Editware DPE-500 Series Editor

Users Guide

□ Installation

Set-up

□ Super Edit NT[™] Operations

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DPE-531 DPE-541 DPE-551 Hybrid Editing Systems

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CONVENTIONS USED IN THIS MANUAL

 Keystrokes shown in the body of the text will be shown in brackets and bolded. For example:

[KEYSTROKE]

- All keystrokes are shown in **UPPER CASE**, and are understood to be specific to the K2 keyboard unless otherwise marked.
- Keystrokes shown with **(K5)** are specific to the custom K5 keyboard. For example:

[KEYSTROKE] (K5)

 Keystrokes shown in mixed Upper and Lower Case are specific to the Mouse & NT keyboard. For example:

[FILE / RUN SUPER EDIT] (NT)

- To perform **(NT)** keystrokes without a mouse, on the NT keyboard hold down the **[ALT]** key and press the underlined character.
- The **[SHIFT]** key is to be held down while a second key is pressed. When so, it is always shown close to the second key to be pressed. For example:

[SHIFT] [ASGN]

• When keys are to be pressed in sequence they are separated by a coma. For example:

[DISS], [ENTER]

• Prompts and information that appear on the screen are shown below the applicable keystroke and indented. For example:

INIT NUMBER?

• Unless otherwise noted: **[YES]** and **[Y]**, **[NO]** and **[N]**, and **[ENTER]** and **[RETURN]** may be used interchangeably.

INSTALLATION

This section serves as the Installation Manual for the DPE-500 series editors. It describes the editor to you, explains the basics of the Super Edit NT window, and helps you set up your system for basic editing. This Operations Manual is also Online, and the same information can be accessed through **Help** on the Windows Menu Bar described later in this document.

PHYSICAL DESCRIPTION OF CONTENTS

Your DPE-500 Series editing system consists of the following:

- This Editware "DPE-500 Series Installation, Set-up and Operations" manual.
- The DPE-500 Chassis.
- An SBC-5 single board computer (mounted in the chassis).
- A custom K2 keyboard with Jog Knob (except upgrades from VPE-151, 251, or 351 editors that already have K5 keyboards).
- A PS/2 compatible keyboard.
- A Microsoft Intellimouse (or equivalent).
- A DPE-500 Chassis Rack Mount kit.
- A 15 pin to 9 pin VGA monitor adapter.
- Four (DPE-531) or Seven (DPE-541/551) standard 9 pin RS422 Machine Control Cables.
- Microsoft Windows NT 4.0 Operating System (pre-loaded).
- Super Edit NT custom editing software (pre-loaded), shipped in the rear of this manual (3 disks).
- On-line HELP (pre-loaded).
- Copy of Windows NT Certificate of License.
- Console Extender (Part # KT1019). Extensions for the PS/2 keyboard, K2 keyboard, mouse, and monitor (optional item).

SYSTEM SPECIFICATIONS

Super Edit NT runs on the DPE platform known as the SBC-5. This custom board allows Super Edit NT to run in real time while providing a familiar Windows user interface. The PCI based SBC-5 is a single board, state-of-the-art custom implementation of a PC/AT computer. The compact SBC-5 board was designed to fit into existing SBC-3 and SBC-4 Editware and Grass Valley Group VPE editor frames, and occupies two rack units.

COMPONENT SPECIFICATIONS

- Dual 266MHz Pentium class processors running on a shared PCI bus.
- 80MB RAM (DPE-531/541) to 144MB RAM (DPE-551). Upgradeable to 256MB.
- 1 to 2 MB battery-backed Static RAM for EDL storage and protection.
- 8MB Flash Disk for boot services.
- 2+ or 4+ GB 2.5" form factor ATA/IDE hard disk, depending upon model.
- Single 1.4MB floppy disk drive.
- SVGA with 2MB RAM, 1280 X 1024 resolution at 256 colors.
- 10 Base-T Ethernet connection.
- 24 state-of-the-art serial I/O ports with large receive/transmit buffers.
- 10KV transient surge protection on all I/O ports.
- 8 dry contact relay based GPI connections.
- Sync and CFID inputs for frame accurate editing and Color Framing assistance.
- 1 front mounted PCI Mezzanine Card (PMC) expansion slot.
- 150W auto-ranging power supply and three fans.
- Expansion Chassis with ribbon cable (DPE-551 only).

DIMENSIONS

DPE CHASSIS

Width:	17 in.	
Depth:	15.25 in.	with NO mouse and OS/2 keyboard plugged in.
	17.25 in.	with mouse and OS/2 keyboard plugged in.
Height:	3.5 in.	without rubber feet.
-	4 in.	with rubber feet.

K2 KEYBOARD

Width:	21 in.	
Depth:	8.75 in.	
Height:	2 7/8 in.	with legs engaged

PS/2 KEYBOARD

Width:	21 in.	
Depth:	6.5 in.	
Height:	2 3/8 in.	with legs engaged.

POWER CONSUMPTION

120V 4A (T) 240V 4A (T) VOLTS: 100/240V AC FREQ: 50/60Hz POWER: 150W

DPE FRONT PANEL

The front panel of the DPE has, from left to right;

- System RESET slot
- J45 Ethernet connection
- PCI Mezzanine Card (PMC) expansion slot
- OS/2 keyboard connection
- Mouse connection
- 1.4MB floppy disk drive
- System status lamps (described below)
- Power ON/OFF switch

The 6 front mounted LED's indicate the status of various editor components and are listed below, left to right.

The green **PWR LED** indicates power is applied to the main board.

The green **SP LED** indicates the System Processor is running. Windows NT runs on the System Processor.

The green **EP LED** indicates the Super Edit Processor is running. Super Edit runs on the Super Edit Processor.

The green **ENET LED** blinks whenever the Ethernet is accessed.

The green **DISK LED** blinks whenever the hard disk is accessed.

The red **NO SYNC LED** comes on steady if there is NO Vertical Sync detected from the rear panel SYNC IN connector. When SYNC is detected normally, the LED is OFF. If no SYNC is detected, Super Edit WILL NOT run.

INSTALLING THE SYSTEM

Installing the DPE-500 editor consists of the following steps:

- Installing the Computing Chassis and, for a DPE-551, the Expansion Chassis.
- Placing the K2 and OS/2 Keyboards in the workspace.
- Making the power cord and signal cable connections.
- Performing printer and/or networking installations if applicable.
- Connecting the Console Extender if applicable.

MOUNTING THE DPE CHASSIS

- Determine whether the editor is to be mounted in an equipment rack or placed on a console or tabletop.
- For tabletop mounting you may want to protect the console surface by installing the four rubber feet provided with the Rack-mount kit onto the bottom of the chassis.
- For rack mounting, there is mounting hardware that must first be attached to the unit. These consist of:

HANDLES

MOUNTING BRACKETS

SUPPORT BRACKETS.

If the DPE chassis is to be located further than 16 feet from the K2 keyboard, you will need a Console Extender. The Console Extender allows you to extend the keyboards, mouse and monitor from 50 to 100 feet from the DPE chassis.

NOTE: The Part number for the optional Console Extender is # KT-1019.

EXPANSION PANEL - DPE-551

If you have an Expansion Panel (DPE-551 only), it should be mounted in the rear of the rack (if rack mounted), within 1 meter of the editor chassis. Connect the supplied ribbon cable from the editor chassis I/O connector to the expansion panel 96-pin connector. If you are using the K5 keyboard and Jogger, connect the short 9-pin to 9-pin cable from the **KEYBOARD** port on the editor to the **KBD OUT** connector on the expansion panel.

MAKING CONNECTIONS

There are two keyboards supplied; a standard PS/2 style keyboard and a custom K2 edit keyboard with integrated Jog Knob. In addition, a Microsoft Intellimouse (or equivalent) is provided.

K2 KEYBOARD

Connect the K2 keyboard cable, or its extension cable if used, to the 9-pin connector labeled **KEYBOARD** on the rear of the DPE chassis.

PS/2 KEYBOARD

Connect the PS/2 style keyboard cable, or its extension cable if used, to the round PS/2 style connector labeled **KBD** on the front of the DPE chassis.

MOUSE

Connect the mouse cable or its extension cable if used, to the round PS/2 style connector labeled **MOUSE** on the front of the DPE chassis.

MONITOR

Attach a VGA monitor cable, or its extension cable if used, to the supplied 15-pin to 9-pin adapter, which then connects to the 9-pin **COLOR MONITOR** connector on the rear of the DPE chassis.

<u>SYNC</u>

Attach a coax cable with a BNC connector from a composite sync generator output to the connector labeled **SYNC IN** on the rear of the DPE chassis.

<u>CFID</u>

If a CFID (**C**olor **F**rame **ID**entification) signal is available, attach a coax cable with a BNC connector from the CFID source to the connector labeled **CFID IN** on the rear of the DPE chassis.

<u>GPI</u>

If using GPI triggers, make the appropriate connections to the 8 GPI connectors located on the rear of the DPE chassis. **Note** that they are dry relay contacts and supply no pull-up voltage of their own.

PRINTER

If using a printer, attach the cable from the printer to the connector labeled **PRINTER/COMM** on the rear of the DPE chassis. The PRINTER/COMM port is actually the COM1 port of the Windows NT processor. Once your system is operating, you must install the printer by following the usual Windows NT procedure for installing a new printer, and designate COM1 as the printer port. Be sure and set COM1 to the same port settings, such as Baud and Parity, as your printer. This is a SERIAL RS-232 connection and generally must be used with a SERIAL printer. A serial-to-parallel converter can also be used in combination with a standard parallel printer. You may also install and use networked printers.

ETHERNET

If a connection to a LAN or other 10Base-T Ethernet network is desired, connect it to the connector labeled **ETHERNET** on the front of the DPE chassis. There is setup required in order for Windows NT to recognize the Ethernet connection. Please refer to the Microsoft Windows NT instructions for network setup.

CHARACTER GENERATOR

If a system compatible Character Generator is used, attach it to the connector labeled **CHR GEN** on the rear of the DPE chassis.

GV 8466 PREVIEW SWITCHER

If using an 8466 Preview Switcher with a GV video switcher, attach the 8466 to the **VIDEO CTL** connector on the rear of the DPE chassis and then connect the video switcher to the 8466.

VIDEO SWITCHER

If an 8466 Preview Switcher is not used, attach the video switcher directly to the **VIDEO CTL** connector on the rear of the DPE chassis.

AUDIO MIXER

If using a serially controlled audio mixer, attach it to the **AUDIO CTL** connector on the rear of the DPE chassis.

PERIPHERALS

If using a peripheral device such as a Zaxcom or Ensemble TBC controller, or a Videotek color corrector, attach it to **PORT 0** on the rear of the DPE chassis.

K5 KEYBOARD

Some installations may require the use of the discontinued K5 custom keyboard. The 25-pin K5 keyboard cable must connect from the K5 keyboard to the 25-pin **KBD IN** connector on the expansion chassis. A separately supplied 9-pin cable must be connected from the 9-pin **KBD OUT** connector on the expansion chassis to the 9-pin **KEYBOARD** connector on the rear of the DPE chassis. The separate JOGGER cable should connect from the Jogger to the **JOGGER** connector on the K5 keyboard.

VTRS & RELATED DEVICES

Using the supplied machine control cables, attach all VTRs and related devices to the appropriate **PORT 1** through **PORT 7** connectors on the rear of the DPE chassis.

- Connection to these ports does not assign VTRs to the ports. That is done later on the Assignment Page of Super Edit NT. Make notes of which device is connected to which port so you can easily make these assignments later. A "scratch sheet" is supplied for this purpose at the end of this section.
- You may connect a VTR to PORT 0 if it is not already used by another device.
- For DPE-551 models, you may also make VTR connections to PORT 12 through PORT 18 on the expansion chassis.
- If you are using the K2 style keyboard with the DPE-551, it contains an integrated Jog Knob that does not require a separate port. In this case, you may also connect a VTR to the **JOG IN** port on the expansion chassis. The JOG IN port can be assigned as PORT 11 on the Assignment Page.

START-UP SEQUENCE

BOOT-UP

After all connections are made to the DPE chassis, turn on the power to your equipment in the following order:

- FIRST All VTRs and controlled devices such as video switchers and audio mixers.
- SECOND Video and computer monitors including the monitor for the DPE-500.
- **THIRD** The DPE Editor Chassis.

When the DPE starts up, a typical BIOS boot process will be displayed on the monitor and the RAM test will be run. There is no need for user intervention during the boot process. A successful boot will result in two green LED's being lit on the chassis front panel; PWR and SP. A third, the EP LED, will be lit green only **after** Super Edit NT is run for the first time. It should remain on as long as the editor remains powered up.

Two other lights may light up periodically indicating Ethernet and Hard Disk activity. The SYNC light should be off, indicating a good sync connection. If sync is missing, the SYNC light will be lit red, and Super Edit will not run.

When the boot process is complete, Windows NT will display a log in prompt.

LOG-IN

Your system administrator should be the first person to log in. A single account has been set up at the factory for the Administrator. The password is "**segue**". The Administrator should log into the system and change the Administrator password if desired.

Account: Administrator Password: segue

Log in using the Administrator account. The system will initialize and display the Administrators desktop. As with all Windows NT systems, the administrator should set up all necessary user accounts and desktops.

STARTING SUPER EDIT NT

On the desktop, you will see one or more Super Edit NT icons with Super Edit names such as S12345. Double-clicking one of these will start Super Edit NT.

Upon start-up, Super Edit NT will display a splash screen (start-up screen) in a window on the desktop. Under the "<u>File</u>" drop down menu, you will see the following choices:

R<u>u</u>n Super Edit <u>R</u>eturn To Edit E<u>x</u>it Super Edit Reset SE <u>P</u>rocessor E<u>x</u>it

If Super Edit NT has not been run before, you should choose **Run Super Edit**. If you have run a Super Edit prior to this step, you may choose to **<u>Return To Edit</u>**. Trying to Return To Edit when a Return does not exist will not harm anything, but neither will it work.

After choosing **Run Super Edit**, the window will change to the default 240 X 480 size and the splash screen will disappear. If the Super Edit NT processor was in a standby state, the standard Super Edit NT screen should appear in approximately 5 seconds, along with a window asking if you want to load a configuration file. If the Super Edit NT processor has to initialize, it may take 30 seconds for the Super Edit NT screen to display. If you do not want to load a configuration file (you may not have any created at this point), dismiss (cancel) the Configuration window.

You should now see the standard Super Edit display, consisting of, from top to bottom, the Title line, the Mark Table, and the EDL (Edit Decision List). If there is no existing information in the EDL, that portion will be blank.

LOADING SOFTWARE FROM FLOPPY

Your DPE editor comes with software installed. New releases of software as well as maintenance releases will come to you on a 1.4MB floppy disk. To load Super Edit NT software into your DPE editor from floppy, perform the following:

- 1. Place the PROGRAM DISK into drive **a**:
- 2. On the bottom, left, of your edit screen select the Windows Start button.
- 3. From the Start Menu, select <u>Run...</u>
- 4. At the Open prompt enter **a:update** and select **OK**.

This will copy all files from the floppy disk to the editor and place them in their proper directories. An icon with the new Super Edit number S"nnnnn" (where "nnnnn" is the new 5-digit Super Edit number) will be placed on the Windows Desktop.

"SCRATCH PAD" to help you remember your device Assignments

LABEL	REEL	PORT	MODEL	QC	VIDX	AUDX	PSLX	CFRM
R-VTR								
A-VTR								
B-VTR								
C-VTR								
D-VTR								
E-VTR								
F-VTR								
AUX								
BLK								

PVWSW		
VIDSW		
MIXER		
PRESEL		
PERIF		
CHRGN		
THE SUPER EDIT NT WINDOW

THE MENU BAR

There are 7 menu items across the top of the Super Edit NT window. This is called the WINDOWS MENU BAR. Each item is described below:

FILE MENU

File / Run Super Edit

This will run (execute) a fresh copy of Super Edit from disk.

File / Return To Edit

This will cause Super Edit to return to the state it was in when you performed a File/**Exit Super Edit**. Everything will be as it was when the Exit was performed.

File / Exit Super Edit

This will cause Super Edit to save its current state and cease to run. This is referred to as "establishing a Return To Edit". After Exiting, you can use **Return To Edit** to return Super Edit NT to the exact state you left it.

File / Reset SE Processor

This should normally not be used. It will cause the processor that runs Super Edit to be reset and will take approximately 30 seconds to complete. It is only used for diagnostic and trouble shooting purposes. If it is selected inadvertently, it will cause a running Super Edit to stop executing. The Super Edit will have to be re-run from scratch with no **Return To Edit** available. However, all EDL information will be saved.

File / Exit

This will cause Super Edit NT to exit and close the window. If Super Edit itself is running at the time, it will perform an Exit first.

EDL / Input EDL

This function is only valid while Super Edit is running. This is the same as pressing **[INPUT EDL]** on the K2 keyboard. Selecting **Input EDL** will cause a file selection window to be displayed allowing a choice of EDL files to input into the current Super Edit NT Bin. It defaults to the **C:\SuperEdit\edls** folder. Selecting a file and pressing **Open** will cause the Super Edit Input EDL dialog to begin.

EDL / Output EDL

This function is only valid while Super Edit is running. This is the same as selecting **[OUTPUT EDL]** on the K2 keyboard, and causes the Output EDL dialog to begin.

EDL / 409NT

This function will launch the 409NT application in a separate window that can be used to clean, translate, import, export, edit and otherwise process EDL files. It runs independently of Super Edit NT, and works on EDL files already stored on the hard disk. If you want to clean an EDL inside Super Edit, see **EDL/ Clean Current EDL**. This application is an option that is only enabled when purchased from Editware. If not enabled, it will only run in a Demo mode with very limited capabilities.

EDL / Auto 409NT

This function is only valid while Super Edit is running. It is similar to **EDL/409NT**, but it automatically saves the EDL in the current Super Edit Bin to disk and loads it into 409NT for you. This will launch the 409NT application in a separate window that can be used to clean, translate, edit and otherwise process EDL files. This application is an option that is only enabled when purchased from Editware. If not enabled, it will only run in a Demo mode with very limited capabilities.

EDL / Clean Current EDL

This function is only valid while Super Edit is running. It will take the EDL in the current Super Edit Bin, clean it, and replace it with the cleaned EDL. The original EDL will be put into the UNDO Bin. This select 409NT option is included with all Super Edit NT programs. The cleaning options are fixed and not adjustable. For more flexibility in cleaning EDLs, use Auto 409NT.

MACROS MENU

Macros / Input

This function is only valid while Super Edit is running. This is the same as selecting Macro **[INPUT]** on the K2 keyboard. Selecting **Input Macro** will cause a file selection window to be displayed allowing a choice of Macro files to input into Super Edit. It defaults to the C:\SuperEdit\Macros folder. Selecting a file and pressing **Open** will cause the Super Edit Input Macros dialog to begin.

Macros / Output

This function is only valid while Super Edit is running. This is the same as selecting Macro **[OUTPUT]** on the K2 keyboard, and the Output Macro dialog will begin.

