x-dream-media GmbH

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

Product:	**x-dream Media Suite**
Titel:	***User Manual***
Thema:	Operating your business process based on x-dream Media Suite
Zielgruppe:	User of x-dream-Tools of all kinds of roles and rights

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Disclaimer:	

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List of illustrations

Versioning

Date	Version	Chapter	Name	Change
28.08.24	1.0	all	SP	Finalisierung Version 1.0
16.12.25	1.1	3.2	SP	New Module Ingest GUI

1 Introduction

The x-dream Media Suite is a collection of enterprise software products for the most common needs in professional file based and live video production, processing, archiving, broadcasting and publishing. All products share a job management layer. It consists of user interfaces to start and monitor jobs, to queue and load balance jobs across multiple computers, to integrate with 3rd parties or drive build-in processing services.

The x-dream Media Suite is based on the 4th generation of x-dream-media's OneGUI what is positioned as central cockpit to monitor file-based processing at one or multiple 3rd party software products. It is extended by a) a new user interfaces to manually queue files to processing services or to ingest source files to post-production software, b) a watchfolder service that automatically queues individual files or set of related files to processing services and c) a live scheduler user interface to automatically perform actions like recording.

The x-dream Media Suite includes a new job management layer that holds a list of jobs to be processed by software engines that do not include a job queue. This applies for instance for various command line type of applications. Other important elements of the job management are job preset editing, load balancing, error handling, fault redundancy and logging. Operational functions like pausing, resuming, requeuing, stopping, etc. of jobs are exposed at the monitoring user interface. Live scheduling is a variant of job list management.

The x-dream Media Suite does also come with processing engines for various use cases, see below. Depending on the integrated engine a different product is created. This modular approach makes development efficient for us. But even more important it allows our customers to adopt fast, easy and very cost efficient to changing functional needs or growing throughput requirements. Operators and administrators can operate new business process elements via known user interfaces and ecosystems while making use of a completely different processing engine.

The x-dream Media Suite can run on-premises, in selected data centers, private or public clouds or in the field, just as needed.

1.1 Media Suite Products

The products of x-dream Media Suite are composed from modules as follows. This said the corresponding chapers in this user manual do apply for operations.

1.1.1 xIngest

Included Modules and PlugIns:

- Ingest
- Transcoding
- Upload
- Notification
- Monitoring

1.1.2 xTranscode

Included Modules and PlugIns:

- File Queuer
- Watchfolder
- Transcoding
- Down-/Upload
- Notification
- Monitoring

1.1.3 OneGUI 4.0

Included Modules:

- Monitoring
- Statistics

2 User Interface Concept

The x-dream Media Suite is made for users with an operational or a more technical focus, There is a strong focus on easy, efficient and nicely to operate user interfaces. It aims for a reduced, simple-to-understand and pleasant look and feel for focused usage. Production users are not challenged with technical details but adminstrators have full access to all detailed settings.

Based on the user's role(s), permissions and current tasks they have access to the related products, can carry out interactions like starting jobs, can see certain configurations and monitor processings.

User interface shows a vertical navigation bar on the left-hand side that gives access to the frondends of the various modules. Depending on the product license(s) aquired the navigation items show up or stay hidden.

3 Modules User Interface Operations

Every Media Suite product is composed from multiple modules – see chapter 1.1. Consequently, the user interface consists of multiple frontends that are reached via the left-hand-side navigation. But depending on the product use case the functionality of a frontend can slightly differentiate according to the production context. A good example is the monitoring frontend. It looks always the same but shows different information related to the processing it visualizes.

3.1 File Queuer

The File Queuer module is made to manually start processing jobs at either a build in processing engine or a 3rd party product.

Operators can browse for source files at defined locations, can idtentify files based on a thumbnail, can define processing settings and finally start the job. When selecting files, they can either select individual or multiple files. List of files can be requested to be stitched or treated as a group that has a relationship with each other.
For the start of jobs engine related presets can be called and completed with job individual settings and metadata.

