

Etere

a consistent system

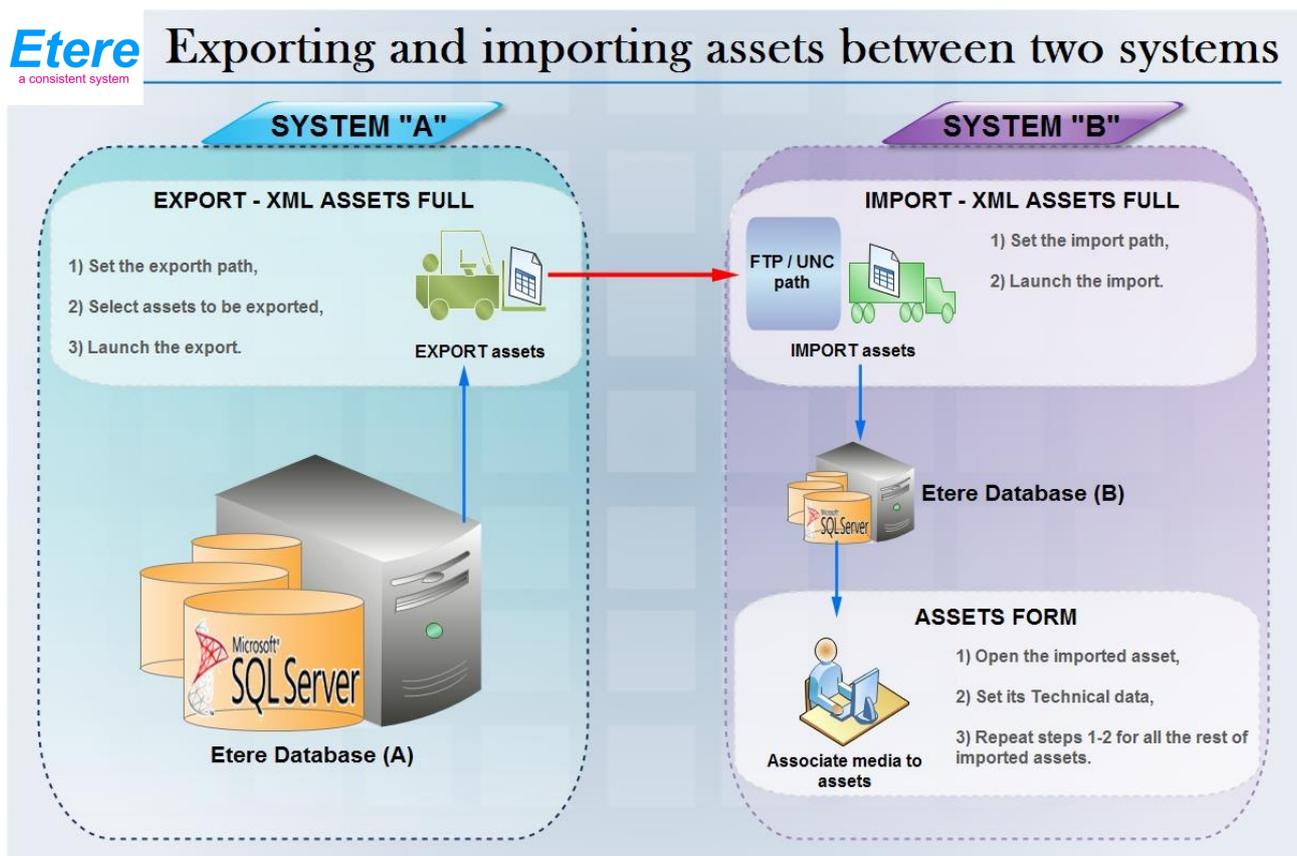
**Export and Import of assets between two
systems**

