



# Onset Assistant Training Manual

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# The server



The Onset kit includes the server case which contains an access point and the patchbay **1** for connecting cameras, external audio, USB drives for importing/exporting data, and ethernet ports for local access points and the internet connection.







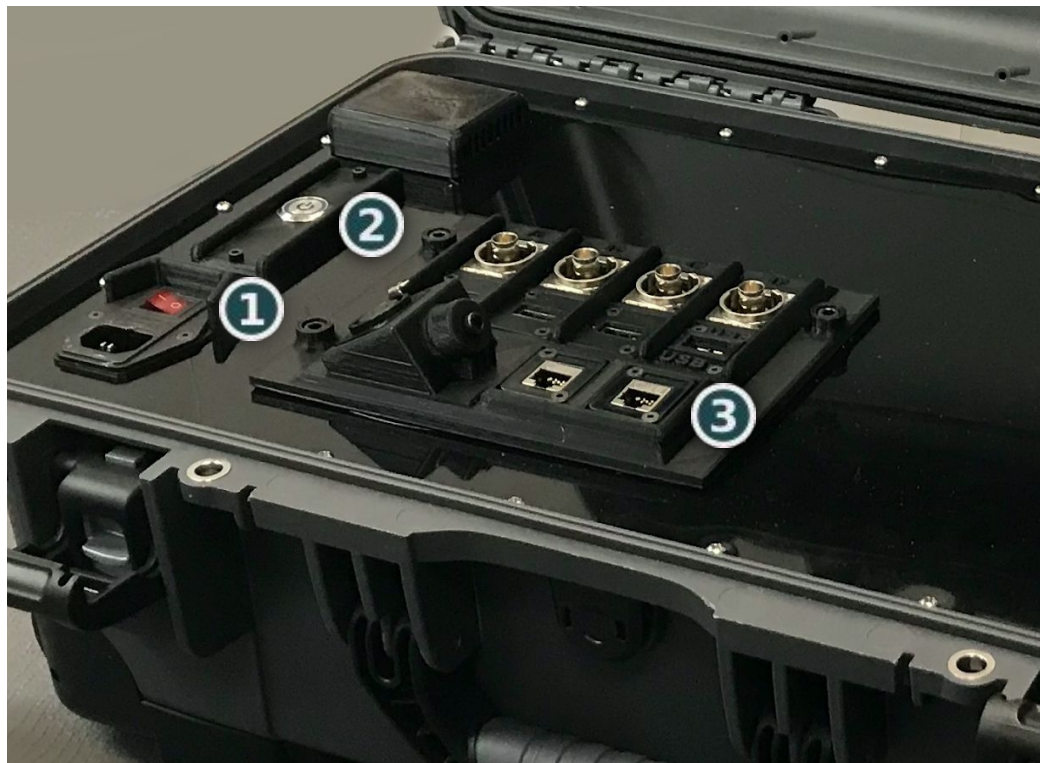
# The server > Power on

To power on the server, first toggle the main switch. **1**

Next hit the power button. **2**

Finally, plug the access point Ethernet cable into one of the two available ports in the patchbay. **3**

When the light on the front of the access point turns solid blue, it is ready and the tablets can now connect to the server.



# The server > Internet connection



When using Offset access and remote viewing only, the server must be connected to the internet via an ethernet cable and have dedicated upload bandwidth speeds of 5mbps per connected OFFset tablet for reliable performance.

There are two version of the server that allow for connection to the internet. Both versions connect via ports in the server patchbay.



# The server: Internet connection: V1



V1 connects to the internet via a USB-A to ethernet adaptor. **1**

Connect the adaptor to a router with an internet connection and then plug the adaptor into the patchbay's USB port.

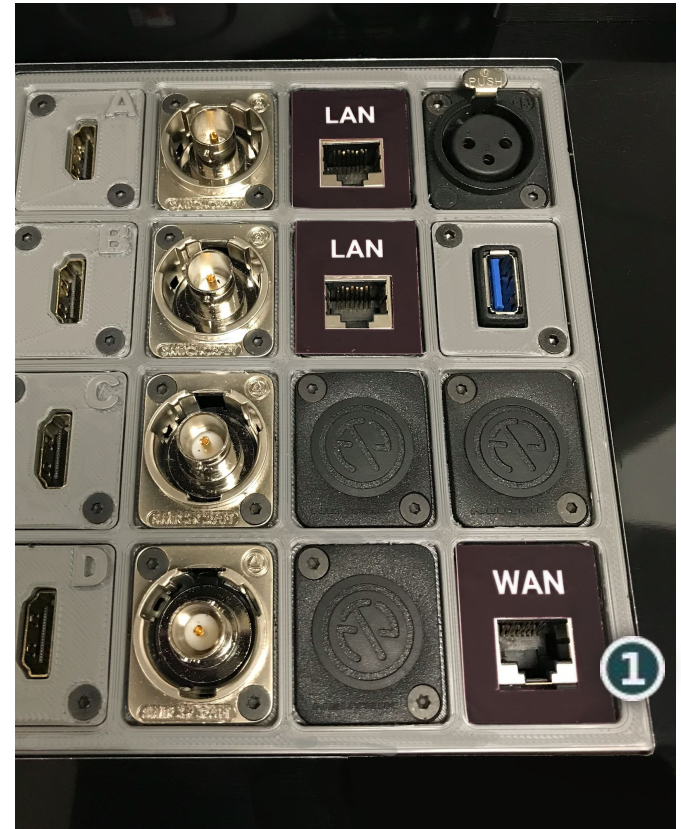


# The server: Internet connection: V2



V2 has three ethernet ports on the patchbay. The bottom two are for local access points and the upper one is for the internet connection.

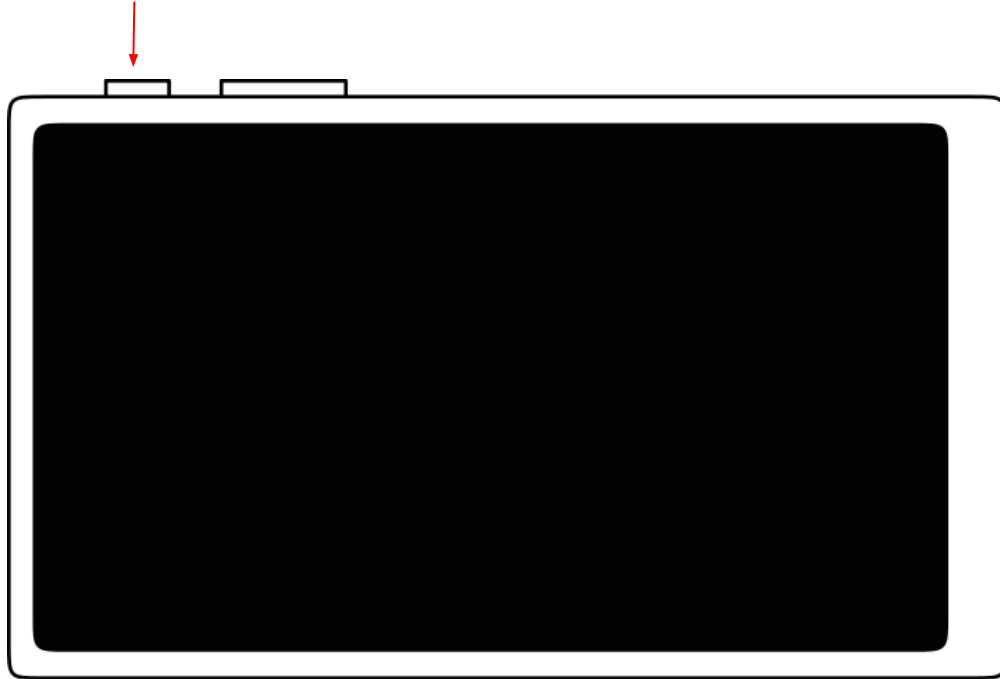
To connect a V2 server to the internet, connect a router with an internet connection to the upper ethernet port.



# Turning the tablets on/off



Hold for for 2 seconds to turn the tablet on/off



Wait about a minute for the tablet to turn on



# Launching the app



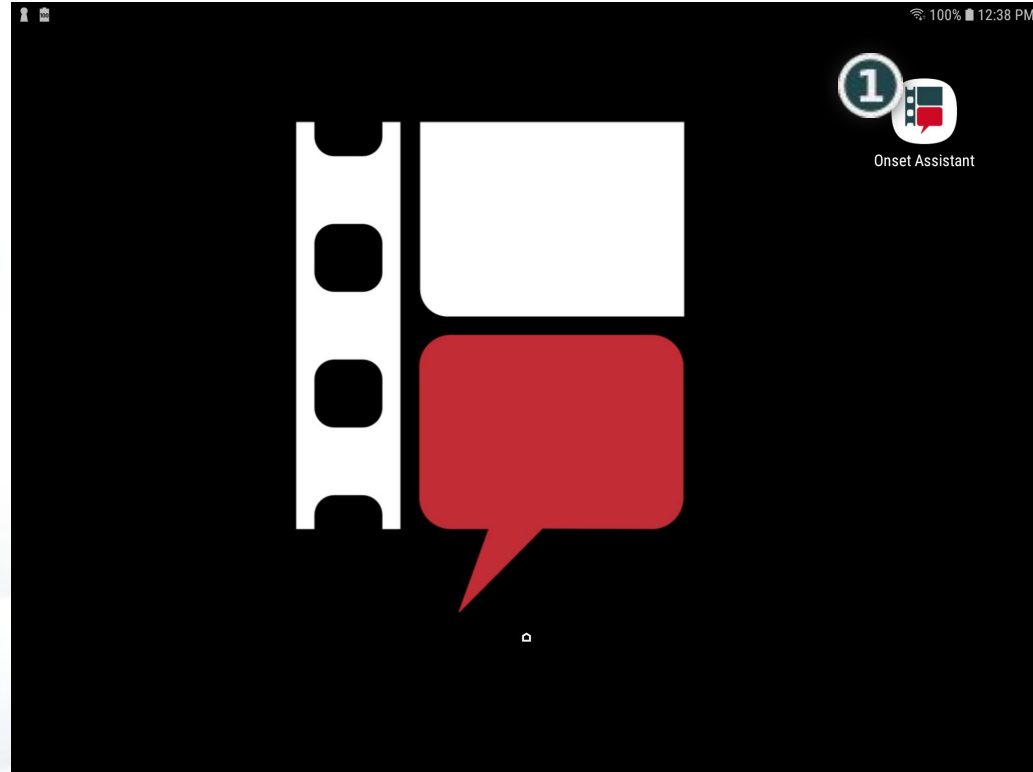
Shown here is the tablet's Home screen.

To launch the application, press the Onset Assistant icon. **1**

If the Onset Assistant application is not visible on the Home screen, try switching Home screen pages by swiping left and right.

For ONset tablets, launching the application will automatically configure the tablet's WiFi settings and begin connecting to the server.

For OFFset tablets, you need to **manually connect the tablet to an available WiFi network.**



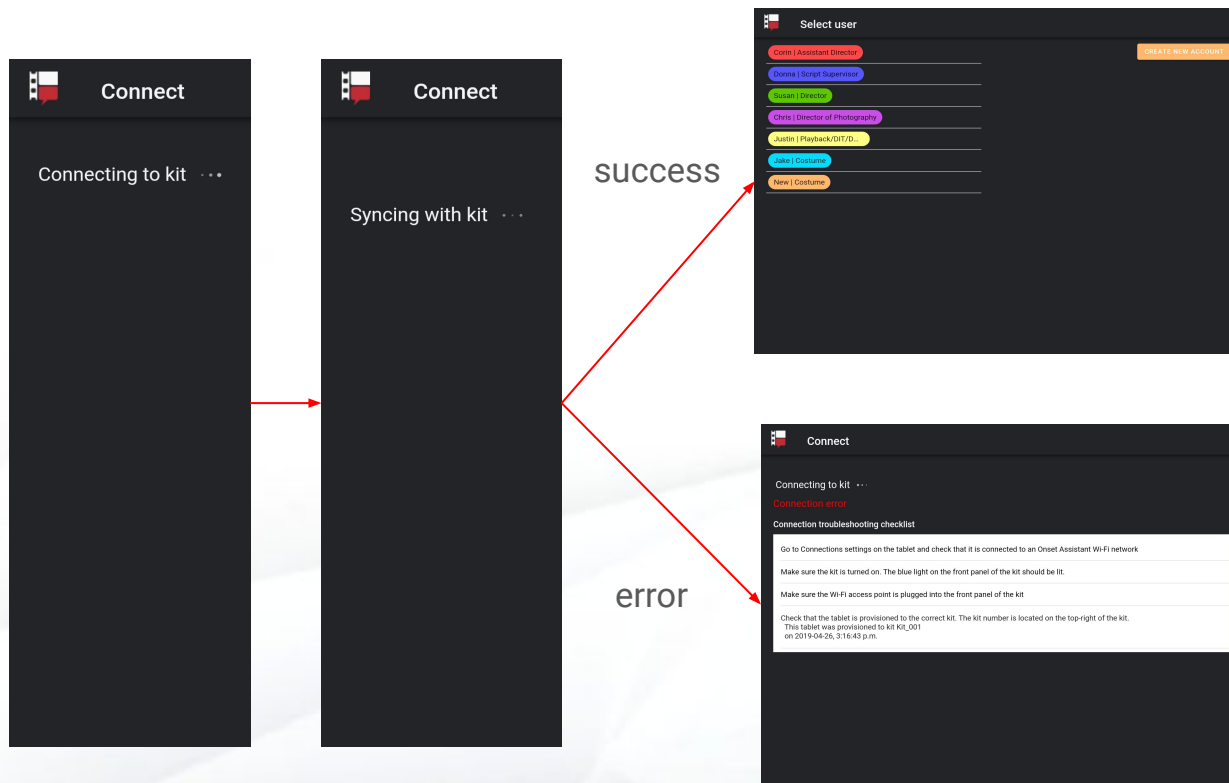




# Launching the app: Connecting to the server

The Connect page is the first page you visit when you start the app. A few things happen when you hit this page:

1. The tablet will try and connect with the server
2. The server will try and sync your tablet with other connected tablets
3. If connecting and syncing are successful, you will be taken to the Select User page. If not, you will be shown an error message and the Troubleshooting Checklist



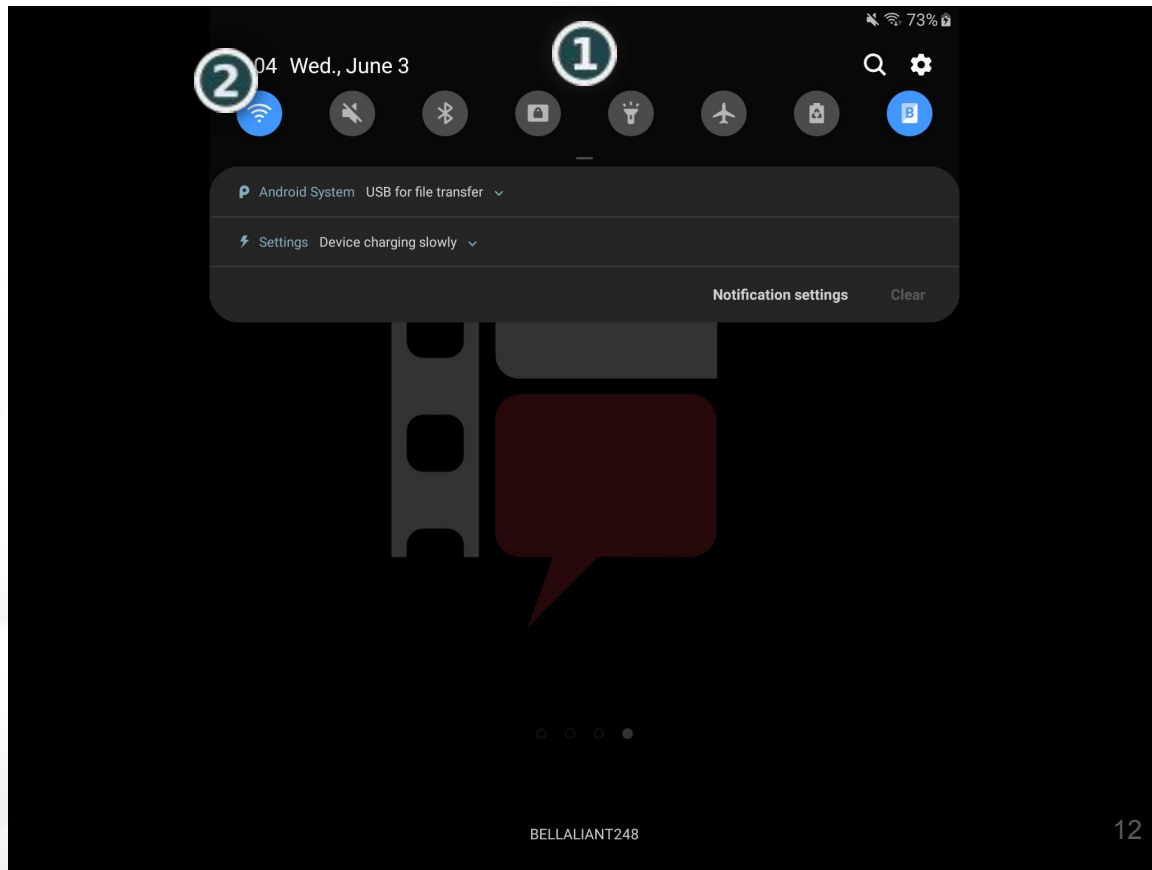


# Connecting an OFFset tablet to WiFi network

Pull down from the top of the Home screen to show the Quick Settings menu **1**

If the WiFi button is active (solid blue) **2** than the tablet is connected to a WiFi network and the app should be able to connect to the virtual private network (VPN) and then to the server (provided it is powered on and connected to the internet).

If the WiFi button is not active, you'll have to connect to an available network. To do so, long-press the WiFi button to open the WiFi Settings page. **2**





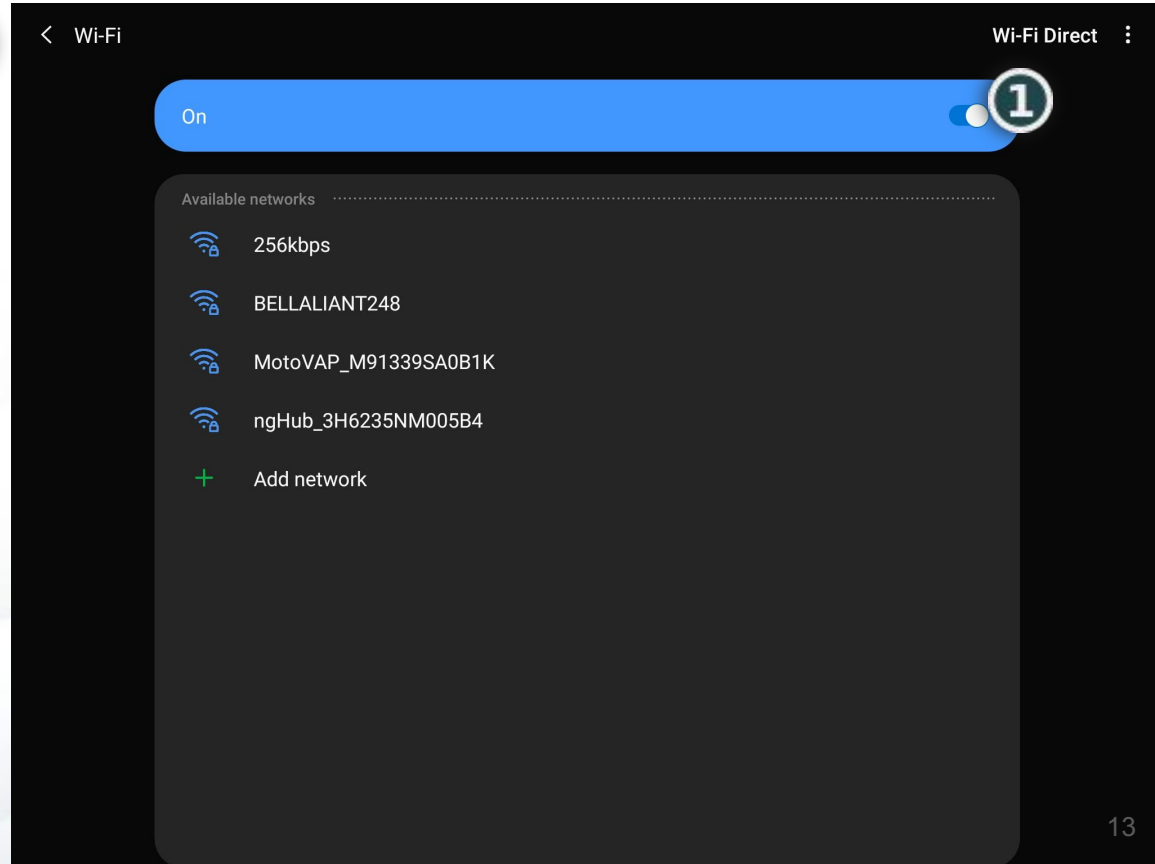
# Connecting an OFFset tablet to WiFi network

Make sure the WiFi is on, as it is shown to be here.



Next, select the network that you want to connect to and fill in any requested information to establish a connection.

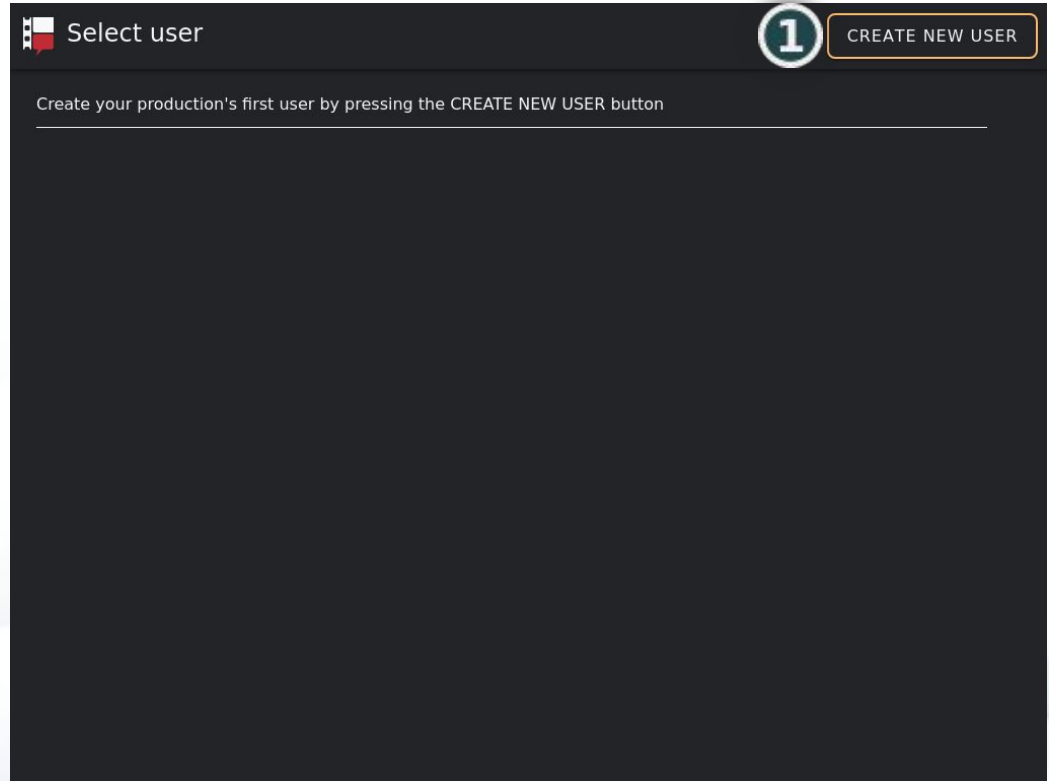
After successfully connecting to a WiFi network, return to the Home screen and [launch the Onset Assistant application](#).



