

# Dartfish Uploader User Manual

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## 1 History

### 1.0.10123.0

- Added item info pane to show some details about the selected item, like keywords, source path, etc.
  - Implemented new DF-JUDO document profile
  - Fixed wrong behavior resulting in error 19 while publishing
  - Fixed multiple minor bugs
  - Changed default options (hiding log pane, attaching dartclip, etc.)
- Known issues: path to all the files should not be greater than 260 characters

### 1.0.1218.0

- Added label overwrite
- Added scene label overwrite
- Added Multi-Scene document profile
- Added Copy source media files option

### 1.0.1224.0

- Added Escrime-KABCOM document profile
- Added import/export settings file
- Added documentation file (PDF) to the installer

### 1.0.10113.0

### 1.0.10.114.0

- Added index to the label overwrite macro in case more than a single keyword refers the same category. \$(CATEGORY.INDEX). Note that first keyword is index 0 and second keyword index 1, etc.

## 2 Goals

The goal of the Dartfish Uploader is to automate the publishing of documents to a dartfish.tv channel.

## 3 General Presentation

The application works by monitoring a set of predefined source folders (that can be located on a shared folder on the local network.)

The application applies a set of configurable rules to construct documents from the video files in the monitored folder.

The application processes every document by executing the following steps:

1. Copy the video files from the monitored folder to the publishing computer's working folder. This step is necessary to ensure that all the files are available for publishing.
2. Convert the video files to the video profile from the target dartfish.tv channel.
3. Publish the video files and documents.

The state of the document will be updated as the document goes through the pipeline.



To ensure robustness of the tool, each step is executed by its own process. This protects against common problems, like:

- Memory leaks (since each process manages its own memory space, the memory is restored to the system once the process is terminated.)
- Driver crash (for example, using the Intel Hardware encoder for the conversion.)
- Continue working while a stage is in error (like not interrupting the publishing, when a video conversion crashed.)

A stage can be enabled/disabled depending on different scenarios (no Internet connection available, etc.)

Each stage records information in its own log files to allow easier debugging of specific problems.

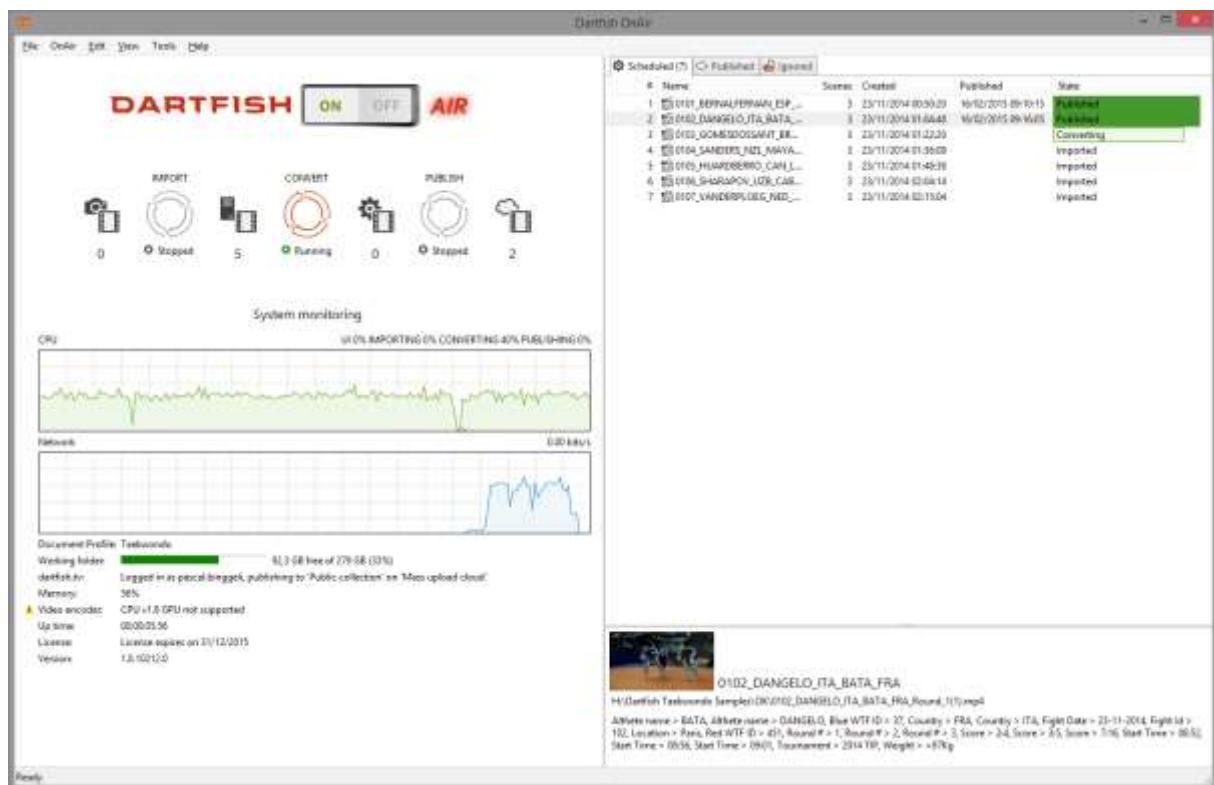
The application user interface lists the documents to publish, the publishing pipeline's state and different important statistics like CPU usage, the upload bit rate, etc.

