



TMS USER MANUAL

DOCUMENT VERSION 3.0 ENGLISH

Applies to Cinemanext TMS software version 2.18 – November 2020

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1 OVERVIEW

The Overview tab displays a complete overview of the screens and their status. Overview also allow the user to take control of projection devices.



1.1 Navigation in the overview tab

1.1.1 Switch screen

Click on a screen block from the main overview screen to enter to the screen view or, from a screen view, navigate from screen to screen using the numbered buttons.

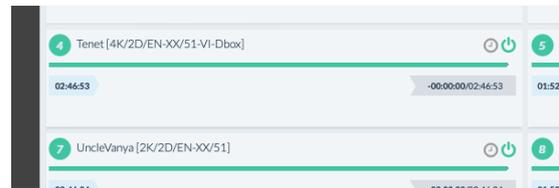


Figure 1 Click on the screen block to enter the screen view

Once in the screen view, navigate between screens using the shortcuts.



Figure 2 Screen shortcuts

1.1.2 Screen view

By default, screen view is locked in order to prevent undesired action. Click on the padlock to unlock. Clicking on the clock icon switches the playback mode of the corresponding screen between scheduled mode and manual mode.



Figure 3 lock / unlock screen commands and auto / manual schedule switch

Once unlocked, following views and actions are available:

1.1.2.1 Player

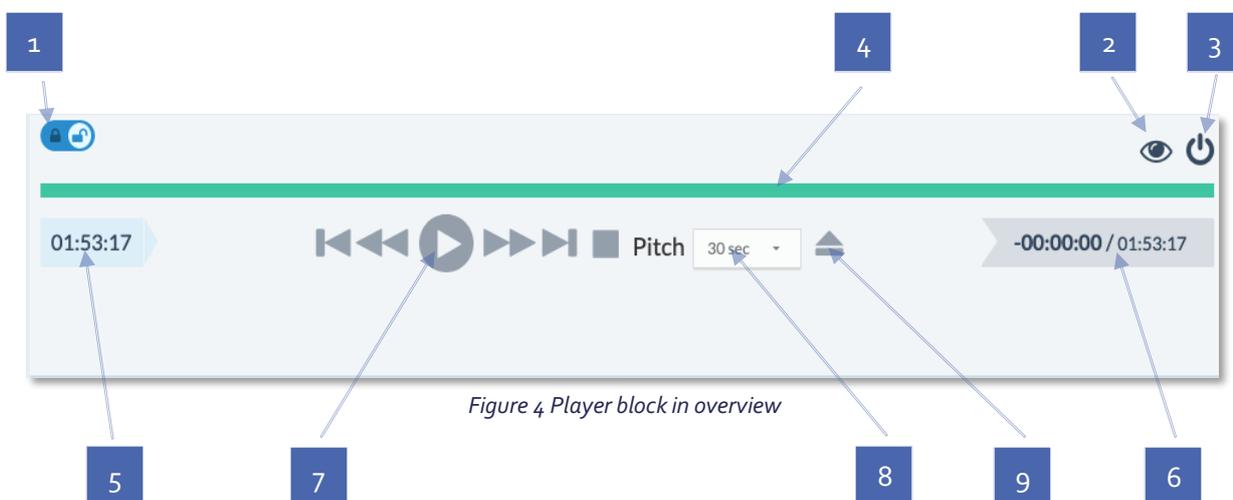


Figure 4 Player block in overview

1. **Lock / unlock** player controls.
2. **Remote control** over player control software.
3. **Start / shutdown** remote player.
4. Color-coded **timeline**.
5. **Elapsed** time.
6. **Remaining** time and **end** time.
7. Player **commands**:
 - a. Play, pause, stop.
 - b. Jump backwards, jump forwards.
 - c. Skip to previous content, skip to next content in the playlist.
8. **Pitch** sets a duration between each jump in the playlist.
9. **Load** opens a dialog box to load a playlist.

1.1.2.1.1 Timeline color codes

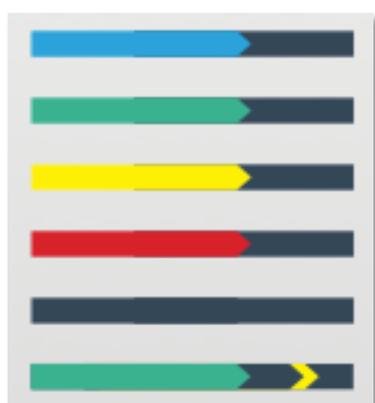


Figure 5 Timeline color codes

- Blue → pre-show
- Green → feature Film
- Yellow → end credits
- Red → error
- Black → server offline
- Yellow markers → start of feature film and credits

1.1.2.2 Projector

1. **Lock / unlock** projector controls.
2. **Start / shutdown** projector.
3. **Switch on / switch off** Lamp and dowser.
4. Color-coded **lamp usage** status bar.
5. Active **format** information.
6. **Remote control** over projector control software.

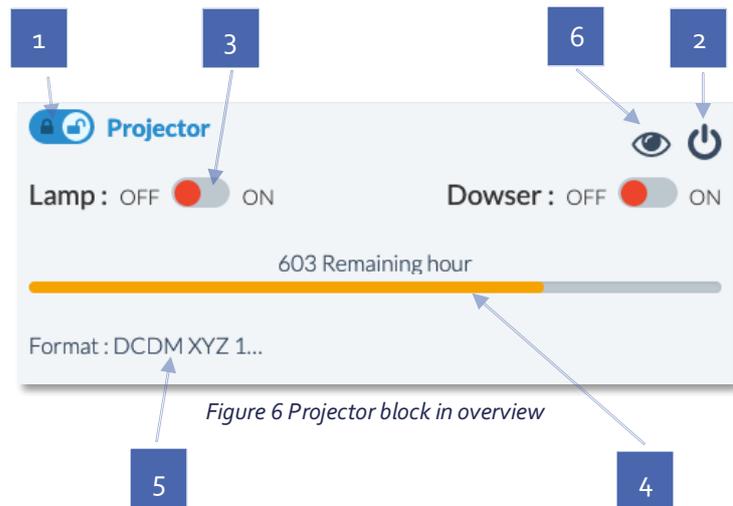


Figure 6 Projector block in overview

1.1.2.3 Current playlist

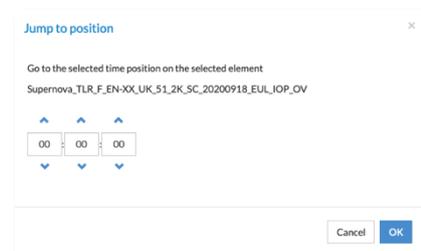
Current playlist view gives details of the loaded and active show playlist. Content currently playing is highlighted.