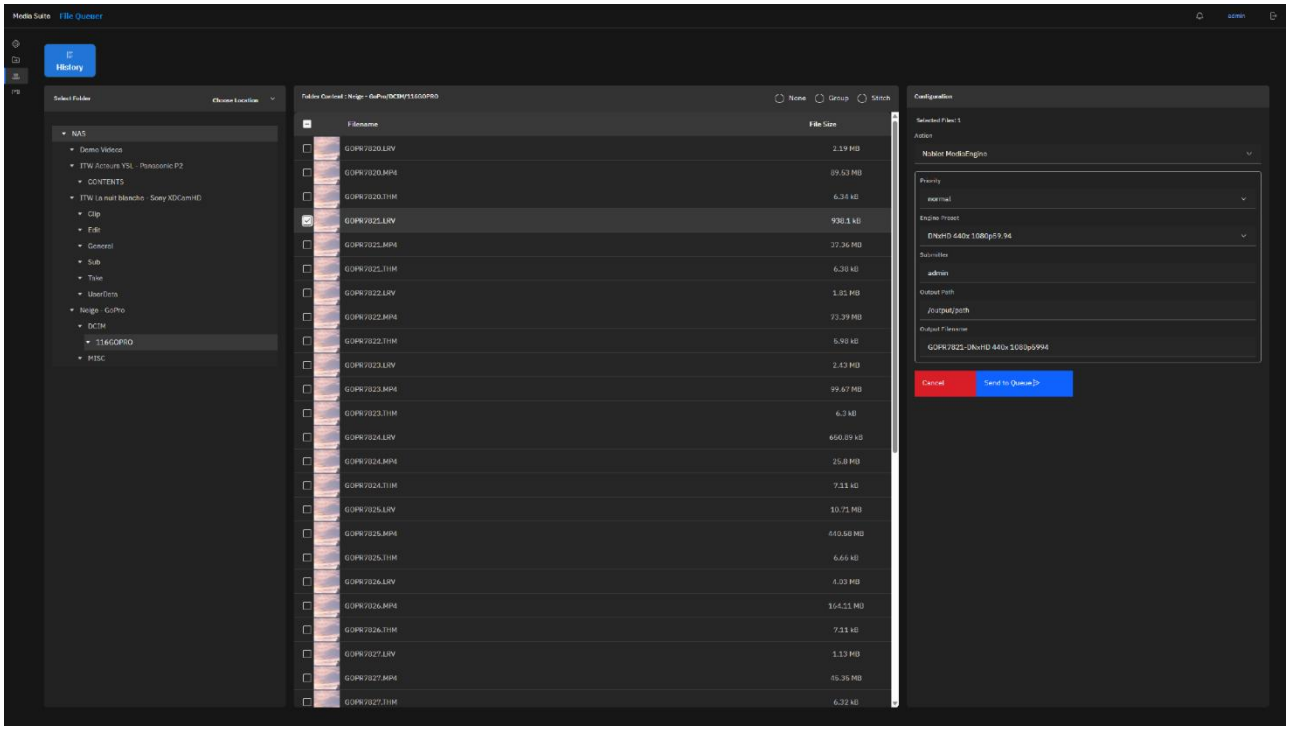


Figure 1: File Queuer with already selected file ready to send to queue

To **open** a source location, select a pre-configured storage location from the "Choose a location" drop-down at the top bar of the "Select File" panel. Then navigate within the treeview below to the directory of interest.

To **select** the files to process, first select the sources mode as follows:

- None: Selected sources are all treated individually, means for every file an individual job is created.
- Group: Selected sources will be treated as one with a certain meaning per source, e.g. video, alternative audio, subtitle, etc.
- Stitch: Selected sources will be treated as sequence in alphabetical order for stitching.

Then tick the box in front of one or multiple files in the below listing.

To **configure** the processing job, first select the type of "Action". This corresponds to a processing engine to be selected and the related settings made available in the configuration box below.
Then fill in or select the processing parameters within that box. There are some common parameters like priority, profile or output path and file name. And there are engine-specific parameters.

To **start** the processing job, click the "Send to Queue" button in the bottom right corner.

Job History:

The History popup shows the history of jobs manually started from the File Queuer. It offers filtering by filename, processing engine, preset and start time. When selecting a job it shows its details.

