) please click the "Publish" button.

To **open** a show rundown please search for it by using the text search option at the top of the list of collections at the left-hand side and click on the desired project.

To **delete** a show rundown use the trashbin icon on the top right hand side in the job list. To delete multiple show rundown, make use of the checkbox at the left-hand side of the ingest jobs. Then press the trash bin icon on the right-hand side of the "select all" checkbox. And finally to select all show rundowns, make use of the "select all" checkbox. Then again press the trash bin icon on the right-hand side of the "select all" checkbox.

The screenshot displays a content management system interface. At the top, there is a navigation bar with a 'Shows' tab, a 'Publish' button, and a status indicator 'Status: Initializing publish job...'. Below the navigation bar, a search bar is visible. The main content area is divided into two sections: a left sidebar and a main editor area.

Left Sidebar (Stories [3]):

- x-dream-group exhibits on IBC** (Created by: admin | Last Update: 27.5.2025)
- 15:00 News** (Created by: admin | Last Update: 10.3.2025)
- x-dream.News November** (Created by: admin | Last Update: 24.1.2025)
- IBC Show Saturday** (Created by: admin | Last Update: 22.10.2024)
- 20:00 News** (Created by: admin | Last Update: 14.9.2024)


Main Editor Area (Story [1] 09:00 | x-dream-group exhibits on IBC):

Story Version : Auto-Gen from Editorial, Ver: 2

HEADLINE

"Join Stefan at IBC 2023 Booth for Exciting Product Showcases and Global Connections!"

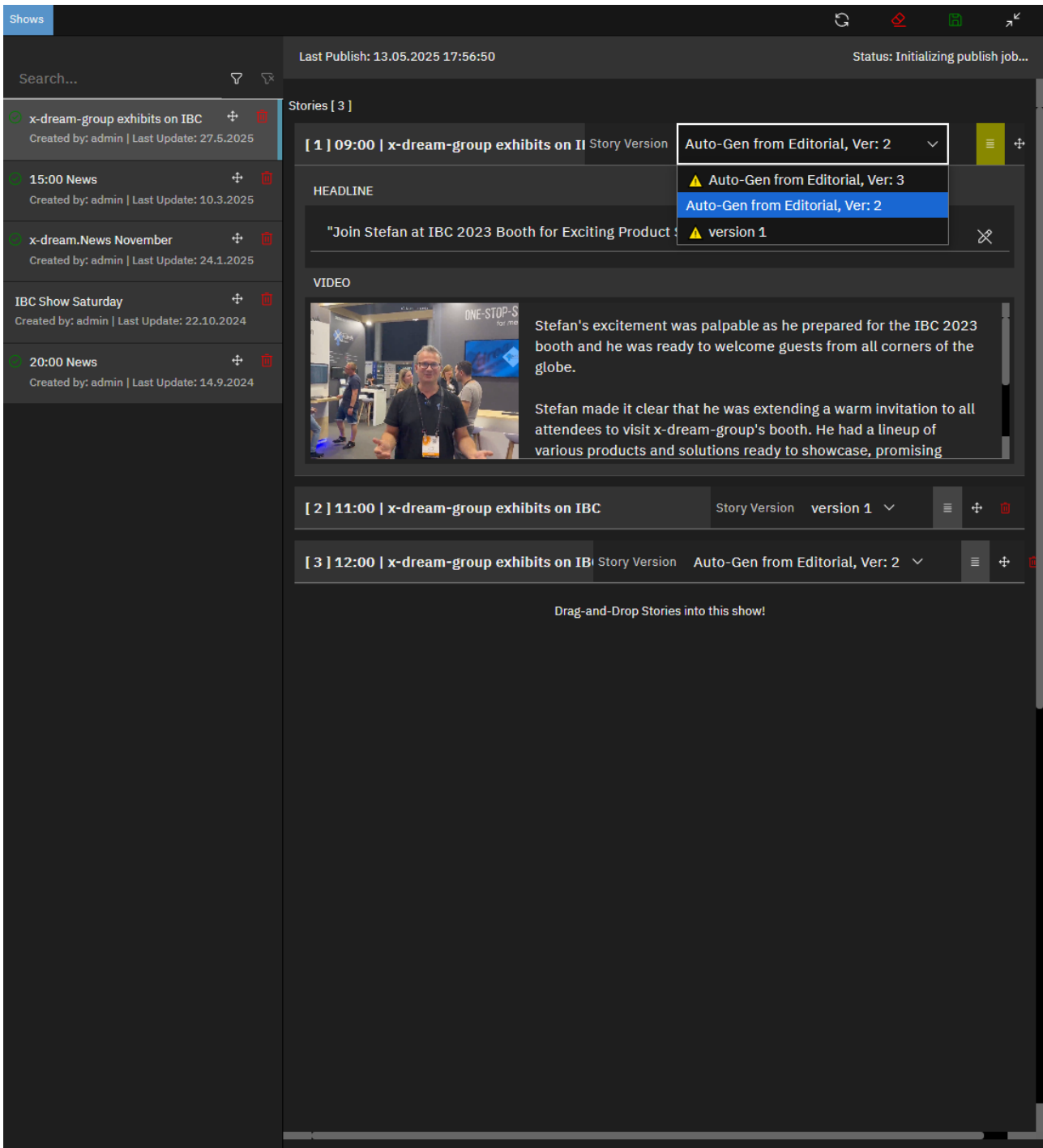
VIDEO

 Stefan's excitement was palpable as he prepared for the IBC 2023 booth and he was ready to welcome guests from all corners of the globe.