# Creating a new user



From the Select User page, press the Create New User button.





# Creating a new user

Select the name field to enter a name. **1**

There is a 15 character limit on user names.

The screenshot shows a 'Create user' form with a dark background. At the top right is a 'CREATE' button. Below the title is a text input field labeled 'Enter a name (required)' with a circled '1' next to it. Below this is a list of job roles, each with an icon and a selection icon. The roles listed are: Director, Assistant Director, Art Director, Production Designer, Creative Director, Director of Photography, Script Supervisor, Gaffer, Key Grip, Playback/DIT/DMT, VTR Operator, Visual FX Supervisor, Camera Operator, Camera Assistant, Props, Set Decorator, Hair/Makeup, Costume, Boom Operator, Production Sound, Client, and Producer.

Job Role	Icon	Selection Icon
Enter a name (required)		<b>1</b>
Director	🎬	👤
Assistant Director	🎬	👤
Art Director	🎨	👤
Production Designer	🎨	👤
Creative Director	🎨	👤
Director of Photography	📷	👤
Script Supervisor	📖	👤
Gaffer	💡	👤
Key Grip	⚙️	👤
Playback/DIT/DMT	▶️	👤
VTR Operator	▶️	👤
Visual FX Supervisor	🎬	👤
Camera Operator	📷	👤
Camera Assistant	📷	👤
Props	🧪	👤
Set Decorator	🧪	👤
Hair/Makeup	🪄	👤
Costume	👕	👤
Boom Operator	🎤	👤
Production Sound	🎧	👤
Client	👤	👤
Producer	🔑	👤



# Creating a new user

Next select the role.

1

Hit the Create button to finish the process. You will then be signed in as the newly created user, taken to the Home page, and placed in channel 1.

2

The screenshot shows the 'Create user' interface with a list of roles. The 'Set Decorator' role is highlighted in orange. A 'CREATE' button is visible in the top right corner. The interface includes a header with the title 'Create user' and a small flag icon, and a list of roles with their corresponding icons.

Create user		CREATE
James	Visual FX Supervisor	
Director	Camera Operator	
Assistant Director	Camera Assistant	
Art Director	Props	
Production Designer	Set Decorator	
Creative Director	Hair/Makeup	
Director of Photography	Costume	
Script Supervisor	Boom Operator	
Gaffer	Production Sound	
Key Grip	Client	
Playback/DIT/DMT	Producer	
VTR Operator		





# Selecting a user

On the Select User page, select an existing user from the list and you'll be logged in and taken to the Home page and placed in channel 1.

The Select User page is also accessible from the [Pages menu](#).

Select user

CREATE NEW USER

- Nathaniel | Director
- Thom | Director of Photography
- John | Script Supervisor
- Peter | Camera Operator
- Chantal | Camera Assistant
- Judy | Assistant Director

# Changing channels



By default, once you log in, you will be placed in channel 1.

The Channels button indicates the current channel and pressing it opens the Channels menu.

Shown next to the Channels button are the channel members.

The screenshot shows a video player interface with a dark theme. At the top, there is a header bar with a small flag icon, a status bar displaying "@ EP : 0 SC : 1 SH : 1 TK : 1", and buttons labeled "A", "B", "C", and a trash icon. On the right side of the header are icons for a camera and a microphone. The main content area is a large green rectangle. At the bottom, there is a control bar with a "Ch 1" button, a blue button labeled "Nathaniel" with a small icon, and a "Channels" button. To the right of these are buttons for "SLATE", "LIBRARY", "LIVE", and a social media icon.

①

②

①

②



# Changing channels

To see all of the 12 channels, press the Channels button to open the window and scroll through them.

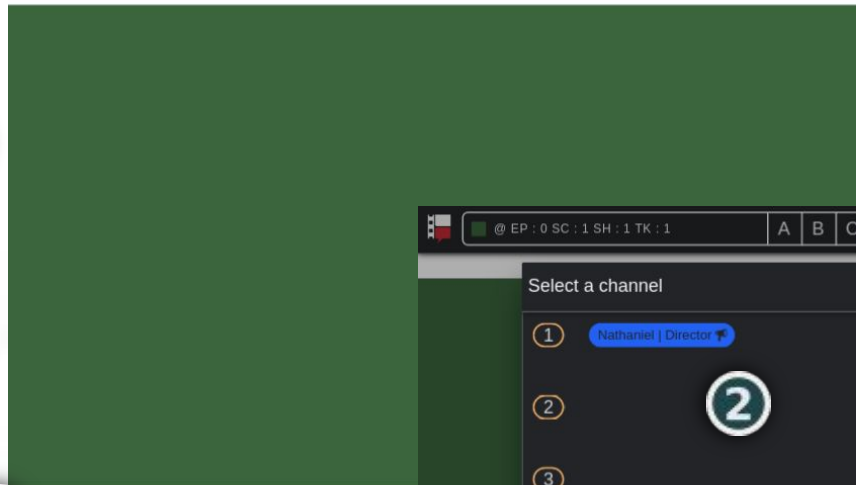
To switch channels, simply press anywhere in the channel that you wish to enter.

1

2

1

2

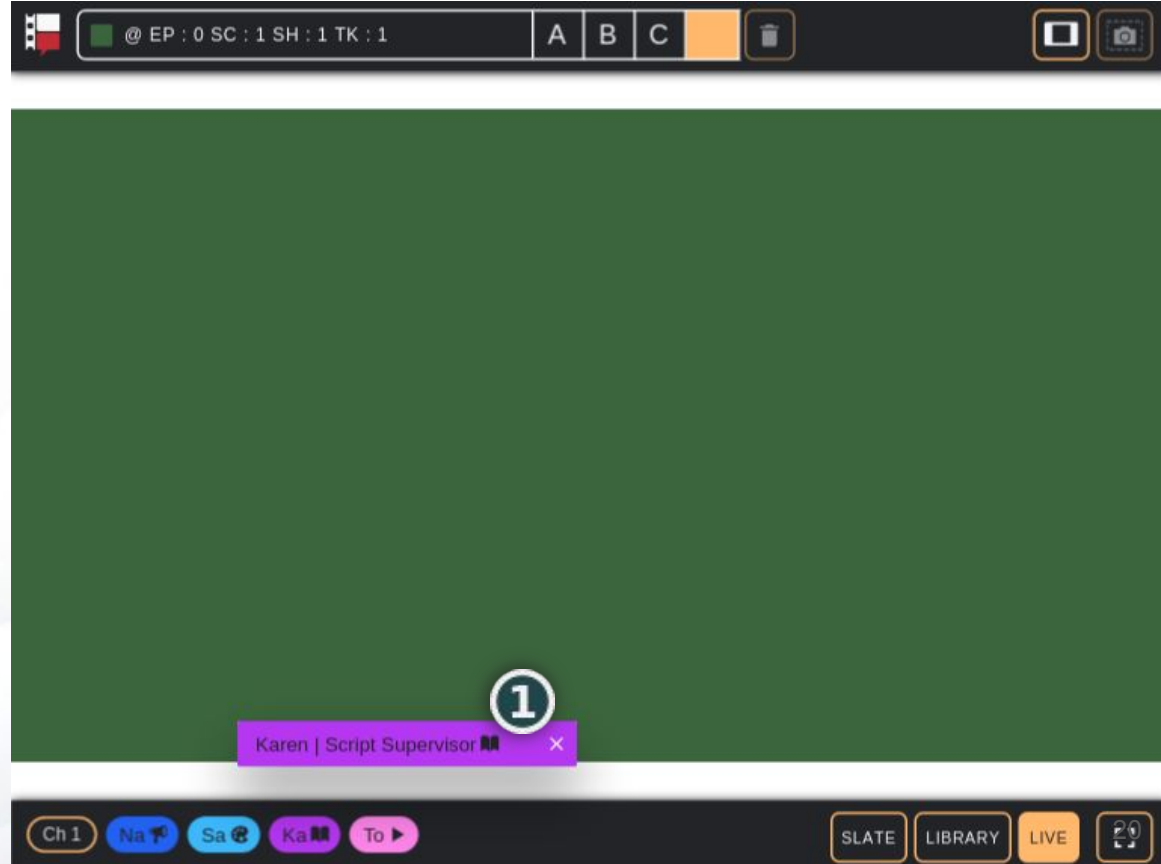


# Channel members



When there are several people in the same channel, the User buttons will shrink and only show the first two letters of their names and their role icons.

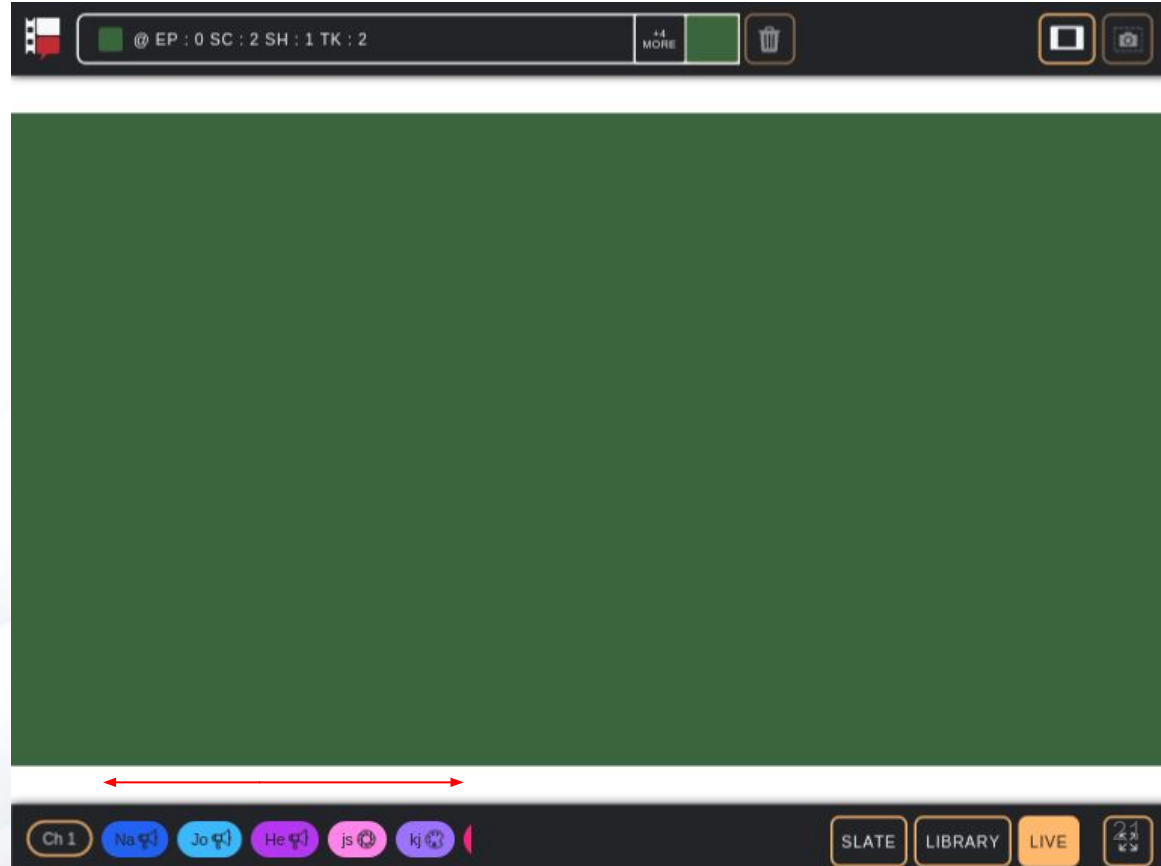
To see more information about channel members press their User button. A User pop-up will appear showing their full name and role.



# Channel members



When a channel has more than five members, you can scroll left and right to see the overflowed channel members.





# Lock/unlock a channel

When a channel is unlocked, anyone can enter it.

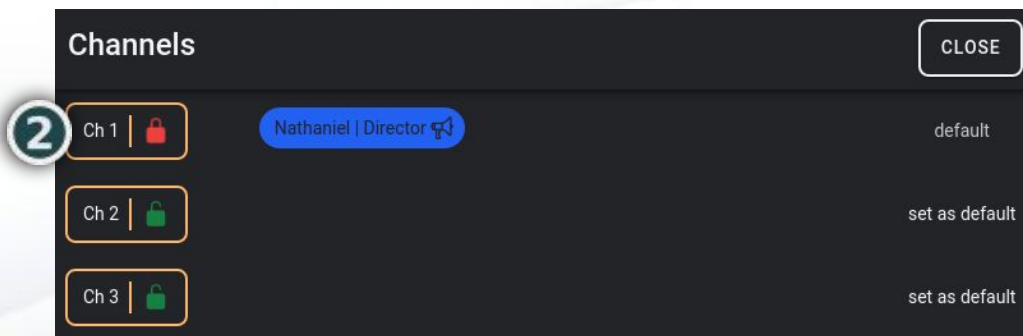
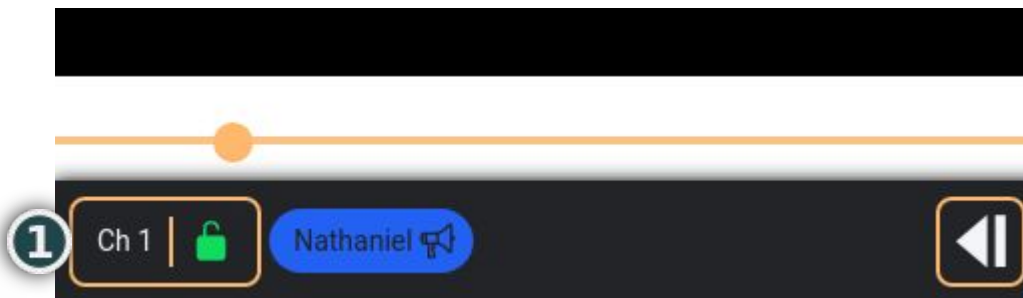
When a channel is locked, no one else can enter it.

If a member leaves a locked channel, the channel will need to be unlocked for them to rejoin.

Only channel members can lock or unlock a channel.

The Lock/Unlock button is available in:

- The Home page footer **1**
- The Channel buttons in the Channels menu **2**







# Default channels

When a user is created they will be logged into their role's default channel.

**Channel 1:** Director, Assistant Director, Producer, Script Supervisor, VTR Operator

**Channel 3:** Hair/Makeup

**Channel 4:** Costume

**Channel 5:** Art Director, Production Designer, Creative Director, Props, Set Decorator

**Channel 6:** Director of Photography, Camera Operator, Camera Assistant

**Channel 7:** Gaffer, Electric

**Channel 8:** Key Grip, Grip

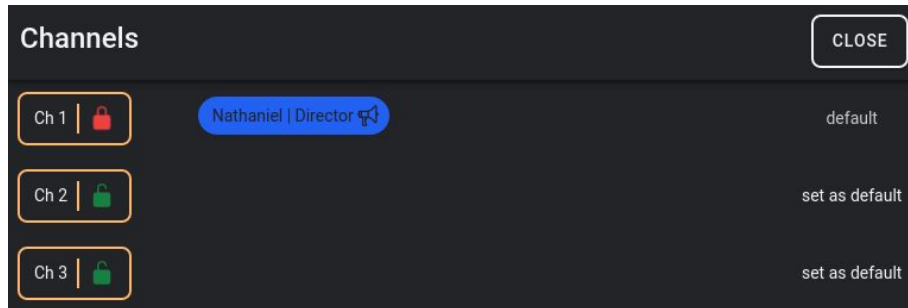
**Channel 9:** Boom Operator, Production Sound

**Channel 10:** Visual FX Supervisor

**Channel 11:** Playback/DIT/DMT

**Channel 12:** Client

Your default channel can be changed with the Set as Default button on the Channel in the Channels menu.



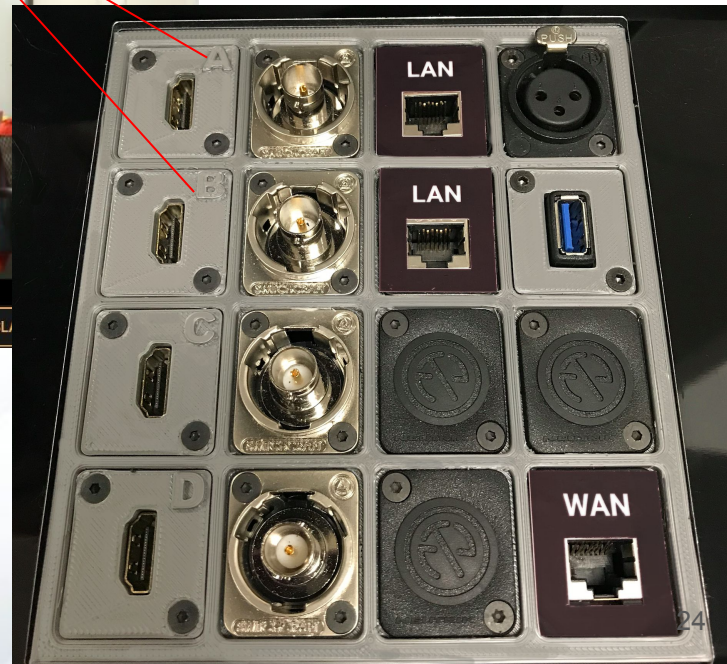
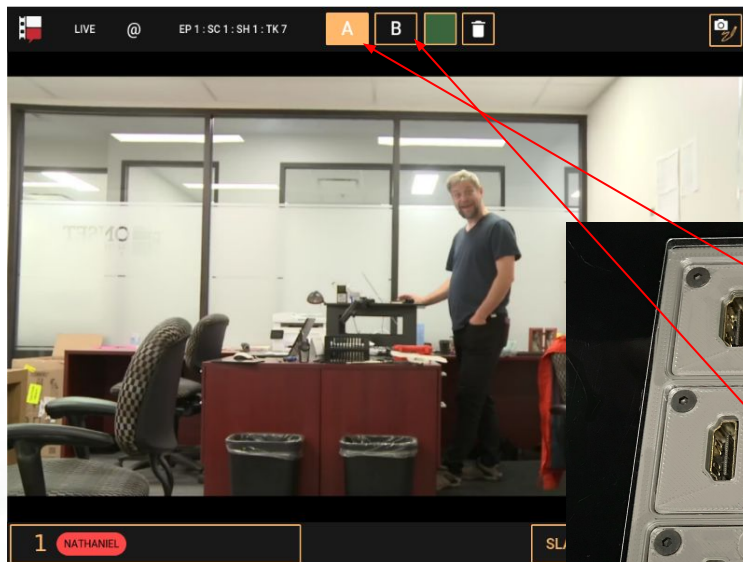
If your default channel is locked when you log in, you will be placed in channel 13. From there you can log into another unlocked channel.



# Cameras > Camera buttons

The available cameras are shown in the header of the Home page.

The camera button labels are based on which port the camera is plugged into.





# Cameras > Switching live cameras

The highlighted button indicates which camera is currently being viewed.

1

The screenshot displays a video production control interface. At the top, a black bar contains a camera icon, the text "@ EP 0 : SC 1 : SH 1 : TK 7", and three buttons labeled "A", "B", and a green button. A circled "1" is positioned over the "B" button. To the right of these buttons are icons for a camera and a trash can. The main area shows a live video feed of an office with a man standing behind a desk. At the bottom, a black bar features a red button with "1" and "NATHANIEL", a "SLATE" button, a "LIBRARY" button, and a "LIVE" button with "25" in the corner.



# Cameras > Switching live cameras

To switch cameras, press one of the unhighlighted camera buttons.

The screenshot displays a live broadcast control interface. At the top, a black bar contains the text "LIVE @ EP 1 : SC 1 : SH 1 : TK 7" and four camera buttons labeled "A", "B", "C", and "D". A red arrow points from the "B" button in the top bar to the "B" button in the bottom bar. The main video feed shows a man in a grey shirt working at a desk. A white box highlights the man's head, and a timestamp "17:18:39:04" is overlaid on the video. At the bottom, a black bar contains a "1" button, a "HELLO" button, a "BOB" button, and buttons for "SLATE", "LIBRARY", and "LIVE 26".

# Cameras > Switching library item cameras



When you record with multiple cameras, multiple library clips are created

1 2 3

LIVE @ EP 1 : SC 35 : SH 1 : TK 1 A B C 00 : 16 . 62

Library

Episode 1 > Scene 35 > Shot 1 Lovely Witches Club INT NIGHT

Thumbnail	Ep	Sc	Sh	Tk	Day	Cam	Play	More
	Ep 1	Sc 35	Sh 1	Tk 1	Day 4	Cam C	▶	⋮
	Ep 1	Sc 35	Sh 1	Tk 1	Day 4	Cam A	▶	⋮
	Ep 1	Sc 35	Sh 1	Tk 1	Day 4	Cam B	▶	⋮

1 NATHANIEL

1 JAMES T. KIRK

SLATE LIBRARY LIVE

3 1 2









# Channel content information

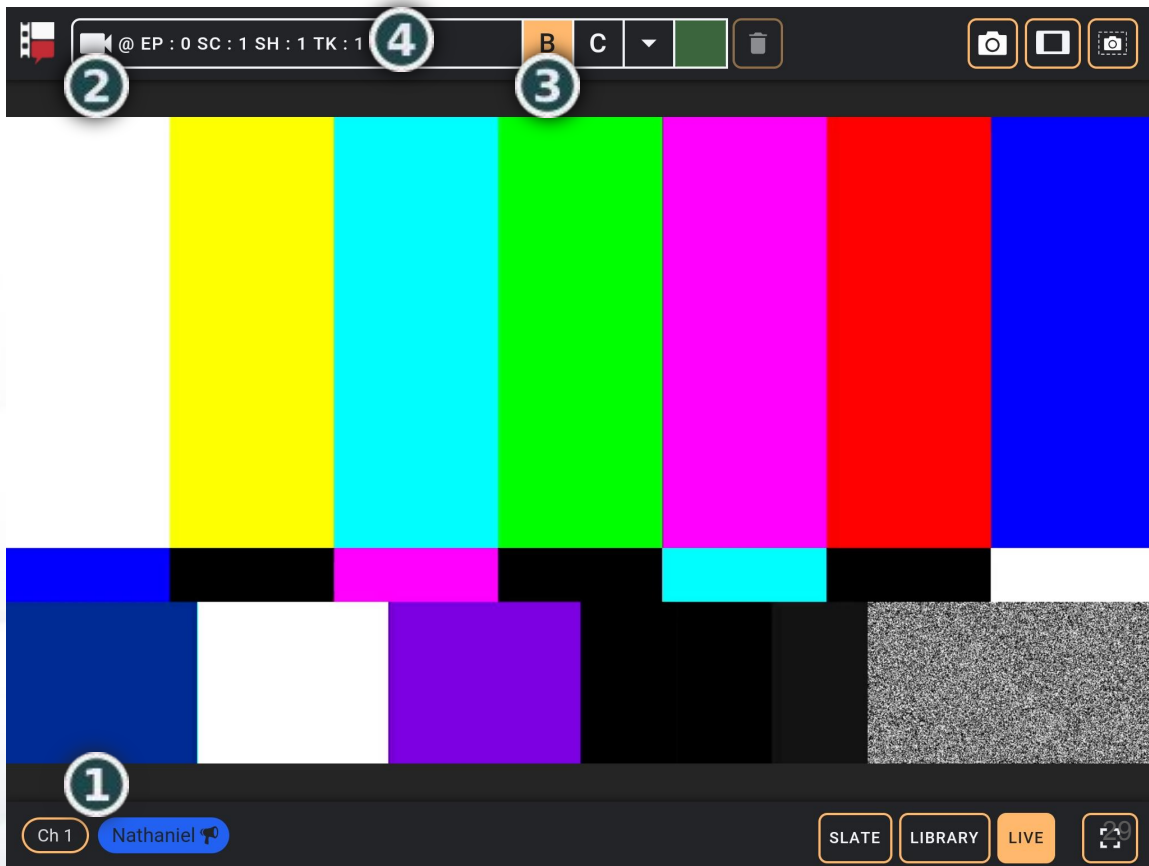
The channel content information is located in the top-left of the Home page. It describes what the channel members are currently viewing.