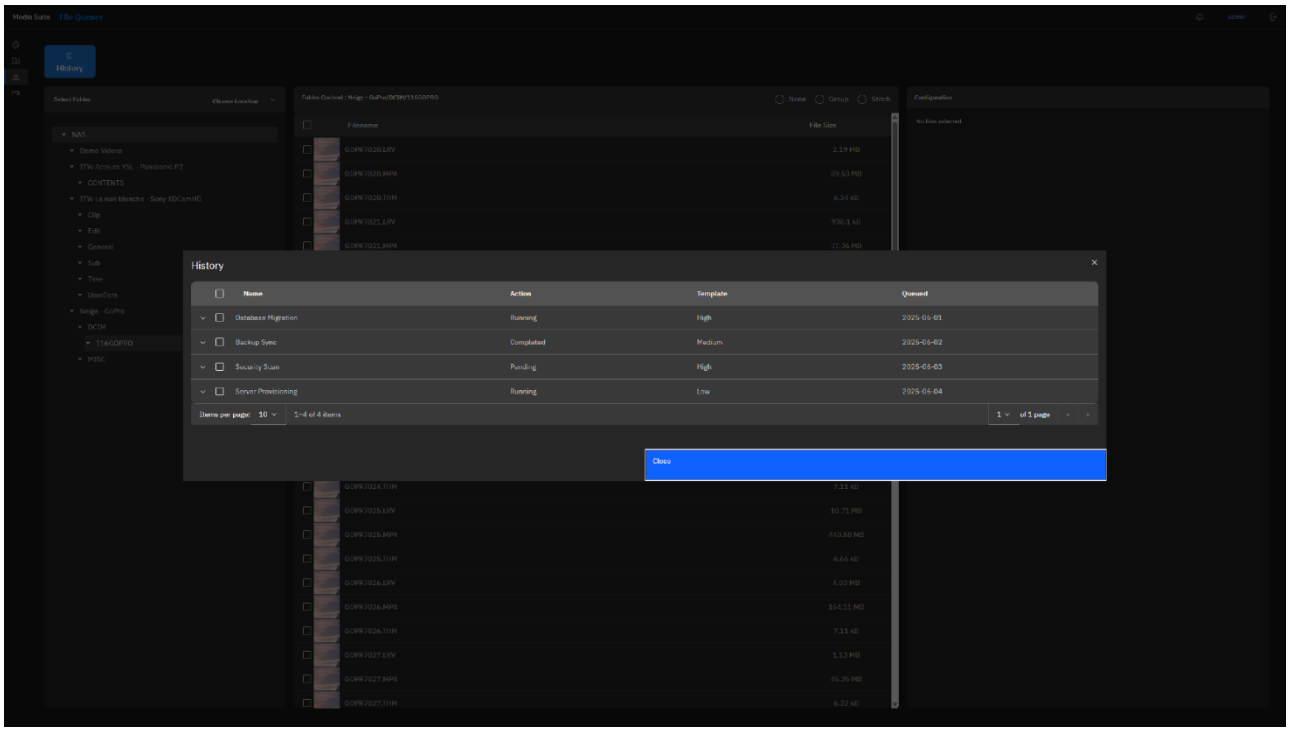


Figure 2: File Queuer with the queue history open

To **open** the history popup, click at the corresponding button on the top left of the user interface.

To **drill** down within a job for detail information, click at the job of interest. A information box below the job in the listing opens. The information shown depends on the processing engine connected.

3.2 Ingest

The Ingest module is made to manually send individual files or file structures into an ingest processing workflow. Sources can be device specific like from camera cards or from generic storage devices like USB drives or sticks.

The actuall processing happens either at a build in processing engine or a 3rd party product.

