

CLOUD SERVICE  
C3 Portal

This Help Guide describes the system structure and operation for sending content to the C3 Portal cloud service wirelessly over a network.

For details about C3 Portal setup, refer to the Help Guide (Setup).

URL: [https://helpguide.sony.net/pro/c3p\\_setup/v1/en/index.html](https://helpguide.sony.net/pro/c3p_setup/v1/en/index.html)

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CLOUD SERVICE

C3 Portal

## Features

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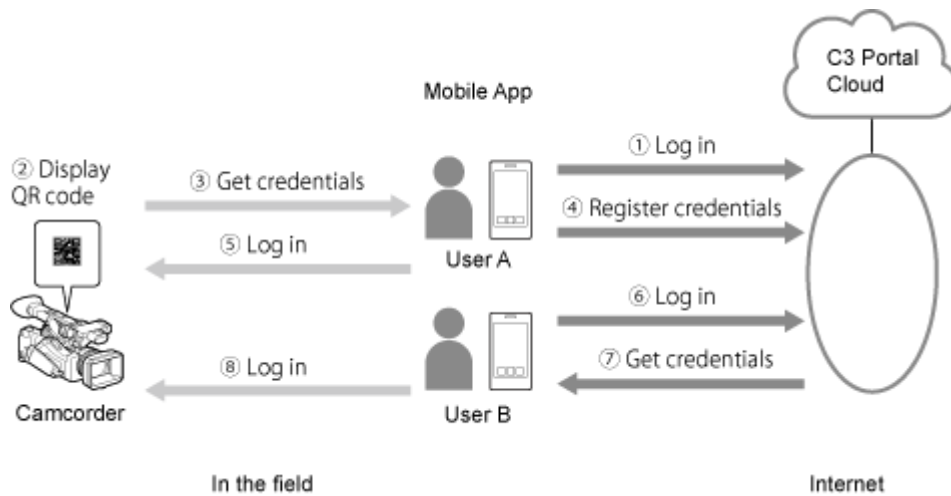
C3 Portal is a cloud service for managing content (files or streaming) received from a connected camcorder or Creators' App for enterprise (referred to as the "mobile app") via a network. It also supports the exchange of metadata between the cloud and a camcorder.

## System Configuration Examples

This topic shows examples of system configurations that use C3 Portal.

### Mobile app simple configuration

Scan a QR code to obtain camcorder access authentication credentials using the mobile app and register with C3 Portal (actions 1 to 5 by user A in the following diagram). Log in to the camcorder from the mobile app on another device using the registered access authentication credentials (actions 6 to 8 by user B in the following diagram).

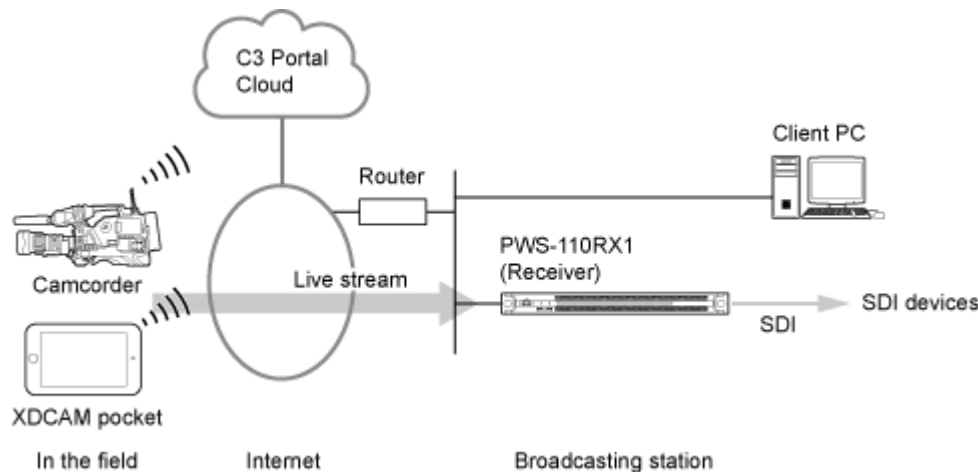


**Note**

- Only camcorders that support QR code display can be registered using mobile app simple configuration.

### Live streaming operation

This is a system configuration that receives streaming video using a PWS-110RX1A, where the connection is managed by the C3 Portal service.



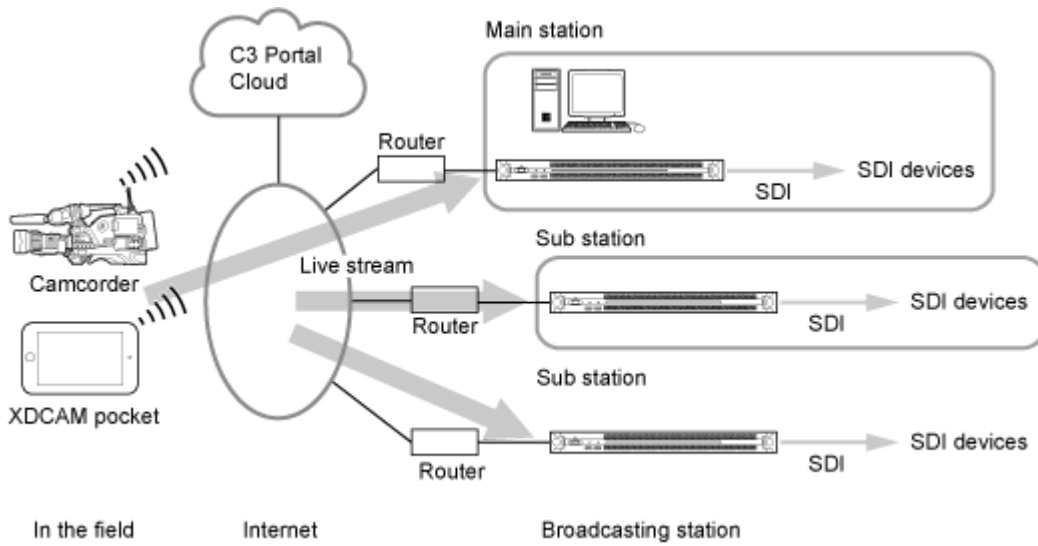
**Note**

- For streaming, the camcorder must be set to network client mode (NCM).

- Do not use the streaming function when connected via the mobile app.

## Streaming to multiple stations (multi point distribution)

This is a system configuration for streaming to multiple receiving stations. You can stream by specifying a station as the main station for streaming and other sub stations can then join the stream.

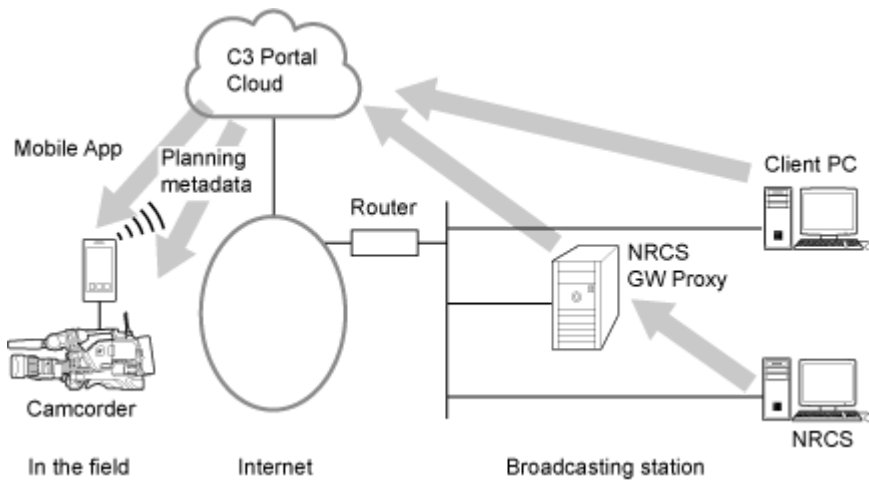


### Note

- For streaming, the camcorder must be set to network client mode (NCM).
- Do not use the streaming function when connected via the mobile app.

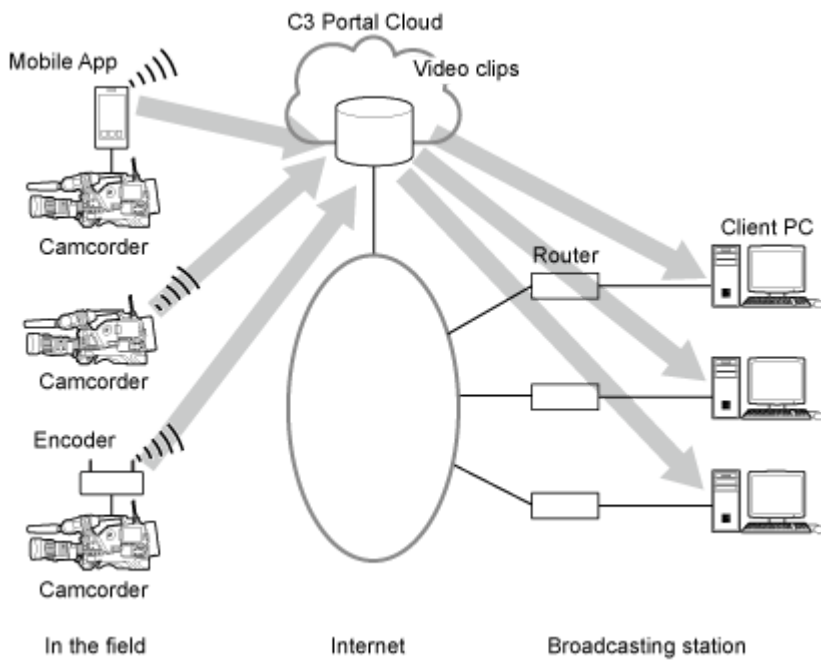
## Shooting plan operation

This is a system configuration that sends shooting plans received from a Newsroom Computer System (NRCS) or created by C3 Portal to a camcorder in the field.



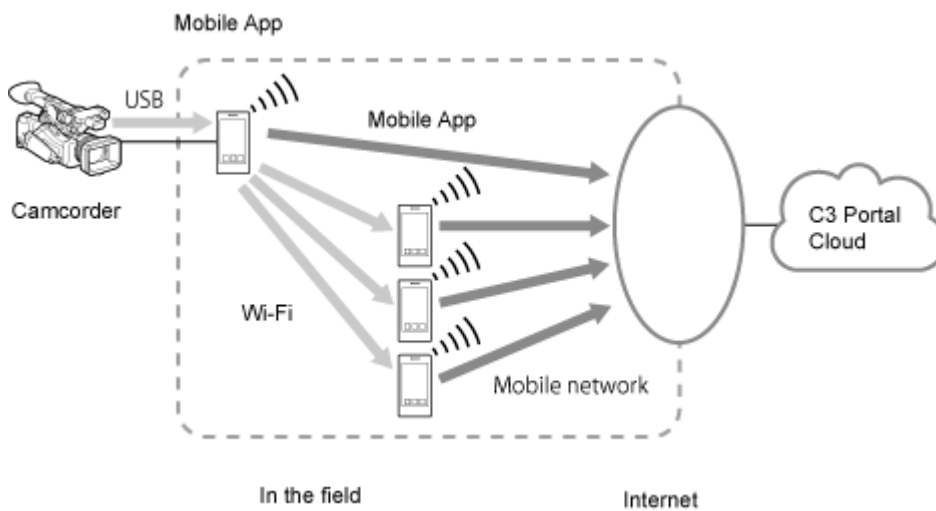
## Asset management

This is a system configuration for managing and sharing video clips uploaded from the mobile app installed on a smartphone or uploaded from a camcorder as assets.



