FlipFactory®

ADDING BUMPERS AND TRAILERS USING FLIPFACTORY

This App Note applies to FlipFactory versions 7.0 & later

Adding Bumpers And Trailers Using FlipFactory

Introduction

This app note provides an example of how to add bumpers and trailers quickly and easily using FlipFactory. To add bumpers and trailers to your media, use FlipFactory's *Media Expansion* Process/Analyze tool in your factory, which you can configure to add media to an existing time line, either at the beginning (bumper) or end (trailer) of the source media file.

The *Bumpers and Trailers* option is a licensed feature of FlipFactory which may be purchased and downloaded by registered FlipFactory users from our Web site at *www.telestream.net.*

Note: *This app note assumes you know how to create and configure factories in FlipFactory and how to submit jobs. Review the FlipFactory User's Guide for details.*
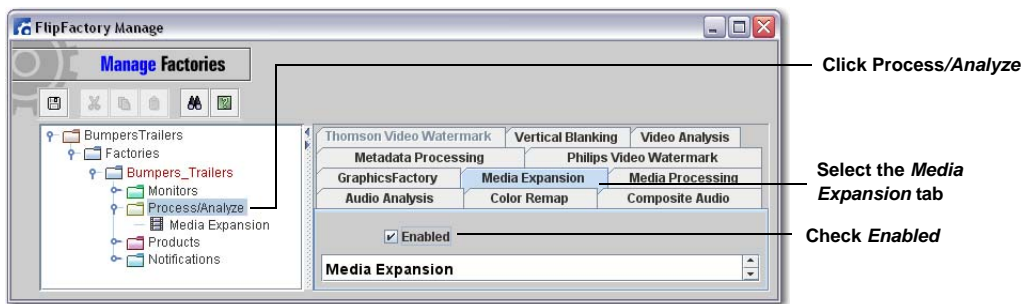
Adding a Bumper and Trailer Using FlipFactory

To create a factory that adds a bumper and trailer to a media file, follow these steps:

1. Create a new factory with a *Local Folder* monitor where the source media file is located:
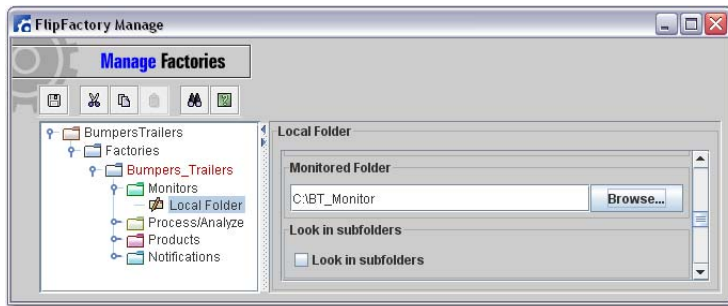
2. Add the *Media Expansion* P/A Tool: Click *Process/Analyze,* click the *Media Expansion* tab, and check *Enabled*:

3. Click *Media Expansion,* check *Enabled*, check *Specify Lead In Duration*, enter the duration time for the bumper, and *Browse* to bumper file location. Repeat these steps for the trailer:
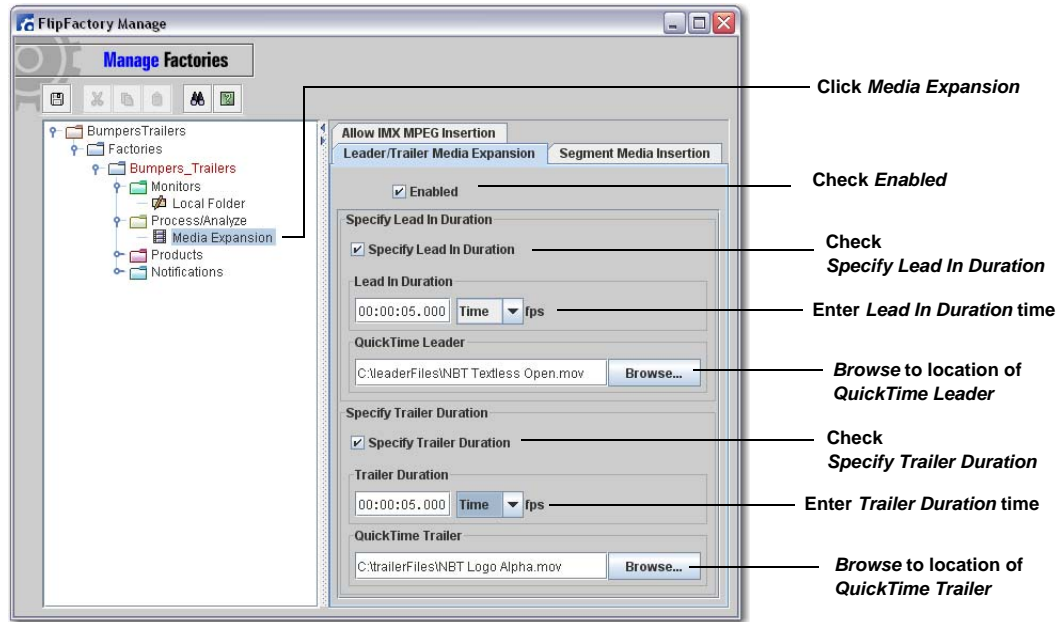
Note: *Duration times are manually set to ensure frame accuracy. If a bumper or trailer file is not identified, black video is used in its place for the indicated duration. Bumpers and trailers must be either referenced or flattened **.mov** files, playable on QT Pro on the FlipFactory Server. Frame rates and interlace configuration of bumpers and trailers must match the source media file.*