Here there is one channel member in channel 1 (Nathaniel) ...

... and they are viewing a live feed ...

... of camera B ...

... and the current slate is episode 0, scene 1, shot 1, take 1.



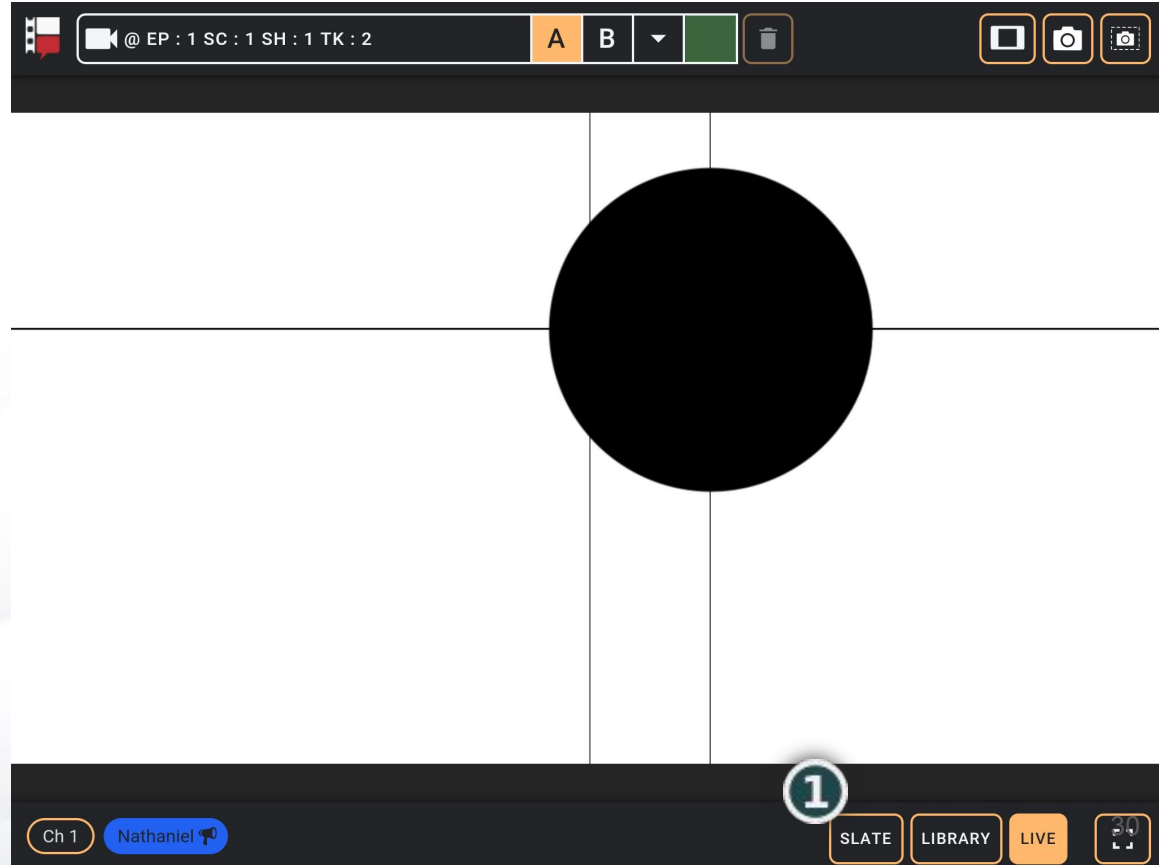
# Slate page



All recordings will begin on the Slate page.



To open the page, select the Slate page button on the Home page.





# Slate page

The Cameras section shows the cameras that are plugged into the kit server. **1**

Changes that are made to the Slate page are published to all the other connected tablets. **2**

The current slate can be seen in the [channel content information](#) in the top-left of the Home page when the channel content is live. **2**

The Take field must be a number (1, 2, 2.1, 2.2, etc). **3**

The screenshot shows the Slate page interface. At the top right, there are three buttons: "UNDO CHANGES", "CLOSE", and "START RECORDING". Below these are fields for "Day" (1) and "Project" (0). The main area contains four large input fields: "Roll/Card" (0), "Scene\*" (2), "Shot\*" (1), and "Take\*" (2). To the right of these fields are labels "A B C D" and a "Cameras" section with a "1" in a circle. Below the main area is a control panel with three columns of options: "EXT" (selected), "INT", "DAY", "NIGHT" in the first column; "FX", "MOS", "PU", "FILTER" in the second column; and "DIR", "DOP", "CAM" in the third column. Each option has a radio button or checkbox. At the bottom right of the control panel, it says "required \*". At the very bottom, there is a "Tap here for notes" field and a status bar showing "@ EP : 1 SC : 1 SH : 1 TK : 2" with "A B" and a trash icon.



# Slate page > Slate conflicts

Video clip slates must be unique. If you set the slate to that of a video clip that was already recorded you'll see a warning.

Changing any of the red-outlined fields will remove the warning and allow you to publish the slate and/or start a recording.

The screenshot shows the 'Slate' interface with a red warning banner at the top: 'Slate conflicts with existing video' with a question mark icon. To the right of the banner are three buttons: 'UNDO CHANGES', 'CLOSE', and 'START RECORDING'. Below the banner, the interface is divided into several sections:

- Day:** A field containing the number '1'.
- Project:** A large empty text input field.
- EP \*:** A small empty text input field.
- Roll/Card:** A square button containing the number '0'.
- Scene \*:** A square button containing the number '1'.
- Shot \*:** A square button containing the number '1'.
- Take \*:** A square button containing the number '1'.
- Cameras:** Four buttons labeled 'A', 'B', 'C', and 'D'.
- Lighting/Settings:** A section with two columns of radio buttons and checkboxes:
  - Column 1: 'EXT' (selected), 'INT', 'DAY' (selected), 'NIGHT'.
  - Column 2: 'FX', 'MOS', 'PU', 'FILTER' (all unselected).
  - Column 3: 'DIR', 'DOP', 'CAM' (all unselected).
- Footer:** A text input field with the placeholder 'Tap here for notes' and a 'required \*' label.



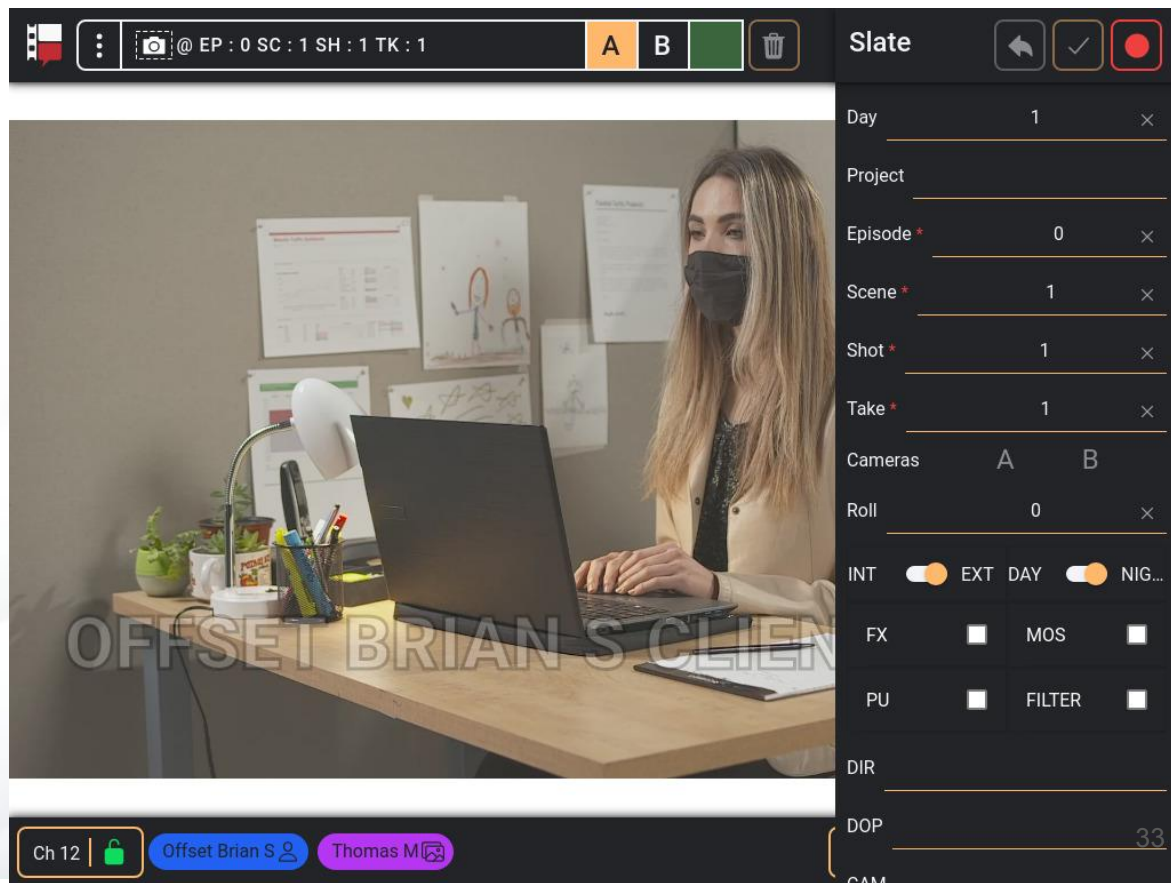
# Slate menu

The Slate menu is opened by long-pressing the Slate button on the Home page.



The Slate menu allows you to continue to view your channel's content while providing the same functionality as the [Slate page](#).

Tap anywhere outside the menu to close it.





# Recording a take

Each recording is tagged with the slate information shown on the [Slate page](#) when the Start Recording button is pressed. **1**

Pressing the Start Recording button will create as many library items as there are cameras shown in the Cameras section of the slate. **2**

The take field will automatically advance after the recording has been completed.

You can edit a library item's information immediately after stopping the recording or at anytime by opening the item's metadata.

For more information on editing a library item's metadata click [here](#)

The screenshot shows the Slate application interface. At the top right, there are three buttons: "UNDO CHANGES", "CLOSE", and "START RECORDING". The "START RECORDING" button is highlighted with a red border and a circled "1". Below the buttons, the interface displays the following information:

- Day: 1
- Project: 0
- EP\*: 0
- Roll/Card: 0
- Scene\*: 2
- Shot\*: 1
- Take\*: 2
- Cameras: A B C D (with a circled "2" next to the label)

Below the slate information, there are several metadata fields with radio buttons and checkboxes:

- EXT:
- INT:
- DAY:
- NIGHT:
- FX:
- MOS:
- PU:
- FILTER:
- DIR: \_\_\_\_\_
- DOP: \_\_\_\_\_
- CAM: \_\_\_\_\_

At the bottom right, there is a "required \*" label. At the bottom left, there is a "Tap here for notes" label.

# Recording a take > Recording channel

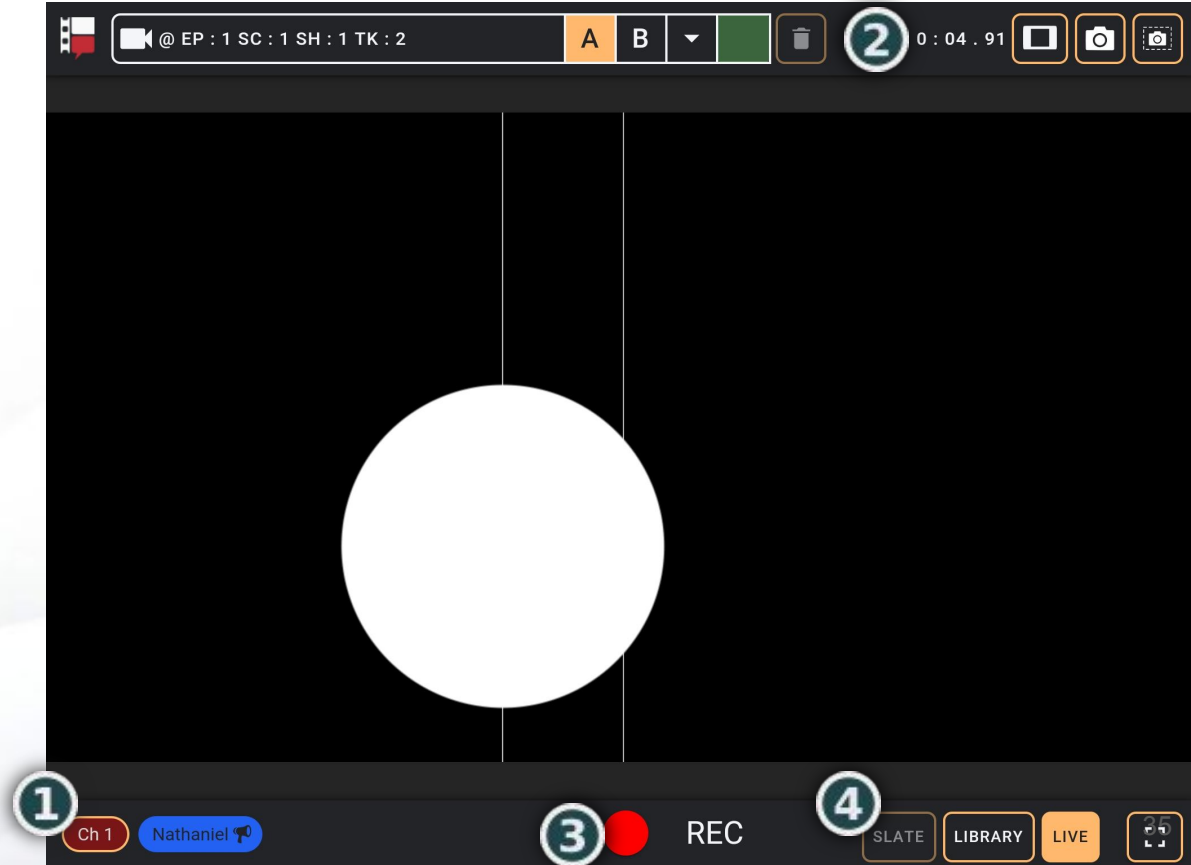


Shown here is a screenshot of channel 1 where episode 1, scene 1, shot 1, take 2 is being recorded.

Recording is only possible in one channel at a time.

While recording in a channel:

- 1 The Channels button background will turn red.
- 2 The duration of the recording will be shown in the header.
- 3 The recording button will appear in the footer of the Home page.
- 4 The Slate page button is disabled





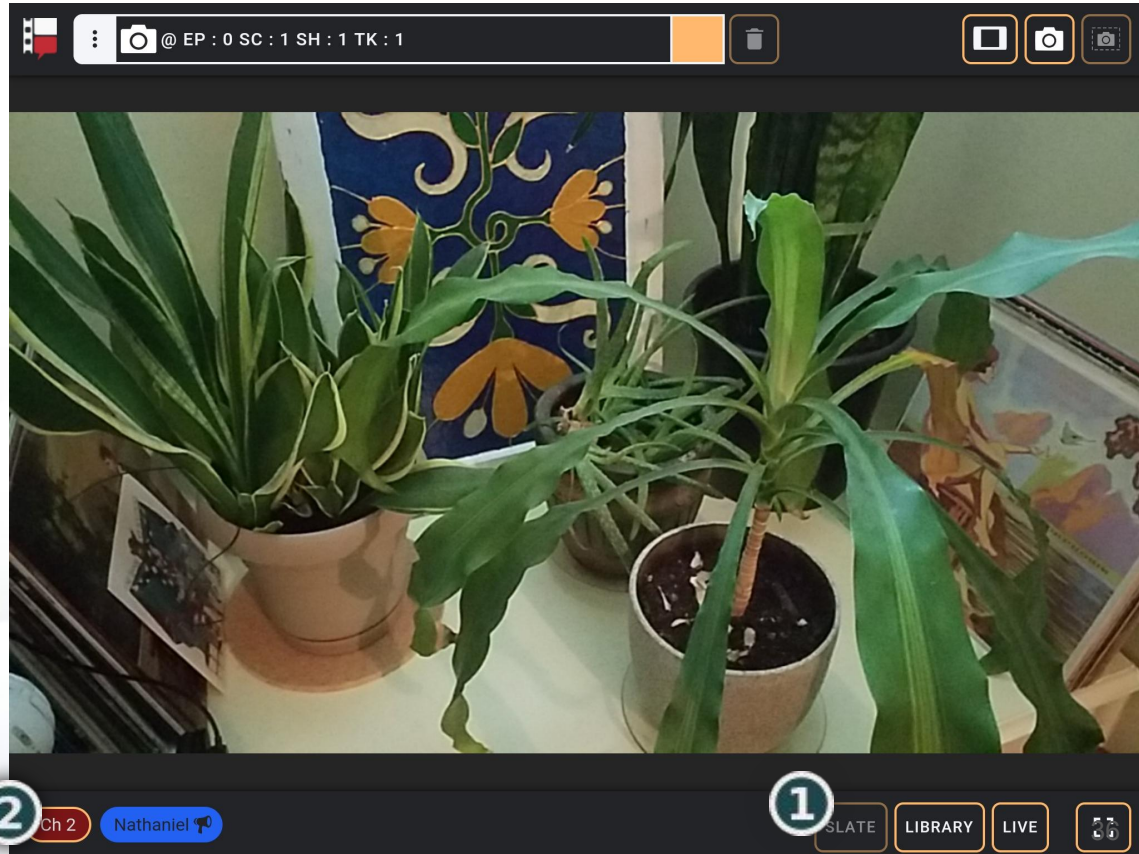
# Record a take > Non-recording channel

This is the view in channel 2 while recording is occurring in channel 1. You can see that members of this channel are able to carry on viewing an image as they were before recording began.

Two things do happen in a non-recording channel however:

- 1 The slate button is disabled
- 2 The background of the channel button turns red

To see which channel is recording, open the channel menu by pressing the Channels button.



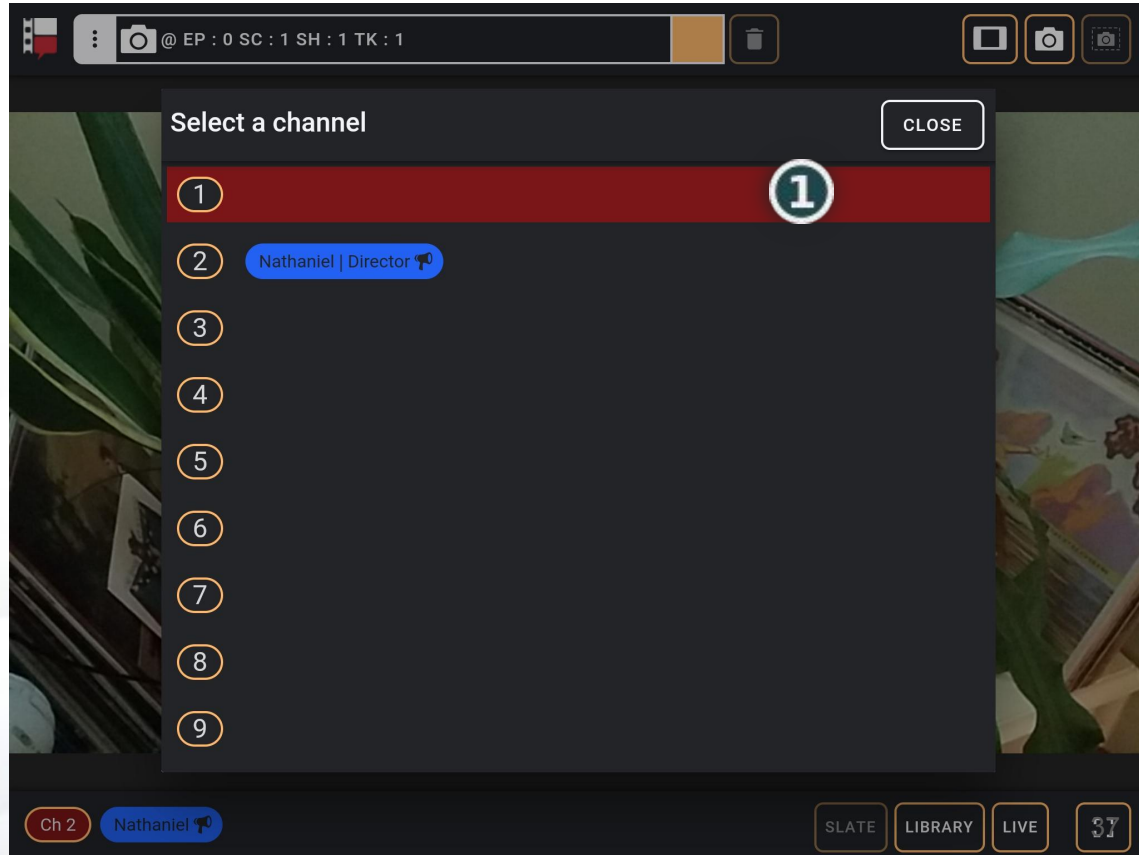


# Recording a take > Channel menu



When you open the Channels menu while a recording is taking place, the background of the recording channel will be red.

