

# TMS MELODY

USER MANUAL



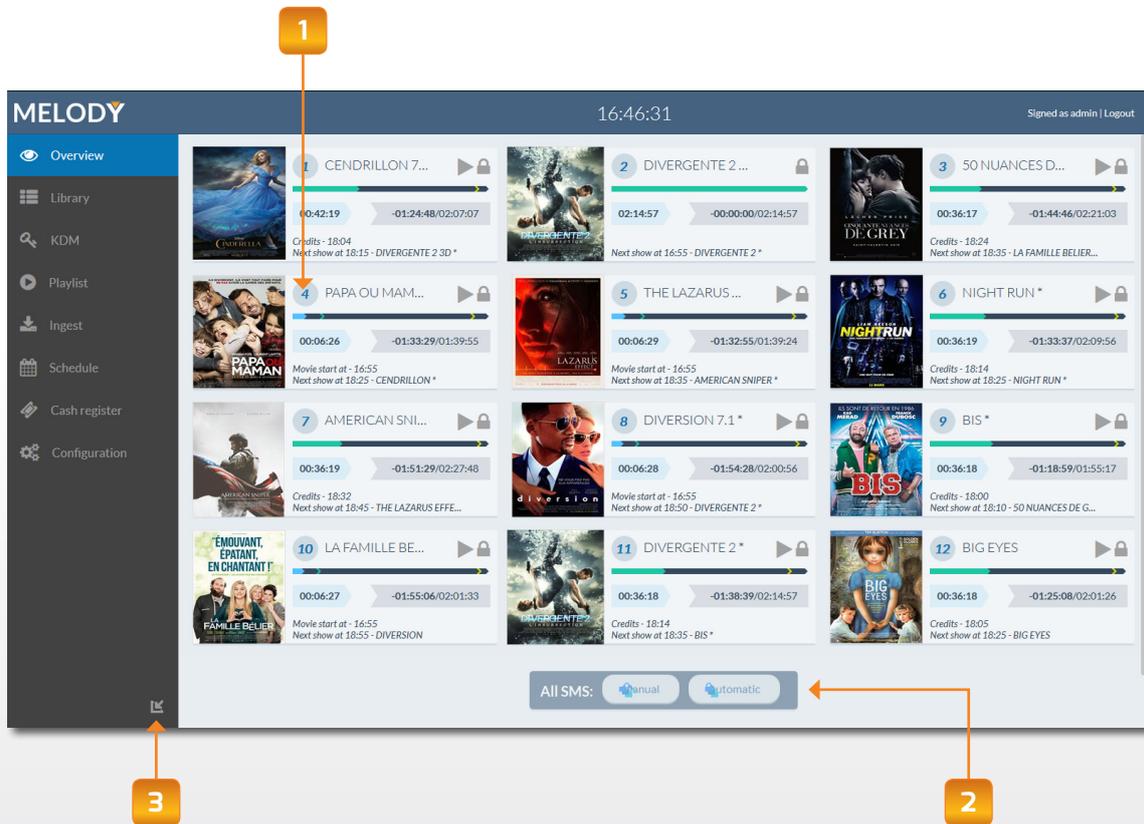
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User Manual

Version	Author	Type	Date
1.0.0	Frédéric Verdière	New document	03/31/2015

# 1 - OVERVIEW

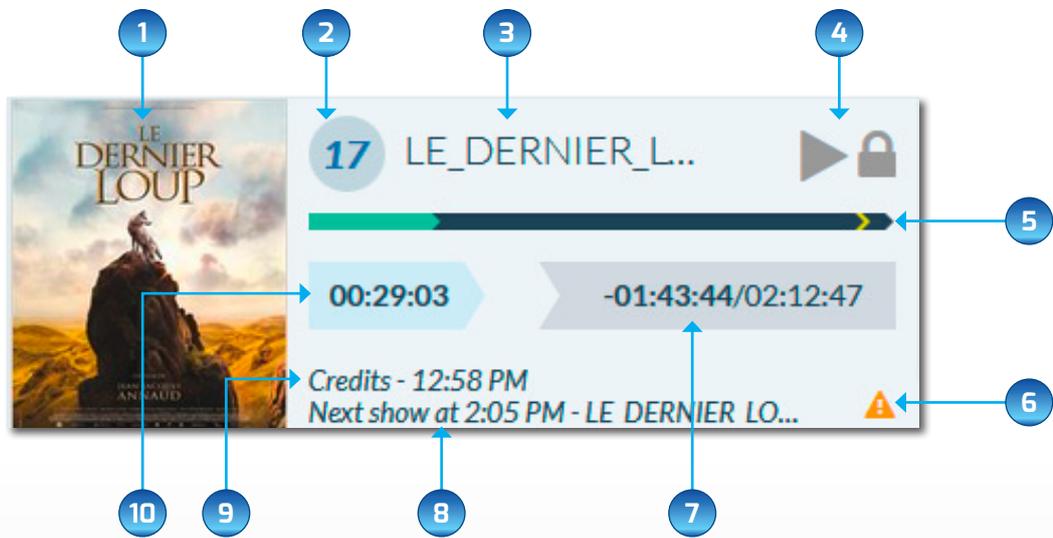


**1 Auditorium Status Area**

**2 Players:**  
Click to switch all Players to automatic or manual mode.

**3 Minimize Menu to Icon Mode**

**1 Auditorium Status Area**



- 1 **Film poster** (imported automatically)
- 2 **Theatre Number:** Button turns red in the event of a warning or error
- 3 **Composition Playlist (CPL) or Show Playlist Title**
- 4 **Theatre Server Status:** Displays whether the Player is running or paused, in automatic or manual mode, or offline.
- 5 **Timeline:** Displays the progress and status of the current show by color:
  - Blue > Pre-show
  - Green > Feature Film
  - Yellow > End Credits
  - Red > Error
  - Black > Server Offline
  - Yellow markers indicate start of the feature film and credits.
- 6 **Server Storage Level Alert:** Orange = Caution. Red = Critical. (Operator may pre-determine levels.)
- 7 **Remaining Show Time/Total Show Time**
- 8 **Start Time and Show Playlist Title for Next Show**
- 9 **Progress Indicator**
- 10 **Elapsed Time**

» TIP: Remaining in full-screen mode will improve visibility.

## 2 - AUDITORIUM MANAGEMENT

The screenshot shows the MELODY interface for Auditorium Management. The interface includes a top navigation bar with 'Overview', 'Library', 'KDM', 'Playlist', 'Ingest', 'Schedule', 'Cash register', and 'Configuration'. The main content area is divided into several sections:

- 1 ON/OFF Toggles:** Located at the top right, showing 'SMS: OFF' and 'PRJ: OFF' with toggle switches.
- 2 Server Mode Selector:** A lock icon with a plus sign next to it.
- 3 Server Control:** A progress bar and playback controls (play, stop, previous, next) for the current playlist item 'TAKEN\_3\_2.39\_2D\_12\_LO'.
- 4 Audio Processor Controls:** A volume slider set to 50, and buttons for 'DIGITAL1', 'DIGITAL2', 'DIGITAL3', and 'ANALOG'. A 'NON SYNC' dropdown and 'OK' button are also present.
- 5 Intermission Control:** 'Intermission mode: OFF' and 'Resume: Manual'.
- 6 IP camera:** A video feed showing a man holding a gun.
- 7 Launch Macros:** 'Execute macro' section with a dropdown menu and an 'Execute' button.
- 8 Playlist in Progress:** A table showing the current playlist items.
- 9 Projector Control:** 'Lamp: OFF' and 'Dowser: OFF' with toggle switches.

