

Tactic Workflow Options

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Introduction.

RT Software's Tactic products offer a few different workflow options depending on customer use cases and needs. This guide helps you understand all the options and make the right choice.

It will detail a suite of file-based workflows alongside the traditional EVS Control method. The document aims to provide clarity on which workflow best suits specific customer requirements, such as those for live events versus highlights packages and pros and cons for each.

Presenters have the flexibility to control analysis sequences directly using a connected touchscreen or tablet. This includes playing back sequences created by the operator, as well as interacting with clips or sequences by adding their own graphics. These presenter control options are available for each workflow.

File based Internal storage

Tactic Internal Storage - File Based Workflow



Tactic Edit Screen

Video - HDMI / DP / DVI

USB



Presenter's Large Touchscreen



Control via tablet



MAM

File transfer



File transfer



MAM / NLE

Some organisations may transfer source files to asset management systems prior to transferring on to Tactic's local storage.

Once processed, completed sequences can be exported as files back to asset management storage, edit systems, or playout video servers.

File based workflows can be combined with live video input and outputs if required, for example to go to air via a presentation switcher. Please refer to other drawings for details

Full configuration details can be found in the Tactic manual.

Record to disk available in v6.1

File based Internal storage description.

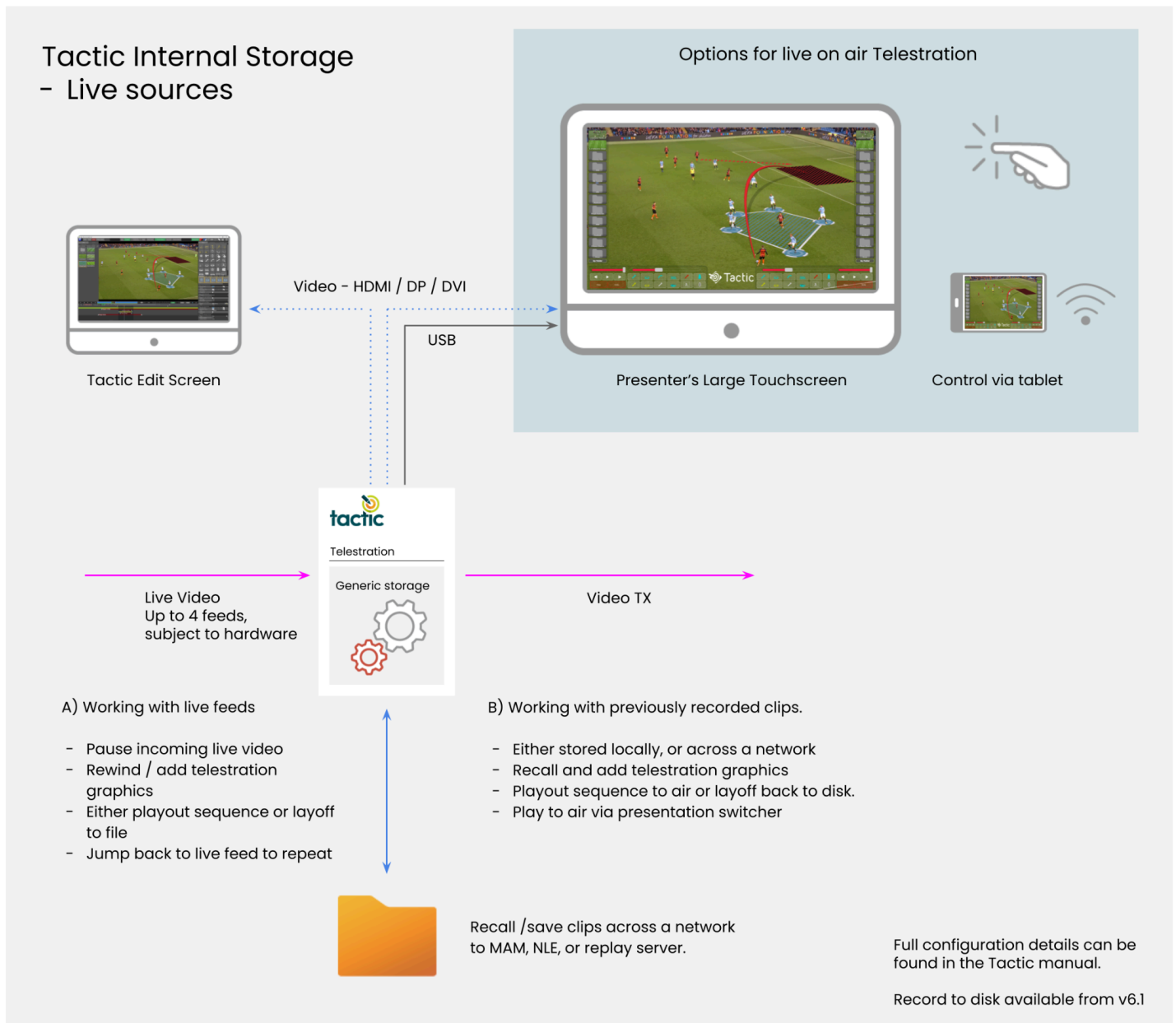
In the above workflow, video clips are transferred to a folder on Tactic's internal hard drive as files. The operator can browse and select these files from the Tactic interface. Once selected, Tactic Pro's operator enhancing AI features such as Player Detect, Camera Tracking, AI keying can all be applied to the clip in the background as the operator adds graphics to the clip. Once an analysis sequence has been finished, the operator can render the finished sequence (original clip and graphics) as a finished file and send it back to the MAM, edit system, playout servers etc.