CONFIGS MENU

Configs / Input

This function is only valid while Super Edit is running. This is the same as selecting **[CTRL][B]** (LOAD A CONFIG FILE) on the K2 keyboard. Selecting **Input Configs** will cause a file selection window to be displayed allowing a choice of Config files to input into Super Edit. It defaults to the C:\SuperEdit\Configs folder. Selecting a file and pressing **Open** will cause the Super Edit Input Configs dialog to begin.

Configs / Output

This is only valid while Super Edit is running. This is the same as selecting **[CTRL][B]** (MAKE A CONFIG FILE) on the K2 keyboard, and the usual Output Config dialog will begin.

FONT MENU

Font / Terminal Font

This is the default font for the Super Edit display. Selecting it will change the font to Terminal Font.

Font / Courier New

Selecting this function will change the font for the Super Edit display to the Courier New Font on the workstation.

Font / Courier Bold

Selecting this function will change the font for the Super Edit display to the Courier Bold Font on the workstation.

UTILITIES MENU

Utilities / Send String

This function will allow you to send a test command to any I/O port on the editor, and therefore to any attached device. It is used for diagnostics and troubleshooting. This function is currently not implemented.

Utilities / Audio Monitors

This function allows you to select which audio channels to monitor on most ESAM2 or ESAM4 type mixers .

KBD JOG

✓ Kbd Jog / Enable NT Kbd for SE

This function allows the user to use the NT keyboard for Super Edit. In other words, if you have the Super Edit window in focus, all the keys on the NT keyboard would be live and cause the proper Super Edit functions to happen if you pressed them. If you have this turned OFF, there is no control over Super Edit using the NT keyboard.

✓ Kbd Jog / Enable Mouse / Trackball Jogger

When enabled, a mouse or trackball can be used to jog machines. The K2 Jog Knob is disabled.

To turn ON/OFF mouse jogging, select Kbd Jog/Enable Mouse/Trackball Jogger under the "Utilities" menu. When **ON**, the jog knob is disabled.

To jog with a mouse or trackball, set the focus on the Super Edit window and move the cursor in a circular motion around a center point in the window. Moving clockwise will jog forward, counter-clockwise will jog in reverse.

Dragging in a straight line gives fine control, but if you leave the window, watch out! You will be dragging in another window and it will no longer jog.

The mouse wheel normally scrolls the EDL (wheel with right button down is Page Scroll). **[Double Click]** the wheel (middle button) and the wheel now frame advances forward and reverse. **[Double Click]** wheel again, and you are back to EDL scroll.

[Double Click] the left button and the selected device goes REV 100%.

[Double Click] the right button and the selected device goes FWD 100%

[Single Click] the middle button (wheel) for STOP or STILL.

✓ Kbd/Jog / Adjust SuperJog Settings (K6)

Allows the user to manipulate and jog devices with keyboard keys rather than a separate Jog Knob. These are the settings to control this feature.

SuperJog Adjustments	;	×
<u>R</u> amp-up, pulses/sec	4	Default
Ramp Pulse <u>M</u> agnitude	2	Default
<u>F</u> rame Inc Magnitude	8	Default
Cancel		OK

When the user presses the [VAR \leftarrow](K6) or [VAR \rightarrow](K6) key, SuperJog sets the selected device in motion, very slowly at first, in the direction indicated by the arrow. If the user continues to hold the key down, SuperJog will begin increasing, or ramping up, the speed of the device until either the user releases the key or the maximum speed of the device is reached.

The **Ramp-up pulses-per-second** setting determines how often the controlled devices speed is increased as the user holds the [VAR \leftarrow](K6) or [VAR \rightarrow] (K6) key down. A larger number causes the speed to be increased more often, and therefore the device will reach its maximum speed sooner

than a smaller number. This adjustment works in tandem with the **Ramp Pulse Magnitude** setting.

The **Ramp Pulse Magnitude** setting determines the amount the devices speed is increased with each Ramp-up pulse. A larger number will cause the speed to be increased by a larger increment during each Ramp-up pulse, and therefore the device will reach its maximum speed sooner than a smaller number. This adjustment works in tandem with the **Ramp-up Pulses-per-Second** setting.

The **Frame Increment Magnitude** adjustment controls the strength of the pulse that is used to move a device one field or frame with the $[VAR \leftarrow](K6)$ or $[VAR \rightarrow](K6)$ keys. Some devices need a stronger pulse than others. The adjustment range is sufficient to allow setting it to move the device one field or one frame, as desired. A larger number will cause a stronger pulse, which will move the device more forcibly. Note that this setting is exactly the same as INIT # 105, and will be reflected there. This feature is available only on the K6 keyboard.

HELP MENU

Help / Help

This function will launch a comprehensive help utility for Super Edit NT. It includes explanations for all Super Edit functions.

Help / What's New

This function displays the latest and previous Release Notes for Super Edit revisions.

Help / About Super Edit NT

This function displays information about Super Edit NT.

CONFIGURING YOUR SYSTEM

This section will help you quickly get on-line and make sure the editor is successfully set up for basic editing.

All editing operations can be performed using only the K2 custom keyboard. However, some Windows NT operations will require the use of the PS/2 keyboard. In addition, many of the K2 keyboard Super Edit NT functions are duplicated on the PS/2 keyboard whenever the focus is on the Super Edit NT window. You can use whichever is most convenient at any time.

Use of the Microsoft Intellimouse is optional, but sometimes very convenient, especially when accessing the Super Edit NT window drop down menus or anything to do with Windows NT. It currently has the following additional uses when focused on the Super Edit NT window:

- The **LEFT** button can be used as a **YES** response during any Super Edit dialog.
- The **RIGHT** button can be used as a **NO** response during any Super Edit dialog.
- The **MIDDLE** button can be used as a **RESET** to abort any Super Edit dialog.
- The mouse **WHEEL** can be used to scroll the EDL **UP** and **DOWN** one line at a time.
- If the **RIGHT** button is held down while scrolling with the wheel, the EDL will be scrolled one page at a time.

THE ASSIGNMENT PAGE

Machine assignments allow you to assign control ports, video crosspoints and audio crosspoints, and to identify the VTR model to Super Edit. These assignments are made from the Assignment Page and must be done prior to editing.

The ASSIGNMENT PAGE consists of three sections; the **first** section, headed by LABEL, REEL, PORT, etc. identifies machines, AUX and BLK to be assigned.

The lower portion of this section is used to identify devices other than VTRs and the above headings do not apply.

The **second** section, TYPES AVAILABLE, lists the models of devices and codes to which you have protocols included in your Super Edit NT software. Basic instructions for the Assignment Page are in the **third** section at the bottom.

LABEL	REEL	PORT	MODEL	QC	VIDX	AUDX	PSLX	CFRM	TYPES AVAILABLE
R-VTR A-VTR B-VTR C-VTR D-VTR F-VTR AUX BLK PVWSW VIDSW MIXER PRESEL	001 002 003 AUX BLK 844 GV: ESJ GV:	01 02 03 66 100 AM2 10XL	 PORT 09 PORT 09 PORT 08 PORT	03 03 3 3 3 3	000 001 002 007 000 8.4 8.4 8.4	000 001 002 007 000 ODD ODD ODD	01 02 03	00 00 00	00 = BETA-SP 01 = AJ-D350 02 = DNW-A75 03 = PROFILE 04 = NATIVE 05 = DA-88 06 = KSCOPE 07 = VPR3 08 = PCM 09 = A-53 10 = DCR500 11 = FOSTEX-D20 12 = NLSOURCE 13 = DVCPRO 14 = DVL 500
CHRGN	ES. NOI	NE	PORT 07 PORT						14 = DVW-500 15 = TIMELINE
ASGN=G	REEN KI	EYS OR	ALLSTP	NO=	DEASGN	SCR	OLL=AI	RROWS	RESET=EXIT

Typical Assignment Page

The following rules apply to the Assignment Page:

- A **[NO]** to a question de-assigns the selected VTR.
- Pressing **[ENTER]** at a prompt accepts the factory default setting and leaves the current setting unchanged.
- You may exit the Assignment Page by pressing **[RESET]** at any time, as long as you are not at a prompt.
- Cable connections between the devices and the video switcher and audio mixer must be known before making video and audio crosspoint assignments.
- All Machine Assignments are fixed at 38.4K Baud, 8 bits, 1 stop and ODD parity. Other devices such as video switchers, audio mixers, and character generators can be set for different baud and parity values as required.

MAKING VTR MACHINE ASSIGNMENTS

To make Machine Assignments, follow the steps below:

1. Access the Assignment Page with **[SHIFT][ASSIGN]** or **[VTR ASGN](K5)**. Press the appropriate dark green Source key or use the up **[**↑**]** and **[**↓**]** down arrow

keys to highlight the desired device and press **[SPACEBAR].** At the bottom left hand corner, the system prompts:

ENTER REEL

2. Enter up to six alphanumeric characters, and then press **[ENTER].** The Reel ID you entered appears on the line with the selected device and the REEL ID in the Mark Table changes accordingly. The system then prompts:

PORT =?

Before making port assignments, note the following:

- You cannot assign more software ports than hardware ports available.
- Multiple dark green Source keys must not be assigned to the same port. Check for duplicates just in case.
- If you are using a K5 keyboard, you may not use PORT 11 for a machine assignment, as it is reserved for the JOGGER port.
- For most DPE editors, the following are factory set port assignments:

PORT 8 = AUDIO MIXER PORT 9 = VIDEO SWITCHER PORT 10 = CHARACTER GENERATOR

In addition, other ports may be assigned by factory default, depending upon your custom configuration.

3. Enter the port number to which the selected device is connected at the DPE chassis rear panel (i.e., if the R-VTR is connected to PORT 1, enter [1]) and then press [ENTER]. The port number you entered appears on the line with the selected device and the system prompts:

MODEL =

4. Enter the number from the right-hand column which corresponds to the type of device or VTR you are using for the selected source and press **[ENTER]**. The model you entered appears on the line with the selected device and the system prompts:

QC VALUE = ?

5. The default QC value is **3**. To accept this value (recommended), press **[ENTER]**, or enter a value from -1 to 5 and press **[ENTER]**.

Note the following:

- The QC value dictates how determined Super Edit NT will be when attempting to properly position and synchronize the device at the edit IN point. If one or more devices are not positioned correctly, and therefore not synchronized, Super Edit NT will abort the edit and try again.
- Lower values are more relaxed than higher values.
- A QC value of 3 will generally guarantee a frame accurate edit. Some devices are not well behaved and may require a lower value.
- A QC value of (minus) –1 tells Super Edit NT to make every attempt to synchronize the machine right up to the IN point, but **TO NOT** abort the edit even if the source is not properly positioned. This setting gives the best chance for being frame accurate at the edit In-point when using devices that refuse to synchronize properly.
- A QC value of **0** tells Super Edit to not even attempt to synchronize a device at the IN point. This setting works well for devices that do not synchronize well, but may result in the device being a frame or more out of sync at the edit IN point.

The system will then prompt:

VID XPNT= ?

Before making video crosspoint assignments, note that the R-VTR cannot be changed from crosspoint '**0**' for E-E previewing systems.

6. Enter the desired video crosspoint and press **[ENTER].** The video crosspoint you entered appears on the line with the selected device and the system prompts:

AUDIO XPNT= ?

Before making audio crosspoint assignments, note that the R-VTR cannot be changed from crosspoint '0' for E-E previewing systems, and that non-audio sources are also assigned to crosspoint '0'.

7. Enter the desired audio crosspoint and press **[ENTER].** The audio crosspoint you entered appears on the line with the selected device. If you have the Preview Pre-selector option, the system then prompts:

PRSEL XPNT = ?

8. Enter the desired Preview Pre-selector crosspoint and press **[ENTER].** Your entry appears in the display.

Super Edit NT also provides PAL users the opportunity to assign a color frame offset. Enter the desired color frame offset value ([0] - [3]) and press [ENTER]. The frame offset you entered appears on the display.

Repeat the steps in this section for all connected VTRs and devices.

The default video and audio crosspoint for **AUX** is 007 and the default for **BLK** is 000. You may change these settings, as well as their names, by highlighting them and pressing **[SPACEBAR]** as with other devices.

FAST COLUMN DATA ENTRY

The Assignment Page also provides a fast mode of assigning data by columns. That is, all vertical column data (reel, port, model, etc.) can be entered at the same time without having to go through the dialog for each source item-for-item horizontally.

To activate this mode, select a column with the left [\leftarrow] or right [\rightarrow] arrow keys and press [ENTER]. You may then enter data vertically in the selected column. To go from one line to the next in the column, either enter new data and press [ENTER] or to skip a line, just press [ENTER].

You can terminate the column mode be either pressing **[ENTER]** when at the end of the column or by pressing the left **[** \leftarrow **]** or right **[** \rightarrow **]** arrow keys while anywhere in the column.

AUX, BLK & NON-VTR SOURCE ASSIGNMENTS

Default video and audio crosspoints are 007 for AUX and 000 for BLK. To change the AUX and BLK assignments as well as other non-VTR Sources, perform the following:

1. Highlight the non-VTR Source and press [ENTER]. The system prompts:

VID XPNT = ?

2. Enter the desired video crosspoint and press **[ENTER].** The crosspoint you entered appears on the selected non-VTR Source line and the system prompts:

AUD XPNT = ?

3. Enter the desired audio crosspoint and press **[ENTER].** The crosspoint you entered appear on the selected non-VTR Source line.

PERIPHERAL DEVICE ASSIGNMENTS

PERIPHERAL DEVICES are listed below the AUX and BLK assignment sections. If the protocol for a particular peripheral device is built into your software, it is identified here. If a peripheral device protocol is not built into your software, the word **NONE** appears next to it.

For example, if you have the protocol for a GV Model 100 Video Switcher, but not a Character Generator, **GV100** appears next to VIDSW and **NONE** appears next to CHRGN.

Assignment choices are limited to PORT NUMBER, BAUD RATE, and EVEN or ODD PARITY.

The assignment procedure is:

1. Highlight the desired peripheral device and then press the **[SPACEBAR].** The system prompts:

PORT # =?

2. Enter the port number to which the selected device is connected, and press **[ENTER]**. The port number you selected appears on the display next to the selected device and the system prompts:

0 = 38.4 1 = 9600 BAUD =

3. Press either **[0]** for 38.4K baud or **[1]** for 9.6K baud and then press **[ENTER]**. The baud rate you selected appears on the display on the same line as the selected device and the system prompts:

- 4. Press either [0] or [1] or [2] as applicable, and then press [ENTER]. The parity selected appears on the display on the same line as the selected device.
- 5. Repeat Steps 1 through 4 for the remaining machines.
- 6. After assigning devices and returning to the edit screen, press **[SHIFT][RESET]** to re-establish communication between the Edit System and all peripheral devices.

TESTING COMMUNICATIONS

Before performing communications testing, all peripheral equipment should be set up and timed.

Load tapes with time code into your machines.

Activate the **EDITOR ENABLE** buttons on the video switcher and the audio mixer if present, and make sure the VTRs and other devices are in the **REMOTE** mode.

Press **[SHIFT][RESET]** on the custom K2 keyboard. This will "wake up" all connected devices and establish a communications link to them. Press **[SHIFT][RESET]** any time you want to ensure that communications are established.

If Super Edit NT immediately says **SWITCHER OFF-LINE**, you do not have proper communication established with the video switcher. Check the cabling and connections to the video switcher, making sure the video switchers EDIT ENABLE is **ON**, and make sure the video switcher Baud rate and Parity match that set in the DPE Assignment Page.

If you are using 8466 previewing, make sure you have connected it properly. Generally, the video switcher will communicate THROUGH the 8466 preview switcher and not be connected directly to the editor's video port.

Next, alternately press the dark green **[R-VTR]** and **[AVTR]** keys (or whichever dark green Source keys you have assigned to devices). The Mark Table cursor will move from source to source on the Super Edit screen. Make sure the video switcher and the audio mixer crosspoints switch to the crosspoints assigned for those sources.

Make sure you get the proper video on the video monitor for the source you have selected. If not, check the video connections to the video switcher and double-check your video crosspoint assignments.

Press the light blue **[PLAY]** key. The video and audio for the A-VTR should play at normal speed, and the Mark Table should show time code numbers incrementing in the POSITION column for the A-VTR.

Select the dark green Source key for a VTR device, such as A-VTR and press the light blue **[FF]** key. The device assigned to the A-VTR key should go into Fast Forward.

Press the yellow **[MARK IN]** key. The timecode displayed in the POSITION column should be transferred to the A-VTRs IN column in the Mark Table.

Press the yellow **[MARK OUT]** key. The timecode displayed in the POSITION column should be transferred to the A-VTRs OUT column in the Mark Table, and the difference between the IN and the OUT times (in REAL TIME) should be displayed in the DUR column.

Press the light blue **[STOP]** key and the A-VTR should stop. Repeat this process for all connected devices currently assigned to dark green Source keys, including the R-VTR.

If any of the above indications do not occur, double-check your device assignments on the Assignment Page, and then check cabling and connections. If any corrections were made, repeat the above tests to ensure all devices are controlled properly. The PRINTER/COMM port is actually the COM1 port of the Windows NT processor. You must install the printer by following the usual Windows NT procedure for installing a new printer, and designate COM1 as the printer port. Be sure and set COM1 to the same port settings such as Baud and Parity as your printer.

You are ready to begin editing! To save the settings that you have defined so far, continue with the next section, CONFIGURATION FILES.

CONFIGURATION FILES

CONFIGURATION FILES allow you to create, modify, and save different customized configurations of the Super Edit program.

Configuration files may reflect the requirements of a particular edit suite, a particular client, or personal preferences, and multiple configurations can be stored on the system disk. Different configurations can be loaded from within Super Edit without affecting the current EDL.

Macros can be optionally saved and loaded with each Configuration file.

When Configuration files are created, they are stored on the system disk in the Configuration Directory. The contents of the Configuration Directory show the file name, file size, and the date of creation.

The Configuration dialog is accessed through the startup questions allowing you to load or delete Configuration Files. A configuration file may be used with more than one master Super Edit program as long the software versions are from the same release and have similar protocols, the same video switcher, and the same audio mixer.

CREATING A CONFIGURATION FILE

To create a Configuration File:

- 1. Configure Super Edit to your specifications (machine assignments, Initialization options, and so forth).
- Press [CONTROL] [B] or [SHIFT] [INIT] (K5) or [Configs/Output](NT). The system prompts:

LOAD CONFIG FILE (Y/N)?

3. Press [NO]. The system prompts:

MAKE CONFIG FILE?

4. Press **[YES].** The system prompts:

TITLE

5. Enter a descriptive title and press [ENTER]. The system prompts:

ENTER FILE NAME

6. Enter a file name and press [ENTER].

The configuration is saved to the system disk. If a file already exists with your entered file name, you are given the option to replace it (see MODIFYING A CONFIGURATION FILE). The Edit Screen appears with the descriptive title at the top of the screen.

LOADING A CONFIGURATION FILE

To load a configuration file from the Configuration Directory:

1. Press [CONTROL] [B] or [SHIFT] [INIT] (K5). The system prompts:

LOAD CONFIG FILE (Y/N)?

- 2. Press **[YES].** The Configuration Directory is displayed. The directory lists the file name, size, and date of creation.
- 3. Select the file you wish to load and press [Open] (NT). The system prompts

LOAD MACROS ?