1. **Lock / unlock** playlist controls.



Figure 7 Playlist block in overview

2. **Jump to position:** with manual mode activated, click on an element to jump immediately to the element (jump by default to the start of the selected element or define a timestamp in the dialog box).



3. **Jump to position:** with manual mode activated, click on the arrow to immediately jump on a defined timestamp of the playlist.

1.1.2.4 Timer

Timer allows to delay a scheduled show start by a fixed number of minutes (between 1 to 60 minutes) or until a manual *Play* action is performed. To activate the timer, select the requested number of minutes for the delay or leave it to *Manual* and click on the *OFF-ON* switch.

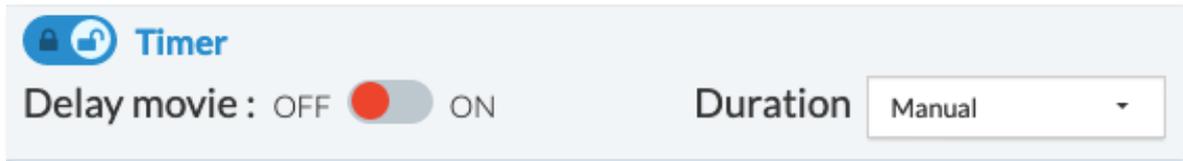


Figure 8 Timer block in overview

1.1.2.5 Sound

1. **Lock / unlock** Sound controls.
2. **Volume** bar modifies volume manually.
3. Execute **macros** and switch audio formats on sound processor.
4. Link to **edit** sound macro presets.

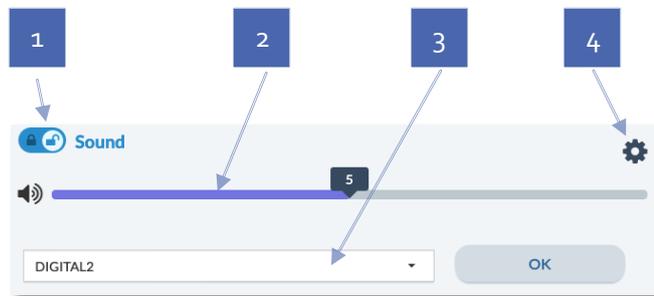


Figure 9 Sound processor block in overview

1.1.2.6 Execute Macro

1. **Lock / unlock** Macro controls.
2. Macros **shortcuts**.
3. Link to **edit** Macros presets.

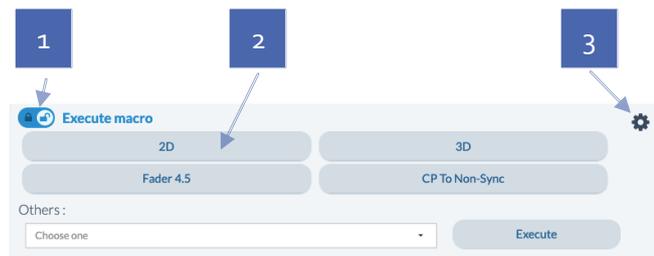


Figure 10 Macros block in overview

2 MONITORING

Note: Monitoring features displayed in this section are **optional** and part of a TMS license that includes the **Monitoring** option. Refer to your sales contact for further information and activation of the Monitoring option.

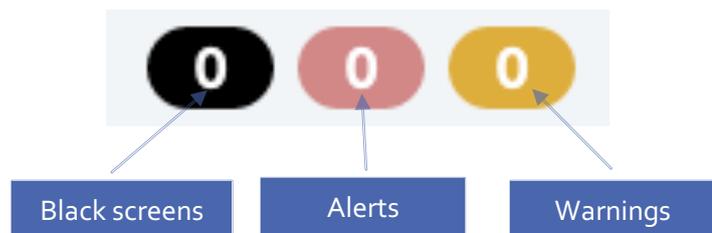
2.1 Monitoring main display



Figure 11 Monitoring main display

- Summary of **Notifications** sorted by devices and consumables and by criticality:

- Black = black screens.
- Red = alerts.
- Orange = warnings.



- Summary of **auditorium layout status**.
- Shortcut** to screen.
- Disk usage** indicator on screen player.
- Lamp usage** indicator on projector.
- Notifications** summary per screen.

Clicking on a screen provides access to a single screen view.

