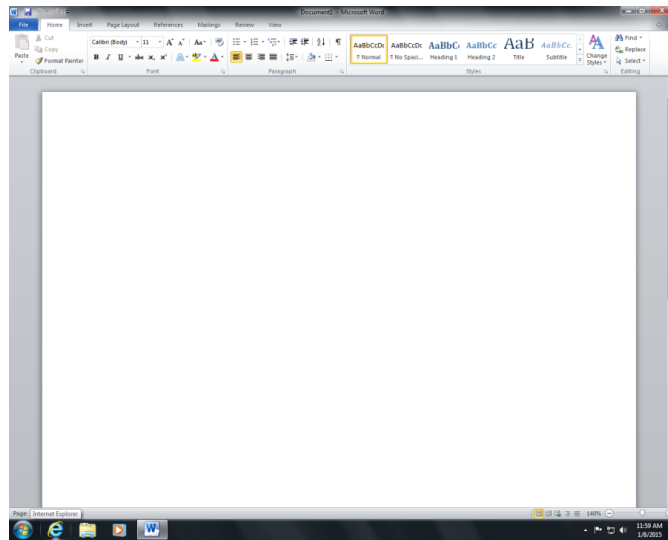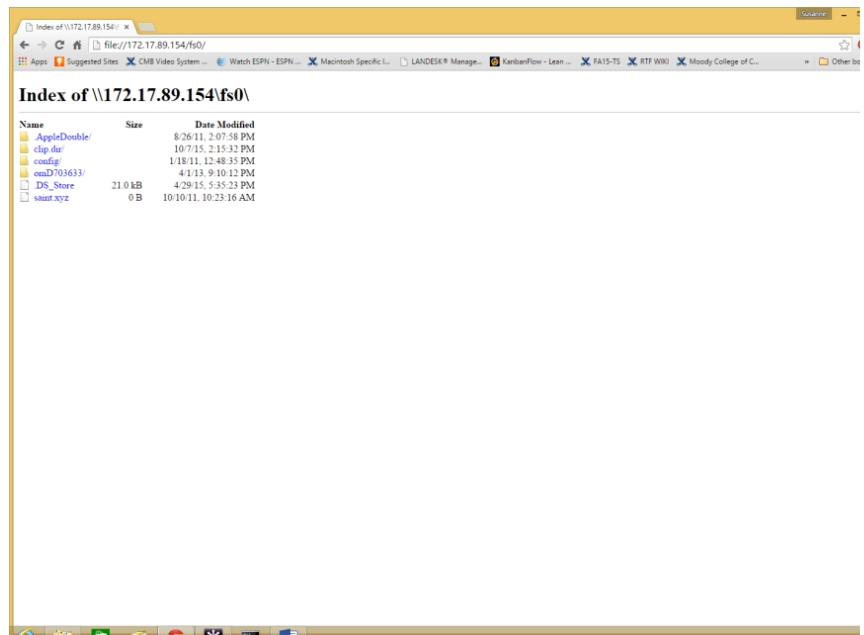# Clip Jockey - Linked Player Recording Using the Omneon Server

