

++

++



FIVE

THE VAULT IN DETAIL
Evolution Panels Version
© Pandora International
2006
(20.01)



+
+

+
+

CHAPTER 5:
THE VAULT IN DETAIL

The VAULT.....	54
<i>Vault Item Options</i>	55
<i>Vault Action Icons</i>	58
The Black Hole.....	60



CHAPTER 5: THE VAULT IN DETAIL.

GENERAL.

The Vault is the access to all types of stored grading (and some other) information, reached by a series of icons; tapping on any of the icons on the right hand side will show the available files of that type. Several of the icons cannot be opened unless a user is logged in, and others need a project to be open; e.g., notes cannot be accessed unless the project that contains them is open.

The Vault window itself can be resized and positioned at any time; it is not of fixed size or shape, but will remain the same whatever page it is on, or whatever type of item it is displaying. If it is resized, the new size will not be stored unless the current view is updated with 'Save over view'.

To resize the window, place the cursor over a corner (the cursor should change shape); press and hold, then drag with the pen to resize. Each side of the window can also be moved the same way; the cursor will have a different shape for each side (an arrow pointing to a flat line). If the vertical size is reduced, the right hand items will appear in columns, instead of one above another, although the description here assumes the height is enough for items to be displayed one above the other.

ON-LINE HELP.

The area between the top window bar and the Vault display will change to show the number of items, and of what type they are, as the icons on the right are selected. At the right of this top area is a black question mark **Fig. 40**; tap on it once to select Bubble Help; the cursor will change to a question mark.



Fig. 40

For some icons, placing the cursor over it and tapping will open the relevant page of the on-line help. This does not work with all icons, but the question mark also gives access to either software Release Notes or Platinum topics. Press and hold on the question mark to reveal a menu which allows a choice between the two; selecting Platinum topics will open an index page, or selecting Release Notes, a list of those that appear after software changes.

Double tap on the question mark to open The Drifter, which is used to access and display the above; it will open at a page describing its operation, which is a browser-like interface. Engineering setups are described in detail in Platinum topics; it will also contain information about new features. On Linux systems, The Drifter can also be accessed from the menu that opens with a middle button click on the computers own desktop.

The page numbering in The Drifter is incorrect; add 7 to the number shown in the index to find the right page (the number of pages in the index itself, but not included in its numbering).

Items in the Vault can be renamed by entering a new name in the system text area and then dragging it over the Vault icon (the cursor should be positioned over the item, not the text) and releasing the button.

With Unix systems, the pen cannot be used for this operation; the mouse must be used instead. The Pogle keeps track of all items by the usually concealed operating system name, so that shown in the Vault can be changed as required. Like most computer operating systems, both Unix and linux believe 10 to be a lower number than 2, 29 a lower number than 3 and so forth.

If an item apparently vanishes, it is probably outside the currently displayed area, as it will have been resorted as soon as its name was changed.

VAULT ITEM OPTIONS.

Vault items all have various options; a single tap will normally load or make them active, but a press and hold will reveal the other options available (the options for different items are not in the same order in these drop down menus).

One will always be to load or make active the item (the same as a single tap) and (usually) another will be to remove it. Removed items are placed in the rubbish bin (Trash), and will remain there until the user logs out, or another user logs in. If an item is accidentally placed in the rubbish, tap on the bin icon at the bottom of the Vault to open it, and then tap on the icon for the item; it will be returned to its original location.

When the Vault is showing the contents of the rubbish, the bin icon will flash. Only one item at a time can be moved to the rubbish; it is not possible to select multiple items for deleting directly from the Vault. All items in the Vault have a 'Show info' option, which will open a window containing information such as the owner, creation time and date, and Unix or Linux file name.

Some files have a 'write over' option, which overwrites the time and date as shown with the extra Information (see below) switched on, but the information in 'Show Info' should always have the original creation time and date.

FIRST PAGE Fig. 41.

Users, Projects, Lists, Notes and Shapes.



Fig. 41
Page 1

For the Users, there is a 'Log Out' option, which will close all the windows. 30 seconds after a user logs out (and if another one doesn't log in), the Pandora screen saver will appear. For lists, there are two additional options.

The first, 'Merge with active list', will attempt to add to the current active list any additional event points and other information the selected list contains. The active list should be saved before merging with it, as the results can sometimes be unpredictable.

