



# xView 3.2 User Manual

powered by xtrmx

May 2017





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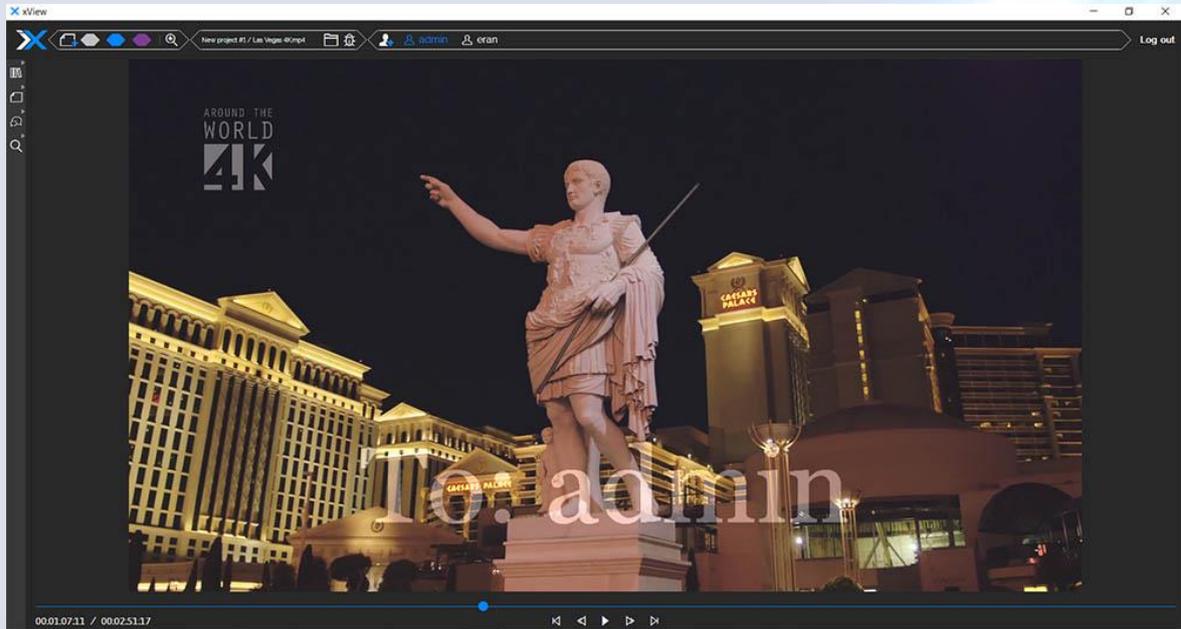
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## Quick Start

This manual is intended for XTRMX xView users. Users can view local or remote media collaboratively in real-time, without uploading the media first to any shared repository, then make annotations, chat with each other and more. Thanks to the intuitive design, you will be able to get right to work within a minute or two.



xView is available in two flavors (see browser vs app section for more details):

- A browser based that requires no installation on your client machine
- An xView native application which requires an installation on the client machine.

Both flavor have the exact same functionality, look and feel and behavior. The main difference between the native application and the browser based application is that the xView native application allows sharing local media sources that are not browser compatible (that is – most industry standard formats).

Browser based App:

All you need is an internet browser, along with the following details provided by your administrator:

- The XTRMX Server URL (such as <https://us.xtrmx.com/companyName>)
- Your username, for example: [David@xtrmx.com](mailto:David@xtrmx.com)
- Your password

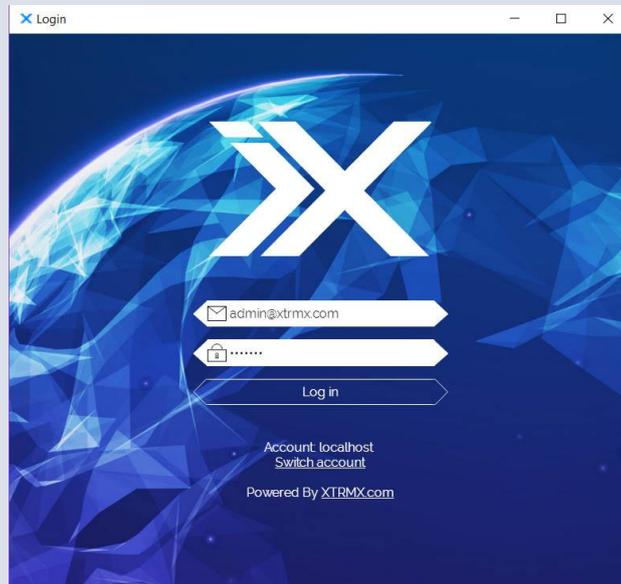
Native App:

An installation package is required. Just run the install file and xView Native App will be installed on your computer.





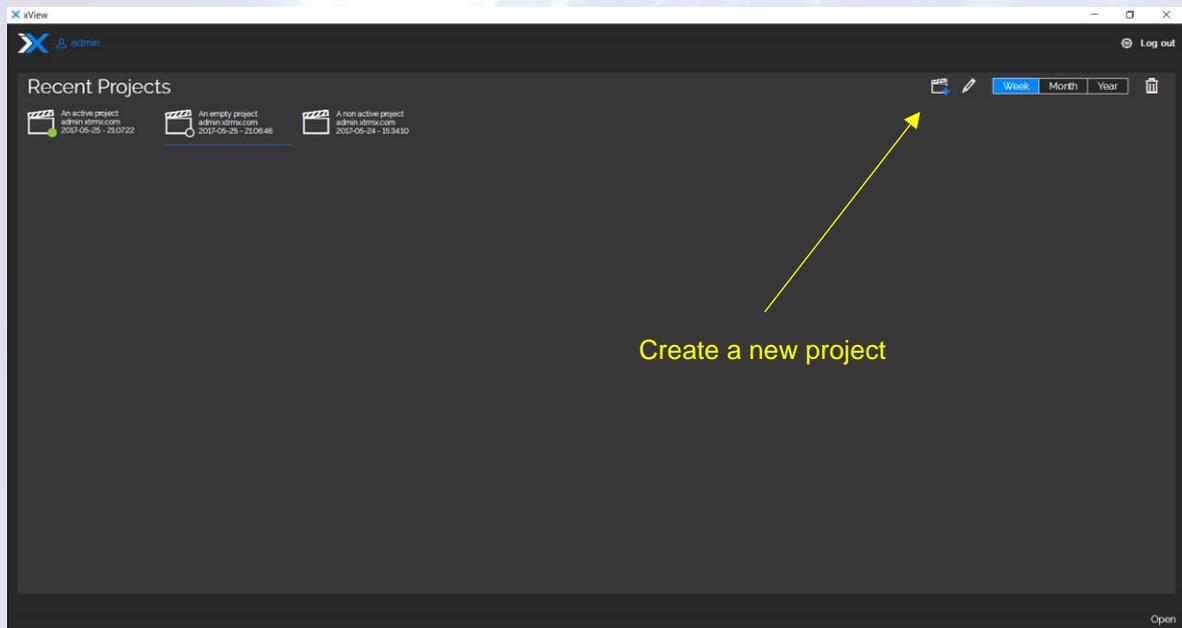
Open xView (either by running the native application icon or via your web browser), and you'll see the login screen:



Fill in your username and password, and click on the "Log in" button.

Welcome to xView!

Your first decision will be to either use an existing project, or you could create a new one. Each project is associated to one or more media files that are associated to all the annotation work that was carried out.



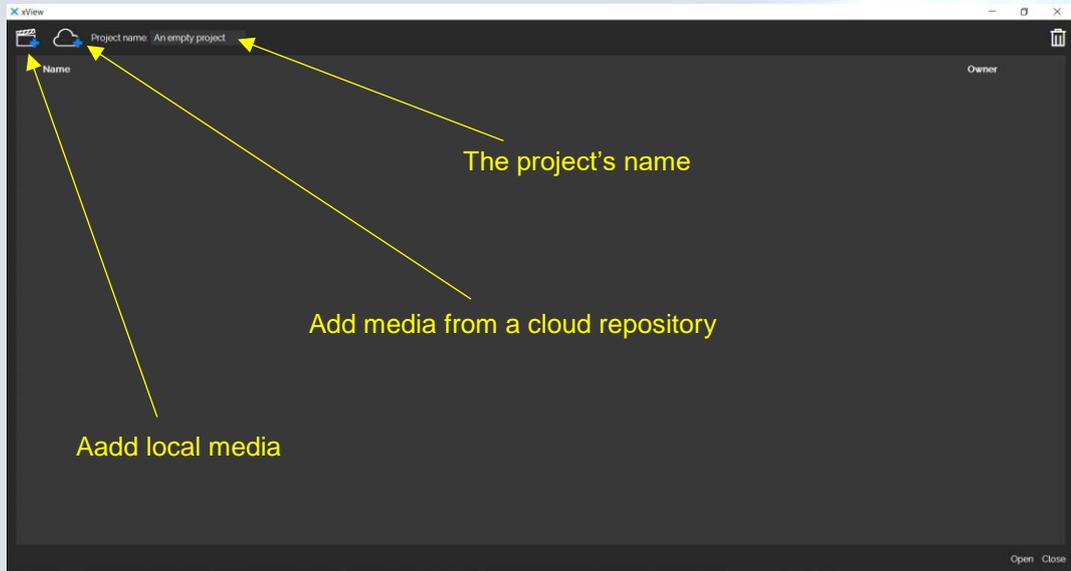
The initial screen (the projects screen) displays the existing projects that are either active or not active at the moment. An active project is a project that has a user working on it. Active projects will have a green dot indicator on the bottom right corner.