Alternatively, if SDI hardware is present, the operator can playout the clip directly as SDI.

This is ideal for half-time / full-time / highlights packages or for any near live events. For a powerful live game solution, combine the file-based workflow with in-box capture (Record to disk or Crash Record).

Pros	Cons
<ul style="list-style-type: none">- Fully leverages all AI features- Lowest licence price, no extra options required.- Can mean no video i/o hardware so it is easy to run on laptop.- Graphics Operators can prepare analysis sequences independent of any other devices.- Ideal for highlights shows.	<ul style="list-style-type: none">- Clips must be transferred to Tactic's hard drive as files so take a moment to process (faster than real time).- Probably not fast enough for first replays.

File based Record to Disk Option



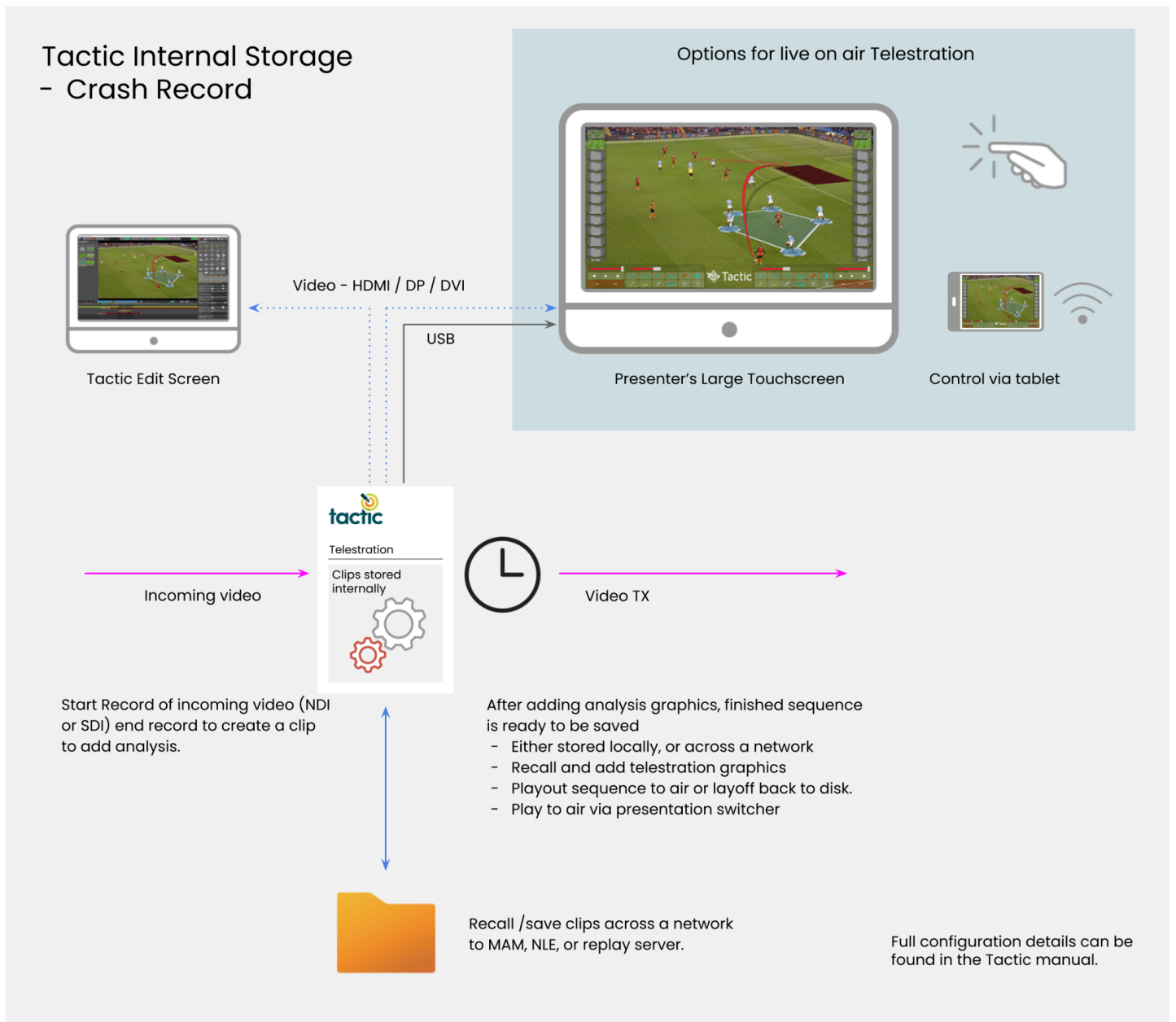
File based Record to Disk description.