- 4. Perform A or B below.
 - A. Press **[YES]** to load the macros stored with the configuration file.
 - B. Press **[NO]** to keep the macros you are currently using.

The system returns to the Edit Screen with the descriptive title of the loaded configuration file displayed at the top of the screen.

DELETING A CONFIGURATION FILE

To delete a configuration file from the Configuration Directory:

1. Press [CONTROL] [B] or [SHIFT] [INIT] (K5). The system prompts:

LOAD CONFIG FILE (Y/N)?

- 2. Press **[YES].** The Configuration Directory is displayed.
- 3. [LEFT CLICK] on the file you wish to delete.
- 4. With the file to be deleted selected, **[RIGHT CLICK]**
- 5. [LEFT CLICK] on [Delete] (NT). The system prompts:

ARE YOU SURE YOU WANT TO SEND ""NNN".CFG" TO THE RECYCLE BIN?

- 6. Perform A or B below.
 - A. CLICK **[YES]** to delete the selected file.
 - B. CLICK **[NO]** to exit the delete dialog.

The configuration directory remains displayed allowing you to load or delete another file. Select **[Cancel]** to escape the dialog and return to the Edit Screen.

MODIFYING A CONFIGURATION FILE

To modify an existing configuration file:

- 1. Load the configuration file to be modified.
- 2. Make your desired modifications (machine assignments, Initialization options, etc.)
- 3. Press [CONTROL] [B] or [SHIFT] [INIT] (K5). The system prompts:

LOAD CONFIG FILE (Y/N)?

4. Press **[NO].** The system prompts:

MAKE CONFIG FILE?

5. Press [YES]. The system prompts:

TITLE

6. Enter the descriptive title you wish to assign to this configuration and press **[ENTER]** or just press **[ENTER]** to keep the current title. The system prompts:

ENTER FILE NAME

- 7. Enter the same file name of this configuration and press **[ENTER].** The system prompts:
- 8. Press **[YES].** The Configuration File is replaced and the Edit Screen reappears.

5

INITIALIZATION PAGES

INTRODUCTION TO THE INIT PAGES

This section describes the various INITIALIZATION PAGES which allow you to select operating modes and to set operating parameters.

There are currently four Initialization Pages (#1, #2, #3, #4) for Super Edit NT, and one Initialization Page for the NLE and NL Source options (Non-Linear Editing #6).

Each Page has 30 items, 15 in each of two columns. Each Initialization Page has a different color border for easy identification.

Initialization Page #1 is accessed by pressing **[INIT].** You can then go from Page #1 to Page #2 by pressing the INIT key again or any key other than a number key. The same is true to go from Page #2 to Page #3 and then to #4. From Page #4 pressing **[ENTER]** or **[RETURN]** takes you to the main Super Edit screen. Pressing **[RESET]** at any time returns you to the Super Edit screen.

Initialization Page #6 can be accessed from INIT #120. When in the NLE mode, pressing **[INIT]** accesses Initialization Page #6 directly. Pressing the **[INIT]** key again will cycle from Page #1 through Page #4 as previously described. Pressing **[RESET]** at any time returns you to the Super Edit screen.

With any Initialization Page displayed, entering an INIT number and pressing **[ENTER]** or **[RETURN]** selects that item's function. You do not need to have the Initialization Page displayed where an INIT function resides in order to select it. After performing the function, the Page on which the INIT number resides is automatically displayed.

For example, if you are on Initialization Page #1 and you select INIT #32 (which resides on page #2), Initialization Page #2 is displayed.

All parameters default to a given setting upon system start-up and the current status of each function is shown on the appropriate Initialization Page. The status is either an ON or OFF or something more descriptive. Also, keep the following in mind:

- All current items on all Initialization Pages are described, regardless of whether or not they apply to your particular system.
- If there is currently no parameter for a particular INIT #, the text area after that number is left blank.

- If your software does not have a particular option, N/A appears in the text area after the applicable INIT #.
- If a parameter does not apply to your system, N/A appears in the text area after the INIT #. For example, with a PAL system, N/A appears for INIT #5.
- Some items are used to toggle an item ON or OFF, or from one activated state to another. When a critical parameter such as HOTKEY MODE is activated, its condition is displayed on the Status Line of the Edit Screen.

EDIT LINES AVAILABLE

A running count of the number of edit lines available in an EDL Bin is shown on the top, right corner of the Initialization Pages. The maximum number available is system dependent as listed below.

SYSTEM	# of BINS	EDIT LINES AVAILABLE
DPE-531	4	999
DPE-541	4	8004 (2001 per Bin)
DPE-551	8	16008 (2001 per Bin)

Some operations and/or functions use edit lines at different rates as listed below.

OPERATION / FUNCTION LINES USED

Cut	1
Dissolve	2
Wipe or Key	2
Delayed Key	3
Note	1 to 4
PEGS	1*
Slaves	1*
EMEM Storage**	6

* Add 1 edit line for a summary note following PEGS or Slaves

** Applies to analog video switcher EMEM storage only.

INITIALIZATION PAGE 1 – ITEMS 01 THROUGH 15

INITIALIZATION PAGE #1	2001 EDIT LINES LEFT
01 PREROLL = 180	16 SHOW START = 00:00:00:00
02 POSTROLL = 150	17 PRINT DIR
03 PRI TC = LONG TC	18 EDIT REEL ID
04 ALT TC = TIMER 1	19 NEXT EVENT # 001
05 SMPTE CODE	20 R-MARKS
06 SRC CF	21 RENUMBER EVENTS
07 HOT-KEY = OFF	22 STORE EMEM
08 STORE IN EVENT SEQ	23 AUTO-EMEM OFF
09 DISPL REC OUT	24 AUTO CLEAN OFF
10 ABRIDGED OFF	25 INSERT
11 PEG DISPL OFF	26 MODE A ASMBL
12 SLV DISPL OFF	27 CUE AHEAD OFF
13 PEG STORE ON	28 RECAL RECD SLVS OFF
14 SLV STORE ON	29 CLEAR BIN
15 RECALL R-OUT ON	30 N/A

Initialization Page #1 Example

INIT NUMBER ?

01 PRE-ROLL = "NNN" FRAMES

This item is used to change the PRE-ROLL of VTRs and other devices. The default is 180 frames for NTSC; 150 frames for PAL. You may lengthen the pre-roll to see more pre-recorded material during the pre-roll or if you are having sync error difficulties. Lengthening the pre-roll gives devices more time to synchronize, and shows more of the program content prior to the edit point.

The Pre-roll time displayed on INIT Page #1 should be equal to an integral number of seconds (i.e., 90 or 120 or 150 for NTSC systems, 75 or 100 or 125 for PAL systems).

As an example, if your current pre-roll was 180 frames and you wanted to change it to 150 frames:

1. From any INIT Page press [1] and then press [ENTER]. The system prompts:

PREROLL = 180 FRAMES?

2. Press [1],[5],[0] and then press [ENTER]. The system promts:

PREROLL = 150 FRAMES?

3. Press **[YES].** INIT Page #1 is displayed with your newly selected pre-roll time (150 in this example) in the text area for INIT #01.

02 POSTROLL = "NNN" FRAMES

This item is used to change the VTR's or other devices POST-ROLL. The default for an NTSC system is 150 and 125 for a PAL system. Post-roll time only affects previews. Post-roll after the recording of an edit is always approximately one second.

The Post-roll time displayed on INIT Page #1 should be equal to an integral number of seconds (i.e., 90 or 120 or 150 for NTSC systems, 75 or 100 or 125 for PAL systems).

The procedure to change the post-roll time is the same as with the pre-roll time, except you would press **[INIT],[2]** and then press **[ENTER]**. At the completion of the dialog, your post-roll time appears in the text area for INIT #02.

03 PRI TC = LONG TC

This item is used to select the PRIMARY TIME CODE mode. The default mode is LONG TC.

When in the LTC mode, some tape machines have difficulty interpreting and reporting the time code back to the Editor at very slow or fast speeds.

To change the primary time code mode:

1. From any INIT Page press **[3]** and then press **[ENTER].** A menu appears on the lower left corner of the INIT Page. In the menu, note the following:

1	LONG TC =	Longitudinal Time Code
2	VITC =	Vertical Interval Time Code
3	AUTO TC =	Auto selection of either LONG TC or VITC Time Code
4	TIMER 1 =	Tape Timer 1 (Control Track)
5	TIMER 2 =	Tape Timer 2 (Control Track-device dependent)
6	LUSRB =	Longitudinal User Bits
7	VUSRB =	Vertical Interval User Bits

2. Enter a number from the menu. INIT Page #1 is displayed and the primary time code corresponding to the number you selected now appear in the text area for INIT #03.

Make certain that when in the **AUTO TC** mode, the **VITC** on the tape matches the **LTC** on the tape.

04 ALT TC = TIMER 1

This item is used to select an ALTERNATE TIME CODE mode.

The default mode is **TIMER 1**. Choices and selection are the same as with the primary time code mode. At the completion of the dialogue, your selection appears in the text area for INIT #04.

05 SMPTE / NDROP FRAME / DROP FRAME CODE

This item is used to select a TIME CODE mode for an NTSC system.

The default mode is SMPTE. With a PAL system, **PAL CODE** appears in the text area.

To select the time code mode:

- 1. From any INIT Page press **[5]** and then press **[ENTER].** A menu appears on the INIT Page.
- 2. Enter a number from the menu. INIT Page #1 is displayed and the time code mode corresponding to the number selected now appears in the text area for INIT #05.

With **NDROP FRAME** or **DROP FRAME** selected, the system performs all calculations in the mode specified, regardless of whether the selected mode is the same as the actual time code on the sources. If a time code is read that is different than the mode selected, the system displays **WRONG TC TYPE**.

It is recommended that the system be left in **SMPTE** for mixed mode editing (when using both DF and NDF at the same time).

3. With a tape loaded and SMPTE selected, briefly play the tape to allow the system to detect the type of time code on the tape. This is indicated in the **POS** column in the Mark Table by an **N** (NONDROP FRAME) or a **D** (DROP FRAME).

With SMPTE selected in INIT #5, the system performs all calculations based on the time code displayed.

Time code is shown:

In **DROP FRAME**, with a semicolon (;) between the seconds and frames (for example, 01:00:10;15).

In **NDROP FRAME**, with a colon (:) between the seconds and frames (for example, 01:00:10:15).

In **SMPTE**, with either a colon (:) or a semicolon (;) as applicable. In this mode, the DURATION is always shown with a semicolon (;) denoting REAL TIME.

Some editing systems are not compatible with SMPTE EDLs. Time code mode selection allows you to create compatible EDLs that contain only DF or NDF time code.

To create EDLs which are interchangeable with systems that do not accept a SMPTE (mixed mode) format EDL, select the mode (DF or NDF) which coincides with the time code type on the R-VTR.

To interchange existing SMPTE format EDLs with systems that do not accept a SMPTE (mixed mode) format, convert the EDL using the 409NT[™] program (Standard on DPE-551, optional on DPE-531/541).

06 SRC CF

When enabled, **SOURCE-CF** is displayed on the status line of the Edit Screen. The following provides a description of Source Color Framing for NTSC and PAL.

SOURCE COLOR FRAMING WITH NTSC SYSTEMS

NTSC VTRs lock to the studio reference in a 2-field (1-frame) or 4-field (2- frame) sequence. Color Framing means that the color frame of video, as indicated by its SC/H phase relationship, matches the expected SC/H phase for that time code. The expected SC/H phase is based on the 4-field sequence-to-time code relationship specified by SMPTE.

If a tape's color framing of video does not match that of its time code, a systematic color framing error for that tape will occur. If VTRs are on the wrong frame, either a synchronizing error report or a shift error will occur.

Turning **SOURCE-CF ON** allows Super Edit to maintain a correctly color-framed edit by automatically trimming source IN times + (plus) 1 frame. This allows a tape with improperly color-framed material to be used as a source VTR.

Note the following:

- When Source CF is **ON**, Super Edit trims TO VTRs before FROM VTRs regardless of which order they appear in the Mark Table.
- If the edit in question is a delayed dissolve, delayed wipe, or key, and Super Edit determines that the FROM source (containing the delay) needs to be trimmed, the IN time of the TO source will no longer be correct.

If the edit/preview is repeated, the second trim will now trim the TO VTR and all will be correct.

SOURCE COLOR FRAMING WITH PAL SYSTEMS

PAL VTRs lock to the studio reference in a 4-field (2-frame) or 8-field (4-frame) sequence. Color Framing means that the color frame of video, as indicated by its SC/H phase relationship, matches the expected SC/H phase for that time code. The expected SC/H phase is based on the 8-field sequence-to-time code relationship specified by the EBU.

If a tape's color framing does not match that of its time code, a systematic color framing error for that tape will occur. If VTRs are on the wrong frame, either a synchronizing error report or a shift error will occur. Both these errors are correctable via the same mechanism; a table of compensating numbers applied to color framing operations on that VTR.

Using the source color-framing feature allows Super Edit to achieve a correct colorframed edit by automatically trimming source IN times by the relationships specified in the Compensation Table immediately prior to the edit. This allows a tape with improperly color-framed material to be used as a source VTR.

The following apply:

- When Source CF is **ON**, Super Edit trims TO VTRs before FROM VTRs regardless of which order they appear in the Mark Table.
- If the edit in question is a delayed dissolve, delayed wipe, or key, and Super Edit determines that the FROM source (containing the delay) needs to be trimmed, the IN time of the TO source will no longer be correct.

If the edit/preview is repeated, the second trim will now trim the TO machine and all will be correct.

PAL SOURCE COLOR FRAME FLAGS

In PAL, Super Edit computes and displays flags for source VTRs to show the relationship between the source color frame and reference. These flags appear in the Mark Table to the left of the source IN column. The flags and their meanings are described next:

NO FLAG	-	Frame difference	= 0
-	-	Frame difference	= -1
+	-	Frame difference	= +1
*	-	Frame difference	= ±2

- A "+" indicates that the source would have to be trimmed in by +1 frame, or the R-VTR by -1 frame, to achieve a correctly color framed 8-field edit.
- A "-" indicates that either the source needs to be trimmed by -1 frame, or the R-VTR by +1 frame, to achieve a correctly color framed 8-field edit..
- An "*" indicates that the source VTR is off by 2 frames (which is correct in a 4-field sequence) and requires a trim of ±2 to be properly color framed in an 8-field edit. Super Edit trims a source +2 frames when required to correct a 2-field error.

TO SET SOURCE CF ON:

1. From any INIT Page press [6] and then press [ENTER]. For an NTSC system INIT #06 toggles either:

SRC ON or SRC OFF

2. For a PAL system, press **[YES]** to accept the displayed state or press **[NO]** to toggle to the opposite state and then press **[YES]**. Depending on the current selection, the system prompts either:

4-FIELD? or 8-FIELD ?

- 3. Press **[YES]** to accept the displayed value or **[NO]** to toggle to the other value and then press **[YES]**.
- 4. INIT Page #1 is displayed with your choice in the text area for INIT #06. (See PAL Source Color Frame Flags earlier in this section.)

07 HOT-KEY = ON/OFF

This item allows you to select one of the two modes listed below. The default is HOT-KEY = OFF. To select Hot Mode or Warm Mode:

From any INIT Page press: [7] and then press [ENTER]. A menu as shown appears on the INIT Page.

1	OFF
2	HOT
3	WRM

[2] Hot Mode allows real-time switching of sources through the edit keyboard rather than at the video switcher. Each switch generates a separate event in the EDL. Audio and video components can also be switched during an edit, including the splitting IN or OUT of single audio channels.

[3] Warm Mode is similar to Hot Mode except that it allows switching of ONLY audio and video components, and not the dark green Source keys.

Enter a number from the menu. INIT Page #1 is displayed and the Hot Key mode corresponding to the number you selected now appears in the text area for INIT #07.

For source switching, when a green source key is pressed, a cut is performed immediately. Slaves need only be ON if more than two sources are to be used. For audio/video switching, note the following:

- [AUDIO] turns ALL current audio channels ON and video OFF.
- **[VIDEO]** turns ALL audio channels OFF and video ON.
- [A/V] turns ALL current audio channels and video ON.

[SHIFT] [AUDIO] brings up the **AUDIO CHAN** = prompt. Enter the desired channel numbers (**[1]-[8]**), **[0]** to clear, or **[A]** for all). The hot switch is made when the selected channels are accepted by pressing **[ENTER]**.

The EDL is automatically updated when the edit is complete. EDL entries reflect the proper sources and A/V components, and are able to be recalled and auto assembled. At the end of the EDL update, the Mark Table is also updated.

EDL entries created using HOTKEY MODE are always placed at the end of the current EDL, and are always stored in EVENT sequence. The system behaves as if the current method of storage (see INIT #08) is set to **STORE IN EVENT SEQUENCE**. In addition, no R-VTR NOTES or PEGS NOTES are stored in the EDL.

Edit timing for source switching and A/V component switching is adjustable via INIT items #88 and #89 on INIT Page #3.

08 STORE IN (TIME / EVENT SEQ)

This item allows you to toggle between **TIME SEQUENCE** and **EVENT SEQUENCE** as the manner in which edits are stored in the EDL.

In TIME Sequence, events are stored in the EDL by ascending Record IN times.

In **EVENT Sequence**, the EDL is built in order of **ascending event numbers** regardless of the R-VTR IN time and without regard to continuity of the program.

Time or Event sequence mode must be selected before an EDL is started. If the Time or Event sequence mode is changed after an EDL is started, only the new events are affected.

To toggle this function from the displayed state to the other, from any INIT Page press **[8]** and then press **[ENTER].** INIT Page #1 is displayed, and depending on the previous state, the text area for INIT #08 now shows either:

STORE IN TIME SEQ or STORE IN EVENT SEQ

09 DISPL REC OUT /DUR OUT

This item allows you to choose how the R-VTR OUT time column will be shown in both the PRINTED and the DISPLAYED EDL. This does **not** affect the output to disk. Note that the default is DISPL REC OUT.

When set to **DISPL REC OUT**, the EDL shows the **OUT** time of the R-VTR in the usual manner.

When set to **DISPL REC DUR**, the **DURATION** of the event is substituted for the R-VTR OUT time in the EDL.

To toggle this function from the displayed state to the other, from any INIT Page press **[9]** and then press **[ENTER].** INIT Page #1 is displayed and, depending on the previous state, the text area for INIT #09 now shows either:

DISPL REC DUR or DISPL REC OUT

10 ABRIDGED (ON / OFF)

This item is used as a toggle to display or omit recorded events in the EDL. The default is ABRIDGED OFF.

With Abridged **OFF**, the entire EDL is displayed, regardless of R-Mark status.

With Abridged **ON**, R-marked events, their notes and references to PEGS and/or Slaves are omitted from the EDL.

This is only a DISPLAY option. Complete information is retained in memory and will output to disk in full notation.

To toggle this function from the displayed state to the other, from any INIT Page press **[1],[0]** and then press **[ENTER].** INIT Page #1 is displayed and the text area for INIT #10 now shows the newly toggled state.

When ON, **ABRIDGED** appears on the Status Line of the EDL.

