RELEASE NOTES

# ClockManager

Version 1.2


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# Preamble

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# Processing note

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# Versions

| Date/Version | Editor | Changes |
|---|---|---|
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# *Preface*

# 1 General

# 2 About this Document

The chapters of this manual cover the following topics:

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## 2.1 Glossary

Concepts used in this document:

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## 2.2 Symbols and Conventions

### 2.2.1 Lists

1. Numbered lists are used if the order of the primary list elements is of importance.

   a. Alphabetic lists are used if the order of the secondary list element is of importance.

- Bullet lists are used if the order of the primary list elements is not important.

  ◦ Outlined Bullets are used if the order of the secondary list elements is not important.

### 2.2.2 Hints

Hints and extra information can be found in this area.

The hints in the marginal left area help you to work effectively.

### 2.2.3 General Information

*Information like these help you not to miss important facts.*

### 2.2.4 Warnings

**WARNINGS LIKE THESE SHOULD PROTECT YOU FROM COMMON PROBLEMS AND FAILURES.**

### 2.2.5 Links

If there is a text link, it will be represented like this:
Target. This link can be clicked with the mouse while reading online (Ctrl+left mouse button).
The following special character will appear behind the link target ⌂. This character leads back to the link source. Target ⌂

### 2.2.6 Keyboard commands

If key combinations are described they are connected with a + sign. **Ctrl+D** means pressing the control key and the 'd' key together.

### 2.2.7 Console text

Sometimes it is necessary to print the output of a console command or the contents of a file in the text. The following is an example of the response of typing the command „java -version“ on the command prompt:

```
h:\>java -version
java version "1.5.0_01" Java(TM) 2 Runtime Environment, Standard
Edition (build 1.5.0_01-b08)
Java HotSpot(TM) Client VM (build 1.5.0_01-b08, mixed mode)
```

# 3 Support for Time To Duration

The Time To Duration (TTD) Showtiming function is now supported in the ClockClient. The ClockManager automatically detects if a show is started in TTD mode. If running in TTD mode the ClockClient will set the Realtime clock to zero counting forward from the begin of the show. This reflects the behaviour of the iNEWS Showtiming clocks.

For TTD to work make sure that the air-date fields of all stories in the rundown are empty. If one of the fields is not empty and TTD is started the ClockManager may fail to detect the TTD mode. Also remove the contents of the air-date fields if you restart in TTD mode.

Also make sure that the air-date fields of all stories in the rundown are empty if the rundown was clocked in TTD mode and will now be clocked with normal Showtiming. If normal Showtiming is started and the air-date fields of the rundown still contain TTD times from a previous TTD run the ClockManager may detect TTD mode accidentally.

**MAKE SURE THE AIR-DATE FIELDS OF A RUNDOWN ARE EMPTY BEFORE:**

- **YOU *START* SHOWTIMING WITH TTD**
- **YOU *RESTART* SHOWTIMING WITH TTD**
- **YOU START NORMAL SHOWTIMING ON A RUNDOWN THAT WAS STARTED WITH TTD BEFORE.**