4. Add a product and browse to the destination where the resulting media file is saved:
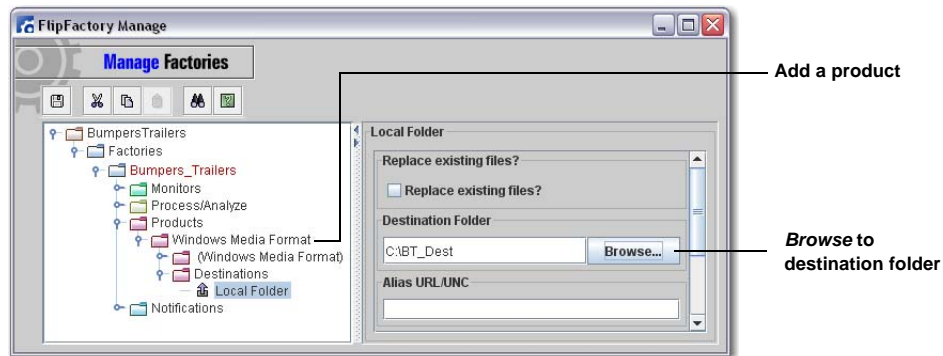
Note: *In this example the product is **Windows Media Format**, but any video product can be used.*

Testing Your Bumper And Trailer Additions

Now that you have created a factory to add a bumper and trailer to a media file, the produced file should be tested to ensure success:
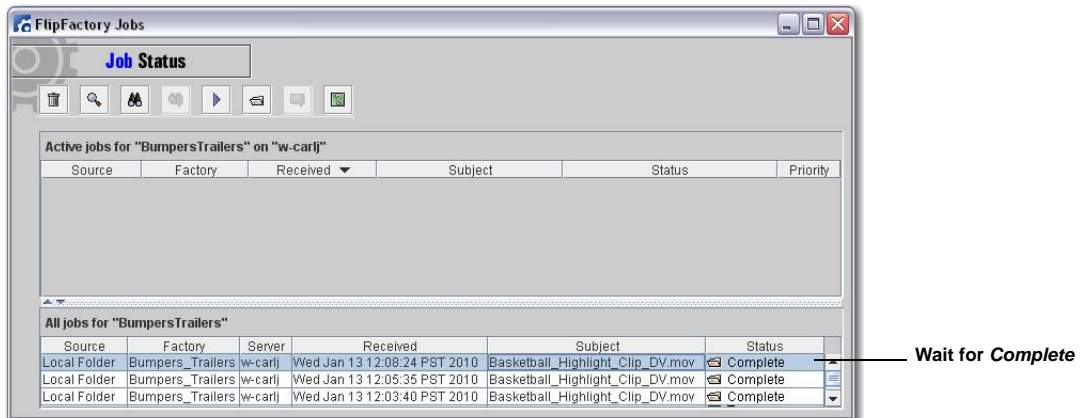
1. In FlipFactory, open the *Job Status* window to monitor factory progress.

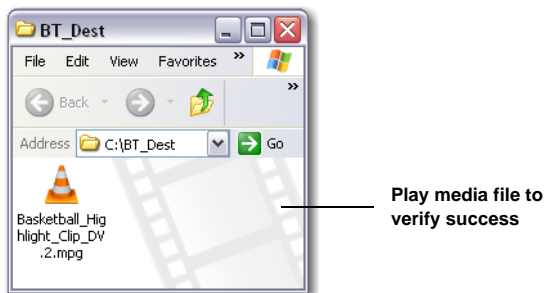2. Place the Bumper and Trailer files in the appropriate folders:
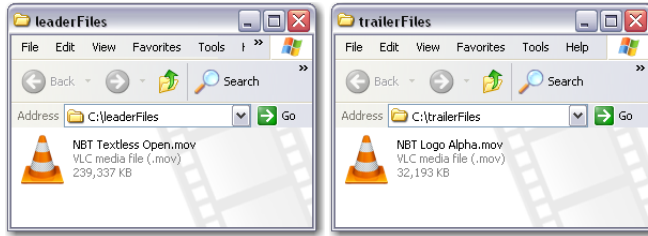
3. Place the source media file into the monitored folder:

   Place source media file into monitor folder
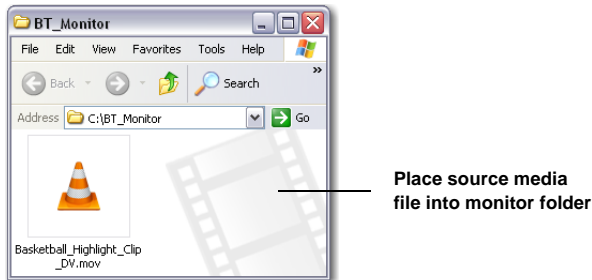
4. Wait for the *Job Status* window to display "Complete":

   Wait for *Complete*

5. Open the destination folder to ensure that the new media file has been created, then play the file to ensure that the bumper and trailer have been successfully added:

   Play media file to verify success

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