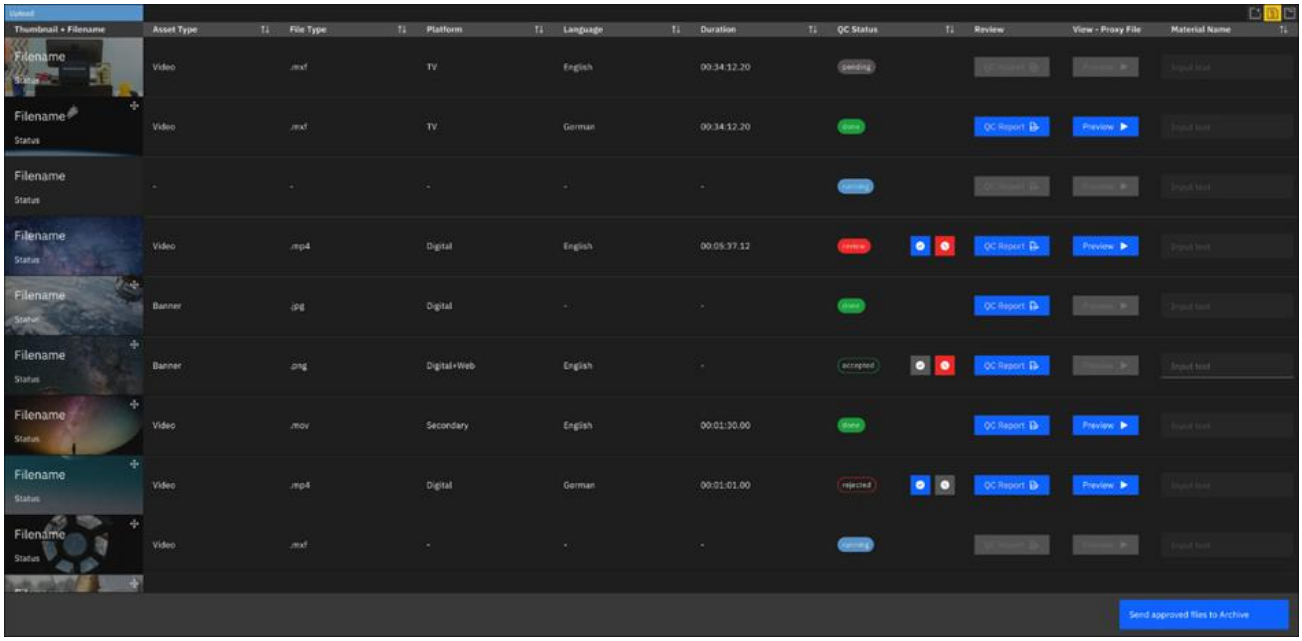
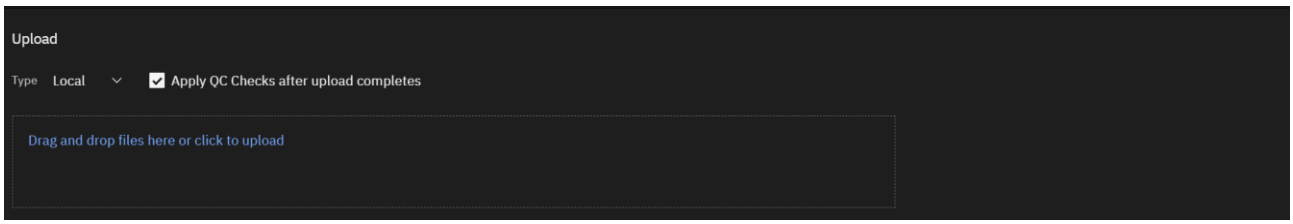


Figure 3: Ingest User Interface

To **open** a source location, use the "New Upload" button from the top toolbar. Then either navigate to the source directory of interest or drag&drop source to the drop field.

To **request** the automatic source validation and audiovisual quality control to happen, enable the related checkbox.



An automatic source validation and audiovisual quality control process happens now depending on your selection earlier. The sources are validated against pre-defined technical metadatasets of allowed sources and they are checked for technical file conformance. The text from the content can be OCRed (e.g. lower thirds, pre-rolls, opener, closer) and audiovisual quality can be checked.

The **progress** is shown in the QC Status row of the ingest user interface. Once finished the report can be downloaded, acceptance decision made and ingest processing can be started.

To **download** the "QC report" click the related button and a PDF report opens for reviewing.

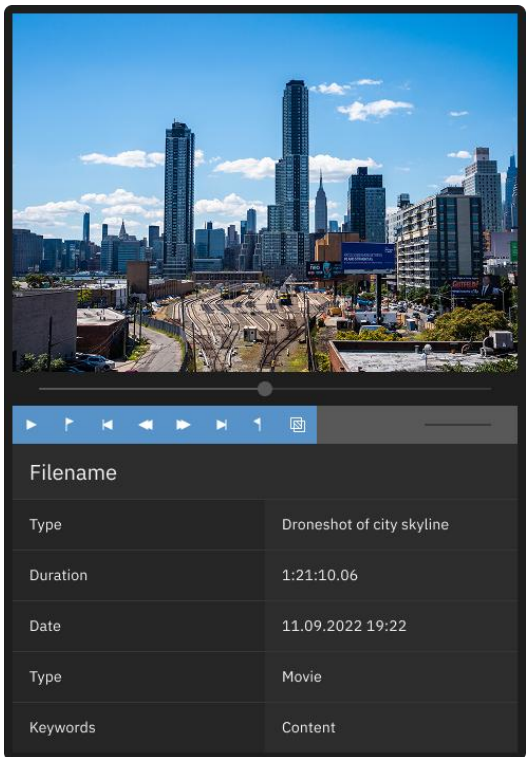


Figure 4: Ingest Preview Player

To **play** the source files or derived proxies click the "Preview" button. A popup opens that shows the video and it's technical metadata. The usual controls allow playing continously, single frames forward and backwards, jump to the start and end, set markers and trimm at the start and end.