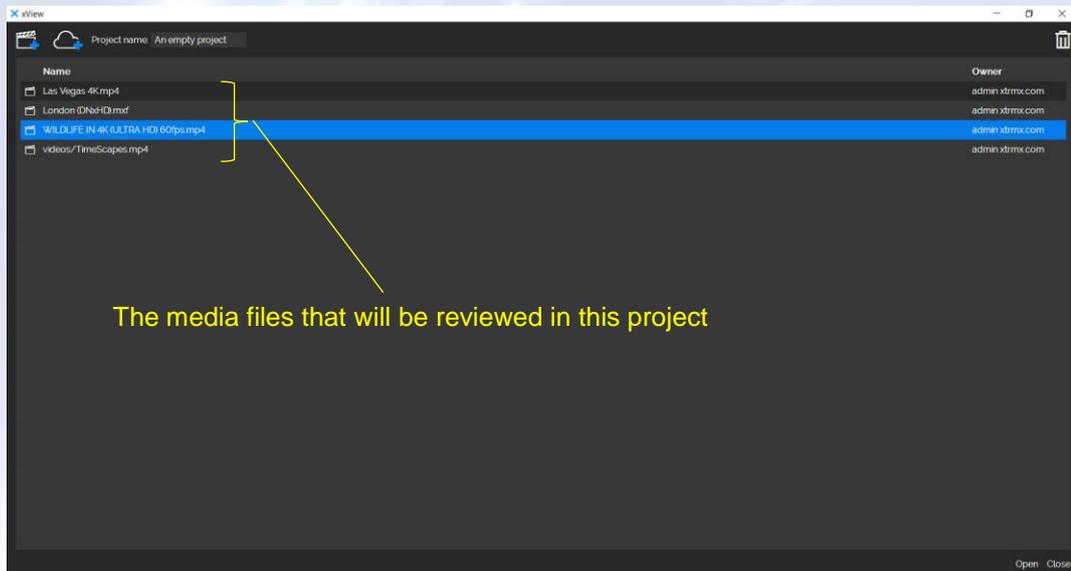


Try joining an active project if there is one available, or create a new project according to the following steps:

- Click the “create new project icon“, to create a new project
- A new screen will display



- Fill in the project’s name
- Add some media file/files to the project using the “add local media” button (available only from the native application) or by the “add media from a cloud repository” button
- Now, the files for review are set.

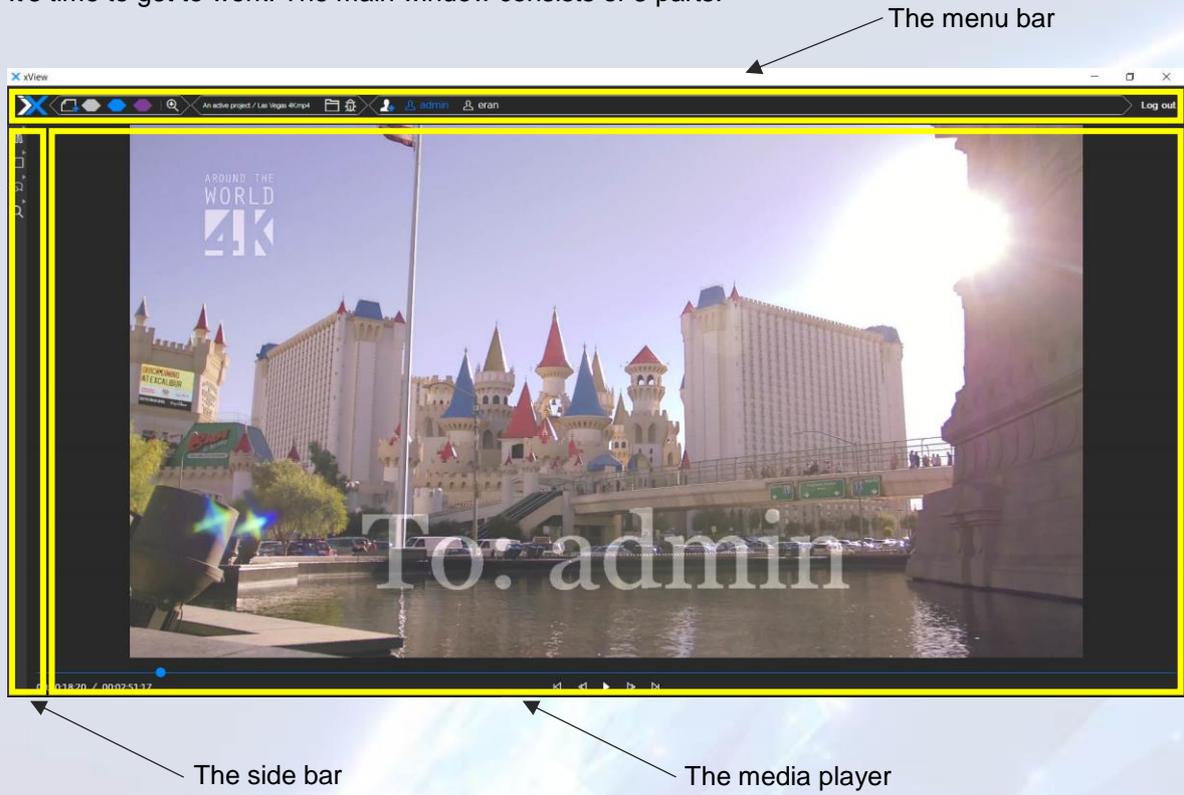


Click on row that corresponds to the file you’d like to review, and start the review session by either by clicking the open button at the bottom, or by double clicking the desired row.

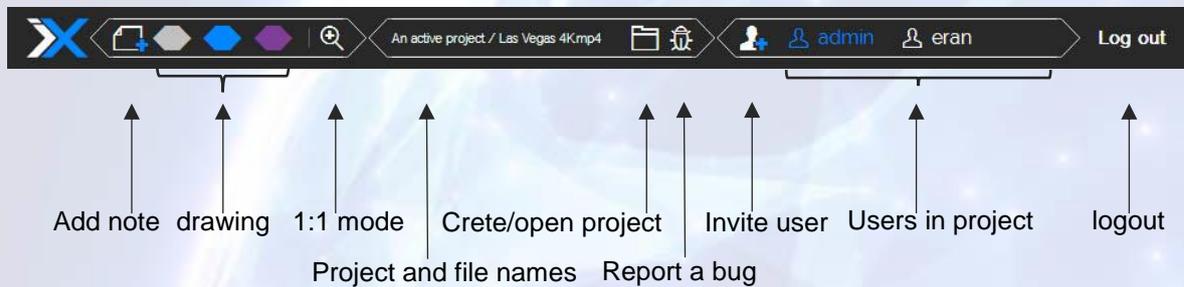




It's time to get to work. The main window consists of 3 parts:



The menu bar:

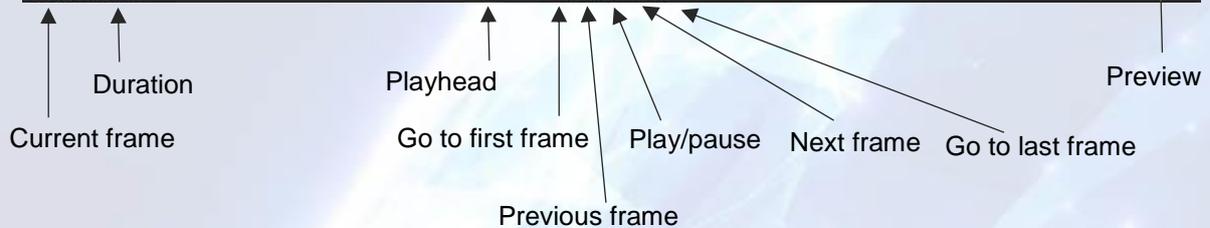
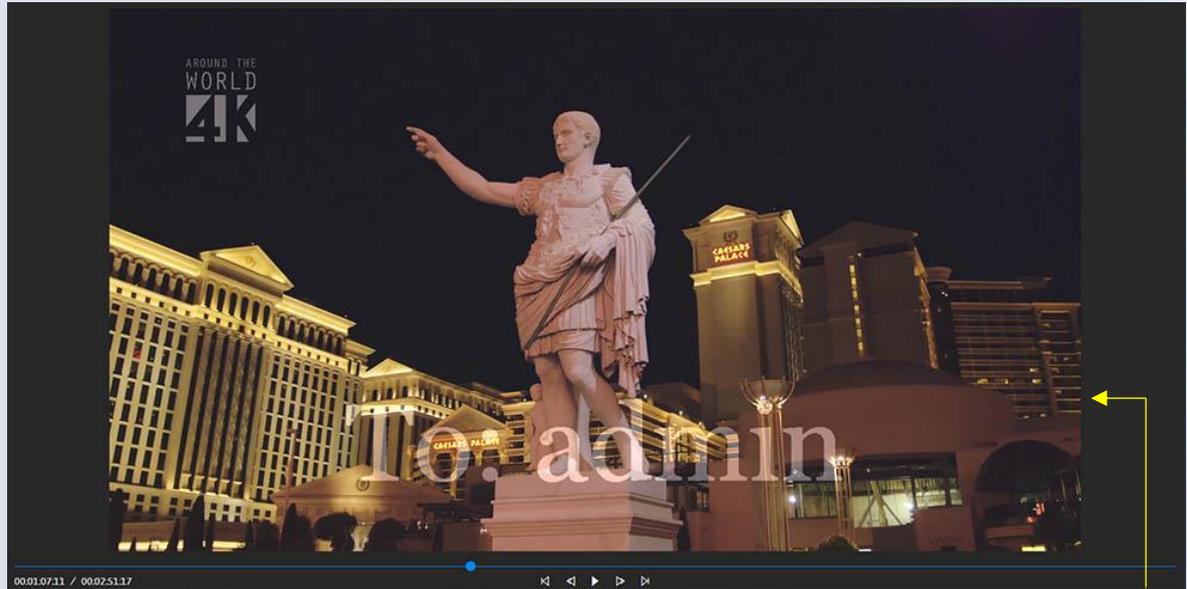