2.2 Monitoring screen display

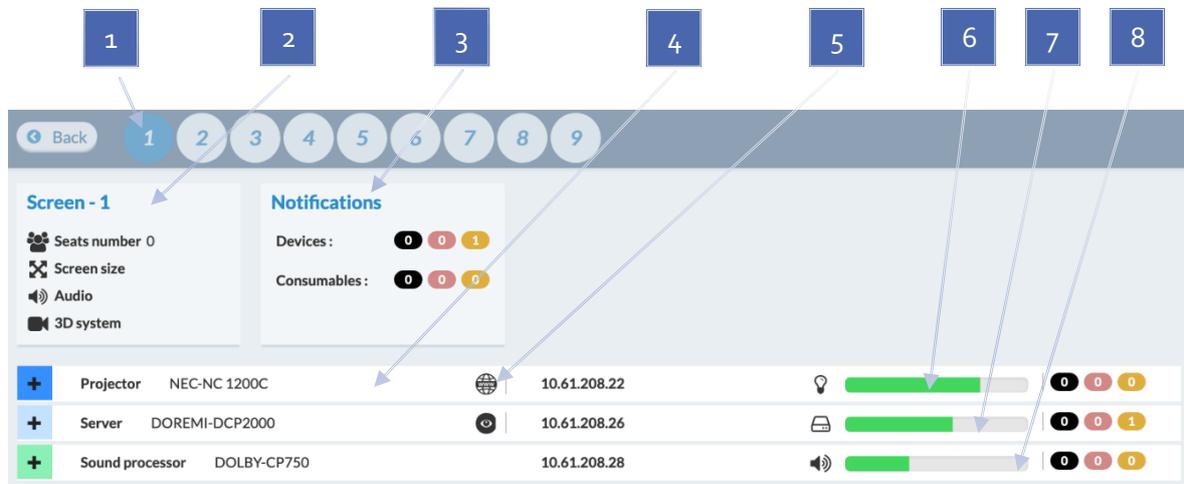


Figure 12 Monitoring single screen display

1. **Shortcut** to switch between screens.
2. **Screen** information.
3. Summary of current **notifications** for the screen.
4. **Devices list**: projector, server, sound processor, ...
5. Links to devices **control software** (VNC, web interface, ...).
6. Projector **lamp usage**.
7. Server **disk usage**.
8. Sound processor current **volume**.

Click on the "+" of a device to access detailed information of that device, such as software versions, serial number, voltages, status, usage, ...

3 LIBRARY

3.1 Library main display

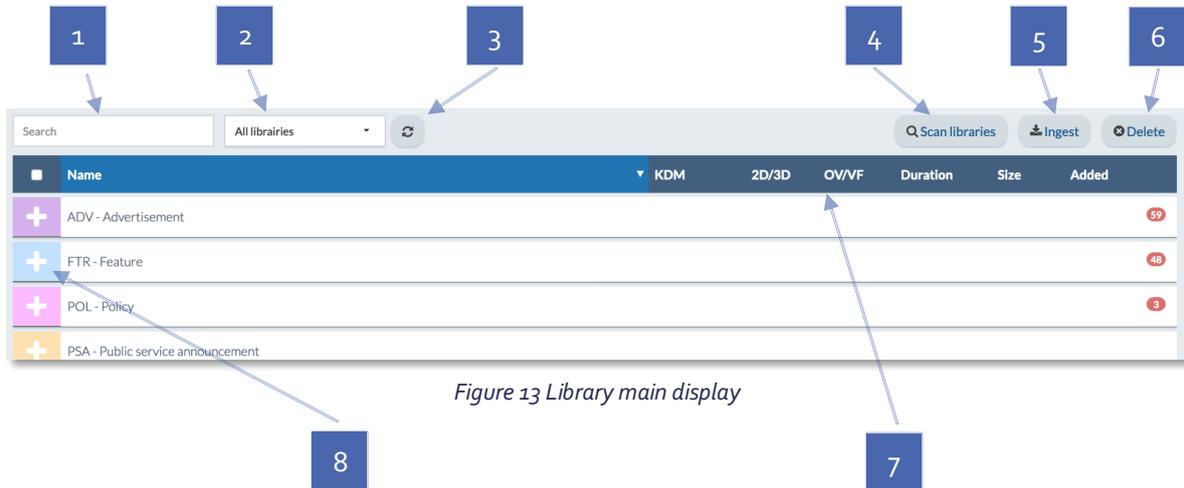


Figure 13 Library main display

1. **Search** box allows to search and locate content using keywords. All types of content will be listed.
2. **Source selector** allows to filter the search to a specific location (such as a central library or a specific server).
3. **Refresh** button will refresh content display. This command is useful in a multi-desk environment, where changes might be done on another desk and not already refreshed.
4. **Scan libraries** allows to manually trigger a scan of libraries (although the libraries are automatically scanned regularly by the system). Note that a manual scan might take from 1 to 10 minutes depending on the quantity of assets to scan and the number of screen servers and local libraries.
5. **Ingest**: see *Ingest* below.
6. **Delete** button allows the deletion of one or multiple assets. Select one or more assets for deletion and click on button to confirm deletion.



Figure 14: Two CPL's are selected in the Features section

7. **Sort buttons** allow to sort content using different criteria, such as KDM, size, format, duration, added date, ...
8. **Content folders**: content is classified by default into specific folders based on the official DCP naming convention (FTR – feature, TLR – trailer, ...). Click on the “+” of a folder to expand the list and move your mouse over a content to display specific information about this content.

3.2 Ingest

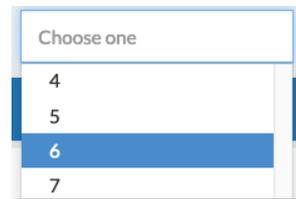
Ingests can be done from any source to any destination available in the source selector.

Although it is possible to ingest directly from an external device (such as a USB hard drive) to a screen server, it is always recommended to make a first ingest to the main library and then ingest to screen servers.

Ingests follow the steps as shown below:



1. Select **source**

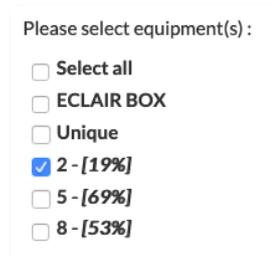


Note: Meanwhile the source selector filters the current view, the ingest process of the TMS will always **prioritize** transfers from libraries to screen servers and **limit** ingests from screen servers to libraries, or to other screen servers. Purpose is to avoid "retro-ingests" operations that can prevent screen players performances during shows.