Stefan made it clear that he was extending a warm invitation to all attendees to visit x-dream-group's booth. He had a lineup of various products and solutions ready to showcase, promising innovation and

Story [2] 11:00 | x-dream-group exhibits on IBC (Story Version : version 1)

Story [3] 12:00 | x-dream-group exhibits on IBC (Story Version : Auto-Gen from Editorial, Ver: 2)



3.13 Archive

The Archive module is the central hub for all content business processes. It's the receiver for all audiovisual content and metadata information that was ingested via one of the source modules. Additionally, it's the source for all content to be played out or published via the target modules. It acts as the central media asset repository.

Assets consist of metadata, essence files and usage rights. They manage descriptive, technical and production metadata as well as timed metadata like transcripts, markers and ad insertion points. They store any digital media essences like video, audio, subtitle, picture files and any other ancillary files like scripts, dialogue scripts, etc. The content usage rights are defined per publication channel and the usage time frame is stored.

Assets are organized in a hierarchical structure with an adjustable number of layers. By default a series – seasons – episodes scheme is configured. Every layer has its own metadata and even upper layers can have nested assets like a pilot or trailer video.

All metadata is stored as JSON structures, one JSON per metadata category. Every JSON is stored in a PostgreSQL data field. Metadata display is configured freely via a configuration table by defining the label, type, user interface position and key from the JSON to link to for the individual metadata fields. Searches happen via elastic search across these structures. Consequently, every metadata set can not only be configured, but also imported without conversion.

The panel shows the assets represented by thumbnails in their hierarchical structure. Search results are also shown. As standard search, an elastic search is applied to all metadata fields. Assets can be dragged from here into other modules. A popout panel gives access to all metadata, essence files, rights and markers. Video and audio essences can be played. Trimming points and markers are defined this way. Another popout panel allows an advanced search by making use of all available metadata fields.

To **create** a series or season or empty asset please use the “New File” button from the top menu. You will be asked for a name and basic metadata. Name and metadata are used for searches. As next please select from the first drop down menu whether to create an asset/clip or series.

In case of a **new clip** please select from the next drop-down menu “New Clip”. Then fill in the asset metadata. Alternatively select the related series and/or season from the following drop-down menus first.

In case of a **new series** please select from the next drop-down menu “New Series”. Then fill in the series metadata.

In case of a **new season** please select the related series from the next drop-down menu first. Then select “New season” from the next drop-down menu and fill in the season metadata.

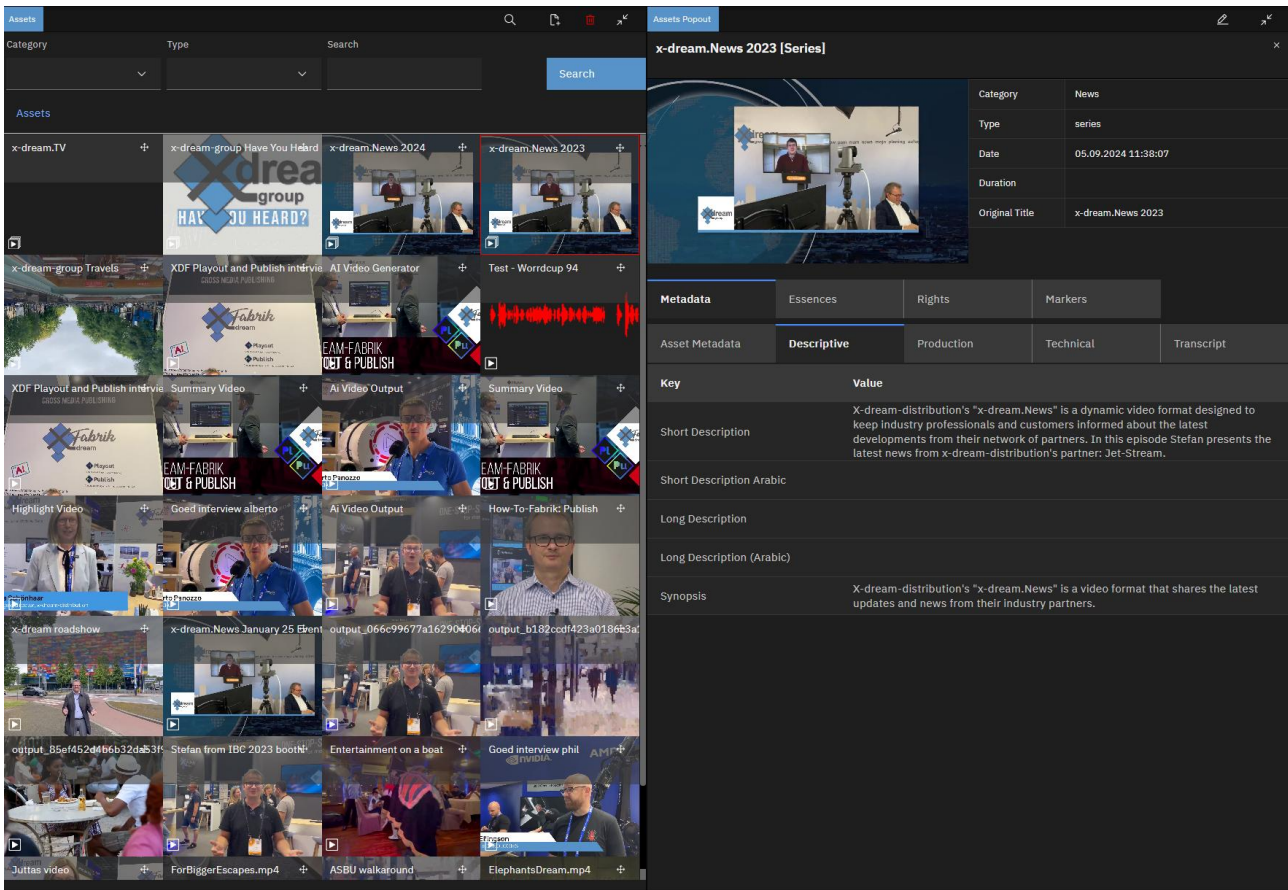
To **store** such settings please use the “Save File” button. Without pressing the save button newly added information gets lost when leaving the user interface or logging out.