1



# Recording a take > Stopping the recording



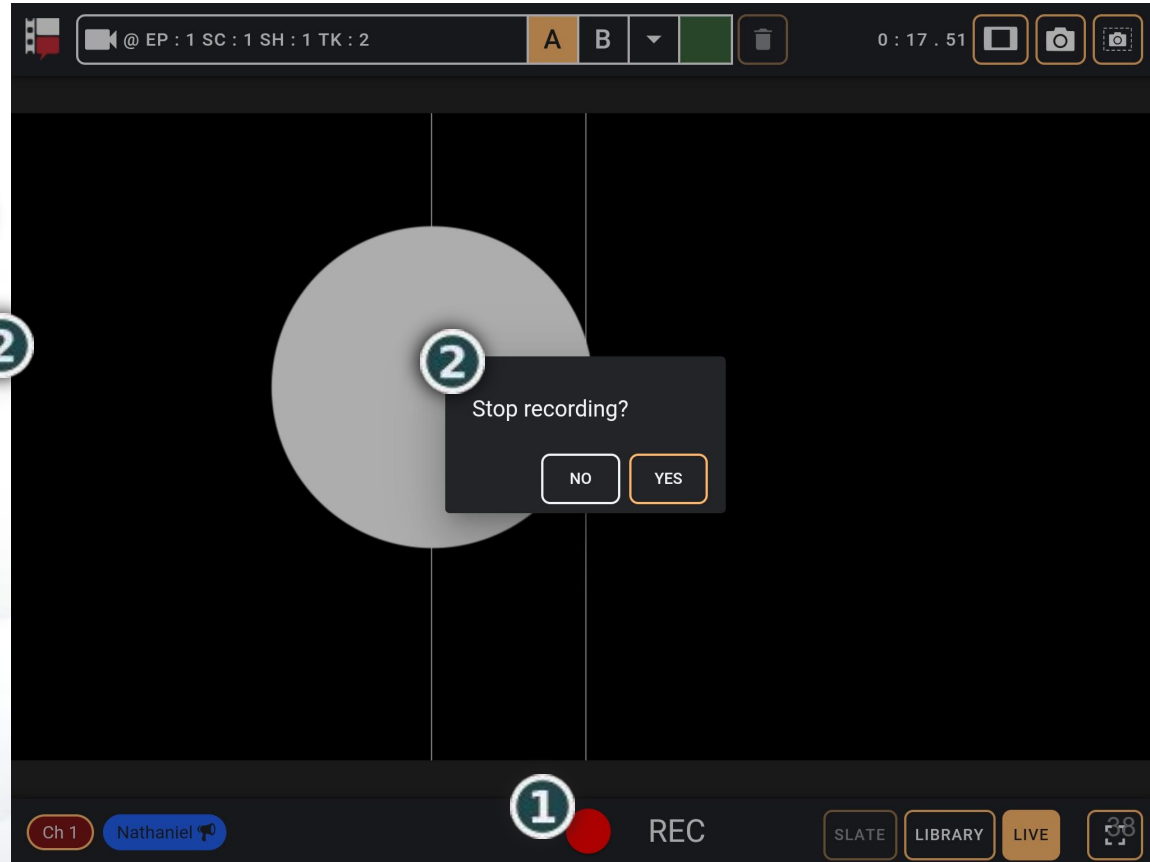
A recording can only be stopped in the channel where it was started.

To stop a recording, press the recording button in the footer of the Home page.

This will present a confirmation window. The recording will continue in the background until the Yes option is selected.

Though most productions designate one user to start and stop recordings, any user in the recording channel can stop a recording.

After pressing Yes the Post-recording Options window will appear.





# Recording a take > Post-recording options

After confirmation, you'll be presented with the Post-recording Options window.



From here you can edit item notes, edit metadata, rate, load the recordings into the channel, or open a new slate for another recording.

The items that were recorded will be available for future playback or editing in the [Library page](#) and the Takes section of the [Recent Items menu](#).

The screenshot shows a software interface with a top bar containing a camera icon, a text field with "@ EP 1 : SC 1 : SH 1 : TK 2", and buttons labeled A, B, C, D, a green square, and a trash icon. On the right of the top bar are icons for a monitor and a camera. A central window titled "1" displays "4 new clips added" in green text and a "CLOSE" button. Below this are five menu items: "EDIT NOTES" with a pencil icon, "EDIT METADATA" with a vertical ellipsis icon, "RATE" with a minus sign icon, "LOAD INTO CHANNEL" with a circular arrow icon, and "OPEN NEW SLATE" with a clapperboard icon. At the bottom of the interface, there is a bar with a "1" in a circle, two buttons labeled "JIM" and "NATHANIEL", and three buttons labeled "SLATE", "LIBRARY", and "LIVE".



# Recent items menu

The recent items menu is only accessible from the Home page. To show it, hold down the Library page button for about half a second.

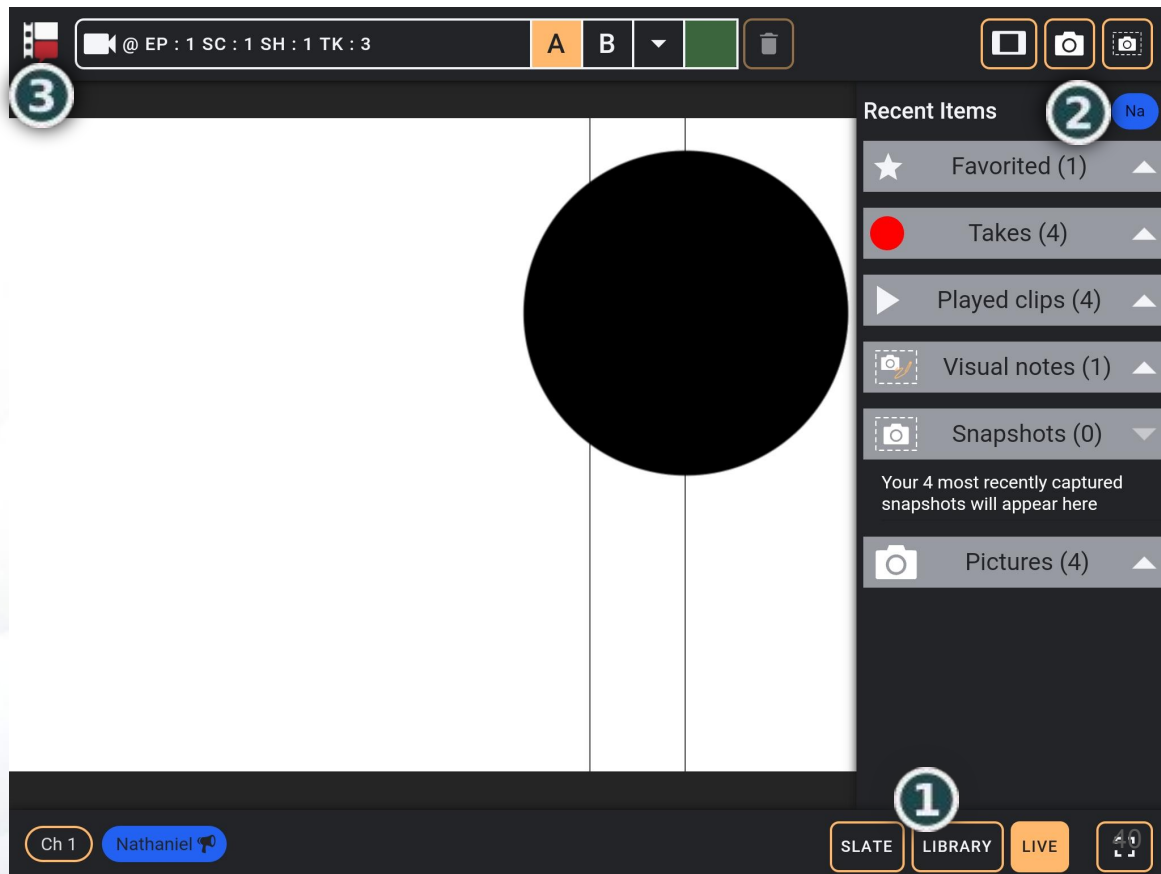
1

The content of each section except for the Take section are unique to each user.

2

If the User chip in the top-right of the menu is not your own, use the [Pages menu](#) to go to the [Select User page](#) and switch to your user.

3



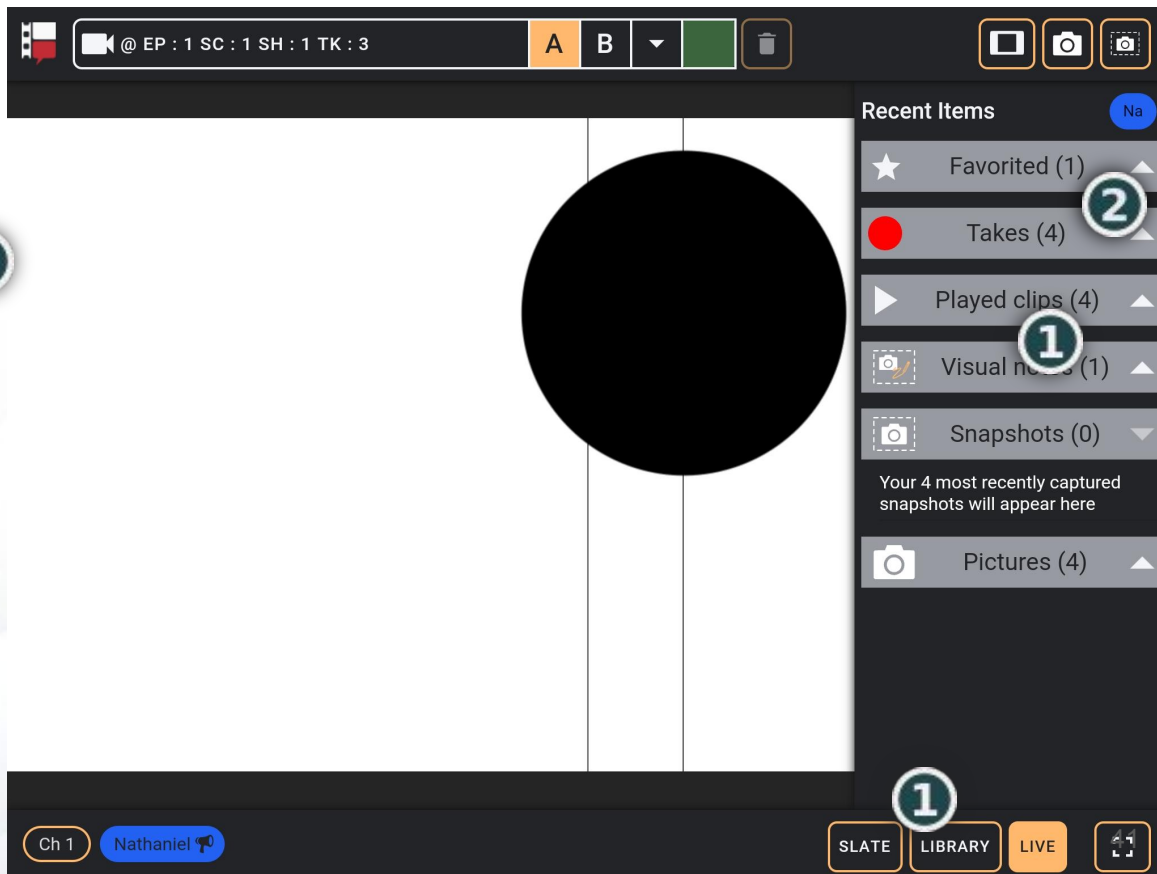


# Recent items menu

There are 6 sections in the Recent Items menu. Each section can contain up to 4 items.

The number of items contained in each section is indicated in brackets next to the section title. **1**

If a section contains items, it can be expanded and contracted by pressing the triangular button in the right side of the section header. **2**



# Playback > Loading item(s) into a channel

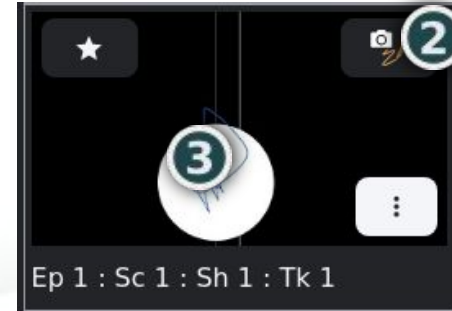


Loading an item into a channel can be done immediately after recording from the post-recording options,

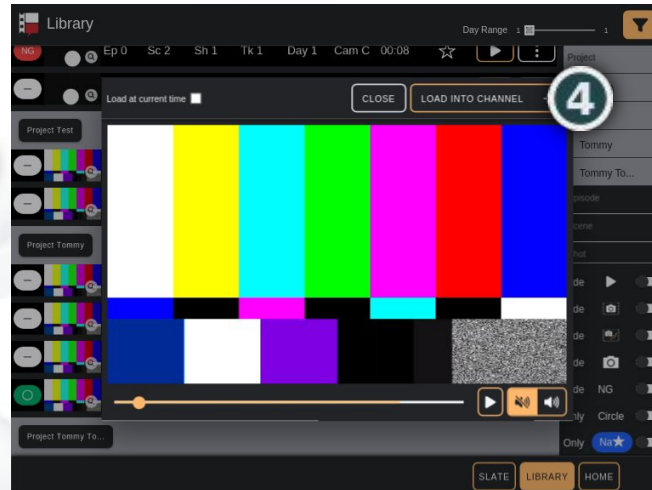
From the Library page by pressing the item's type indicator **1**



From the [Recent Items menu](#) by pressing the item's type indicator **2** or the thumbnail **3**



From the Library page by Pressing the Load Into Channel button in the Item's preview window **4**



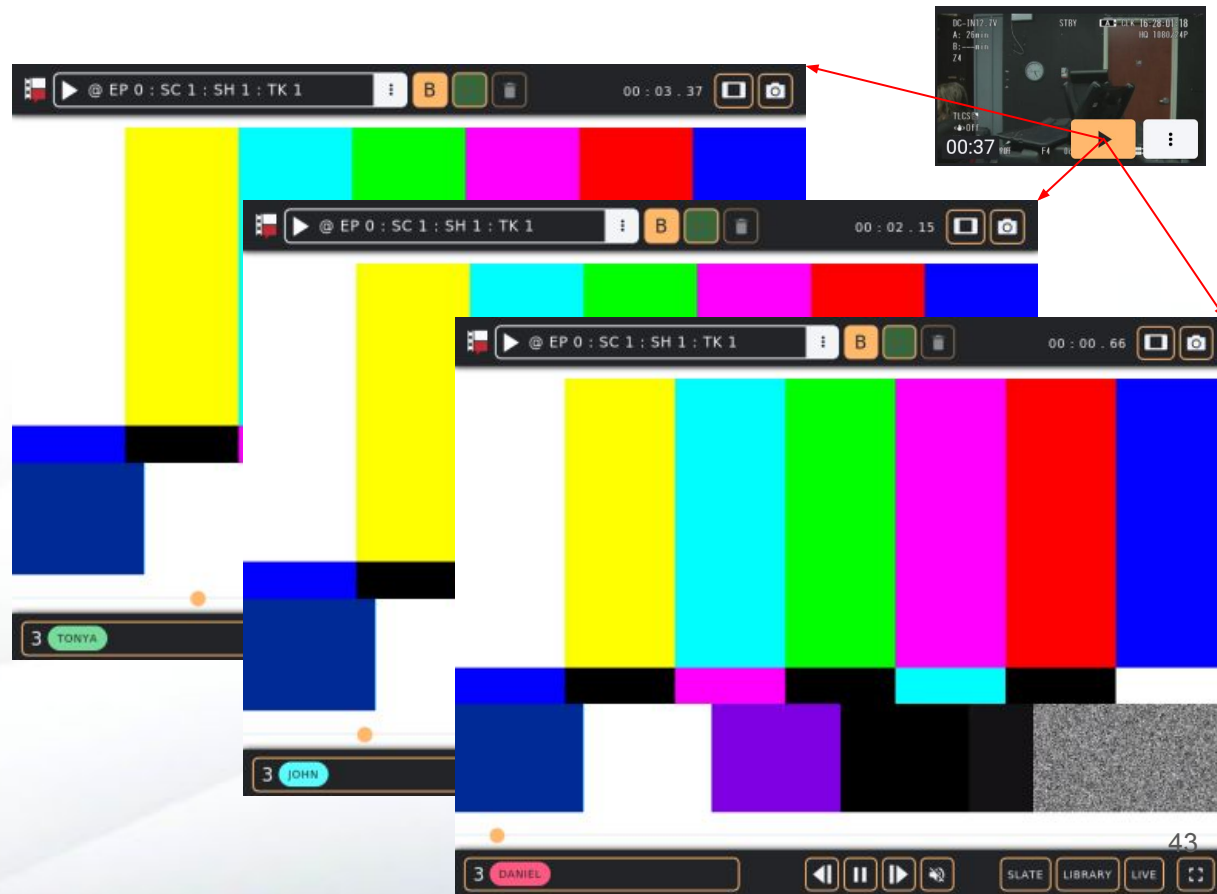


# Playback: Sync

When a clip from the library or recent items menu is played in a channel they begin playing once they have loaded.

Because each tablet finishes loading at different times (due to distance from the access point, obstructions between the tablets and the access point, etc), each tablet may be seeing different frames of the clip.

Here we can see 3 crew members in channel 3 watching a clip recorded at Ep 3 : Sc 1 : Sh: 1 Tk: 1. Each are at slightly different timestamps in the clip.

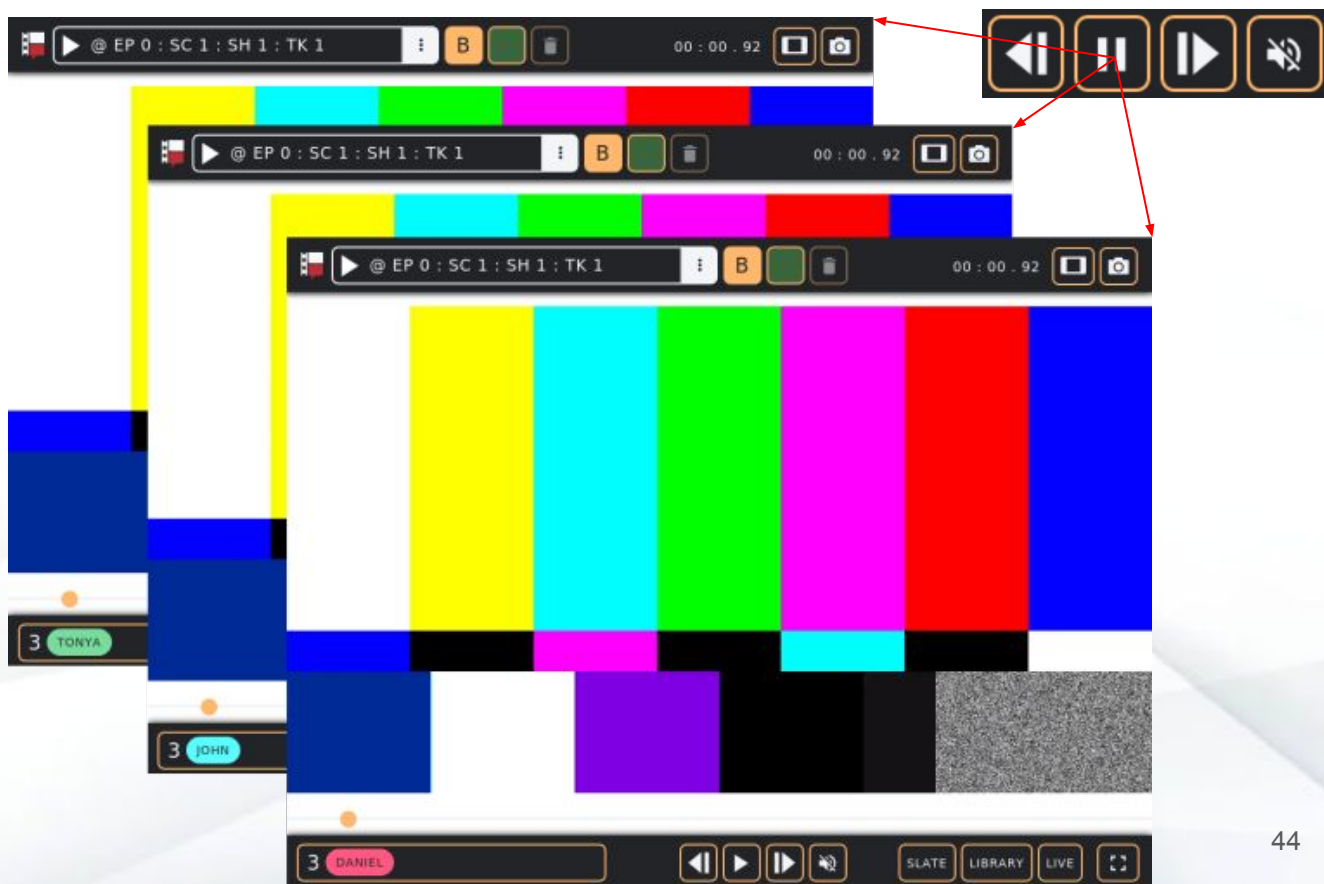




# Playback: Sync

To synchronize the playback in any channel, pause the clip and then resume playing.

To view an item independently, switch to an empty channel.







# Annotations

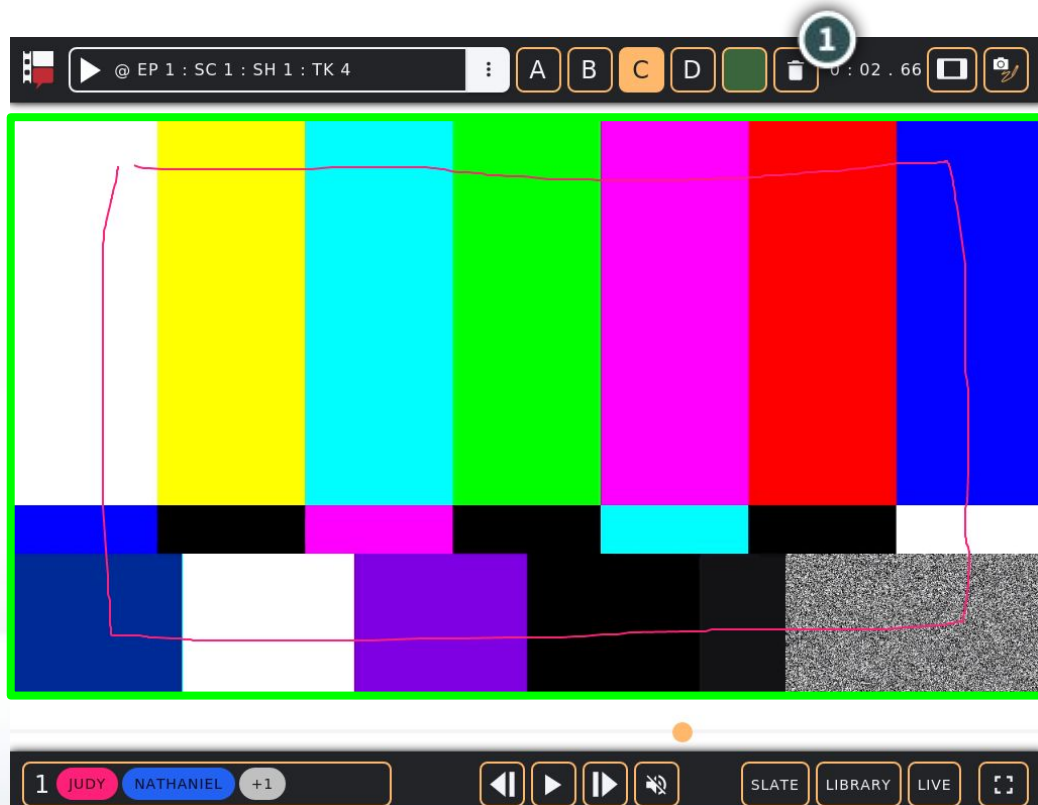
Annotations are made on the channel content (outlined in green) of the Home page. They can be made by and are visible to all members of the channel.