To **accept** a source click the related button blue in source list. To **decline** a source also click the related red button.

To **edit** decriptional metadata make use of the text field in the right-hand side column.

To **choose** the processing workflow actions and ingest target select a preset of this batch ingest job.

To **start** the batch ingest click the blue button in the bottom bar.

3.3 Watchfolder

The Watchfolder module is made to automatically start processing jobs at either a build in processing engine or a 3rd party product.

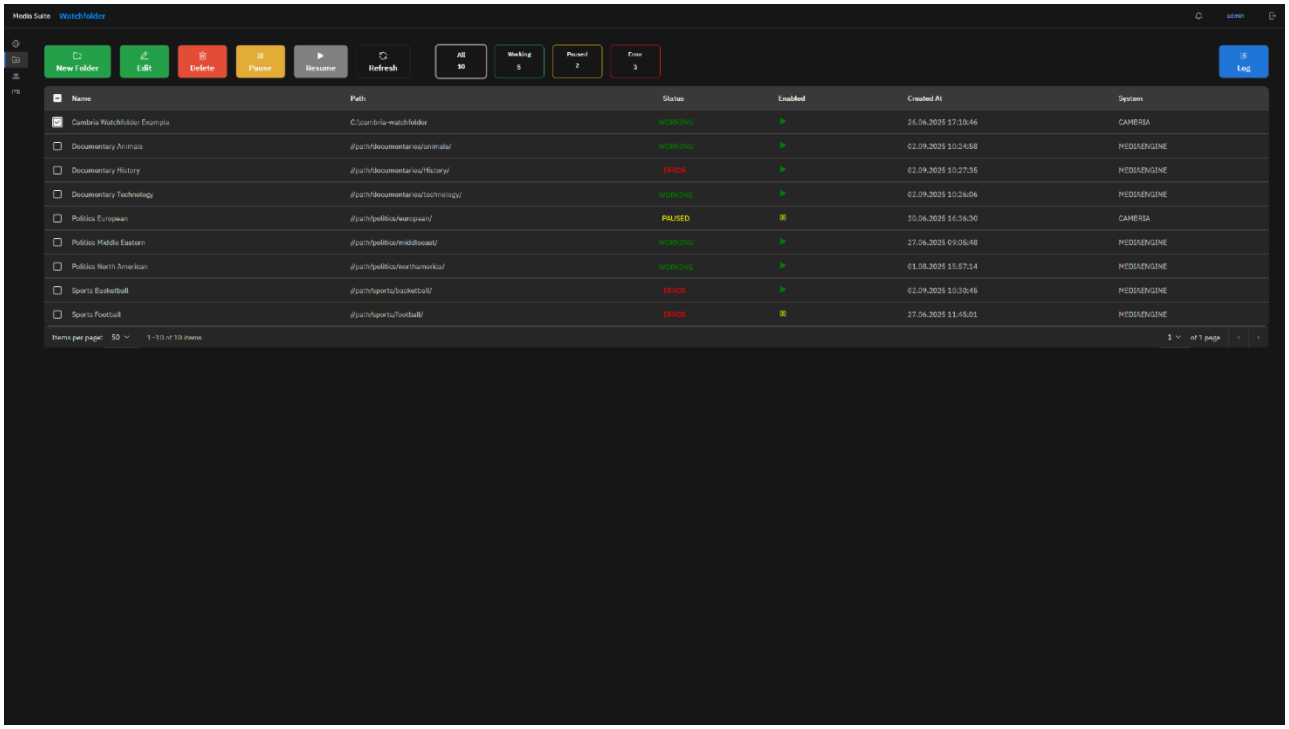


Figure 5: Watch Folder default view with one watchfolder selected

Administrators or operators can define folders to be watched for new source files to arrive and processing settings to apply for automatically creating jobs. Settings are based on engine related presets. Job individual settings and metadata are limited to the folder or file properties.

To **create** a new watchfolder, click the "New Folder" button and fill in the popup dialog box, see below.

To **edit** an existing watchfolder, select the watchfolder and click the "Edit" button and modify in the popup dialog box, see below.