To **create** an asset from an essence file please drag & drop them individually. Drag sources are the essences at the Research, Upload, Ingest, Recording or Exchange modules.

To **add** an essence file to an asset please navigate to the related asset and switch it to the editing mode by clicking the “Pencil” button. Then drag & drop them individually. Drag sources are the essences at the Research, Upload, Ingest, Recording or Exchange modules.

To **edit** asset **metadata** please navigate to the related asset and switch it to the editing mode by clicking the “Pencil” button. Then apply changes and save by clicking the “Save File” button.

To **search** assets please use the full text search + drop downs at the top of the assets listing. Or switch to the advance search by clicking on the “Search” symbol button at the top. A popout shows up at the right-hand side of the Assets panel. It allows to search for assets by defining metadata fields individually.



3.14 Scheduling

The Scheduling module is used to create TV and radio rundowns which are usually played by the Playout panel. Scheduling happens in two steps. The first is to create playlists and the second is to arrange these playlists in the 24/7 scheduling calendar. Playlists are either thematic sequences to be used at different times or program sequences for one day.

3.14.1 Playlists

The Playlist module is used to create sequences of file, live and placeholder sources. File sources can be trimmed and multiple overlay layers can be set. For live sources, the input and its duration are defined and the overlays are set. A special form of live sources are live shows. Placeholders have no settings except their duration and are replaced shortly before playout by commercial blocks. A placeholder for event scheduling is used to create a template an event source sequence.

File assets can be searched for and dragged & dropped from the Archive. By default, the master essence is linked for playout. Shows can also be searched for and dragged & dropped from the Live Shows panel. Other live sources and placeholders are added manually. The sequence of sources can be rearranged freely.

Playlists are usually not bound to a playout channel. They can be used across playout channels if appropriate.

To **create** a playlist please use the "New File" button from the top menu. You will be asked for a name and basic metadata. Name and metadata are used for searches.

To **store** such settings use the "Save File" button. Without pressing the save button newly added information gets lost when leaving the user interface or logging out.

A list on the left-hand side shows the playlist repository. The playlists can be searched by searching.

To **open** a playlist please search for it by using the text search option at the top of the list of playlists at the left-hand side and click on the desired project.

To **edit** a playlist switch it into the editing mode by clicking the "Pencil" button.

To **add** essence files to the playlist please drag & drop them individually. Drag sources are the essences at the Research, Upload, Ingest, Recording or Assets modules.

To add live sources to the playlist please click the "Live-Input" button.

To add a placeholder to the playlist please click the "Placeholder" button.

To **edit** a playlist item please select it. File sources can be trimmed. Live source scan be trimmed and source can be defined. For all sources overlays can be set, added or removed.

To **use** a playlist in a schedule, please switch the schedule into editing mode by clicking the "Pencil" button. Then, drag & drop the playlist to the schedule and position it.

To **delete** a playlist use the trashbin icon on the top right-hand side in the job list. To delete multiple playlists, make use of the checkbox at the left-hand side of the playlist. Then press the trash bin icon on the right-hand side of the "select all" checkbox. And finally to select all playlist, make use of the "select all" checkbox. Then again press the trash bin icon on the right-hand side of the "select all" checkbox.

Playlists

Search...

- x-dream.group Travels Amsterdam Trip

Duration: 40:26, Last Update: 2025-03-07 19:16:2
- x-dream.News 2024 Summary

Duration: 1:09:52, Last Update: 2025-03-07 19:16:3
- x-dream.News 2024 Summary_copy_1+

Duration: 1:09:52, Last Update: 2025-03-07 19:16:3
- 24/7 Live

Duration: 3:30:00, Last Update: 2025-03-07 19:16:3
- Evening playlist 1

Duration: 19:23, Last Update: 2025-03-07 19:16:10
- Schulung für Tobi

Duration: 47:57, Last Update: 2025-03-07 19:16:06
- Training playlist

Duration: 3:24, Last Update: 2025-03-07 19:16:03

x-dream.group Travels Amsterdam Trip ×

Amsterdam 2020_Boat Cruise (back view) - CLIP ⚙️

Amsterdam 2020_Canal view (Boat crossing) - CLIP ⚙️

Title
 Amsterdam 2020_Canal view (Boat crossing) ✂️

Asset

Tag

✂️

✂️

Mark In	Mark out	Duration
hh : mm	2 : 02	2 : 03

Progress bar

0:00

Overlays

Placeholder - PLACEHOLDER ⚙️

● Live event - LIVE ⚙️

Amsterdam 2020_Boat Cruise (out of roof view) - CLIP ⚙️

x-dream.News March 2024_Aicox Open House - CLIP ⚙️

www.x-dream-media.com

29.05.2026

37 von 50

3.14.2 Schedules

The Scheduling module forms 24/7 rundowns from playlists, individual file sources and individual live sources. It offers two views. Best overview is given by the multi-channel calendar view. It shows all channels stacked on top of each other for a timeframe of 3 days. The single-channel calendar view is made to create a program for several days or even weeks in advance.

Playlists and files can be dragged & dropped from the listing in the Archive module to the scheduler and expanded for looping.

The operator has full control of the playlists on the schedule. They can overwrite any setting that was received from the playlist, e.g. source trimming, logo overlays incl. timing, etc.

To **prepare** a schedule please click on the "Monitor" button on the top and select the channel of choice. To review all programs click on the "Monitor" button and select "All Channels".