Begin	Name	Duration
00:00:00	Black	00:00:10
00:00:03	Format: Scope	
00:00:04	Sound: External 6-channel	
00:00:05	Sound: Fader 5.0	
00:00:06	Environment: Light 50%	
00:00:10	TMS: START-PRESHOW	
00:00:10	LOGO MEGARAMA 2D SCOPE	00:00:35
00:00:45	Black	00:00:05
00:00:46	Format: Flat	
00:00:47	Sound: Fader 4.0	
00:00:50	PrintempsDuCinema2015_TLR_F_FR-XX_FR_51	00:01:34

**1 Player and Projector (PRJ) ON/OFF Toggles**  
(available depending on equipment manufacturer)

**2 Player Mode Selector:** Automatic  / Manual .

**3 Player Control Panel:**

 Pause Show /  Play /  Stop Show

 Jump Backward,  Jump Forward in the Show Playlist.  
Operator can set the length of time for each jump using the “Pitch” menu.

 Skip to Previous Content,  Skip to Next Content in the Show Playlist.

 Load Show Playlist.

 **Timeline** : Double-click on the timeline to move backward or ahead to a specific point in the show.

**4 Audio Processor Controls:** Adjust audio volume and format.

**5 Intermission Control:** Once a macro cue has been added to the Show Playlist, switching the Intermission **Mode button to ON** will give the order to insert an intermission (pause the Show Playlist, raise house lights, play background music) at a time specified by the cue (e.g., at the end of the pre-show) and before the following content begins (e.g., the start of the feature film). **This function can be activated at any time, including while the Show Playlist is running.** At the end of the intermission, the next content can be launched manually or automatically at a time selected by the operator from the **Resume** menu.

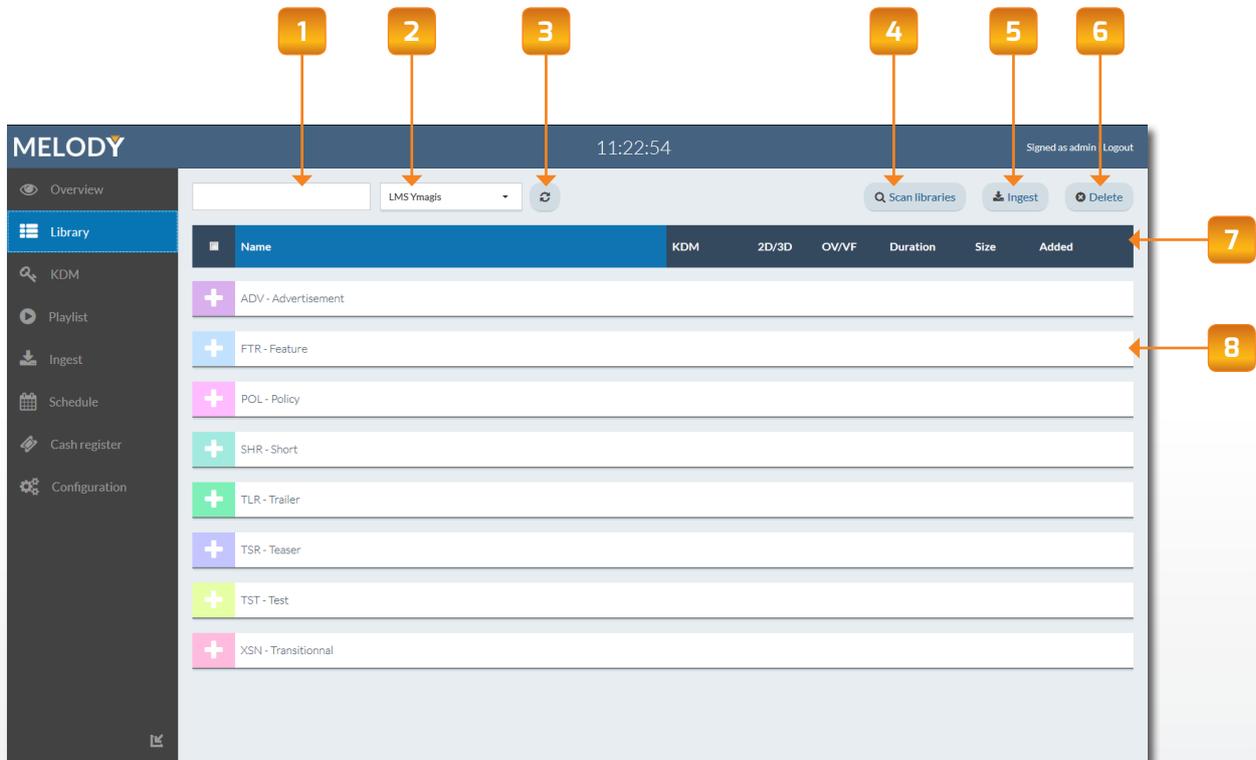
**6 Monitor auditorium screening via IP camera** (camera available as an add-on option).

**7 Launch Macros (Buttons):** By clicking on , the operator has immediate access to 6 different actions, which will appear as buttons. These may be selected and set up individually for each auditorium. The **Other Macros** drop-down list provides access to all additional available macros.

**8 Show Playlist in Progress:** Details of the loaded Show Playlist. Content currently playing is highlighted.

**9 Projector Control Panel:** Two switches (available depending on equipment manufacturer) allow the operator to turn on or off the projector lamp, and open and close the dowsers. The status bar displays the state of the lamp, changing color when at a critical level, which can be set by operator. The remaining expected projector lamp life and aspect ratio of current show are also indicated.

## 3. LIBRARY



- 1 Search by Title:** Enter the first letters (or a series of letters) to view all Composition Playlists (CPL) from all categories containing the same sequence of letters.
- 2 Source Menu:** Allows operator to choose which source location to search (central library, Player, all available sources).
- 3 Refresh:** Allows operator to refresh the Library window (useful in multi-workstation environments where operators at other stations may make changes or move content not yet visible in the current session).
- 4 Scan All Libraries:** All libraries are automatically scanned daily for new content according to a schedule set by the operator. The task can also be launched manually at any time by clicking the button.  
 >> **NOTE:** *Scans may take 1 - 10 minutes according to the number of items to be analyzed.*
- 5 Ingest** (see following page)
- 6 Delete** (see following page)
- 7 Sort Bar** (see following page)
- 8 Content Folders** (see following page)

**5 Ingest:** Instructions:

**A) Select the source.**

**B) Select the content(s) to be ingested.**

**C) Click Ingest.**

**D) A window will open with a choice of destinations for the content ingestion (current storage level for each server noted in parentheses).**