11 PEGS DISPL (OFF / ON)

This item is used to toggle FULL (ON) or CONDENSED (OFF) PEGS notation in the EDL. For more information about PEGS, refer to "PEGS KEY" in Section 11 – Light Blue Keys, later in this manual.

The default is PEGS DISPL OFF. With **PEGS DISPL OFF**, only **condensed** PEGS notations appear in the EDL.

For example:

001 PEGS, 000 SLVS

With **PEGS DISPL ON**, a **full** PEGS notation as well as a **condensed** PEGS notation appears in the EDL. For example:

PEG V 001 00:01:00 001 PEGS, 000 SLVS

To toggle this function from the displayed state to the other, from any INIT Page press [1],[1] and then press [ENTER]. INIT Page #1 is displayed and the text area for INIT #11 now shows the newly toggled state.

12 SLV DISPL (OFF / ON)

This item is used to toggle FULL (ON) or CONDENSED (OFF) Slaves notation in the EDL. The default is SLV DISPL OFF.

With **SLV DISPL OFF**, only **condensed** Slave notations appears in the EDL. For example:

000 PEGS, 001 SLVS

With **SLV DISPL ON** (and ABRIDGED OFF), **full** Slave notations as well as **condensed** Slave notations appear in the EDL. This notation includes the slave group.

SLV 001 00:01:00:00 1 000 PEGS, 001 SLVS

To toggle this function from the displayed state to the other, from any INIT Page press **[1],[2]** and then press **[ENTER].** INIT Page #1 is displayed and the text area for INIT #12 now shows the newly toggled state.

For more information about SLAVES, refer to "SLAVES KEY" in Section 11 – Light Blue Keys, later in this manual.

13 PEG STORE (ON / OFF)

This item is used to toggle ON and OFF the storage of PEGS trigger data (not EMEM data) in the EDL. Note that the default is PEG STORE ON.

With **PEG STORE ON**, PEGS trigger data is stored in the EDL at the completion of each edit.

With **PEG STORE OFF**, PEGS trigger data is not stored in the EDL.

To toggle this function from the displayed state to the other, press **[1],[3]** and then press **[ENTER].** INIT Page #1 is displayed and the text area for INIT #13 now shows the newly toggled state.

14 SLV STORE (ON / OFF)

This item is used to toggle ON and OFF the storage of SLAVE DATA in the EDL. Note that the default is SLV STORE ON.

With **SLV STORE ON**, Slaves data is stored in the EDL at the completion of each edit.

With **SLV STORE OFF**, Slaves data is not stored in the EDL.

To toggle this function from the displayed state to the other, press **[1],[4]** and then press **[ENTER].** INIT Page #1 is displayed and the text area for INIT #14 now shows the newly toggled state.

15 RECALL R-OUT (ON / OFF)

This item is used to toggle RECALL R-OUT ON and OFF. The default is RECALL R-OUT ON.

With **RECALL R-OUT ON**, recalling an event from the EDL to the Mark Table recalls the R-VTR and source OUT times and their durations.

With **RECALL R-OUT OFF**, recalling an event only recalls the source OUT time and its duration.

To toggle this function from the displayed state to the other, from any INIT Page press **[1],[5]** and then press **[ENTER].** INIT Page #1 is displayed and the text area for INIT #15 now shows the newly toggled state.

INITIALIZATION PAGE 1 – ITEMS 16 THROUGH 30

16 SHOW START

By specifying a start time for your show, the time register (T=) on the Edit Screen will display and continually update the running time as each edit is made.

The time displayed in the T= register is calculated to the latest RECORD OUT time in the EDL. The T= register operates by subtracting the specified show start time from the last record OUT time in the EDL to calculate the show duration.

In SMPTE and DF mode (INIT #5), the **T**= time is always displayed in drop frame or real time. This means that the T= register agrees with clock time even if non-drop code is used on the R-VTR.

To set SHOW START perform the following:

1. From any INIT Page press [1],[6] and then press [ENTER]. The system prompts:

SHOW START = 00:00:00:00 ?

- 2. Enter the time you want the show to **start**. As you enter the time, it appears to the right of the above prompt.
- 3. Press [ENTER]. The above prompt changes to reflect your entry.

This function can be used to reset the **TOTAL** register to determine the show length at the end of the next edit to be performed by selecting [1],[6] and pressing [ENTER] at each prompt without making any changes. At the completion of the **next** edit, the T= register will reflect the total time through the latest edit.

17 N/A

18 EDIT REEL ID

This item allows you to change the Reel IDs of events already in the EDL, individually or in blocks.

To edit Reel IDs in the EDL:

1. From any INIT Page press [1],[8] and then press [ENTER]. The system prompts:

EDIT REEL ID FROM = ?

- 2. Enter the event number you wish to begin with, or a shortcut command listed below, and press **[ENTER].**
 - [A] = All EDL events (skips the **THRU** = ? prompt)
 - **[B]** = From the physical **B**eginning of the EDL regardless of event number
 - [C] = From the Currently selected event

The prompt from Step 1 changes to:

EDIT REEL ID FROM = N THRU = ?

3. Enter the event number you wish to end with, or a shortcut command listed below, and press **[ENTER].**

[C] =	Through the C urrently selected event
-------	--

[E]	=	Through the physical End of the EDL regardless of
		event number

The system prompts:

OLD REEL =

4. Enter the **old** Reel ID exactly as it appears in the EDL and press **[ENTER]**. The system prompts:

NEW REEL =

5. Enter the **new** Reel ID using up to six alphanumeric characters (no spaces), and press **[ENTER].**

19 NEXT EVENT # "NNN"

This item is used to over-ride and set the NEXT EVENT NUMBER in sequence. To use this function:

1. From any INIT Page press [1],[9] and then press [ENTER]. The system prompts:

EVENT NO. "nnn" ?

where "nnn" is the current event number.

2. Enter the desired event number and then press **[ENTER].** The above prompt changes to:

EVENT NO. "nnn" ?

where "nnn" is now the event number you entered.

3. Press **[ENTER]** to verify your selection. INIT Page #1 is displayed and the text area for INIT #19 shows the next event number you entered. Succeeding events increment from this number.

It is important to avoid duplicate event numbers in an EDL.

20 R-MARKS

This item is used to CLEAR or SET Record Marks (R-MARKS). An "**R**" is displayed in the right-hand column of the EDL to indicate that an event in the EDL has in fact been recorded to tape.

An event with an R-Mark will not be auto-assembled.

TO CLEAR OR SET R-MARKS FOR A BLOCK OF EVENTS

1. From any INIT Page press [2],[0] and then press [ENTER]. If the last use of this function was to SET R-Marks, the system prompts:

CLEAR R-MARKS?

If the last use of this function was to CLEAR R-Marks, the system prompts:

SET R-MARKS?

2. Press **[YES]** for the displayed function or press **[NO]** to toggle to the other function and then press **[YES]**. The EDL appears over the lower portion of the INIT Page with the following prompt below it:

R-MARKS FROM?

- 3. Perform A or B below.
 - A. Enter the number of the **first** event in the block of edits you want to clear or set R-Marks and press **[ENTER].** The above prompt changes to:

R-MARKS FROM "NNN" THRU ?

Enter the number of the **last** event in the block of edits you want to clear or set R-Marks and press **[ENTER].** R-Marks for the designated events are cleared or set and INIT Page #1 is displayed.

- B. Press **[SPACE BAR].** A range selection menu as shown below appears on the INIT Page.
 - **1** ALL EVENTS IN A BLOCK
 - 2 BY EVENT NUMBER IN A BLOCK
 - 3 BY EVENT NUMBER WHOLE LIST

R-MARK RANGE?

where:

[1] All R-Marks in events physically between and including the FROM and THRU events will be cleared or set, regardless of their event number. (This is the same as "A" above.)

[2] The FROM and THRU events define the limits of the block, but only the R-Marks of events numerically between the FROM and THRU events will be cleared or set.

[3] All R-Marks of events in the EDL numerically between the FROM and THRU events will be cleared or set, regardless of the position of the events in the EDL.

Press [1] or [2] or [3] and then press [ENTER]. The EDL appears over the lower portion of the INIT Page with the following prompt below it:

R-MARKS FROM ?

Enter the number of the first event in the block of edits you want to clear or set R-Marks, and press **[ENTER].** The above prompt changes to:

R-MARKS FROM "NNN" THRU ?

Enter the number of the last event in the block of edits you want to clear or set R-Marks, and press **[ENTER].** R-Marks for the designated events are cleared or set and INIT Page #1 is displayed.

21 RENUMBER EVENTS

This item allows you to renumber events in the EDL starting with any specified event. You may renumber the entire list or select a range of events to be renumbered. When executed, the specified events are renumbered in numerical order.

To renumber events:

1. From any INIT Page press [2],[1] and then press [ENTER]. The system prompts:

ARE YOU SURE?

2. Press **[NO]** to return to INIT Page #1 or press **[YES]** to continue. With **YES**, the system prompts:

NEXT EVENT #001?

3. Press **[ENTER]** to accept the displayed event number or enter an event number and then press **[ENTER]**. The system prompts:

START AT CUR EVENT?

4. Enter **[YES]** or **[NO].** With a **YES**, events are renumbered beginning with the current event number. With a **NO**, events are renumbered from the beginning of the list.

If you enter an incorrect range, the **FROM/THRU ERROR** message flashes briefly at the bottom of the screen and Initialization Page #1 is displayed. You will then have to repeat this procedure with the correct range.

22 STORE EMEM

Following the recording of a PEGS Video EMEM (EMEM), Audio EMEM (AMEM), Peripheral EMEM (PMEM) or TBC EMEM (QMEM) edit, you may want to store the appropriate E/A/P/QMEM data in your EDL for later recall (device dependant).

This item is used to manually force storage of EMEM data for the current EDL event. (See INIT #23, AUTO EMEM, for automatic storage.)

- 1. From the Edit Screen, select an EDL event (so it is highlighted) and then press **[INIT].** INIT Page #1 appears.
- 2. Press [2],[2] and press [ENTER]. The system prompts:

STORE EMEM ?

3. Press **[YES].** The selected event in the EDL now contains an EMEM, AMEM, PMEM or QMEM note and a register number, for example:

EMEM01.

With INIT #091 STORE EMEMS TO DISK ON, the display might look like

EMEM* 001 EMEM10000MEM

23 AUTO-EMEM (ON / OFF)

This item is used to toggle ON/OFF the automatic storage of EMEM data. Note that the default is AUTO-EMEM OFF. Also note that this function also applies to AMEMs (Audio), PMEMs (Peripheral) and QMEMs (TBC).

To toggle the function from the displayed state to the other, from any INIT Page press **[2],[3]** and then press **[ENTER]**. INIT Page #1 is displayed and the text area for INIT

#23 now shows the newly toggled state. When ON, AUTO-EMEM is displayed on the Status Line of the edit screen.

24 AUTO CLEAN (ON / OFF)

This item is used to toggle the automatic overlap cleaning function ON and OFF. Note that the default is AUTO CLEAN OFF. This function is used to eliminate most over-recordings. Auto Clean only cleans the last (bottom) edit in the EDL.

When ON, Auto Clean checks the IN times of a just completed edit against the OUT times of the previous edit. If the IN time of the new edit is earlier than the OUT time of the previous edit, and both edits contain the same video and audio components, the OUT time of the previous edit is trimmed back to match the new edits IN time.

If the new edit completely overlaps the previous edit, the previous edit is deleted. The new edit is then assigned the next event number in sequence from the last completed edit. Note that AUTO CLEAN ON does not affect Split or Key edits.

To toggle the function from the displayed state to the other, from any INIT Page press **[2],[4]** and then press **[ENTER].** INIT Page #1 is displayed and the text area for INIT #24 now shows the newly toggled state.

NOTE: Auto Clean is only used to clean an overlap at the time it is generated. Use the 409NT program for the complete cleanup of EDLs.

25 INSERT / ASSEMBLE

This item is used to toggle between the INSERT mode (default) and the ASSEMBLE mode.

With **INSERT** mode selected, the system edits by utilizing pre-recorded control track and time code.

With **ASSEMBLE** mode selected, the program places the R-VTR in the Assemble mode and automatically records time code and control track during each edit (VTR dependent). With the R-VTR Time Code Generator in "Internal" and "Regen" modes, the time code read during pre-roll is re-generated prior to recording, and will maintain continuity.

To toggle this function from the displayed mode to the other, from any INIT Page press **[2],[5]** and then press **[ENTER].** INIT Page #1 is displayed and, depending on the previous mode, the text area for INIT #25 now shows:

INSERT or **ASMBL**

In the Assemble mode **ASSEMBLE** is displayed in the Status Line of the Edit Screen.

Split Edits cannot be performed in ASMBL mode. Under normal editing conditions, the R-VTR should be operated in the INSERT mode.

26 MODE A / MODE B ASMBL

This item is used to toggle between the two Auto Assembly modes which are executed with **[AUTO ASMB]** or **[ASMB] (K5).** Note that the default mode is MODE A ASMBL. The two modes are:

Mode A - Sequential List Assembly. The Edit Decision List (EDL) is auto assembled in the order the events appear in the EDL.

Mode B - Non-Sequential (Checkerboard) List Assembly. The EDL is autoassembled by REEL ID as assigned in the Mark Table. This reduces the need to continually load and reload source tapes.

To use Checkerboard list assembly (Mode B) the EDL must be "clean."

To toggle this function from the displayed mode to the other, from any INIT Page press **[2],[6]** and then press **[ENTER].** INIT Page #1 is displayed and, depending on the previous mode, the text area for INIT #26 now shows:

MODE A ASMBL or MODE B ASMBL

27 CUE AHEAD (ON / OFF)

This item is used to toggle CUE AHEAD ON and OFF. This function pre-cues the VTRs needed for the next edit to be performed during an Auto Assembly. Prerequisites are that the VTRs needed for the next edit not be involved in the current edit and they must be assigned in the Mark Table. The default is CUE AHEAD OFF.

To toggle this function from the displayed state to the other, from any INIT Page press **[2],[7]** and then press **[ENTER].** INIT Page #1 is displayed and the text area for INIT #27 now shows the newly toggled state.

28 RECAL RECD SLVS ON/OFF

This item is used to toggle MRECD Assemble ON and OFF. It is used in conjunction with the Multi-Record feature of the Slaves (Links) function to enable or disable the recalling of Record Slaves (secondary recorders) during an auto assembly.

The default is RECAL RECD SLVS OFF.

To toggle the function from the displayed state to the other, from any INIT Page press

[2],[8] and then press **[ENTER]**. Initialization Page #1 is displayed and the text area for INIT #28 now shows the newly toggled state.

For more information about SLAVES, refer to "SLAVES KEY" in Section 11 – Light Blue Keys, later in this manual.

29 CLEAR BIN OR CLEAR ALL BINS

This item is used to clear the current EDL Bin. To clear the current EDL Bin or all Bins:

1. From any INIT Page enter [2],[9] and then press [ENTER]. The system prompts:

CLEAR BIN ?

- 2. Perform either A or B below:
 - A. Press [YES] to clear the current Bin. The system prompts:

ARE YOU SURE ?

Press [YES]. The system prompts:

RESET MARK TBL REELS ?

A **YES** loads the Mark Table with the default Reel Names from the current Configuration file.

A **NO** adds the current Reel Names in the Mark Table to the Reel Name table.

In either case the current Bin is cleared and initialization Page #1 is displayed.

B. Press [NO]. The system prompts:

CLEAR ALL BINS?

Press [YES]. The system prompts:

ARE YOU SURE ?

Press [YES]. The system prompts:

RESET MARK TBL REELS ?

A **YES** loads the Mark Table with the Reel Names stored in the current Configuration file.
A **NO** adds the current Reel Names in the Mark Table to the Reel Name table. In either case, the current Bin is cleared and INIT Page #1 is displayed.

A **NO** to the second **ARE YOU SURE?** prompt returns you to Initialization Page #1 with no changes.

30 N/A

INITIALIZATION PAGE 2 – ITEMS 31 THROUGH 45

INITIALIZATION PAGE #2	2001 EDIT LINES LEFT
31 LINEAR JOG	46 DIG PRSEL ON BUS 002
32 LOCK JOG ON	47 N/A
33 VPR80 USE SHUTL FWD	48 CUE CHAN REC ON
34 PRINT OFF	49 AUD 3,4 MAPPING (TO 1,2) = OFF
35 QUEST RECHECK ON	50 SLAVE STEAL = ASK
36 OPEN-END PROTECT OFF	51 REASIGN KEYS
37 EDIT TIMER ON	52
38 SOFT LOAD OFF	53
39 SWITCHER BANK= 001	54 FILM MODE
40 MONITOR ON SWR OUT OFF	55 REC ABORT OFF
41 SRC ADVANCE = 0	56 PRE-READ AUTO-OFF = OFF
42 SWR REENTRY ON	57 PEGS AUTO-OFF = ON
43 BVH SYNC HEAD OFF	58 AUTO ARC = ON
44 R-VTR AUD PVW	59 AMPEX CFMER OFF
45 A-MIX SWAP OFF	60 ALLSTOP = STOP

Initialization Page #2 Example

INIT NUMBER ?

31 STEP / LINEAR JOG

LINEAR JOG is used for jogging devices in a linear fashion (smooth). The faster or slower you jog, the faster or slower the device responds.

STEP JOG is used for jogging specific devices in a step fashion (frame-by-frame). The device advances frame-by-frame regardless of the jog speed. This works only with devices such as Ampex VTRs, certain DVEs and disk recorders, and most devices using a SMPTE protocol.

To toggle from one function to the other, from any INIT Page press **[3],[1]** and then press **[ENTER].** INIT Page #2 is displayed and, depending on the previous selection, the text area for INIT #31 now shows:

STEP JOG or LINEAR JOG

32 LOCK JOG (ON / OFF)

This item is used to toggle the LOCK JOG function ON and OFF.

When **ON**, all slaved sources stay in sync after jogging. Lock Jog is only active in the Gang Mode. Approximately 1/2 second after jogging the selected device, all Ganged devices will jog to their correct positions.

To toggle the function from the displayed state to the other, from any INIT Page press **[3],[2]** and then press **[ENTER].** INIT Page #2 is displayed and the newly toggled state appears in the text area for INIT page #32.

33 VPR-80 USE (SHUTL / VAR) FWD

This item is used to control the shuttle speed of the VPR-80. If you are not using a VPR-80, N/A appears in the text area.

In VPR-80 **USE SHUTL FWD**, normal VPR-80 shuttle speed is in effect.

In VPR-80 **USE VAR FWD**, the VPR-80 shuttle speed is limited to variable speed limits when the edit system is in Variable mode. This allows you variable speed control in both forward and reverse.

To toggle from the displayed state to the other, from any INIT Page press **[3],[3]** and then press **[ENTER].** INIT page #2 is displayed and, depending on the previous state, the text area for INIT #33 now shows:

VPR-80 USE SHUTL FWD or VPR-80 USE VAR FWD

34 PRINT (ON / OFF)

This item is used to toggle enable PRINT AS-YOU-GO ON and OFF. Note that the default is OFF. With the function ON, each edit is printed out as the session progresses, including all notes, PEGS, EMEMs, and Slave information.