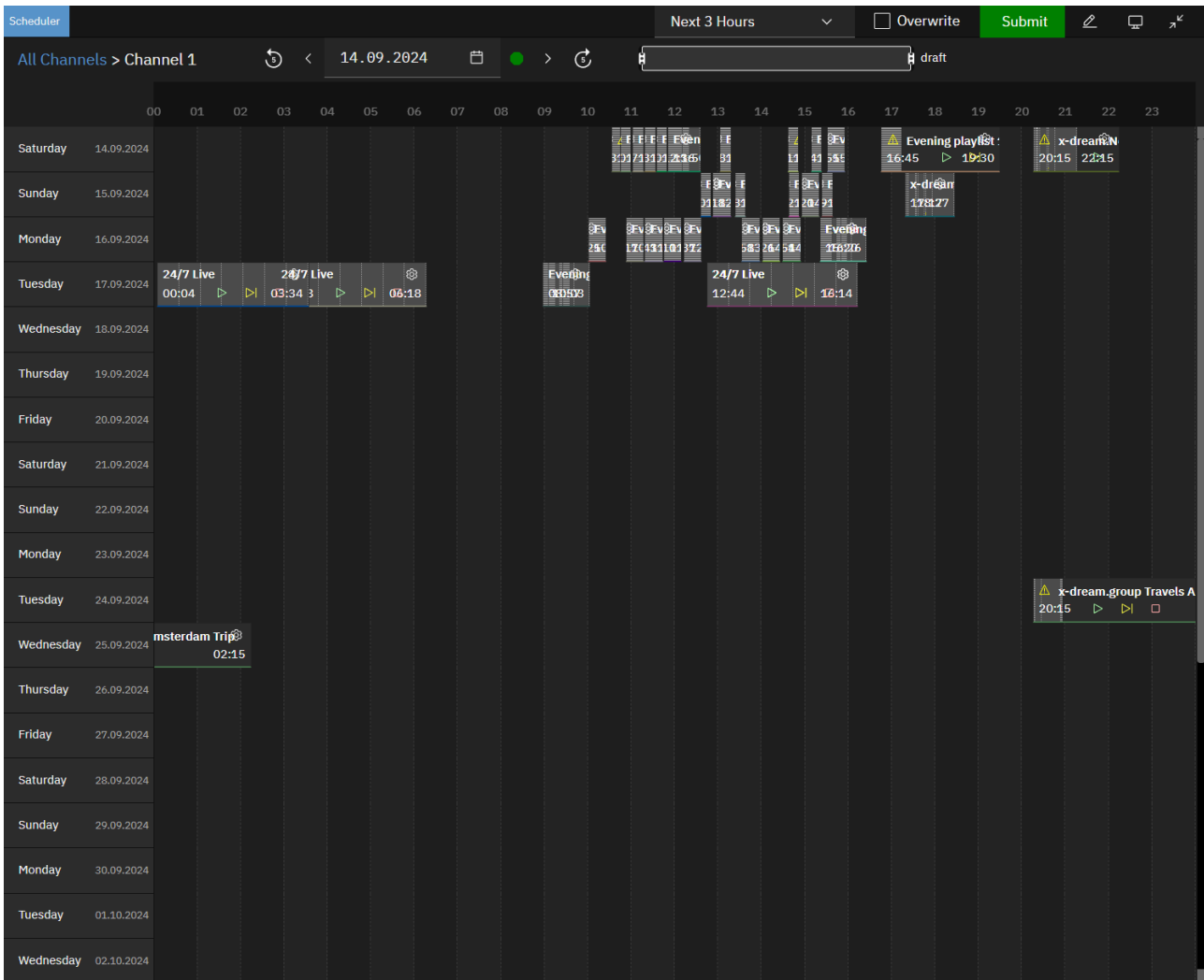
To **edit** the schedule switch it to the editing mode by clicking the "Pencil" button.

To **add** playlist to the schedule please drag & drop them individually from the Playlist module. Essences can be dragged as well from the Research, Upload, Ingest, Recording modules.

To **edit** playlists at the schedule please switch it to the editing mode by clicking the "Properties" symbol. A popout on the right-hand side gives access to the instance of the playlist. It can be modified as it happens at the playlists module. But changes are stored at the instance at the schedule only.

To **delete** a playlist from the schedule please switch it to the editing mode by clicking the "Properties" symbol. A popout on the right-hand side gives access to the instance of the playlist. At the top of the popout a trashbin symbol is located. Press the trash bin icon to delete the playlist.

To **send** the schedule to the playout module select the time interval to send from the dropdown at the top of the panel and click the "Submit" button. Activating the "Overwrite" checkbox forces the playout module to accept the new schedule version without any intervention by the playlist operator. This is useful for situations where roles are not split.



3.14.3 Event Scheduling

Event Scheduling is a special usage form of the Scheduling panel. Instead of filling the schedule back-to-back to create a 24/7 program, events of some hours duration are scheduled and controlled based on playlists as templates. Instead of transmitting on a static configured channel, transmission settings and channels do change from event to event. Instead of a static set of overlays, every event might require different overlays.

Events are **created** at the scheduler via a click & pull action that defines the events timeframe. The scheduler popout now requests to define all event streaming, live sources, playlist and graphics settings. In addition, redundancy and monitoring are setup.