The user interface is split in two parts:

- The left part shows a tab control which contains two lists: the *Scheduled* list showing the documents to be processed and the *Published* list showing the documents successfully published
- The right part shows important statistics and information about the pipeline and the system.

Once a document has been published, it will remain in **the Scheduled list** until the user chooses to remove it from the list. Once removed, the **Published list** shows all the items that have been published by the Uploader and are present in the working folder. The Published list maintains a history of published items and normally you would not remove items from it since the application will then be unaware that the document has already been published.

You can open the document on a browser by double-clicking a published document in either the Scheduled or Published list.



## 4 Configuration

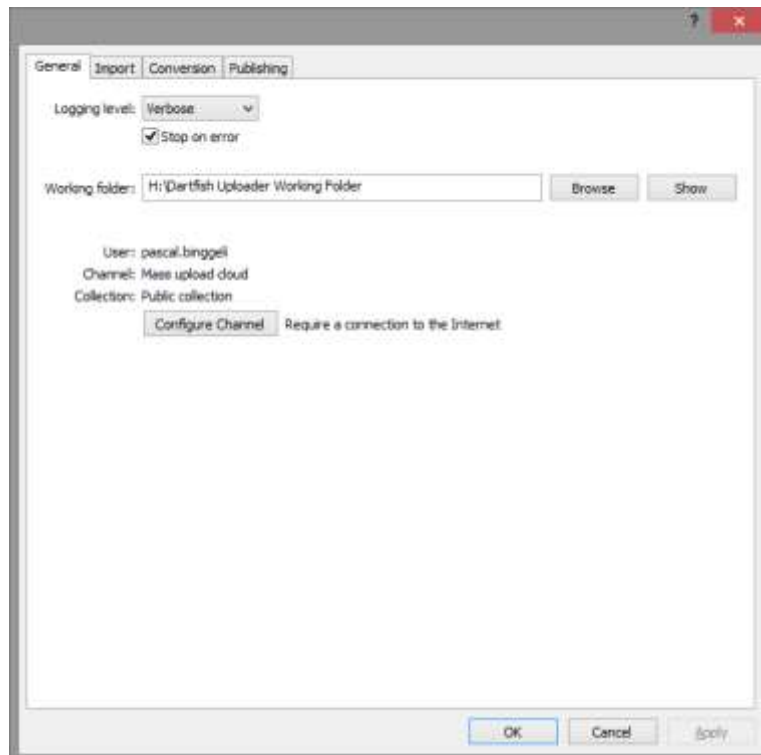
You access the configuration dialog from the Tools->Options menu (or press F3). It is split into 4 panes:

### 4.1 The general pane

Check **Stop on error** to configure if the software should stop processing a particular step in the pipeline if the step encounters an error. When unchecked, the step will continue processing the next document in the pipeline. This option is useful if the source contains files in unsupported format or to ignore transient error.

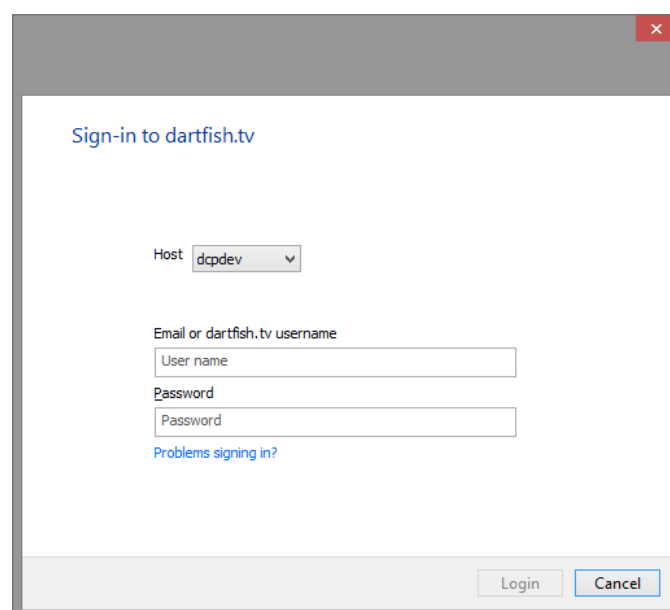
The **logging level** sets the default logging level for the application.