In this workflow, the operator of Tactic can trigger the recording of an SDI input (such as a live game) which can be re-wound and paused without interrupting the record. When an event that the operator wants to add graphics to happens (a goal being scored for example) they just re-wind, add the graphics and save the analysis. The live feed will still be recorded and they can jump back to live at any point, as opposed to crash record where the record needs to stop before graphics can be added. When the sequence is finished, the operator can just save for playout directly from Tactic at half time or post match, or render as a finished clip to transfer to another device for playout.

This Workflow is ideal for coverage of live events where the Tactic system needs to be independent of any replay server. Note that the Record to Disk option requires an additional licence and SSD.

Pros <ul style="list-style-type: none">- Fully leverages all AI features.- Ideal for Live events, operators can work on sequences whilst recording is still taking place.- No need to dedicate a channel of a replay server, leading to cost savings.- Finished analysis can be played out from Tactic, or sent to another device.	Cons <ul style="list-style-type: none">- Requires additional licence and upgraded SSD storage.
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File based Crash Record



File based Crash Record description.

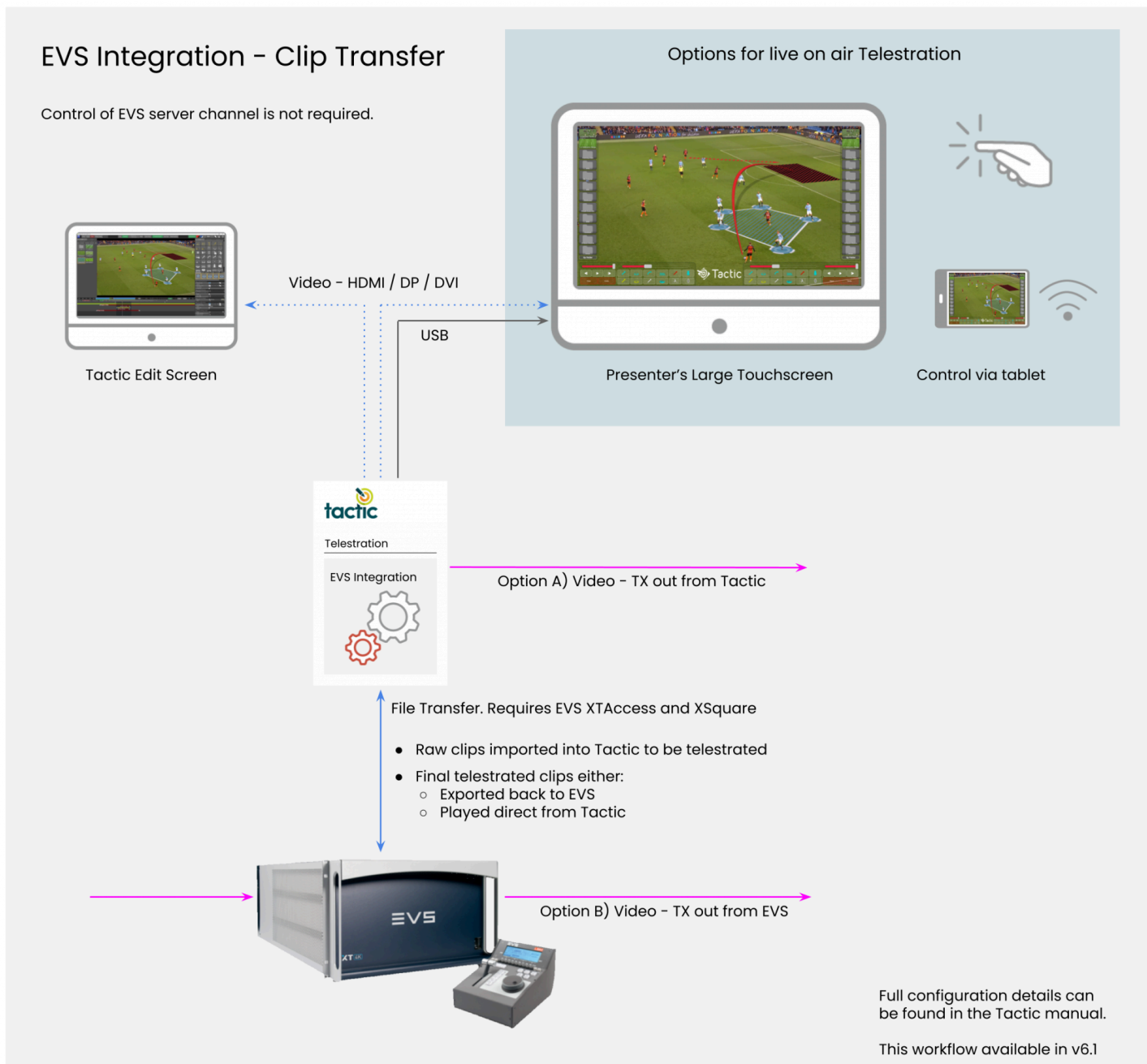
This method uses the traditional method of creating clips by recording from the live input. The Tactic operator presses record to start recording from an incoming feed and ends the record to create a clip. The operator can trim in and out points of the clip and once use all AI features on the clip.