To **delete** an existing watchfolder, select the watchfolder and click the "Delete" button and confirm.

To **pause** an existing watchfolder, select the watchfolder and click the "Pause" button. The watchfolder configuration is not changed but the watch action is not executed as long the watchfolder is in pause mode. The status column indicates this.

To **resume** from pause state, select the watchfolder and click again the "Pause" button. The watch action is now executed again. The status column indicates this.

The watchfolder listing shows for every watchfolder the created date, the folder to be watched, the status and the action to be executed upon a new file to arrive.

The status boxes on top of the user interface summarize the conditions of the watch folders.

Watchfolder configuration:

The Edit Watchfolder popup shows the watchfolder configuration settings and the engine related preset selection and watchfolder individual settings.

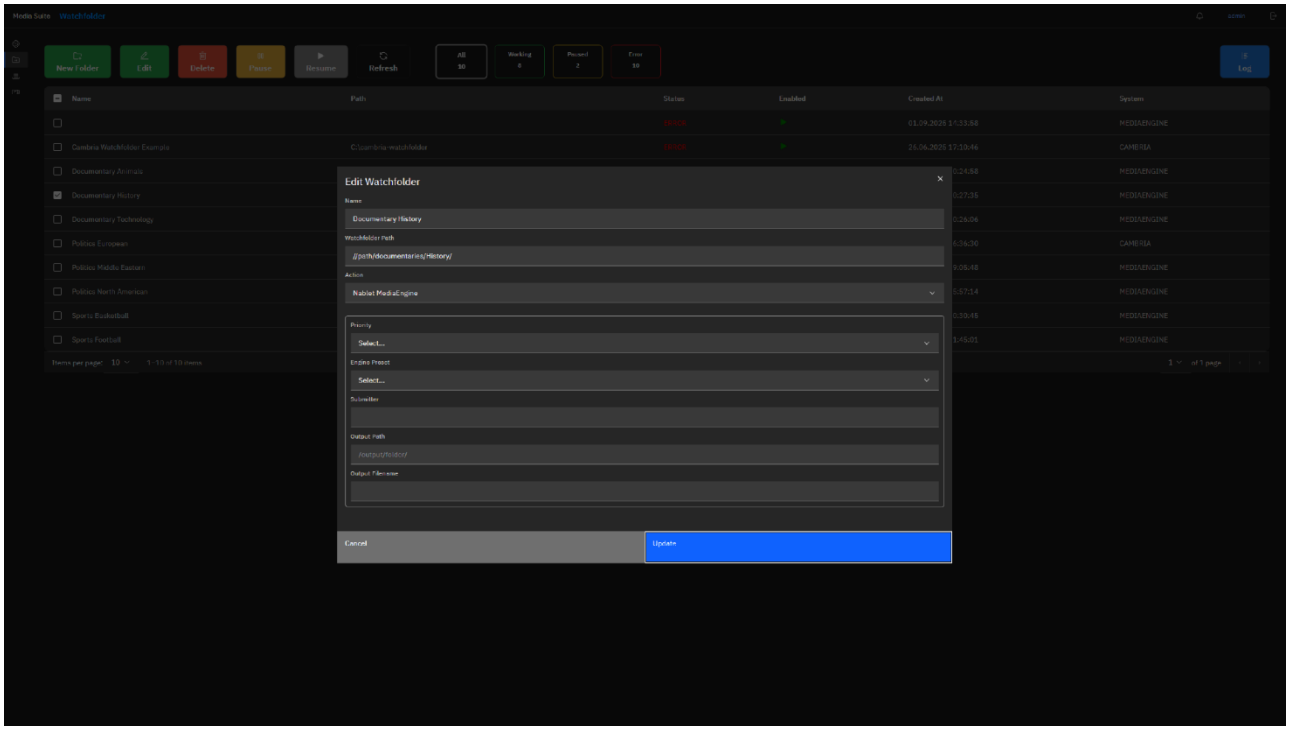


Figure 6: Watchfolder with editing menu open

Common parameters are the watchfolder name, the location to watch and the action to execute upon a new file to arrive. More parameters like folder depth and include/exclude filters will be added soon.

Action specific parameters are shown in the box below depending on the action selected. Typical parameters are a priority, processing profile, output path and file name. More technical parameters or metadata are shown according to the engines needs.