The **working folder** contains a copy of all the original files as well as the converted files and other metadata and thumbnails. Be sure to select a working folder on a disc which contains enough space for your need.



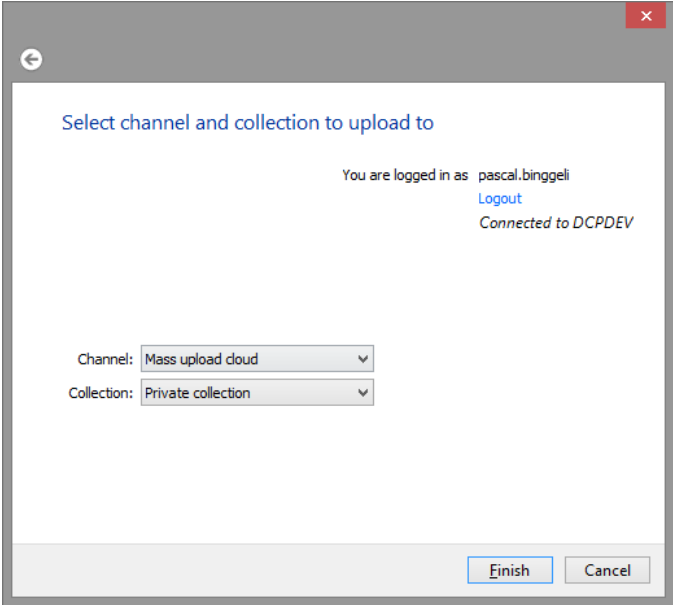
Click **configure channel** to login with a e-mail and password that allow you to upload document to a dartfish.tv channel.

Normally 'dartfish.tv' will be selected as the **Host** database to publish the document. Selecting DCPDEV is useful for debugging and testing feature without polluting the official server with garbage.



Only the **channels** which have been configured by dartfish.tv superadmin to support “Mass Upload” are listed in the pick list.

Select the corresponding **collection**.



## The import page

The import page allows you to configure the first step in the pipeline.

Check **enable import** to enable/disable this step. This is useful to use the tools when the content has already been imported to the system.

The **document profile** specifies how the Uploader will create documents from a set of media files in the source folder.

The following document profiles are supported:

- **Simple Scene**: each video will be published as a new document. Single scene documents are created.
- **Multi Scene (Keyword base)**: keywords from the dartclip are analyzed to extract a unique identifier. Enter the keywords to recognize in the **Discriminant Keywords** field, separated with a semi-colon ‘;’.
- **Taekwondo**: the system will identify documents from one or multiple files, based on the file naming conventions used by WTF. It can create multiple scene documents
- **Escrime-KABOM**: same as Simple Scene, with the addition of creating document keywords from the clip label according to a set of pre-defined rules.

Check **Attach dartclip** to specify if the dartclip is also published as an attachment to the document.

Enter the **file extensions** that match the extension of the files to publish: for example, .mp4 or .mpg, etc. You can enter multiple extensions separated by ‘;’

**Exclude files**: enter a filter which is applied to the file name. This is useful to exclude the raw files created with Dartfish Software but is only required where the raw files have one of the specified **file extensions**

**Monitored folders**: enter one or more folders which contains or will contain the file to publish. As documents are identified, the content for the document will be copied to the uploader working folder.

**Change the interval to** refresh the monitored folders to match your requirements.

**Change the files age requirements** to exclude files that correspond to document that are still in the process of recording. This is useful for example, for Taekwondo, when a single document may contains up to 4 scenes. In the example below, all the videos files that are part of a single document should be aged of at least 10 minutes or the whole document will be rejected.