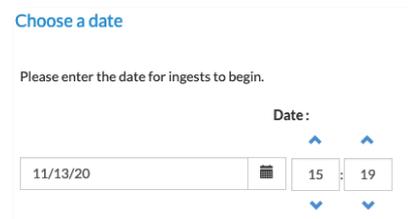
2. Select **content(s)** and click on *Ingest*



3. A window opens. Select **destination(s)**



4. Select **time** of ingest. Allows to **schedule** ingests during the night. Click *OK* for immediate ingest

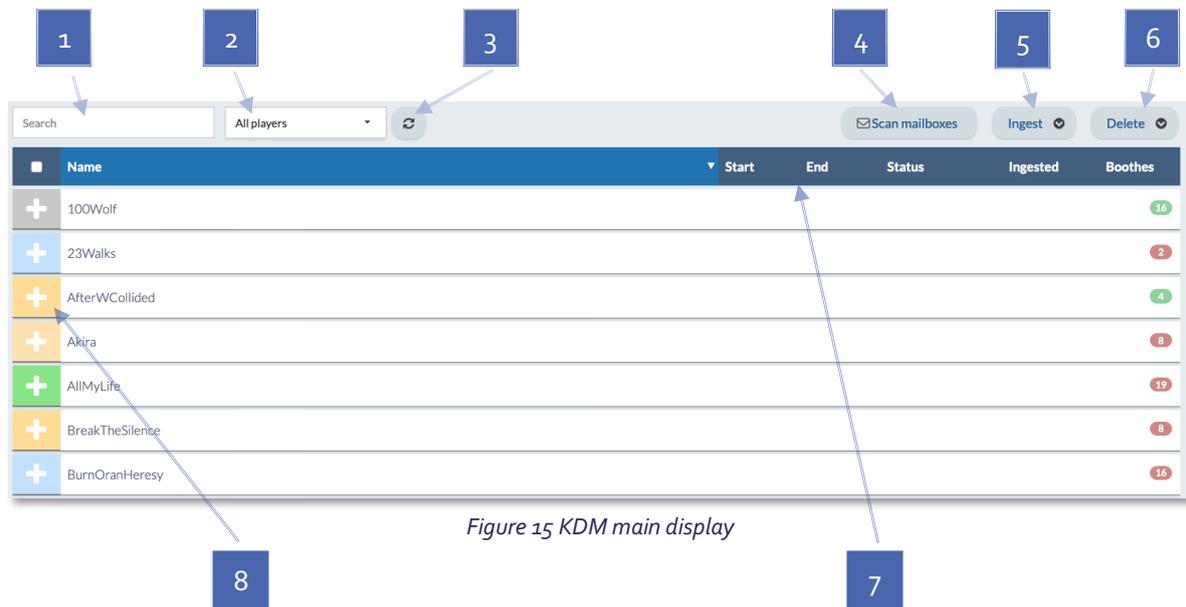


5. **Monitor** ingest in the **ingest** section



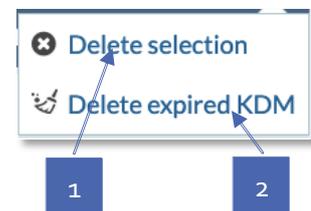
4 KDM

4.1 KDM main display



The KDM main display works the same way than the library main display but focuses on KDM statuses and availabilities on the screen players.

1. **Search** box allows to search and locate KDM's using keywords.
2. **Source selector** allows to search for a KDM on a specific player.
3. **Refresh** button will refresh KDM information. This command is useful in a multi-desk environment, where changes might be done on another desk and not already refreshed.
4. **Scan mailboxes** allows to manually trigger a scan of the predefined mailboxes where KDM's are received. There is also an automatic scan by default (same as for the scan of libraries).
5. **Ingest**: see *Ingest* below.
6. **Delete** button allows the deletion of either active KDMs (1) or expired KDMs (2). Select one or more KDMs for deletion and click on button to confirm deletion.



7. **Sort buttons** allow to sort KDMs using different criteria, such as start and end validity dates, status, ...
8. **Features folders**: KDMs are grouped by the feature they belong to. Click on the "+" of a feature folder to expand the list of KDMs associated to this feature.

4.2 KDM ingest

Operator can ingest available KDM's using the **Ingest** button.

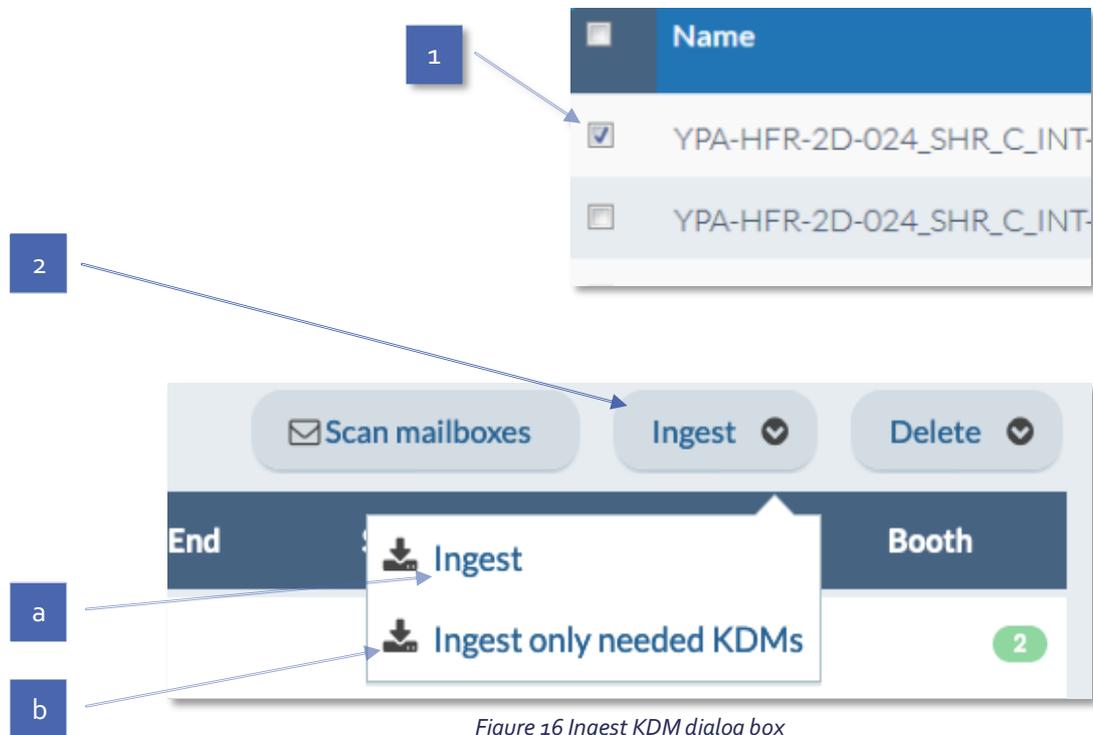
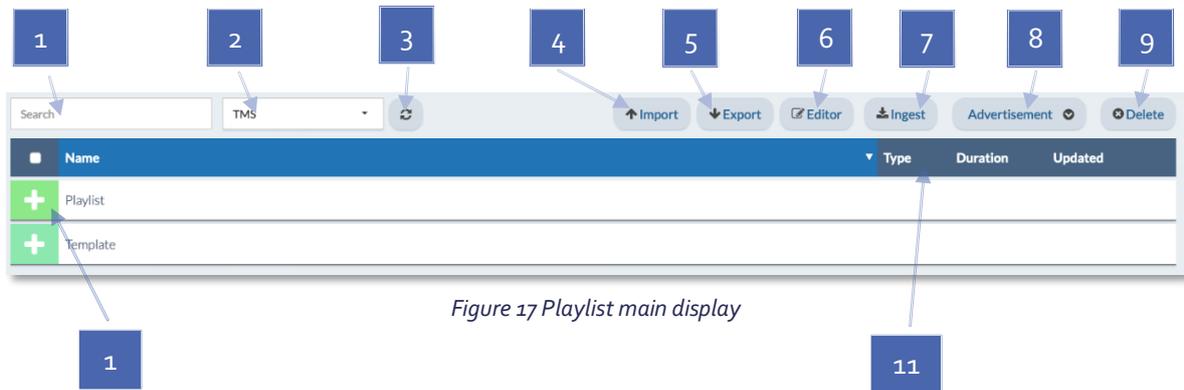