Annotations can be made anywhere on the channel's content (outlined in green).

To create or add to the annotations in a channel, simply draw on the screen with your finger or a stylus.



To delete them, select the Delete button or use a three-finger tap. Keep in mind that this will remove **all annotations in the channel**, not just your own.

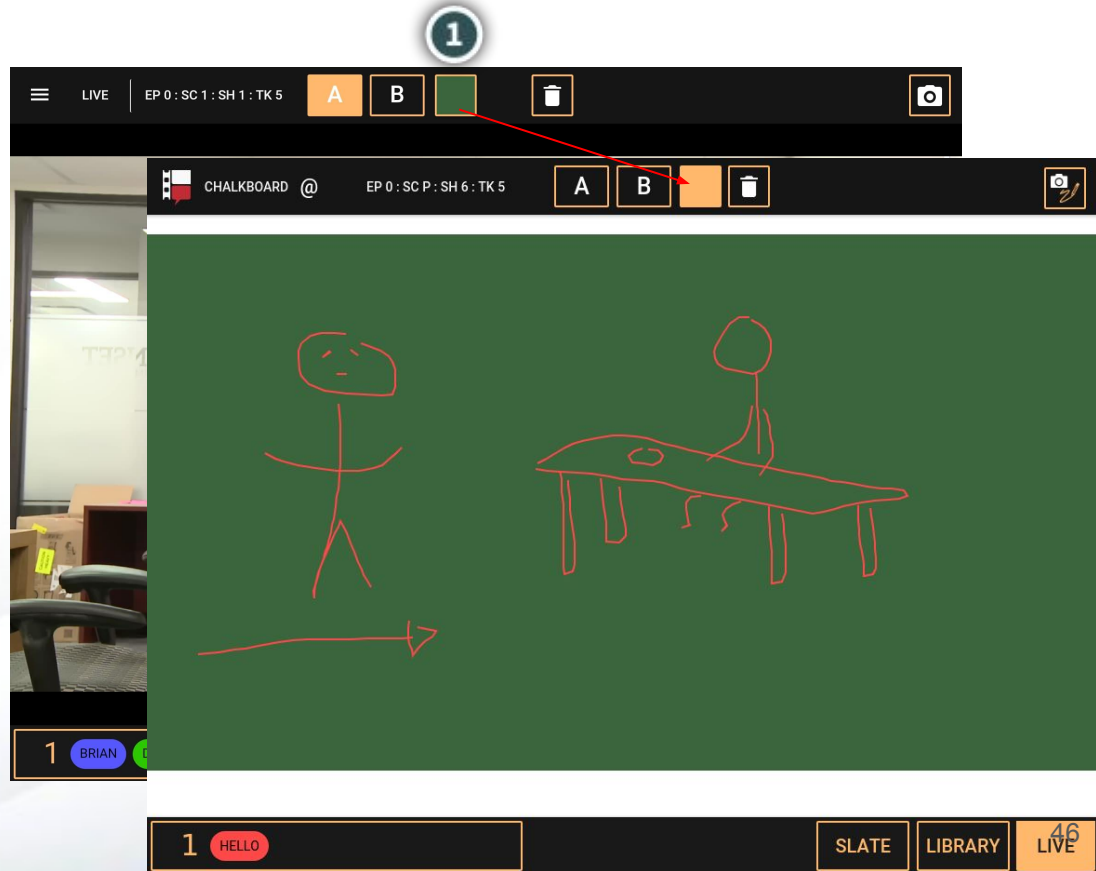


# Chalkboard



If you want to have a visual conversation with a blank background, press the green camera button to switch the Home page content to the chalkboard.

1





# Library > Finding an item

To show only clips from a certain day of shooting, you can use the Day Range slider.

To see more filter options press the filter menu button. With this menu you can hide different media types, show clips with specific ratings, or only your favourites.

The screenshot shows the 'Library' interface with a list of clips and filter options. The interface is dark-themed with white text. At the top, there is a 'Library' header and a 'Day Range' slider set to 1 to 2. Below the header is a 'PROJECT MANIFEST N' section. The main area contains a list of clips with columns for episode, scene, shot, take, day, camera, and duration. Each clip has a play button and a star icon. On the right side, there is a filter menu with options for 'project', 'episode', 'scene', 'shot', and 'take'. Below the filter menu are several toggle switches for 'Hide' and 'Only' options. At the bottom, there are buttons for 'NATHANIEL', 'CHANTAL', 'SLATE', 'LIBRARY', and 'HOME'. The interface is annotated with three numbered circles: 1 points to the Day Range slider, 2 points to the filter menu button, and 3 points to the filter menu options.

Clip ID	Ep	Sc	Sh	Tk	Day	Cam	Duration	Star	Play	More
1	Ep 1	Sc 1	Sh 1	Tk 1	Day 1	Cam A	01:12	★	▶	⋮
2	Ep 1	Sc 1	Sh 1	Tk 1	Day 1	Cam B	01:12	☆	▶	⋮
3	Ep 1	Sc 1	Sh 1	Tk 1	Day 1	Cam C	01:12	☆	▶	⋮
4	Ep 1	Sc 1	Sh 1	Tk 1	Day 1	Cam D	01:12	☆	▶	⋮
5	Ep 1	Sc 1	Sh 1	Tk 1	Day 1	Cam A		☆	📷	⋮
6	Ep 1	Sc 1	Sh 1	Tk 1	Day 1	Cam A		★	📷	⋮
7	Ep 1	Sc 1	Sh 1	Tk 1	Day 1	Cam A		☆	📷	⋮
8	Ep 1	Sc 1	Sh 1	Tk 1	Day 1	Cam A		☆	📷	⋮
9	Ep 1	Sc 1	Sh 1	Tk 1	Day 1	Cam A		☆	📷	⋮
10	Ep 1	Sc 1	Sh 1	Tk 1	Day 1	Cam A		☆	📷	⋮



# Library > Finding an item

The filter menu also lets you filter for items with specific episode, scene, shot, and take.



The screenshot shows a 'Library' interface with a list of items. The list has columns for episode, scene, shot, and take. A filter menu is open on the right, showing options for 'project', 'episode', 'scene', 'shot', and 'take'. The filter menu is highlighted with a callout '1'. The interface also includes a 'Day Range' slider, a 'PROJECT MANIFEST N' header, and a bottom navigation bar with buttons for 'SLATE', 'LIBRARY', and 'HOME'. The bottom bar also shows '1 NATHANIEL CHANTAL' and 'Only NA'.

Item ID	Episode	Scene	Shot	Take	Day	Camera	Duration	Star	Play	More
1	Ep 1	Sc 1	Sh 1	Tk 1	Day 1	Cam A	01:12	★	▶	⋮
2	Ep 1	Sc 1	Sh 1	Tk 1	Day 1	Cam B	01:12	☆	▶	⋮
3	Ep 1	Sc 1	Sh 1	Tk 1	Day 1	Cam C	01:12	☆	▶	⋮
4	Ep 1	Sc 1	Sh 1	Tk 1	Day 1	Cam D	01:12	☆	▶	⋮
5	Ep 1	Sc 1	Sh 1	Tk 1	Day 1	Cam A		☆	📷	⋮
6	Ep 1	Sc 1	Sh 1	Tk 1	Day 1	Cam A		★	📷	⋮
7	Ep 1	Sc 1	Sh 1	Tk 1	Day 1	Cam A		☆	📷	⋮
8	Ep 1	Sc 1	Sh 1	Tk 1	Day 1	Cam A		☆	📷	⋮
9	Ep 1	Sc 1	Sh 1	Tk 1	Day 1	Cam A		☆	📷	⋮
10	Ep 1	Sc 1	Sh 1	Tk 1	Day 1	Cam A		☆	📷	⋮





# Library > Finding an item

Shown here are the sections for  
Manifest Nonsense > Episode 0 >  
Scene 1 > Shot 1

You can also navigate the filters by  
using the buttons in the section  
headers.

1

Library

Day Range 1 — 2

PROJECT MANIFEST N > EPISODE 0 > SCENE 1 > SHOT 1 > TAKE 1 1

EXT DAY

Thumbnail	Ep	Sc	Sh	Tk	Day	Cam	Duration	Star	Play	More
[Color Bars]	Ep 0	Sc 1	Sh 1	Tk 1	Day 1	Cam A	00:13	☆	▶	⋮
[Black Circle]	Ep 0	Sc 1	Sh 1	Tk 1	Day 1	Cam B	00:13	☆	▶	⋮
[Black Circle]	Ep 0	Sc 1	Sh 1	Tk 1	Day 1	Cam C	00:13	☆	▶	⋮
[Color Bars]	Ep 0	Sc 1	Sh 1	Tk 1	Day 1	Cam D	00:13	☆	▶	⋮

PROJECT MANIFEST N > EPISODE 0 > SCENE 1 > SHOT 1 > TAKE 2 1

EXT DAY

Thumbnail	Ep	Sc	Sh	Tk	Day	Cam	Duration	Star	Play	More
[Color Bars]	Ep 0	Sc 1	Sh 1	Tk 2	Day 1	Cam A	00:01	☆	▶	⋮
[Black Circle]	Ep 0	Sc 1	Sh 1	Tk 2	Day 1	Cam B	00:01	☆	▶	⋮
[Black Circle]	Ep 0	Sc 1	Sh 1	Tk 2	Day 1	Cam C	00:01	☆	▶	⋮
[Color Bars]	Ep 0	Sc 1	Sh 1	Tk 2	Day 1	Cam D	00:01	☆	▶	⋮

PROJECT MANIFEST N > EPISODE 0 > SCENE 1 > SHOT 1 > TAKE 3 1

EXT DAY

1 NATHANIEL

SLATE LIBRARY HOME



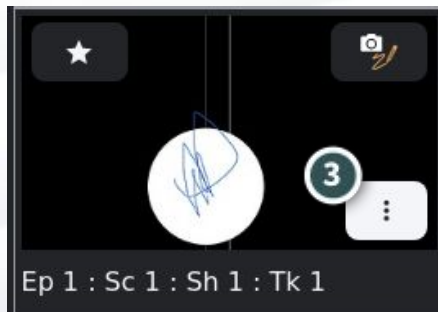
# Metadata > Editing an item

To view and edit an item's metadata, select the item's Metadata button.



The Metadata button for library item's is accessible on:

- 1 The Channel Content Info on the Home page
- 2 Each library item in the Library page
- 3 Each recent item in the Recent Items Menu





# Metadata > Editing an item

Pressing an item's Metadata button will present the Metadata page

Input any changes and press the Save button.

The Load Into Channel button will load the item into your current channel for you and the other crew members in your channel to see.

Video Clip

LOAD INTO CHANNEL → UNDO CHANGES ← SAVE [icon] CLOSE

Project: onset commercial ×

Episode: 6 × Scene: 1 ×

Shot: 1 × Take: 2 ×

Cameras: N/A

Rating: NO GOOD NONE CIRCLE

EXT: ○ DAY: ●

INT: ● NIGHT: ○

FX: ■ MOS: ■

PU: ■ FILTER: ■

DIR: \_\_\_\_\_

DOP: \_\_\_\_\_

Notes: Option2 ×

Load at current time [checkbox]

51



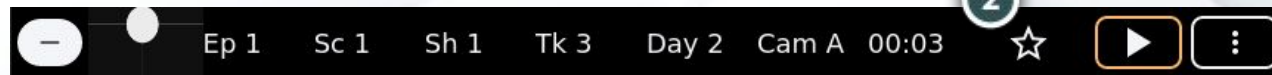
# Favourite items > Favouriting

You can favourite any library item by clicking the Favourite button.

Only you can see the items that you have favourited.

The Favourite button is available on the items in the:

- 1 Recent Items menu
- 2 The Library page





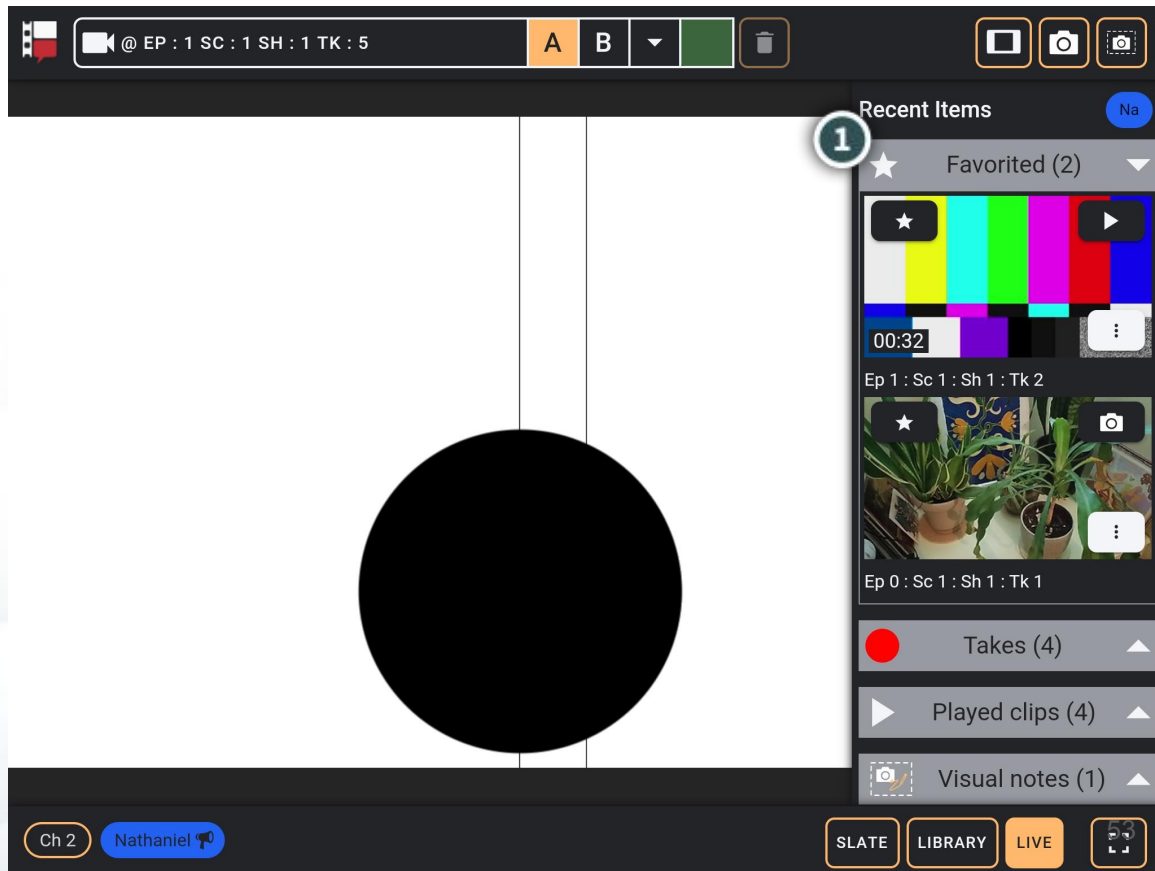


# Favourite items > Recent Items menu section

The last four items you've favourited are accessible from the Favorited items section.



For more information on the Recent Items menu, click [here](#).





# Favourite items > Library page filter

On the Library page you can use the Favourites filter to show only your **1** favorited items.

Click [here](#) for more information on finding library items.

Library

Day Range 1 — 1

Item	Ep	Sc	Sh	Tk	Day	Cam	Time	Star	Actions
	Ep 0	Sc 1	Sh 1	Tk 1	Day 1			☆	
	Ep 0	Sc 1	Sh 1	Tk 1	Day 1			☆	
	Ep 0	Sc 1	Sh 1	Tk 1	Day 1			☆	
	Ep 0	Sc 1	Sh 1	Tk 2	Day 1			☆	
	Ep 0	Sc 1	Sh 1	Tk 2	Day 1	Cam A	00:09	☆	
	Ep 0	Sc 1	Sh 1	Tk 2	Day 1	Cam B	00:09	☆	
	Ep 0	Sc 1	Sh 1	Tk 2	Day 1	Cam C	00:09	☆	
	Ep 0	Sc 1	Sh 1	Tk 3	Day 1	Cam A	00:02	☆	
	Ep 0	Sc 1	Sh 1	Tk 3	Day 1	Cam B	00:02	☆	
	Ep 0	Sc 1	Sh 1	Tk 3	Day 1	Cam C	00:02	☆	
	Ep 0	Sc 1	Sh 1	Tk 4	Day 1			☆	

project  
(empty)  
Sample p...  
This is ...

episode  
scene  
shot  
take

Hide   
Hide   
Hide   
Hide   
Hide   
Only Circle   
Only Na

Ch 2 Nathaniel

SLATE LIBRARY HOME 54



# Item rating

Library items can be rated from the Library page by pressing the item's rating button.

This will open the Rating window.

The screenshot displays a video library interface. At the top, a navigation bar shows the current item: Ep 1, Sc 1, Sh 1, Tk 3, Day 2, Cam A, 00:03. Below this is a 'Library' section with a 'Project (Empty)' header and a 'Day Range' filter. A list of video items is shown, each with a rating button (a circle with a minus sign, a red 'NG', or a green 'O'). A 'Rating' dialog box is open over one of the items, showing three options: 'NO GOOD' (red 'NG'), 'NONE' (minus sign), and 'CIRCLE' (green 'O'). The dialog also has a 'CANCEL' button. The bottom of the screen has navigation buttons for 'SLATE', 'LIBRARY', and 'HOME', and a page number '55'.

Item ID	Ep	Sc	Sh	Tk	Day	Cam	Duration	Rating
Ep 0 Sc 1 Sh 1 Tk 1 Day 1 Cam A	Ep 0	Sc 1	Sh 1	Tk 1	Day 1	Cam A	00:44	Star
Ep 0 Sc 1 Sh 1 Tk 1 Day 1 Cam D	Ep 0	Sc 1	Sh 1	Tk 1	Day 1	Cam D	00:44	Star
Ep 0 Sc 1 Sh 1 Tk 2 Day 1 Cam B	Ep 0	Sc 1	Sh 1	Tk 2	Day 1	Cam B	00:05	Star
Ep 0 Sc 1 Sh 1 Tk 1 Day 1 Cam C	Ep 0	Sc 1	Sh 1	Tk 1	Day 1	Cam C	00:05	Star
Ep 0 Sc 1 Sh 1 Tk 1 Day 1 Cam C	Ep 0	Sc 1	Sh 1	Tk 1	Day 1	Cam C	00:44	Star
Ep 0 Sc 1 Sh 1 Tk 3 Day 1 Cam D	Ep 0	Sc 1	Sh 1	Tk 3	Day 1	Cam D	00:05	Star
Ep 0 Sc 2 Sh 1 Tk 1 Day 1 Cam B	Ep 0	Sc 2	Sh 1	Tk 1	Day 1	Cam B	00:08	Star
Ep 0 Sc 2 Sh 1 Tk 1 Day 1 Cam C	Ep 0	Sc 2	Sh 1	Tk 1	Day 1	Cam C	00:08	Star
Ep 0 Sc 2 Sh 1 Tk 1 Day 1 Cam D	Ep 0	Sc 2	Sh 1	Tk 1	Day 1	Cam D	00:08	Star



# Item rating

Items can also be rated from their metadata page. **1**

To learn about accessing the Metadata page, see [Metadata: Editing an item.](#)

Video Clip

LOAD INTO CHANNEL UNDO CHANGES SAVE CLOSE

Project

onset commercial

Episode 6 Scene 1

Shot 1 Take 2

Cameras N/A

Rating

**1** NO GOOD NONE CIRCLE

EXT	<input type="radio"/>	DAY	<input checked="" type="radio"/>
INT	<input checked="" type="radio"/>	NIGHT	<input type="radio"/>
FX	<input type="checkbox"/>	MOS	<input type="checkbox"/>
PU	<input type="checkbox"/>	FILTER	<input type="checkbox"/>

DIR

DOP

NATE DIR | ONSET PRODUCTION

703-1445

Load at current time

Notes

Option2

56

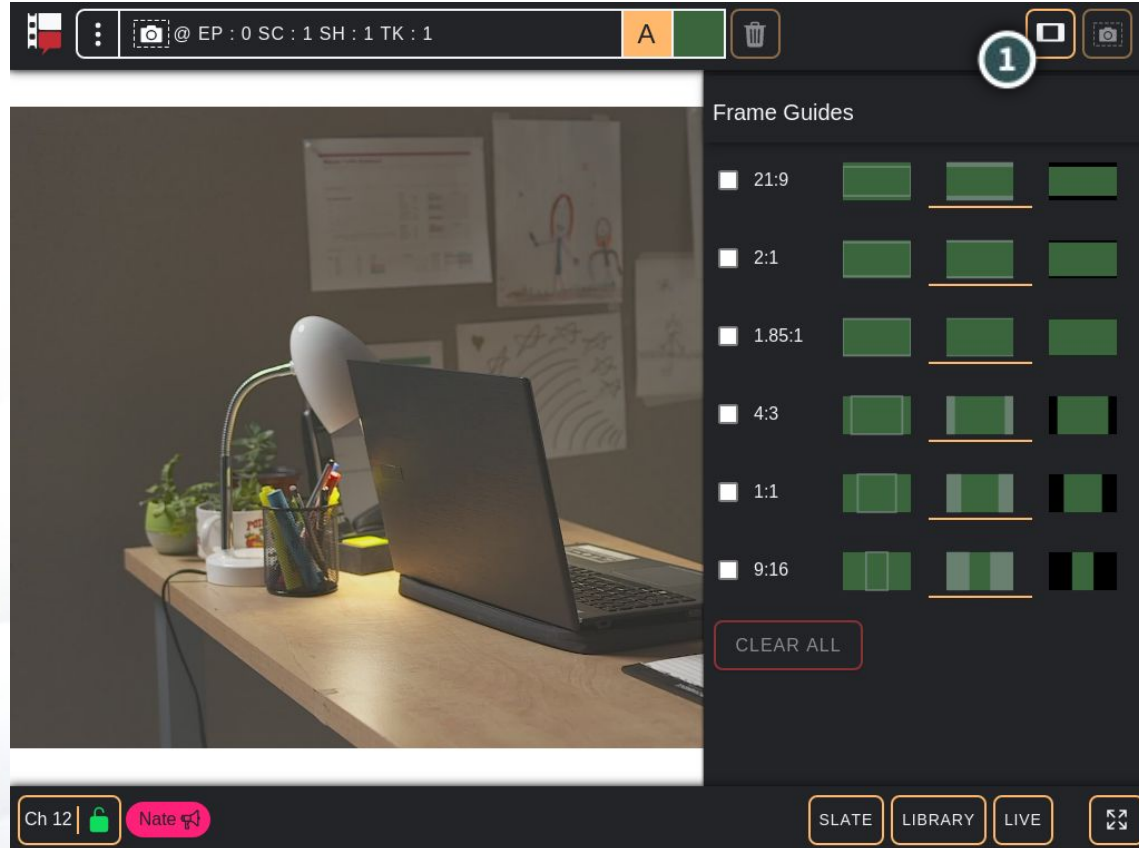
# Frame guides > Opening the menu



The Frame Guide menu is available on the Home page.