Check **Overwrite label** to specify how the document label should be constructed. The syntax used is \$(CATEGORY\_NAME) to enter a keyword of the specified category. Example:

Championship 2014\_\$(Category)\_\$(Red) vs \$(Blue)

This will create the following label

**Championship 2014\_80 kg\_PAUL vs ROBERT**

Check **Overwrite scene label** to specify how the scene label should be constructed. The syntax used is \$(CATEGORY\_NAME) to enter a keyword of the specified category. Example:

Championship 2014\_\$(Category)\_\$(Red) vs \$(Blue)

This will create the following label

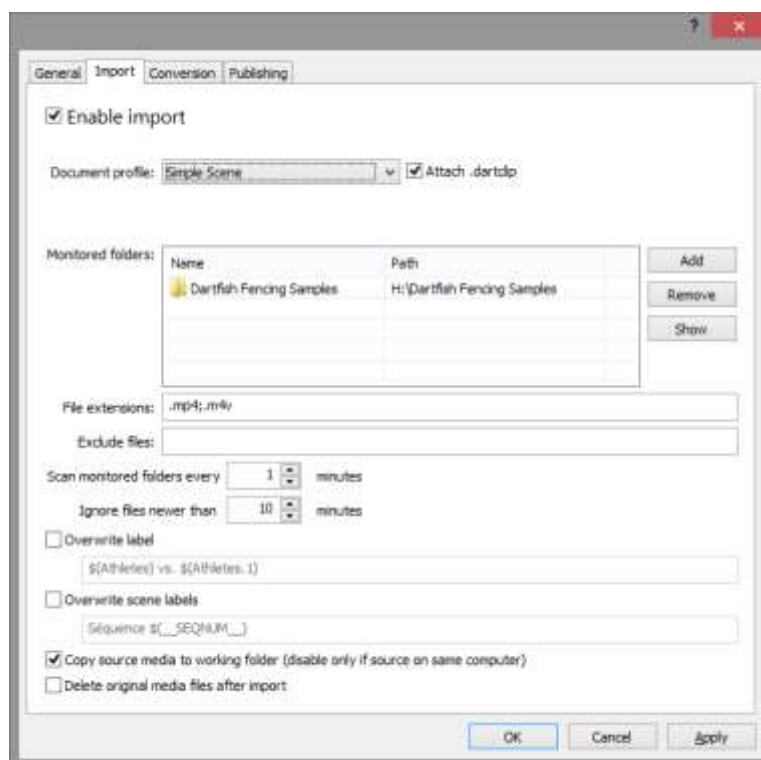
**Championship 2014\_80 kg\_PAUL vs ROBERT**

You can append an index to the CATEGORY\_NAME to specify which keyword to refer to. The Index starts from zero.

\$(CATEGORY\_NAME.INDEX) -> \$(Red.1) to retrieve the keyword from the second video whose category is "Red."

By default, the Uploader copies the media files from the source folder to the working folder. In case the source folder is located on the same computer as the working folder, you can optimize the copy operation by unchecking the **Copy source media file to working folder** option.

Check the **Delete original media** after import to make space on the capture computer. Use caution when using this option, since the original media will be deleted.