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1. INTRODUCTION

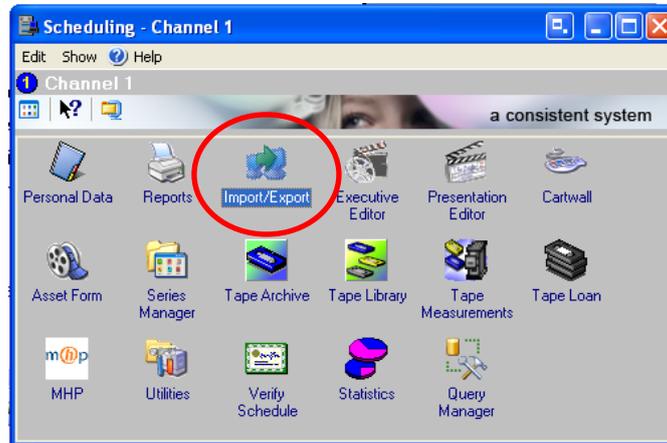
Etere provides broadcasters, media companies, content providers and house productions with an integrated media management system which combines powerful servers with an easy to use user interface. Etere is able to closely interact with other systems present within the global system, allowing to export assets from one system to another, this, including all their data and metadata:



This paper describes how to export assets from a source system to a destination system, explaining step-by-step how to import all processed assets and associate them to the media files present in the destination system, thus allowing them to be scheduled to go on-air.

2. PROPOSED SOLUTION

The module used to export and then import assets is the Import/Export module, which can be found in the main Etere Scheduling menu:



The Import/Export module allows performing the importation and exportation of assets and daily schedules in more than 24 fully customizable formats, in this case, the used function will be the **XML Assets Full** export and import which include the proper asset table and all its related tables, allowing to recreate in the target system the asset in question exactly as it was in the current system; all asset-related data is mainly stored in a **single table** which is supported by other **secondary tables**

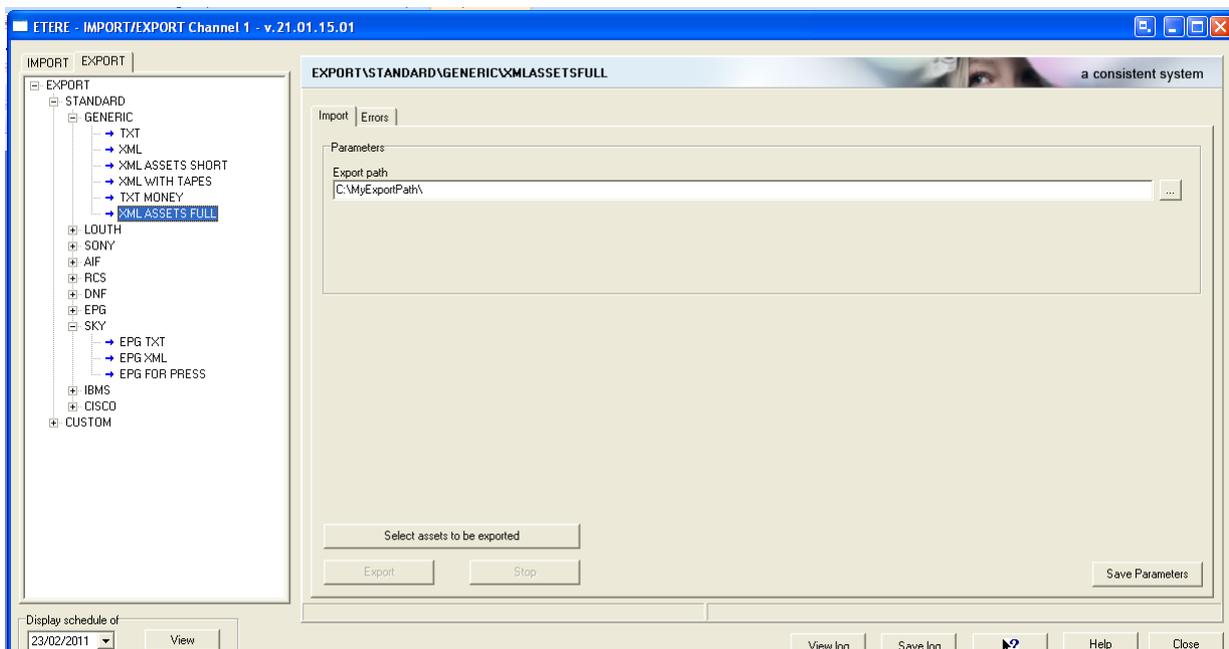
Table Name	Description
<Filmati>	It contains ALL the data related to the exported asset, it includes its ID, code, type, description, validity period, tapeless arrival, etc.
<FSerie>	It holds all the series data referred in the <Filmati> table.
<FUsers>	It holds all the system users referred in the <FSerie> table.
<TipologieProp>	It holds all the properties enabled for the type referred in the <Tipologie> table.
<Tipologie>	It holds the asset type referred by the <Filmati> table.
<FArtisti>	It holds all the artists referred to the exported asset, including their roles and durations.
<Ruoli>	It holds all the roles referred in the <FArtisti> table.
<Artisti>	It holds all the artists referred in the <FArtisti> table.
<FGeneri>	It holds the series genres referred in the <Filmati> table.
<Generi>	It holds the genres referred in the exported <FGeneri> table.
<TipoGeneri>	It holds all the genre types referred to the exported <Generi> table.
<FRegistrazioni>	It holds all the tapes used for the exported asset.
<FSupporti>	It holds all the data of tapes referred in the <FRegistrazioni> table.
<FInterruzioni>	It holds the EDL interruptions referred to the exported asset.
<FEDLdescription>	It holds the EDL lists referred to the exported asset.
<SMPTEdictionary>	It holds all the SMPTE dictionary fields used by the exported asset.
<SMPTEmetadata>	It holds all the SMPTE custom fields defined for the exported asset.