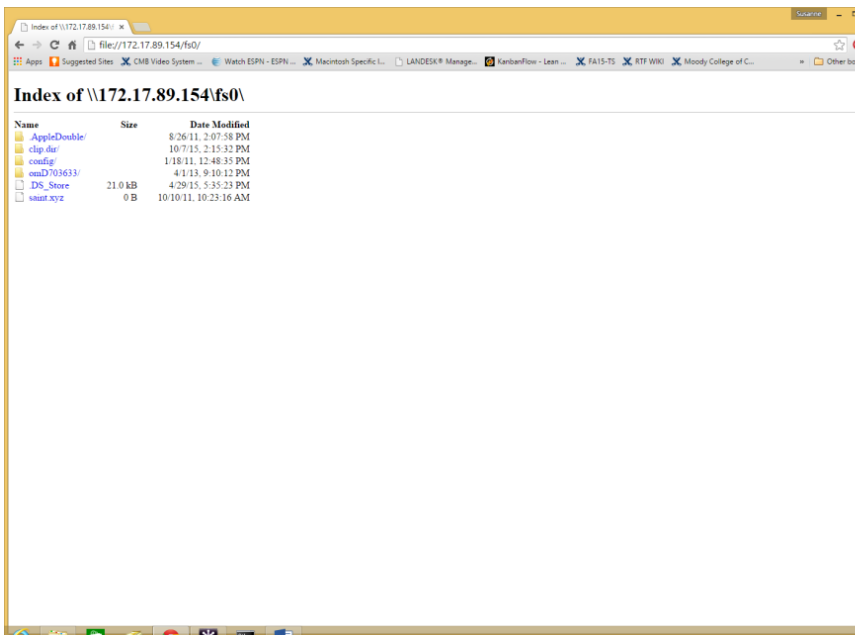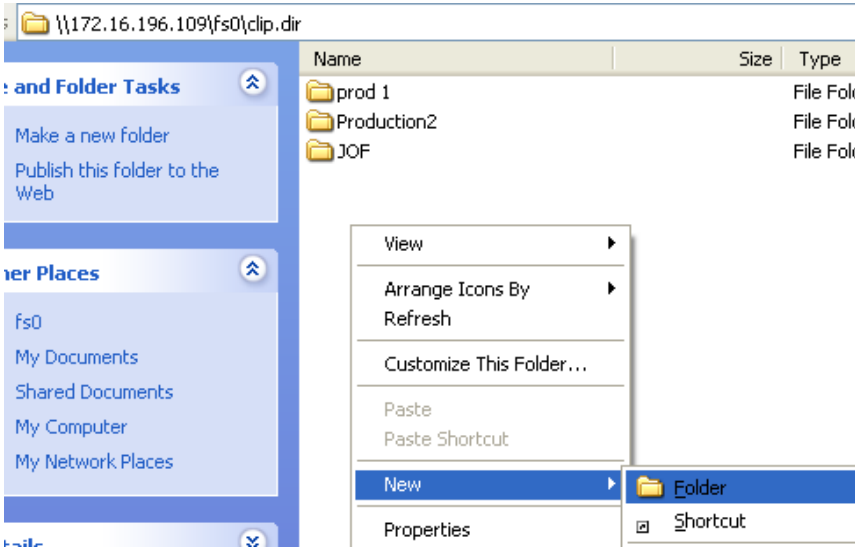|	
First Step is to make a folder to store the captured media. Launch Internet Explorer from the taskbar.	
In the Go To Field in the browser type in the following IP address \\172.17.89.154\fs0	

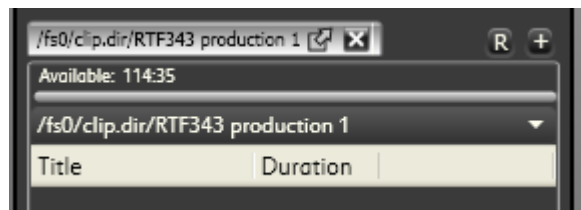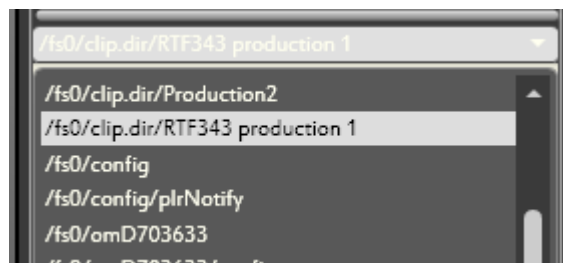|	
Open up the folder labeled "clp.dir"	 **Index of \\172.17.89.154\fs0** | Name	Size	Date Modified
---	---	---
.AppleDouble/		8/26/11, 2:07:58 PM
clip.dir/		10/7/15, 2:15:32 PM
config/		1/18/11, 12:48:35 PM
omD703633/		4/1/13, 9:10:12 PM
DS_Store	21.0 kB	4/29/15, 5:35:23 PM
saint.xyz	0 B	10/10/11, 10:23:16 AM	
Inside the "clip.dir" folder create a folder to hold all the recordings of your 3 camera production. This is where you will be saving all the files created in Clip Jockey. The folder has to be made prior to setting up your Clip Jockey project.	
This is an example of how your file structure should look. The new project file folder is called RTF343 production 1 (for example)	
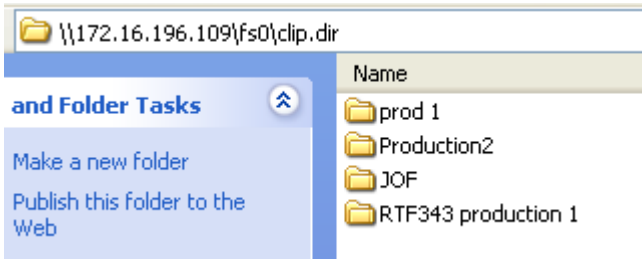
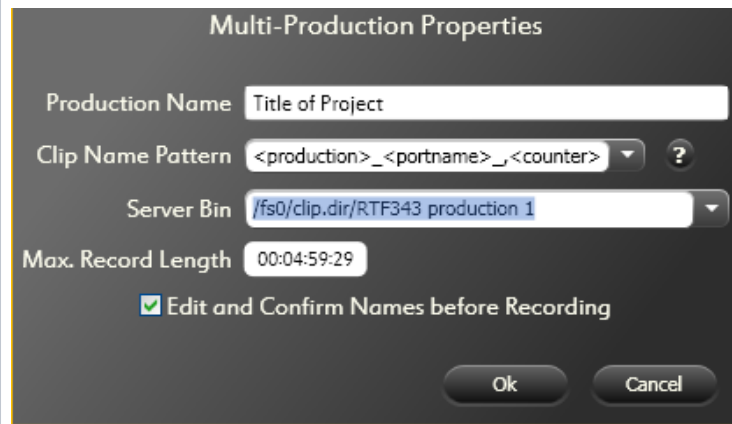|	
	Open Clip Jockey
Pull down this arrow menu to navigate to the folder that was just created on the server If you can't find this window close and reopen Clip Jockey	
Select the directory for the folder that was just made Example shown here	
Click on "Production Settings"	

