

Element Status Level

A proposal for enhancing RO element statuses.

By: Andre Edmonson

Contents

Motivation.....	3
Proposal	3
Example.....	4
Video of kitten up a tree - Success.....	4
Video of kitten up a tree - Failure	6

Motivation

Element statuses have been a critical part of newsroom user feedback. The intent of standardizing a set of statuses was to allow an NCS to provide enhanced feedback, such as color coordination, to aid users in identifying playable, and non-playable content. The current list defined list of statuses are as follows:

"NEW" "UPDATED" "MOVED" "BUSY " "DELETED", "NCS CTRL", "MANUAL CTRL", "READY", "NOT READY", "PLAY," "STOP"

In recent years, new workflows have emerged which have prompted the need to add to this list. However, it is difficult and impractical for vendors to support a list that is so volatile. This has led to devices sending proprietary statuses which provide more detailed messages, at the expense of losing the semantic meaning to the NCS. Today, most NCS's will treat "READY" and "NOT READY" as an indication of playable vs non-playable, while other statuses are handled arbitrarily and often without the enhanced feedback.

Proposal

The problem with the current statuses is they are trying to convey both a message and meaning in a single field. Rather than standardize on the *message*, it is better to agree on a set of *meanings* and allow the messages to be proprietary. This proposal will add a new optional tag called <statusLevel> within the <roElementStat> message, that will provide a *meaning to the message* that is <status>. This is a numeric range between 1-7, classifying the status from playable to non-playable. Values 1-3 are considered the playable range, 5-7 are non-playable and 4 is a transition value. The meaning of each status level is as follows:

1. **AIRING** – The item is currently on air
2. **PREPARED** – The device has prepared an item to be aired
3. **READY** – The item has content that is ready to be aired
4. **TRANSITIONING** – The item is in an intermediate, ephemeral state
5. **NOT READY** – No content is available to be aired
6. **UNSUPPORTED** – The content in this item cannot be aired
7. **EMBARGOED** – The content is banned from being aired

Devices are encouraged to send, at a minimum, level 3 (READY) for playable content and level 5 (NOT READY) for non-playable content. However, it is the device's discretion as to what status levels, if any, will be reported. It is also the devices responsibility to adhere to the semantic meaning of each level and ensure the accompanying status message is cohesive.

NCS's are encouraged to treat the playable range as positive, non-playable as negative, and transitioning as neutral, when presenting statuses to users. However, it is the discretion of the NCS as to how a status level will affect user feedback.

Although it could be rationally assumed, there is no defined order for transitioning from one status level to the next. It is completely legal to change from any one of statuses, within any of the ranges, at any point in time. It is also acceptable to send an <roElementStat> with the same <statusLevel> value as the last received message.

The status level is not intended to be extended outside the range. The intent of the range is to categorize item statuses, while allowing devices to send detailed messages in the <status> field. In cases where extensibility is desired, the <status> field can be leveraged (as was done in the past).

Example

Video of kitten up a tree - Success

Placeholder created

```
<mos>
<mosID>mam.mos</mosID>
<ncsID>ncs.mos</ncsID>
<messageID>1</messageID>
<roElementStat element="ITEM">
<roID>5PM</roID>
<storyID>KITTEN UP A TREE</storyID>
<itemID>1</itemID>
<objID>kitten1</objID>
<status>PLACEHOLDER</status>
<statusLevel>5</statusLevel>
</roElementStat>
</mos>
```

Placeholder fulfilled and sending to the playout device

```
<mos>
<mosID>mam.mos</mosID>
<ncsID>ncs.mos</ncsID>
<messageID>2</messageID>
<roElementStat element="ITEM">
```

```
<roID>5PM</roID>  
<storyID>KITTEN UP A TREE</storyID>  
<itemID>1</itemID>  
<objID>kitten1</objID>  
<status>TRANSFERRING (25%)</status>  
<statusLevel>4</statusLevel>  
</roElementStat>  
</mos>
```

```
<mos>  
<mosID>mam.mos</mosID>  
<ncsID>ncs.mos</ncsID>  
<messageID>3</messageID>  
<roElementStat element="ITEM">  
<roID>5PM</roID>  
<storyID>KITTEN UP A TREE</storyID>  
<itemID>1</itemID>  
<objID>kitten1</objID>  
<status>TRANSFERRING (75%)</status>  
<statusLevel>4</statusLevel>  
</roElementStat>  
</mos>
```

Video on playout device

```
<mos>  
<mosID>mam.mos</mosID>  
<ncsID>ncs.mos</ncsID>  
<messageID>4</messageID>  
<roElementStat element="ITEM">  
<roID>5PM</roID>  
<storyID>KITTEN UP A TREE</storyID>  
<itemID>1</itemID>  
<objID>kitten1</objID>  
<status>READY</status>  
<statusLevel>3</statusLevel>  
</roElementStat>  
</mos>
```

Video server has cued clip

```
<mos>
```

```
<mosID>mam.mos</mosID>
<ncsID>ncs.mos</ncsID>
<messageID>5</messageID>
<roElementStat element="ITEM">
<roID>5PM</roID>
<storyID>KITTEN UP A TREE</storyID>
<itemID>1</itemID>
<objID>kitten1</objID>
<status>CUED</status>
<statusLevel>2</statusLevel>
</roElementStat>
</mos>
```

Video is airing

```
<mos>
<mosID>mam.mos</mosID>
<ncsID>ncs.mos</ncsID>
<messageID>6</messageID>
<roElementStat element="ITEM">
<roID>5PM</roID>
<storyID>KITTEN UP A TREE</storyID>
<itemID>1</itemID>
<objID>kitten1</objID>
<status>PLAY</status>
<statusLevel>1</statusLevel>
</roElementStat>
</mos>
```

[Video of kitten up a tree - Failure](#)

Placeholder created

```
<mos>
<mosID>mam.mos</mosID>
<ncsID>ncs.mos</ncsID>
<messageID>1</messageID>
<roElementStat element="ITEM">
<roID>5PM</roID>
<storyID>KITTEN UP A TREE</storyID>
<itemID>1</itemID>
```

```
<objID>kitten1</objID>  
<status>PLACEHOLDER</status>  
<statusLevel>5</statusLevel>  
</roElementStat>  
</mos>
```

Placeholder fulfilled but failed QC

```
<mos>  
<mosID>mam.mos</mosID>  
<ncsID>ncs.mos</ncsID>  
<messageID>2</messageID>  
<roElementStat element="ITEM">  
<roID>5PM</roID>  
<storyID>KITTEN UP A TREE</storyID>  
<itemID>1</itemID>  
<objID>kitten1</objID>  
<status>QUALITY CHECK FAILED</status>  
<statusLevel>6</statusLevel>  
</roElementStat>  
</mos>
```

Video replaced with illegal content

```
<mos>  
<mosID>mam.mos</mosID>  
<ncsID>ncs.mos</ncsID>  
<messageID>3</messageID>  
<roElementStat element="ITEM">  
<roID>5PM</roID>  
<storyID>KITTEN UP A TREE</storyID>  
<itemID>1</itemID>  
<objID>kitten1</objID>  
<status>NOT FOR AIR</status>  
<statusLevel>7</statusLevel>  
</roElementStat>  
</mos>
```