**E) Select the chosen destination(s) and click Ingest.**

**F) A second window will open to allow operator to set ingestion start date and time (click OK to ingest immediately).**

**G) To view the status of each ingest, click View Ingests tab.**

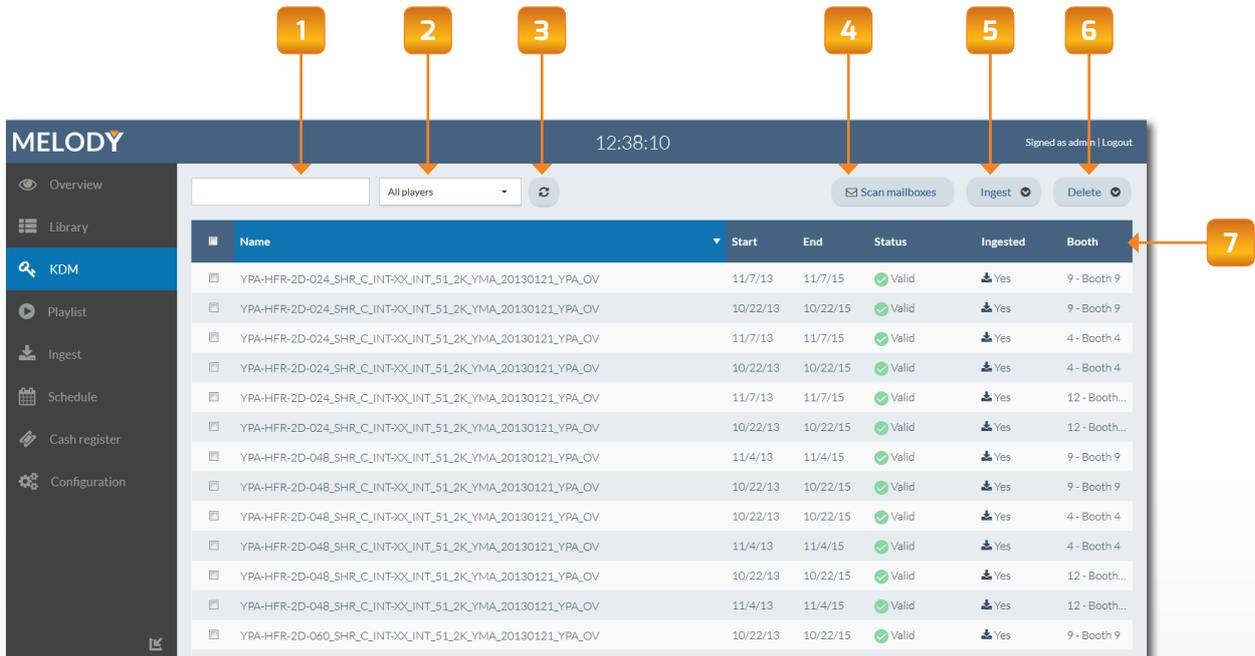
Destination	Status	Progress
2 - Booth 2	done	100%
1 - Booth 1	error	100%
4 - Booth 4	waiting	0%

- 6 Delete:** Select a single or several contents (see **5 B**), for deletion and then click **Delete**. A window will open with a list of storage locations from which operator can choose to delete the chosen content.
- 7 Sort Bar:** Organize content in ascending or descending order by clicking on selected category name.
- 8 Content Folders:** Content is sorted into folders per the Digital Cinema Naming Convention. Click **+** to open a folder. A pop-up window will open when the cursor is positioned over a particular content name:

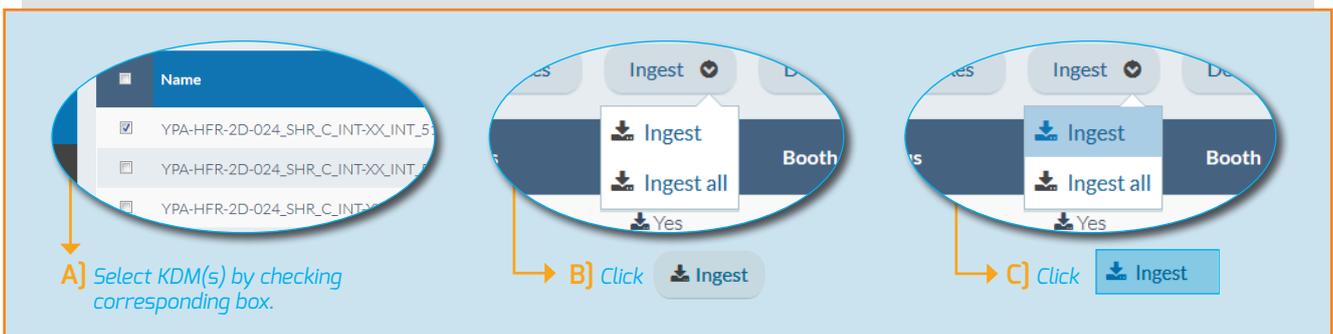
Name	Availability	Format	Type	Duration	Size	Date
BOURNE-LEGACY_FTR_S_EN-FR_FR_51_2K_UP_20120813_DUK_VF	Unavailable	2D	OV	02:14:56	177 GB	2/24/15

The window displays the name of the DCP, content type (2D/3D/HFR, etc.), current location(s) and associated KDM.

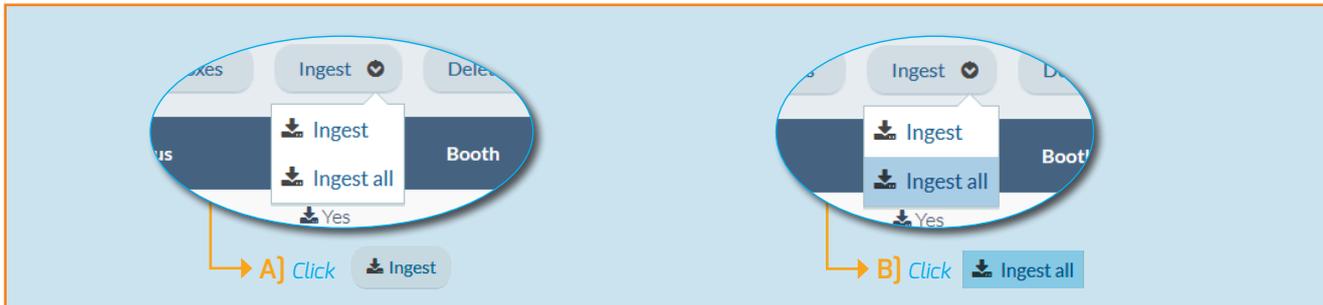
# 4. KDM



- 1 Search by Title:** Enter the first letters (or a series of letters) to view all Key Delivery Messages (KDM) containing the same sequence of letters.
- 2 Sort by Destination Server:** Sort available KDMs by Player for which each was created.
- 3 Refresh:** Allows operator to refresh the KDM window (useful in multi-workstation environments where operators at other stations may make changes or move content not yet visible in the current session).
- 4 Scan E-mail:** E-mail messages are automatically scanned daily for new KDMs according to a schedule set by operator (at the same time as the library scan). The task can also be launched manually by clicking the button.
- 5 Ingest:** Operator can ingest KDMs in several ways:
  - 1 Ingest one or several selected KDM**