## High-speed file transfer

This is a system configuration for transferring video clips to C3 Portal at high speed using the mobile app installed on multiple smartphones.

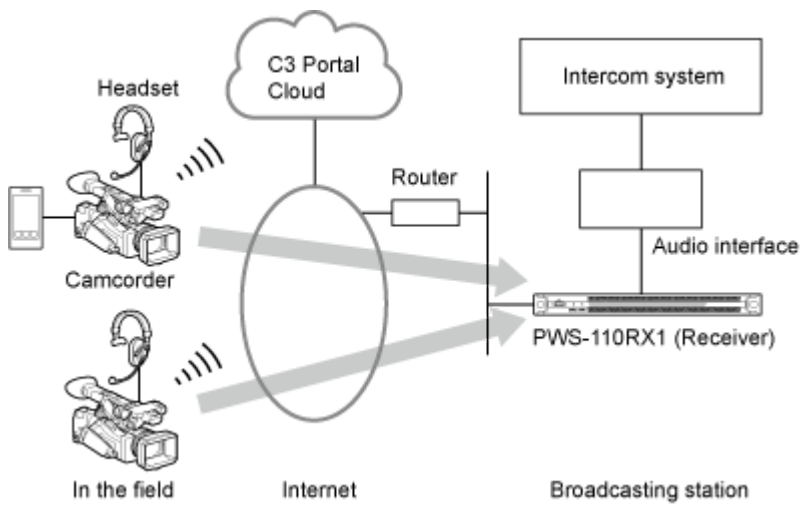


### Note

- An option license is required to use the high-speed transfer function.

## Intercom operation

This is a system configuration in which operation of the internal intercom of the broadcast station and C3 Portal are used in conjunction when using a camcorder that has an intercom function.



**Note**

- For intercom operation, the camcorder must be set to network client mode (NCM).
- Intercom operation is not supported when connected via the mobile app.



## Operation Flow

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Perform operations in the following sequence to use this service.

### 1 Setup

The setup required for operation is performed by an administrator. For the setup procedure, refer to the Help Guide (Setup).

Once setup is completed, perform the following operations in the field and at the broadcasting station.

### 2 Operation in the field

#### 1. Configure the devices to use.

- Log in to the camcorder and C3 Portal using the mobile app.  
To connect a smartphone on which the mobile app is installed to a camcorder and use it while shooting, connect the smartphone to the camcorder via USB and log in to the camcorder and C3 Portal from the mobile app. For details, refer to the Help Guide for the mobile app.
- Set the camcorder to network client mode.  
When shooting using a network-enabled camcorder, set the camcorder to network client mode.
- Start XDCAM pocket.  
Start the XDCAM pocket application if using XDCAM pocket for recording. For details, refer to the Help for XDCAM pocket.

For details, refer to the topics in the “Transmitter Configuration” category.

#### 2. Record using camcorder or XDCAM pocket.

### 3 Operation at the broadcasting station

#### 1. Log in to C3 Portal.

If you have a Ci account, you can also log in using your Ci account information.

#### 2. Send shooting plan to camcorder.

If operating with connection to a Newsroom Computer System, send shooting plan received from the Newsroom Computer System to a camcorder in the field using C3 Portal.

Sending and assigning the shooting plan is done before recording on-site in step 2 above.

For details, refer to the topics in the “Shooting Plan Operations” category.

#### 3. Share recorded assets.

Using the asset function, share assets uploaded from a camcorder to C3 Portal.

For details, refer to the topics in the “Asset Operations” category.

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### Related Topic

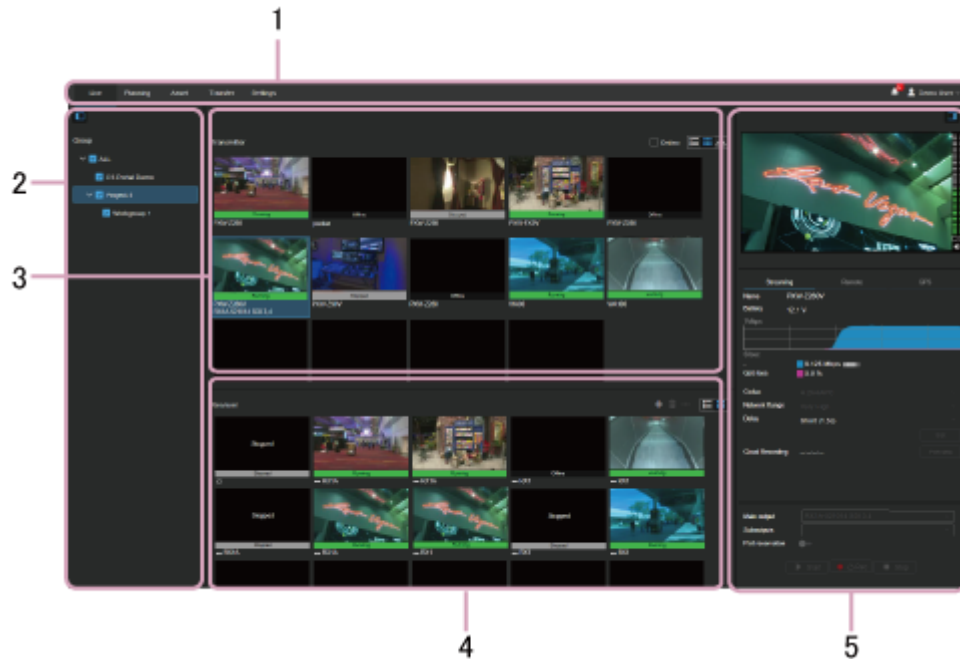
- [Connecting a Camcorder to the Mobile App](#)
- [Setting a Camcorder to Network Client Mode](#)
- [Starting XDCAM pocket](#)
- [Assigning a Story to a Camcorder](#)

- [Assigning a Story to a User](#)
- [Managing Assets](#)

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## Structure of the [Live] Screen

The [Live] screen displays the devices that perform streaming and the controls for starting/stopping streaming.



### 1. Global menu

Click the tabs to move between screens.

- [Live]: Display the [Live] screen.
- [Planning]: Display the [Planning] screen.
- [Asset]: Display the [Asset] screen.
- [Transfer]: Display the [Transfer] screen.
- [Settings]: Display the [Settings] screen.
- (Notification): Displays notifications to the user. Press (Mark as Read) to mark a notification as read. Press [Mark all as read] to mark all notifications as read. Press [Delete all] to delete all notifications.
- (User settings): Sign out, display account settings, display the Help Guide, display the download page of the NRCS Gateway Server App or C3 Portal Panel module, or display the privacy policy and terms of use.

### 2. [Group] area


Displays the registered groups.

### 3. [Transmitter]/[Listener] area

Displays the transmitters and SRT listeners registered in the group selected in the [Group] area.






- [Online] checkbox ([Transmitter] tab only): Place a check mark here to display only those transmitters that are online.
- (List View) button: Display the devices in list view.
- (Menu) button ([Listener] tab only): Press [View details...] to display the settings of the selected listener.
- (Grid View) button: Display the devices in grid view.
- (Map View) button ([Transmitter] tab only): Display the current positions of the transmitters on a map.

#### Note

- The  (Map View) button is displayed only when [Map View / GPS (Live)] is set to [ON] on the [Location Information] page of the [Settings] screen.

#### 4. [Receiver] area

Displays the receivers registered in the group selected in the [Group] area. You can create a cloud receiver here.

-  (Menu) button: Display the preferences for the selected receiver and edit settings.
-  (Create) button: Create a cloud receiver.
-  (Delete) button: Delete a cloud receiver.
-  (List View) button: Display the devices in list view.
-  (Grid View) button: Display the devices in grid view.

#### 5. Streaming information area

When a device is selected in the [Transmitter]/[Listener] area, the following information is displayed.

##### Preview area

Displays a preview of the streaming content from the selected device.

##### [Streaming] tab

Displays detailed information about the streaming content.

- **[Name]**: Name of the transmitter
- **[Battery] (only when a device is selected on the [Transmitter] tab)**: Battery information
- **[URL] (only when a device is selected on the [Listener] tab)**: URL for receiving an SRT stream.
- **[Intercom]**: Turns the intercom function on/off. It also displays the status of the intercom function. For details about the status, see “Using the Intercom.”
- **(Network Information)**: Name of the network carrier, type of network, and signal strength used for communication with the camcorder.
- **[QoS loss]**: QoS loss rate
- **[Codec]**: Codec used for streaming
- **[Network Range] (only when a device is selected on the [Transmitter] tab)**: Select the streaming resolution and maximum bit rate. [Very High], [High], [Middle], [Low], or [Very Low] can be selected. The values available for selection vary depending on the connected camcorder. [Auto] can also be selected in the case of XDCAM pocket. [High(R)] and [High(F)] may be displayed, depending on the transmitter model. Adjust [High(R)] and [High(F)] for clear, smooth streaming.
- **[Delay] (only when a device is selected on the [Transmitter] tab)**: Select the streaming delay time. [Very Short], [Short], [Middle], [Long], or [Very Long] can be selected (the displayed delay time is an estimate, and may vary from the actual delay time).
- **[Framerate] (only when a device is selected on the [Listener] tab)**: Select the frame rate to use for SRT streaming.
- **[Latency] (only when a device is selected on the [Listener] tab)**: Specify the latency for SRT streaming.
- **[Set] button**: Click to apply changed [Codec], [Network Range], [Delay], [Framerate], and [Latency] settings.
- **[Story Selection]**: Select the story to be assigned when recording streaming video.
- **[Cloud Recording]**: Displays the duration when a stream is recorded using a cloud receiver. Clicking the [Preview] button displays a preview of the asset being recorded on the [Asset] screen.


##### Note

- The Media Manager, Media Editor, or Media Viewer role is required in order to use the cloud recording function.

- **[Main output]**: Select the receiver to be the main output destination for streaming.
- **[Suboutputs]**: Select the receivers to be sub output destinations for streaming.
- **[Port reservation]**: Reserve the selected port for streaming by selecting a source and port in [Main output] and setting the switch to the on position. To cancel the reservation, set the switch to the off position.

##### Note

- When [Reserve (Auto streaming)] on the [Settings] screen is set to [ON], the port is reserved as a destination and “Auto Streaming” is displayed for the port. For details, refer to the Help Guide (Setup).

- **[Start] button:** Start streaming.
- **[Rec] button:** Record stream to a file. During recording,  is displayed on the transmitter thumbnail.
- **[Stop] button:** Stop streaming.

### **[Remote] tab**

Controls a camcorder remotely. Set [Camera control] on to use remote control.

You can switch proxy recording on/off using [NCM with Proxy].

To record using a remote camcorder, set [REC Control] on.

