

Appendix B: Use Cases

The following tables describe how various studio activities (use cases) are implemented by the object model.

B.1 Play Commercial to Air - Manually Control

Prep For Air

Step	Studio Activity	Object Model Activity
1	Receive copy instructions (UMID assigned)	Library Service assigns UMID and makes a catalog entry for this
2	Schedule the commercial (TIME, UMID)	Application
3	Receive commercial (UPS, FedEx, Sat delivered)	Library Service is made aware of this
4	Link UMID to physical media	Library Service update
5	QC commercial	Browse station application – assigns SOM & EOM
6	File commercial	Library Service update

Physical Studio

Playout To Air

Object Model

Step	Studio Activity	Object Model Activity
1	Receive commercial	Content Manager updated
2	Locate available VTR	Access Service Gateway Perform reservations through SRM
3	Load the tape & cue	Setup source and sink links Allocate stream nodes
4	@ "Time" = pre-roll, press "Play"	Create stream Set stream to play at start time
5	@ "Time" = switch VTR to transmission chain	Switch the stream node
6	Verify play time on log	Application queries the SRM as to the activities that took place
7	@ EOM switch video to next source	Switch the stream node
8	Rewind/ Eject	Issue release to the SRM (stream nodes released, and reservations updated) Path is deallocated
9	File commercial	Library service to track location
10	Send as-run log to traffic for billing	Application involvement
11	Erase tape	Content manager tracks this

B.2 Play Commercial to Air - Automation Control**Prep For Air**

Step	Studio Activity	Object Model Activity
1	Receive copy instructions (UMID assigned)	Library Service assigns UMID and makes a catalog entry for this
2	Schedule the commercial (TIME, UMID)	Application involvement
3	Receive commercial (Sat delivered) – stored in a temporary location with a temporary UMID	Store to network server or play to air server – arrange to stream or transcode
4	QC Commercial	Browse station operation
5	Link content to UMID	Library Service operation
6	Link SOM and EOM	Tag start and stop info and communicate to the Library Service
7	Move to archive	Notify library service and ftp to storage media

Playout To Air

Step	Studio Activity	Object Model Activity
1	Enter commercial information into the traffic system	Application talks to Content Manager
2	Traffic system generates log	Application involvement
3	Log translated and loaded into automation	Scheduled reservation to SRM
4	"on or before" airtime – load latency, transfer spot from archive to air server - some systems look ahead 2 hours or so	Setup using device pre-roll delay
5	Pre-roll spot	Switch the stream node
6	Switch spot to air	Application queries the SRM as to the activities that took place
7	Switch to next source	Switch the stream node
8	Note spot play info to "as-run" log	Issue release to the SRM (stream nodes released, and reservations updated) Path is deallocated
9	Upload "as run" log into the traffic system for billing	Library service to track location
10	Purge spot as per preset algorithm	Application involvement

B.2.1 Simple News Package

Prep For Air

Step	Studio Activity	Object Model Activity
1	Tune satellite receiver	Reserve receiver device and setup
2	Move sat dish	Reserve receiver device and setup
3	Switch Sat receiver to record device	Route receiver using StreamNode command
4	Assign UMID	Library Service assigns UMID and makes a catalog entry for this
5	Record	Issue start on source StreamNode Issue record on sink StreamNode
6	Enter preview meta-data	Library Service Update
7	Enter logging info (rough) per timecode (TOD – Time of Day)	Library Service Update
8	Stop recording	Stop on StreamNodes
9	Finish annotation	Update Library Service with this info
10	Close file	Library Service Update
11	Transfer to archive	Notify library service and ftp to storage media

Playout Variation 1

Step	Studio Activity	Object Model Activity
1	Create low res. proxies	Setup stream to a transcoder

Playout Variation 2

Step	Studio Activity	Object Model Activity
1	Begin rough edit	Application
2	DV load to an NLE	Application – Setup Stream
3	Edit file	Application
4	QC and approve	Application - Browse station operation
5	Transfer to playout server	Notify library service and ftp to playout server
6	schedule	Application

Playout Variation 3

Step	Studio Activity	Object Model Activity
1	Take feed live to air	Reserve and setup path Switch via the StreamNode
2	Switch to another source	Switch via the StreamNode