- **Add note** allows adding a textual (note) annotation
- **Drawing** allows drawing a visual annotation on the currently displayed frame
- **1:1 mode** allows reviewing the current frame in 1:1 scale for detailed inspection
- **Project and file names** displays the current project name and the currently reviewed file name
- **new/open project** allows exiting the project back to the projects screen
- **Report a bug** allows reporting a bug in xView to the XTRMX team
- **Invite** allows inviting a user into the review session by sending an email invitation
- **Users in project** displays the different users that are currently logged in to the project
- **logout** allows logging out of the application





The media player:

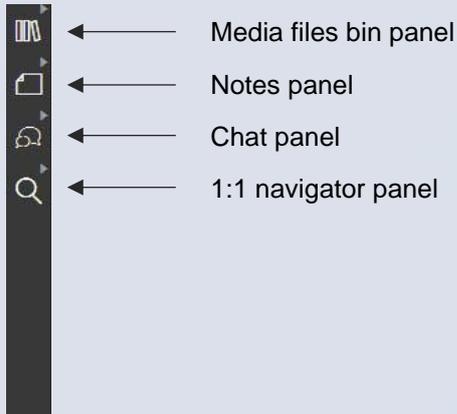


- **Preview** displays the current frame of the media
- **Temporal Controls** (the play head, play/pause, go to the first frame, go to last frame, next frame and the previous frame buttons) allow navigating the media through the media temporal controls.
- **Duration & current frame** display the media's overall duration and the timecode of the currently displayed frame





The side bar:



- **Media files bin panel** allows switching the reviewed media to another media file that was associated to the project, as well as adding the project more media files to be reviewed
- **Notes panel** allows editing the created notes and jumping to an annotated frame
- **Chat panel** allows engaging a textual discussion with the other collaborators that are taking part in the review session
- **1:1 navigator panel** offers a simple way for orientating throughout the frame while the 1:1 mode is active.

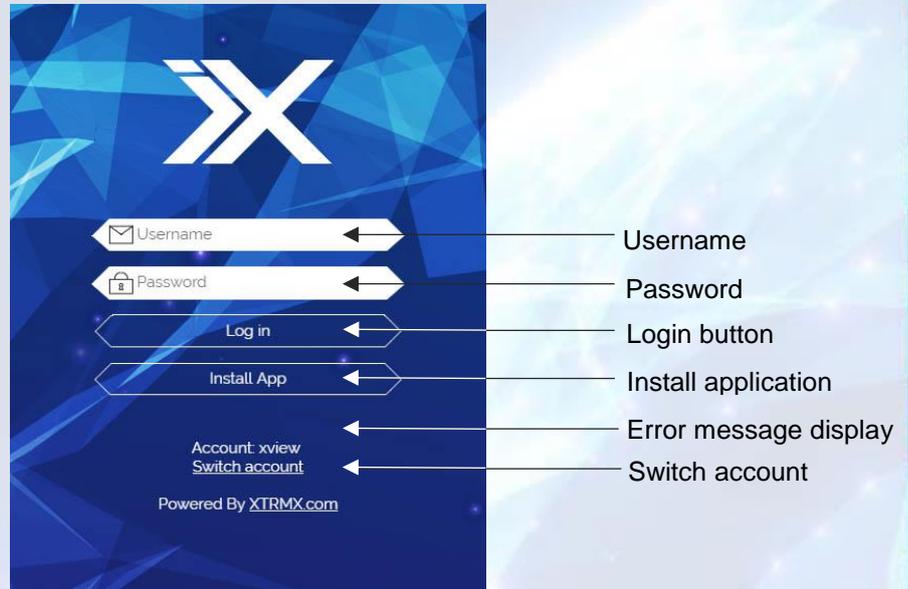
Each of the above buttons opens/closes a control panel that offers controls for the corresponding button essence. These panels are discussed in grater detail in the media files bin, notes, chat and 1:1 navigator sections.





## Login Screen

When starting the application on the first time or after logging out, you'll see the login screen. This screen allows logging into the application by providing valid credentials.



In order to login into xView you'll need a valid username (e.g. myuser@xtrmx.com) and password(e.g. myPass123). Fill in your credentials and click the "log in" button. You will either log in to the application, or it will report an error message in case the login has failed. When an error occurs, the error message will display in the error message display area.

The switch account link will allow you to switch the xView account you're currently using.

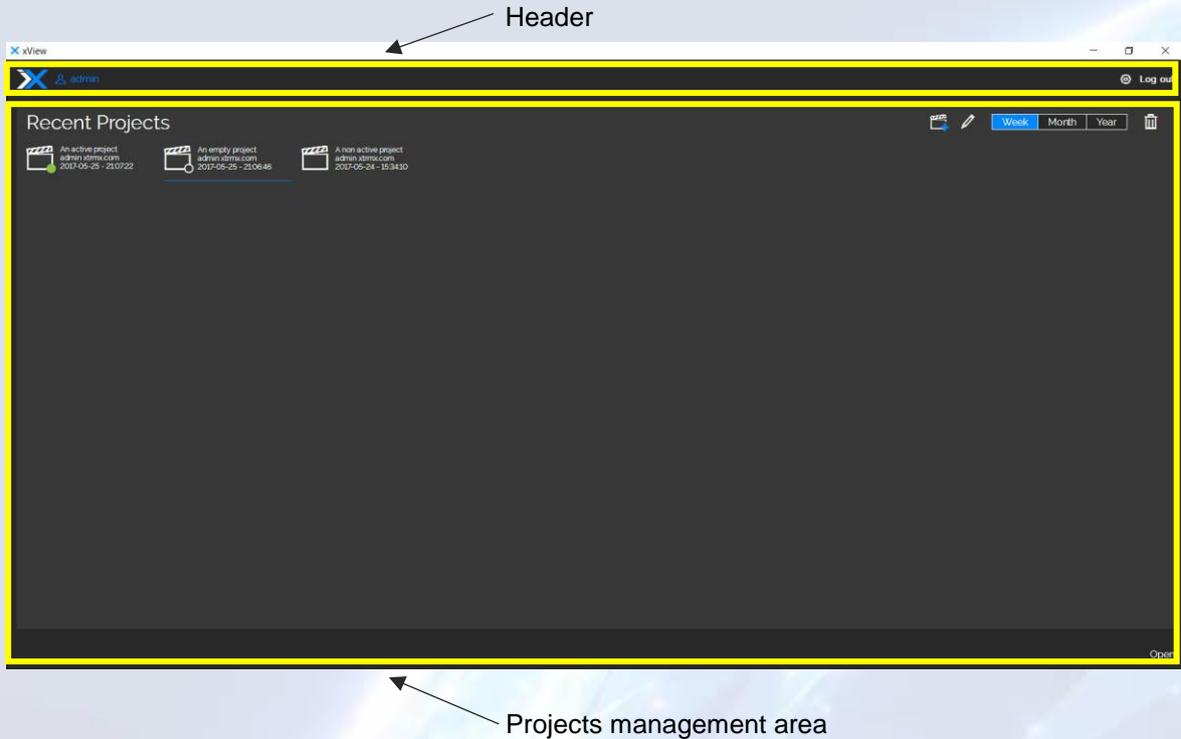
In case you're using the web browser, and the xView native application is not installed on your machine, and your system specification allows the installation of the native xView application, the **"Install App"** button will be displayed. Clicking it will download and install the xView native application to your machine. After the native application has been downloaded and installed, the **"Install App"** button will be replaced with the **"Launch App"** button which will open the native application.





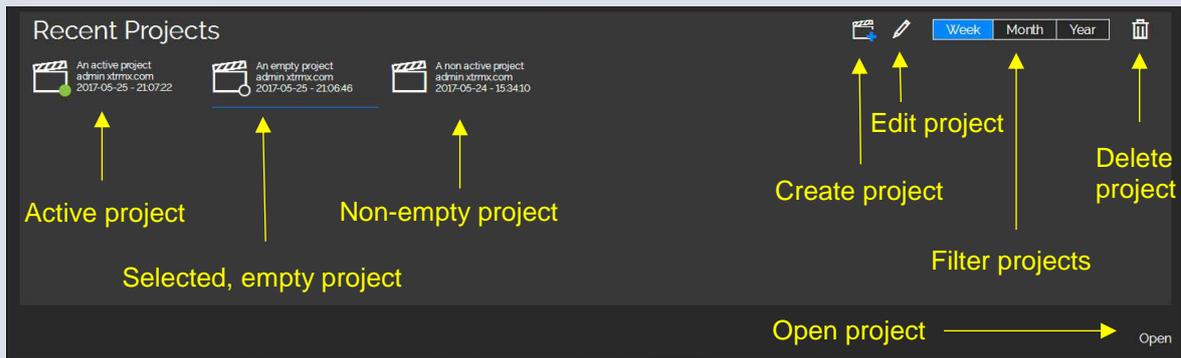
## Projects Screen

The projects screen is divided into 2 parts, the header and the projects management area.