#### **Note**

- The [Remote] tab is enabled only when a camcorder that supports remote control is selected.
- Remote recording is supported on PXW-Z280/Z190/FX9 camcorders.

### **[GPS] tab**

Displays the location information acquired from a camcorder.

#### **Note**

- The [GPS] tab is displayed only when [Map View / GPS (Live)] is set to [ON] on the [Location Information] page of the [Settings] screen.

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### **Related Topic**

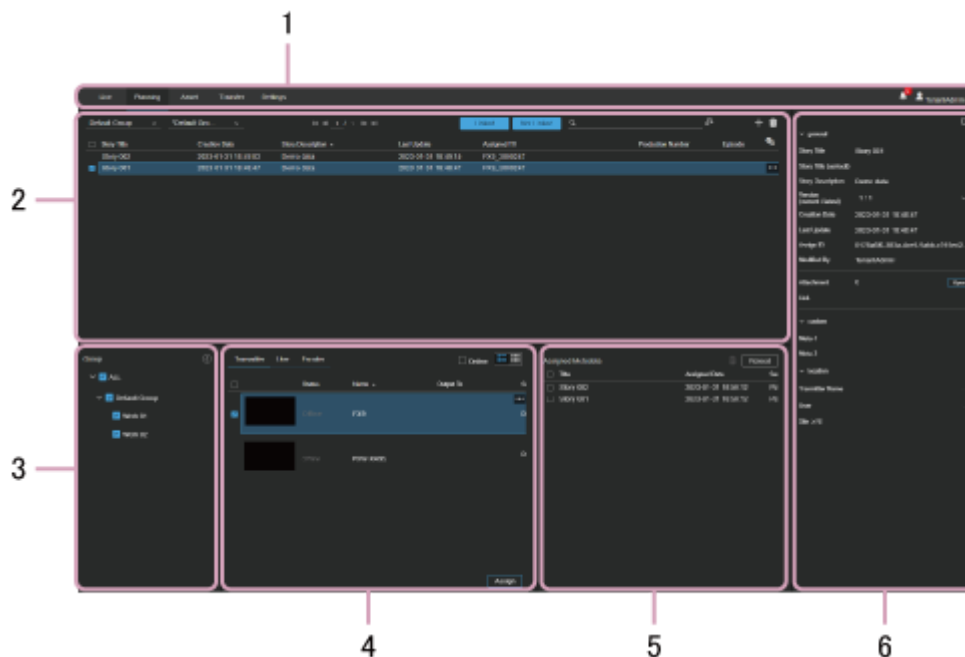
- [Creating a Cloud Receiver](#)
- [Using the Intercom](#)

## Structure of the [Planning] Screen

The [Planning] screen displays the shooting plans in list view. Shooting plans can be received from a Newsroom Computer System (NRCS) or created by this service. This screen is used to send the shooting plan selected in the list to a camcorder or user.

### Note

- In C3 Portal, a shooting plan is referred to as a “story.”



### 1. Global menu

Click the tabs to move between screens.

- [Live]: Display the [Live] screen.
- [Planning]: Display the [Planning] screen.
- [Asset]: Display the [Asset] screen.
- [Transfer]: Display the [Transfer] screen.
- [Settings]: Display the [Settings] screen.
- (Notification): Displays notifications to the user. Press (Mark as Read) to mark a notification as read. Press [Mark all as read] to mark all notifications as read. Press [Delete all] to delete all notifications.
- (User settings): Sign out, display account settings, display the Help Guide, display the download page of the NRCS Gateway Server App or C3 Portal Panel module, or display the privacy policy and terms of use.

### 2. Story operation area

Used to search and select a story, and to create and edit a story. It can also be used to send a story to a camcorder or user. Select a group and planning interface from the drop-down lists to display the corresponding stories. If many stories are displayed, the display is split into separate pages.






- Group drop-down list: Select a group.
- Planning interface drop-down list: If there are multiple planning interfaces registered for the group selected in the group drop-down list, select the planning interface to display. “\*” is displayed at the start of the default planning

interface created automatically when each group is created.

- [Linked] button: When the button is pressed and enabled (lit blue), the stories linked to the bin are displayed in the story list.
- [Not Linked] button: When the button is pressed and enabled (lit blue), the stories not linked to the bin are displayed in the story list.

#### Note

- The [Linked] button and [Not Linked] button do not operate together, but function independently.

-  (Search): Search for stories matching the entered character string and display the search results. Pressing the  (Advanced Search) button allows you to search for specific metadata values.
-  (Create Story): Create a story. Click the [Import] button in the displayed dialog to import a story from a call sheet created separately.
-  (Delete Story): Delete the selected story.
-  (Column Settings): Select the items to display in the story operation area.
- Story list: Displays a list of stories and associated information. The following content is displayed in the [Status] column.
  - **Registered:** Story is not assigned to a camcorder/user/encoder.
  - **Assigned:** Story is assigned to a camcorder, but is not sent. Or is assigned to a user/encoder.
  - **Complete:** Story is assigned and sent to all camcorders. If the story is assigned to a user, this is the state after using [Send & Load] from the web screen of a mobile device.
  - **Error:** Story could not be sent to a camcorder for some reason.

### 3. [Group] area

Select a group in the tree view to display the camcorders/users/encoders registered in the group in the assignment selection area.

### 4. Assignment selection area



Select the camcorder, user, or encoder to which to assign a story.

Click the [Assign] button to assign the story to the selected camcorder, user, or encoder.

#### [Transmitter] tab

Displays the camcorders to which a story can be assigned.

Click a thumbnail and select [Planning Metadata in TX] to display a list of the stories sent to the camcorder. You can select a story on this screen to load it into a camcorder displayed in the list.

- [Online] checkbox: Place a check mark here to display only those camcorders that are online.
-  (List View) button: Display the devices in list view.
-  (Grid View) button: Display the devices in grid view.

#### [User] tab

Displays the users to which a story can be assigned.

#### [Encoder] tab

Displays the encoders to which a story can be assigned.

### 5. [Assigned Metadata] area


Displays the story assigned to the camcorder, user, or encoder selected in the assignment selection area.

#### Note

- The status display in the [Assigned Metadata] area is not updated automatically. To update the display, click the [Reload] button.

### 6. Story information area

Displays information for the story selected in the story operation area.

Click the  (Edit) button to edit the displayed story.

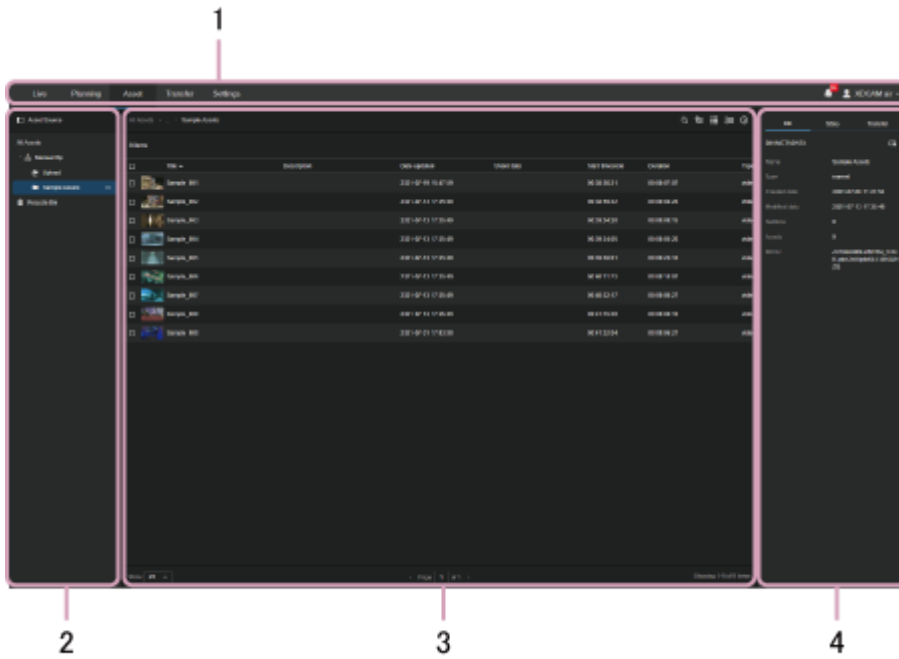




## Structure of the [Asset] Screen

The [Asset] screen displays information about assets.

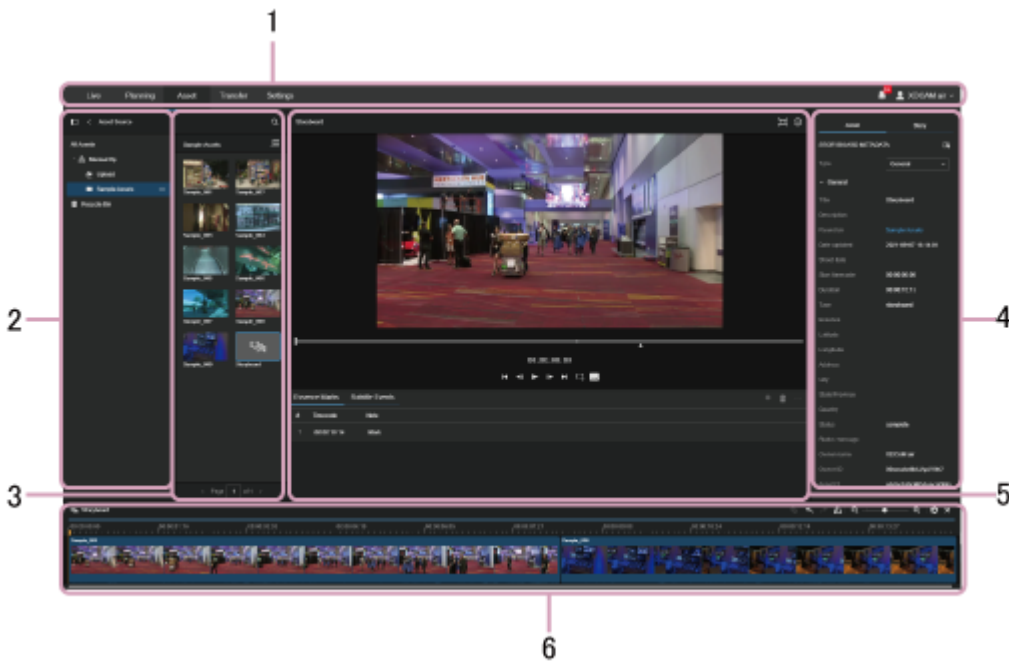
### List display



### Preview display



### Storyboard display



### 1. Global menu

Click the tabs to move between screens.

- [Live]: Display the [Live] screen.
- [Planning]: Display the [Planning] screen.
- [Asset]: Display the [Asset] screen.
- [Transfer]: Display the [Transfer] screen.
- [Settings]: Display the [Settings] screen.
- (Notification): Displays notifications to the user. Press (Mark as Read) to mark a notification as read. Press [Mark all as read] to mark all notifications as read. Press [Delete all] to delete all notifications.
- (User settings): Sign out, display account settings, display the Help Guide, display the download page of the NRCS Gateway Server App or C3 Portal Panel module, or display the privacy policy and terms of use.