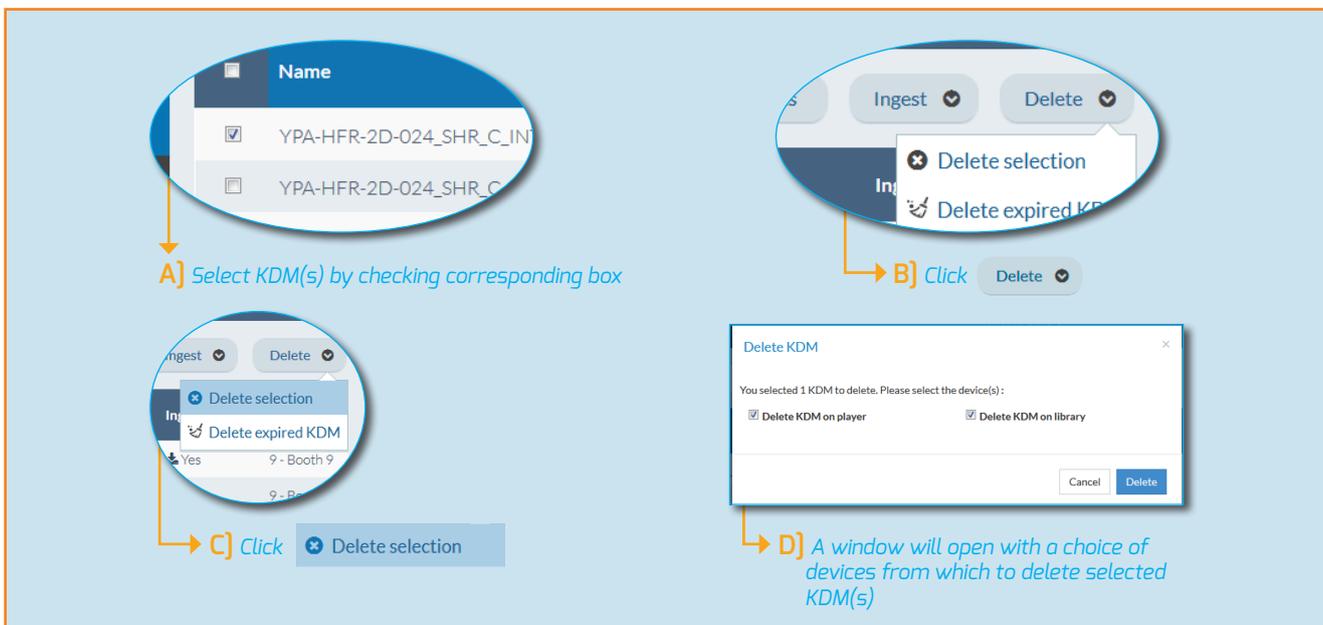


2 Ingest all available KDMs

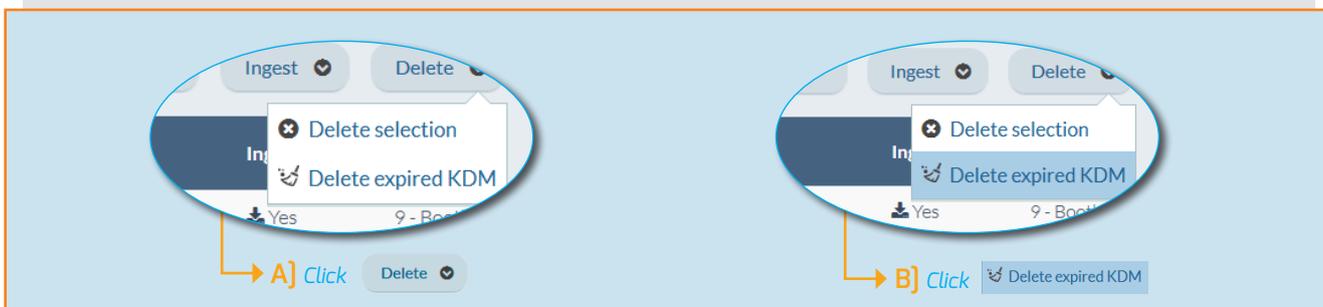


6 Delete: Operator can delete KDMs in several ways:

1 Delete one or several selected KDM

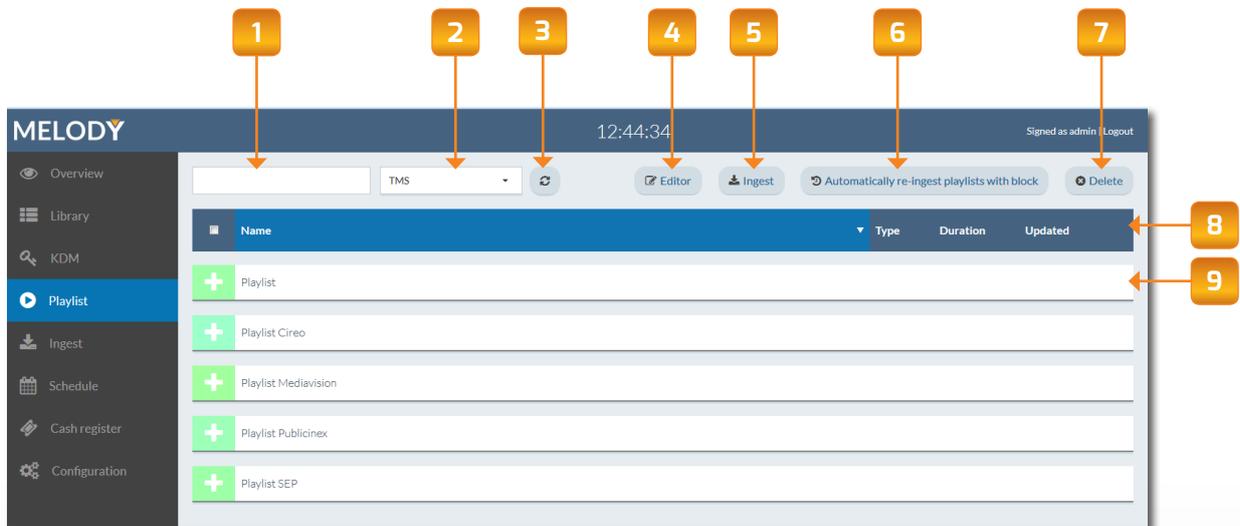


2 Delete all expired KDMs

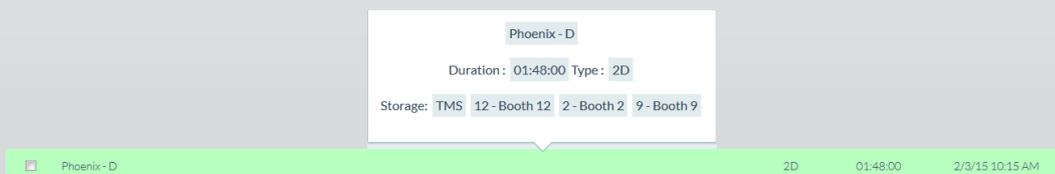


7 Sort Bar: Organize KDMs in ascending or descending order by clicking on selected category name.

## 5. PLAYLISTS



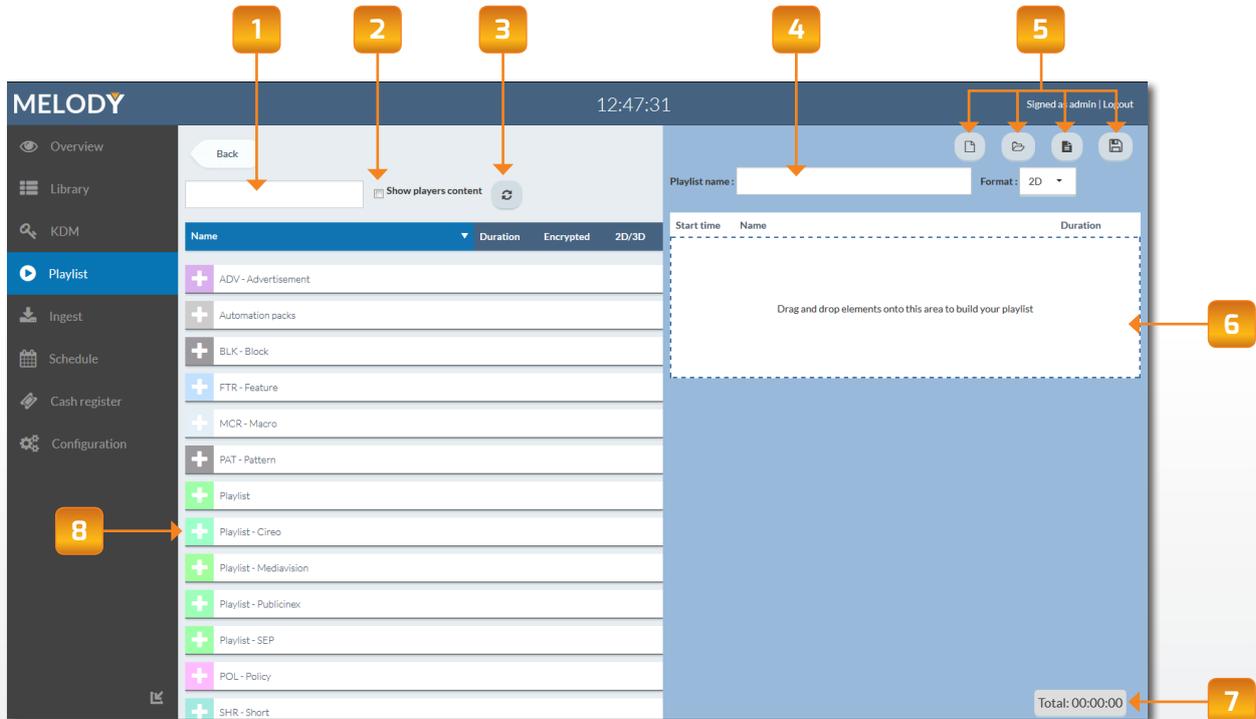
- 1 Search by Keyword:** Enter the first letters (or a series of letters) to view all Show Playlists containing the same sequence of letters.
- 2 Sort by Location:** Click on menu to view all Show Playlists loaded in a specific location
- 3 Refresh:** Allows operator to refresh the Playlists window (useful in multi-workstation environments where operators at other stations may make changes or move content not yet visible in the current session).
- 4 Show Playlist Builder:** Launches the Show Playlist Builder > See Section a) as follows.  
 >> **TIP:** *If a Theater Management System (TMS) playlist is selected, it will open automatically in the window.*
- 5 Ingest:** Ingest Show Playlists. See Section d) as follows.
- 6 Re-Ingest Show Playlists with Advertising Blocks:** Click before each new scheduling week to automatically update ingested Show Playlists with new weekly advertising blocks.
- 7 Delete:** Allows operator to delete selected Show Playlists.
- 8 Sort Bar:** Organize Show Playlists in ascending or descending order by clicking on selected category name.
- 9 Playlist Folders:** Show Playlists are sorted by category. Click **+** to open a folder. A pop-up window will open when the cursor is positioned over a particular content name:



The window displays the Show Playlist, duration, content type (2D/3D/HFR/etc.) and current location(s).

## 6. SHOW PLAYLIST BUILDER

Click 



The screenshot shows the MELODY Show Playlist Builder interface. The top navigation bar includes 'Overview', 'Library', 'KDM', 'Playlist', 'Ingest', 'Schedule', 'Cash register', and 'Configuration'. The 'Playlist' section is active, showing a list of playlist types: ADV - Advertisement, Automation packs, BLK - Block, FTR - Feature, MCR - Macro, PAT - Pattern, Playlist, Playlist - Cireo, Playlist - Mediasion, Playlist - Publicinex, Playlist - SEP, POL - Policy, and SHR - Short. The main area is divided into two sections: a top section for playlist configuration and a bottom section for building the playlist. The top section includes a search bar (1), a checkbox for 'Show players content' (2), a refresh button (3), a 'Playlist name' input field (4), and folder controls (5). The bottom section is a large blue area with a dashed border, containing a table with columns 'Start time', 'Name', and 'Duration', and a message 'Drag and drop elements onto this area to build your playlist' (6). A 'Total: 00:00:00' indicator is at the bottom right (7). A sidebar on the left contains navigation icons, with the 'Playlist' icon highlighted (8).

**1 Search by Keyword:** Enter the first letters (or a series of letters) to view all contents containing the same sequence of letters.

**2 Show All Server Content:** By default, only the content in the central library will appear in the folders. Check the box to view content located on the servers as well.

**3 Refresh:** Allows operator to refresh the Playlists window (useful in multi-workstation environments where operators at other stations may make changes or move content not yet visible in the current session).

**4 Show Playlist Name:** Enter the name of the Show Playlist being built here.  
**Format:** Select the content type (2D/3D/HFR/etc.) for the Show Playlist.

**5 Folder Controls:**

 **Create a New Show Playlist:** By default, the edit window will open as a blank space. Click on the icon again to delete a SPL in progress without saving.

 **Open Show Playlist:** Allows operator to open and edit an existing Show Playlist.

 **Save:** Save a Show Playlist in progress.

 **Save As:** Allows operator to save a Show Playlist in progress under a different name.

**6 Show Playlist Creation Window:** Drag/drop content from folders to create a Show Playlist.

**7 Total Duration of Playlist**

**8 Content Folders:** Content is sorted into folders per the Digital Cinema Naming Convention. Click **+** to open a folder. A pop-up window will open when the cursor is positioned over a particular content name:



The window displays:

- > The name of the DCP, content type (2D/3D/HFR/etc.), and current location(s).
- > The details of the advertising block or Show Playlist contents.