The header displays your username and a logout button that enables logging out of the application. An administrator user, will also see the cog button that allows opening the xView Admin screen.





The projects management area displays all the existing projects. All the projects are displayed as a clapper icon alongside their name, creator, and date/time of creation. The selected project is highlighted by a blue underline. There are 3 types of projects:

- **An active project** is a project that is currently reviewed by one user or more. Active projects are marked with a green dot indicator on the project's bottom right corner.
- **An empty project** is a project that was created, but it is not currently associated to any media content. Empty projects can't be opened and reviewed until they are associated to one or more media files (using the "edit project" button). An empty project is marked by an empty white circle on its bottom right corner.
- **A non-active project** is a project that does have media file(s) associated to it, but is not currently reviewed by any user.

The project management area also has a menu bar that offers the following functionality:

- **Create project** allows to create a new, empty project, and will open the project editing screen, in order to edit the project's name and to associate media content to the project.
- **Edit project** allows manipulating the selected project. Clicking it will open the project editing screen, so the project can be edited. Note that an active project may not be edited.
- **Filter projects** allows filtering the displayed projects according to their creation time. Filtering enables displaying only projects that were created during the past week, month, or year (while hiding other projects that do not fit to the selected criteria).
- **Delete project** allows deleting the currently selected project. Note that an active project may not be deleted

In order to join a project and start reviewing, use one of the following alternatives:

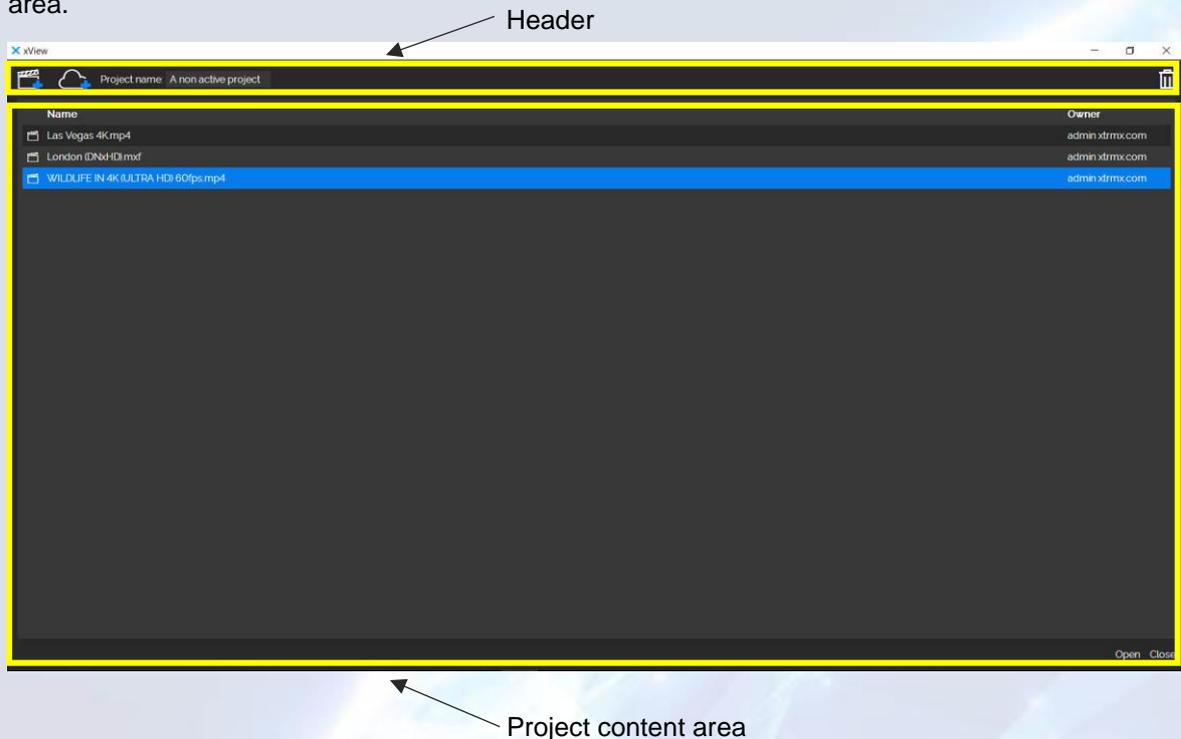
- Select the desired project and hit Enter.
- Double click the desired project.
- Select the desired project and click the open button





## Project Editing Screen

The project editing screen allows editing a created project (either a newly created one, or an existing project). The editing screen is divided into 2 parts, the header and the project content area.



The header consists of:



- **Add local media** allows adding a local media file to the edited project, that is a file that is located locally on your computer.
- **Add media from a remote storage** allows adding a remote media file to the edited project, that is a file that is stored on a remote computer that was preconfigured by your administrator. Upon clicking the remote repository screen will open.
- **Project name** allows editing the project's name. The name is immediately changed once the project text box moves out from focus.
- **Remove media** allows removing the selected media file in the project content area.





The project content area consists of the media files that are associated to the project. Each media file is presented as a row containing the file name and the source owner (the computer on which the source is located). The selected media file is highlighted in blue. Note that a project may contain a mix of assets originating from multiple sources (different users and from a remote repository).

Name	Owner
 Las Vegas 4K.mp4	admin xtrmx.com
 London (DNxHD).mxf	admin xtrmx.com
 WILDLIFE IN 4K (ULTRA HD) 60fps.mp4	admin xtrmx.com

Media files

Open Close

In order to start reviewing, do one of the following:

- Select a media file to review and hit Enter
- Double click a media file to review
- Select a media file to review and click the open button

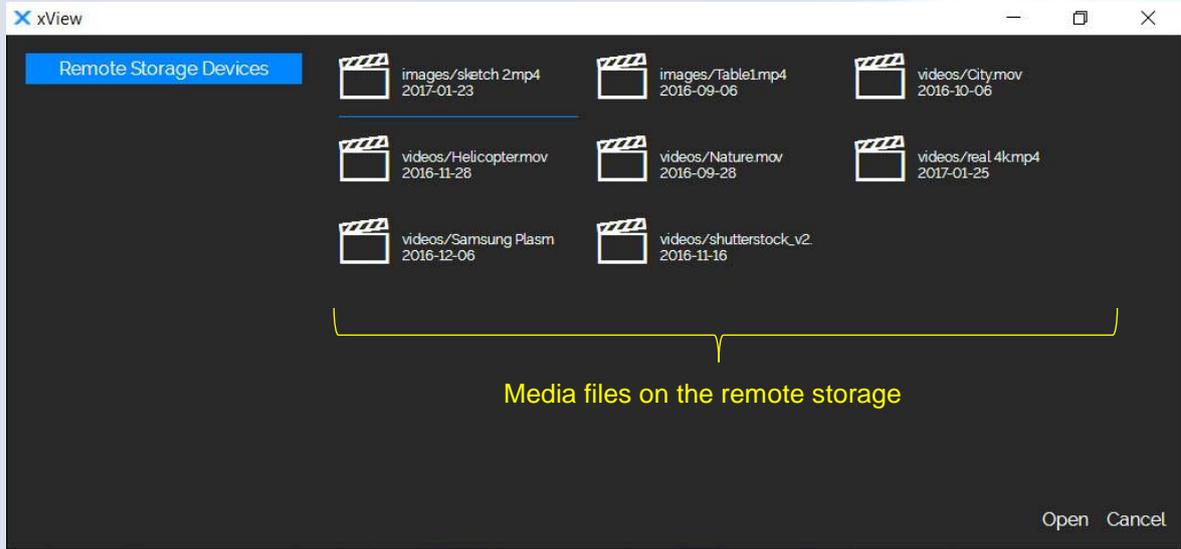
In order to go back to the projects screen, click the close button.





## Remote Repository Screen

The remote repository screen allows browsing the media files located on your preconfigured remote storage. Remote projects have an important advantage for collaborative work - the media file is always available, and does not depend on accessing files on another user's local machine.



The selected file will be marked with a blue underline. Add a media file located on your remote storage by doing one of the following:

- Double click the desired file
- Select the desired file and click the open button
- Select multiple files (by using ctrl/shift) and click the open button, to add multiple files at once to your review project

In order to go back to the project editing screen, click the cancel button.