This differs from the Record to Disk option as the record is a foreground process so cannot start to add analysis graphics until the record has stopped.

This is suitable for highlights packages where a series of shorter clips have been created on an external device which does not have a network connection to Tactic, but the operator has time in advance to record.

Pros	Cons
<ul style="list-style-type: none">- Fully leverages all AI features- Lowest licence price, no extra options required.- Once the clips have been recorded, Graphics Operators can prepare analysis sequences independent of any other devices.- Suitable for highlights shows.	<ul style="list-style-type: none">- Clips must be recorded to Tactic in real time so there is a delay in getting finished analyses to air.- Not suitable for live events.- Require video I/O

File Based EVS Clip Transfer



File Based EVS Clip transfer description.

EVS Clip transfer allows the Tactic operator to transfer clips from the EVS replay server to the Tactic Hard drive. Once transferred, the operator can work on the clip and create analysis as they would any other clip as in the File Based workflow option, again with full AI enhanced functionality.

When finished with the sequence, operators can transfer the clip back to EVS for playout, or playout directly from Tactic with the optional SDI output.

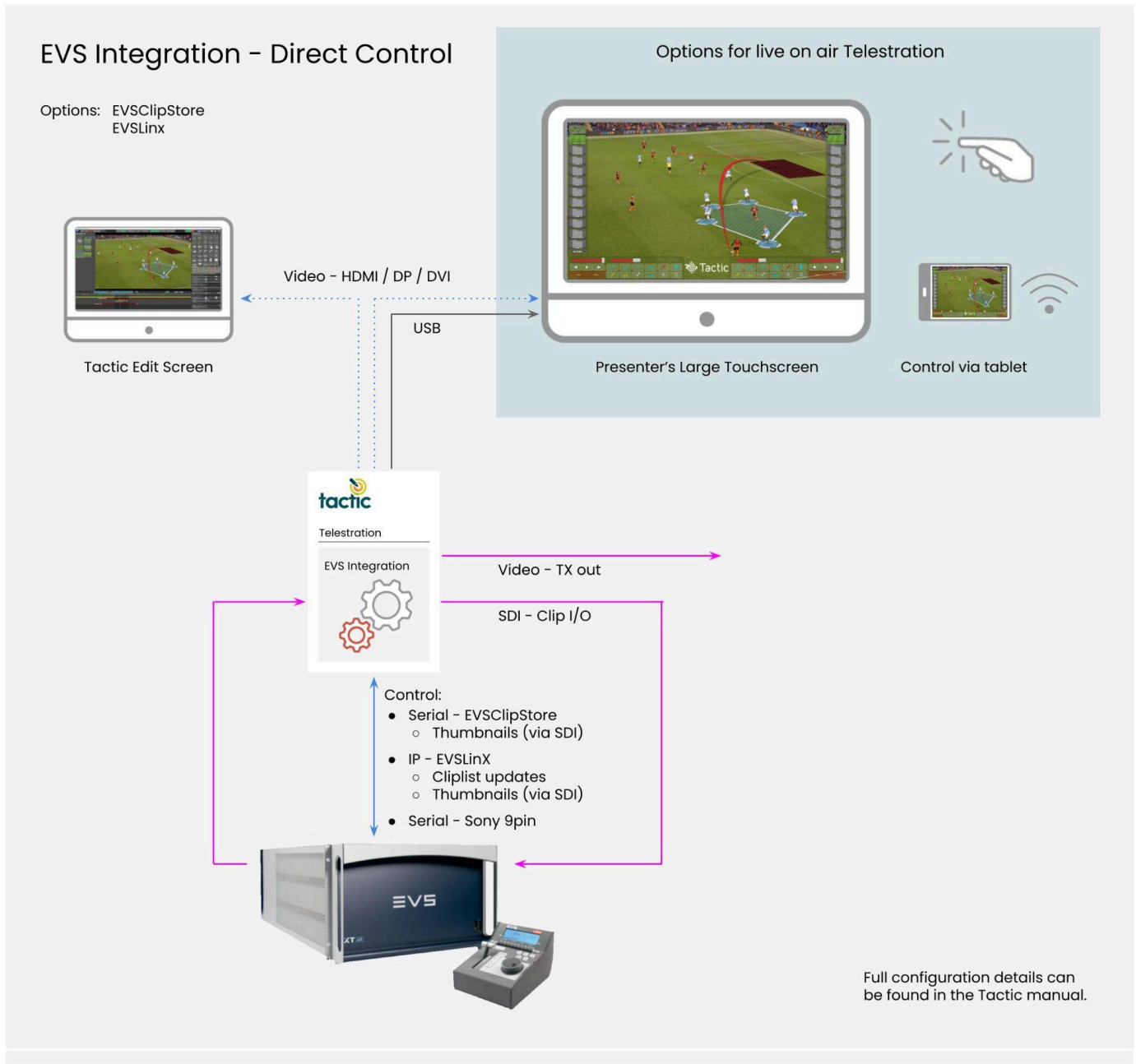
Clips can be originated by operators in a live environment from an LMS, or using EVS' IP Director.

This is ideal for live events, or highlights packages where an EVS is used as the replay server.

EVS XTAccess and XSquare are required.

Pros <ul style="list-style-type: none">- Fully leverages all AI features- The operator does not need to prepare clips, can use those that are created on EVS.- Does not need a dedicated EVS channel.- Finished analysis can be played out from Tactic, or sent back to EVS for playout.	Cons <ul style="list-style-type: none">- Clips must be transferred to Tactic's hard drive as files so take a moment to process (faster than real time).- Probably not fast enough for first replays.