To open the menu when no guides are active, simply press the Frame Guide button. 1

To open the menu when there are active guides, long-press the menu button.





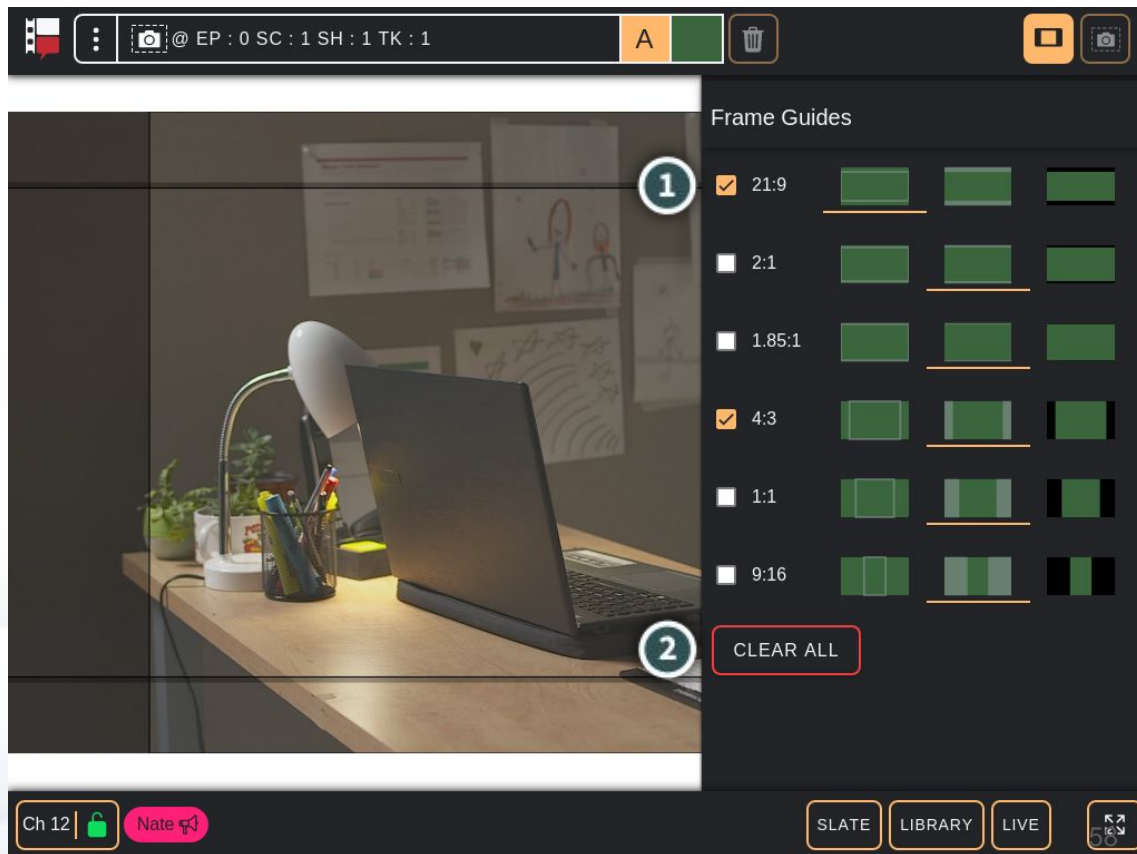
# Frame guides > Guide states

To activate a frame guide, press the checkbox next to the desired ratio. **1**

Each guide has three states, a semi-transparent outline a semi-transparent overlay and a solid overlay.

To switch between these, press the desired state.

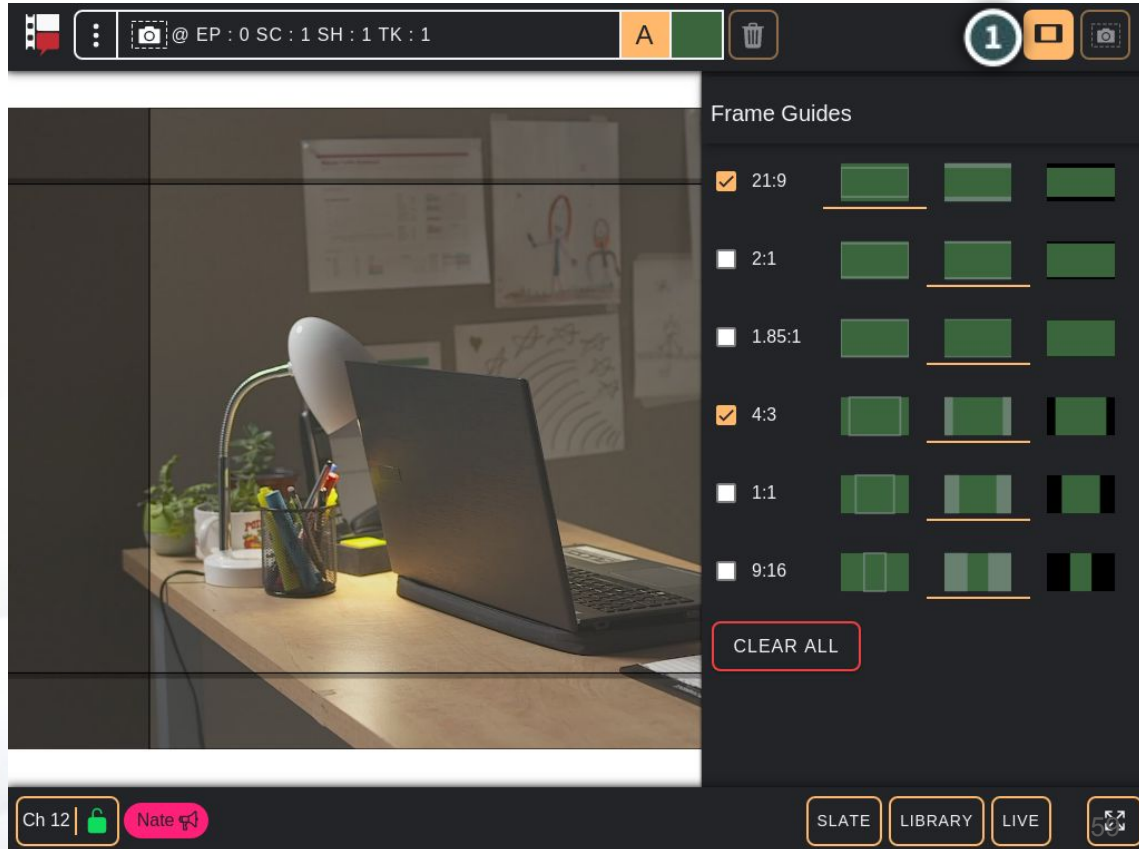
Pressing the Clear All button will clear the selected guides and close the menu. **2**



# Frame guides > Menu button



When there are selected guides, the menu button will become active.



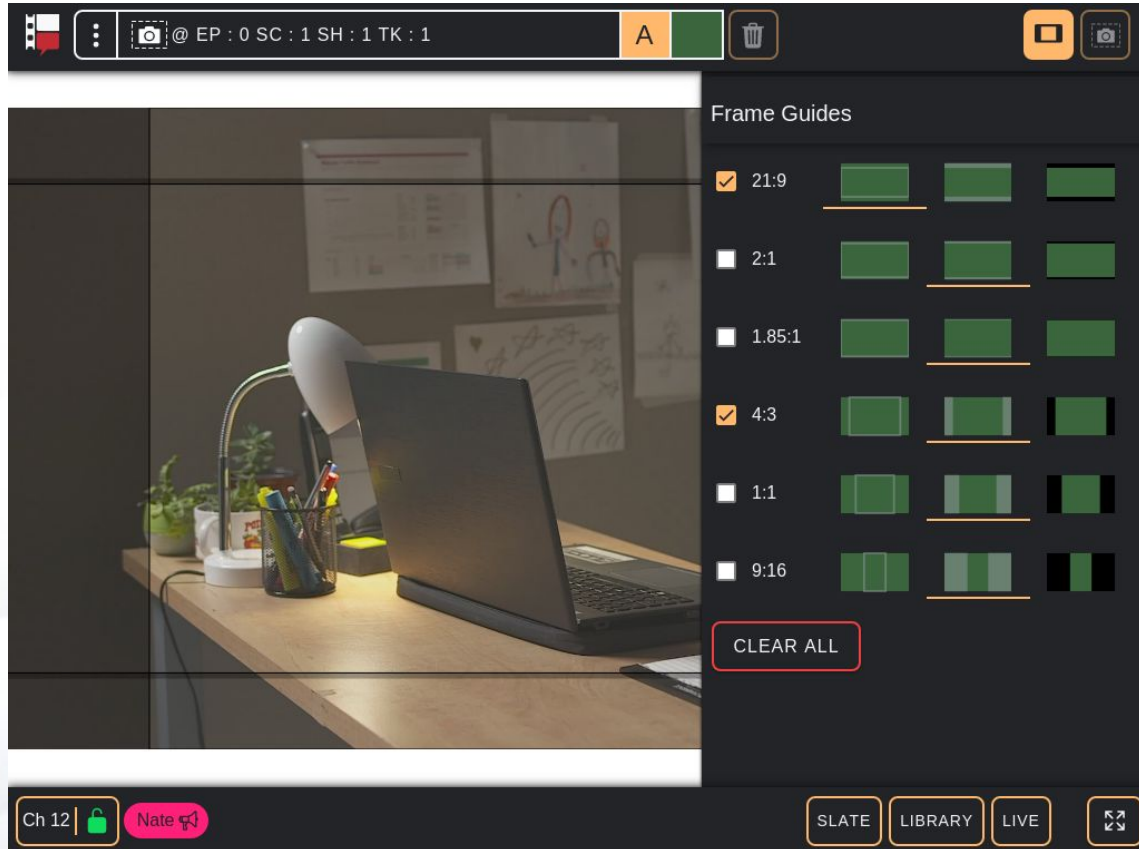


# Frame guides > Show/hide



When there are selected frame guides:

- Tapping the Frame Guides Menu button will show/hide them
- Long-pressing the the Frame Guides Menu button with open the menu



# Capture a snapshot or visual note



To capture a still frame of the channel content press the Still Frame button in the top-right of the Home page.

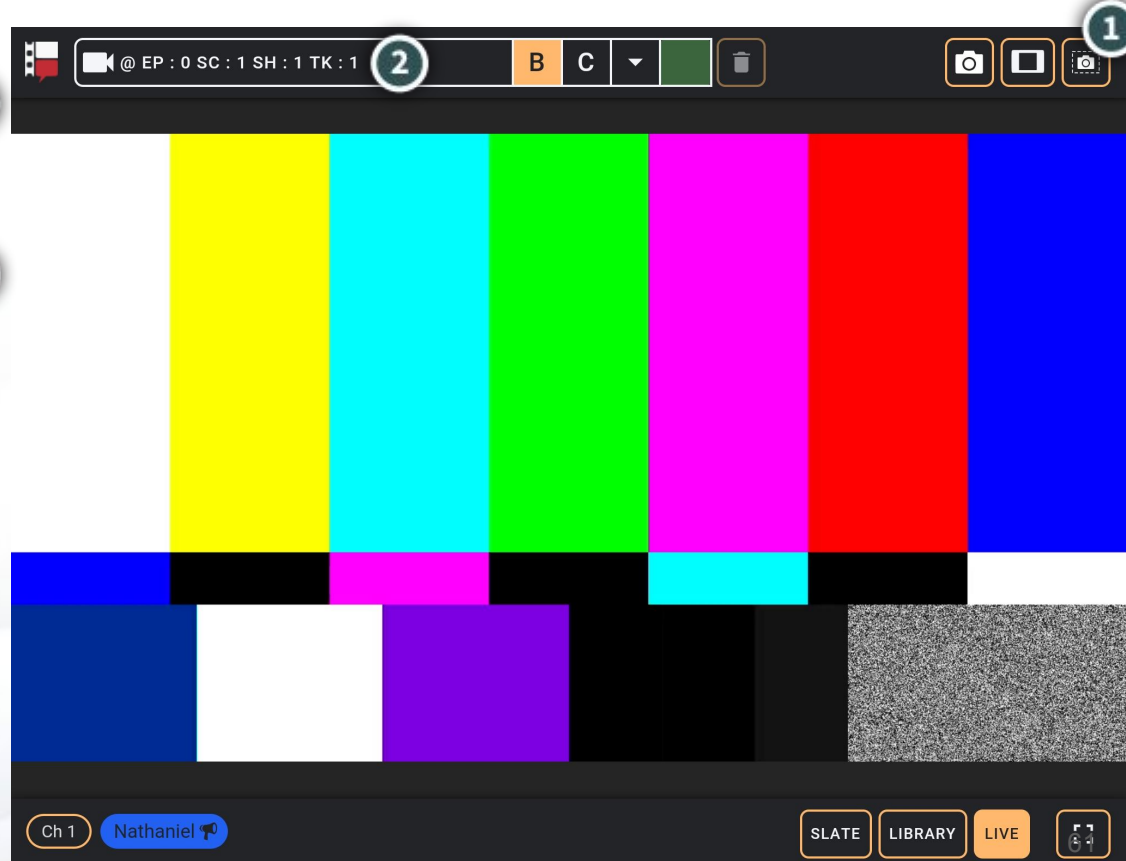
1

The still frame will be saved to the slate indicated in the Channel Content Information.

2

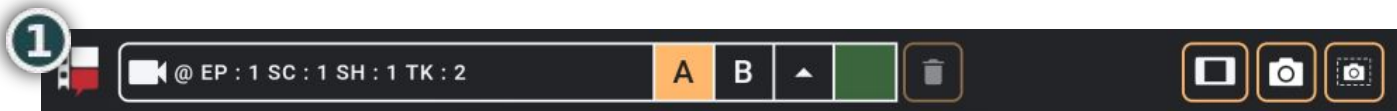
When the channel content is a video (either live or a recorded take) and there are visual notes drawn on top of it, two still frames will be captured; one will be a “snapshot” of only the frame of the video, and the second will be a “visual note”, i.e. the frame of the video with the drawings embedded into it.

Click [here](#) to learn how to access captured still frames and [here](#) for how to edit them.





# Pages menu



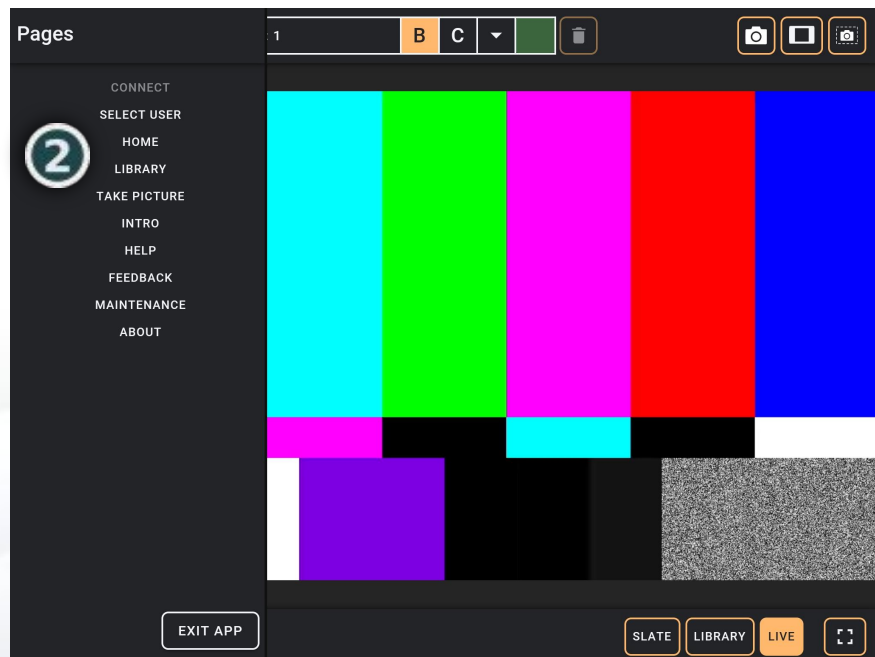
1

The Page Menu button is located in the top-left of every page of the application.

2

To open the Pages menu, press the Pages Menu button.

Depending on the state of the server and your tablet, some of the page options may be disabled. For instance, when your tablet is connected to the server, the Connect page option is disabled.

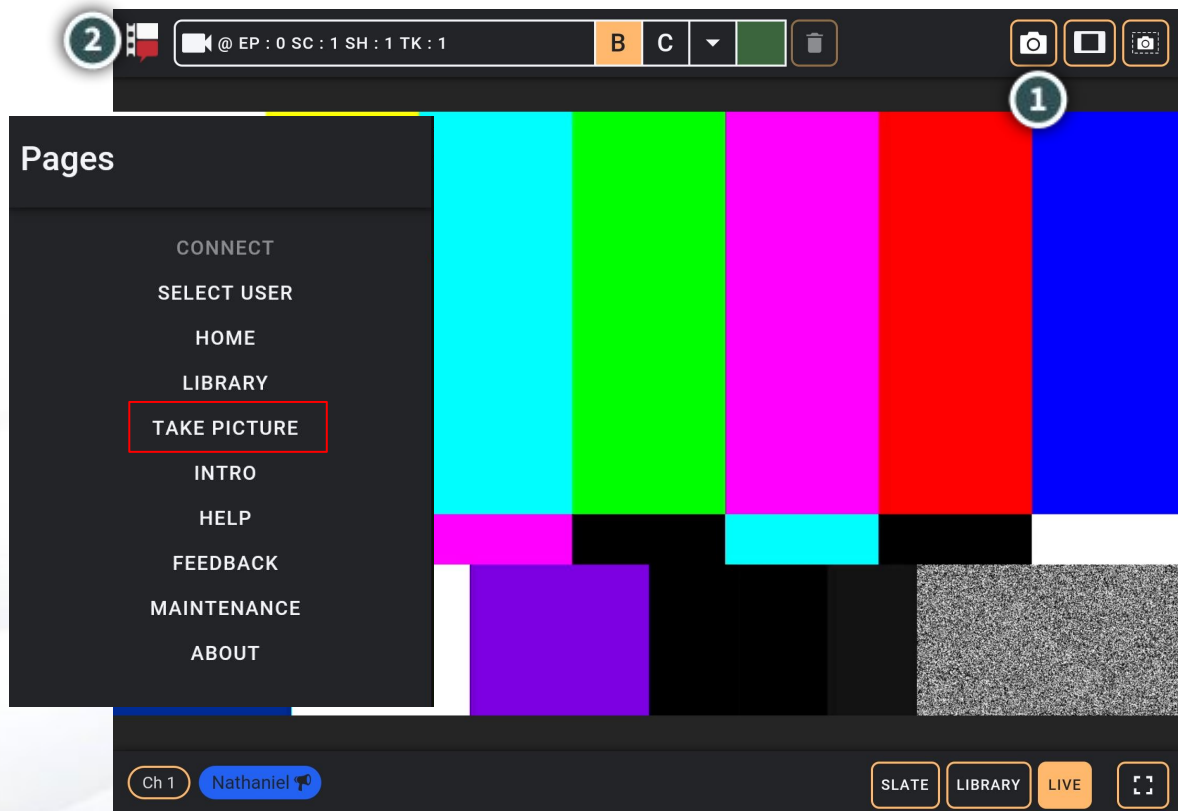




# Taking a picture with the tablet camera

There are two ways to get to the Take Picture page:

- 1 While on the Home page, select the Take Picture button in the top-right
- 2 Open the pages menu and select the Take Picture page



# Taking a picture with the tablet camera

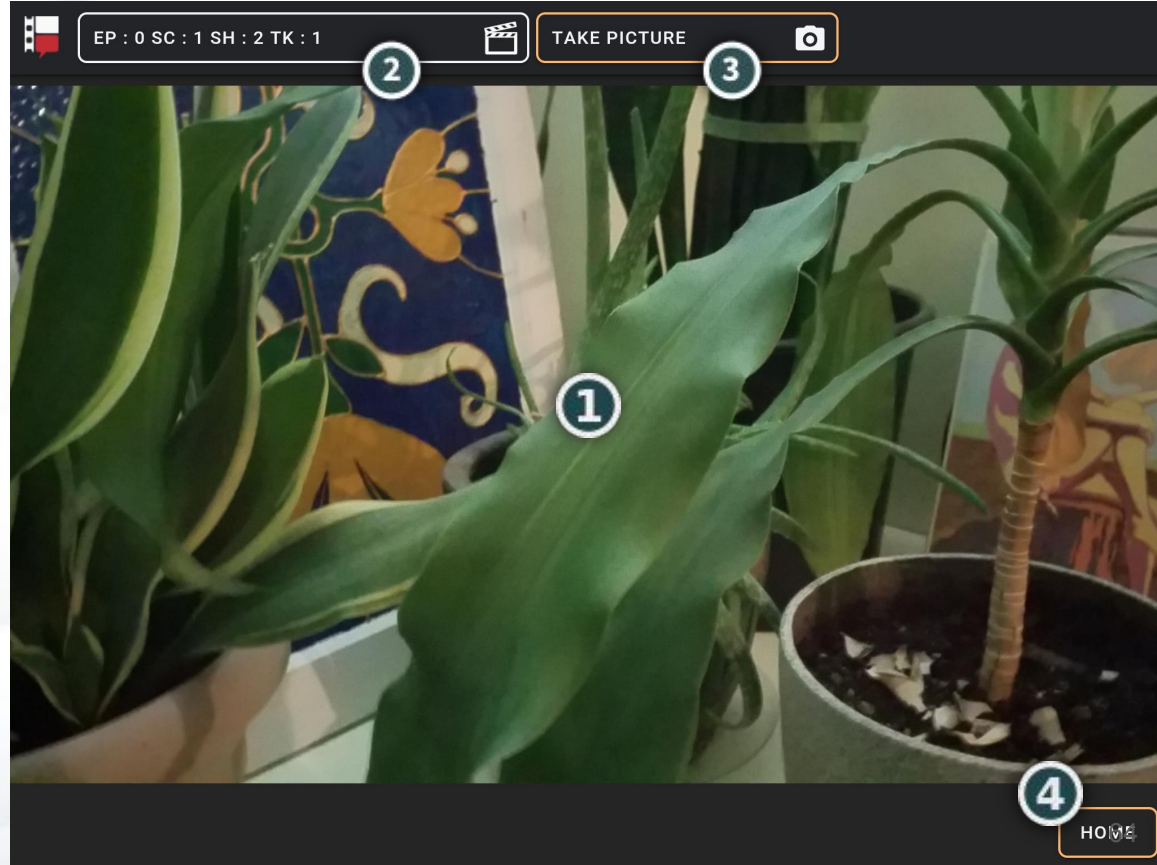


When you first visit the Take Picture page, you will see:

- 1 A preview of the picture
- 2 A button to edit the slate for the picture
- 3 The Take Picture button
- 4 The Home page button

You can take anywhere are the preview to focus the tablet camera on that area.