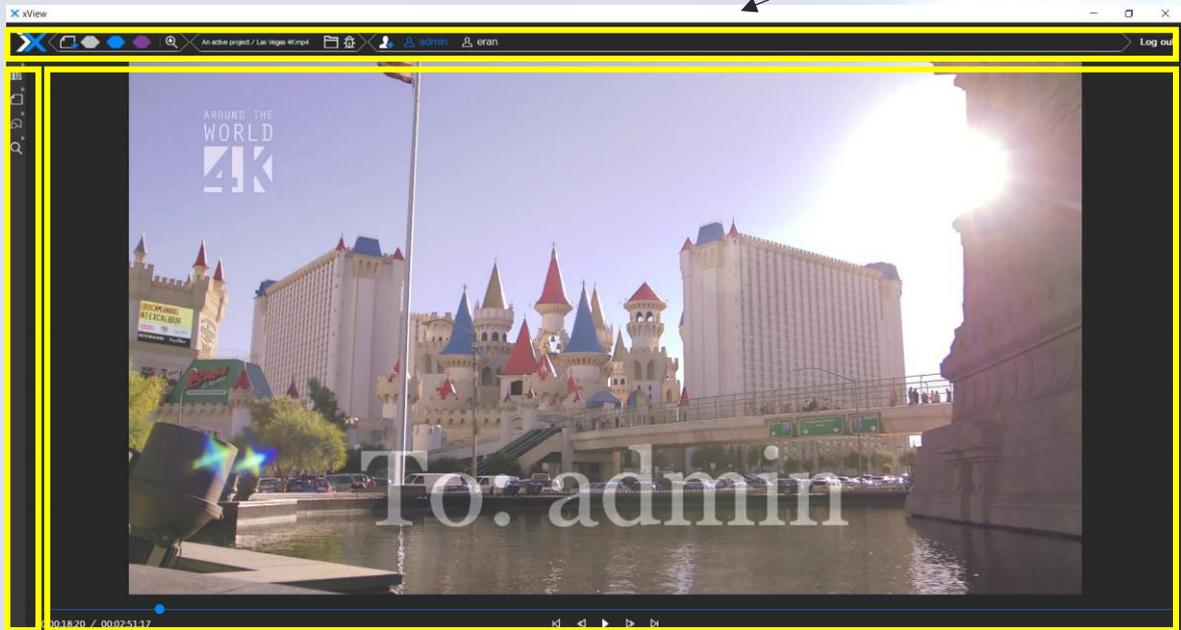




## The Review Screen

The review screen is the main working screen of the xView application. The tools in the review screen will allow you to anotate and navigate throthout your media, communicate with your colliges and more. The review screen is devided into 3 main parts:

The menu bar



The side bar

The media player



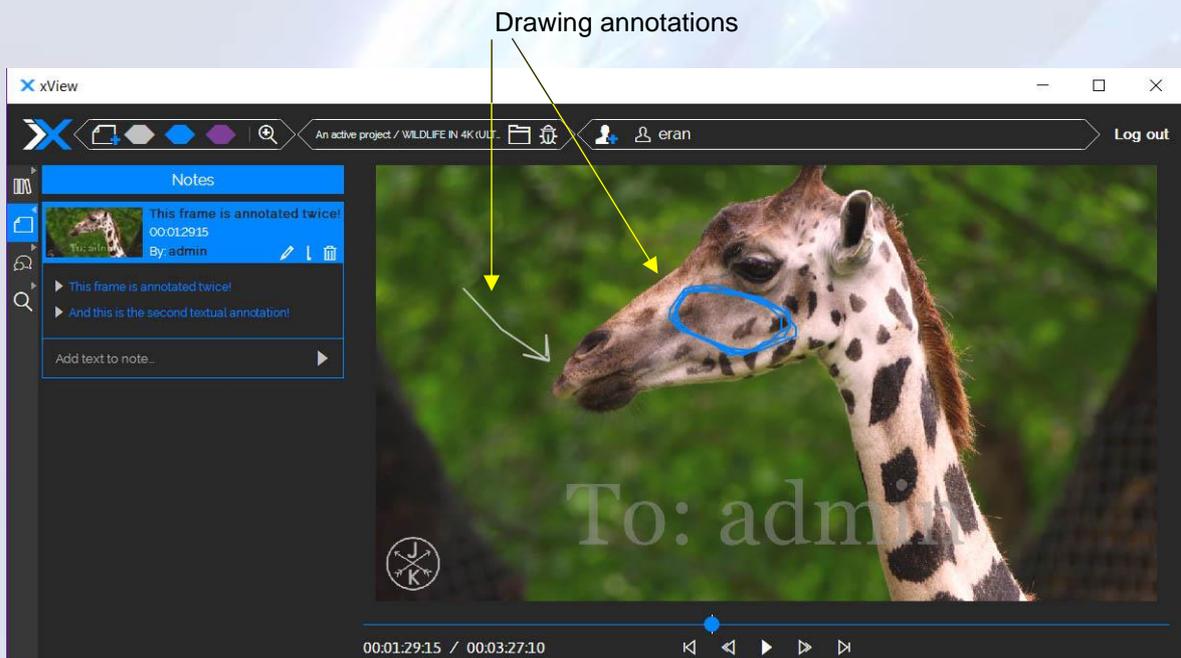


## Menu bar – Notes & Drawing Controls

The menu bar allows adding textual and graphical annotations to the currently displayed frame.



- The **add note** button will create a new note on the current frame. Immediately after clicking the button, the note pane will open and the created note will be focused. A created note will be immediately available for the other collaborators as well. Mind that only one note may be created per frame (yet a note allows adding multiple textual annotations).
- The **drawing colors** buttons may be used to add graphical annotations to the current frame. Click the desired color to select it (it will be marked with a light border), and use the cursor to draw on the frame itself (multiple drawings may be added to the same frame, just click a drawing color button again to add another graphical annotation). Mind that drawing on a frame for which a note was not created, will instantly generate a note on that frame, and will open the notes pane (just as if you created a note). While drawing, the transport controls will be locked for other collaborators (so the frame will not be modified while drawing).



A created note will also be visualized as a **marker** on the timeline.





## Menu bar – 1:1 Mode

The menu bar offers the option to go into and out from the 1:1 mode. The 1:1 mode is an xView feature that allows users to inspect high-resolution content in detail. When the 1:1 mode is active, the frame will display in its full size, regardless of the actual size available on the screen.



Activate 1:1 mode



Close 1:1 mode

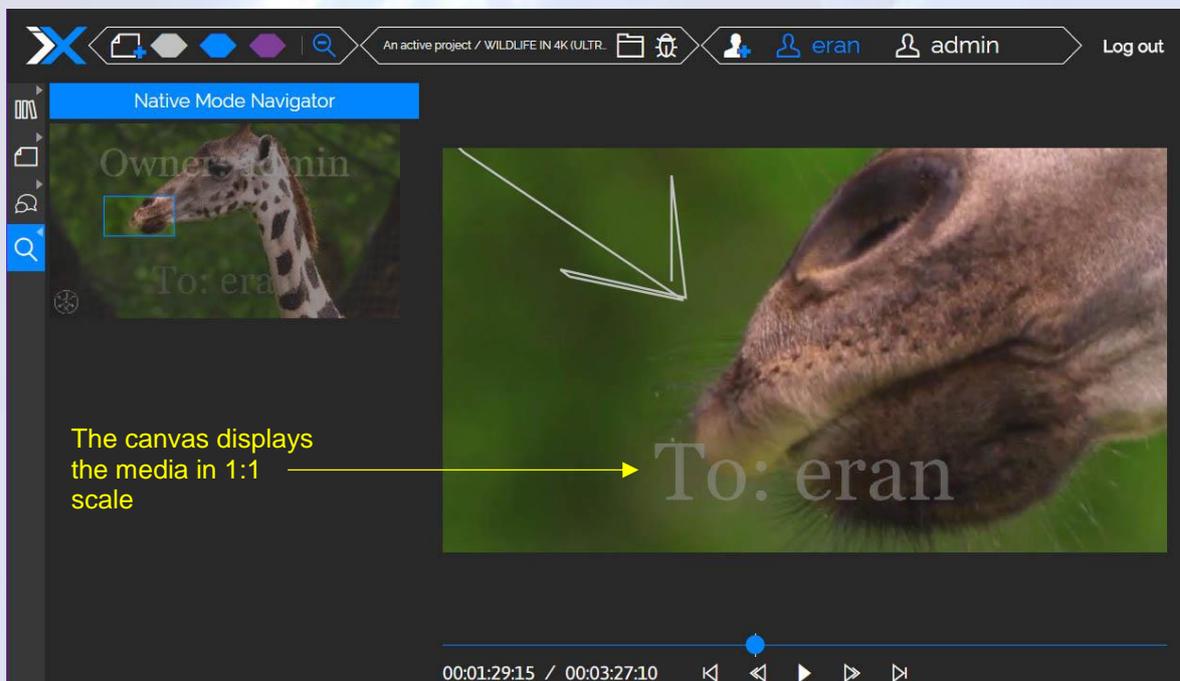
Activating the 1:1 mode will be applied collaboratively, that is, for all collaborators reviewing the project. Note that retrieving and rendering the high-resolution image may take a few seconds after the 1:1 mode button was clicked.

When the 1:1 mode is active, the 1:1 mode button changes to a magnifier with a minus sign. Clicking it will go out from the 1:1 mode back to the regular state (in which the media resizes to fit the screen). 1:1 mode is also deactivated upon a frame change (due to play or scrub for example).

As long as the 1:1 mode is active users may “drag” the high resolution image across the canvas or use the arrow keys, to review any particular part of the frame. Dragging the image will be reflected to all other collaborators, such that everyone are focused on the same area of the frame.

All graphical annotations made upon the frame will be displayed while in 1:1 mode.

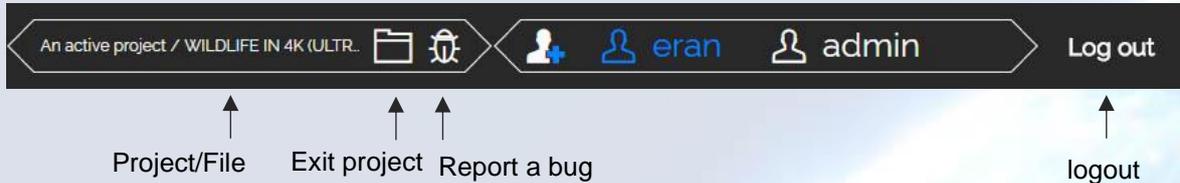
Note that if different users use different kind of monitors (and specifically if they use different resolutions), the 1:1 image they will see may not be similar. That is because in 1:1 mode the image does not rescale, the portion of the frame that is displayed is bounded by the actual available size. Yet, the ancor used is the bottom left corner, that is, the bottom left corner of the frame while in 1:1 mode will always be similar for all collaborators – the other bounds of the displayed area are dependent of the available canvas size.





