Administrator Control Panel - WEB-console to control server settings. Part 1



Important: Settings of the server platform should be made by qualified specialists, who have been trained and have relevant credentials. Keep in mind that unqualified actions may affect the performance of the server platform.

Administrator Control Panel is a web console designed for configuring hardware and software modules of the server which are pre-selected in the Configure Server Components menu. Web-console starts when the server software is running and provides detailed configuration of parameters of each system component.

Start Server Stop Server
Administrator Control Panel
Configure Server Hardware
Run Configuration Wizard
Messages +
Quit

Welcome t	o Skylark NeoVid Control Panel
Please, log	in:
Login as:	Administrator 🔻
Password:	
	Login

The WEB-console can be run locally, on the server itself by the Administrator Control Panel command on the blue SkyLark loader icon in the Windows taskbar. If there is no activity on the part of the user, the control panel, functioning locally on the server, will automatically close after 2 minutes.

To make changes to the server platform settings, log in to the management console as an administrator, the default Password value is blank.

To work remotely with the console, use a web browser, preferably Google Chrome. Calling the console from any machine on the network is done using the address: http://IP server:7901.

The effect of the settings on the current license

The SL NEO server platform software is copy-protected and configuration changes: if, for example, 2 SD playback channels are licensed, you cannot add a third or change settings on HD - the current license will become invalid. When manufacturing the server, after the SL NEO server software is configured, the manufacturer generates a file with the license key based on the codes generated by

the system: Machine Code and Config Code.

Remember that adding new modules in Configure Server Components console and their further configuration in Administrator Control Panel can lead to the change of Machine Code, Config Code and the existing license becomes invalid. In this case the demo mode is automatically activated: the SL NEO Media Platform http://skylark.tv will appear at the top of the image during playback and in the video sequence of the recorded files.

SL NEO M<mark>edia Platfo</mark>rm

http://skylark.tv

Before making any changes to the server settings, you should consult with support and be sure to save the server configuration files.

Server Management Console Menu Sections

- **Status** allows controlling the current status of the system, input and output signals/streams on the inputs/outputs of program modules, making some non-critical settings of the server software modules.
- **Manage** the main section of the control console where you can configure the parameters of the server software modules in detail.
- License displays the number of the current version of SL NEO software and the current license status for the server software. It displays the basic information that can be requested by the manufacturer SkyLark Technology company for generating the license key: Machine Code, Config Code, the number of input and output channels, recorders, Program Channel modules.
- **Users** controlling the users of the control console. The system provides two types of users: user and administrator. An administrator can make any changes in the control console, a user can view all the available settings without the possibility of changing them. The Users section allows you to set passwords for logging into the management console, both for user and administrator.
- **Files** section for remote non-operational uploading of media files to the server (for example, logo files, screensaver files) from any machine on the network via the web-interface.
- **Logs** section for uploading service log files from the server in the form of one archive file for further sending them to developers. Each server module of SL NEO platform generates technical (system) reports containing detailed information about the module's work. At the beginning of each day a new folder is created, where txt-files of reports from all server modules are placed. Delete report files automatically.
- **Quit** quits the management console.

Status section

The current status of the server platform is displayed immediately after logging into the management console (Status section). The following modules are displayed (depending on the server configuration): modules that capture signals from server inputs (Capture), recorders (Recorder), modules that control playlist execution (Program Channel), modules that are responsible for forming signals/streams on server outputs (Playout) and others.



Let's consider a typical variant of displaying windows, their types and number can vary, depending on the SL NEO server configuration.

Capture

Capture are the windows of the SL NEO AV/TS Capture server modules that are responsible for capturing audio/video signals from boards and input interfaces. The icons show the input signals. If necessary, you can set the Audio Gain value to adjust the level of the input audio signal.

Recorder

Recorder - the windows of the SL NEO File Recorder server modules. For File Recorder to start streaming it is necessary to commute from the output of the corresponding module to the input of the recorder: select Input in the Recorder window and then select Source Type=LIVE in the window that appears. In most cases the streams from capture modules (Source Name=Capture_N) are fed to the recorder's inputs, but you can feed the stream from Program Channel service (Source Name=Program_N) and thus provide recording of the program being generated by the server. When switching is successful, the icon in the Recorder window will display the input stream.

The Recorder window contains the following settings:

• **TC Source** - setting the time code source or time source for this recorder. Choices: NONE, VITC - vertical TC as a part of the input signal, allows frame-by-frame accuracy when recording, VTR -

LTS code read from the VTR control port, TIME - system timer of the server. Setting the source allows you to "bind" the input timing values to the material to be recorded.

• **Destination** - default recording profile selection (profile must be configured beforehand, see description of recorder settings).

Program

Program - control modules window of SL NEO Program Player playlist (automation services - Program Channel).

The Program window contains the following settings:

- **Background** setting BG layer to work "bypass" when the playlist is stopped. For Program Player to start receiving the input stream, you need to make a switch: select Input in the corresponding Background field, select Source Type=LIVE in the window that opens. In most cases, BG inputs are streams from capture modules (Source Name=Capture_N).
- **Format** setting values for the aspect ratio of the program being created (16:9 or 4:3). Default value corresponds to the settings made for the program channel in the Manage console section.
- **Conversion** setting the type of conversion for materials with an aspect ratio different from the value set in the Format field.
 - Parameter None means that source material with any aspect ratio will be inscribed into the output frame horizontally and vertically (geometry will not be saved if the Aspect Ratio of material and Program Channel service setting does not match).
 - Crop type of conversion means that 4×3 material will be copied in the frame 16×9 horizontally, areas above and below will be cut off (geometric proportions will be saved). Box means that 4×3 material will be vertically inscribed into a 16×9 frame with black borders at the right and left sides (geometric proportions remain intact).
 - Letter type of conversion means that 4×3 material will be inscribed in a 16×9 frame so that the areas on the top and bottom will be slightly cut off, areas on the right and left will be filled with black margins, but smaller than in the Box case (geometric proportions will be preserved).
- **Logo** current status of the logo display (on/off). Here you can check the on/off modes of the logo.
- Logo Clip menu for selecting the logo file for the given program channel.

Playout

Playout - windows of the SL NEO AV/TS Player server playout modules, which directly interact with the boards/output interfaces and are responsible for the formation of audio/video signals and transport streams. The Playout modules also require switching - each of them must be fed a stream from the Program Channel modules to its input. When switching is successful, the icons in the Playout windows will display the output signals, and the corresponding signals will appear at the server outputs.

If necessary, the Playout module can feed a stream from a capture service and configure, for example, encoding from input SDI to IP, performing up/down/cross conversion or aspect ratio conversion.

If necessary, you can change the Audio Gain value to adjust the audio level for each output channel.

Storage

Storage - the window displays the activity of the SL NEO Media Database service, which performs the function of a specialized database for the content. No additional settings are provided in the Status section.

GPI Board

GPI Board - if the module was activated in the Configure Server Components menu, the window displays the activity of the server's HOT KEYS server functions control module.

Actions fields

The Actions fields allow you to select from a list and send a command to the appropriate program module, for example, the Set Marker command for the recorder will create a keyframe in the material that is being recorded. The ability to send commands from the Status section is implemented for non-operational tasks.

Crash Cnt fields

The Crash Cnt fields display the "crashes" counters for each program module. After a crash, each module is automatically restarted. A value other than 0 indicates that the module is unstable - you should check the correctness of its settings in the Manage section of the control panel. One of the reasons for constant rebooting of the Capture and Playout modules is incorrect installation of the I/O drivers. If the counter value is constantly increasing, you should contact the technical support.

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