Table Name	Description
<FS_Xfilefilm>	It holds all the metafiles referred to the exported asset.
<FS_metafile>	It holds all the details of the metafiles referred in the <FS_Xfilefilm> table.
<Installations>	It holds the Etere sites referred in the exported <Filmati> table.

In the following three sub-chapters, there will be detailed how to accomplish with the requested export-import features.

2.1 EXPORTING ASSETS

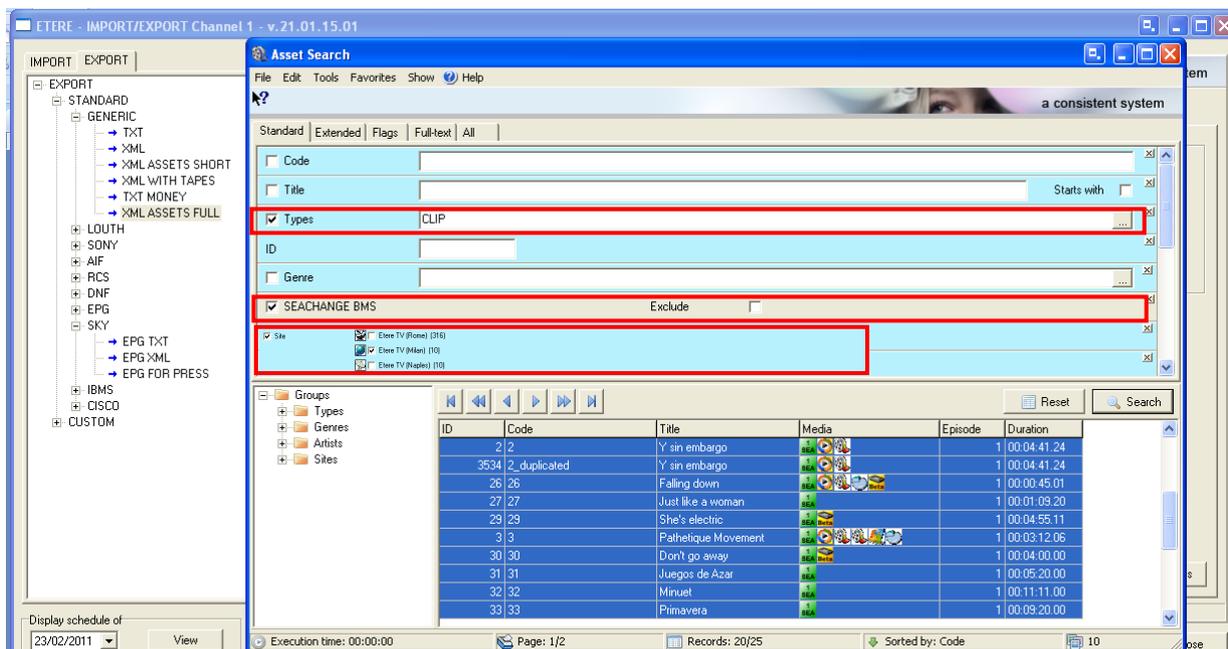
The **XML Asset Full** section allows to export a xml file for each selected asset, containing all its relevant fields (i.e.: ID, code, description, duration, SOM/EOM, smpte metadata, etc), and its name will be assigned in the format etere.asset.ABC.xml, where 'ABC' will be replaced with the code of the relative asset. In order to use this option the following fields must be compiled:



- **Export path:** Specify the folder on which the exported xml file(s) will be saved,
- **Select assets to be exported:** Search for the assets intended to be exported, available search methods are:

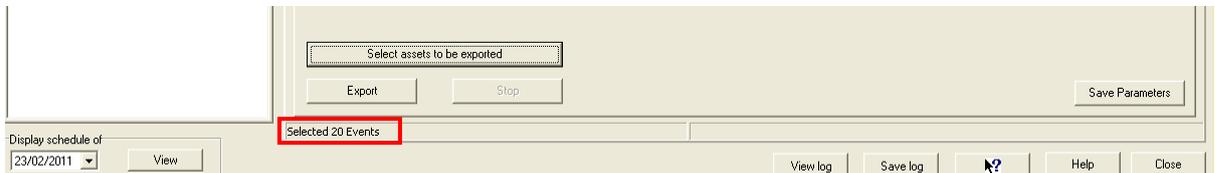
- Search assets for: It mainly permits to search for either only those assets scheduled on a certain time range, or also for those that have not yet been scheduled,
- Additional parameters: Set here some filters regarding the production data of the assets to be retrieved,
- Full text: Carries out the search through all the selected fields of assets present on the entire database,
- Query Manager: Permits to insert/create custom SQL queries for a more complex but advanced selection of assets,
- Rules: Allows to narrow the search to either 'expired' or 'not to be broadcasted' assets.

When all assets intended to be exported have been retrieved in the bottom part of the search window, just make double-click on them while holding the CTRL key:

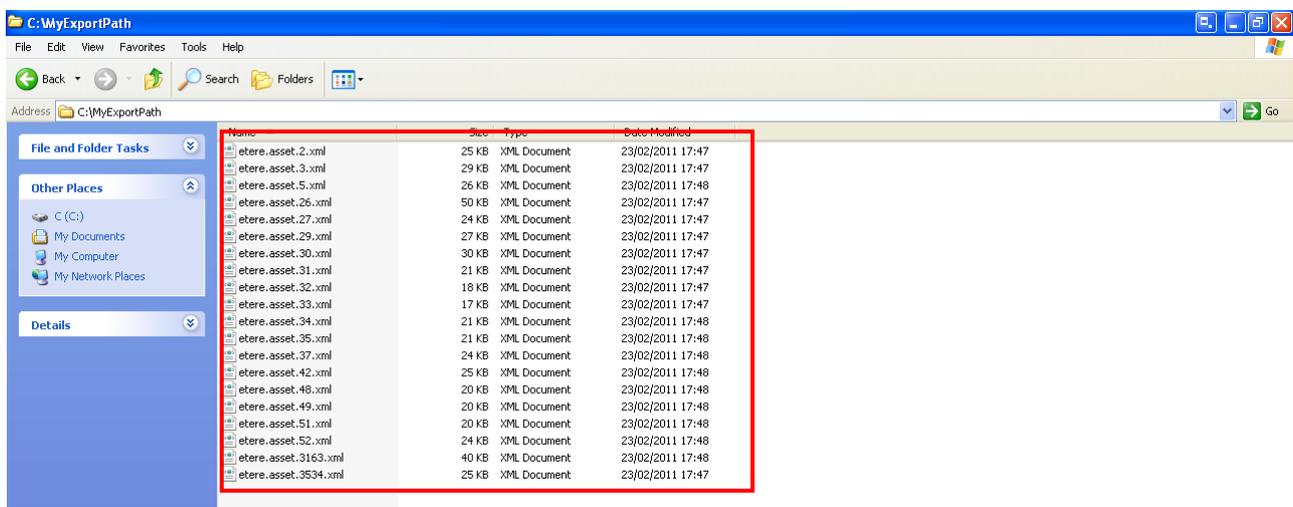


(In the example above, they have been filtered all video clips stored in a seachange video server located at Milan)

In the bottom part of the form it will be indicated how many assets have been selected for being exported:



Once the export has been configured, it can be started just by pressing the **Start** button, a xml file will be created for each selected asset within the indicated folder:



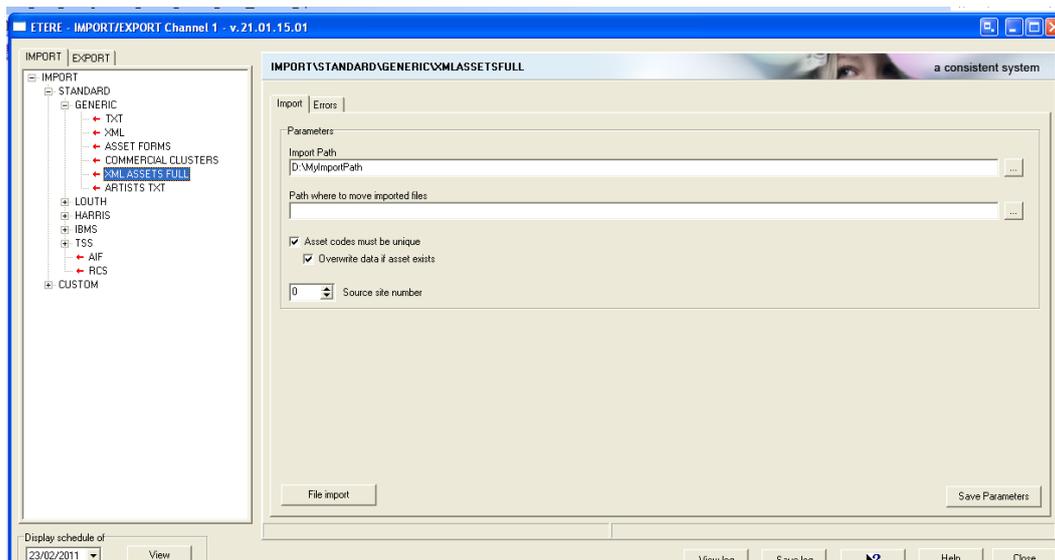
NB: In case some problems are encountered during the export process, under the 'errors' tab it will be possible to consult them in order to override them.

2.2 IMPORTING ASSETS

The **XML Asset Full** section allows to import asset forms (forms containing key asset's information) from xml files located on a certain folder. XML filenames intended to be imported must have the following format etere.asset.ABC.xml, where 'ABC' is the code of the relative asset in question.

This import function will update (if requested) all Series data (i.e.: the FSerie table) and EDL data (i.e.: the Finterruzioni table) of those assets present in the import file which already exists in the Etere database.

In order to use this option the following fields must be compiled:



- **Import path:** Specify the folder from which the imported xml file(s) will be retrieved,
- **Path where to move imported files:** In case you want xml files to be moved to a certain folder once import is finished, specify it here, otherwise, leave it blank and xml files will remain on its source location,
- **Assets must be unique:** If enabled, processing assets with an already existing code will not be imported.
- **Source site number:** In case of importing assets from a federated installation, indicate the source site from which assets are being imported.