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EVS Direct Control



EVS Direct Control description.

In this option, a channel of the EVS replay server is fed into Tactic as SDI. Tactic then takes control of that channel using either EVSLinX or Odetics. Tactic operators can generate thumbnails of clips and choose which clip to put on the EVS channel output. They then have complete transport control of the clip so can add graphics and create an analysis sequence.

The finished sequence is then either played back to a record channel of the EVS to be recorded on the EVS, or played out directly from Tactic.

Whilst this workflow allows clips to always reside on the EVS, features such as Player Detect are not available and it does require at least one channel of the EVS to be dedicated to Tactic.

Pros	Cons
<ul style="list-style-type: none">- No need to transfer clips to Tactic's hard drive.- Clips created by EVS operators are immediately available.	<ul style="list-style-type: none">- Camera tracking is hard to achieve as clips must be played through in real time.- Player Detect is not possible.- Ties up a channel of EVS/

Conclusion.

Historically, the standard workflow, "[EVS Direct Control](#)," involved controlling an EVS channel directly. This method is straightforward to implement, allowing operators to add graphics to EVS clips without the need to transfer files to the Tactic hard drive.

However, in response to the broadcasting industry's shift toward file-based workflows, Tactic has evolved to provide a comprehensive suite of file-based options. These include:

- **Live Event workflows:** "[File based Record to Disk Option](#)"
- **Highlights workflows:** "[File based Internal storage](#)"
- **File sharing with EVS:** "[EVS Clip Transfer](#)"

Additionally, Tactic features a standard [crash record](#) function for creating files when network connectivity is unavailable.

File-based workflows are highly recommended for Tactic users. They not only offer significant cost savings by eliminating the need for a dedicated replay server channel but also enable operators to leverage Tactic's powerful AI features fully.