### 2. Tree panel

Displays the bins in which assets are stored in tree view.

The status of FTP file transfer is indicated by the color of the bin icons.

Selecting a bin and selecting the (Menu) button displays the context menu.

- Create bin: Create a new bin.
- [Rename bin]: Rename the bin.
- [Upload files]: Upload files to the bin.
- [Create storyboard]: Create a new storyboard.
- [Transfer settings]: Select the FTP server, S3 storage, or Sony Ci service for transferring assets in the bin.
- [Link story]: Link the story metadata to the bin.
- [Delete bin]: Delete the bin.

### 3. Asset list

Displays the assets stored in the bin selected in the tree panel. If many assets are displayed, the display is split into separate pages.





You can move/copy assets between bins using drag & drop.

Hovering the mouse over a thumbnail displays a simple preview. A line indicating the playback position is displayed on the thumbnail.

Pressing [Shared link] displays a list of created shared links in a dialog.

Use the following buttons to change the content displayed in the asset list.






- (Search) button: Click and enter a character string to search for assets. You can click the (Advanced Search) button to filter the assets displayed.
- (Column Settings) button: Select the items to display in the asset list.

-  (List View) button: Display the assets in list view.
-  (Grid View) button: Display the assets in grid view.
-  (Sort order) button: Change the display order of the assets.
-  (Properties) button: Show/hide the information panel.

### Note

- When entering a character string to search for that contains "" \ ( )" characters, the characters must be escaped. For example, to search for "", enter "\".

Use the following buttons for operations on the selected asset.

-  (Share) button: Create a shared link for an asset.
-  (Preview) button: Display the asset details screen and preview the asset.
-  (Create Storyboard) button: Create a new storyboard.
-  (Download) button: Download the asset. You can select the file to download and the file name.
-  (Delete) button: Delete the asset.

### Note

- When an interlaced proxy file is displayed in a browser and the zoom factor is changed, the displayed image may become distorted.

## 4. Information panel


Displays the metadata for the bin selected in the tree panel or the metadata for the asset selected in the asset list together with the linked story metadata. The transfer settings are also displayed when a bin is selected. The metadata, story metadata, and transfer settings can be edited.

### Note

- If the same metadata is edited simultaneously by more than one client, the last saved contents become valid.

## 5. Preview area

Displays a preview of the asset.

The preview area is displayed by selecting an asset and clicking the  (Preview) button.

You can mark In-points and Out-points in the preview area.

You can use marked In-points and Out-points to add an asset to the storyboard, transfer high-resolution clips from a camcorder by FTP, or create an asset subclip during asset chunk file transfer.

You can also perform essence mark operations or add subtitles.

## 6. Timeline

Use to edit a storyboard.

The timeline is displayed by creating a storyboard in the asset list or by selecting a created storyboard.

### Storyboard operations

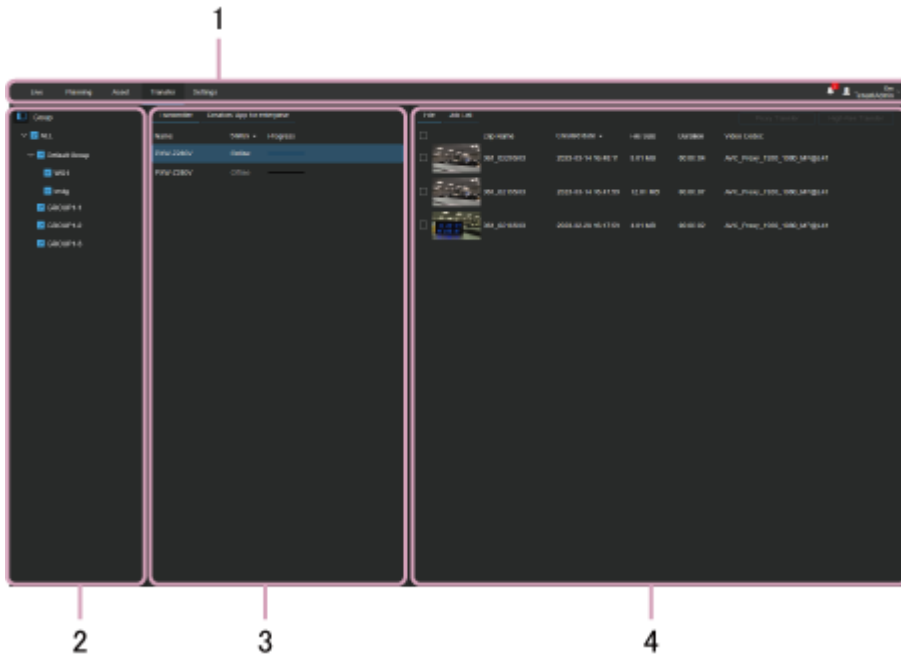
The following shortcut keys are supported on the storyboard.

Shortcut keys	Operation
Space key	Toggle play/pause
S	Toggle full-screen video
. (period), → (right arrow) key	Step 1 frame forward
, (comma), ← (left arrow) key	Step 1 frame backward
L, F	Shuttle forward

Shortcut keys	Operation
K	Pause playback
J, D	Shuttle reverse
M	Add essence mark
Ctrl+M	Move to next essence mark
Shift+Ctrl+M	Move to previous essence mark
Ctrl+Alt+M	Delete essence mark
Shift+Ctrl+Alt+M	Delete all essence marks
I	Mark In-point
O	Mark Out-point
Page Up key	Move up in essence mark table
Page Down key	Move down in essence mark table
R, Ctrl+K	Razor edit cut at the playhead location

## Structure of the [Transfer] Screen

The [Transfer] screen is used to transfer proxy files from a camcorder or the mobile app to C3 Portal, and to upload high-resolution (High-Res) files to an FTP server. It is also used to specify the clips to transfer and to control transfer jobs.



### 1. Global menu

Click the tabs to move between screens.

- [Live]: Display the [Live] screen.
- [Planning]: Display the [Planning] screen.
- [Asset]: Display the [Asset] screen.
- [Transfer]: Display the [Transfer] screen.
- [Settings]: Display the [Settings] screen.
- (Notification): Displays notifications to the user. Press (Mark as Read) to mark a notification as read. Press [Mark all as read] to mark all notifications as read. Press [Delete all] to delete all notifications.
- (User settings): Sign out, display account settings, display the Help Guide, display the download page of the NRCS Gateway Server App or C3 Portal Panel module, or display the privacy policy and terms of use.

### 2. [Group] area

Displays groups in tree view. Select a group that contains the devices to display in the source area.

### 3. Source area

#### [Transmitter] tab

Displays the camcorders on which files to transfer are stored in list view.

#### [Creators' App for enterprise] tab

Displays the mobile apps logged in to C3 Portal in list view.


### 4. File display area

#### [File] tab

Displayed only when the [Transmitter] tab is selected in the source area. Displays a list of files stored on the device selected in the source area. Files in the list with “Chunk” displayed on the thumbnail are files that were recorded in chunk file transfer mode. Select files to transfer by placing a check mark in the checkbox beside each file.

- [Proxy Transfer] button: Adds the proxy file for the selected file to the transfer job list. Files are transferred to the server specified on the [Upload] page of the [Settings] screen. The transferred files are saved in the [Upload] bin on the [Asset] screen in the same way as when using the camcorder auto upload function. Selection of the transfer destination in the GUI is not required.
- [High-Res Transfer] button: Adds the high-resolution file for the selected file to the transfer job list. Select the transfer destination server from among the external servers registered as upload destinations on the camcorder.
- [Preview] button: Displays the selected file on the preview screen. You can mark an In-point and Out-point on the preview screen to transfer that portion only. Essence marks and metadata are also displayed on the preview screen.

#### Note

- The [Preview] button is displayed above the list when a file is selected.
- The [Proxy Transfer] button and [High-Res Transfer] button can also be selected from the context menu displayed by clicking  (Menu) in the list.
- If the camcorder is a PXW-Z280/Z190/FX9/Z750/Z450/X400, the transfer destination registered in C3 Portal is also displayed as the transfer destination for High-Res transfer.

#### [Job List] tab

Displays a list of file transfer jobs and the current transfer status.

- [Delete]: Delete the selected job from the list.
- [Clear Completed Jobs]: Delete jobs from the list after completion of transfer to an FTP server.

## Structure of the [Settings] Screen

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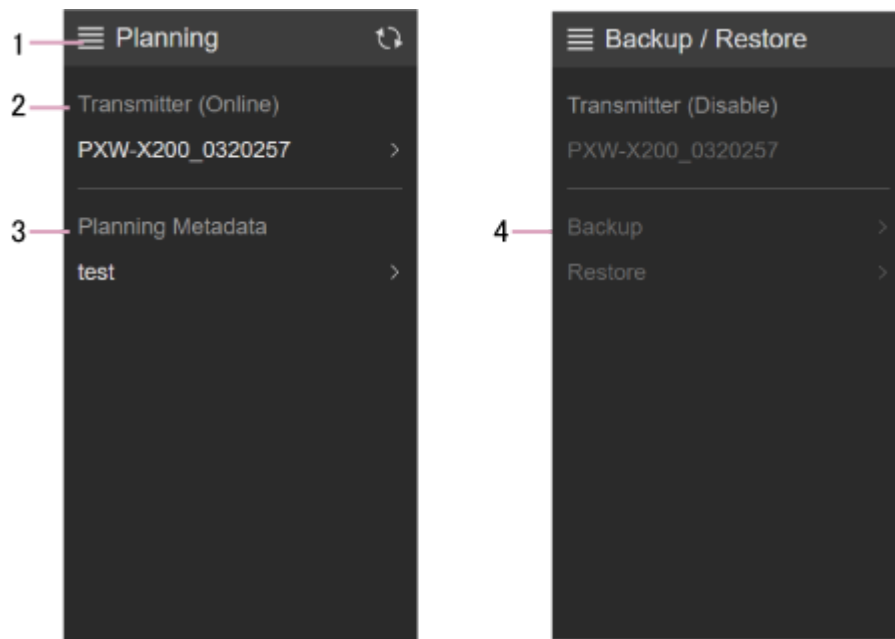
The [Settings] screen is used by the administrator. For a description of the screen and configuration operations, refer to the Help Guide (Setup).

## Structure of the Web Screen for Mobile Devices

The [Planning] screen for mobile devices displays the planning metadata (story) assigned to the currently logged-in user. This screen is used to send a story and to load it into a camcorder. The [Backup / Restore] screen is used to back up and restore camcorder settings.

### Note

- To load a story on a camcorder and to back up/restore settings, the camcorder must be set to network client mode.



### 1. Menu

The following menu is displayed.

- [Planning]: Display the [Planning] screen.
- [Backup / Restore]: Display the [Backup / Restore] screen.
- [Select Transmitter]: Select a transmitter.
- [Sign out]: Sign out from the service.

### 2. Transmitter

Displays the selected camcorder.

Tap the displayed camcorder to display a list of the planning metadata (stories) stored in the camcorder.

To select another camcorder, select [Select Transmitter] from the menu.

### 3. Planning metadata

Displays the planning metadata (story) that is assigned to the signed-in user.