Once the import has been configured, it can be started just by pressing the **FILE Import** button, so many asset forms as xml files exists on the selected folder will be created. When the import has

finished, it will be possible to **display the schedule of** the related day to verify and/or approve the import operation.

NB: In case some problems are encountered during the import process, under the 'errors' tab it will be possible to consult them in order to override them.

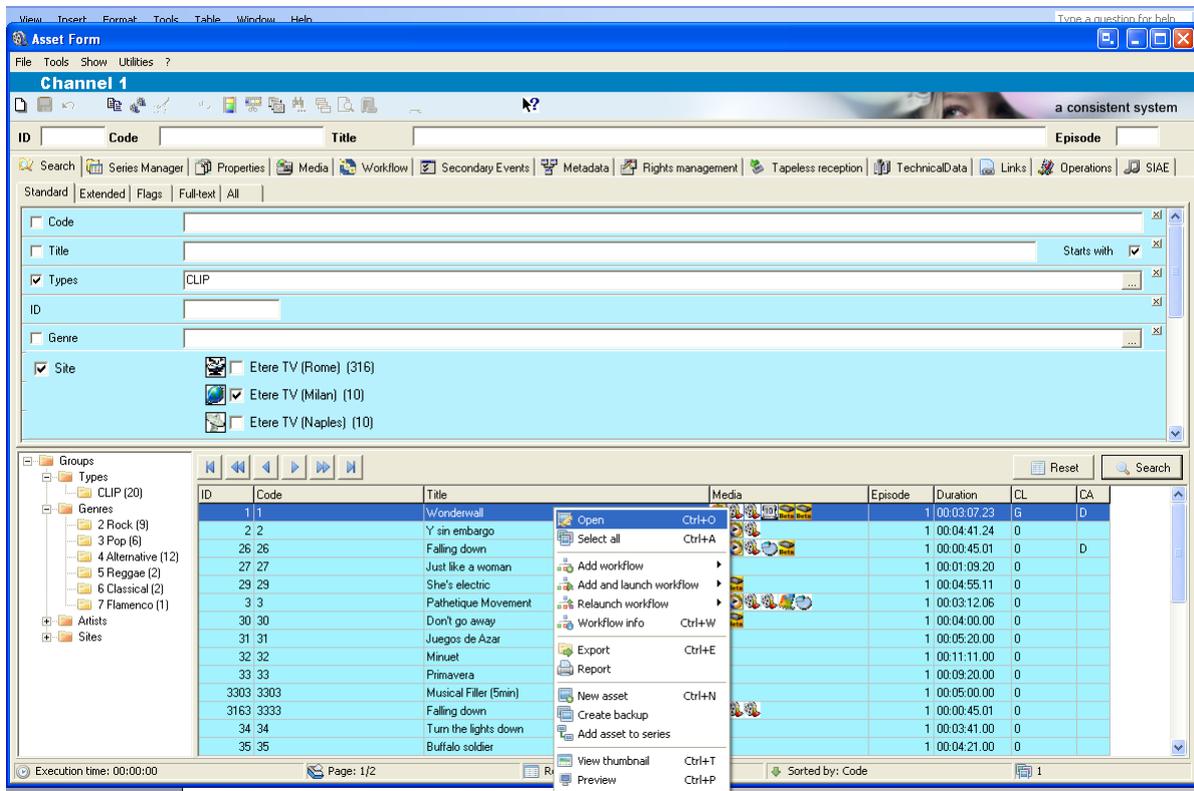
2.3 Adding Media Files

In order to associate media files to imported assets, launch the **Asset Form** module from the Etere Scheduling menu:



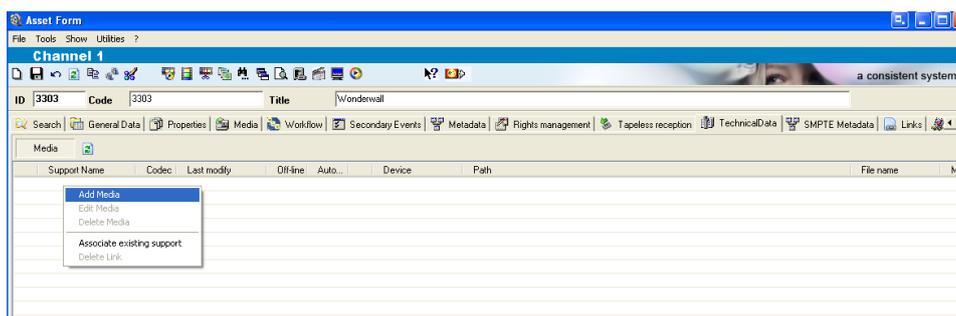
The **Asset Form** module allows operators to control and also carry out, various of the most relevant operations comprehended by the Asset Management process.

At this point just search for the imported asset by compiling the relevant filters, once found, make right-click on it and select 'Open':



(In the example above, they have been searched all video clips imported from the Milan station)

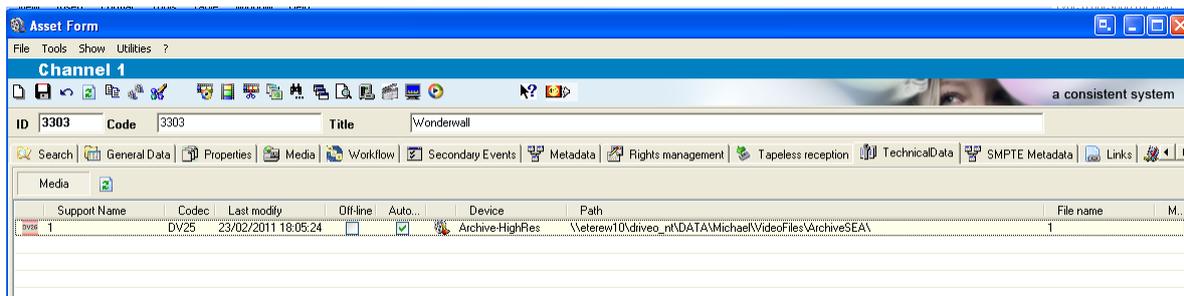
Navigate to its **Technical data** section where media files are associated to assets, make right-click and select the 'add media' option:



Insert its source name, the metadvice on which it is stored, the codec with which it is codified, the exact path on which it is present and the filename:



Once all these data have been inserted, click on the 'OK' button and save the asset form, the imported asset is now associated to a media file and it's ready to be scheduled for going on-air:



In order to associate media files to the rest of imported assets just repeat all the instructions provided in this chapter (2.3 Adding Media Files).

3. FINAL CONSIDERATIONS

Please remember that all the features mentioned in this document (i.e.: assets management, export and import operations) as well as other Etere solutions (e.g.: scheduling modules) are present in the daily-updated Etere's user manual, which can be downloaded by following the link below:

<ftp://ftp.eter.com/Handbooks/English/MET0402U-EtereUsersGuide.pdf>

4. ABOUT ETERE

Etere is an international leader in the media market. Etere develops and distributes a wide range of high technology software for broadcasting and media businesses. With more than 20 years of experience, Etere provides powerful, flexible, cost-effective, high-performance, end-to-end media solutions. Etere is the only company worldwide that can offer you a solution to all your media needs in one single package.

Etere is the only solution 100% workflow based for all broadcast and media environments. It's a common framework where there is real-time sharing of all the data among several applications to manage all media business requirements. The workflow approach allows a fully customized design with edge performances.

From its headquarters in Tolentino, Italy, Etere guarantees the best after-sales support service on the market with engineers ready to give professional assistance 24 hours a day, 7 days a week. The service includes voice, email, VPN and VoIP with unlimited calls and connection time, and a pro-active system to help diagnose problems before they appear.

Etere: a consistent system

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