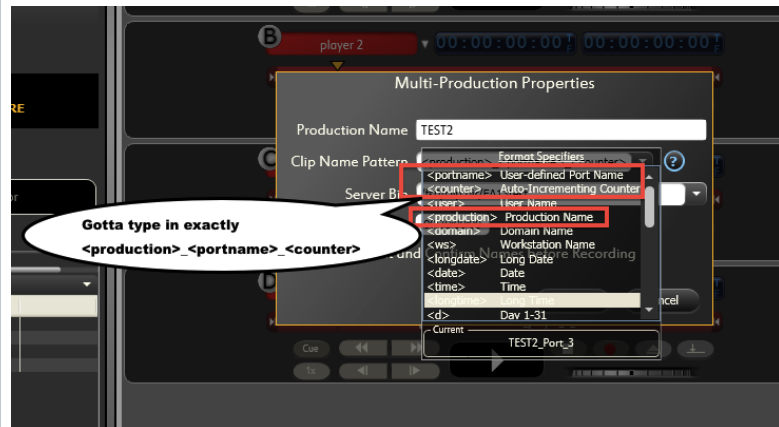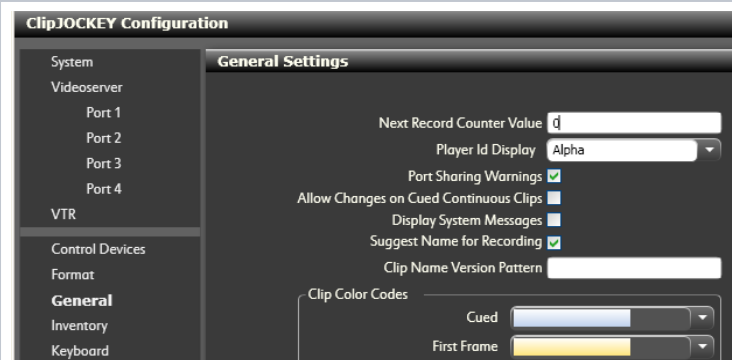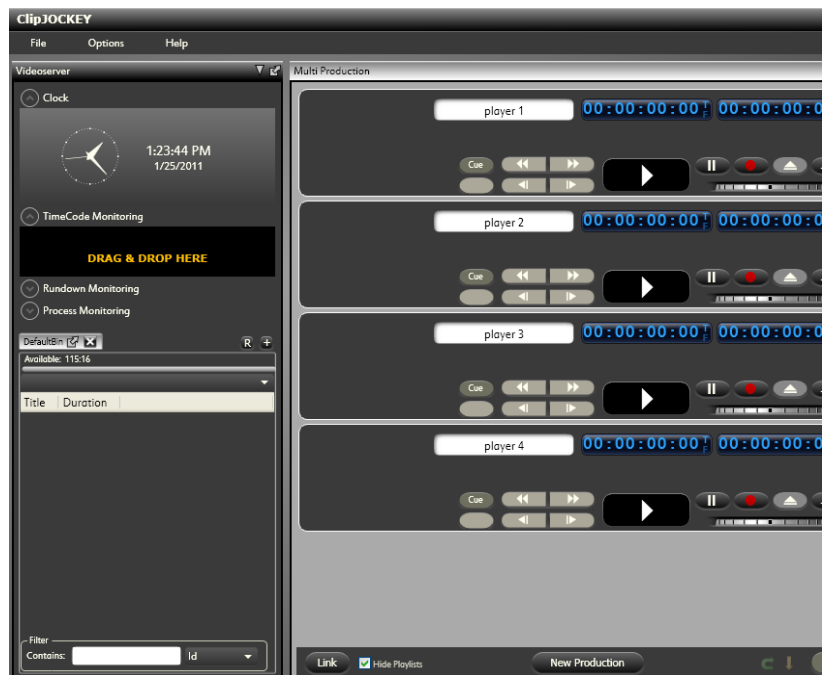|	
Enter in the Production Name **_LEAVE THE "Clip Name Pattern" the same don't change it._** Make sure that the Server Bin is assigned to the correct folder that was made earlier in this documentation. Also set the "Max Record Length" to approximate and to exceed the length of the forthcoming recording. Click OK when finished.	**Multi-Production Properties** Production Name Title of Project Clip Name Pattern <production>_<portname>_,<counter> ▾ ? Server Bin /fs0/clip.dir/RTF343 production 1 ▾ Max. Record Length 00:04:59:29 ☑ Edit and Confirm Names before Recording Ok Cancel
NOTE IF THE "Clip Name Pattern" changes then the recording will not work. To fix it you must retype in the following: <production><portname><counter>	**Multi-Production Properties** Production Name TEST2 Clip Name Pattern Format Specifiers <portname> User-defined Port Name <counter> Auto-Incrementing Counter <user> User Name <production> Production Name <domain> Domain Name <ws> Workstation Name <longdate> Long Date <date> Date <time> Time <d> Day 1-31 Current TEST2_Port_3 *Gotta type in exactly* *<production>_<portname>_<counter>*
Next step is to change the clip recording settings back to "Zero" >Go to >Options>Configuration	**ClipJOCKEY** File Options Help Configuration Videoserve Reset all Vtr(s) Clock Reset all Views
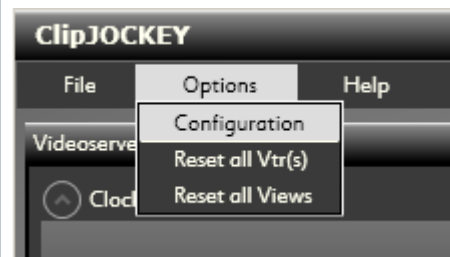
Click on "General"
 	