Figure 16 Ingest KDM dialog box

1. **Select** KDM's by checking corresponding box.
2. Click on **Ingest**.
 - a. **Ingest** command will ingest all non-present KDM's linked to every CPL's present in the TMS and screen players.
 - b. **Ingest only needed KDMs** will ingest all non-present KDM's for CPL's that are scheduled be played in the future.

5 PLAYLIST

5.1 Playlist main display



1. **Search** box allows to search and locate playlists using keywords.
2. **Source selector** allows to search for a playlist on a specific player.
3. **Refresh** button will refresh playlists information. This command is useful in a multi-desk environment, where changes might be done on another desk and not already refreshed.
4. **Import** allows to import playlists.
5. **Export** allows to export playlists. Select one or more playlists and click on *Export*.
6. **Editor**: see *Playlist editor* below.

TIP: select a playlist and click on *Editor* to open the selected playlist directly in the editor.

7. **Ingest** allows to ingest playlists to screen players. See *Playlist ingest* below.
8. **Advertisement**: see *User manual version 3.1*.
9. **Delete** allows playlists deletion. This will not delete content but only playlists.
10. **Folders**. Click on the “+” of the playlist folder to expand the list of playlists.
11. **Sort Buttons** allow to sort playlists using different criteria, such as type, duration and update time.

5.2 Playlist editor

The Playlist editor allows to create new and edit existing playlists. In order to compose a playlist, select and drag elements from the left of the editor and drop the elements on the area on the right. Alternatively, you can double-click on an element on the left and it will be added at the end of the playlist on the right.



Figure 18 Drag and drop elements to compose a playlist

Use the *New* / *Open* / *Save* / *Save as* commands to manage your Playlist.



NOTE: **Save** button will always overwrite the edited playlist. **Save As** button will save a copy of the playlist.

5.3 Playlist ingest

Once created, a playlist shall be ingested on screen players. If configured, this will also trigger ingests for all assets included in the playlist to the destination servers. Note that content already present on screen servers will not be ingested twice.

From the playlist main display, select a playlist and click on *Ingest*. Then select destination server(s) and time of ingest.



6 INGEST

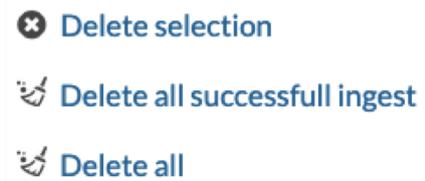


Figure 19 Ingest main display

1. **Search** box allows to search and locate Ingests using keywords.
2. **Source selector** allows to check Ingest activity on a specific storage, whether the storage is source or destination.
3. **Content type** selector allows to check ingest activity for a certain type of asset.
4. **Cancel** will stop ongoing selected ingest.
5. **Relaunch** will relaunch ongoing or failed selected ingest.
6. **Delete** will remove selected ingest from the list. The *Delete* command will remove the terminated ingest (ingests with status *done*, *cancelled* or *error*) from the current view.

Delete options:

- a. Use **Delete selection** to remove selected Ingests from the current view.
- b. Use **Delete all successful ingest** to remove all "done" Ingests from the current view.
- c. Use **Delete all** to clean up the view list.