The screenshot displays the 'Scheduler Alternative View' interface. On the left, a grid shows channels from AWS 1-1 to AWS 3-3. Channel AWS 1-4 is highlighted with a 'Night Event' (Start: 00:00, Duration: 06h 00min, End: 06:00). Channel AWS 1-6 is highlighted with a 'Live Playback Event' (Start: 07:00, Duration: 07h 00min). The right panel, titled 'Log', shows details for a 'Live Playback Event' on AWS 1-6. It includes a warning icon and a critical error icon. The error message is:

```
"error": {
  "code": 403,
  "message": "Stream deletion is not allowed",
  "errors": [
    {
      "message": "Stream deletion is not allowed",
      "domain": "youtube.liveStream",
      "reason": "liveStreamDeletionNotAllowed"
    }
  ]
}
```

 Below the error message is a 'History' section with a list of events for AWS 1-6: Event Start, Overlay: "ProSieben Logo" displayed for 00:05:00, User Interaction: Skip to next event, Stream deletion not allowed, Incorrect Stream Setting, SDI-Signal loss, Network Bandwidth too low, Redundant Stream loss, Redundant Power Supply defective, and Event End.

3.15 Playback

The Playback module is made to transmit 24/7 TV or radio programs or events of just few hours duration. It receives the rundowns from the Scheduling module or an external source. To produce the output signal, it controls either a videosever, graphics engine or live encoder type of software. The selection depends on the program requirements. One x-dream-Fabrik can easily drive different engines for different programs.

The operator has the full control on the rundown. He can overwrite any setting that was received from the scheduling, e.g. source trimming, logo overlays incl. timing, etc. In case of multiple rundown versions are created and received for a certain timeframe he can also select which one is put in action.

The actual playback can be controlled by forcing a rundown item to be skipped or a jump to a later or earlier rundown item to happen. In case of event playback, the start and end of the event transmission can be forced.

The "Actual Schedule" continuously shows the actions performed in the playback engine. Thus, it acts as a "as run log" viewer and allows to observe the differences between scheduling and transmission in real time.

The panel shows important timers, the actually played out video and the playback controls on the top. Below, the "Planned Schedule" and "Actual Schedule" are shown. Access to all rundown item settings is given via a settings button.

To **operate** a single program click on the "Monitor" button on the top and select the channel of choice. To monitor all programs click on the "Monitor" button and select "All Channels".

To **load** or **append** a rundown to the playout please switch it into the editing mode by clicking the "Pencil" button. Then click the "Download" button to receive the list of available rundowns. Now select the rundown to load from the dropdown box and click the "Save" button. Finally click "Submit" button.

To **edit** a rundown item expand it by clicking the "Properties" button. Files can be trimmed, logos and other overlays can be added and removed. Live sources can be modified.

To **change** the order please switch the playout into the editing mode by clicking the "Pencil" button. Then move the item(s) by using the "Cross" handle and drag&drop the item.

To **delete** a rundown item please switch the playout into the editing mode by clicking the "Pencil" button. Then click the trashbin icon at the item to be deleted.

To **add** essence files to the rundown please switch the playout into the editing mode by clicking the "Pencil" button. Then drag & drop the items to add individually. Drag sources are the essences at the Upload, Ingest, Recording or the assets at the Asset module.

To **skip** a rundown item please click the "Skip" button below the player.

The rundown shows overlapping items or gaps between items as a yellow framed box. The overlap or gap duration is shown. Issues should be resolved prior to the rundown to reach such times to avoid undesired playout results.

Playout

⌵
📄
🗑️
📁
✎
🔄
🖥️
🔍

Channel 1 - ffplayout
 Last Update at 26.05.2025 15:45:21 by admin

Elapsed 0:00	Remaining 0:00
Break Remaining --:--:--	Next Missing --:--:--
Next Warning --:--:--	Current Time --:--:--

□
▶
🔄
⏸

Inactive

Channel 1

▶ 0:00

🔇
📺
⋮

Planned Schedule	Actual Schedule		
🔗 11:26:26 17.06	x-dream.group Travels Amsterdam Trip	Amsterdam 2020_Boat Cruise (back view) Duration: 0:00	□ + 🗑️ ⚙️
↓ 11:26:26 17.06	x-dream.group Travels Amsterdam Trip	Amsterdam 2020_Canal view (Boat crossing) Duration: 0:00	□ + 🗑️ ⚙️
↓ 11:26:26 17.06	x-dream.group Travels Amsterdam Trip	Placeholder Duration: 10:00	□ + 🗑️ ⚙️
↓ 11:36:26 17.06	x-dream.group Travels Amsterdam Trip	🔴 Live event Duration: 30:00	□ + 🗑️ ⚙️
↓ 12:06:26 17.06	x-dream.group Travels Amsterdam Trip	Amsterdam 2020_Boat Cruise (out of roof view) Duration: 0:10	□ + 🗑️ ⚙️
↓ 12:06:36 17.06	x-dream.group Travels Amsterdam Trip	x-dream.News March 2024_Aicox Open House Duration: 0:16	□ + 🗑️ ⚙️
12:06:52 17.06	⚠️ GAP! Duration: 1:23		
🔗 12:08:15 17.06	x-dream.News 2024 Summary	x-dream.News February 2024_squaredpaper Duration: 1:19	□ + 🗑️ ⚙️

3.16 Delivery

The Delivery module is used to send collections of assets to external receivers or systems. Depending on the use case, all or a subset of essence files and metadata categories are selected, transformed, packaged and transferred. Optionally the receiving system can be notified via a webservice call.

The assets are added to the collection via drag & drop from the Archive module. If needed, more essence files like audio and subtitles can be added from the source modules like Upload, Ingest, Exchange, etc. For each asset the essences to be included in the delivery package can be selected. Also the metadata to be delivered can be selected per metadata category.

Before packaging the files for the delivery, transformation tasks can be performed. Video and audio files can be transcoded to other formats or adaptive bitrate streaming renditions. Subtitle files can be incorporated. Adaptive bitrate formats can be packaged and encrypted. Images/artwork can be scaled.