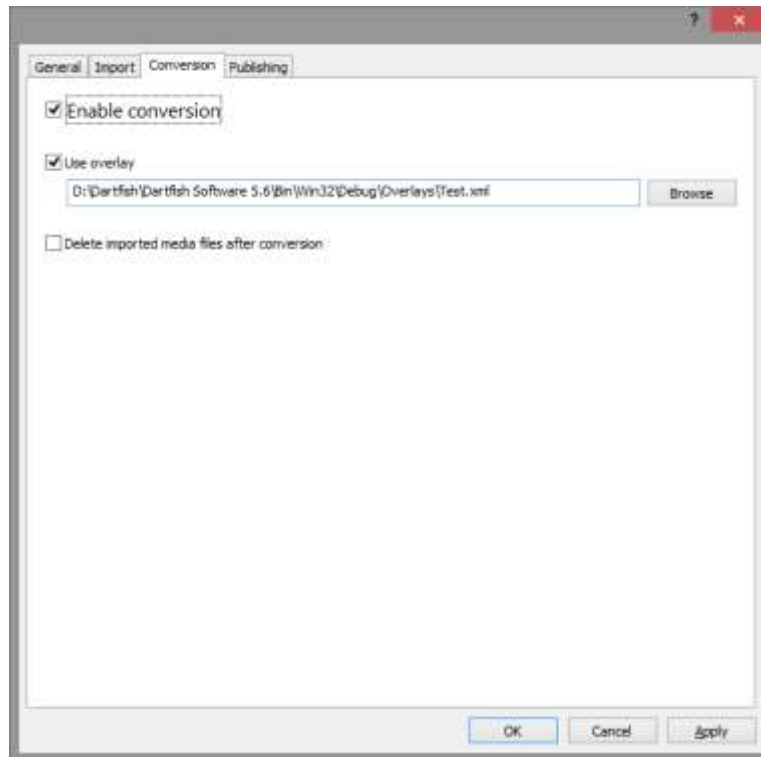




## 4.2 The conversion page

Check the enable conversion to enable/disable the conversion step

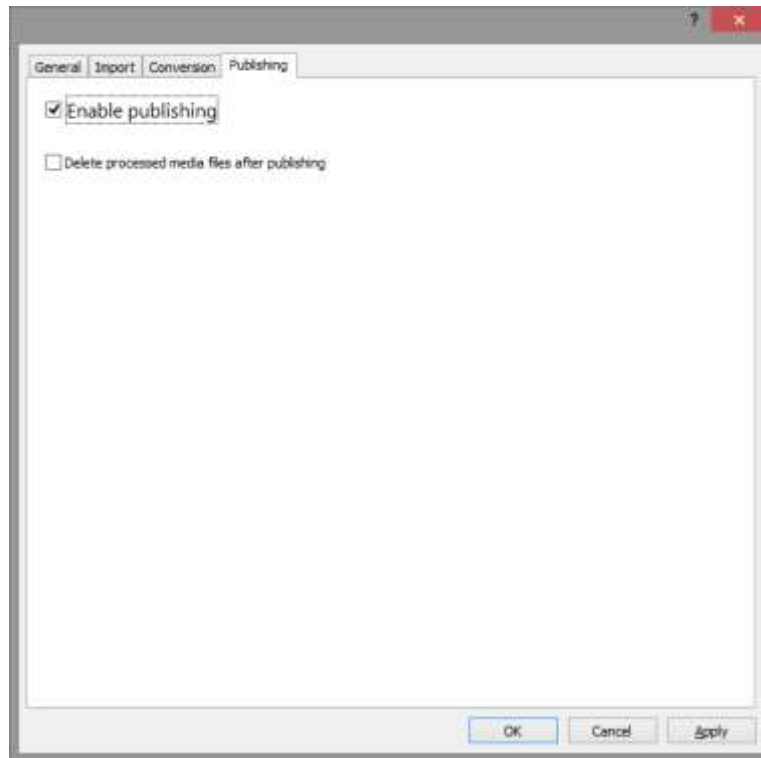
Check the **delete imported media after processing** to remove the media from the source folder in the working folder (not the original source.) This is useful to preserve the storage space on the working folder.



### 4.3 The publishing page

Check the enable publishing to enable/disable the publishing step.

Check **delete processed media after publishing** to delete the converted media. This is useful to preserve storage space on the working folder.



## 5 The application menu

### 5.1 FILE

#### 5.1.1 Exit

Exit the application

### 5.2 ONAIR

#### 5.2.1 Start/Stop OnAir

Start and stop the software processing. Same as clicking the big ON/OFF button in the application UI.

#### 5.2.2 Scan Monitored Folders

Populate the scheduled list from the monitored folders once, without starting the processing.

#### 5.2.3 Empty Working Folder

Delete every document from the working folder. This will lose the work history, and documents may be published multiple times when using this option.

#### 5.2.4 Empty Monitored Folders

Delete every files from the monitored folders.

## 5.3 EDIT

### 5.3.1 Clear Scheduled Documents

Permanently removes the published documents and the documents in error states from the scheduled list.

### 5.3.2 Open document working folder

Open a Windows Explorer pointing to the currently selected item's working folder.

### 5.3.3 Open document log file

Open the currently selected item log file in Notepad. Same as double-clicking the item in the list, when the item is not published.

### 5.3.4 View online

Open the currently selected item published URL. Only available when the item has been successfully published. Same as double-clicking the item in the list.

## 5.4 VIEW

### 5.4.1 Show thumbnails

Show the thumbnails of items

### 5.4.2 Log Pane

Show/hide the application log file pane.

### 5.4.3 Status Bar

Show/hide the application status bar.

## 5.5 TOOLS

### 5.5.1 Options

Configure the application settings

### 5.5.2 Import Settings

Import the application settings from a previously exported file.

### 5.5.3 Export Settings

Export the application settings to a file.

## 5.6 HELP

### 5.6.1 User Manual

Show this document

### 5.6.2 Show main log file

Open the application main log file in Notepad.

### 5.6.3 Generate Error Report

Collect all the log files in a single file ready to be sent to Dartfish support.

### 5.6.4 About Dartfish OnAir

Show software version information