Since information is saved sequentially, changes made to previous events are appended at the end of the printer output. These printouts should be considered a record of the operations and not an exact copy of the EDL.

To toggle the function from the displayed state to the other, from any INIT Page press **[3],[4]** and then press **[ENTER].** INIT Page #2 is displayed with the newly toggled state in the text area of INIT #34.

35 QUEST RECHECK (ON / OFF)

This item is used to toggle the QUESTION RECHECK function ON and OFF. With **QUEST RECHECK ON**, which is the default, the system echoes your response to certain critical dialog questions and requires you to validate your response by pressing **[YES]**. These questions include all questions whose text appears in reversed video with a white background.

To toggle the function from the displayed state to the other, from any INIT Page press **[3],[5]** and then press **[ENTER].** INIT Page #2 is displayed with the newly toggled state in the text area for INIT #35.

36 OPEN-END PROTECT (ON / OFF)

This item is used to toggle the OPEN-END PROTECTION barrier ON or OFF. The default is OFF, where the system always allows you to record or preview an open-ended edit.

With **OPEN-END PROTECTION ON**, if you attempt to perform an edit within a previous edit without a DUR (duration), the system prompts **DURATION NOT DEFINED**. To continue, you must either define a duration for the edit, or press **[OPEN END]** to defeat the open-end protection barrier.

To toggle Open-End Protect from the displayed state to the other, from any INIT Page press **[3],[6]** and then press **[ENTER].** INIT Page #2 is displayed with the newly toggled state in the text area for INIT #36.

37 EDIT TIMER (ON / OFF)

This item is used to toggle the EDIT TIMER function ON and OFF. The Edit Timer is a tool for counting down the pre-roll and counting up the length of an edit. When **ON**, the timer displays and counts down the seconds to zero during the pre-roll. At the edit IN point, the timer displays and counts the seconds either for the duration of the edit or until the edit is manually terminated.

To toggle the Edit Timer from the displayed state to the other, from any INIT Page press **[3],[7]** and then press **[ENTER].** INIT Page #2 is displayed and the text area for INIT #37 shows the newly toggled state.

38 SOFT LOAD (ON / OFF)

This item is used to toggle the SOFT LOAD function ON and OFF. If ON, when any three edit points are entered for a simple cut, the fourth edit point is automatically calculated and displayed in the Mark Table. For example, if the R-VTR IN, OUT and

the source OUT are entered, the source IN time is automatically calculated and entered.

The calculated Soft Loaded number is displayed with a (.) or (,) between the seconds and frames rather than a (:) or (;).

As long as there is a Soft Loaded number in the Marks Table, whenever any of the original three points are changed the Soft Loaded number is modified.

A Soft Loaded number can be made hard (automatic calculation disabled) by pressing the appropriate **[SET IN]** or **[SET OUT]** key twice.

This function applies to CUT edits ONLY.

To toggle this function from the displayed state to the other, from any INIT Page press **[3],[8]** and then press **[ENTER]**. INIT Page #2 is displayed with the newly toggled in the text area of INIT #38.

39 LEARN EMEM / SWITCHER BANK = 000

If you are using a GV Model 100/110 (or device that fully implements this protocol) or an Ampex Vista video switcher, this item is used to learn an EMEM into the Video Switcher and **LEARN EMEM** appears in the text area.

For any other video switcher, it is used to select the Video switcher Bank and **SWITCHER BANK = 000** (default) appears in the text area.

With a Model 100/110 switcher, to learn an EMEM:

Configure the Model 100 or 110 as desired. (Refer to the Model 100/110 Operator's Guide.)

- 1. On the Editor keyboard press **[INIT]** (This feature is also accessible by pressing **[SHIFT][L])**.
- 2. At the **INIT NUMBER?** Prompt press **[3],[9]** and then press **[ENTER].** The system prompts:

LEARN EMEM "nnn" ?

where ""nnn" is the latest unused EMEM register available.

- 3. Perform either A or B below:
 - A. Press **[YES]** to accept that EMEM register. Initialization Page #2 is displayed.

B. Enter the number of the EMEM register ([0] – [1][5]) to which you wish to assign the switcher configuration and then press [ENTER]. The system prompts:

LEARN EMEM "nnn" ?

where ""nnn"" is now the number you entered.

Note that the number may be a register that you want to re-learn.

Press [ENTER]. INIT Page #2 is displayed.

With other than a Model 100/110 or Vista switcher:

1. From any INIT Page press [3],[9] and then press [ENTER]. The system prompts:

SWITCHER BANK = "nnn" ?

where ""nnn"" is the currently selected video switcher bank.

2. Press **[YES]** to accept the currently selected bank or enter a new bank number and then press **[ENTER]**.

INIT Page #2 is displayed and the text area for INIT #39 shows the selected Video switcher Bank number.

40 MONITOR ON SWR OUT (ON / OFF)

Some record machines do not make a clean switch when using source keys during EE previewing. It may be more desirable to preview from the Video Switcher output using a separate monitor.

This item is used when a separate monitor is connected to the Video Switcher output. If you are not using EE preview, N/A appears in the text area. If this function is toggled to **OFF**, switching of the R-VTR EE electronics is disabled and a separate monitor must be used.

To toggle the function from the displayed state to the other, from any INIT Page press **[4],[0]** and then press **[ENTER]**. INIT Page #2 is displayed and the newly toggled state appears in the text area for INIT #40.

41 SRC ADVANCE = 0

This item is used to compensate for digital delays in the signal path. The default is 0 frames delay.

To accomplish source advance, sources are re-positioned (offset) at the beginning of pre-roll and arrive at the preview or edit point advanced by the amount specified. Time code numbers in the Marks Table or in the EDL are not affected.

To change this function from the displayed state to the other, from any INIT Page press **[4],[1]**, enter the desired delay in frames, and then press **[ENTER]**. INIT Page #2 is displayed and the text area for INIT #41 shows the newly entered state.

42 SWR REENTRY [ON / OFF] / PRESET UNITY MODE

If a video switcher is being used, **SWR REENTRY ON/OFF** appears in the text area. If a Kadenza is being used, **PRESET UNITY MODE** appears in the text area.

With **SWR REENTRY ON**, the Editor defines which mix effects bank (M/E) will be selected during switcher re-entry.

With **SWR REENTRY OFF**, the editor has no control over video switcher re-entry keys regardless of the enabled/disabled status of the video switcher.

With a Kadenza, this item allows selection of UNITY, which applies to the Kadenza I/F using crosspoints 0 through 31. Transitions restore the working buffer to UNITY depending on how the mode was set on the Editor per the following:

- [0] Sets Transforms only to UNITY
- [1] Restores the entire working buffer to UNITY
- [2] Does no UNITY operation

To toggle SWR REENTRY ON or OFF, or to select Kadenza PRESET UNITY MODE, from any INIT Page press **[4],[2]** and then press **[ENTER].** INIT Page #2 is displayed and the text area for INIT #42 shows either the newly toggled state (with a Video switcher) or PRESET UNITY MODE (with a Kadenza).

43 BVH SYNC HEAD (ON / OFF)

This item is used to toggle a BVH VTR Sync Head ON and OFF. If you are not using a BVH VTR or if the VTR does not have a sync head, N/A appears in the text area.

To toggle this function from the displayed state to the other, from any INIT Page press **[4],[3]** and then press **[ENTER].** INIT Page #2 is displayed and the text area of INIT #43 shows the newly toggled state.

44 R-VTR AUD PVW / MIXER AUD PVW

This item allows you to select whether audio previews are performed through the R-VTR or through the audio mixer during an EE preview. If you perform EE previews without an AMX-170 or ESAM protocol audio mixer, N/A appears in the text area.

To toggle this function from the displayed state to the other, from any INIT Page press **[4],[4]** and then press **[ENTER].** INIT Page #2 is displayed and, depending on the previous state, the text area for INIT #44 now shows:

R-VTR AUD PVW or **MIXER AUD PVW**

45 A-MIX SWAP (ON / OFF)

This item is used to toggle the audio mixer SWAP function ON and OFF when using an ESAM2 / ESAM4 protocol or Zaxcom audio mixer. If you are not using an ESAM2 / ESAM4 protocol or Zaxcom audio mixer, **N/A** appears in the text area.

To toggle the function from the displayed state to the other, from any INIT Page press **[4],[5]** and then press **[ENTER].** INIT Page #2 is displayed and the text area for INIT #45 shows the newly toggled state.

INITIALIZATION PAGE 2 – ITEMS 46 THROUGH 60

46 DIG PRSEL ON BUS 002

This item is used with an 8466 Preview Switcher or a DPM-1325 Digital Pre-selector to select the bus for the Pre-selector. If a Digital Pre-selector is not being used, N/A appears in the text area. Note that the default is BUS 002.

If you are using **one** DPM-1325, the Pre-selector bus must be **002**. If you are using **two** DPM-1325, the Pre-selector bus must be **004**.

(See the **PERIPHERAL DEVICE SETUP GUIDE** for additional information.)

To select a bus:

1. From any INIT Page press [4],[6] and then press [ENTER]. The system prompts:

DIG PRSEL BUS = "nnn" ?

where "nnn" is the previously selected bus number.

2. Press [NO]. The above changes to:

DIG PRSEL BUS nnn DIG PRSEL BUS = ?

3. Enter the number of the Digital Pre-selector bus and then press **[ENTER].** The message changes to:

DIG PRSEL BUS = "nnn" ?

where "nnn" is now the number you entered.

4. Press **[YES].** INIT Page #2 is displayed with the newly selected bus indicated in the text area for INIT #46.

47 N/A

48 CUE CHAN REC (ON / OFF)

This item is a toggle used with many four-channel digital VTRs.

When **ON**, if A1 or A2 is selected, the CUE channel will be automatically recorded. When **OFF**, automatic recording to the CUE channel is defeated.

To toggle the function from one state to the other, from any INIT Page press **[4],[8]** and then press **[ENTER].** INIT Page #2 is displayed and the text area for INIT #48 shows the newly toggled state.

49 AUD 3,4 MAPPING (TO 1,2) (OFF / ON)

This item is used as a toggle with certain four-channel audio systems. If you want channel 3 to mirror channel 1 and channel 4 to mirror channel 2, you set the toggle **ON**.

To toggle the function from one state to the other, from any INIT Page press **[4],[9]** and then press **[ENTER].** INIT Page #2 is displayed and the text area for INIT #49 shows the newly toggled state.

50 SLAVE STEAL = (TAKE / LEAVE / ABORT / ASK)

This item is used when there is a conflict with sources to be Slaved or if you attempt to include the same source in multiple Link sets. SLAVE STEAL = ASK is the default. Whatever appears in the text area for INIT #50 remains active until changed.

To change it:

From any INIT Page press **[5],[0]** and then press **[ENTER]**. The Slave Steal selection window as shown below appears on the INIT Page.

1	TAKE
2	LEAVE
3	ABORT
4	ASK

In the menu:

- [1] = Always **TAKE** the selected source.
- [2] = Always **LEAVE** the selected source
- [3] = ABORT the Slave Steal operation
- [4] = ASK before doing anything

Enter the desired number and then press **[ENTER].** INIT Page #2 appears and the text area for INIT #50 shows your selection.

51 REASGN KEYS - K5 KEYBOARD ONLY

This item is used to reassign (swap, exchange) keyboard functions when using a K5 Keyboard. If using a K2 or K3 Keyboard, N/A appears in the text area.

The **[SPACEBAR]** (All stop), **[RETURN]**, **[ENTER]**, **[YES]** and **[NO]** keys may not be reassigned. Attempting to do so causes an error message and the system repeats

the starting prompt. **Note** that once a key function is reassigned, there is no record of the change.

To reassign keys:

1. From any INIT Page press **[5],[1]** and then press **[ENTER]**. The system prompts:

OLD KEY ?

2. Press the key of the function you wish to reassign. The system prompts:

NEW KEY ?

3. Press the key you wish the function to be assigned to. The system prompts:

OLD KEY ?

4. Repeat Steps 2 and 3 for all keys you want reassigned and then press **[ENTER]** to end the dialog.

52 N/A

53 N/A

54 N/A

55 RECORD ABORT (ON / OFF)

This item is used as a toggle for the automatic RECORD ABORT function.

If **ON**, the system checks to see if, after approximately 14 frames after initiating a recording, the R-VTR actually went into record, and aborts the edit if it did not.

If **OFF**, the operation continues regardless of whether or not the R-VTR did go into record.

To toggle the function from the displayed state to the other, from any INIT Page press **[5],[5]** and then press **[ENTER].** INIT Page #2 is displayed and, depending on the previous state, the text area for INIT #55 shows:

REC ABORT OFF or **REC ABORT ON**

56 PREREAD AUTO-OFF = (ON / OFF)

This item provides a way to control whether or not PRE-READ is turned off automatically after each edit.

With this item set to **PREREAD AUTO OFF = OFF**, Super Edit leaves Pre-read **ON** after the edit.

With this item is set to **PREREAD AUTO OFF = ON**, Super Edit automatically sends a Pre-read **OFF** command at the end of an edit.

To toggle the function from the displayed state to the other, from any INIT Page press **[5][6]** and then press **[ENTER]**. INIT Page #2 is displayed and the text area for INIT #56 shows the newly toggled state.

57 PEGS AUTO-OFF = (ON / OFF)

This item provides a way to control whether or not PEGS is turned off automatically after each edit.

With this item set to **PEGS AUTO OFF = OFF**, Super Edit leaves PEGS **ON** after the edit.

With this item is set to **PEGS AUTO OFF = ON**, Super Edit automatically sends a PEGS **OFF** command at the end of an edit.

To toggle the function from the displayed state to the other, from any INIT Page press **[5],[7]** and then press **[ENTER].** INIT Page #2 is displayed and the text area for INIT #57 shows the newly toggled state.

58 AUTO ARC (ON / OFF)

This item is used as a toggle for the AUTOMATIC ARCHIVING function. The Archive feature provides a way to save your current Bin to a file called BINn.EDL. The "n" is the Bin number for multi-Bin systems. When a specific Bin is archived, the same file is always overwritten rather that creating a new file each time.

If OFF, you may archive your current Bin manually by pressing [ALT] [ENTER] or [SHIFT] [ENTER](K5)

With either of the above methods, a window appears which says **ARCHIVING LIST**. Below the window, the system prompts **WORKING**. When the list has been archived, the system prompts **BINn CLOSED** and the window disappears.

With **AUTO ARC ON**, the list is automatically archived with a Move, Copy, Delete, Record, Note, Manual EMEM or Ripple function. It also closes the **BINn.EDL** file.

To toggle the function from the displayed state to the other, from any INIT Page press **[5],[8]** and then press **[ENTER].** INIT Page #2 is displayed and the text area for INIT #58 shows the newly toggled state.

59 AMPEX CFMER (ON / OFF)

This item is used to toggle the COLOR FRAMER function for an Ampex VTR ON/OFF. To toggle from the displayed state to the other, from any INIT Page press **[5],[9]** and then **[ENTER]**. INIT Page #2 is displayed and the text area for INIT #59 shows the newly toggled state.

60 ALLSTOP = (STOP / STILL)

This item is used to toggle the ALL STOP function of the [SPACEBAR] from **STOP** to **STILL**.

To toggle from the displayed state to the other, from any INIT Page press **[6],[0]** and then press **[ENTER]**. The system prompts with the currently displayed state.

Press **[YES]** to accept the displayed state or **[NO]** to toggle to the other state. INIT Page #2 is displayed and the text area for INIT #60 shows the newly toggled state.

INITIALIZATION PAGE 3 – ITEMS 61 THROUGH 75

INITIALIZATION PAGE #3	2001 EDIT LINES LEFT
61 REACTION = 000 FRAMES	76 VID EDIT IN = 000
62 PM MATCH TRIM = 000	77 AUD EDIT IN = 000
63 SPLIT EDIT = 000	78 VID EDIT OUT = 000
64 TRANS START = -001	79 AUD EDIT OUT = 000
65 KSCOPE = -000	80 BVB VID PVW IN = 000
66 GPI = -002	81 BVB AUD PVW IN = 000
67 EMEM = -002	82 BVB VID PVW OUT = 000
68 CHRGEN = -002	83 BVB AUD PVW OUT = 000
69 BVH2000/DCR500 EDIT FIELD 001	84 VVV VID PVW IN = 000
70 DF ADJ2	85 VVV AUD PVW IN = 000
71 RECORD CF = 000	86 VVV VID PVW OUT = 000
72 X-PEG = 000	87 VVV AUD PVW OUT = 000
73 PVW AUX BUS = 000	88 HOT-MODE SRC = 000
74 PGM OUT XPT = 010	89 HOT-MODE A/V = 000
75 MON V SIZE (3-15) = 007	90 ON-THE-FLY- EDIT OUT = 000

Initialization Page #3 Example

INIT NUMBER ?

61 REACTION = 000 FRAMES

This item is a human factor adjustment, which allows you to compensate for your reaction time in frames. Note that the default is 000, and that this parameter is only in effect at 100% play speed. To set the reaction time:

1. From any INIT Page press [6],[1] and then press [ENTER]. The system prompts:

REACTION = "nnn" FRAMES ?

where "nnn" is the previously entered number of frames.

2. Press **[YES]** to accept the displayed number or enter the new number of frames and press **[ENTER].** The system prompts:

REACTION = "nnn" FRAMES ?

where "nnn" is now the number you entered.

3. Press **[YES].** INIT Page #3 is displayed with reaction time you entered in the text area for INIT #61.

62 PM MATCH TRIM = 000

This item allows you to add or subtract a trim factor in numbers of frames when performing a Programmed Motion Match frame. To enter a trim factor:

1. From any INIT Page press [6],[2] and then press [ENTER]. The system prompts:

PM MATCH TRIM = "nnn" ?

where "nnn" is the previously entered number of frames.

2. Press **[YES]** to accept the displayed number or enter a new number of frames and then press **[ENTER].** The system prompts:

PM MATCH TRIM = "nnn"

where "nnn" is now the number of frames you entered.

3. Press **[YES].** INIT Page #3 is displayed with the number you entered in the text area for INIT #62.

63 SPLIT EDIT = 000

This item allows you to adjust the accuracy of the SPLIT IN time, in frames, of a Split Edit. To adjust the accuracy of the Split IN time:

1. From any INIT Page press [6],[3] and then press [ENTER]. The system prompts:

SPLIT EDIT = "nnn" ?

where "nnn" is the previous entered number of frames adjusted for Split Edits.

2. Press **[YES]** to accept the displayed number or enter a new number of frames and then press **[ENTER]**. The system prompts:

SPLIT EDIT = "nnn" ?

where "nnn" is now the number of frames you entered.

3. Press **[YES].** INIT Page #3 is displayed with the number you entered in the text area for INIT #63.

64 TRANS START = - 001

This item is used to adjust the accuracy, in frames, of the TRANSITION START of the video switcher and the audio mixer. Note that the default is -001. To adjust the accuracy of the Transition Start:

1. From any INIT Page press [6],[4] and then press [ENTER]. The system prompts:

TRANS START = "nnn" ?

where "nnn" is the previously entered number of frames.