Tap the displayed story to display more details.

You can transfer and load a story into a camcorder from the details screen.

### 4. Backup / Restore

Use to back up and restore the settings for the camcorder selected in [Transmitter].





## Connecting a Camcorder to the Mobile App

---

Use the following procedure to connect a camcorder for use with the mobile app.

- 1 **Connect the camcorder to the smartphone on which the mobile app is installed using a USB cable.**
- 2 **Enable the USB tethering function on the smartphone.**
- 3 **Start the mobile app and log in.**
- 4 **Connect to the camcorder using the mobile app.**

**Note**

- For details about using the mobile app, refer to the Help Guide for the mobile app.

## Setting a Camcorder to Network Client Mode

---

When shooting using a network-enabled camcorder, use the following procedure to set the camcorder to network client mode.

- 1 **Attach an LTE modem to the camcorder.**
- 2 **Turn on the camcorder.**
- 3 **Open the settings menu on the camcorder.**
- 4 **Configure network client mode.**
- 5 **Turn on network client mode.**

### Note

- For details about attaching and configuration, refer to the manual for the camcorder.
- The required setup information is displayed on the [Credential] page of the [Settings] screen of this service.
- Set the camcorder clock time and time zone, and synchronize with the PWS-110RX1A.

## Starting XDCAM pocket

---

Start XDCAM pocket if using a smartphone with XDCAM pocket installed as the streaming device. For details, refer to the Help for XDCAM pocket.

## Starting Streaming

### Note

- For streaming, either a camcorder that supports streaming or a camcorder connected to a wireless adapter that is set to network client mode is required.

Use the following procedure to start and stop streaming from the [Live] screen. Specify the camcorder used for shooting, and enable streaming transmission.

- 1 Select the group in which the device for streaming is registered in the [Group] area.
- 2 Select the [Transmitter] tab in the [Transmitter]/[Listener] area and select a camcorder or XDCAM pocket for which a thumbnail is displayed.
- 3 Select the maximum bit rate for streaming in [Network Range] on the [Streaming] tab in the streaming information area.

### Note

- For streaming from XDCAM pocket to a cloud receiver, set [Network Range] to a value other than [Auto]. When [Network Range] is set to [Auto], streaming can be started but an error will occur. When streaming from XDCAM pocket to a PWS-110RX1A, this error does not occur.

- 4 Select the codec to use for streaming in [Codec] on the [Streaming] tab.

### Note

- If the devices used for streaming do not support H.265/HEVC, the codec is set to H.264/AVC (fixed).
- The codec cannot be changed while streaming is in progress.

- 5 Select the delay time for streaming video in [Delay] on the [Streaming] tab.

- 6 Select the story to be assigned to the camcorder in [Story Selection] on the [Streaming] tab.

When recording streaming video in the cloud, the story selected here will be assigned to the recorded file in the cloud.

### Hint

- You can also store content in the cloud without assigning a story.
- To clear the story assignment, click [Clear].

- 7 Select the output SDI port group in [Main output]/[Suboutputs] on the [Streaming] tab in the streaming information area.

## 8 Click [Start] on the [Streaming] tab.

Distribution of streaming video starts.

### Note

- You can also drag & drop a camcorder or XDCAM pocket from the [Transmitter]/[Listener] area onto a receiver in the [Receiver] area to start streaming.

## To stop streaming

Click [Stop] on the [Streaming] tab.

## To reserve an SDI port for output streaming

You can reserve an SDI output port used when streaming starts in [Port reservation] on the [Streaming] tab. When a port is reserved, that port is no longer available for selection in [Main output] for other streams.

### Note

- [Delay] on the [Streaming] tab can be changed while streaming, although the streaming output may be interrupted momentarily when the value is changed.

## Starting SRT Streaming

### Note


- To perform SRT streaming, an external device that transmits an SRT stream must be configured as an SRT caller.

Use the following procedure to start and stop SRT streaming from the [Live] screen.  
Specify the SRT listener to use for SRT streaming, and enable streaming transmission.

**1 Select the group in which the device for SRT streaming is registered in the [Group] area.**

**2 Select the [Listener] tab in the [Transmitter]/[Listener] area and select an SRT listener.**

**3 Specify the SRT listener information for the external device that transmits the SRT stream.**

Press the  (Menu) button and select [View details...] to display the [SRT Listener] dialog and check the SRT listener information.

Specify the values for the external device in the following format.

srt://<address>:<port\_number>?passphrase=<passphrase>

**4 Set [Framerate] and [Latency] on the [Streaming] tab in the streaming information area.**

Select the same value as the SRT stream being transmitted in [Framerate].

**5 Select the story to be assigned to the listener in [Story Selection] on the [Streaming] tab.**

When recording streaming video in the cloud, the story selected here will be assigned to the recorded file in the cloud.

### Hint

- You can also store content in the cloud without assigning a story.
- To clear the story assignment, click [Clear].

**6 Select the output SDI port group in [Main output]/[Suboutputs] on the [Streaming] tab**

### Note

- Only cloud receivers can be selected in [Main output]/[Suboutputs].

**7 Click [Start] on the [Streaming] tab.**

The listener is ready to receive an SRT stream when the listener status becomes "Running."

### Note

- Reception is not possible when the listener status is "Starting."
- You can also drag & drop an SRT listener from the [Transmitter]/[Listener] area onto a receiver in the [Receiver] area to start streaming.

## **8 Start transmitting an SRT stream from the external device.**

### **To stop SRT streaming**

Click [Stop] on the [Streaming] tab. Also, stop transmitting an SRT stream from the external device.

### **To reserve an SDI port for output SRT streaming**

You can reserve an SDI output port used when SRT streaming starts in [Port reservation] on the [Streaming] tab. When a port is reserved, that port is no longer available for selection in [Main output] for other streams.

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## Saving a Stream to a File

You can save streaming video from a camcorder to a file automatically and register the file as an asset. You can assign a story to the camcorder or SRT listener before you start streaming.

### 1 Start streaming.

#### Note

- Recording starts automatically if [Streaming with recording] is set to [ON] on the [Cloud Recording] page of the [Settings] screen. For details, refer to the Help Guide (Setup).
- For streaming from XDCAM pocket to a cloud receiver, set [Network Range] to a value other than [Auto]. When [Network Range] is set to [Auto], streaming can be started but an error will occur. When streaming from XDCAM pocket to a PWS-110RX1A, this error does not occur.

### 2 Click the [Rec] button in the streaming information area.

Recording to the file starts, and the recording duration of the file is displayed in the streaming information area. You can click the [Preview] button to preview the file during recording. For details about preview operations, see [“Previewing and Trimming a File During Recording.”](#)

### 3 Stop recording.

Streaming stops.

You can check the saved file on the [Asset] screen. A bin (with name configured on the [Settings] screen) is created in the [Live Recording] bin in the group to which the transmitter belongs, and the asset is saved in the bin.

#### Note

- The file name of the asset is the name of the transmitter with a suffix determined by the date and time of recording.
- The time is determined according to the time zone specified on the [Settings] screen.
- An asset is created when streaming stops.
- The maximum time that a stream can be continuously recorded is 3 hours. When recording while casting to an SNS, the maximum continuous recording time is 1 hour.
- When you want to stop recording, allow recording to continue for approximately 30 seconds longer and then stop recording. If you don't, the recorded video may be shortened due to the display delay.
- HEVC streaming is always recorded in progressive format.

## Recording a stream using a cloud receiver

To record a stream in a system that does not have a PWS-110RX1A or while casting to an SNS, use a cloud receiver. To record, select the created cloud receiver in [Main output] in the streaming information area, start streaming, and click the [Rec] button.

For details about creating a cloud receiver, see [“Creating a Cloud Receiver.”](#)

---

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## Related Topic

- [Creating a Cloud Receiver](#)
- [Previewing and Trimming a File During Recording](#)

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## Streaming to an SNS or External System

You can distribute streaming video from a camcorder to an SNS (social networking service) or external system automatically. To do this requires creating a cloud receiver.

- 1 Click the **+** (Create) button in the [Receiver] area on the [Live] screen.

The [Create Cloud Receiver] dialog appears.

- 2 Place a check mark in [Stream Cast] in [Stream].

**Create Cloud Receiver** [Close]

Name *Enter a name*

Group Manual Gp

Preset 1920x1080 59.94p

Stream  Stream Cast

---

**Stream Cast Setting**

Watermark API TEST WatermarkPreset

Output 1

Preset (RTMP) 12Mbps, high, 1920x1080p

Endpoint *Enter the endpoint for the stream*

Stream key *Enter the key for the stream*

Output 2

Preset (RTMP) 12Mbps, high, 1920x1080p

Endpoint *Enter the endpoint for the stream*

Stream key *Enter the key for the stream*

[Create] [Cancel]

- 3 Specify [Name], [Group], and [Preset].

[Preset] determines the type of cloud receiver. The values that can be selected for [Preset] in [Output 1]/[Output 2] in [Stream Cast Setting] vary depending on this setting.

- 4 Configure the settings for streaming to an SNS or external system.

- [Watermark]: To display a watermark on the streamed video, select a preconfigured watermark. The watermark settings are configured on the [Watermark Preset] page of the [Settings] screen.
- [Output 1]/[Output 2]: Place a check mark beside each output to use for streaming, and configure the output format, endpoint, and stream key.
- [Preset]: Select a streaming preset.
- [Endpoint]: Specify the SNS or external system endpoint.
- [Stream key]: Specify the SNS or external system stream key.

### Note



- The SNS or external system must first be set to streaming enabled state. When setting up streaming, set the endpoint and the stream key values that are acquired by the SNS or external system for the stream caster.

### 5 Click the [Create] button.

A cloud receiver is created in the [Receiver] area.

### 6 To start streaming, drag & drop the streaming transmitter onto the cloud receiver.

### Note

- The maximum time that a stream can be continuously cast to an SNS is 1 hour.
- Check the status of each output after recording starts using the cloud receiver icon (). It flashes during setup and is lit solid after starting.  
You can also check the status using [Status] and [Statistics] in the [Cloud Receiver] dialog. To display the [Cloud Receiver] dialog, select a cloud receiver, click the  (Menu) button, and select [View details] from the displayed menu.
- For streaming from XDCAM pocket to a cloud receiver, set [Network Range] to a value other than [Auto]. When [Network Range] is set to [Auto], streaming can be started but an error will occur. When streaming from XDCAM pocket to a PWS-110RX1A, this error does not occur.

## To stop streaming

Click [Stop] on the [Streaming] tab.

## Creating a Cloud Receiver

### Note

- This function cannot be used if the codec of the transmitter is set to HEVC.

### 1 Click the **+** (Create) button in the [Receiver] area on the [Live] screen.

The [Create Cloud Receiver] dialog appears.

### 2 Specify [Name] and [Group].

### 3 Specify [Preset].

[Preset] determines the type of cloud receiver. The values that can be selected for [Preset] in [Output 1]/[Output 2] in [Stream Cast Setting] vary depending on this setting. Also, the format of the asset that is created will vary depending on the cloud receiver.

### 4 To cast to an SNS or other output destination, place a check mark in [Stream Cast]. To record a stream without casting, clear the check mark.