The actual delivery target is selected via a drop-down menu. This selection drives the delivery workflow and allows sending asset collections to different targets. However, this workflow also defines the processing that happens prior to the actual delivery.

To **create** a new deliver job please use the "New File" button from the top menu. You will be asked for a name and basic metadata. Name and metadata are used for searches.

To **store** such settings please use the "Save File" button. Without pressing the save button newly added information gets lost when leaving the user interface or logging out.

A list on the left-hand side shows the delivery job history. The delivery jobs shown can be limited to a time interval or metadata by defining such values.

To **edit** a delivery job switch it into the editing mode by clicking the "Pencil" button.

To **add** an asset or essence files to the delivery job please drag & drop them individually. The primary drag sources is the Assets module. Additional essences can be dragged from Upload, Ingest, Recording, Exchange or Production module. To add essences to an already added asset please select it first.

To **open** a delivery job please search for it by using the text search option at the top of the list of collections at the left-hand side and click on the desired job. To open an asset from the delivery job, click on it.

To **edit** the essences to be delivered please select it and use the player controls for editing. To **select** the essences to be delivered please check them in the list. To select the metadata set to be delivered please check them on the right-hand side of the player. Without selecting the essence files and metadata sets they will not be delivered.

To **send** the asset package to the delivery target please select the target from the drop down box and click "Create Package".

To monitor the delivery please click on "Summary". The list on the right hand side shows all past deliveries and currently running delivery jobs and their status.

To **delete** a delivery job use the trashbin icon on the top right-hand side in the job list. To delete multiple delivery jobs, make use of the checkbox at the left-hand side of the delivery job. Then press the trash bin icon on the right-hand side of the “select all” checkbox. And finally to select all delivery jobs, make use of the “select all” checkbox. Then again press the trash bin icon on the right-hand side of the “select all” checkbox.

The screenshot displays the 'x-dream.News Delivery to Airport' interface. On the left is a job list with columns for job name, status, and actions. The main area is split into a video player and a metadata panel. The video player shows a news segment titled 'February 2025 XDF PRODUCE NEW FEATURE' with a play button and a progress bar at 0:00. The metadata panel on the right includes a 'Create Package' button and a list of items to include in the transfer, such as Descriptive Metadata, Production Metadata, Technical Metadata, Transcript, Markers, and Rights. Below the video player, there is a table of 'Essences' with columns for Videos, Audios, Images, and Subtitles. The table lists two video files with their respective durations and sizes.

Essences	Videos	Audios	Images	Subtitles															
	<table border="1"> <thead> <tr> <th>Filename</th> <th>Duration</th> <th>Size</th> <th>Format</th> <th>Tag</th> </tr> </thead> <tbody> <tr> <td>x-dreamnews-2024_march-x-dreamnews-2024_xdn-0225-produce-low-resmp4_proxy_v1.mp4</td> <td>1:51</td> <td>12.64 MB</td> <td>mp4</td> <td>proxy</td> </tr> <tr> <td>x-dreamnews-2024_march-x-dreamnews-2024_xdn-0225-produce-low-resmp4_v1</td> <td>1:51</td> <td>141.58 MB</td> <td>mp4</td> <td></td> </tr> </tbody> </table>	Filename	Duration	Size	Format	Tag	x-dreamnews-2024_march-x-dreamnews-2024_xdn-0225-produce-low-resmp4_proxy_v1.mp4	1:51	12.64 MB	mp4	proxy	x-dreamnews-2024_march-x-dreamnews-2024_xdn-0225-produce-low-resmp4_v1	1:51	141.58 MB	mp4				
Filename	Duration	Size	Format	Tag															
x-dreamnews-2024_march-x-dreamnews-2024_xdn-0225-produce-low-resmp4_proxy_v1.mp4	1:51	12.64 MB	mp4	proxy															
x-dreamnews-2024_march-x-dreamnews-2024_xdn-0225-produce-low-resmp4_v1	1:51	141.58 MB	mp4																

3.17 Publishing

The Publishing module is the starting point for cross media publication of assets incl. metadata or stories, websites and various Social Media. It works together with the Interaction and Reporting module – see below.

Once a new publishing job has been created, it is filled with an asset or story using drag & drop from the Archive or Story Telling module. Depending on the publication target, the text information from the asset or story is adjusted and the video or audio essences are selected. For instance, for a publication to a website, the title and long description from an asset and the full video are selected. In the case of a story as a publication source, the complete text information and all videos incl. layout are selected. In contrast, when an asset is published on X (formerly Twitter), only the title and an AI-shortened version of the description are used. The same applies to a story as source of the publication on X. Here too, the textual information and the video(s) are automatically shortened to comply with the rules of X. The rules of other Social Media are dealt with accordingly.

The user has full control over the publication to happen. Thus, they can overwrite, adjust or change the text and can trim the video or add logos. Furthermore, they can select the target system(s) for which the publication is to be made. Finally, they can specify whether the publication happens immediately or at a predefined time.

To **create** a new publication please use the “New File” button from the top menu. You will be asked for a name and basic metadata. Name and metadata are used for searches. Furthermore you need to select the publication target(s).

To **store** such settings please use the “Save File” button. Without pressing the save button newly added information gets lost when leaving the user interface or logging out.

A list on the left-hand side shows the publication history. The publications shown can be limited to a time interval or metadata by defining such values.

To **edit** a publication switch it into the editing mode by clicking the “Pencil” button.

To **add a story** from the stories module or an asset from the Assets module please drag & drop them individually.

Now **review** and **modify** the prepared publications per target.

To **publish** the publication to the target platform, click the “Publish” button.

To **add a publication target** to an existing publication switch it into the editing mode and add such target, Then repeat the editorial process from above.

To **open** a publication please search for it by using the text search option at the top of the list of collections at the left hand side and click on the desired publication.