Simple event lists will successfully merge, but any grading information may be changed by the merging of values. There is also an 'Export' option. Press and hold to see the options; any selected will be sent to the Virtual area in the Black Hole (see below).

Notes have a 'Write over note' option; selecting this will take all the current grading information and store it in that notes position. Any names will be retained, but the thumbnail image will update to the current frame; its date and time stamp will also be updated. Shapes have only load, show info and remove options.

SECOND PAGE Fig. 42.

MegaGamma, Panels, Views and Macros.



Fig. 42
Page 2

The second page items are, from the top down: MegaGamma, Panels (these are vdu windows, and are referred to as such in this manual; 'panels' always refers to the control panels except in the section on user views); Views and Macros.

MegaGamma has two additional options, 'Set as custom clip' and 'Show file contents'; their use is described later in this manual. Panels have the option, 'Edit Panels'; this will open the panel (window) editor, which also has its own section later in this manual.

Views have a 'Save over view' option which, as with notes, leaves the name as is but changes the information stored to that of the current view. As well as the existing system views, this will show any of the current users own views, but not those of other users.

Macros have a 'Show macro contents' option, which will show the operating system commands for the macro. There is no 'Remove'; this is done by overwriting the macro from the user setup window. Macros are stored by user, not by project.

THIRD PAGE Fig. 43.

Setups, Masks, Software and Firmware versions



Fig. 43
Page 3

The third page stores tube setups, masks, software and firmware versions. Generally, these are engineering related and their use is outside the scope of this manual. However, tube setup generation, naming ect. conforms to that for all other Vault items. They are not stored by project or user.

Masks are made, named and stored as usual; they are stored by project. Generating both of these are specific to the telecine type.

VAULT ACTION ICONS Fig. 44:

New, Search, Sort Order, Information, Black Hole and Bin.

Fig. 44



Fig. 45

Across the bottom of the Vault are another set of icons, which are the same for each page. 'New' Fig. 45 will generate a new item of the type selected on the right hand side (if possible). It will take as its name any text entered in the system text area at the time of its creation; if no name is entered, it will (depending on what kind of item it is) be given a generic name.



Fig. 46

The next icon is a search function Fig. 46. If any text or other characters are entered in the system text area, tapping on this icon will then search the current Vault selection for that text (pressing the 'Vault' key on the Transport panel does the same thing, as does dragging and dropping the text onto the search icon).

It follows normal computer search logic; the more characters there are in the text area, the more refined the search becomes. Searching does not remove text from the System area, so it may be entered as a list label, or become the name of of new item unintentionally. The Black Hole (see below) has an extended search that will look for more precise criteria.

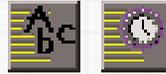


Fig. 47

The third icon changes the order of display of items in the Vault, between sorted alphabetically and by creation date Fig. 47; in the former, items starting with numbers are sorted before those with letters (e.g. 1 before A), displayed from the top left, and, in the latter case, the most recently created item is at the extreme bottom right.

For large numbers of items, alphabetic sort may be easier to use. Like most operating systems, both Unix and Linux believe 12 to be a lower number than 2 (so an item called '12' will be sorted to appear before one called '2'). Each set of Vault items can be sorted either way, and the 'Sort By' preference is remembered for each type of item.



Fig. 48

The next (fourth) icon on the right Fig. 48 turns additional information on or off (this is also remembered). It will show the full name, file size and creation date, as well as what sort of item it is. This is not the same as the 'Show Info' option from the drop-down menus that a press and hold will reveal. However, the Vault never remembers which item was last displayed; when changing the type of item, the display reverts to showing the contents sorted as selected, but always from the first item (i.e. the top left hand corner).



Fig. 49

Tapping on the fifth item of this group will open the Black Hole Fig. 49, whose use is described below.



Fig. 50

The last icon is the rubbish bin Fig. 50 (Trash); its position will change with the size of the Vault window, as it stays on the extreme right. Vault items can be dragged into the rubbish for removal, or have the 'Remove' option selected from their drop down menu. System files must not be removed from the Vault.

Items in the rubbish will stay there until the current user logs out, or they can be immediately removed by a press and hold on the rubbish icon; then select 'Empty Rubbish Bin'. If the system runs out of disc space, small items (e.g. old notes) should be placed in the bin and deleted one at a time, as the operating system actually requires twice the size of an item to delete it. So several small items need to be deleted to make room for bigger ones to go in the bin.