3.4 Monitoring

The Monitoring module is made to overlook and manage processing jobs at either a build in processing engine or a 3rd party product. It does not matter whether the jobs have been started by the File Queuer, the Watchfolder, the API or directly at the engines.

Operators can see at a glance the progress and status of all the jobs in the listing. They can filter jobs by name, engine, status, priority and dates.

The panel shows all jobs in a dense list view and highlevel status information at the top. When selecting a job, the list expands and shows the jobs details according to the connected engine jobs data.

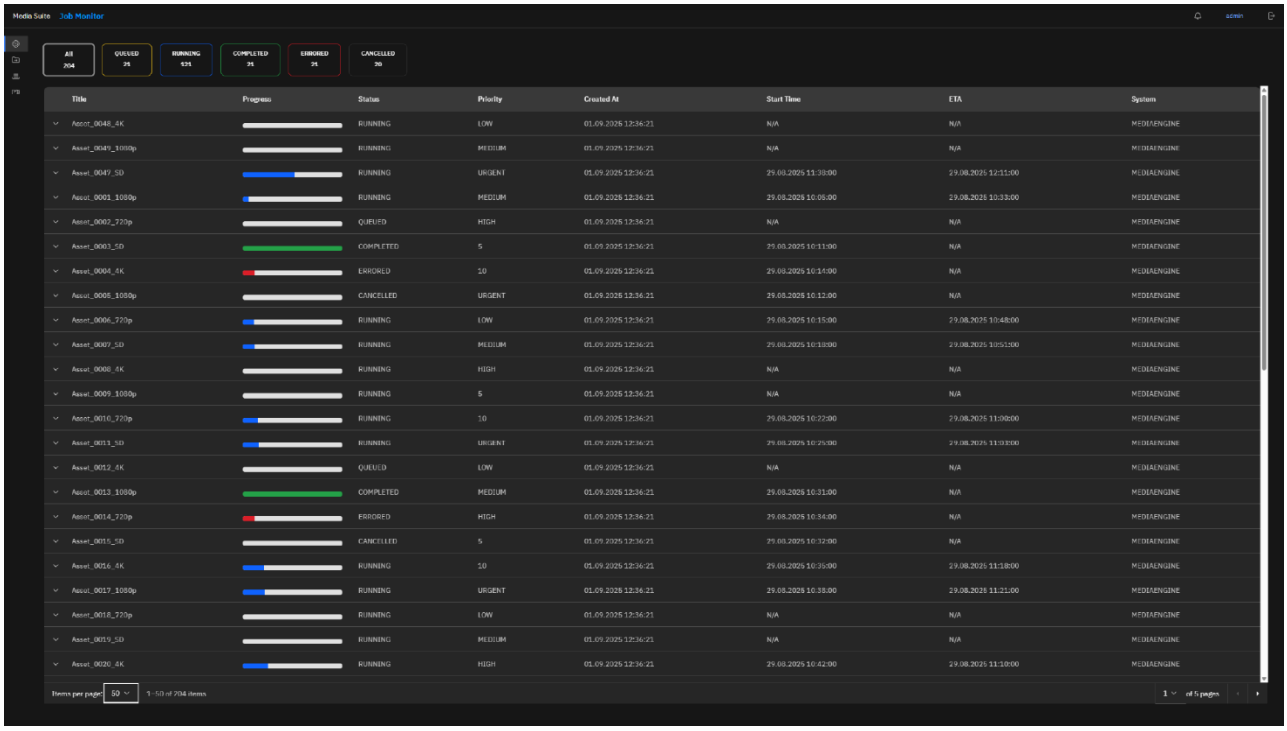


Figure 7: Job Monitor default view

To **monitor** the jobs that are processed by the connected engines, just open the monitoring module frontend. Jobs are listed and updated automatically. Shown standard parameters are job name, progress, status, priority, creation date, start time, estimated time of completion and engine that runs the action.

To **see details**, click on the job of interest. It expands and shows all details in the box below. The information shown depends on the performed action and respectively the engine that runs this action. Typically, this are processing details, if applicable task sequence details, more status information, output information and error messages. For instance, an encoding

or transcoding process can show the video processed. A quality control process can show the test result as summarized data or detailed report document.

To **operate** the job, right-click on the job. A list with available actions shows up. This list depends on your user rights and the engines features. Typical actions are: priority change, pause, resume, stop, delete.