7 SCHEDULE

7.1 Schedule main display

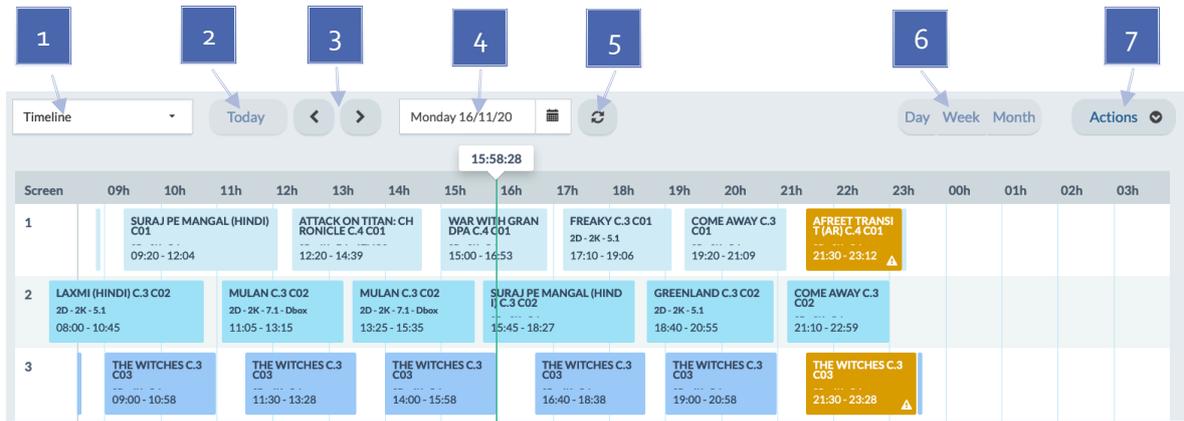


Figure 20 Schedule main display

1. **Timeline** allows to toggle from the default timeline view to a per screen calendar view. Click on the screen number on timeline view to instantly switch to the screen view.
2. **Today** button brings the view back to current day, this week or this month (depending on the view selected).
3. **Left** and **Right arrows** navigate the view to previous or next day, week or month (depending on the view selected).
4. **Calendar** allows to select a specific day, week or month to view.
5. **Refresh** will refresh the view.
6. **Day Week Month** will switch view. Note that *Week* and *Month* views are available only for a specific screen while the daily view will always show all screens.
7. **Actions**: see below.

7.2 Schedule actions menu

From the Schedule main menu, an *Actions* button allows several options.

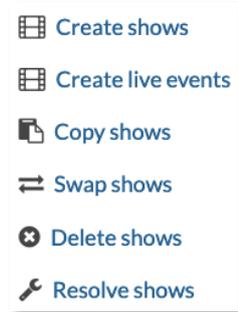


Figure 21 Schedule actions menu

7.2.1 Create shows

Show creation is based on the process below



From the schedule view, click on *Actions* and select *Create shows*. Then create a show as described below.

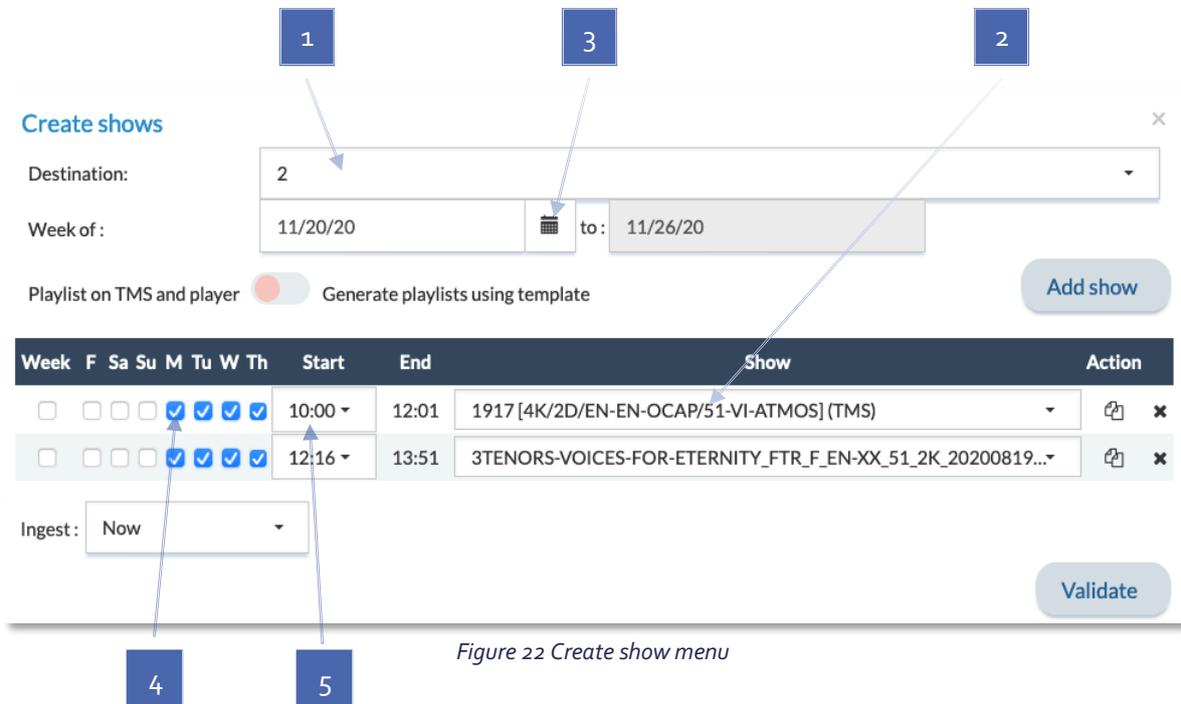


Figure 22 Create show menu

7.2.2 Create live events

The Create live events action works the same as a create show process, but stands only on the TMS. No cues or macros are sent to the screens.

It allows having live events displayed in a different way on the schedule view.

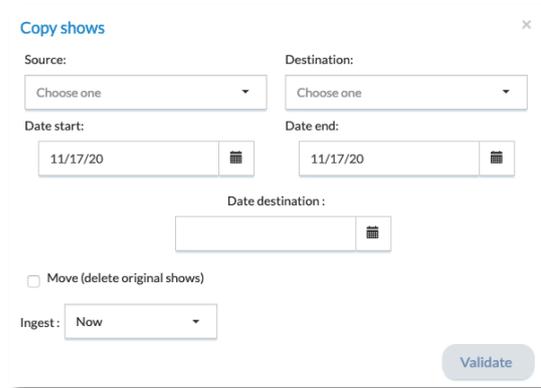
Duration (in minutes) has to be set manually.

Screen	19h	20h	21h	22h
1 - SCREEN 1				
2 - SCREEN 2		Live Event 20:00 - 22:00		
3 - SCREEN 3				

Figure 23 example of a Live Event on screen 2, for 2 hours, starting 0800PM

7.2.3 Copy shows

The Copy show action allows quick copies of shows from screen to screen for a given period of time. The Copy show action can alternatively be a Move action, where source shows will then be deleted.