To take a picture press the Take Picture button.



# Taking a picture with the tablet camera

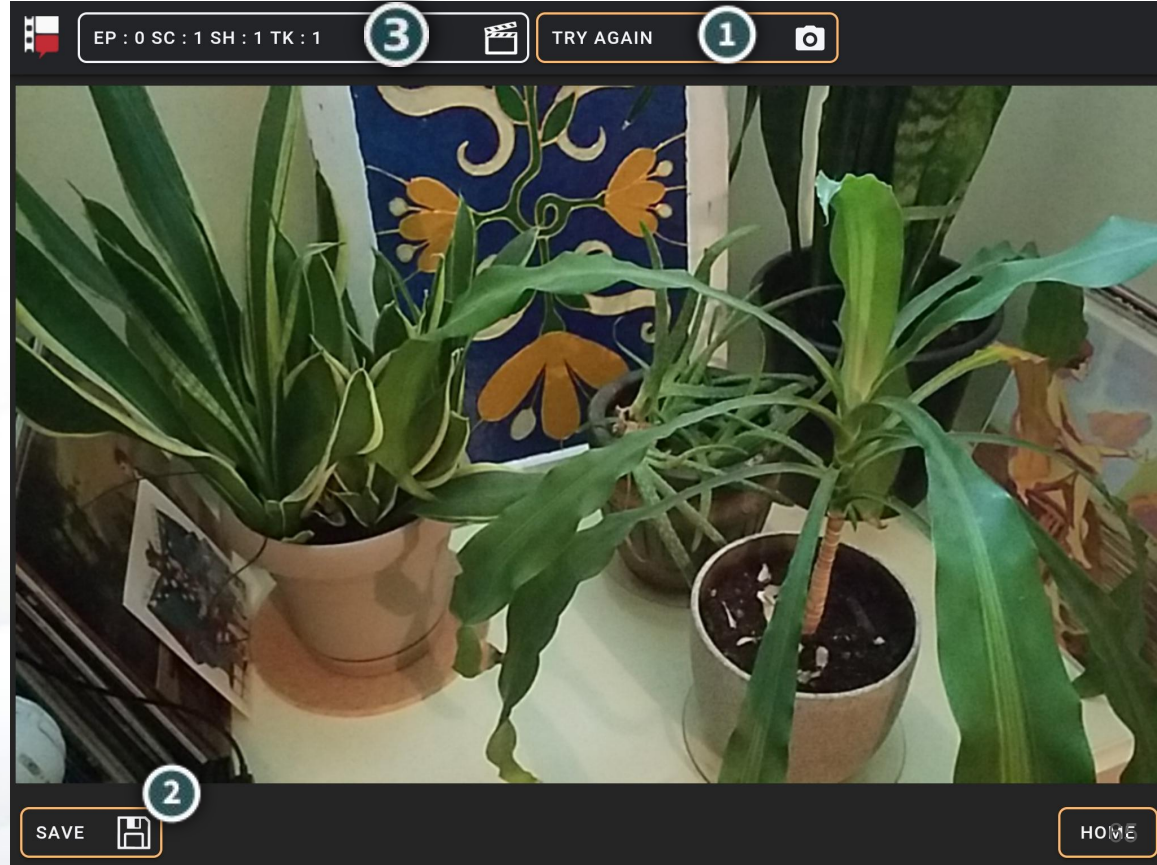


After taking a picture:

- 1 The Take picture button will be replaced with the Try Again button
- 2 The save button will appear in the footer

Pressing the Try Again picture will return you to the picture preview.

Pressing the Save button will save the item at the slate indicated in the Slate button.



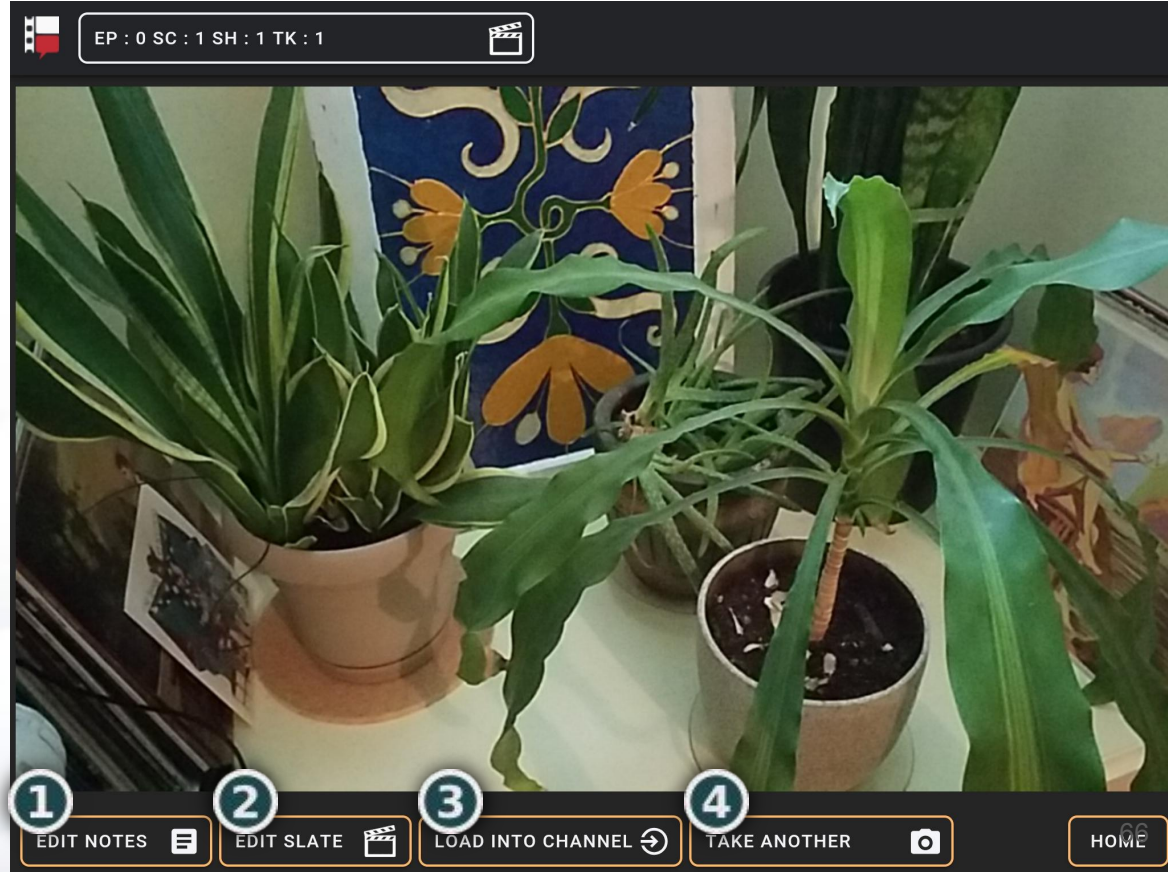


# Taking a picture with the tablet camera



After pressing the Save button you'll be able to:

- 1 Edit the item's notes
- 2 Edit the item's slate
- 3 Load the item into your channel
- 4 Take another picture

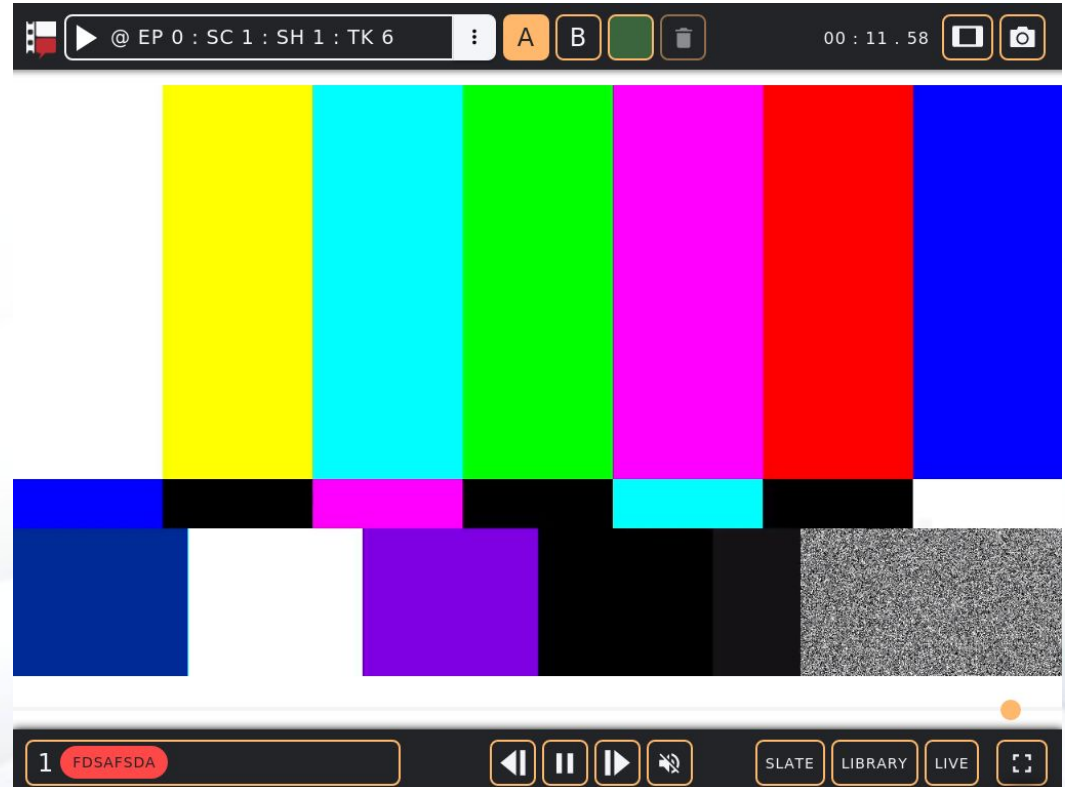


# Full screen mode



To enter full screen mode on any device, go to the home page and press the expand button in the footer.

1




1

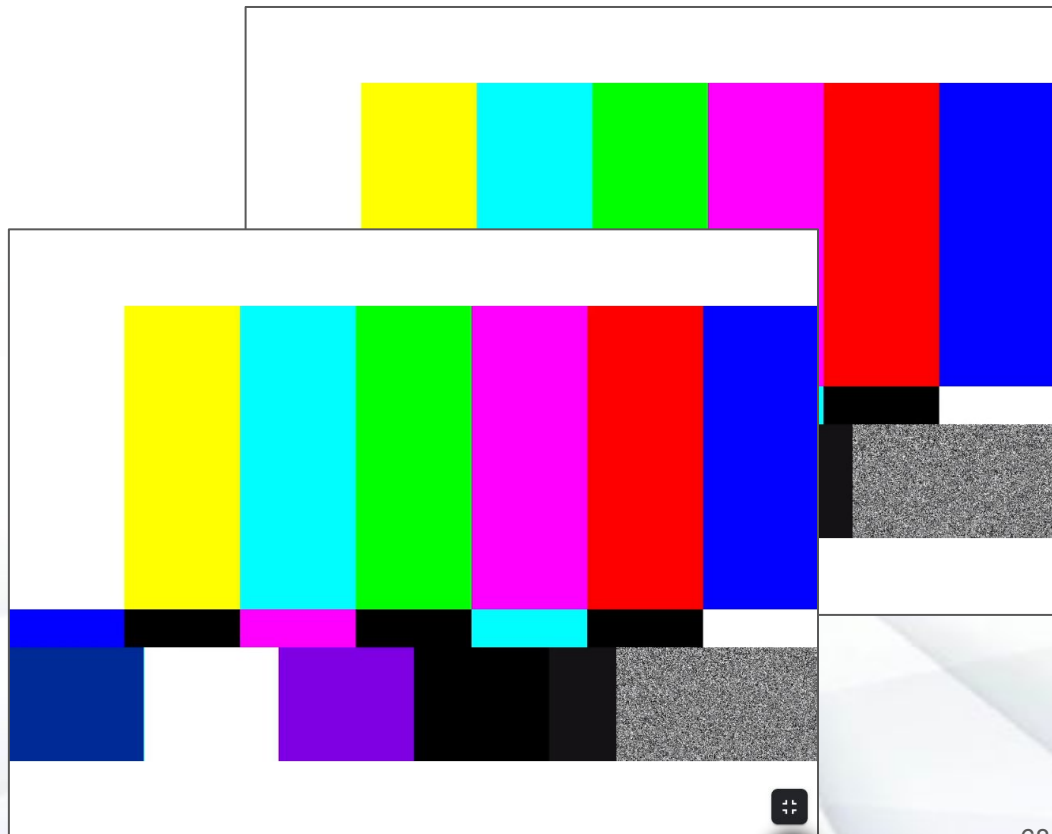




# Full screen mode

This will hide the header and the footer and show just the current content of the Home page. Full screen mode is available for all types of content (i.e., live, chalkboard, library clips, library stills, library markups).

To exit full screen, tap anywhere on the screen and the contract button will appear. 







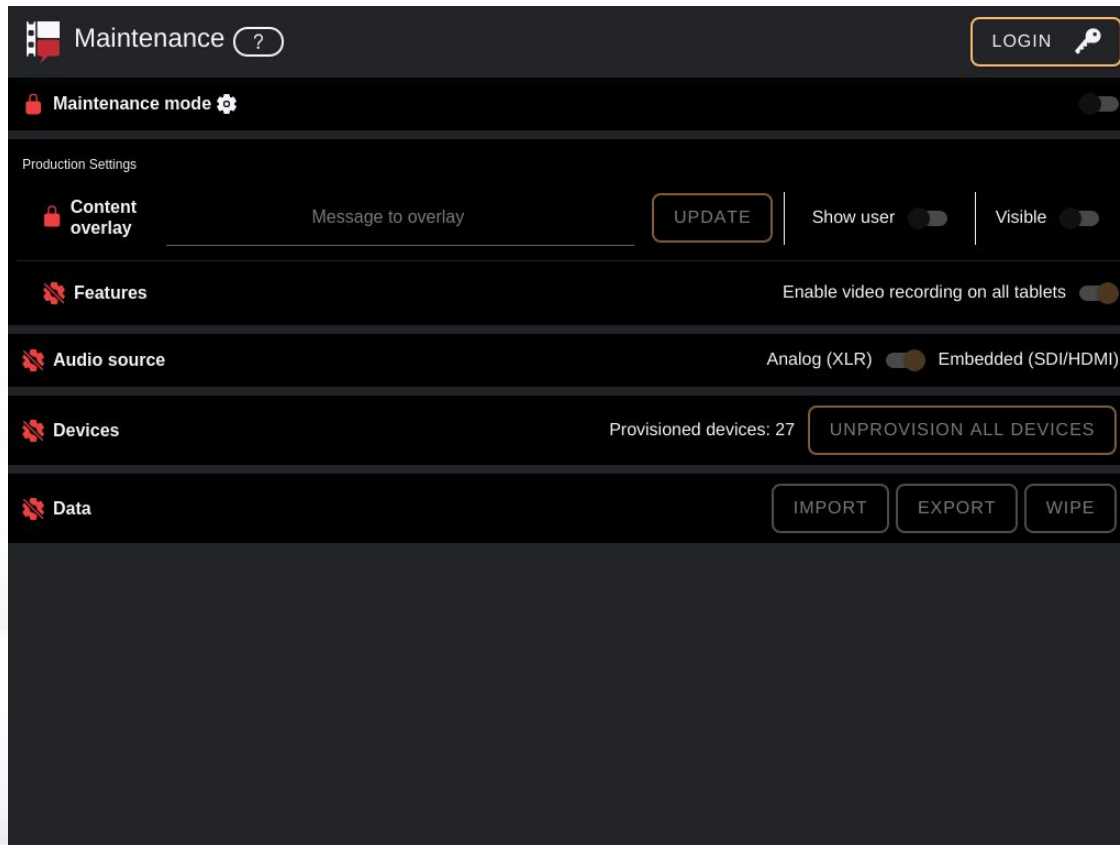
# Maintenance page

The Maintenance page contains the server settings.

Without logging in, the settings are view-only.

 Logging in enables editing some settings, including maintenance mode.

 Entering maintenance mode enables the remaining settings.



The screenshot shows the Maintenance page interface. At the top, there is a header with the title "Maintenance" and a "LOGIN" button with a key icon. Below the header, there is a "Maintenance mode" section with a gear icon and a toggle switch. Underneath, there is a "Production Settings" section. The first item is "Content overlay" with a padlock icon, a text input field containing "Message to overlay", an "UPDATE" button, and two toggle switches for "Show user" and "Visible". The second item is "Features" with a gear icon and a toggle switch for "Enable video recording on all tablets". The third item is "Audio source" with a gear icon and two radio buttons for "Analog (XLR)" and "Embedded (SDI/HDMI)". The fourth item is "Devices" with a gear icon, the text "Provisioned devices: 27", and a button labeled "UNPROVISION ALL DEVICES". The fifth item is "Data" with a gear icon and three buttons labeled "IMPORT", "EXPORT", and "WIPE".



# Maintenance settings > Login

Logging in enables the settings with a locked icon



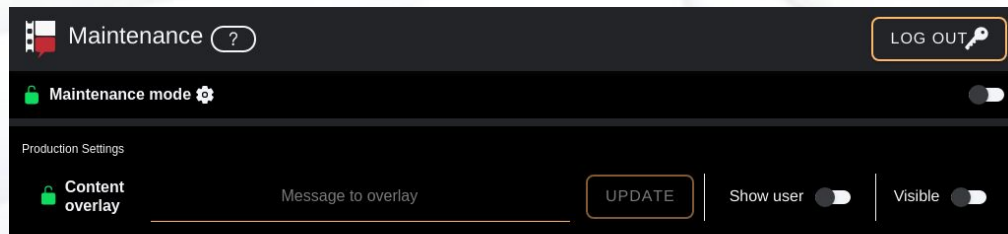
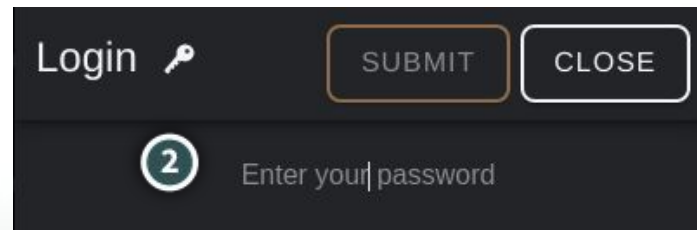
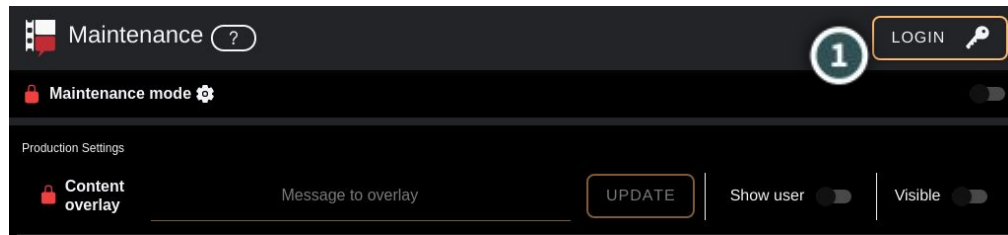
To login, select the Login button



Enter the server password into the Login window and submit.



When the login is authenticated by the server, the locked/disabled settings will be unlocked/enabled





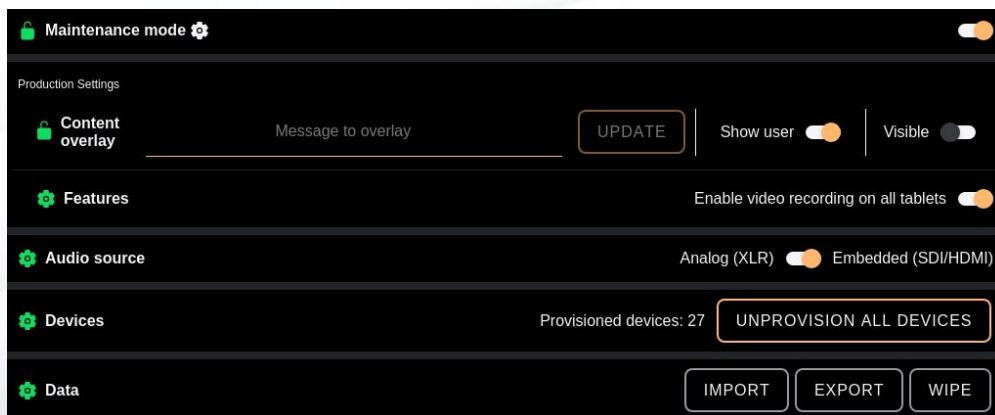
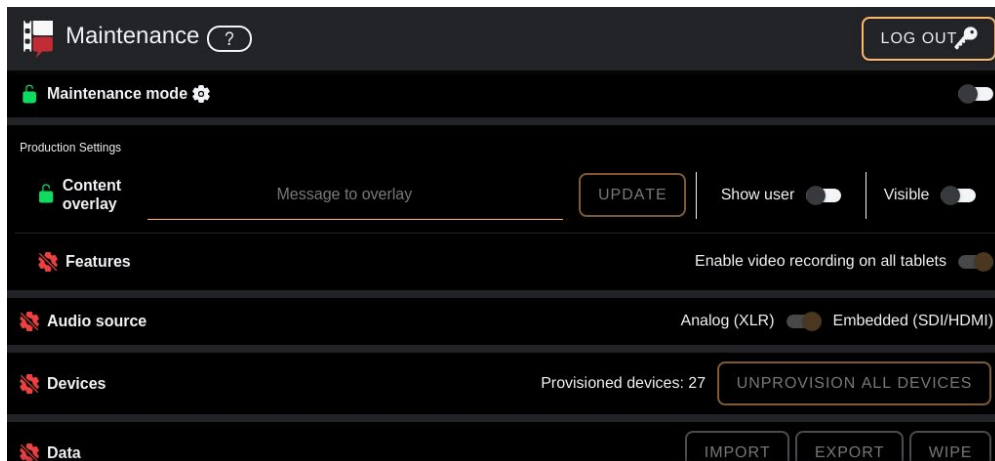
# Maintenance settings > Maintenance mode

You must be logged in to enter maintenance mode.

Entering maintenance mode enables the settings with a gear icon.



**WARNING!** Entering maintenance mode disconnects all other devices.





# Maintenance settings > Maintenance mode

Maintenance mode cannot be entered while there is a recording in progress.

You'll be able to enter maintenance mode once the recording has finished.