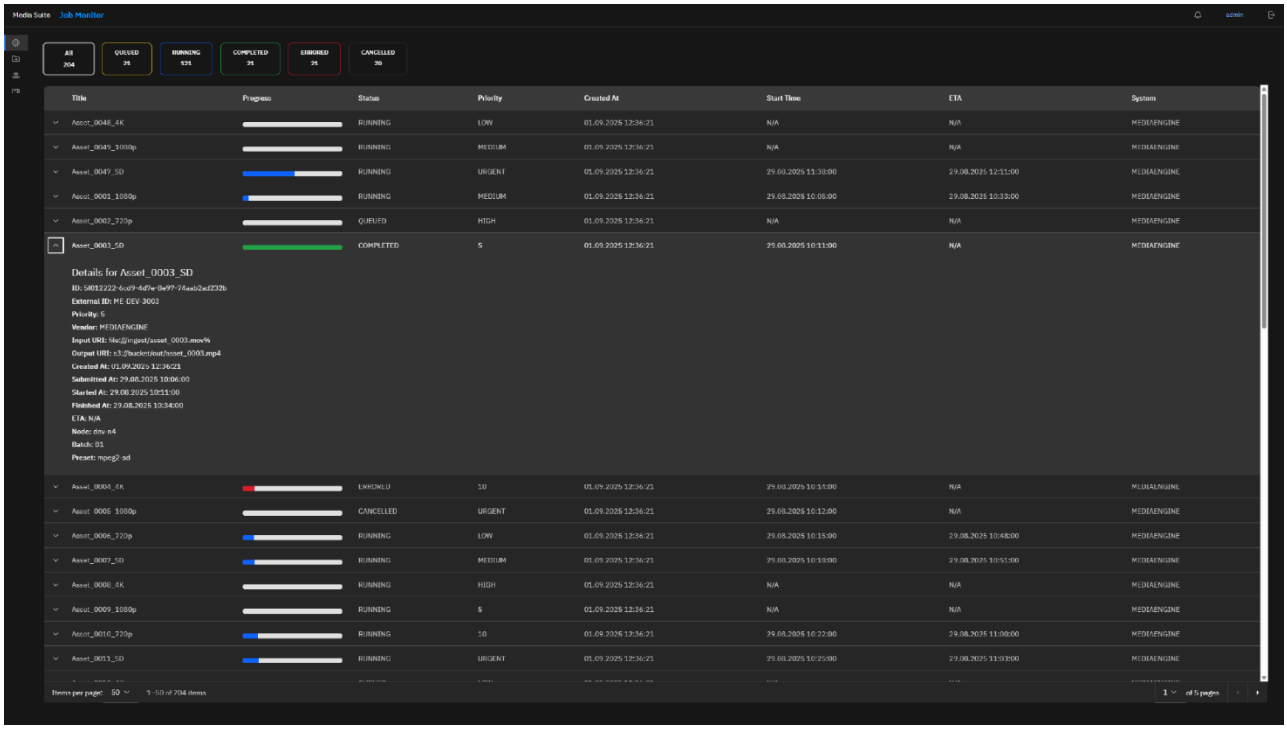


Figure 8: Job Monitor with further details of a selected job open

The status boxes on top of the user interface summarize the conditions of the jobs folders. They show running, queued, doen, failed and paused jobs.

3.5 Statistics

The Statistics module is visualizing processing runtime data in a retropespecive way for farm management, SLA reporting and invoicing purposes.

Jobs can be filtered by
- Date
- Status
- System/Engine

Data can be aggregated by
- Processing duration
- Waiting time
- # of jobs completed vs. failed
- # of jobs completed in time vs. delayed

Information can be shown as
- Bar diagram
- Pie diagram
- Line diagram

3.6 Up/Download

The Up and Downlaod plugin is used to fetch files prior to processing and to delivery processing output to a target storage.

Supported protocols are

- FTP/SFTP
- SMB
- S3

3.7 Command Line

The Command Line plugin is used to integrate additional functionality on a project base. It receives job status data with the call and expects a return status code. Tasks executed by the commanline tool are monitored as part of the end-to-end process. Thus it can implement any additional need tightly within the processing platform.

3.8 Notification

The Notification plugIn is used to inform customers, operators, administrators and subsequential systems about processing status. Thus, it can be used to tell the customer about his job to be finished, the operator to put attention, the administrator to fix an issue or another system to import an output file.

The notifications can happen upon

- Start
- Finish
- Failure

per

- Email
- Comandline
- Webservice call
- Logfile