2. Press **[YES]** to accept the displayed number or enter a new number of frames and then press **[ENTER]**. The system prompts:

TRANS START = "nnn" ?

where "nnn" is now the number of frames you entered.

3. Press **[YES]**. INIT Page #3 is displayed with the number you entered in the text area for INIT #64.

65 KSCOPE / DPM-100/700 = - 004

This item is used to adjust frame accuracy when using either a KALEIDOSCOPE or a DPM-100/700. If neither is in use, N/A appears on the text area. Note that the default is -004. To adjust the frame accuracy:

1. From any INIT Page press [6],[5] and then press [ENTER]. Depending on your equipment, the system prompts either:

KSCOPE = "nnn"? or **DPM-100/700 = "nnn"?**

where "nnn" is the previously entered number of adjustment frames.

2. Enter a new number of frames and then press **[ENTER]**. The system prompts:

KSCOPE/DPM-100/700 = "nnn"

where "nnn" is now the number of frames you entered.

3. Press **[YES]**. INIT Page #3 is displayed with the number you entered in the text area for INIT #65.

66 GPI = - 002

This item is used to adjust the accuracy of a GPI trigger to a peripheral device. Note that the default is -002. To adjust the accuracy of the GPI trigger:

1. From any INIT Page press **[6],[6]** and then press **[ENTER]**. The system prompts:

GPI = "nnn" ?

where "nnn" is the previously entered number of frames.

2. Press **[YES]** to accept the displayed number or enter a new number of frames and then press **[ENTER]**. The system prompts:

GPI = "nnn" ?

where "nnn" is now the number of frames you entered.

3. Press **[YES]**. INIT Page #3 is displayed with the number you entered in the text area for INIT #66.

67 EMEM = - 002

This item is used to adjust the accuracy of the EMEM trigger time. Note that the default is 002. To make this adjustment:

1. From any INIT Page press [6],[7] and then press [ENTER]. The system prompts:

EMEM = "nnn" ?

where "nnn" is the previously entered number of frames adjusted for an EMEM trigger time.

2. Press **[YES]** to accept the displayed number or enter a new number of frames and then press **[ENTER]**. The system prompts:

EMEM = "nnn" ?

where "nnn" is now the number of frames you entered.

3. Press **[YES]**. INIT Page #3 is displayed with the number you entered in the text area for INIT #67.

68 CHRGEN = - 002

This item is used to adjust the accuracy of a serially controlled CHARACTER GENERATOR, when one is being used. If a character generator is not being used, N/A appears in the text area. Note that the default is -002. To make this adjustment:

1. From any INIT Page press [6],[8] and then press [ENTER]. The system prompts:

CHRGEN = "nnn" ?

where "nnn" is the previously entered number of frames adjusted for the character generator.

2. Press **[YES]** to accept the displayed number or enter a new number of frames and then press **[ENTER]**. The system prompts:

CHRGEN = "nnn" ?

where "nnn" is now the number of frames you entered.

3. Press **[YES]**. INIT Page #3 is displayed with the number you entered in the text area for INIT #68.

69 BVH-2000 EDIT FIELD 001

This item is used to adjust the field (F1 or F2) on which a BVH-2000 VTR records, when one is being used. If a BVH-2000 VTR is not being used, N/A appears in the text area.

To make this adjustment:

1. From any INIT Page press [6],[9] and then press [ENTER]. The system prompts:

BVH-2000 EDIT FIELD = "nnn" ?

where "nnn" is the previously entered field for the BVH-2000.

2. Press **[YES]** to accept the displayed number or enter a new field, then press **[ENTER]**. The system prompts:

BVH-2000 EDIT FIELD = "nnn" ?

where "nnn" is now field you entered.

3. Press **[YES]**. INIT Page #3 is displayed with the number you entered in the text area for INIT #69.

70 DF ADJ. ± 2 (NTSC SYSTEMS ONLY)

This item is used to toggle between +2 and -2 displays. It determines whether Super Edit adds or subtracts two frames if an invalid time code is entered when in the Drop-Frame time code mode with an NTSC system. With a PAL system, N/A appears in the text area.

To toggle between +2 and -2, from any INIT Page press **[7],[0]** and then press **[ENTER]**. INIT Page #3 is displayed with the newly toggled state in the text area for INIT #70.

71 RECORD CF = 000

Record Color Framing dictates where in a 4-field or 8-field sequence a pre-roll begins. It is controlled by the system and can be set to match the studio phase over a 4-field / 2-frame sequence (NTSC) or an 8-field / 4-frame sequence (PAL).

Record Color Framing should not be changed during an edit session. However a change may be necessary at the beginning of a session if the color framing does not match a previously recorded program.

CHECKING/ADJUSTING RECORD COLOR FRAMING

Turn **ON** the Color Framer of the R-VTR and set it to the appropriate 4-field (NTSC) or 8-field (PAL) mode. Make a test recording of color bars within existing bars, and if there is a shift, adjust color framing as follows:

1. From any INIT Page press [7],[1] and then press [ENTER]. The system prompts:

RECORD CF = "nnn"?

where "nnn" is the previous setting for record color framing.

- 2. Press [0] or [1] and then press [ENTER]. The above prompt changes to the number you entered.
- 3. Press **[YES]**. INIT Page #3 is displayed with the newly selected number in the text area for INIT #71.

For a PAL system, recheck record color framing. If necessary, repeat Step 2 using [0] or [1] or [2] or [3].

ALERT! Remember to reset this item to its default setting when the program is completed.

72 X-PEG = - 005

This item is used to adjust for the delay, in frames, of XPEG triggers. Note that the default is -005, where the XPEG is sent to the video switcher 5 frames before it is to be executed. To set the number of frames delay:

1. From any INIT Page press **[7],[2]** and then press **[ENTER]**. The system prompts:

```
XPEG = "nnn" ?
```

where "nnn" is the current delay in number of frames.

2. Press **[YES]** to accept the displayed value or enter a new number, then press **[ENTER]**. The above prompt changes to:

XPEG = "nnn" ?

where "nnn" is now the number you entered.

3. Press **[YES]**. INIT Page #3 is displayed with the newly selected value in the text area for INIT #72.

73 PVW AUX BUS = 000

This item is used to select the default preview mode (E-E or Preview Switcher), or the AUX Bus number for video switchers with this capability. To select the default preview mode or the Preview AUX Bus number:

1. From any INIT Page press [7],[3] and then press [ENTER]. The system prompts:

PVW AUX BUS = "nnn"?

where "nnn" is the current selection, enter a number from the list below.

[0] = Default Preview Mode - E-E or Preview Switcher

[1] - [9] = Aux Bus

2. Press **[YES]** to accept the displayed value or enter a new number, and press **[ENTER]**. The above prompt changes to:

PVW AUX BUS = "nnn" ?

where "nnn" is now the number you entered.

3. Press **[YES]**. INIT Page #3 is displayed with the newly selected value in the text area for INIT #73

74 PVW OUT XPT

Set this to the AUX bus crosspoint used as the PROGRAM OUT for AUX bus Preview Switching.

75 MON V SIZE (3-15) = "NNN"

This item is used to move the edit display up or down within the Super Edit window. Note that the default is 007. Each increment above and below 007 moves the display one line on the screen. To use the function:

1. From any INIT Page press **[7],[5]** and then press **[ENTER]**. The system prompts:

MON V SIZE (3-15) = "nnn" ?

where "nnn" is the current position.

2. Press **[YES]** to accept the displayed value or enter a new value and then press **[ENTER]**. The above prompt changes to:

MON V SIZE (3-15) = "nnn" ?

where "nnn" is now the value you entered.

3. Press **[YES]**. INIT Page #3 is displayed with the newly selected value in the text area for INIT #75.

INITIALIZATION PAGE 3 – ITEMS 76 THROUGH 90

76 – 90 EDIT AND PREVIEW TIMING

These items are used to adjust the edit and preview accuracy of the audio mixer, video switcher, and VTR edits.

INIT#	FUNCTION	ADJUSTS ACCURACY OF
76	VID EDIT IN	R-VTR video edit IN time
77	AUD EDIT IN	R-VTR audio edit IN time
78	VID EDIT OUT	R-VTR video edit OUT time
79	AUD EDIT OUT	R-VTR audio edit OUT time
80	BVB VID PVW IN	Black/Video/Black video preview IN time
81	BVB AUD PVW IN	Black/Video/Black audio preview IN time
82	BVB VID PVW OUT	Black/Video/Black video preview OUT time
83	BVB AUD PVW OUT	Black/Video/Black audio preview OUT time
84	VVV VID PVW IN	Video/Video video preview IN time
85	VVV AUD PVW IN	Video/Video audio preview IN time
86	VVV VID PVW OUT	Video/Video video preview OUT time
87	VVV AUD PVW OUT	Video/Video audio preview OUT time
88	HOT-MODE SRC	HOT-MODE source switching
89	HOT-MODE A/V	HOT-MODE edit IN time
90	ON-THE-FLY EDIT OUT	On-The-Fly R-VTR video edit OUT time

To make these adjustments:

1. From any INIT Page press **[7],[6]** through **[9],[0]** and then press **[ENTER]**. The system prompts one of the above listed FUNCTIONS:

VID EDIT IN = "nnn" ? (EXAMPLE)

where "nnn" is the previous adjustment for the edit accuracy of the R-VTR video IN time.

2. Press **[YES]** to accept the displayed value or enter a new value and then press **[ENTER]**. The above prompt changes to:

VID EDIT IN = "nnn" ? (EXAMPLE)

where "nnn" is now the number you entered.

3. Press **[YES].** INIT Page #3 is displayed with the newly selected value in the text area for INIT #76.

TESTING EDIT TIMING (ACCURACY)

To test the edit accuracy of the IN and OUT points for your current R-VTR, perform the following:

- 1. Load a tape with burned-in visual time code into the R-VTR.
- 2. Select the R-VTR, and enter a time code with even frame numbers.

Example; 1:00:00:00

- 3. Select an A/V edit.
- 4. Press [BLK].
- 5. Enter a 10-frame duration.
- 6. Press **[RECORD].** The 10 frames of black are recorded over the burned-in time code on the R-VTR.
- 7. Using the Jog Knob, verify that the IN and OUT edits are correct. **Note** the following:
 - The last fields of visual time code on the R-VTR before the edit to black should be :29 for NTSC and :24 for PAL.
 - The first fields of visual time code coming out of the edit should be :00. This is correct for a Field 1 edit.
- 8. If necessary, adjust the Audio or Video IN or OUT timing in INIT items # 76 through 79. If the edits on tape are late, subtract frames by preceding the adjusted entry with a (-) minus.

This same procedure, with certain modifications, can be used to check all edit and preview timings.

INITIALIZATION PAGE 4 – ITEMS 91 THROUGH 105

INITIALIZATION PAGE #4	2001 EDIT LINES LEFT
91 STORE EMEMS TO DISK = OFF	106 GPI PULSE WIDTH = 000
92 EDL FILTER = OFF	107 PRE-READ REEL = PRE-RD
93 STORE PEG NOTES = OFF	108 MIX PREAD XPNT = -001
94	109
95	110
96 RVTR XPNT SEL = OFF	111
97 SLAVE A/V SAME AS RVTR = OFF	112
98 TIE CONFIG TO BIN = OFF	113
99 RESET ALL LEARNED BALLISTICS	114
100 NON-LINEAR MODE = OFF	115
101 ENBL/DIS EFFECTS LEVELS	116
102 P SWR SW ON F 001	117
103 V SWR SW ON F 001	118
104 A MXR SW ON F 001	119
105 FRAME INC FORCE = 008	120 NLE INIT PAGE

Initialization Page #4 Example

INIT NUMBER ?

91 STORE EMEMS TO DISK = ON / OFF

E/A/P/QMEM data may be stored on a disk rather than in the EDL RAM. This INIT item enables or disables disk based storage of this data. When disabled, EMEM data will be stored in the EDL RAM as in previous versions of Super Edit.

Both disk based and EDL based EMEMs can coexist in the same EDL, and the feature may be turned ON or OFF as desired. Disk based EMEM appears in the EDL similar to the following:

EMEM* 001 DH1A10001MEM

Super Edit NT automatically carries out the necessary file management, with no operator intervention.

92 EDL FILTER = ON / OFF

Super Edit can FILTER your EDL Bin by various criteria that you specify. This is only a filter and does not affect your current EDL in any way other than how you see it displayed. Filter does not replace the ABRIDGED feature.

When you Copy an EDL from Bin to Bin, you can pass it through the filter if you wish. If you perform a COPY with the filter ON, the EDL in the FROM Bin is not changed, but the EDL in the TO Bin will contain only the EDL lines that were passed through the filter.

Filter can be turned ON and OFF via INIT #92. When turned **ON**, the word **FILTER** will be displayed on the Status Line to remind you that the EDL you are viewing has been filtered. Filter is also turned ON automatically when you specify new filter criteria by using the Filter dialog.

To specify a Filter criteria, press [ALT] [F] or [SHIFT] [DSPL OPTIONS] (K5).

0	REELS	OFF
1	A/V COMP	OFF
2	TRANS	OFF
3	R MARKS	OFF
4	NOTES	OFF
5	ENABLE	ALL
6	DISABLE	ALL

ENBL/DIS EDL FILTERS?

You may enable or disable any of the options by selecting it's corresponding number and pressing **[ENTER]**. The feature will filter the current EDL by the options that are enabled, in the order in which they appear in the menu. After enabling desired options, press **[ENTER]** again to leave the menu and advance to the next level of dialog. Depending upon what options are enabled, you will be asked for more information about what you want to filter.

ENTER REEL

Entering a reel name will cause all events that contain that reel name to be displayed and all events with different reel names will be filtered out. Currently the filter works on one reel name at a time.

FILTER FOR A/V =

The A/V dialog works exactly like the A/V dialog used to set up an edit in the mark table. Once you have chosen an A/V mode you are asked

EXCLUSIVE?

Answering **YES** to this question will cause only those event lines that MATCH your chosen A/V mode exactly to be displayed. Answering **NO** to this question will allow all events that contain your chosen A/V component(s) to be displayed. For example, if you have chosen "V" for the A/V mode filter component, and answered YES to the EXCLUSIVE question, only events with "V" will be displayed. If you answered NO to the EXCLUSIVE question, all events that contain a "V" component will be displayed, such as A12V, A1V, V, A1234V, etc.

TRANS TYPE =

Select the transition type by pressing the **[CUT]**, **[DISS]**, **[WIPE]** or **[KEY]** keys on the keyboard. Only events that contain your chosen transition type will be displayed. If you filter on CUT, Super Edit will only display single line CUT events and split edits. The CUT line of a two-line event such as a WIPE will only be displayed if you filter on that type of transition.

HIDE RECORDED?

You can set the filter to show you only recorded events or only un-recorded events, depending upon your answer to the R Marks question during the filter dialog.

ENTER SEARCH STRING:

Super Edit will only display those events that contain a note that **begins** with the string of characters entered. Super Edit considers a NOTE to belong to the event immediately preceding it in the EDL Bin. If an event contains a note that matches, Super Edit will display that whole event and all associated notes.

ENABLE / DISABLE ALL

These two choices either turn ON all filter components or turn them OFF. If you turn them all ON, you will be asked to specify further criteria for every filter type as detailed above.

93 STORE PEG NOTES = ON / OFF

When ON, PEGS Notes created in the PEGS Timeline (TLC) will be displayed in the EDL with the event.

- 94 N/A
- 95 N/A

96 RVTR XPNT SEL = ON / OFF

This item allows Super Edit to select the R-VTR crosspoint assigned on the Assignment Page as the true crosspoint selected on your video switcher rather than Black, when selecting the R-VTR.

In the **OFF** state, when you select the R-VTR green key, the video switcher will switch to Black in order to avoid video feedback.

In the **ON** state, when you select the R-VTR green key, the video switcher will switch to the crosspoint currently shown for the R-VTR on the Super Edit Assignment Page.

To toggle from the displayed state to the other, from any INIT Page press **[9],[6]** and then press **[ENTER]**. INIT Page #4 is displayed and the text area for INIT #96 shows the newly toggled state.

97 SLAVE A/V SAME AS RVTR = ON / OFF

This item allows secondary (multiple) recorders to have different audio and video components selected than that of the primary recorder (R-VTR).

When **OFF**, all Linked Recorders will record the same A/V components as that of the Master.

When **ON**, each Linked Recorder will record the components that were selected when it was the current device.

To toggle from the displayed state to the other, from any INIT Page press **[9],[7]** and then press **[ENTER]**. INIT Page #4 is displayed and the text area for INIT #97 shows the newly toggled state.

98 TIE CONFIG TO BIN = ON / OFF

This item is used to toggle association of Configuration Files to Bins ON/OFF. It allows for specified configuration files to be tied to particular Bins. When this function is **ON**, **CONFIG** is displayed in the Status Line of the Edit Screen.

When **ON**, Storage of a Configuration file will be tied to a Bin, and when that Bin is recalled, the configuration file associated with that Bin will be automatically loaded.

When **OFF**, the currently loaded configuration will be active for all Bins.

Note that for a configuration file to be tied to a Bin, the configuration file must be recalled to the Bin with INIT #98 already **ON**.

To toggle from the displayed state to the other, from any INIT Page press **[9],[8]** and then press **[ENTER]**. INIT Page #4 is displayed and the text area for INIT #98 shows the newly toggled state.

99 RESET ALL LEARNED BALLISTICS

Super Edit learns individual machine characteristics as you edit. This item resets all VTR ballistics to the factory default values.

When a configuration file is created, the ballistics of the connected devices (device dependent) are stored in the configuration.

As you begin to edit, you may find that the longer you edit, the connected devices tend to synchronize better. This is because these machines are "learning" as they edit.

As soon as you perform a SWAP, change a Reel, change a port assignment, etc., you may find that the machine now responds as it did when you first began to edit. This is because, by performing the functions mentioned above, you caused the system to re-load the default ballistics for these devices from the current configuration.

In order to have the optimum ballistics stored in your configuration, perform the following:

- 1. Recall the configuration file.
- 2. Press **[INIT].** The system prompts:

INIT NUMBER?

3. Press [9],[9]. The system prompts:

ARE YOU SURE?

4. Press [YES].

Slave together as many sources as you have available, remembering to put all your sources in **2F**.

5. Press [VVV].

After approximately 3 to 5 previews, all the devices should lock up quickly.

6. Modify this configuration file by saving it with the **same title and file name**. The system will prompt:

FILE EXISTS. REPLACE?

7. Press [YES]

Now, whenever you perform a SWAP, change a Reel, change a port assignment, etc., these are the ballistic settings that will be recalled.

100 NON LINEAR MODE ON/OFF (ONLY WITH NLE OR NL SOURCE)

This item turns ON or OFF the NLE mode for linear/non-linear/hybrid editing with a GVG Profile Video Server.

101 ENBL / DIS EFFECTS LEVELS

This item enables and disables EFFECTS LEVELS for EMEM recalls on certain video switchers. Shortcuts to accessing this feature are [SHIFT] [VIDEO] or [SHIFT] [U4](K5).

When activated, a menu of Effects Level choices and current status, ON or OFF, is shown. Selecting one of these items will toggle its state. There are two additional items that allow the user to turn all Effects Levels ON or OFF simultaneously.