## Menu bar – Administrative Controls

The menu bar administrative controls allow the following:



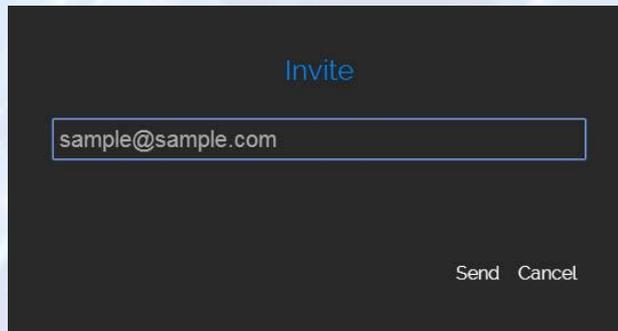
- The **project/file** text displays the current project name, and the file name that is reviewed.
- The folder icon allows exiting the project and going back to the projects screen
- The bug icon allows reporting a bug directly to the XTRMX team. Clicking the bug icon will open the bug report screen.
- The **logout** button will log you out from the application

## Menu bar – Users display

The users display presents the users that are currently connected to the session, in addition to the ability to invite new collaborators into the session.



- Clicking the **invite** button will open the invitation dialog, by which an email invitation may be sent to a user. The invitation will allow the recipient to directly join the review session by simply clicking the invitation link.



- The **collaborators** display shows all the users that are currently in the review session (including yourself). Your name will be highlighted in blue, while the other collaborators will be displayed in white.





## Media Player

The media player displays the media and provides standard transport control. The media player is divided to 2 main parts – the preview area and the controls area.

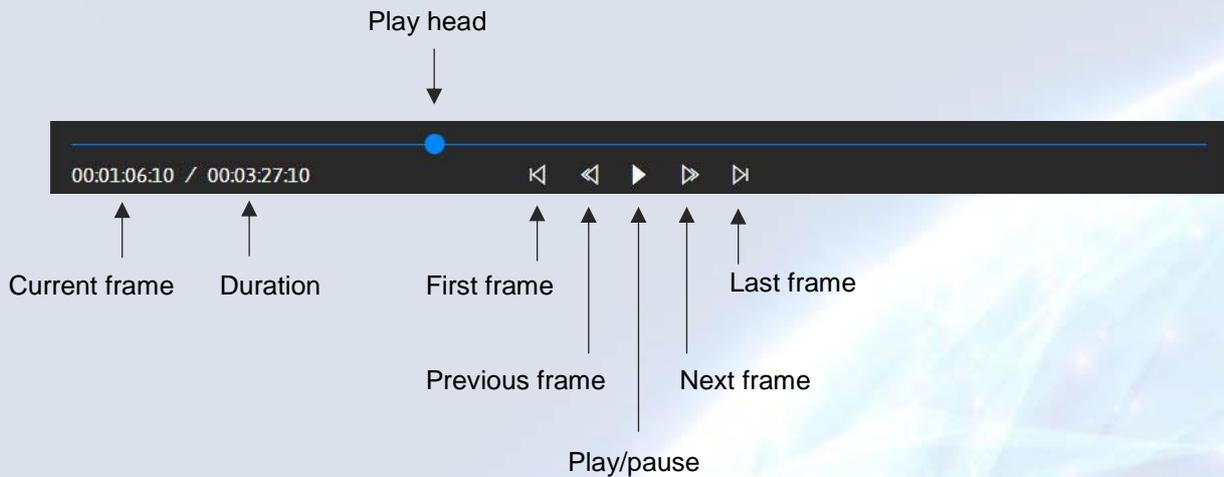
Preview area



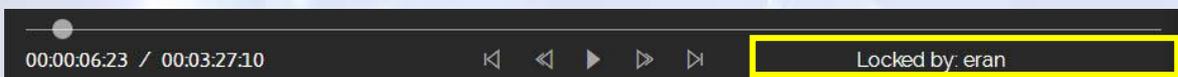
Transport controls area

- The **preview area** displays the media as well as the graphical annotations that are associated to any presented frame.
- The **transport controls area** allows controlling the temporal axis in addition to displaying the locking state, current timecode and duration.  
All the transport controls and displays are kept in sync for all users in the project. Meaning the displays will reflect the same data and the controls will apply their functionality for all collaborators.





- The **current frame** displays the timecode of the currently displayed frame, when the frame changes (if some user scrubs the play head for example), the current frame will be updated.
- The **duration** displays the duration of the currently selected media file. When the reviewed media file within the project is changed (by selecting another media from the media files bin panel), the duration will update to respect the selected media file.
- The **play head** allows simple navigation throughout the media. Drag the play head across the timeline to get to any point of interest. Note that while scrubbing, the transport controls will be locked for the other collaborators (to prevent users from manipulating the transport controls in a contradicting manner simultaneously).
- The **first frame** button allows jumping instantly to the first frame of the media file.
- The **previous frame** button allows jumping one frame back.
- The **next frame** button allows jumping one frame forward.
- The **play/pause** button allows playing and pausing the media. While the media is in paused state, the play button will be displayed, and if the media is playing the pause button will be displayed.
- The **last frame** button allows jumping instantly to the last frame of the media file.
- The **locking state** display aim is to indicate if another collaborator is currently locking the transport controls (since she is currently scrubbing or drawing for example). In such case the locking state will display the name of the collaborator that is currently locking the transport control.



Transport controls in locked state

Locking state





## Side bar

The side bar offers a set of controls for the notes, chat, 1:1 navigator and the media files bin features



← The highlighted button indicates which panel is open

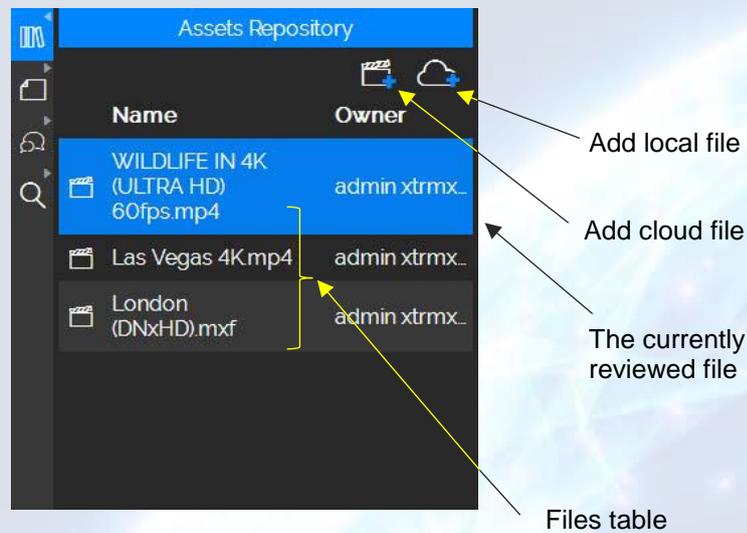
Each of the above buttons will open/close a panel with the controls that correspond to the button. In addition, a small arrow, at the top right corner of the button, will indicate if a click will open or close the panel. At any given time either no panel is open or one panel is opened, meaning that if one panel is open and another panel is then clicked, the first will automatically close (and the second will open). When a panel is open its corresponding button in the side bar is highlighted in blue. Note that the state of the side bar is **not** shared among the collaborators, meaning that while one user is writing a chat message, another user may use the 1:1 navigator.





## Side bar – Media Files Bin Panel

The media files bin panel allows controlling the media that is currently reviewed.



The panel displays the media files that are associated to the active project, and by clicking them one may switch the reviewed file. Once the reviewed file is changed, it is modified for all the collaborators, so the review session may continue with the new media asset.

In addition, the **add local file** button allows adding more local files to the bin (available only from the native application), and the **add cloud file** allows adding more files from the remote storage. Once new files are added to the bin, they will immediately appear in the media files bin (for all the collaborators), and they could be reviewed like any other file.