To **delete** a publication use the trashbin icon on the top right-hand side in the job list. To delete multiple publication, make use of the checkbox at the left-hand side of the publication. Then press the trash bin icon on the right-hand side of the “select all” checkbox.

And finally to select all publication, make use of the "select all" checkbox. Then again press the trash bin icon on the right-hand side of the "select all" checkbox.

The screenshot displays the 'Publish' module interface. On the left, a search bar is visible above a list of video assets. The main area is divided into three sections: 'Current Version', 'Publish Jobs History', and a detailed asset view for 'Summary Video'.

Asset Name	Created by	Last update	Job ID	Published Date	Published Time
Summary Video	admin	19/05/2025 10:...	PUB_0000000030	19.05.2025 12:41:44	
Stefan on IBC 2024	admin	15/05/2025 07:...	PUB_0000000028	13.05.2025 17:53:36	
Juttas video	null	31/03/2025 09:39			
Stefan from IBC 2023 booth adsfasd	null	13/03/2025 15:46			
x-dream News March 2025	null	03/03/2025 17:27			
Goed interview phil	null	07/02/2025 15:14			
Stefan from IBC 2023 booth	null	04/02/2025 14:32			
Goed interview alberto	null	04/02/2025 14:24			
Stefan from IBC	null	17/10/2024 07:32			
x-dream.News February 2024_squaredpaper	null	04/09/2024 09:53			

The detailed view for 'Summary Video' shows it is 'Scheduled at' with a 'Schedule Date' and 'Schedule Time' field. It features social media sharing options for Facebook, Instagram, and YouTube. The video title is 'Summary Video' and the description is 'Stefan Pfützte, CEO of x-dream-media, and Salim Al-Sughayar are showing of Playout and Publish as part of their x-dream-fabrik exhibit on IBC 2024'. The category is 'Science & Technology'.

3.18 Interaction

The Interaction module extends the Publication module. For every published asset or story, it collects the reactions of the audience. Likes/dislikes and comments are retrieved from Social Media and website CMSs and are displayed. The publication editors and supervisors can answer to comments. This allows interacting with the audience. Offensive language comments can be deactivated.

A list on the left-hand side shows the currently worked on publishing jobs history. The publications shown can be limited to a time interval or metadata by defining such values. This list is created automatically. Thus there is no option and no need to create report views per publication. And there is also no option to delete reports.

To **open** and view the reactions of the audience please search for it by using the text search option at the top of the list of collections at the left hand side and click on the desired publication.

On the right-hand side the reactions will be shown sorted by publication target and publication version (in case of multiple publications of the same story at a certain target).

Depending on the interaction feature of the publication target number of views, likes, dislikes and comments are **shown**. Furthermore the comments are listed. If available by publication target comments can be **commented** on or **deleted** (in case of inappropriate).

Interaction

Heads or Tails?