A typical menu is as follows (GVG Model 4000 shown. This Menu may differ slightly depending on the features and manufacturer of the switcher used.):

00	PGM/PST	OFF
01	M/E 1	OFF
02	M/E 2	OFF
03	M/E 3	OFF
04	DSK	OFF
05	BKGD	OFF
06	MISC	OFF
07	DPM 1	OFF
08	DPM 2	OFF
09	DPM 3	OFF
10	DPM 4	OFF
11	AUTO RUN	OFF
12	AUTO RCL	OFF
13	ENABLE	ALL
14	DISABLE	ALL

Store and recall are implemented in the conventional manner via PEGS commands. However, to take advantage of the multiple Effects Levels available on many switchers, a method has been provided to control which of these levels are stored and recalled in an individual EMEM register. The PEGS commands to control a single Effects Level are entered in the conventional manner. The **thousandth** and **hundredth** digits specify which Effects Level is to be affected (0 through 10), and the **tenth** and **ones** digits specify the register number (0-99). However, this only addresses a single Effects Level per PEGS command.

To enhance control of the Effects Levels, Super Edit provides two additional PEGS commands. The first one deals with **ALL LEARNED EFFECTS LEVELS** and the second one deals with **ALL ENABLED EFFECTS LEVELS**.

ALL LEARNED EFFECTS LEVELS

This command specifies that EMEM commands operate on All Learned Effects Levels. For the specified EMEM register, data for all levels that were learned into this register is transferred to the Editor. And if recalled from the editor, those same levels will be restored to that register. This is very useful, but keep in mind that it pays no attention to what Effects Levels are currently enabled. This command is entered in a PEG by using an Effects Level of eleven (**11**).

For example:

PEGS Command 1103	Save/Recall all learned data Into/From register # 3.
PEGS Command 1115	Save/Recall all learned data Into/From register #15.

ALL ENABLED EFFECTS LEVELS

This command specifies that EMEM commands operate on the Currently Enabled Effects Levels. For the specified EMEM register, data for all levels that are currently enabled **by Super Edit** will be transferred to the Editor. And if recalled from the Editor, ONLY those same effects levels will be restored. This gives you more control over which effects levels you want to save into the EDL, and then restore to the switcher. This command is entered in a PEG by using an Effects Level of twelve (**12**). This is the most common way to control the switchers.

For example:

PEGS Command 1203	Save/Recall the EMEM Into/From register # 3
PEGS Command 1215	Save/Recall the EMEM Into/From register #15

The Currently Enabled Effects Levels are controlled from Super Edit. Super Edit holds a table of enabled effects levels that you can control. This table may or may not represent what is enabled on the switcher panel.

AUTO RECALL AND AUTO RUN

There two additional choices that allow the user to turn **ALL** Effects Levels ON or OFF at the same time; Auto Recall and Auto Run. For more information on how the Enabled Effects Levels affect EMEM operations, please refer to the appropriate switcher documentation.

Note that the commands to turn the Effects Levels ON and OFF are sent to the switcher during the time the menu is displayed, and whenever a **[SHIFT][RESET]** is performed. They are not sent during or before an edit command. This enables the user to over-ride them manually if desired, but it must be remembered that if the buttons are changed manually on the control panel, Super Edit will not over-ride them unless a **[SHIFT][RESET]** is performed first. Also note that Super Edit will only ask for EMEM data according to its own record of Enabled Effects Levels, regardless of what is enabled on the switcher panel.

If your switcher does not have three mix effects levels, choice #3 in the menu will have no effect and may be ignored.

102 P SWR SW ON F 001

Selects the field on which the Preview Switcher will switch. Options are [1] or [2], but are not mapped to F1 and F2 respectively. Selecting a different setting selects the opposite of the current setting.

103 V SWR SW ON F 001

Selects the field on which the Video Switcher will switch. Options are 1 or 2, but are not mapped to F1 and F2 respectively. Selecting a different setting selects the opposite of the current setting.

104 A MXR SW ON F 001

Selects the field on which the Audio mixer will switch. Options are 1 or 2, but are not mapped to F1 and F2 respectively. Selecting a different setting selects the opposite of the current setting.

105 FRAME INC FORCE = 008

The Frame Increment feature allows you to manually "bump" a device by a specified amount of fields or frames (device dependent) using the keyboard rather than the Jog Knob.

Press [ALT][<] or [SHIFT][REV] (K5) for reverse incrementing or [ALT][>] or [SHIFT][FWD] (K5) for forward incrementing.

Sustained pressing of these keys will force the selected device to increment continuously.

Values between 0 and 100 are allowed. If you wish to increment a device by a larger amount, increase this value. If you wish to increment a device by a lesser amount, decrease this value.

Frame Increment is not active while performing a Preview or Record.

To change the displayed value, from any INIT Page press **[1],[0],[5]** and then press **[ENTER]**. INIT Page #4 is displayed and the text area for INIT #105 shows the newly entered value.

NOTE that this single adjustment applies to all connected devices.
INITIALIZATION PAGE 4 – ITEMS 106 THROUGH 120

106 GPI PULSE WIDTH = 000

This item allows adjustment of the Pulse Width of the GPI relay closure from 1 to 100 ms. A Setting of -1 (minus 1) allows the GPI relay to remain closed until the edit-out point.

To toggle from the displayed state to the other, from any INIT Page press **[1],[0],[6]** and then press **[ENTER]**. INIT Page #4 is displayed and the text area for INIT #106 shows the newly entered pulse width.

This adjustment is global and affects ALL GPI Outputs.

107 PRE-READ REEL = PRE-RD

This item designates the Reel ID that is entered into the EDL when a Pre-read edit is recorded using the R-VTR as a source.

To enter a new Pre-read Reel ID, from any INIT Page press **[1],[0],[7]**, and press **[ENTER]**. INIT Page #4 is displayed and the text area for INIT #107 shows the newly entered Pre-read Reel ID.

108 MIX PREAD XPNT = - 001

This setting instructs the system on which audio crosspoint to look for the R-VTR during a Pre-read edit or a SWAP.

Entering an audio crosspoint in this INIT will over-ride the R-VTR crosspoint setting in the Assignment Page.

Entering a **[-],[1]** (minus 1) in this INIT will instruct the system to use the R-VTR crosspoint setting in the Assignment Page.

109 – 119 N/A

120 NLE ASSIGNMENT PAGE

Selects the NLE Assignment page. See **NLE** and **NL Source** documentation in their respective manuals.

INITIALIZATION PAGE 6 – ITEMS 151 THROUGH 180

(See NLE and NL Source documentation in their respective manuals)

EDITOR KEYBOARD AND JOGGER

This section contains the operating information for Super Edit with the K2 Keyboard and Jog Knob, and the K5 Keyboard and Jogger. It also contains operational information on features of Super Edit NT[™] and a variety of equipment used with the DPE 500 Series Editors.

These sections assume that you have installed and set-up your DPE system.

KEYBOARD BASICS

The K2 and K5 Keyboards are configured similar to a typewriter (QWERTY) keyboard.

The keyboard features color-coded keys for both editing and normal text entry. The functional descriptions of each key are described by key color and grouped for easy reference.

General functional key categories of the K2 Keyboard are discussed below.

EDITING FUNCTIONS

The edit function(s) of each individual key is printed on the keycap (with the exception of the Gang key on a K2 keyboard). During editing operations, whenever a key is pressed the editing function of the key is selected. This is the case unless notes, titles, or Reel IDs are being entered.

Some keys have more than one function designated on the keycap; a lower case function and an upper case function. The upper case function is accessed the same as an upper case letter is typed on a typewriter; by holding down the **[SHIFT]** key and pressing the desired edit function key.

Pressing **[CTRL]** or **[ALT]** in conjunction with certain other keys access additional functions.

CHARACTER AND NUMERIC ENTRY

The letters of the alphabet and standard punctuation are also printed on the keys. Characters are used automatically when entering notes and titles, or assigning Reel IDs. A separate numeric keypad allows you to enter numbers quickly from the keyboard. Numbers can be used in response to prompts requiring a menu selection, or when entering notes, titles, or time-code.

ITEM SELECTION

Use $[\uparrow]$, $[\bullet]$, $[\bullet]$ and $[\rightarrow]$ to scroll the EDL and to move about the Main Menu or other menus.

MISCELLANEOUS KEYBOARD FUNCTIONS

Keys such as **[YES]**, **[NO]**, and **[INIT]** are used to access or perform special functions during the editing process, and have those functions on the keycap. Also, note that **[Y]** and **[N]** may be substituted for **[YES]** and **[NO]** respectively.

Unless otherwise stated, **[RETURN]** and **[ENTER]** perform identical functions; to complete data entries, respond to system prompts, and to toggle through parameter selections. Although they may be used interchangeably, **[ENTER]** is used throughout this manual.

THE JOG KNOB – K2 KEYBOARD

The Jog Knob provides precise control of devices at the touch of a finger. Because of the arrangement of the Jog Knob, it is usually more efficient to control machines from the Jog Knob rather than the keyboard when selecting edit points.

During the recording of an edit, you can select and control VTRs and other devices not involved in the edit. The process of finding edit points for the next edit need not wait until the edit being performed is completed.

Devices involved in the edit may be controlled once their part in the edit is completed (i.e., the FROM device in a dissolve can be controlled after it has been used for its match frame). Edit points specified while an edit is in progress will not be changed as a result of the post-edit operations.

PLAYING & STOPPING DEVICES USING THE JOG KNOB

Normal PLAY mode can be enabled at any time by "tapping" twice on the conductive center of the Jog Knob, as you would double-click a mouse. Devices can be stopped at any time by tapping once on the center of the Jog Knob.

JOG MODE

Jog mode allows the selected device to be moved frame-by-frame, in forward or reverse direction. Touch the conductive surface of the Jog Knob to enable Jog mode. When enabled, the center LED above the knob is OFF. Jog mode remains enabled as long as you are touching the conductive surface.

Turning the Jog Knob clockwise moves the tape forward. Turning the Jog Knob counter-clockwise moves it backward. Depending on the speed of rotation, the speed of the tape will increase or decrease accordingly.

SHUTTLE MODE

Shuttle mode is used to quickly move tapes or drives forward or backward, up to the maximum speed of the device. Shuttle mode is enabled as soon the Jog Knob has been rotated more than a few degrees, and as long as you are touching the rubber ring over the knob and not the conductive surface of the knob.

Touching only the rubber ring, turning the knob clockwise moves the tape forward. Turning the knob counter-clockwise moves the tape backward. Depending on the amount of rotation, the speed the tape shuttles will increase or decrease accordingly.

LEDs above the knob light to indicate the direction of the tape and the approximate speed.

VARIABLE MODE

Variable mode allows the selected device to be moved forward or backward at a slower rate of speed than Shuttle mode. This can be very useful when searching for edit points within a small area of the tape. Pressing **[VAR]** enables and disables (toggles) the variable mode. It remains enabled until either **[VAR]** is pressed again or the conductive surface of the Jog Knob is touched (which enables Jog mode).

LEDs above the knob light to indicate the direction the tape and the approximate speed.

Touching only the rubber ring, turning the knob clockwise moves the device forward. Turning the knob counter-clockwise moves the device backward. Depending on the amount of rotation, the device speed increases or decreases accordingly.

In the Variable speed mode, devices will move from approximately three times normal play speed in forward or approximately normal play speed in reverse (VTR and protocol dependent). The speed that the tape is moving is displayed in the SPD column of the Mark Table as a percentage of normal Play speed.

For example:

000 = STOP

075 = 75% of Play speed

150 = 150% of Play speed

- 025 = 25% of Reverse Play speed

MANUAL OVERRIDE

The Jog Knob has a manual override of the automatic JOG / SHUTTLE switching which allows you to manually control the switching between Shuttle, Variable, and Jog modes. Hold down the right-hand **[SHIFT]** key, then press **[VAR]** to switch between manual and automatic mode.

When Manual mode is enabled, the system issues a short beep. Mode switching is accomplished using **[VAR]**. With Manual mode enabled, each time you press **[VAR]** the system switches motion control modes. The mode-switching pattern is Shuttle, to Variable, to Jog, and back to Shuttle.

THE JOGGER – (K5) KEYBOARD

The Jogger[™] is a separate control unit containing several clusters of keys and the Jog Knob. Utilizing these controls, you may select and control devices, specify edit IN and OUT times, and preview and record edits.

The K5 keyboard was originally designed for the VPE-151 editor, and could also be used on the VPE-251 and VPE-351 editors. While the use of this keyboard is allowed on the DPE-551, it is no longer manufactured.

DEVICE SELECTION VIA THE JOGGER (K5)

The dark green source selection keys are used to select VTRs, AUX (Auxiliary), or BLK (Black). When a source selection key is pressed, the Mark Table cursor (>) points to the selected device, and the appropriate video switcher and audio mixer crosspoints are selected.

Unlike the source selection keys on the keyboard, these keys cannot be used to specify VTRs in a dialog (i.e., specifying FROM and TO sources for a Dissolve).

MOTION CONTROL VIA THE JOGGER (K5)

It is usually more efficient to control machines with the Jogger controls rather than the keyboard when selecting edit points. During the recording of an edit, you can select and control VTRs not involved in the edit. The process of finding edit points for the next edit need not wait until the edit being performed is completed.

VTRs involved in the edit may be controlled once their part in the edit is completed. For example, the FROM VTR in a dissolve can be controlled after it has been used for its match frame.

The light blue motion control keys are used to control the motion of VTRs and other sources. In general, the following keys perform identical functions as their respective keys on the keyboard. Note that additional functions for these keys are described under LIGHT BLUE KEYS, section 11.

- **[REW]** Rewinds the selected device
- [FF] Fast-Forwards the selected device
- [PLAY] Plays the selected device
- **[STOP]** Stops (STILLs) the selected device
- [SRCH] Cues the selected device to the IN time

JOG MODE (K5)

Pressing **[JOG]** enables the jog mode. Jog mode remains enabled unless **[VAR]** or **[SHTL]** is pressed. Jog mode allows the selected device to be moved, frame-by-frame, in forward or reverse direction.

With Jog mode enabled, turning the Jog Knob clockwise moves the selected device forward. Turning the Jog Knob counter-clockwise moves the selected device backward.

Green LEDs illuminate either to the left or right of the red LED indicating forward or reverse motion. Depending on the amount of rotation, the shuttle speed will increase or decrease accordingly.

SHUTTLE MODE (K5)

Shuttle mode is used to quickly move devices in forward or reverse direction up to the maximum shuttle speed capability of the selected device. Shuttle mode is enabled by pressing **[SHTL]**, and remains enabled until either another mode is selected or **[STOP]** is pressed, defaulting Super Edit back to Jog mode.

Turning the Jog Knob clockwise moves the device forward. Turning the Jog Knob counter-clockwise moves the device backward.

Green LEDs illuminate either to the left or right of the red LED indicating forward or reverse motion. Depending on the amount of rotation, the shuttle speed will increase or decrease accordingly.

VARIABLE MODE (K5)

Variable mode allows the selected device to be moved forward or backward at a slower rate of speed than Shuttle mode. This mode is useful when searching for edit points within a small area on the device. Pressing **[VAR]** enables variable mode. It remains enabled until either another mode is selected or the **[STOP]** key is pressed, defaulting Super Edit back to Jog mode.

Turning the Jog Knob clockwise moves the device forward. Turning the Jog Knob counter-clockwise moves the device backward.

Green LEDs illuminate either to the left or right of the red LED indicating forward or reverse motion. Depending on the amount of rotation, the shuttle speed will increase or decrease accordingly.

Devices will move approximately three times normal play speed in forward or approximately normal play speed in reverse (device dependent). The speed that the device is moving is displayed in the SPD column of the Mark Table as a percentage of normal Play speed. For example:

- **000** = STOP
- **075** = 75% of Play speed
- **150** = 150% of Play speed
- **-025** = 25% of Reverse Play speed

GANG MODE (K5)

Gang mode allows all linked (slaved) devices to be controlled simultaneously from the Jogger Panel. To enable or disable Gang mode, press **[GANG]**. When enabled, **GANG** is displayed on the Status Line of the Edit Screen.

Slaves must be **ON** in order to enable Gang.

OTHER JOGGER FUNCTIONS (K5)

The Jogger[™] also contains [MARK IN] and [MARK OUT] keys, a [PVW] key, which is identical to the [VVV] key on the Keyboard, and a [RECORD] key. These keys are functionally identical to their counterparts on the keyboard, but cannot be used within a Macro.

INTRODUCTION TO THE EDIT SCREEN

This section describes the composition of the Edit Screen and its various sections. The Edit Screen is composed of the four sections listed and described below. The following provides a detailed description of these Edit Screen sections.

Title Area - This is the top section. It consists of identifying information about the system and the current edit session.

Mark Table - This section contains information for the edit currently being programmed or performed.

Edit Decision List (EDL) - This is a list of the events that make up your show.

Message Area / Edit Timer - This area is used for system prompts and error messages, and tracking pre-roll and edit lengths.

TITLE AREA

The Title Area consists of the top three lines of the Edit Screen. They contain identifying information; the EDL (show) title, the Super Edit version and serial numbers, the Bin currently being used, and system status displays (Status Line).

B	L													
	THIS IS THE TITLE				E LI	LINE - IT CAN BE UP T			TO 72 CHARACTERS IN LENGTH					
	SUPER EDIT V1.2A				A REI	LEASE DPE-	541	S12345 A	CME	PRODUC	TIONS	541 #1		
SOURCE-CF			PRI	E-READ										
				SOURC	'E		IN		OUT	1	DUR	SPD	POS	
	A	L2V		R-001		01	:02:18:12	01	:02:23:12	00	:05:00		01:02:04:	17
1	DIS	03	30	A-002		21	:15:11:02						21:15:14:	05
]	FROM	A-VI	R	>B-003		07	:01:22:00						07:00:12:	20
	ГО	B-VI	R	AUX										
				BLK										
													T= 22:25	
>	000	l blf	5	A12V	С		00:00:00:	00	00:00:00:	00	01:00:	00:00	01:00:00:00	R
>	000	L 002	2	A12V	D	030	20:02:11:	05	20:02:15:	05	01:00:	00:00	01:00:04:00	R
	0002	2 0 0 2	2	A12V	С		20:02:23:	15	20:02:28:	15	01:00:	04:00	01:00:09:00	R
	000	3 003	3	A12V	С		07:13:00:	01	07:23:00:	16	01:00:	09:00	01:00:19:15	R
	0004	1 003	3	A12V	С		07:23:00:	16	07:23:00:	16	01:00:	19:15	01:00:19:15	R
	0004	1 002	2	A12V	W03	030	19:59:53:	05	19:59:55:	15	01:00:	19:15	01:00:21:25	R
	000	5 0 0 2	2	A12V	С		19:59:55:	15	20:02:15:	05	01:00:	21:25	01:00:21:25	R
	000	5 BLF	2	A12V	D	030	00:00:00:	00	00:00:01:	00	01:00:	21:25	01:00:22:25	R
								/						
(MESSAGE AREA)							(EDTT.	TTME	IK)				

The top line displays the title assigned to the current EDL. The far-left "**B**" number shows which Bin is currently being used.