## 7. CREATE SHOW PLAYLISTS

### » Creating a new Show Playlist

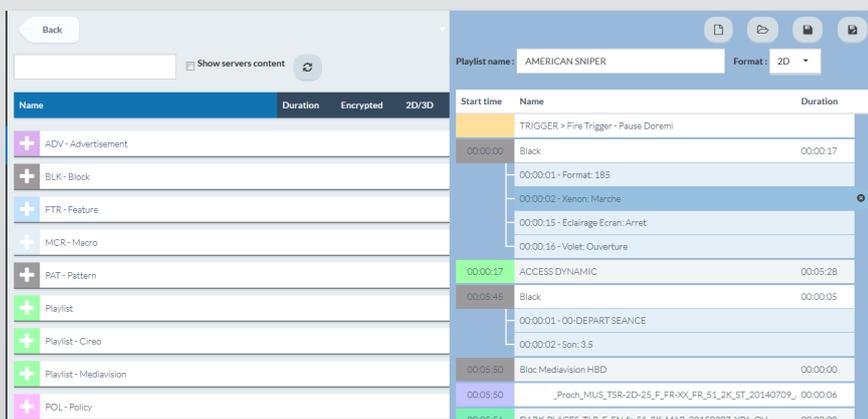
- ◆ Start by entering the name of the Show Playlist and content type (2D/3D/HFR/etc.). See **4** on p. 12
- ◆ Create a Show Playlist by dragging and dropping contents into the edit window.



- ◆ Once the Show Playlist is complete, click **Save** to save.

It will now appear in the Playlists folder.

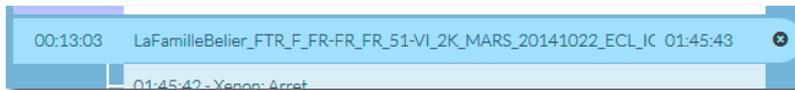
See **8**



**» TIP:** Operator can create sub-playlists containing recurrent contents and actions. These may also be used in the creation of new Show Playlists.

» Edit an existing Show Playlist  
(using an existing Show Playlist as a template)

- ◆ Click (Open Show Playlist).
- ◆ Place cursor over selected content until an appears on the right side:



- ◆ Click to delete the content from the Show Playlist and insert new content.
- ◆ Once all changes have been made, click (Save As) to save the new Show Playlist under a different name.

## 8. SPECIAL CONTENT

### PAT - Pattern

Patterns are generally transitional elements, the length of which can be defined at the time of their insertion:

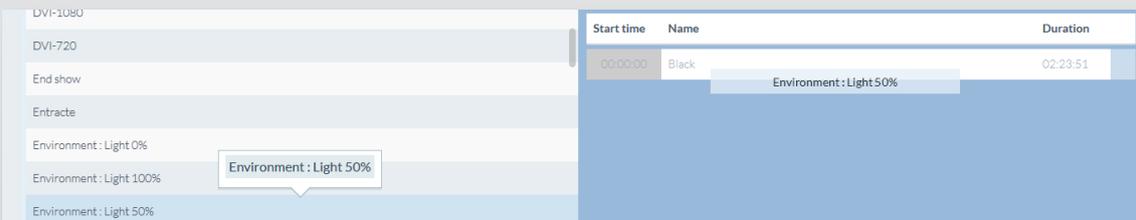
- ◆ Drag/drop **PAT** content.
- ◆ A window will open to allow operator to define the duration.



### MCR - Macro

The macros available in Melody are those programmed in the operator's digital cinema server. Macros may only be added to contents or a pattern:

- ◆ Slide/drop a **MCR** onto a **PAT** or content already in place



A window will open allowing the operator to schedule the start time of the macro within the **PAT** or selected content. The start time can be defined either in relation to the start or end of the **PAT** or content (click on for option)





Blocks (**BLK**) are tags that automatically call up updated content provided by advertising media partners.

When new Show Playlists are ingested on the auditorium servers, advertising content for that same week detected by the TMS on the reception servers will automatically be ingested.

» **NOTE :** *As the duration of the block's contents is not known at the time of its insertion, it is not taken into account in the calculation of the total duration of the playlist.*

**Important :** Advertising blocks received directly from media partners can be edited (e.g., to delete content deemed inappropriate).

A) *In the main Playlists pane, open the folder containing the ad block to be edited*

B) *Select the ad block to be edited*

C) *Click* Editor

D) *Delete selected content(s)*

The screenshot shows a playlist editor interface. At the top, there's a list of ad blocks with checkboxes. One block is selected. Below this, there's a detailed view of the selected block, showing its name, start time, and duration. The detailed view includes a table with columns for Start time, Name, and Duration.

Start time	Name	Duration
00:00:00	PETITMINEUR15s_ADV_F_FR-XX_S1_2K_20140715_ECL_OV	00:00:15
00:00:16	PromesseUneVie_TLR-C_F_FR-XX_FR_S1_2K_UNI_20150302_TST_OV	00:00:45
00:01:01	INDUS-TECHNO_ADV_F_FR-XX_S1_2K_20140306_ECL_OV	00:00:30
00:01:31	Pivots_TLR-B-2DJ_F_FR-XX_FR_S1_2K_SPE_20150305_TST_IOP_OV	00:01:11
00:02:43	PETITMINEUR15s_ADV_F_FR-XX_S1_2K_20140715_ECL_OV	00:00:05

If the Show Playlist is required in its edited state for all shows:

**Save:** The block is changed definitively.

If the original Show Playlist is required for some shows and the edited Show Playlist for others:

**Save As :** Rename the edited block (the original block will remain unchanged under its original name).

» **NOTE:** *In this configuration, the block will no longer be inserted automatically and will therefore need to be inserted manually.*

## 9. INGEST SHOW PLAYLIST

In the folder(s) in the **Show Playlist tab**:

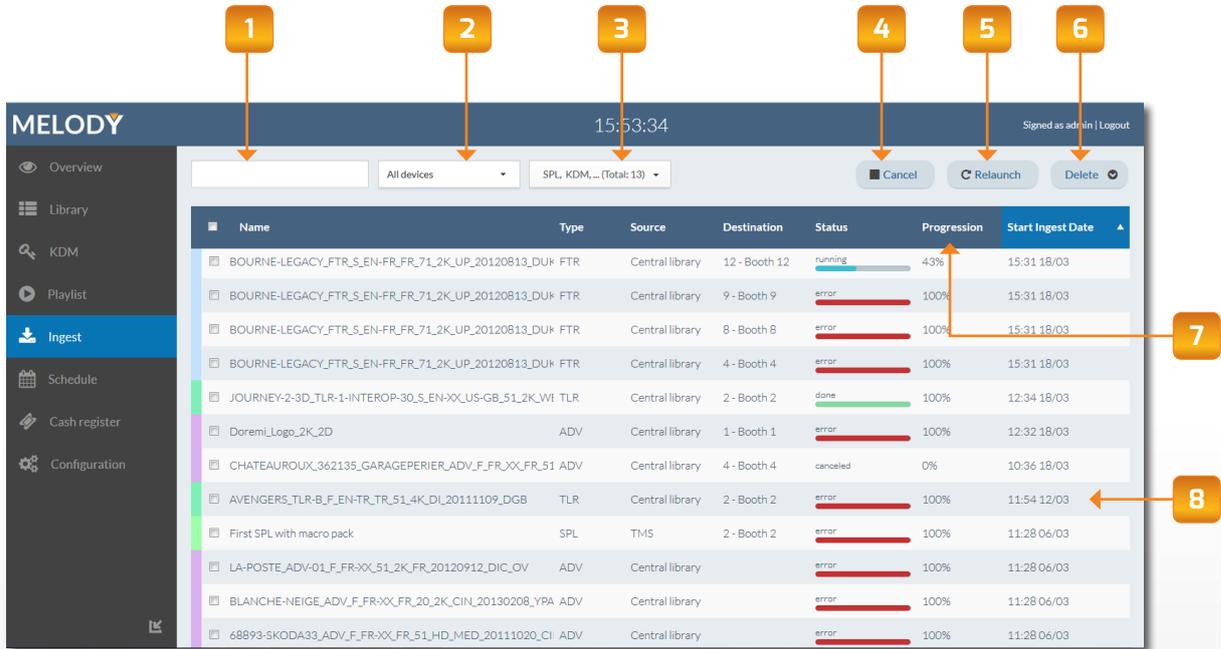
The screenshot shows a 'Show Playlist' interface with several items. An oval highlights a row with the title 'LA FAMILLE BELIER' which has a checked checkbox. To the left of the interface, there are four numbered steps:

- A) Click to select content(s)
- B) Click **Ingest**
- C) Select destination auditorium(s)
- D) Select an immediate or schedule a later ingest of Show Playlist (check if related content(s) are also to be ingested)

Two 'Ingest of playlist' dialog boxes are shown. The top dialog has 'Use ads planned for:' set to 'Now'. The bottom dialog has 'Use ads planned for:' set to 'Chosen date' with a date and time picker showing '18/03/15' at '12:00'.

➤➤ **NOTE:** During each ingest, the advertising block content will be updated on all servers.

# 10 - INGEST MANAGER



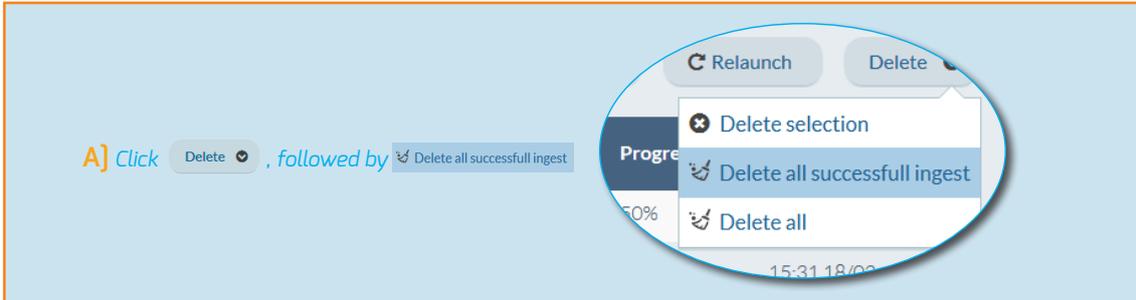
- 1 Search by Keyword:** Enter the first letters (or a series of letters) to view all ingests containing the same sequence of letters.
- 2 Source/Destination Selector:** Allows operator to view all ingest activity at a specific storage location, whether source or destination.
- 3 Content Type Selector:** Allows operator to view one or several types of content.
- 4 Cancel:** Cancel selected ingests  YPA, whether **waiting** or **running**
- 5 Reload:** Reload selected ingests  YPA, in the event of a **error** or  **canceled** message
- 6 Delete:** Operator can delete ingests in several ways:

» Delete several ingests at a time



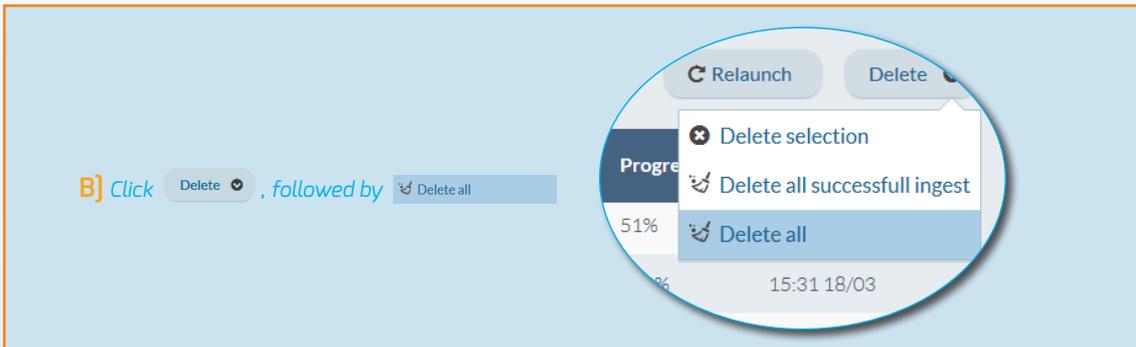
### » Delete completed ingests

Only ingests indicated as done will be deleted and disappear from the screen.



### » Clean up ingests

All ingests indicated as done and error will be deleted and disappear from the screen.



**7** Sort Bar + **8** Ingest List: Allows operator to sort ingests in ascending or descending order by clicking once on selected category name.

## 11 - SCHEDULE

The **Schedule** window opens to an overview of the entire current day's schedule.

**1 Auditorium Selector:** Allows operator to view the schedule for a specific auditorium or for the entire complex.

» **TIP:** *Clicking on the auditorium number in the schedule will open an overview of the selected auditorium's schedule.*

**2 Date Selector:** Allows operator to view schedule(s) for a specific date.

**Today** Click to return to the current day's schedule..

**< >** Buttons allow operator to view the schedule for the previous and next day (Day view), week (Week view) or month (Month view).

**Wednesday 18/03/1** Displays the date of the schedule currently viewed. Click on date to open the calendar and select a different date.

**↻** Allows operator to refresh the Schedule window (useful in multi-workstation environments where operators at other stations may make changes or move content not yet visible in the current window).

**3 View Selector:**

**Day Week Month** The **Day** view will always display the schedule for all auditoriums. The choice of day can be changed via the date selector.

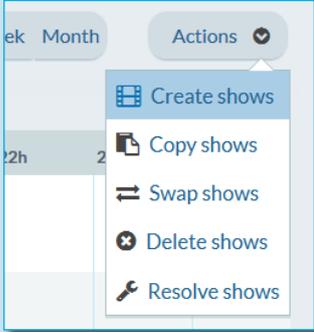
**Day Week Month** The **Week** view will only display the schedule for one auditorium at a time. It is the default view when an individual auditorium is selected. The choice of week and auditorium can be changed via the selectors.

**Day Week Month** The **Month** view will only display the schedule for one auditorium at a time. The choice of month and auditorium can be changed via the selectors.

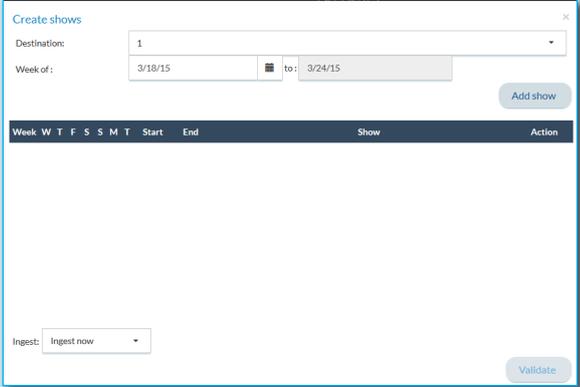
**4 Actions:** Click to open the drop-down menu.