Change the "Next Record Counter Value" to "0"
 	
This will set the record counters to zero for this project. Only do this one time. Don't do this if you are re-opening an existing project.
 	
Click OK to confirm the Video Counter Reset
	ClipJOCKEY Configuration
	
	System
	Videoserver
	  Port 1
	  Port 2
	  Port 3
	  Port 4
	VTR
	Control Devices
	Format
	General
	Inventory
	Keyboard
	
	General Settings
	
	Next Record Counter Value 0
	Player Id Display Alpha ▾
	Port Sharing Warnings ☑
	Allow Changes on Cued Continuous Clips ☐
	Display System Messages ☐
	Suggest Name for Recording ☑
	Clip Name Version Pattern
	Clip Color Codes
	  Cued
	  First Frame

Now link all the multi-players to do simultaneous recording. Choose Link	
Select the RED circle for each of the players to link all 4 players Press OK	
Click on the RED Record button on one of the Multi-Players. This will put all the "linked" players in record.	

The next menu will pop up asking you to confirm the naming of each of the clips that are being recorded. Should have the title of the project the player name and the clip #.

Also confirm the Server Bin that the files are going to be saved and then click OK.

All the players will go into record and timecode values will change with the updated external timecode.

RecPlay-A	Title_of_project_player_1__25
RecPlay-B	Title_of_project_player_2__25
RecPlay-C	Title_of_project_player_3__25
RecPlay-D	Title_of_project_player_4__25

RecPlay-D

Server Bin	/fs0/clip.dir/RTF343 production 1

Ok   Cancel