A cloud receiver that is created without a check mark in [Stream Cast] can be used to save a stream in system configurations that do not have a PWS-110RX1A. For details, see “To save a stream to a file in a system configuration that does not use a PWS-110RX1A” below.

**5 If you placed a check mark in [Stream Cast], configure the settings for streaming to an SNS or other output destination.**

- [Watermark]: To display a watermark on the streamed video, select a preconfigured watermark. The watermark settings are configured on the [Watermark Preset] page of the [Settings] screen.
- [Output 1]/[Output 2]: Place a check mark beside each output to use for streaming, and configure the output format, endpoint, and stream key.
- [Preset]: Select a streaming preset.
- [Endpoint]: Specify the endpoint.
- [Stream key]: Specify the stream key. This setting may be disabled, depending on the system.

**6 Click the [Create] button.**

A cloud receiver is created in the [Receiver] area.

**To save a stream to a file in a system configuration that does not use a PWS-110RX1A**

- Clear the check mark from [Stream Cast] in step 4 when registering a cloud receiver.
- Select the registered cloud receiver in [Main output] in the streaming information area and start streaming.

**When creating an interlaced asset**

- Select interlaced format in [Preset] in step 3 when registering a cloud receiver.
- Set the recording format of the camcorder or the input setting of the wireless adapter to interlaced.
- Select [Follow source] in [Scanning method] on the [Cloud Recording] tab of the [Settings] screen.
- Select [Very High], [High], or [High (F)] for [Network range] in the Streaming information area, and start streaming.

**When creating a 50p/60p asset**

- Select progressive format in [Preset] in step 3 when registering a cloud receiver.
- Set the recording format of the camcorder, the input setting of the wireless adapter, or the camera setting in XDCAM pocket to 50p/60p.
- Select [Very High], [High], or [High (F)] for [Network range] in the streaming information area, and start streaming.

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**Related Topic**

- [Saving a Stream to a File](#)

## Using the Intercom

You can make calls between the broadcast station and units in the field using camcorders with an intercom function. The streaming receiver (PWS-110RX1A) channel used for communication must be specified for each camcorder beforehand.

### Note

- For details about setup, refer to the Help Guide (Setup).

### 1 Set the [Intercom] switch to the ON position on the [Streaming] tab of the [Live] screen.

The status of the intercom function is displayed on the [Intercom] switch.

- (Blank): The receiver audio channel is not an active port.
- Offline: Intercom module is offline on the transmitter side or receiver side
- Not available: Intercom is not available on the transmitter side or receiver side
- In use: Audio channel on the receiver side is being used by another transmitter
- Not connected: Ready to connect
- Connecting...: Starting or stopping intercom communications
- Connected: Intercom is running
- Unstable: Connection is unstable

### Note

- Before you start the intercom, you first need to enable the intercom module and insert a supported audio device into both the transmitter and receiver sides. For details, refer to the manual for the transmitter and receiver.

### 2 Make an intercom call.

You can initiate a call between the configured intercom system and an online camcorder.

### Note


- An intercom call can be made even when streaming.
- For information about other limitations that may occur when using the intercom function, refer to the manual for the transmitter.

## Creating a Story Using C3 Portal

### Note

- Stories received from an NRCS and stories created using C3 Portal are supported.
- To create a story using C3 Portal, a local-type planning interface must be registered beforehand on the [Planning I/F] tab of the [Settings] screen.  
For details about registering a planning interface, refer to the Help Guide (Setup).

Use the following procedure to create a new story using C3 Portal.

- 1 **Select a group assigned with a local-type planning interface on the [Planning] screen.**
- 2 **Click the  (Create Story) button in the story operation area.**
- 3 **Enter a title for the story and other metadata values, as required, in the displayed dialog.**

You can also click the [Import] button and import call sheet contents created separately.

### Note

- Do not use space or semi-colon characters in the title of a story to be assigned to an encoder. If a story with a title containing space or semi-colon characters is assigned to an encoder, video files from the encoder will not be uploaded to this service.

- 4 **Click the [Create] button.**

### To delete a story

Select a story in the list (multiple selection supported), and click the  (Delete Story) button.

### To edit a story

Select a story in the list, and click the  (Edit Story) button.



## Assigning a Story to a Camcorder

Use the following procedure to assign a story to a camcorder on the [Planning] screen.

### Note

- The system can also be configured to assign a story to a camcorder automatically, bypassing the following procedure. For details, refer to the Help Guide (Setup).

- 1 **Display the story to assign in the story operation area.**
- 2 **Place a check mark in the checkbox for the story to assign.**
- 3 **Select the group that includes the camcorder to which you want to assign the story in the [Group] area.**
- 4 **Place a check mark in the checkbox for the target camcorder in the assignment selection area.**
- 5 **Click the [Assign] button.**

### Note

- If a story with the same title as an existing story is assigned to a camcorder, the new story overwrites the previous story.
- To load the story into a camcorder, sending and loading are required. For details, see "Loading a Story into a Camcorder."
- For a group that receives stories from a network-type planning interface, the status of the assigned story will not be updated if communication between C3 Portal and the planning interface cannot be established.
- Select a story and click the **⋮** (Menu) button and select [Details...] to display the [Details] dialog. You can check the sending status details in the [Details] dialog.
- There is a limit to the number of stories that can be stored on a camcorder. For details, refer to the operating instructions of the camcorder.

### To assign multiple stories to a camcorder

Place a check mark in the checkbox for the stories in the story operation area.

### To assign a story to multiple camcorders

Place a check mark in the checkbox for the target camcorders in the assignment selection area.


### Note

- To check which camcorders were assigned the story, select the story in the story operation area, click the **⋮** (Menu) button, and select [Details...] to display the [Details] dialog..

### To view details of a story

Select a story in the story operation area to display the details in the story information area.

## To cancel a story assignment

Select the story you want to cancel in the [Assigned Metadata] area and click  (Delete).

### Note

- The status display in the [Assigned Metadata] area is not updated automatically. To update the display, click the [Reload] button.

---

### Related Topic

- [Loading a Story into a Camcorder](#)

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## Assigning a Story to a User

Use the following procedure to assign a story to a user on the [Planning] screen.

### Note

- The system can also be configured to assign a story to a user automatically, bypassing the following procedure. For details, refer to the Help Guide (Setup).

- 1 **Display the story to assign in the story operation area.**
- 2 **Place a check mark in the checkbox for the story to assign.**
- 3 **Select the group that includes the user to which you want to assign the story in the [Group] area.**
- 4 **Place a check mark in the checkbox for the target user in the assignment selection area.**
- 5 **Click the [Assign] button.**

### Note

- You can check the assigned story from the mobile app or by accessing C3 Portal on a mobile device.
- To load the story into a camcorder, sending and loading are required. For details, see "Loading a Story from the Web Screen of a Mobile Device."


### To assign multiple stories to a user

Place a check mark in the checkbox for the stories in the story operation area.

### To assign a story to multiple users

Place a check mark in the checkbox for the target users in the assignment selection area.


### Note

- To check which camcorders were assigned the story, select the story in the story operation area, click the  (Menu) button, and select [Details...] to display the [Details] dialog..

### To view details of a story

Select a story in the story operation area to display the details in the story information area.

### To cancel a story assignment

Select the story you want to cancel in the [Assigned Metadata] area and click  (Delete).

### Note

- The status display in the [Assigned Metadata] area is not updated automatically. To update the display, click the [Reload] button.

---

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### Related Topic

- [Loading a Story from the Web Screen of a Mobile Device](#)

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## Assigning a Story to an Encoder

Use the following procedure to assign a story to an encoder on the [Planning] screen.

### Note

- The system can also be configured to assign a story to a encoder automatically, bypassing the following procedure. For details, refer to the Help Guide (Setup).

### 1 Display the story to assign in the story operation area.

#### Note

- Do not assign a story with a title containing space or semi-colon characters to an encoder. If you do, video files from the encoder will not be uploaded to this service.

### 2 Place a check mark in the checkbox for the story to assign.

### 3 Select the group that includes the encoder to which you want to assign the story in the [Group] area.

### 4 Place a check mark in the checkbox for the target encoder in the assignment selection area.

### 5 Click the [Assign] button.

### Hint

- Use the assigned story to record video using the encoder and upload the video to this service. For details, refer to the operating instructions of the encoder.


## To assign multiple stories to an encoder

Place a check mark in the checkbox for the stories in the story operation area.

## To assign a story to multiple encoders

Place a check mark in the checkbox for the target encoders in the assignment selection area.


### Note

- To check which camcorders were assigned the story, select the story in the story operation area, click the  (Menu) button, and select [Details...] to display the [Details] dialog..

## To view details of a story

Select a story in the story operation area to display the details in the story information area.

## To cancel a story assignment

Select the story you want to cancel in the [Assigned Metadata] area and click  (Delete).

**Note**

- The status display in the [Assigned Metadata] area is not updated automatically. To update the display, click the [Reload] button.

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## Loading a Story into a Camcorder

---

Use the following procedure to load a story into a camcorder on the [Planning] screen.

- 1 Select the group for the camcorder to operate in the [Group] area.
- 2 Select a camcorder in which to load a story in the assignment selection area.
- 3 Select [Planning Metadata in TX].
- 4 Select the story to load from the displayed list.
- 5 Select [Load] from the menu.

### To view details of a story on a camcorder

Select a camcorder after executing [Planning Metadata in TX] in the assignment selection area. The [Planning Metadata in Transmitter] dialog appears.

A window appears displaying the details of the story.

## Loading a Story from the Web Screen of a Mobile Device

---

You can check a story assigned to you and then load it into a camcorder by logging in to C3 Portal from a mobile device.

- 1 Log in to C3 Portal on the mobile device.**
- 2 Select the type of camcorder.**

The selection is not required when subsequently logging in.
- 3 Select the story you want to load from the stories that have been assigned to you.**
- 4 Check the details, then tap [Send & Load].**

The story is loaded into the camcorder and [Assign Status] changes to “Sent.”




## Managing Assets

Video streamed or uploaded from a camcorder is automatically stored in a C3 Portal bin as an asset. Assets are managed using the [Asset] screen.

**1** In the tree panel, select a bin based on the project, title, date, or other criteria.

**2** Select an asset from the asset list.

**3** Click the  (Preview) button to display the preview.

The preview area appears and displays a preview video of the selected asset.

### Hint


- You can also display the preview by double-clicking the asset.

**4** Mark an In-point/Out-point and add essence marks and subtitles as required.

**5** Create subclips as required.

You can save the range marked by a configured In-point and Out-point as a subclip.

### To download an asset

Select an asset and click the  (Download) button to display a dialog. Select the type and naming of the file to download in the dialog.

### To transfer all added assets to a bin

You can automatically transfer all assets stored in a specified bin and all assets subsequently added to the bin to an FTP server, external storage, or Sony Ci service.

When you select a bin in step 1, select [Transfer Settings] from the context menu and select the connection type for transfer.