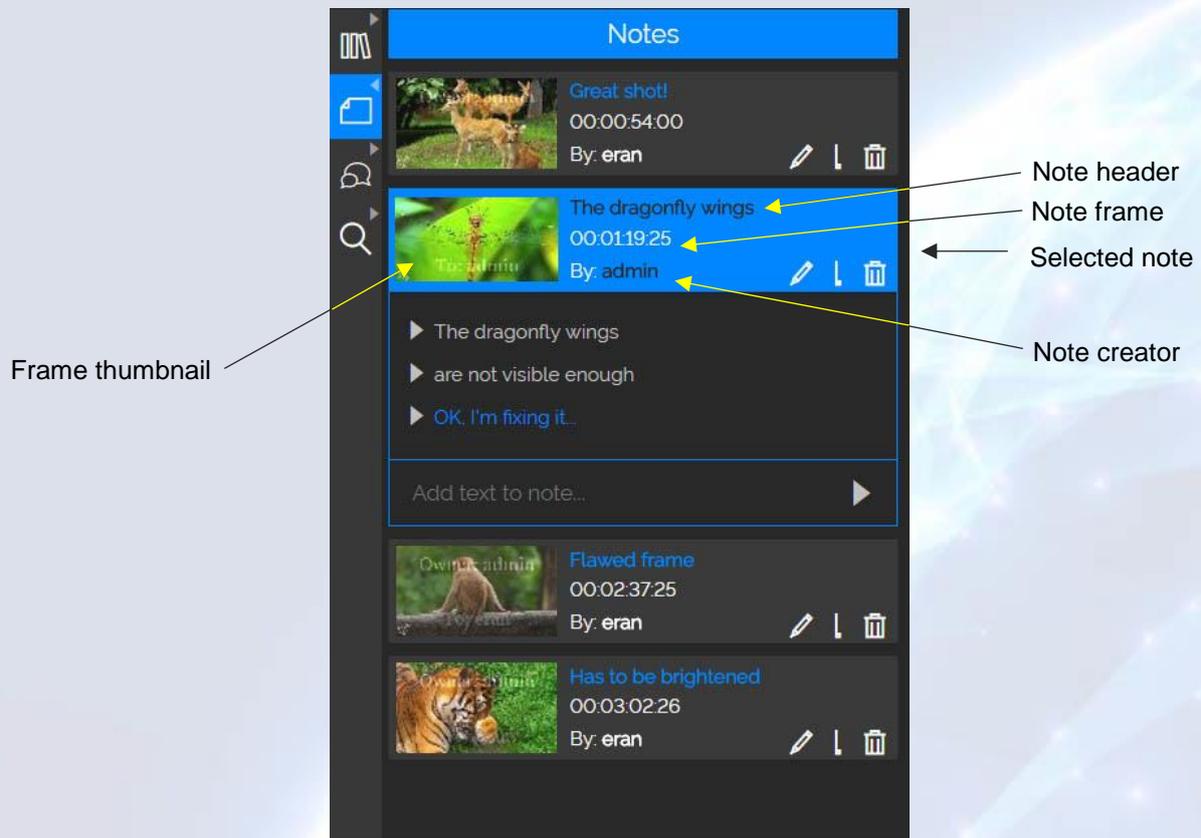
All the media files that were associated to the project are displayed in the **files table**, where every file's name and owner are displayed. In addition, the currently displayed file is highlighted in blue.





## Side bar – Notes Panel

The notes panel displays all created notes, and allows reviewing and modifying them.



At any given time either one or zero notes are selected (highlighted in blue). A frame is highlighted when the displayed frame is the one associated to the note. Clicking a note will change the current frame to be the one associated to it while displaying graphical annotations that were made on the note. When jumping to a note's frame all other collaborators also move to the same frame.

Each note displays the following data:

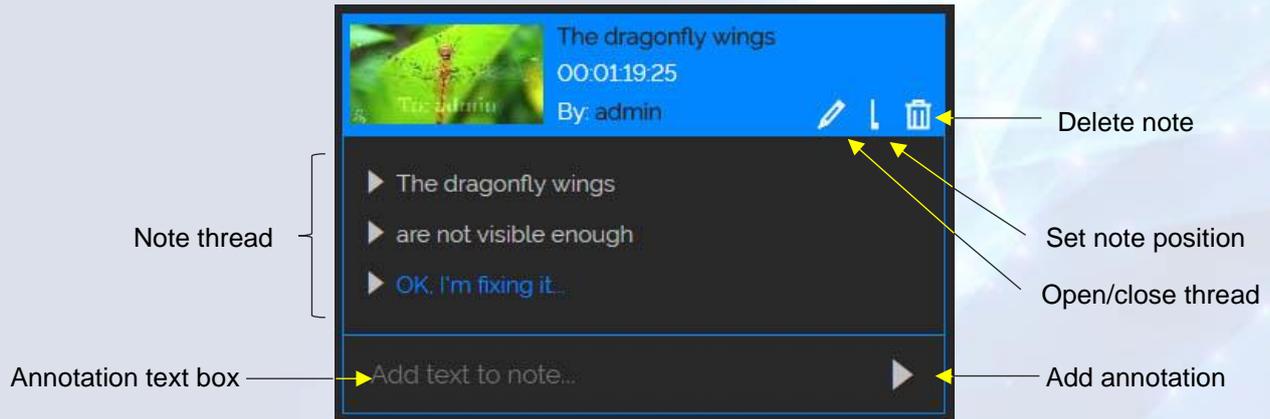
- **Frame thumbnail** – A small image of the frame associated to the note.
- **Note header** - The first textual annotation made on the frame.
- **Note frame** – The timecode of the frame
- **Note creator** – The username of the collaborator that created the note





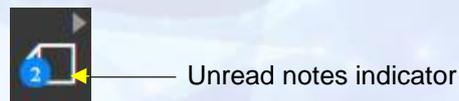
The note controls allow

- Deleting a note by clicking the **delete note** button.
- Setting the note's position by clicking the **set note position** button. Changing the position of a note will set it's associated frame to be the currently displayed frame.
- Opening and closing the **note thread** panel, that presents all the textual annotations that were made on the frame by clicking the **open/close thread** button. Once the thread is open, it allows adding more textual annotations by writing text in to the **annotation text box** and hitting the **add annotation** button or by pressing enter.



While revisiting an existing note, More graphical annotations may be added to the note by the menu bar drawing controls.

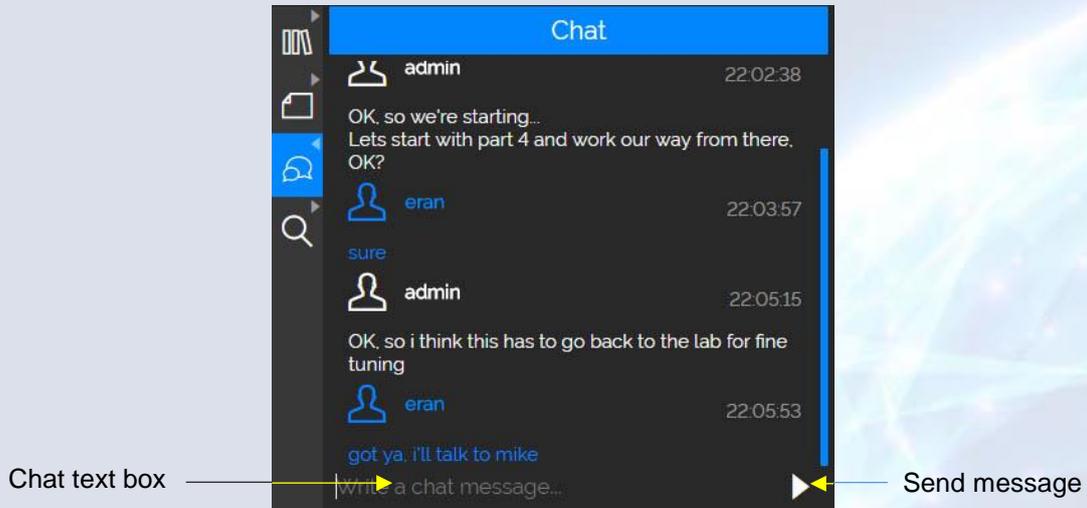
If another collaborator created a note while your notes panel was closed, the unread notes indicator will appear on the side bar notes button, to let you know a new note was created. The indicator will display the number of created notes you missed since joining the session, and it will be removed once you open the notes panel.





## Side bar – Chat Panel

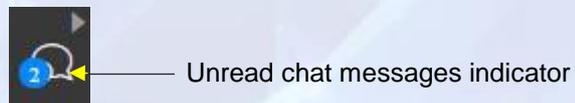
The chat panel allows communicating with the other collaborators during the review session.



The chat thread area displays all the chat messages that were sent since you joined the review session. Every text message also shows the time it was received in, and the user name who sent it. Your own messages are highlighted in blue.

To send a new message use the **chat text box** to fill in your message, and click the **send message** button or hit enter to send the message.

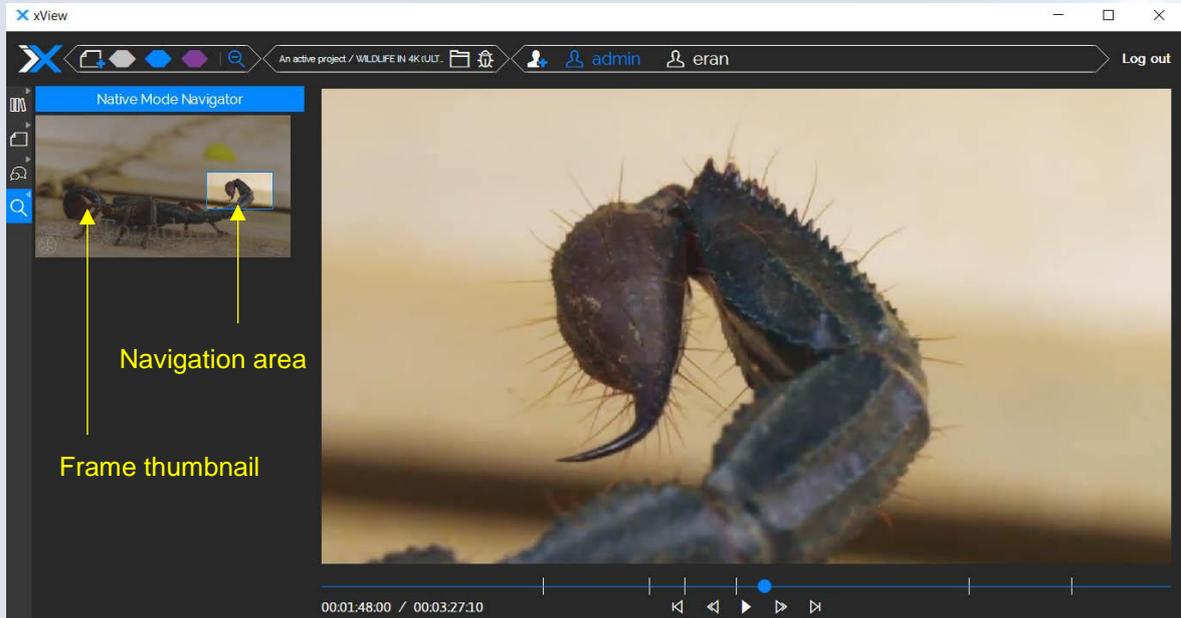
If another collaborator sends a chat message while your chat panel is closed the **unread chat messages indicator** will show on the side bar chat button, to let you know a new message was received. The indicator will display the number of messages you missed since joining the session, and it will be removed once you open the chat panel.