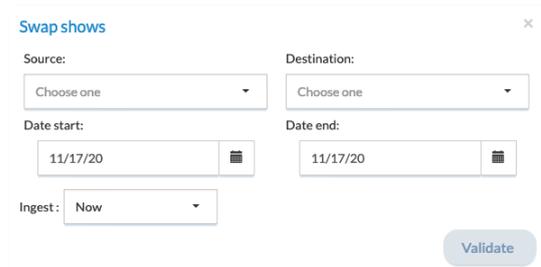
The 'Copy shows' menu form includes the following fields and options:

- Source:** A dropdown menu with 'Choose one' selected.
- Destination:** A dropdown menu with 'Choose one' selected.
- Date start:** A date input field with '11/17/20' and a calendar icon.
- Date end:** A date input field with '11/17/20' and a calendar icon.
- Date destination:** An empty date input field with a calendar icon.
- Move (delete original shows)
- Ingest:** A dropdown menu with 'Now' selected.
- Validate** button.

Figure 24 Copy Show menu

7.2.4 Swap shows

The Swap show action allows quick swaps of shows from a source screen to a destination screen. It's a useful feature for cinemas wishing to reprogram screens.



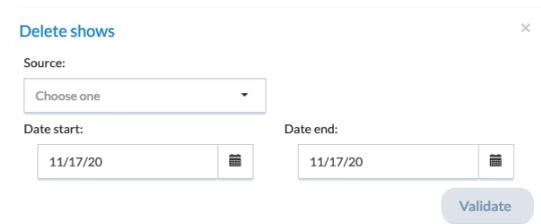
The 'Swap shows' menu form includes the following fields and options:

- Source:** A dropdown menu with 'Choose one' selected.
- Destination:** A dropdown menu with 'Choose one' selected.
- Date start:** A date input field with '11/17/20' and a calendar icon.
- Date end:** A date input field with '11/17/20' and a calendar icon.
- Ingest:** A dropdown menu with 'Now' selected.
- Validate** button.

Figure 25 Swap Show Menu

7.2.5 Delete shows

The Delete shows action will delete shows from a specified screen.



The 'Delete shows' menu form includes the following fields and options:

- Source:** A dropdown menu with 'Choose one' selected.
- Date start:** A date input field with '11/17/20' and a calendar icon.
- Date end:** A date input field with '11/17/20' and a calendar icon.
- Validate** button.

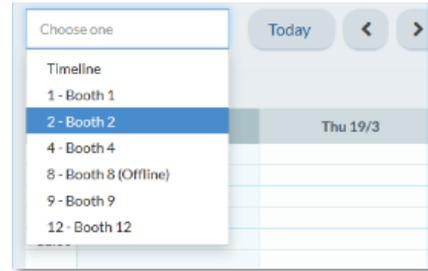
Figure 26 Delete Shows Menu

7.2.6 Resolve shows

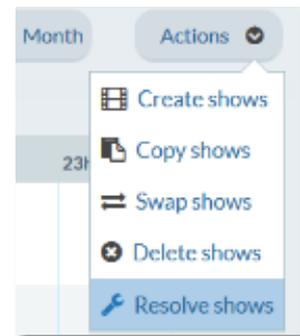
The Resolve shows action displays a report of all errors encountered during the scheduling process, and automatically resolves all issues related to KDMs and contents that were not ingested. If these items cannot be located, a prompt for manual action will appear.

Note: action will only apply to the selected auditorium (global overview not available).

1. Select the screen to be checked.



2. Click on *Actions*, then click on *Resolve shows*.



3. The error report will list all problems that require manual action by the operator, as well as the corrective actions performed automatically by the TMS.

Note: In rare cases, the corrective action will require a "retro-ingest" (ingest between servers). Since the transfer may disrupt shows in progress, the operator will be asked to confirm this action and given the option of scheduling the retro-ingest later and for a specific time.

7.2.7 Show schedule blocks

Show schedule blocks are color-coded to display errors or issues. When moving the cursor over a block representing a scheduled show, a pop-up window containing the details of the playlist will appear, including the duration and the content of the show. If there are active warnings or errors for this show, the pop-up will also show their details.

1. **Blue block** has no issues.

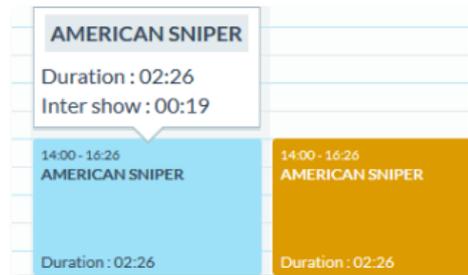


Figure 27 Blue block

2. **Orange block** is a warning that will prevent the start of the scheduled show (e.g. the time between 2 shows is insufficient).

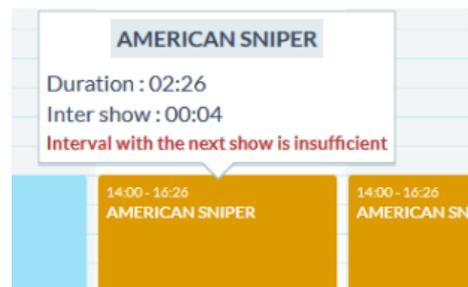


Figure 28 Orange block

3. **Red block** is a critical error that will prevent the start of the scheduled show (e.g., a KDM or a CPL is missing).

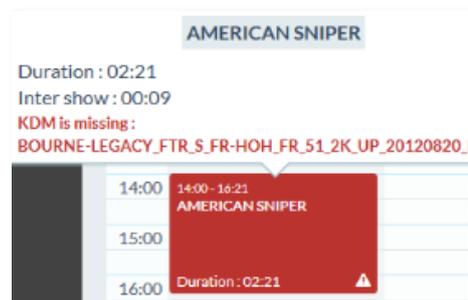


Figure 29 Red block

8 DCP CREATOR

DCP Creator is an embedded tool that converts videos to DCP. This tool allows theatres to create and use their own video promotional materials or still pictures in the TMS and add these DCP converted videos in their shows.

Using a still picture will create a video DCP showing the still picture for a determined period of time. Using a video will create an upscaled 2k flat or scope video DCP.

Still picture supported formats are BMP and JPG.

Video supported formats are AVI, MPG and MOV. Prefer or be close to 1920x1080 HD format and aspect ratio.

On DCP creator main view. click on *Create a new DCP*.