### Hint

- When a check mark is placed in the [Transfer Option] checkbox on the [Transfer] tab of the information panel, the following functions become enabled. The Media Manager role is required to configure transfers.
  - [Transfer unsent assets]: Only unsent assets are transferred when the transfer is interrupted and resumed.
  - [Replace symbols with '\_']: If any of the following characters are used in file names or folder names for assets, they are replaced with an underscore character “\_” when transferring assets.  
< > : " / \ | ? \* ~
- You can specify a file name when downloading or transferring an asset.
  - Select [Asset Title] to use the title of the asset to download or transfer as the file name.  
You can specify that “S03” be appended to MP4 file names for download or transfer using the [Export / Download] setting on the [General] page of the [Settings] screen.
  - Select [Original] to use the original file name from when it was uploaded from a camcorder or the mobile app.

– The file name of VTT files becomes “(specified file name)\_(code indicating the transcription language).VTT.”


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## Editing an Asset

You can edit the asset displayed in the preview area on the [Asset] screen.

### Setting an In-point/Out-point

To mark an In-point/Out-point in an asset, specify a position for the seek bar in the preview area and click the [Mark In] button or [Mark Out] button.

You can use the  (Menu) button to add the range marked by an In-point and Out-point to the storyboard and to transfer high-resolution clips from a camcorder by FTP. You can also create a subclip using the range marked by an In-point and Out-point during asset chunk file transfer.

#### Changing an In-point/Out-point position

Drag the In-point/Out-point along the seek bar.

#### Deleting In-point/Out-points

Click the  (Menu) button and select [Reset mark in/out points].


### Essence mark operations



The [Essence Marks] tab allows you to add essence marks. Specify a position on the seek bar and use the following shortcut keys for essence mark operations.

Shortcut keys	Operation
M	Add essence mark
Ctrl+M	Move to next essence mark
Ctrl+Shift+M	Move to previous essence mark
Ctrl+Alt+M	Delete selected essence mark
Ctrl+Alt+Shift+M	Delete all essence marks

### Subtitle event operations

The [Subtitle Events] tab allows you to automatically transcribe the audio of an asset. Transcribed subtitle data is saved as metadata of the asset.

To transcribe the audio, click the  (Menu) button on the [Subtitle Events] tab, select [Run Speech to Text], select the language in the displayed dialog, and click [Run].

If you want to modify the transcribed audio text, select the line of the text you want to modify, click the  (Menu) button and select [Edit], or click the  (Edit) button on the right side of the line of the text you want to modify.

#### Note

- There are limits on the performance of transcription.
- Check the transcription result and edit any inappropriate results before use.

## Sharing Assets

You can share assets in this service with external users. To share an asset, create a shared link used by external users to access the asset.

### Note

- The Media Manager role is required to create shared links.

**1** In the tree panel, select a bin based on the project, title, date, or other criteria.

**2** Select an asset from the asset list.

### Hint

- You can create multiple shared links at the same time by selecting multiple assets that belong to the same group.
- You cannot create multiple shared links at the same time for assets belonging to different groups.

**3** Click the  (Share) button.

**4** In the displayed dialog, specify a shared link name, select an expiry interval and the file to share, and click the [Create] button.

A shared link is created, and the URL and expiry date/time for the shared link are displayed.


## To manage created shared links

Click [Shared link] to display the [Shared link] dialog. You can check previously generated shared links and copy the URL in the [Shared link] dialog.

## Editing Video Using a Storyboard

You can edit multiple assets using a storyboard.

- 1 Select an asset to add to a storyboard in the asset list of the [Asset] screen, and click the  (Create Storyboard) button.**

In the preview area, click the  (Menu) button and select [Create storyboard from clip].

- 2 Enter a name, description, and start timecode for the storyboard in the dialog, select the timebase for the storyboard, and click [OK].**

### Note

- The frame rate of the selected asset(s) becomes the frame rate of the storyboard.

The storyboard preview and timeline appear.

- 3 Select another asset you want to add to the storyboard in the asset list.**

The preview of the asset appears.

- 4 Drag & drop the asset into the timeline, or click the  (Menu) button in the preview area and select [Add to current storyboard].**

The asset is added to the timeline.

### Note

- Each asset added to the same storyboard must have the same frame rate.

- 5 Select an asset on the timeline, mark In-point/Out-points in the preview area, and add essence marks and subtitles as required.**

### Note

- You can select the title of a storyboard on the timeline to preview and play the whole storyboard.

- 6 When finished editing, select [Export] from the timeline context menu.**

- 7 Select an export destination on the [Render] tab of the displayed dialog and specify the title credits on the [Credits] tab.**

### Note

- The bit rate value displayed for the content selected in [Video Preset] is a guideline. The bit rate may not match the actual export result.
- Up to five title credits can be specified. Specify a title (text) to be inserted, credits start timecode, duration, fade-in, and fade-out for each title credit.

- You can also add a watermark. To use a watermark, it must be configured beforehand on the [Watermark Preset] page of the [Settings] screen.

**8** Click the [Export] button.

**9** Click the [Finish] button.

### To edit an EDL in a non-linear editor

When finished editing, select [Export EDL] from the timeline context menu, and select the EDL format and delivery type in the displayed dialog.

To transfer via FTP, select the FTP server for transfer. When transferring high-resolution video, you can also set the number of seconds for pre-roll/post-roll.

#### Note

- To transfer high-resolution video, the camcorder on which the target asset is stored must be online.
- Just as for the file transfer function, only an FTP server configured beforehand on the camcorder can be specified as the transfer destination for high-resolution video.
- For PXW-Z280/Z190/FX9/Z750/Z450/X400 camcorders, the FTP server registered in C3 Portal is also displayed as the file transfer destination for high-resolution video.

## Transferring Files

You can transfer camcorder files to C3 Portal or an FTP server using C3 Portal.

### Note

- The Live Operator role is required to display the [Transfer] screen.

**1** Select a group in the [Group] area of the [Transfer] screen.

**2** Select a camcorder on the [Transmitter] tab of the source area.

**3** Click the [File] tab.

A list of files stored on the selected camcorder is displayed.

### Note

- The [File] tab is not displayed if the [Creators' App for enterprise] tab is selected in the source area.

**4** Place a check mark in the checkbox for the file you want to transfer.


**5** To transfer proxy files, click the [Proxy Transfer] button. To transfer high-resolution files, click the [High-Res Transfer] button.


The selected files are added to the job list, and the files are then transferred in sequence. You can check the transfer state by clicking the [Job List] tab to display the list of transfer jobs.

### Note

- Transfer of high-resolution files is not supported when using FAT format recording media.

### To preview a file

Select a file that you want to preview on the [File] tab, and either click the  (Preview) button or double-click the file you want to preview. The preview screen appears, and playback of the selected file starts.

To close the preview screen, click the  (Back) button on the preview screen.

### To transfer a file while previewing the file

Click the [Proxy Transfer] button or [High-Res Transfer] button on the preview screen.

### To transfer a portion of a file

Mark an In-point/Out-point on the preview screen, then click the [Proxy Transfer] button or [High-Res Transfer] button.

### Note

- The portion of the file contained between the In-point and Out-point is transferred. The accuracy will vary depending on the camcorder model and the positions where the In-point/Out-point are specified.





## Integration with Non-Linear Editors

You can register video files managed with C3 Portal in a Non-Linear Editor (NLE) using the C3 Portal extension in the NLE.

### Note

- The C3 Portal extension operates in an NLE. It does not run inside the web browser in which this Help Guide is displayed.
- The C3 Portal extension must be installed on an NLE device that C3 Portal supports.

### 1 In an NLE, select [Windows] – [Extensions] – [C3 Portal].

The C3 Portal panel appears, and the C3 Portal login screen is displayed.

#### Hint

- You can configure the panel using [Preferences...] in the panel menu.

### 2 Log in to C3 Portal.

A list of assets in C3 Portal is displayed.

### 3 Select the asset you want to register, then select [Download] from the context menu.

The asset is downloaded and registered in the NLE.  
You can also download an asset by double-clicking the asset.

#### Hint

- If a high-resolution file is available for a C3 Portal asset, the high-resolution file is downloaded to the NLE.

### 4 Edit using the NLE.

The downloaded proxy file is edited using the NLE timeline.  
If a high-resolution file corresponding to the edited proxy file exists on the camcorder connected to C3 Portal, [Start High-Res Transfer] appears. You can relink a file by transferring the high-resolution file to the NLE.



#### Note

- Any added effects or other edits made before relinking are lost after relinking.

## Previewing and Trimming a File During Recording

While recording a stream to a file or during chunk file transfer from a camcorder to a file, you can preview and trim the file.

### 1 Use one of the following methods to display the preview of the file.



- Select the transmitter during recording on the [Live] screen, and click the [Preview] button in the streaming information area (when recording a stream).
- On the [Asset] screen, select an asset that has “Recording” status or which is displaying a  (Chunk file transfer) icon on the thumbnail, and click the  (Preview) button.

### 2 Mark an In point and Out point while displaying the preview.

#### Note

- An error may occur at the In/Out points depending on the state of the recorded stream. To make sure that the edit points are retained, mark the In/Out points with a margin of 2 to 3 seconds.

### 3 Trim the file.

- For a file during recording a stream, select [Create subclip] from the context menu displayed using the  (Menu) button in the preview area.
- For a file during chunk file transfer, click the  (Create subclip) button.
- To access and edit an asset during recording from external software, click [Copy Playlist URL] in the information panel on the [Asset] screen to copy the playlist URL and then paste it into the external software.

The region between the marked In point and Out point is registered as an asset.

#### Note

- Playlist URLs are in HLS m3u8 format.
- If you stop recording during trim editing, the marked In and Out points will be cleared and conversion will start.
- You can select whether subclips are named automatically or specified manually using [Title] on the [General] page of the [Settings] screen.
- Conversion for asset registration takes some time after trimming or after cloud recording stops. The time taken for conversion will vary depending on the duration of the asset.
- An asset cannot be played back during conversion.


## Editing an Asset During Chunk File Transfer

You can reduce the total time required for video production by editing assets registered in C3 Portal using chunk file transfer from a camcorder.

**1 Select a chunk file transfer asset from the asset list on the [Asset] screen.**

A  (Chunk file transfer) icon is displayed on assets during chunk file transfer.

**2 Mark an In-point/Out-point, add essence marks, and click the  (Create subclip) button.**

A subclip is created in the same bin as the chunk file transfer asset. A  (Subclip) icon is displayed on subclips.

**Note**

- To access and edit an asset during recording from external software, click [Copy Playlist URL] in the information panel on the [Asset] screen to copy the playlist URL and then paste it into the external software. Playlist URLs are in m3u8 format.
- You can select whether subclips are named automatically or specified manually using [Title] on the [General] page of the [Settings] screen.
- Subtitles cannot be added to an asset during chunk file transfer.

**3 Create a storyboard using the subclip, or add the subclip to an existing storyboard.**

**4 Export the storyboard containing the subclip as an EDL with a proxy file.**

**5 Import the exported EDL into a non-linear editor, and edit using the proxy file.**

**6 When finished recording on the camcorder, obtain the high-resolution file and replace the proxy file with the high-resolution file.**

## Editing Story Metadata

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You can edit story metadata linked to a bin on the [Asset] screen.

Select a bin to display the linked story metadata on the [Story] tab of the information panel.