## Side bar – 1:1 Navigator Panel

The 1:1 navigator panel allows navigating throughout the frame while the 1:1 mode is active.



While the 1:1 mode is active the 1:1 navigator panel will show a **frame thumbnail** that displays a minimized image of the whole frame. Inside the frame thumbnail the **navigation area** is displayed. It represents the part of the frame that is currently visible on the canvas. The navigation area may be dragged around the frame thumbnail to navigate across the frame with ease. Moving the navigation area will be reflected to all collaborators.

While the 1:1 mode is not active, the 1:1 navigator panel will not display a thumbnail.





## Debug Screen

xView includes a built in mechanism for reporting bugs. The debug screen (which is available through the report a bug button on the top of the review screen), allows sending a bug report directly to the XTRMX team.



Report a bug

Name... ← Name text box

Description... ← Description text box

Screenshot

Send Close

Clicking the report a bug will open the debug screen which allows filling in a name for the bug in the **name text box** and a detailed description in the **description text box**. In addition the bug report will automatically include the current **screenshot** of xView. The **send** and **close** buttons allow either sending the bug or closing the window (that is, canceling the bug report). Once the bug is sent it will automatically update XTRMX's pre-configured Trello board that is dedicated to your bug reports and change requests.

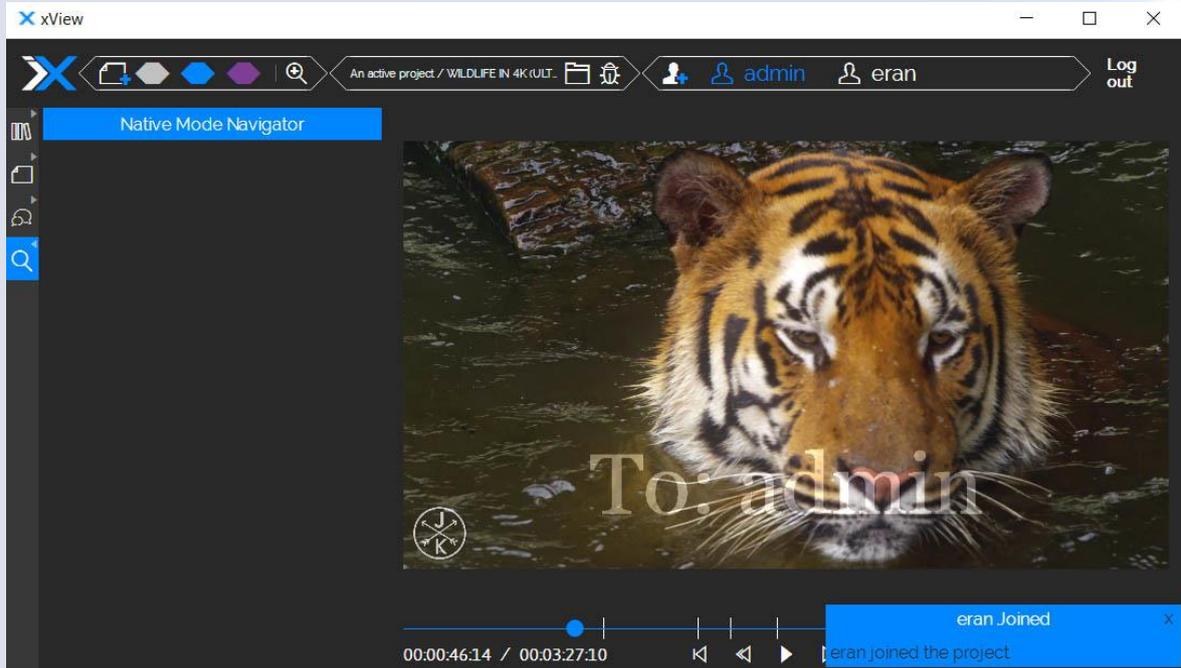
Note that using the bug reporting system requires your xView administrator to configure the trello board field in the administrator configurations screen.





## Notifications

xView has a built in notifications mechanism to update users in several cases.



Notification

Notifications appear at the bottom right corner of the screen in the following cases:

- **User Joined/left:** Whenever a user joins or leaves the review session all users are alerted.
- **Network download/upload speed is too slow:** When network limitations have the potential of affecting the system performance, the relevant users are warned
- **Reconnection:** If the connection to the server was lost and reestablished for whatever reason (mostly due to network issues), a notification will report of the reconnection.
- **Invitation sent successfully:** After successfully sending an email invitation, a notification will trigger.
- **Invitation sending Error:** If an email invitation was not sent successfully, a notification will trigger.



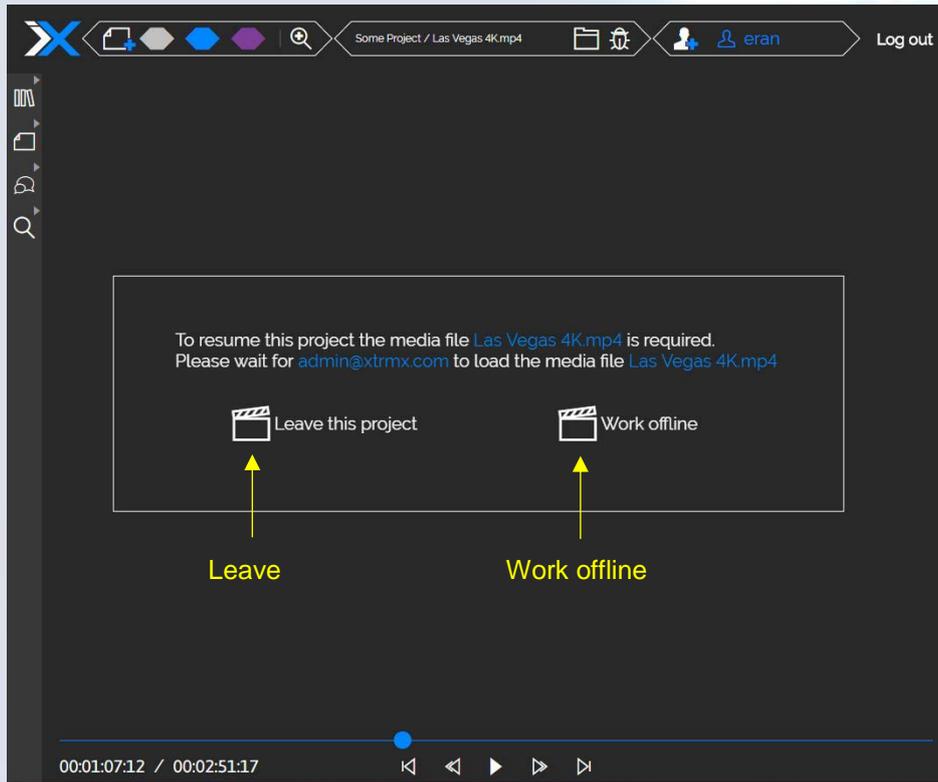


## Offline mode

In case the media file is not currently available, for example:

- If the media source is located on another user's machine, and that machine is currently not connected to the session
- If the media is located on a remote storage and a network failure prevents the accessing it
- If the media was located on a remote storage and it was removed

The work offline dialog will show:



Then, you could use the:

- **Leave** button to leave the project, and go back to the projects screen
- **Work offline** button to review the project in offline mode. Offline mode will allow editing existing notes, and communicating via the chat panel. Transport controls on the other hand, are not available in offline mode since the media is not available.





## Appendix – Client Prerequisites

The workstation specifications vary based on the workstation role. This role may include both sending and receiving media functionalities, or it could be limited to receive functions only.

### Receiver (incoming stream only)

- Operating system:
  - Windows\* (8.x and up)
  - Mac\* (10.6 and up)
  - Android\* (5.x and up)
  - iPhone\*/iPad\* (9.x and up)
- Browser: Chrome V 50.x, Safari V x.x, and Firefox V x.x, or higher versions of each
- For full HD resolution: i7 CPU and Windows OS are required

### Streamer (Both incoming and outgoing streams)

- Operating system:
  - Windows (8.x and up)
  - xView 3.2 native application installed
- CPU: i7
- For full HD resolution, an NVIDIA\* GPU of Kepler\* architecture (or higher) is preferred

## Appendix – Supported Formats

Video	Audio
VP8/WebM	PCM/WAV
VP9/WebM	Vorbis/WebM
H.264/Mp4	Vorbis/Ogg
MPEG-4/Mp4	MPEG-1 Layer 3/MP3
Elementary H.264	AAC/Mp4
Elementary H.265	FLAC/Ogg
ProRes*	MPEG-1 Layer 1
DNxHD*	
DPX	
EXR	
XDCAM*/MXF-RAW	
DV/MXF-RAW	





## Appendix – Network Requirements

The stream bit rate is measured at 29.97fps with an H265-based codec.

Resolution	Mbps
<b>704X576 (4CIF)</b>	<b>1.1</b>
<b>1280X720 (HD)</b>	<b>2.3</b>
<b>1920X1080 (FHD)</b>	<b>8</b>
<b>3840X2160 (4K)</b>	<b>28</b>