THE BLACK HOLE.



Fig. 51

The Vault only allows access to the files belonging to the current user, so only that users projects, and thus lists and notes, can be accessed, and then only those files inside the current project. The Black Hole **Fig. 51** allows access to all files, as well as external devices and networks, and has an extended search facility. To open the Black Hole, tap on its icon, the fifth from the left at the bottom of the Vault. A new window, similar to the Vault, will open.



Fig. 52

It will have an additional icon at the top right hand side **Fig. 52**; tap on it to access any other devices connected to the host computer, as well as the Virtual, an area set aside for moving files to and from the host computer. There is no 'New' icon in the bottom row of icons, **as new items cannot be generated in the Black Hole**. Only the owner of files can delete them (with the drop down menus), so there is no rubbish bin. There are additional icons at both the left and right of the bottom row, whose use is described below.

When the Black Hole is first opened, it should show at least two items; the host computer, which is named, and shown as an icon of the Pogle roller-ball panel, and the Virtual, the icon for which is a folder. If there are additional devices connected and mounted, they will also appear on this page, as will any other computers on a shared network. Tap on an icon to open it, as usual.

The icons for users ect. on the right cannot be opened until a valid host is selected, so, to access user files, tap first on the host icon; then on the user. That users projects, and their contents, will then be available. If a loadable item is tapped on in the Black Hole, it will load immediately, so lists, notes or other grading information can be read from one project and stored in another.

This requires that a user is logged in and a project open. If an item is dragged from the Black Hole to the Vault, it will be copied into the location for an item of that type; it is not necessary for the Vault to be displaying the same type of item at the time. It can be used to copy System windows for editing; see the section on the Panel Editor.

SEARCHING IN THE BLACK HOLE.

Fig. 53



Apart from the topmost icon on the first page, the icons on the right and in the Black Hole itself are the same as in the Vault, and behave the same way. However, there is one icon at the bottom which does not behave the same as in the Vault, and another which does not appear there at all. At the left, instead of the 'New' icon, is the same search icon as in the Vault, but a press and hold will show two options.

Both these will carry out searches for character strings entered in the text area. One, 'Show Only Matching Titles', will work in the same way as the Vault search function. The other, 'Extended Search...', allows for far more accurate searching. When selected, it opens a new window, Fig. 54 in which icons of the item to be searched for appear; Users, Projects, Lists, Notes and Panels (vdu windows) can be chosen.

Fig. 54



The main part of the window has buttons that allow the search destination or name to be chosen, from the host down. The top two, Hosts and Users, have a small arrow symbol next to the name; a press and hold will reveal a drop down menu containing all the available names to look in.

Once these have been chosen, the type of item to look for can be selected by tapping on the icon to the right; the buttons to their left will change as item types are selected. The search options are 'Any', which does not restrict the search, or, by typing in a text string and tapping on the button, the search will then look for that text string (searches are not case sensitive). If no text string is entered, tapping on 'Any' will look in all available items of that type.

At the bottom is another button which has options to restrict the search by date; its default is 'Any Date', but it has a drop down menu to limit or expand the date criteria. When all of the above have been set, tap on 'Search'; the Black Hole display will change to display any matching files. Depending on the number of files it has to look through, and how accurate the search criteria are, this can take from a couple of seconds to a lot longer.

The found files cannot be opened directly, but can be copied to the current project by dragging into the Vault. At the top of the Black Hole display will be the file path, although if any of the search buttons for the path were left at 'Any', the path cannot show the precise location of original items. Searching does not remove text from the System area, which may then be entered as a list label, or become the name of new item unintentionally.



Fig. 55

The rightmost of the bottom left-hand icons is 'Possible Actions' Fig. 55; press and hold to reveal a set of drop down menus. The actions always apply to all the currently displayed items; it is not possible to either select or deselect any. The actions are: Copy to Vault, which will move the items to the current project if they are lists or notes, but otherwise will move the whole item; copy to virtual, for exporting to an external drive or computer; and Move to rubbish bin, which will delete all the items. However, it is not possible to use this last option unless you are logged in as the user who owns the items. 'Close' will dismiss the Black Hole window from the screen.