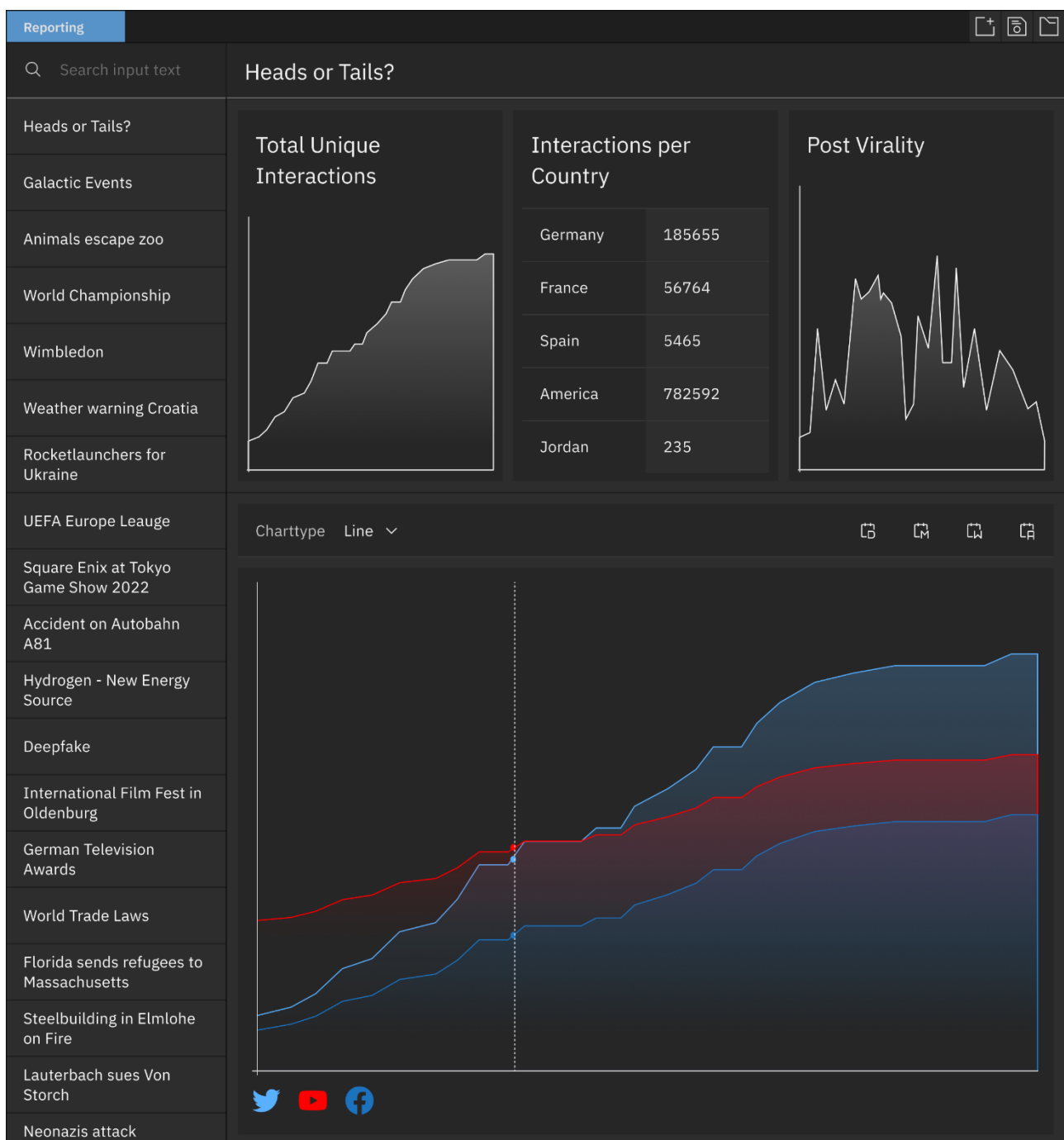
Heads or Tails?	<div style="display: flex; align-items: center;"> <div> <h3>Twitter</h3> <p>@user.name</p> <ul style="list-style-type: none"> Retweets: 236 Likes: 2.678 Comments: 1.478 </div> </div>	<div style="background-color: white; color: black; padding: 10px; border-radius: 10px; width: 100%; text-align: center;"> <div style="display: flex; justify-content: space-between; align-items: center;"> <div> <p>User_name @Username</p> <p>Lorem ipsum dolor sit amet, consectetur adipiscing elit. Ut et massa mi. Aliquam in hendrerit urna. Pellentesque sit amet sapien fringilla, mattis ligula consectetur, ultrices mauris.</p> </div> </div> <div style="display: flex; justify-content: space-between; align-items: center; margin-top: 10px;"> <div> </div> </div> </div>
Galactic Events		
Animals escape zoo		
World Championship		
Wimbledon		
Weather warning Croatia	<div style="display: flex; align-items: center;"> <div> <h3>YouTube</h3> <p>@channel.name</p> <ul style="list-style-type: none"> Views: 230.701 Likes: 11.254 Comments: 5.478 </div> </div>	<div style="background-color: white; color: black; padding: 10px; border-radius: 10px; width: 100%; text-align: center;"> <div style="display: flex; justify-content: space-between; align-items: center;"> <div> <p>Username</p> <p>Lorem ipsum dolor sit amet, consectetur adipiscing elit. Ut et massa mi. Aliquam in hendrerit urna. Pellentesque sit amet sapien fringilla, mattis ligula consectetur, ultrices mauris.</p> </div> </div> <div style="display: flex; justify-content: space-between; align-items: center; margin-top: 10px;"> <div> </div> </div> </div>
Rocketlaunchers for Ukraine		
UEFA Europe League		
Square Enix at Tokyo Game Show 2022		
Accident on Autobahn A81	<div style="display: flex; align-items: center;"> <div> <h3>Facebook</h3> <p>@user.name</p> <ul style="list-style-type: none"> Likes: 11.254 Comments: 5.478 </div> </div>	<div style="background-color: white; color: black; padding: 10px; border-radius: 10px; width: 100%; text-align: center;"> <div style="display: flex; justify-content: space-between; align-items: center;"> <div> <p>Username</p> <p>Lorem ipsum dolor sit amet, consectetur adipiscing elit. Ut et massa mi. Aliquam in hendrerit urna. Pellentesque sit amet sapien fringilla, mattis ligula consectetur, ultrices mauris.</p> </div> </div> <div style="display: flex; justify-content: space-between; align-items: center; margin-top: 10px;"> <div> Like Comment Share </div> </div> </div>
Hydrogen - New Energy Source		
Deepfake		
International Film Fest in Oldenburg		
German Television Awards		
World Trade Laws	<div style="display: flex; align-items: center;"> <div> <h3>Your Website</h3> <p>www.website.xyz</p> </div> </div>	<div style="background-color: white; color: black; padding: 10px; border-radius: 10px; width: 100%; text-align: center;"> <div style="display: flex; justify-content: space-between; align-items: center;"> <div> <p>Username</p> <p>Lorem ipsum dolor sit amet, consectetur adipiscing elit. Ut et massa mi. Aliquam in hendrerit urna. Pellentesque sit amet sapien fringilla, mattis ligula consectetur, ultrices mauris.</p> </div> </div> <div style="display: flex; justify-content: space-between; align-items: center; margin-top: 10px;"> <div> Like Comment </div> </div> </div>
Florida sends refugees to Massachusetts		
Steelbuilding in Elmlohe on Fire		
Lauterbach sues Von Storch		
Neonazis attack		

3.19 Reporting

The Reporting module also extends the Publication module. For every published asset or story, it collects the usage numbers from Social Media and website CMSs. If available, TV and radio audience numbers are retrieved and merged per asset or story.

A list on the left-hand side shows the currently worked on publishing jobs history. The publications shown can be limited to a time interval or metadata by defining such values. This list is created automatically. Thus there is no option and no need to create report views per publication. And there is also no option to delete reports.

To **open** and view a report please search for it by using the text search option at the top of the list of collections at the left hand side and click on the desired publication.



3.20 Monitoring

The Monitoring panel provides access to the return channel of own playouts, competition programs and incoming live feeds. This makes it the starting point for spontaneous recordings.

Displayed streams must be available either from the web or as local multicast. They have to be setup at the configuration backend.

The panel shows multiple video feeds in a grid view. For each player, the sources can be freely selected by the individual user for their own purposes.

Please **select** the source per player via the drop down above it. This dropdown is also used to display the source name. In case of a larger number of players, they can be grouped and accessed via tabs.