The screenshot displays the 'Maintenance' settings page. At the top, there is a 'Maintenance' header with a help icon and a 'LOG OUT' button. Below this is a 'Maintenance mode' toggle switch, which is currently turned off. The 'Production Settings' section includes a 'Content overlay' field with a 'Message to overlay' input and an 'UPDATE' button, along with 'Show user' and 'Visible' toggle switches. The 'Features' section has an 'Enable video recording on all tablets' toggle switch. The 'Audio source' section shows 'Analog (XLR)' and 'Embedded (SDI/HDMI)' options. The 'Devices' section features an 'UNPROVISION ALL DEVICES' button. The 'Data' section includes 'IMPORT', 'EXPORT', and 'WIPE' buttons. A central error message box states: 'Recording in progress' in red, followed by 'Entering maintenance mode is not allowed while a recording is in progress'. At the bottom, the 'Server Messages' section shows two entries: '2/2 : 9:21:08 AM | Connected' and '1/2 : 9:21:07 AM | Disconnected'.



# Maintenance settings > Productions settings > Content overlay

You have to be logged in to change the content overlay.

1



To show a content overlay enter a message, press the Update button and slide the Visible toggle to the right.

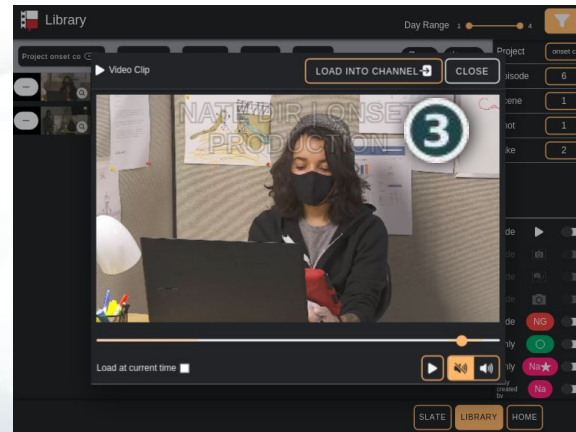
2



2

When the content overlay is set to visible it displays the inputted message and, optionally, the crew member that is using the device's name over all media files (e.g., still frames, live video, recorded takes, pictures, etc).

3



# Maintenance settings > Productions settings > Recording



Disabling the recording setting means no device will be able to record a take. They will still be able to capture still frames and take pictures with device cameras.

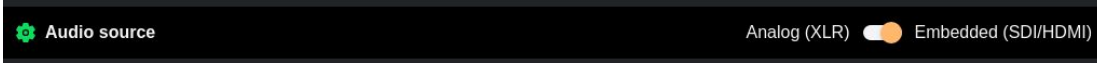


You have to be logged in and the server must be in maintenance mode to change the recording setting.

# Maintenance settings > Audio source



The server must be in maintenance mode to change the audio source.



To set the audio source move the toggle desired source.

XLR line level: -10dBV



# Maintenance settings > Data > Export



Exporting data copies all of the library files and metadata from the server onto a USB drive inserted into the server patchbay.

You have to be logged in and the server must be in maintenance mode to export data.

ExFat and NTFS are the recommended USB drive formats. To be sure a drive is compatible, you can perform a test export by creating a user and capturing a few still frames before exporting.

If the inserted drive does not appear in this list, reinsert it and press the Refresh USB Devices button.

Select the drive and exporting will begin.

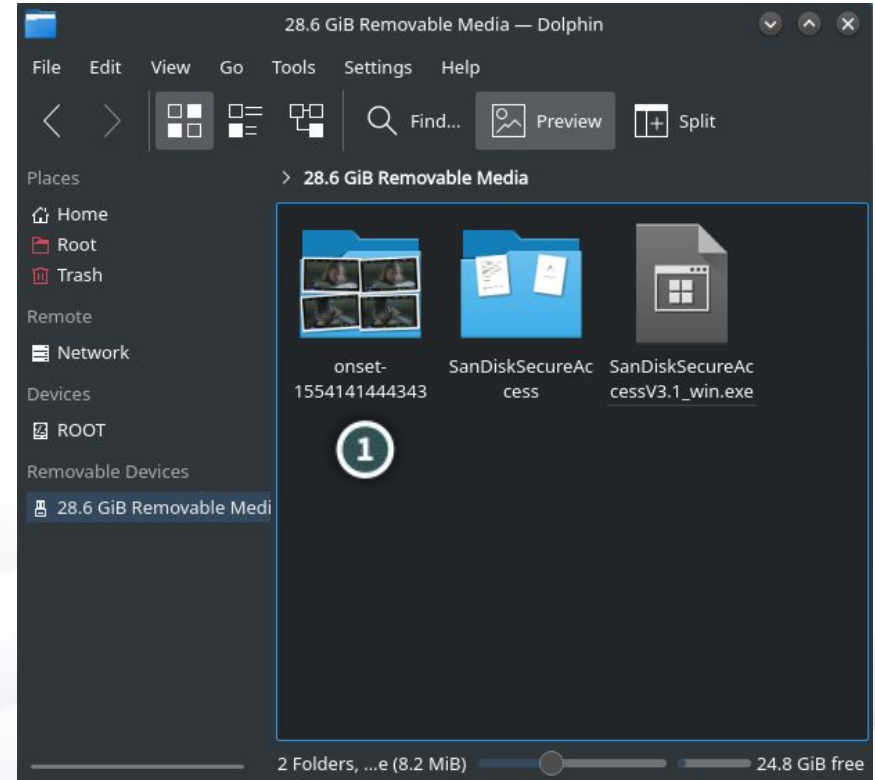
The screenshot shows the 'Data' export settings page. At the top right, there are three buttons: 'IMPORT', 'EXPORT', and 'WIPE'. Below them is a 'REFRESH USB DEVICES' button with a circular arrow icon. A red circle with the number '1' is overlaid on the 'REFRESH USB DEVICES' button. The main text reads: 'No USB drives found. Insert a drive into server patchbay USB port and refresh the list'. Below this, it says 'Recommended export drive formats: ExFat, NTFS'.

The screenshot shows the 'Data' export settings page. At the top right, there are three buttons: 'IMPORT', 'EXPORT', and 'WIPE'. Below them is a 'REFRESH USB DEVICES' button with a circular arrow icon. A red circle with the number '2' is overlaid on the 'REFRESH USB DEVICES' button. Below the 'REFRESH USB DEVICES' button, there is a list of USB drives. The first drive is highlighted with a red border and a red circle with the number '2' overlaid on it. The text reads: 'Recommended export drive formats: ExFat, NTFS'. Below this, it says 'KINGSTON -- 7.32 GB -- VFAT'.

# Maintenance settings > Data > Export



Exporting creates a folder on the drive that holds the contents of the project.





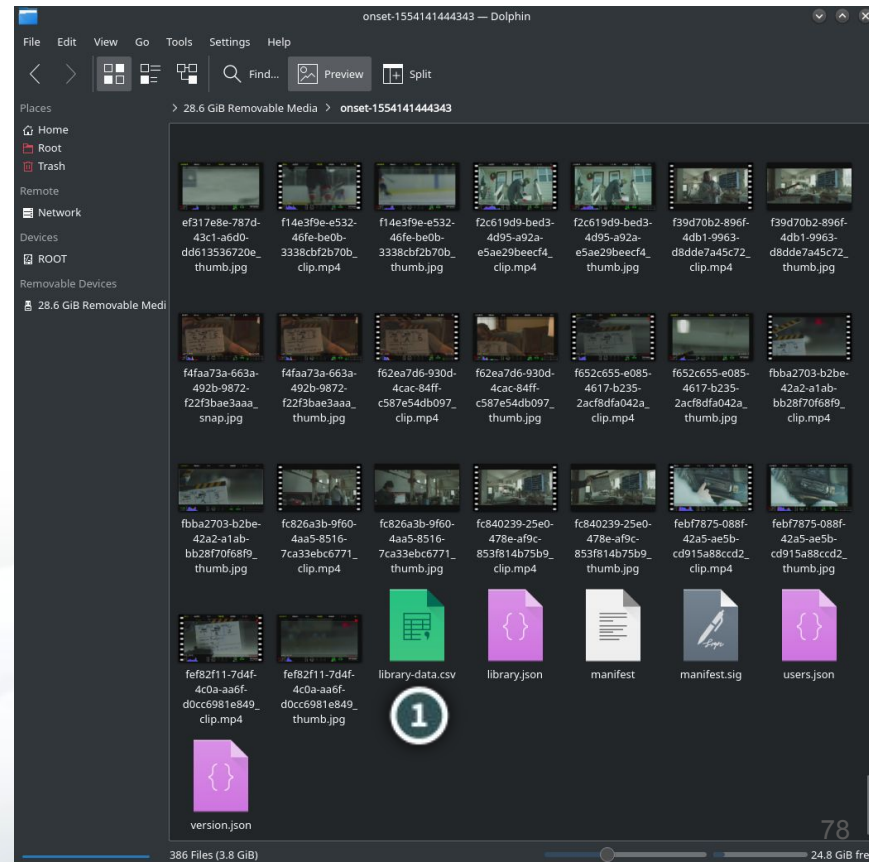
# Maintenance settings > Data > Export

Opening this folder will reveal all of the clips (.mp4), captures (.jpg), and data (.csv) associated with the project.

Depending on the drive format, you may need to copy the drive contents onto a computer in order to edit them.

To inspect the data, open the file named “library-data.csv”. 1

Note: Exported content is cryptographically signed to verify its integrity in the import process. Do not edit or remove media or metadata files in an export that is to be imported - work with a copy instead.



# Maintenance settings > Data > Export



Each row is associated with a piece of project media (i.e., a video clip or still image).

To open the media associated with an entry **1** ctrl+click “Link to media” (highlighted).

Currently, the links to media are only supported in LibreOffice Calc and Microsoft Excel.

VLC is the recommended video player.

Video files cannot be played using QuickTime.

These links will only work if the file is kept in the same folder as the media so be sure to keep them together.

library-data.csv - LibreOffice Calc

File Edit View Insert Format Styles Sheet Data Tools Window Help

DejaVu Sans 10

I1:1048576 = k

	A	B	C	D	E	F	G	H	I	J	K
1	day	scene	shot	take	episode	rating	notes	type	link	created	creator_id
2	1	1	1A	1	1	ok		StillImage	Link to media	2019-03-26T13:10:37.268Z	Corin
3	1	1	1A	1	1	ok		StillImage	Link to media	2019-03-26T13:11:43.638Z	Corin
4	1	1	1A	1	1	ok		StillImage	Link to media	2019-03-26T13:11:46.756Z	Corin
5	1	1	1	1	1	Test	ok	VideoClip	Link to media	2019-03-26T13:12:25.162Z	Corin
6	1	1	1A	1	1	ok		VideoClip	Link to media	2019-03-26T13:16:19.590Z	Donna
7	1	1	1A	2	1	ok		VideoClip	Link to media	2019-03-26T13:21:49.182Z	Donna
8	1	1	1A	3	1	ok		VideoClip	Link to media	2019-03-26T13:22:59.500Z	Donna
9	1	1	1A	4	1	ok		VideoClip	Link to media	2019-03-26T13:24:12.462Z	Donna
10	1	1	1A	5	False	ng		VideoClip	Link to media	2019-03-26T13:25:04.193Z	Donna
11	1	1	1B	1	1	ok		VideoClip	Link to media	2019-03-26T13:32:03.623Z	Donna
12	1	1	1B	2	1	ok		VideoClip	Link to media	2019-03-26T13:32:51.157Z	Donna
13	1	1	1C	1	1	ok		VideoClip	Link to media	2019-03-26T13:48:54.701Z	Donna
14	1	1	1C	2	1	ok		VideoClip	Link to media	2019-03-26T13:53:14.651Z	Donna
15	1	1	1C	3	1	ok		VideoClip	Link to media	2019-03-26T13:54:22.653Z	Donna
16	1	1	1C	4	1	ok		VideoClip	Link to media	2019-03-26T13:55:54.997Z	Donna
17	1	1	1C	5	1	ok		VideoClip	Link to media	2019-03-26T13:57:36.242Z	Donna
18	1	1	1C	6	1	ok		VideoClip	Link to media	2019-03-26T13:59:51.102Z	Donna
19	1	1	1D	1	1	ok		VideoClip	Link to media	2019-03-26T14:02:30.705Z	Donna
20	1	1	1E	1	1	ok		VideoClip	Link to media	2019-03-26T14:06:23.426Z	Donna
21	1	1	1E	2	1	ok		VideoClip	Link to media	2019-03-26T14:07:20.448Z	Donna
22	1	1	1E	3	1	ok		VideoClip	Link to media	2019-03-26T14:08:14.043Z	Donna
23	1	1	1E	3	1	ok		StillImage	Link to media	2019-03-26T14:09:00.538Z	Corin

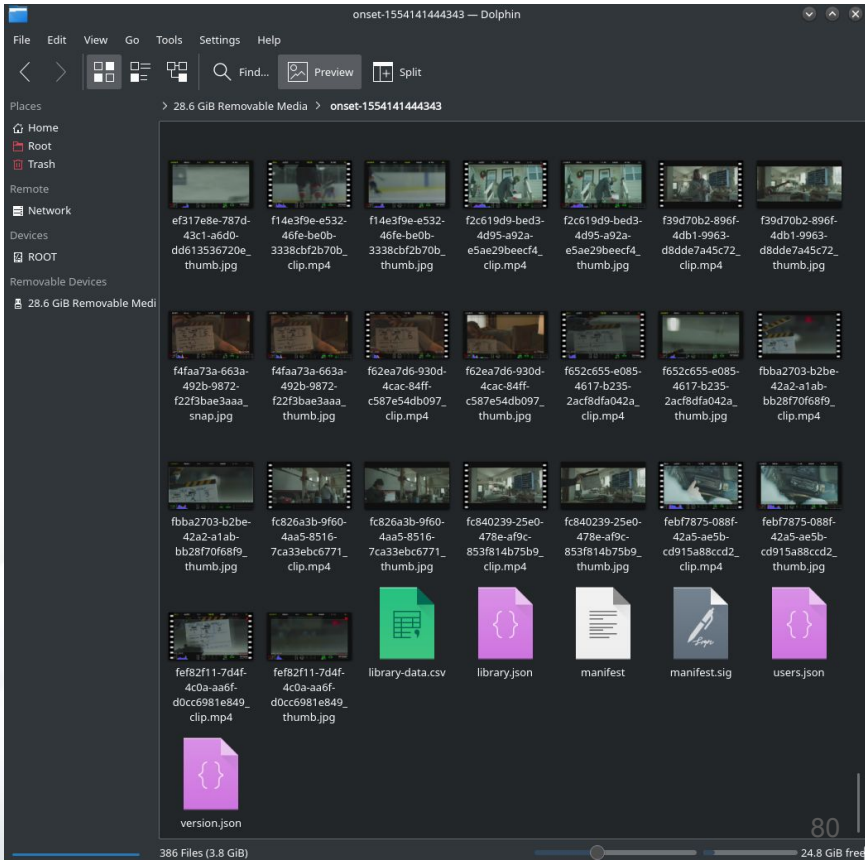
library-data

Sheet 1 of 1 Default English (USA) Average: ; Sum: 0 100%



# Maintenance settings > Data > Export > Videos

The exported mp4 videos cannot be played back in QuickTime. VLC player is recommended but any other video player will work.



# Maintenance settings > Data > Import



Importing lets you carry on working with previously exported data.

You have to be [logged in](#) and the server must be in [maintenance mode](#) to import data.

To import previously exported data, the folder containing the data should be in the top-level directory of the USB drive that is plugged into the server patch bay.

If multiple exported folders exist in the main directory, the newest one will be imported. If you want to import another project folder, create a folder and place the other projects in it.

**Data**

IMPORT EXPORT WIPE

No USB drives found. Insert a drive into server patchbay USB port and refresh the list

REFRESH USB DEVICES

Make sure the folder containing the data to import is in the drives top-level directory


# Maintenance settings > Data > Wipe



Wiping data removes all production data from the server.

Wiping cannot be undone.

You have to be [logged in](#) and the server must be in [maintenance mode](#) to wipe data.

 Data

IMPORT EXPORT WIPE

WARNING! Wiping will remove all project data from the server

WIPE ALL DATA



# Maintenance mode: Reconnect

If you enter maintenance mode, all other devices will be disconnected. Also, you will be logged out of your user account.

Some pages require a user to be logged in. If you open the Pages menu, while in maintenance mode, those that require a user will be disabled (i.e., grayed-out)

To log back in, after being in maintenance mode, open the Pages menu and navigate to the Connect page. This will turn off maintenance mode, reconnect your device and then take you to the Select User page.

The screenshot shows a dark-themed interface with a 'Pages' menu on the left. The menu items are: CONNECT, SELECT USER, HOME, LIBRARY, TAKE PICTURE, HELP, FEEDBACK, MAINTENANCE, and ABOUT. The 'CONNECT' option is highlighted. The main content area on the right is dimmed, indicating that these features are disabled in maintenance mode. Visible elements include a 'LOG OUT' button with a key icon, a toggle switch, a 'message to overlay' field with an 'UPDATE' button, 'Show user' and 'Visible' toggle switches, 'Enable video recording on all tablets' toggle switch, 'Analog (XLR)' and 'Embedded (SDI/HDMI)' toggle switches, 'Provisioned devices: 0' with an 'UNPROVISION ALL DEVICES' button, and 'IMPORT', 'EXPORT', and 'WIPE' buttons.





# Output to monitor

Outputting the tablet display to a monitor requires three pieces of equipment; a Samsung S4, a multiport adaptor, and an HDMI cable.

1

The S3 and S4 tablets can be distinguished by their size (the S3 is wider and shorter than the S4). The S3 also has a small physical button and printed button icons at its bottom (in portrait mode) whereas the S4 has neither of these.

2



S3

S4





# Output to monitor

To output to a monitor grab an S4, the multiport adaptor, and an HDMI cable.

Plug the adaptor's USB C cable into the S4 tablet.

Plug the HDMI cable into the adaptor and then into the monitor.

If the monitor is switch to the correct input, you should now see the tablet's display mirrored on the monitor.

To charge the tablet while the adaptor is plugged into the tablet, plug a power source into the adaptor via the USB port.



# Checklist - Prep



## Pre-production checklist:

More information is available on the Help page of the application

- Sterilize server, cases, tablets, batteries, and accessories if they have been used within 72 hours of deployment
- Check that production data has been wiped (or import previously exported data to resume a production)
- Charge external tablet batteries (2x batteries per tablet)
- Charge tablets (avoid letting charge drop below 15%)
- Test HDMI and SDI inputs are working properly by plugging in a camera (for SDI and/or HDMI) or laptop (HDMI)
- Provision on-set tablets (via USB port). Tablet provisioning information is available on the About page of the app
- Provide sufficient Ethernet cable footage for the situation for mounting access points. Note: Multiple access points are required to provide a signal around concrete or metal walls
- Create app users from the crew list on the call sheet if it is available
- Indicate to the crew that they are responsible for bringing their own headphones (mini jack or Bluetooth)

## Post-production checklist:

- Export production data if required
- Wipe production data
- Sterilize kit contents

## On-location checklist:

- Secure stable source of AC power (110v, 130w draw)
- Position the server where the cables from the cameras and the sound cart can reach or the wireless feeds will be strong
- Ensure that the video source(s) are from the end of the video feed chain (e.g., if a monitor is in the video feed chain, loop out of the monitor to server last)
- Check that the access point(s) provide coverage to the desired areas:
  - Test this by walking around the areas and checking for drops (camera feed NOT required)
  - If the area has crowded wifi with lots of other wireless devices, turn the server on last

# Checklist - Startup



## Startup Checklist:

- Turn on the red power button and then blue server button. Reverse order to shutdown
- Plug access point ethernet cable into patchbay and make sure it has fully powered on (indicated by a solid blue light on the access point)
- Power on tablets and launch the Onset Assistant
- Turn audio off on tablets to avoid audio feedback
- Insert charged batteries into tablets. Tablets may not charge from batteries if tablet power level drops below 15%

## Audio:

If you are unsure about audio source default to XLR audio source.

- Embedded: If the audio source is coming from the camera, go to the Maintenance page, select the A/V Settings button and ensure it is toggled to Embedded  
**WARNING** If the A/V setting is set to Embedded and there is no audio feed with the video feed, an error will occur and no video signal will be displayed.  
Solution, change audio source to XLR
- XLR: Plug in mono audio signal from sound cart. Go to the Maintenance page, select the A/V Setting is toggled to Analog (XLR). Line level audio input only

## Video:

- Plug in video source into HDMI or SDI per camera feed (A, B, etc)
- Ensure video feed is HD 1080p signal.
- Ensure video signal has a LUT applied to normalize the image before reaching the system

## Internet (offset access only):

- Plug in an ethernet cable to an open modem jack from the WAN port on the patchbay



# Technical Data

<b>Channel Modes</b>	Live Feed (up to 4 cameras) Recording (up to 4 cameras) Playback (up to 4 cameras)
<b>Onset Tablets</b>	Samsung Galaxy Tab Active Pro (10.1") Samsung Galaxy Tab S4 (10.5") Samsung Galaxy Tab S3 (9.7") Onset Pro TS Tablet (24") Onset Pro TS Tablet (17") (coming soon)
<b>Security</b>	Access requires our custom configured tablets No media is stored on the tablets Access may be manually revoked WPA2-PSK / CCMP (on-set) ECDSA / AES-256-CTR end-to-end (off-set)
<b>Latency</b>	300 ms (on-set)
<b>Data Import/Export</b>	USB flash drive or HDD/SSD Format: NTFS, ExFAT, FAT32 or EXT4
<b>Video Input</b>	HD-SDI (up to 4 cameras) or HDMI (up to 4 cameras) Auto configures based on input signal
<b>Video Output</b>	Wireless (to Onset tablets) HDMI (from tablet to monitor)
<b>Recording File Format</b>	H.264, MP4 container

<b>Recording Frame Rates</b>	23.98, 24, 25, 29.97, 30, 50, 59.94, and 60 @ 720p 23.98, 24, 25, 29.97, and 30 @ 1080p
<b>Recording File Format</b>	H.264, MP4 container
<b>Recording Media</b>	Internal SSD
<b>Recording capacity</b>	280 camera-hours (larger upon request) More upon request
<b>Audio Input</b>	External XLR mono, or Embedded audio (HDMI or HD-SDI)
<b>Audio Output</b>	Tablet 3.5mm headphone jack Tablet built-in speaker HDMI embedded with video feed
<b>Sound Level Input</b>	Line level -10dBV
<b>Audio Recording</b>	AAC in mp4 container
<b>Wireless Signal</b>	802.11ac, 5GHz band
<b>Power Input</b>	110-240 VAC
<b>Power Consumption</b>	<60W
<b>Operating Temperature</b>	-10°C to 36°C
<b>Weight/Size</b>	Mk. II*: 21lbs (LxWxH): 22.0" x 14.0" x 9.0" Mk. III**: 14lbs (LxWxH): 14.9" x 9.8 x 8.6" Mk. IV**: 15lbs (LxWxH): 16.7" x 13.4" x 6.8" *Overhead bin airline approved **Under-seat airline approved