Figure 30 DCP creator display

1. **Select file:** file can be either a video file or a still picture.
2. Define a **name** for the DCP.
3. **Set duration:** in case of a still picture, set duration (in seconds). If a video file has been uploaded, the duration section is greyed.
4. Set **category**.
5. Set **format**.
6. **Fading:** define if DCP should start and end with black fades.
7. Set **destination** for created DCP.

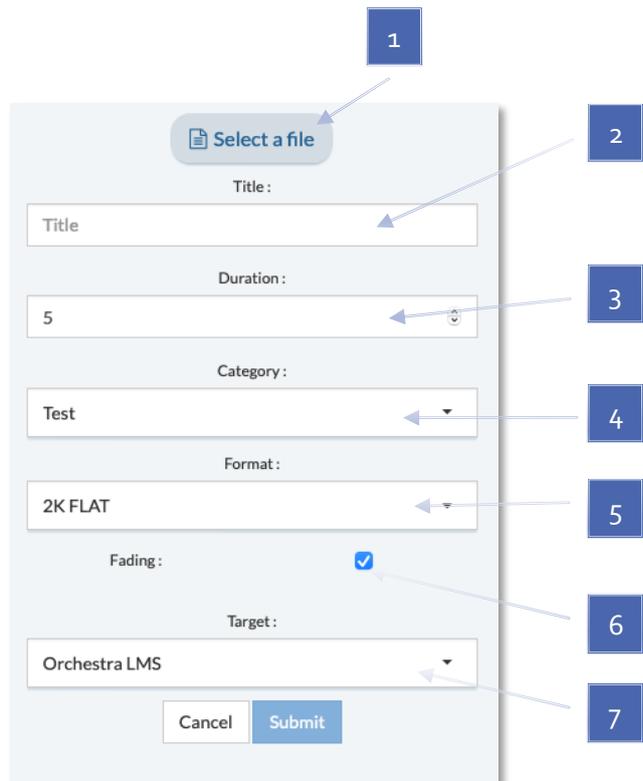


Figure 31 DCP creator menu

9 POSTER MANAGEMENT

Poster management allows uploading of pictures to represent movies (FTR) and short movies (SHR) present on the TMS. Click on *Upload* and select image.

Posters will be displayed on the overview main window.

Images to upload must be:

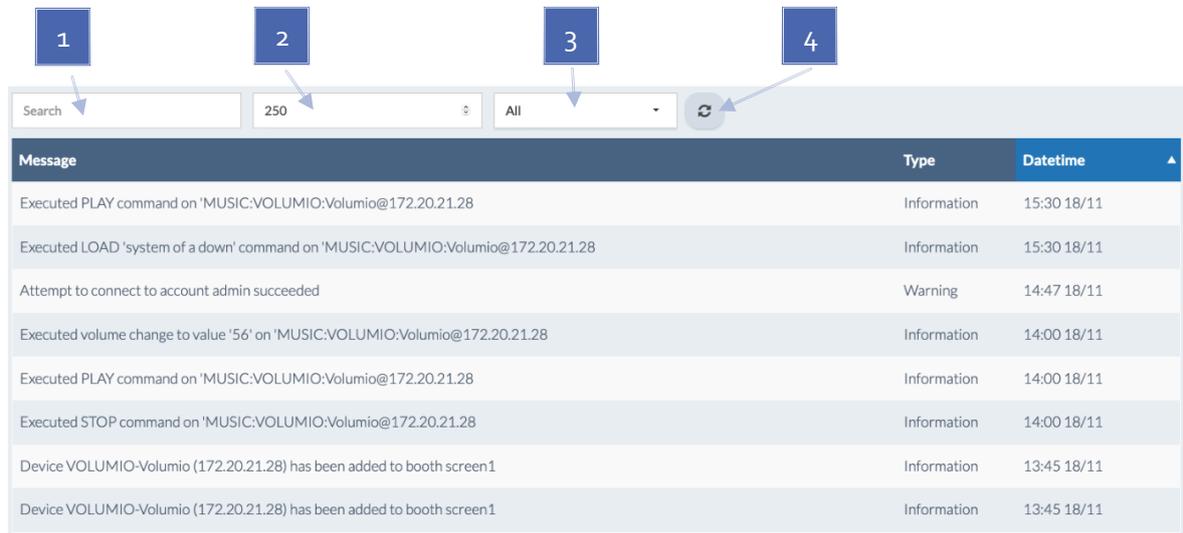
- *JPEG or PNG.*
- *Less than 10 Mb.*
- *With aspect ratio less than 1.*



Figure 32 Poster display

10 TECHNICAL LOGS

Technical logs helps operators find events or potential issues during the daily operations of the TMS.



Message	Type	Datetime
Executed PLAY command on 'MUSIC.VOLUMIO:Volumio@172.20.21.28	Information	15:30 18/11
Executed LOAD 'system of a down' command on 'MUSIC.VOLUMIO:Volumio@172.20.21.28	Information	15:30 18/11
Attempt to connect to account admin succeeded	Warning	14:47 18/11
Executed volume change to value '56' on 'MUSIC.VOLUMIO:Volumio@172.20.21.28	Information	14:00 18/11
Executed PLAY command on 'MUSIC.VOLUMIO:Volumio@172.20.21.28	Information	14:00 18/11
Executed STOP command on 'MUSIC.VOLUMIO:Volumio@172.20.21.28	Information	14:00 18/11
Device VOLUMIO-Volumio (172.20.21.28) has been added to booth screen1	Information	13:45 18/11
Device VOLUMIO-Volumio (172.20.21.28) has been added to booth screen1	Information	13:45 18/11

Figure 33 Technical logs main display

1. **Search** for specific events using keywords.
2. **Limit** display lines.
3. **Filter** events (All, Information, Warning, Error).
4. **Refresh** events.

11 RECEIVER (OPTIONAL)

The Receiver menu monitors the status of content received through third-party content receivers (broadband and/or satellite).

The Receiver menu is present if at least one content delivery provider has been set in the configuration of the TMS. Otherwise, the Receiver menu is not present in the TMS.

12 CONFIGURATION

Configuration of the Cinemanext TMS is detailed in the *Cinemanext TMS Installer Manual*. Refer to this document for information and instructions on the TMS installation and configuration.