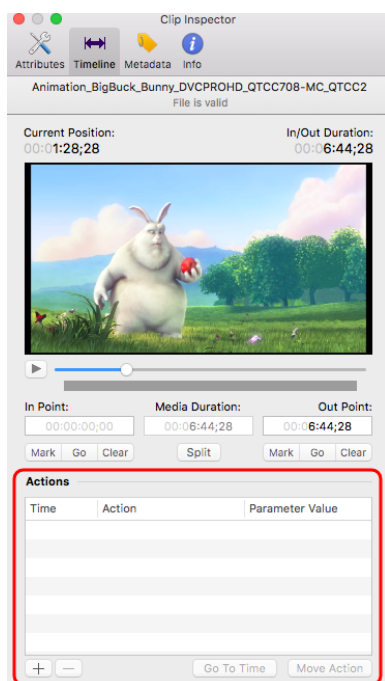


What are Actions?

Actions are used in OnTheAir Video to trigger external events, such as starting a ticker in OnTheAir CG, controlling video routers, and so on. They are sometimes called “Secondary events.” Actions are very flexible and can be used for a wide variety of things.

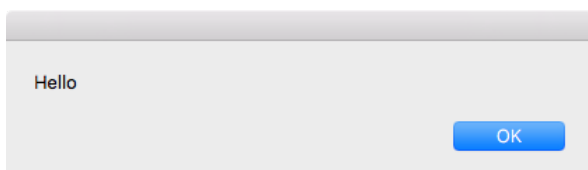
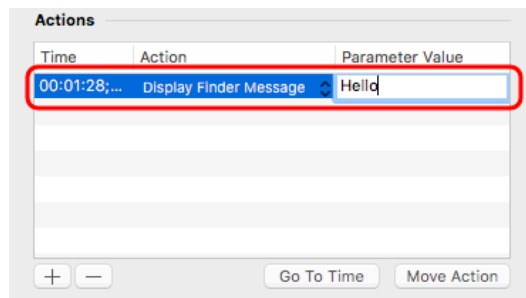
How to use Actions in OnTheAir Video

There are sample Actions provided when you download OnTheAir Video, so you can very easily test it. For that:



- add a clip to a playlist,
- select it
- open the inspector.
- select the “Timeline” pane
- at the bottom of the window, you will see the “Actions” area
- just under the clip preview, scrub to any position in the clip
- Click on the “+” icon at the bottom of the window to add a new “Action” at that position

- The first Action available is selected; it should be “Display Finder Message.”
- Double-click in the last column to enter a “Parameter Value,” and enter anything you want there.
- Now start playing the clip in the playlist (not in the inspector). When the playback position reaches the position you have set, a “Finder window” should popup with your message.



Of course the example above has no real life usage, this is just a demo to show you the possibilities. There are other Action samples provided with OnTheAir Video, with some to control OnTheAir CG. For that one you need to have OnTheAir CG Server running on the same computer and the [sample project](#) "Coming_Next" opened in OnTheAir CG Server.

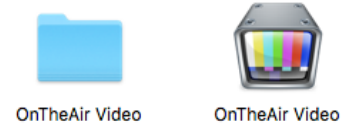
So what are those "Actions"?

Actions are in fact "AppleScripts" that are triggered at given positions in a clip. This means that you can control any application on your Mac that is AppleScriptable. Most of our applications are AppleScriptable, so you can control OnTheAir CG Server, MovieRecorder, and OnTheAir Switch, but you can do much more...

How to create AppleScripts

To use AppleScripts as Actions on OnTheAir Video, two conditions must first be met:

1. The AppleScript **must be saved in the "Actions" folder** located in the same folder as the OnTheAir Video application:



2. The AppleScript **must start with "On Action" and end with "End Action."** It will be formatted as follows ("X" represents the application to be used, and "Y" represents the action desired):

```
on Action (parameter)
    ignoring application responses
        tell application X
            do Y with parameter
        end tell
    end ignoring
end Action
```

Note that it is also recommended to use the "ignoring application responses" as shown above. This will ensure that the playback will continue even if the AppleScript takes a long time to complete or if one application does not reply.

One Action can hold multiple commands. You can, for example, create a “Live Start” Action that will do multiple things, such as: start a CG project and start recording at the same time.

Actions Examples

As said above, when you download OnTheAir Video, we already provide a set of sample “Actions” that are already located in the Actions folder. You could start from there... But below are some examples.

Controlling a Video Router from OnTheAir Video:

You can control most video router types with OnTheAir Switch through actions with the following Applescripts application:

```
on Action (parameter)
    ignoring application responses
        tell application OnTheAir Switch
            set input of output 1 to (parameter)
        end tell
    end ignoring
end Action
```

This works as follows:

- OnTheAir Video triggers an Action (AppleScript) at a given moment in a clip
- This Action controls the OnTheAir Switch application
- OnTheAir Switch controls the video router.

Note that you can also control video routers through the Live Clips function with OnTheAir Video, by use of an RS-232.

Controlling OnTheAir CG from OnTheAir Video:

Here’s an application that allows you to control OnTheAir CG:

```
on action(Parameter)
    ignoring application responses
```

```

if Parameter is not "" then
    set comingNextName to Parameter
else
    tell application "OnTheAir Video"
        tell front playlist
            if is playing then
                set clipIndex to playing clip index
                set comingNextName to the name of clip
                    clipIndex
            else
                set comingNextName to "Coming Next"
            end if
        end tell
    end tell
end if
tell application "OnTheAir CG Server"
    tell project "Coming_Next"
        tell graphic "TextField" to set textString to
            comingNextName
    play
    end tell
end tell
end ignoring
end action

```

The application tells OnTheAir CG to start a “Coming Next” ticker. Note that you will need to have OnTheAir CG Server running on the same computer and the [sample project](#) “Coming_Next” opened in OnTheAir CG Server.

Using Actions to Start Movie Recorder:

Here’s an application that tells Movie Recorder to begin recording:

```

on action(Parameter)
    ignoring application responses
        if Parameter is not "" then
            set recordingName to Parameter
        else
            tell application "OnTheAir Video"
                tell front playlist
                    if is playing then
                        set clipIndex to playing clip index
                        set recordingName to the name of clip clipIndex
                    end if
                end tell
            end tell
        end if
    end action

```

```

else
    set recordingName to "OnTheAir Video
    Recording"
end if
end tell
end tell
end if
tell application "MovieRecorder"
    tell first source
        set recording name to recordingName
        record
    end tell
end tell
end ignoring
end action

```

Using Actions for Multiple Operations:

Here's an example of doing multiple things on one simple application (which you could name, for example, "Start Live"):

```

on Action (parameter)
    ignoring application responses
        tell application "OnTheAirSwitch"
            set input of output 8 to 3
        end tell
        tell application "GPI Commander" set
            state of output 8 to true
        end tell
        tell application "OnTheAir CG Controller"
            send command "*"PROJECT_PLAY*/CGProjects/
MyProject.cg"
        end tell
        tell application "MovieRecorder"
            tell first device
                record
            end tell
        end tell
    end ignoring
end Action

```

The above application will do the following:

- Switch the source of output 8 to input 1 on the Matrix video switcher (the signal going to air is coming from the studio, not OnTheAir Video)

OnTheAir Video - Actions

- Send a GPI trigger to the video mixer
- Start the CG project “MyProject.cg”
- Start recording with MovieRecorder