» Schedule a show

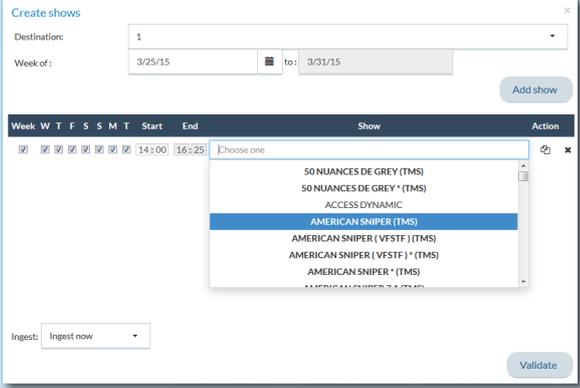
A) Click **Actions**, followed by **Create shows**



B) Select the auditorium in which the scheduled show will take place, followed by the date of the first day of the scheduling week. Then, click **Add show**

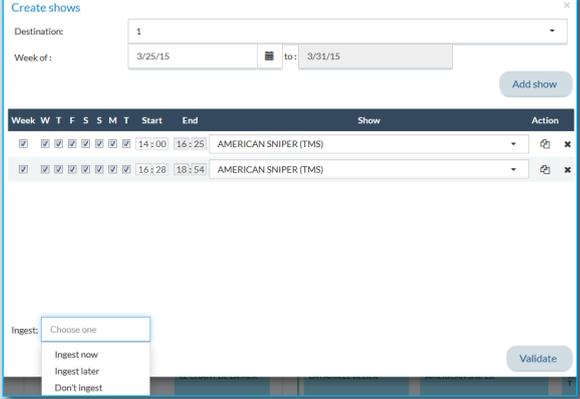


C) Select the days on which the screening will take place, enter the start time for the screening and select the Show Playlist to be scheduled.



D) In the Actions column within **Actions** click on  to duplicate the scheduled show (the screening can be deleted by clicking on ).

E) Repeat step D) as many times as needed. Once the auditorium scheduling completed, click on **Ingest** to select whether to ingest the Show Playlist immediately, ingest at a set time or leave it pending a later manual action. Then, click **Validate**



» Quickly schedule a show

◆ Create and play show immediately

It is also possible for the operator to create a show on the fly. This action is possible only in the **Week** and **Month** views.

To do so, select the auditorium for which the show is to be created:

A) Select the auditorium in which the scheduled show will take place

B) Using the Date Selector, display the date being scheduled (via the Week or Month view).

1

1 Quick Show Schedule Creation Tab

C) Position cursor over the Playlists tab.

D) A drop-down menu will open containing all available Show Playlists.

E) Select a Show Playlist from the menu and drag/drop it into the selected day and time slot.

F) A window will open to allow operator to confirm the name of the selected Show Playlist, specify the exact show time, add days to the current schedule, if necessary, and select when the Show Playlist contents should be ingested.

◆ By double-clicking the calendar

By double-clicking on a day in either the **Week** or **Month** view:

The Create a Show window will open

➤ Copy or move a scheduled show

A) Click **Actions** (☑), followed by **Copy shows**

B) Select the source auditorium and destination auditorium.

C) Select the start and end dates of the scheduling period to be copied or moved.

D) Select the start date for the period during which the copied schedule should be added.

E) To finish, select:

- Whether the source shows are to be copied (the original shows will remain in their original location) or if they are to be cut in order to be moved to another slot (if the latter, check  Move (delete original shows))
- Whether the show's content is to be ingested immediately, at a set time or pending a later manual action

Then, **Validate**

» Switch scheduled shows (exchange between two auditoriums)

**A)** Click **Actions** , followed by **Swap shows**

**B)** Select the source auditorium and destination auditorium.

**C)** Select the start and end dates of the scheduling period to be exchanged.

**D)** To finish, select whether the content to be switched is to be ingested immediately, at a set time or pending a later manual action. Then, click **Validate**

### » Delete scheduled shows

A) Click **Actions** , followed by **Delete shows**

B) Select the source auditorium from which to delete the scheduled show(s).

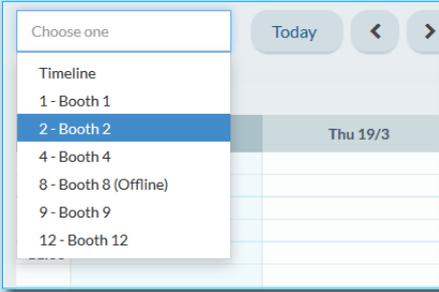
C) Select the start and end dates of the scheduling period to be deleted, followed by **Validate**

» Fix problems encountered during the scheduling process

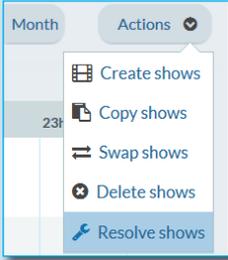
This action displays a report of all errors encountered during the scheduling process, and automatically resolves all issues related to KDMs and contents that were not ingested. If these items cannot be located, a prompt for manual action will appear.

» **NOTE:** Action will only apply to the selected auditorium (global overview not available).

A) Select the auditorium to be checked



B) Click **Actions**, followed by **Resolve shows**



C) 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.

**Resolve shows report**

Issues encountered need **manual interaction** to be solved. There are actions that you need to do to play a complete show.

The KDM for BOURNE-LEGACY\_FTR\_S\_EN-FR\_FR\_51\_2K\_UP\_20120813\_DUK\_VF which is needed from 22/03/2015 11:15 to 23/03/2015 12:28 is missing for the following booths :

- 2 - Booth 2

There was CPL missing on device, all those CPL ingest have been launched.

Close

**Retro-ingest needed**

Please enter the date for retro-ingests to begin.

3/19/15 11:44

Content	Destination	Source
AGE-DE-RAISON_TLR_FR-XX_FR_51_2K_20100531_...	2 - Booth 2	12 - Booth 12

Continue without retro-ingest    RetroIngest

» **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 for a specific time.

**5 Show schedule blocks:**

The show schedule blocks are color-coded to display any errors or issues. A pop-up window containing the details of each warning appears when cursor is positioned over a block.

**Blue: No issues**

**Orange: Warning that will not prevent the launch of the scheduled show (e.g., the length of time between shows is insufficient)**

**Red: Critical error that will prevent the launch of the scheduled show (e.g., missing KDM, missing CPL, etc.)**

In the **Week** and **Month** views, changes can be made to scheduled show times and/or dates by dragging/dropping selected blocks.

**A) Drag the block and drop it into the selected time and date slot.**

**B) A window will open to set the exact start time for the show.**

To set or even delete a specific show time, click once on the selected block to open the **Edit show** window.

The logo for Ymagis, featuring the word "Y" in a stylized font with a small triangle above it, followed by "MAGIS" in a bold, sans-serif font.

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