### Note

- When an asset is selected, the story metadata linked to the bin in which the asset is stored is displayed.
- The NRCS Operator, Media Manager, or Media Editor role for the group in which metadata is registered is required to edit story metadata.

On the [Story] tab, click the  (Edit) button to edit the story metadata.

### To assign story metadata to a bin

When a bin without assigned story metadata is selected, the  (Link) button is displayed on the [Story] tab.

Click the  (Link) button and select the story metadata to assign in the displayed dialog.

## Using Story Metadata Attachment Files

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A story with an image or audio memo can be uploaded to C3 Portal from the mobile app for operation in C3 Portal. Display the [Story] tab of the information panel of the [Asset] screen, and click the number in the [Attachment] field to display the [Attachment] dialog.

You can preview/delete/download an attachment in the [Attachment] dialog.

## Backing Up and Restoring Settings

You can back up and restore all camcorder settings. This function backs up and restores the “All file” of the camcorder. To back up or restore settings, display the [Back Up / Restore] page of the [Settings] screen. Backup/restore operation can be executed on online camcorders only.

### Note

- The [Back Up / Restore] page can be used by users with Camera Operator role.
- Operations for “All” files saved via the mobile app are not supported on the [Back Up / Restore] page. Use the [All file] page.
- For backing up and restoring settings, the camcorder and C3 Portal must be connected in network client mode.


### To back up settings

Select the camcorder whose settings you want to back up on the [Back Up / Restore] page and click the [Back Up] button. Enter a name and description for the backup.

### To restore settings

Select the camcorder whose settings you want to restore on the [Back Up / Restore] page and click the [Restore] button. Select the settings to restore from the list of backed up settings.

### To delete backup files

Select the file to delete on the [Camera All File] page of the [Settings] screen and click the  (Delete) button.

### Note

- Only an administrator has permission to use the [Camera All File] page.
- Operations for “All” files saved via the mobile app are not supported on the [Camera All File] page. Use the [All file] page.


## Backing Up and Restoring Settings on the Web Screen of a Mobile Device

You can back up and restore the settings using the web screen of a mobile device.

### Note

- When a backup is created by logging in to C3 Portal on a mobile device, backup files are created per user. Other users are not able to view the backup file.
- For backing up and restoring settings, the camcorder must be set to network client mode.
- For backing up and restoring settings, the camcorder and C3 Portal must be connected in network client mode.

### To back up settings



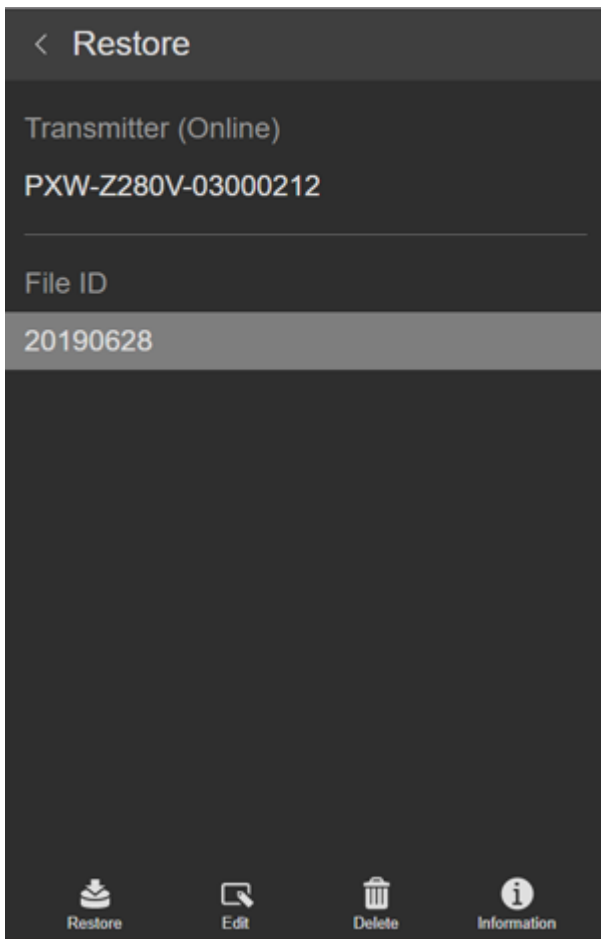
The screenshot shows a mobile app interface for backing up settings. At the top, there is a back arrow and the word "Backup". Below this, the text "Transmitter (Online)" and "PXW-Z280V" is displayed. There are two input fields: "File ID" with the placeholder text "Input File ID" and "Description" with the placeholder text "Input Description". At the bottom of the screen, there is a "Backup" button.

Specify [File ID] and [Description], and tap [Backup] to save the settings.

### Note

- [File ID] input is required.

### To restore settings



The file ID of backup files are displayed. Select the file ID of the file you want to restore, and tap [Restore] to restore the settings.

In addition to restoring a file, you can edit the file ID, delete the file, and display file details.

**Note**

- The camcorder will reboot after restoring settings.



## Managing LUTs

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You can upload, edit, copy, and download LUTs.

To manage LUTs, display the [LUT] page of the [Settings] screen.

Two types of LUTs are supported: private LUTs and shared LUTs. Up to 60 private LUT files can be saved per user, and up to 60 shared LUT files can be saved.


### Note

- The [LUT] page can be used by users with application administrator, Camera Operator, Media Editor, or Media Manager permissions.
- Users without application administrator permissions can display only their own private LUTs and the shared LUTs.
- This function may not be supported, depending on the model of the camcorder. For details, refer to the operating instructions of the camcorder.

### To upload a LUT

Click the [Upload] button on the [LUT] page. In the displayed dialog, enter a file name and description, select a LUT file to upload, the owner, and type, then click the [Upload] button.


### To copy a LUT

Select a LUT file that you want to copy on the [LUT] page and click the  (Copy) button. In the displayed dialog, enter a file name and description for the LUT copy, select the owner and type, then click the [Copy] button.

### Note

- Users without application administrator permissions can copy only their own private LUTs.


### To edit a LUT

Select a LUT file that you want to edit on the [LUT] page and click the  (Edit) button. In the displayed dialog, edit the contents, then click the [Save] button.

### Note

- Users without application administrator permissions can edit only their own private LUTs.

### To download a LUT

Select a LUT file that you want to download on the [LUT] page and click the  (Download) button. In the displayed dialog, select a download destination folder.

### To delete a LUT

Select a LUT file that you want to delete on the [LUT] page and click the  (Delete) button.

### Note

- Users without application administrator permissions can delete only their own private LUTs.



## Managing “All” Files


To manage configuration files (All files) saved via the mobile app in this service, display the [All file] page on the [Settings] screen.

Two types of All files are supported: private All files and shared All files. Up to 60 private All files can be saved per user, and up to 60 shared All files can be saved.

### Note

- The [All file] page can be used by users with application administrator or Camera Operator permissions.
- Users without application administrator permissions can display only their own private All files and the shared All files.
- Configuration files (All files) saved directly to this service from a network-connected camera cannot be managed on the [All file] page. Use the [Back Up / Restore] page.
- Camcorder All files cannot be backed up or loaded into a camcorder using this service. Use the mobile app.
- This function may not be supported, depending on the model of the camcorder. For details, refer to the operating instructions of the camcorder.

### To edit an All file

Select an All file that you want to edit on the [All file] page and click the  (Edit) button. In the displayed dialog, edit the contents, then click the [Save] button.

### Note

- Users without application administrator permissions can edit only their own private All files.

### To delete an All file

Select an All file that you want to delete on the [All file] page and click the  (Delete) button.

### Note

- Users without application administrator permissions can delete only their own private All files.

## Checking the Service Usage Status

Display the [Dashboard] page of the [Settings] screen. You can check the data statistics, license information, and other usage status information for the current month or day.

### Note

- Only an administrator has permission to use the [Dashboard] page.

### To check the usage status of each group

You can select a group and check the total used capacity of that group.

### To export to a CSV file

You can export all the information displayed on the [Dashboard] page or information for selected groups in CSV format. Execute [Information for selected groups] or [Information for all groups].

### Hint

- [Information for selected groups] exports the totals of the usages for the selected groups in CSV format.
- [Information for all groups] exports the usages by group for all groups in CSV format.
- The units for each usage are given below.
  - Speech to Text License (msec)
  - Speech to Text duration (msec)
  - Data Transmission License (Bytes)
  - Transferred Data (Bytes)
  - Data Storage License (Bytes)
  - Storage Usage (Bytes)

### Note

- The storage usage and transferred data entries for assets in Recycle Bin are aggregated and exported as "Recycle Bin."
- Groups that were deleted before exporting are exported with a "(deleted)" suffix added to the group name.
- Data that does not belong to a group, such as watermarks, are aggregated and exported as "Others."

## Supported Formats

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The following video formats are supported by the system.

### Streaming SDI output formats

- 1920×1080 59.94p, 59.94i, 50p, 50i
- 1280×720 59.94p, 50p

### Asset video

- Video registered by uploading from a camcorder is supported.

#### Note

- For files recorded on a device other than a camcorder, the video images may not be displayed correctly depending on the video codec.
  - Video files for which file information cannot be obtained correctly are registered as “Generic video.”
  - Proxy files recorded with variable frame rate can be used on this service, but correct frame accuracy may not be achieved.
  - Still images and SD are not supported.
  - X-OCN codecs and 8K resolution are not supported.
  - HEVC codecs (High-Res) are not supported.
- When a stream is saved to a file, it is saved in the following format.
    - Resolution: 1920×1080
    - Format: MP4 (H.264 or HEVC)
    - Bit rate: Determined by [Network Range] setting.

### Streaming formats to an SNS

- 1920×1080
- 1280×720
- 640×360

## Restrictions

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The following restrictions occur when using this system.

- Streaming may be interrupted, depending on the network environment. Also, the functions of this service may not operate correctly when using clips recorded in this state.
- The video quality and audio quality of a file recorded from a stream will vary depending on the network environment. Differences in video quality and audio quality, compared to a file recorded on a camcorder, may occur.
- A short delay may occur after setting the camcorder (and wireless adapter) to network client mode until the display in the source area of C3 Portal appears.
- The video display in the preview area may lag the SDI output image of the PWS-110RX1A slightly.
- Operations are displayed using a web browser. If the display becomes corrupted for any reason, reload the web page to restore the display. If the normal display is not restored after reloading the web page, restart the web browser.
- Some functions may not operate correctly when using this service from a web browser on an iPad.
- The C3 Portal extension can be used only in an NLE that supports C3 Portal.
- The image quality and accuracy of assets recorded using an encoder depends on the performance of the encoder.
- Due to screen display reasons, the number of digits in the serial number of the camcorder may be greater than the number that can be displayed on the camcorder itself.
- Depending on your web browser or graphics driver (especially those that are CPU dependent), video playback may not be possible.

## Trademarks

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All product names and brand names are registered trademarks or trademarks of their respective owners. Trademarked items are not indicated by ® or ™ symbols in the text.

## Setup Help Guide

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For details about C3 Portal setup, refer to the Help Guide (Setup).

URL: [https://helpguide.sony.net/pro/c3p\\_setup/v1/en/index.html](https://helpguide.sony.net/pro/c3p_setup/v1/en/index.html)