The second line displays the version number and serial number of the Super Edit program being run, the model number of your system, and your company's name. This information is factory-set and cannot be changed.

The third line is the STATUS LINE, and displays certain options and conditions of currently active features.

MARK TABLE

The Mark Table is made up of several columns containing information for the edit currently being programmed, and is described in detail later in this section.

B1							
THIS	IS THE TIT	LE LINE - IT (LINE - IT CAN BE UP TO 72 CHARACTERS IN LENGTH				
SUPE	R EDIT V8.6	A RELEASE VPE	C-541 S12345 AC	CME PRODUCTIONS	541 #1		
	SOURCE-CF	PRE-READ					
	SOURCE	IN	OUT	DUR SPD	POS		
A12V	A12V R-001		2 01:02:23:12	00:05:00	01:02:04:17		
DIS 030	A-002	21:15:11:02	2		21:15:14:05		
FROM A-VTR	>B-003	07:01:22:00)		07:00:12:20		
TO B-VTR	AUX						
	BLK						
					T= 22:25		
> 0001 BLK	Al2V C	00:00:00):00 00:00:00:0	0 01:00:00:00	01:00:00:00 R		
> 0001 002	Al2V D	030 20:02:11	:05 20:02:15:0	01:00:00:00	01:00:04:00 R		
0002 002	Al2V C	20:02:23	8:15 20:02:28:1	L5 01:00:04:00	01:00:09:00 R		
0003 003	Al2V C	07:13:00	:01 07:23:00:1	L6 01:00:09:00	01:00:19:15 R		
0004 003	Al2V C	07:23:00	:16 07:23:00:1	L6 01:00:19:15	01:00:19:15 R		
0004 002	A12V W03	030 19:59:53	8:05 19:59:55:1	L5 01:00:19:15	01:00:21:25 R		
0005 002	Al2V C	19:59:55	5:15 20:02:15:0	01:00:21:25	01:00:21:25 R		
0005 BLK	A12V D	030 00:00:00	:00 00:00:01:0	00 01:00:21:25	01:00:22:25 R		
(MESSAGI	e area)			(EDIT TIM	ER)		

EDIT DECISION LIST (EDL)

The EDL is displayed in the lower section of the Edit Screen.

Up to eleven lines are visible in the EDL at one time. The actual number of lines visible in the EDL is dependent on the current size of the Mark Table. Earlier events scroll up and out of the EDL area as new events are added.

```
В1
         THIS IS THE TITLE LINE - IT CAN BE UP TO 72 CHARACTERS IN LENGTH
         SUPER EDIT V8.6A RELEASE VPE-541 S12345 ACME PRODUCTIONS 541 #1
               SOURCE-CF PRE-READ

        IN
        OUT
        DUR
        SPD

        A12V
        R-001
        01:02:18:12
        01:02:23:12
        00:05:00

        DIS
        030
        A-002
        21:15:11:02
        1
        1

        FROM A-VTR
        >B-003
        07:01:22:00
        1
        1
        1

                SOURCE
                                 IN
                                               OUT
                                                           DUR
                                                                    SPD
                                                                                 POS
                                                                             01:02:04:17
                                                                             21:15:14:05
                                                                             07:00:12:20
TO B-VTR
                ATIX
                BLK
                                                                            T = 22:25
> 0001 BLK A12V C 00:00:00 00:00:00 01:00:00:00 01:00:00:00 R
> 0001 002 A12V D 030 20:02:11:05 20:02:15:05 01:00:00:00 01:00:04:00 R
                             20:02:23:15 20:02:28:15 01:00:04:00 01:00:09:00 R
  0002 002 A12V C
  0003 003 A12V C
                                07:13:00:01 07:23:00:16 01:00:09:00 01:00:19:15 R
  0004 003 A12V C
                              07:23:00:16 07:23:00:16 01:00:19:15 01:00:19:15 R
  0004 002 A12V W03 030 19:59:53:05 19:59:55:15 01:00:19:15 01:00:21:25 R
  0005 002 A12V C 19:59:55:15 20:02:15:05 01:00:21:25 01:00:21:25 R
  0005 BLK A12V D 030 00:00:00:00 00:00:01:00 01:00:21:25 01:00:22:25 R
   (MESSAGE AREA)
                                                            (EDIT TIMER)
         ♠
                              Ϯ
                                      T
                                                                                 ♠
  Τ
                 Τ
                        Τ
                                                   Τ
         2
                                                    7
                  3
                        4
                              5
                                       6
                                                                     8
                                                                                  9
                                                                                         10
```

COLUMN 1 – EVENT NUMBERS

The first column is the event number (maximum 9999).

COLUMN 2 - REEL ID

The second column is the source Reel ID (six characters allowed, no spaces).

COLUMN 3 – A/V COMPONENTS

The third column indicates the Audio and Video components enabled for the current event. 4-channel audio editing is standard on the DPE-531 and 541. 8-channel audio is standard on DPE-551, but is available as an option on the DPE-531 and 541 also.

COLUMN 4 – TRANSITION

The fourth column reflects the type of transition for the event. Possible indications are:

 $\mathbf{C} = \mathbf{C}$ ut

- D = Dissolve A dissolve is always listed in two lines with the same event number. The top FROM line is always a cut (labeled C) and the bottom line, the TO line is the dissolve (labeled D).
- W = Wipe A wipe is always listed in two lines with the same event number. The top FROM line is always a cut labeled C and the bottom TO line is the wipe labeled W. The wipe code is next to the W.
- K Key transition A key is listed in two lines and, depending upon the type of key edit, has several designations that may appear. The top line is always the Background source and is designated with a B next to the K. If the key is a Fade, F also appears on the top line of information.

The bottom line is the foreground (key) source, but it is not specifically labeled. For a key-OUT edit, an **O** appears next to the K, with the transition rate in frames. For example, a key-out fade of 30 frames would appear as:

K O(F)	030
BGND	AUX
FGND	A-VTR

COLUMN 5 – TRANSITION RATE

The fifth column shows the rate of the transition in frames. This column is blank if the event was a cut.

COLUMNS 6-9 – IN AND OUT TIMES

The four columns of time code indicate the IN and OUT times of the edit. The columns are as follows:

=	Source IN-time (start time)
=	Source OUT-time (end time)
=	Record IN-time (start time)
=	Record OUT-time or event duration (end time)
	= = = =

COLUMN 10 – RECORD MARKS

This column contains the **R**-Mark (Record Mark). It appears to the right of the Record OUT column, indicating the edit has been recorded to tape. If changes are made to an event in the EDL, the R-Mark disappears indicating that the edit is not recorded as it is now displayed.

MESSAGE AREA / EDIT TIMER

The bottom line of the display consists of the MESSAGE AREA and the EDIT TIMER.

The **message area** is used to display dialog questions, system prompts, error messages, etc.

The **Edit Timer** is for counting down the pre-roll and for displaying the running length of an edit. It can be turned ON or OFF as desired via INIT # 37. During pre-roll, the timer counts off the seconds down to zero. At the edit IN point, the timer is highlighted in reverse video, and counts the seconds for the duration of the edit or until the edit is terminated manually.

TRANSITION AREA

The far left column of the Mark Table displays the type of transition selected for the edit being programmed, the sources involved, the components of audio and video that are assigned, etc. The following is an example of a programmed dissolve. The dissolve is from the A-VTR to the B-VTR, lasting 30 frames, and using audio channels 1 and 2 plus video.

A12V DIS 030 FROM A-VTR TO B-VTR

The top line denotes the audio and video components used in the edit (in the above example audio channels 1 and 2 plus video). The second line shows the type of transition and the transition rate (a dissolve lasting 30 frames). The third and fourth lines denote the FROM and TO sources.

Transition rates are limited to 255 frames through the edit dialog. When 8 channels of audio are selected (optional), the "A" is not displayed.

SOURCE COLUMNS

This column displays and identifies all sources currently assigned. This area lists the R-VTR, sources A-VTR through F-VTR, AUX (Auxiliary), and BLK (Black). All information on the same line and to the right of a SOURCE designation applies to that source.

The Mark Table cursor (>) identifies the currently selected source. When selected, that source (as well as any linked sources) is highlighted. Note that the R-VTR is always highlighted. The Reel ID assigned to each source is displayed next to the VTR letter. For example, A-001 is the A-VTR with 001 assigned as its Reel ID.

IN COLUMNS

These column display the IN time specified for the VTR or source assigned to that line of information.

PAL SOURCE COLOR FRAME FLAGS

Super Edit computes and displays source color frame flags to show the frame difference between the source color frame and studio reference. These flags are displayed to the left of the source's IN column and are defined as follows:

- **No Flag** Frame Difference = **0**
 - + Frame Difference = +1
 - Frame Difference = -1
 - * Frame Difference = ± 2

OUT COLUMNS

These columns display the OUT time for the device assigned to that line of information.

DURATION COLUMN

This column displays the duration between the IN and OUT times of a source.

In **SMPTE and DF** modes, the duration is displayed in DF or "real time", and states the time it will take the source to get from the IN point to the OUT point playing in real time. The duration is displayed with a semi-colon (;) between the seconds and frames denoting "real" or "clock time".

In the **NDF** mode, the duration is the IN time subtracted from the OUT time. This duration is not representative of "real time", and is displayed with a colon (:) between the seconds and frames.

If both the IN and OUT times are specified, Super Edit automatically calculates the duration and displays it in the DUR column. If only an IN time exists, and a duration is specified, the OUT time is calculated and displayed in the OUT column. **Also:**

- The R-VTR duration supersedes any source duration.
- Durations given to the FROM VTR in a dissolve or wipe, or the foreground of a key transition are delay times.
- Unless there is a time in the DURATION column, a time in the OUT column is ignored.

SPD (SPEED) COLUMN

Either motion direction, VTR speedometer or device status are displayed in this column.

<jog< th=""><th>=</th><th>JOG REVERSE</th></jog<>	=	JOG REVERSE
JOG>	=	JOG FORWARD
PLY	=	PLAY
STP	=	STOP
STL	=	STILL
FFW	=	FAST FORWARD
REW	=	REWIND
<shu< th=""><th>=</th><th>REVERSE SHUTTLE</th></shu<>	=	REVERSE SHUTTLE
SHU>	=	FORWARD SHUTTLE
CAS	=	CASSETTE NOT LOADED
→	=	2 X PLAY
PRK	=	PARKED (READY FOR PRE-ROLL)
LOK	=	LOCKED (DURING PRE-ROLL)
LCL	=	LOCAL (DEVICE NOT IN REMOTE)

Instead of direction arrows, the Variable mode speedometer shows the approximate speed of the selected device when it is in Variable mode or during a Programmed Motion event. In the FILL mode, the calculated playback speed is displayed. The display is in percent of play speed.

For example:

00	0 =	STILL
999 through -00	1 =	REVERSE PLAY speeds (device dependent)
001 through 99	7 =	PLAY speeds (device dependent)
851 through 114	9 =	Program Play Speeds (device dependent, see below)
99	= 8	TBC Freeze
99	9 =	TBC release Freeze

Standard variable speeds in Super Edit are calculated at 1% increments. The exceptions are Program Play Speeds. For VTRs and other devices capable of this variable mode, speeds between 85% and 115% can be set at 1/10th% increments.

For example, to program a speed of 92 and 6/10 % speed, you would enter 926 as the speed. For a speed of 111 and 2/10, you would enter a speed of 1112.

The calibration accuracy of the Variable mode speedometer depends upon the VTR model and its adjustment. As a rule, the speedometer should be used as an indicator, but reliability is VTR dependent.

POSITION COLUMN

This column displays the current tape position based on reported time code or the tape timer of the VTRs.

After a **[RESET]**, tape positions are temporarily cleared.

TIME CODE

For NTSC systems, the character to the left of the POS column indicates the type of time code on the tapes being used as follows:

- N = NON DROP frame time code
- $\mathbf{D} = \mathbf{D}ROP$ frame time code

* = For both NTSC and PAL systems, an asterisk means that editing is no longer being done on the basis of the primary time code for that VTR. This mode is toggled with the **[ALT TC]** key. (For VPR model VTRs, time code mode is selected on their front panels).

TIME INDICATOR

The time indicator (**T**=) indicates the total running time of the current EDL. (See Show Start, INIT #16 in INIT PAGES section 5 for additional information.)

EVENT NUMBER

The event number displayed is the number of the next event to be recorded (0001 through 9999).

8

TBC CONTROL PANEL

INTRODUCTION

Some Models of Digital VTRs allow for the remote sensing and restoration (SAVE & RECALL) of the internal TBC settings between the VTR and Super Edit.

This application allows the display, adjustment, copying and setting to default values of the internal TBC of these specified VTRs. The NT application icon is called simply **TBC**. Super Edit must be configured to be able to communicate with the TBC application. As part of this configuration, store and recall of TBC EMEM data is enabled.

TBC control is supported for the following Sony and Panasonic VTRs. While there may be other VTRs and devices supported, these were the only devices tested at the time of this manual printing:

- DVR-10 DNW-25/220
- DVR-18 DNW-30
- DVR-20 DNW-50/45
- DVR-28 DNW-75
- AJ-D350 (D3) DNW-100
- AJ-D360 (D3) DVW-500
- AJ-D580 (D5) DVW-510

INSTALLATION

The TBC application is installed automatically with the Super Edit NT Program, and a Shortcut Icon labeled **TBC** is placed onto the desktop.

[Double-click] on the shortcut Icon to begin execution of the TBC application. Do not attempt to run more than one copy of TBC. The TBC application is configured to only look at the currently selected VTR, and if two or more are running they each will be looking at the same source.

CONTROLS

The TBC control panel is divided into two sections, the second section being displayed by toggling the \underline{M} ore / \underline{L} ess button.



The top four controls (Less View) are:

- V <u>O</u>ut Lev: Video Output Level
- <u>C</u>hroma: Video Output Chroma
- <u>H</u>ue: Video Output Hue
- <u>S</u>etup: Video Output Setup Level

Note that for **PAL** systems, the SETUP settings are used for PAL Black Level, and the CHROMA PHASE settings are used for PAL Burst Chroma Phase.

The bottom four controls (More View) are:

- V <u>I</u>n Lev: Video Input Level
- H <u>P</u>hase: Video Output Horizontal Phase
- SC Phase: Video Output Sub-Carrier Phase
- <u>V</u> Phase: Video Output Vertical Phase



DATA TRANSFER

TBC control is available for the **Type 0** TBC data for: **DVR** (D2), **DVW** (Digital Beta-Cam), and Panasonic **AJ-D** VTRs (both D3 and D5).

The **DNW** family of SX machines uses **Type 1** data.

Type 0 and type 1 Data are described below. Type 0 and Type 1 Data have the same meaning as QMEM xx0 and xx1 described in the QMEM Tech Note. Values that are set using the TBC panel can be stored and recalled using QMEMs or AUTO TBC.

TYPE 0 TBC DATA

Type 0 TBC data contains values for the following:

- Output Video Level
- Output Chroma Level
- Output Video
- Hue
- Output Setup Level
- Video Input Level
- Output Horizontal Phase
- Output SC Phase
- Output Video Phase.

These settings affect ALL the VTRs Inputs and Outputs (composite, SDI, and component analog, if so equipped).

Note that for **PAL** systems, the SETUP settings are used for PAL Black Level, and the CHROMA PHASE settings are used for PAL Burst Chroma Phase.

TYPE 1 TBC DATA

Type 1 TBC data contains values for the following:

- Composite Output Level
- Composite Output Chroma Level
- Composite Output Hue
- Composite Output Setup Level
- Composite Output System H Phase
- Composite Output System SC Phase
- Composite Output Video.

These adjustments affect only the composite Inputs and Outputs. Please note that the **Video Input Level** is not adjustable on these VTRs. Additionally, on the DVR-500/510 VTRs, **Video Phase** is likewise not accessible.

TBC CONTROL PANEL OPERATION

The TBC application is always *pointed* to the currently selected Super Edit source. This currently selected source is shown in the TBC field

"Current Source = A-VTR" (or whichever VTR is currently selected).

If the VTR name is "??????" then:

- The selected device does not support TBC communication via the control RS422.
- The currently selected source is not a VTR or device.
- The currently selected device does not have a port or VTR type assigned to it.

If the background is **RED**, the TBC panel is aware that the displayed information is not current. In this case, the TBC panel enters an accelerated data-gathering mode and will update all eight possible controls in approximately one-half second.

If the background is **GREEN**, the TBC panel believes its data is current and is in a slow data update loop, updating one control per ¹/₄ second so that the entire panel is updated every two seconds.

During Preview and Record operations, TBC panel communication is locked out, as it is necessary to give priority to the VTRs involved in the edit. During the edit or preview, therefore, the "**Current Sources**" field shows **RED**, indicating that the display is not current.

At any time (except during a preview or edit), the operator can click on the **<u>Refresh</u>** button and force an immediate (less than one second) refresh of all eight TBC panel items.

If an edit containing a QMEM is recalled, or a change is made to the selected VTR on the VTR's local TBC control panel, the TBC application is not immediately aware of this change, but will update in approximately 1 second. Clicking on the Refresh button will cause an immediate update of the entire panel.

Clicking on **Unity** will set that control to the manufacturer's stated unity level setting. Clicking anywhere in a controls' area except on the slider or on the slider track will give mouse and NT keyboard control of that control.

CHANGING TBC VALUES

When selected for control, each tick of the mouse thumbwheel will increment or decrement the displayed value by one unit.

The NT Keyboard **[Home]** and **[End]** keys drive the selected control to its minimum or maximum limit.

Pressing **[Pg Up]** and **[Page Dn]** will increment or decrement the slider one line (there are 16 lines for most of the controls).

Pressing the Up [\uparrow] or Down [\checkmark] arrow will increment or decrement the slider 1/16th of a line.

Clicking on the control bar will give mouse drag control.

Clicking in the control bar track will increment or decrement the slider as if either the **[Pg Up]** or **[Pg Dn]** key was tapped.

The current value for each control bar is shown in the window below the control. These windows are editable. Values entered in these windows are immediately dispatched to the TBC.

Note that it is neither necessary nor desirable to use the **ENTER** key upon changing a value. The ENTER key is connected through Windows NT as the "Exit This Program" default key!

COPY AND PASTE

TBC values can be transferred from one VTR to another using the **[Copy]** and **[Paste]** functions at the top of the TBC controller window.

- 1. Use the dark green source keys to select the VTR that the TBC data will be copied **from**.
- 2. Press **[Copy]** at the top left of the TBC controller window.
- 3. Use the dark green source keys to select the VTR that the TBC data will be copied **to**.
- 4. Press [Paste] at the top right of the TBC controller window.

The following error messages may appear after a Paste has been attempted:

- Paste Failed: Nothing has been copied.
- Paste Failed: This VTR does not support TBC Control.
- Paste Failed: Sources have different TBC types.

AUTO TBC

For the DPE-series of editors, a fully automatic store and recall interface NOT requiring the use of the PEGS dialog is available. Enabling and disabling individual sources is done through a pop-up dialog menu accessed by pressing [SHIFT][VIDEO] or [SHIFT][U4](K5).

į	00	R-VTR	OFF
	01	A-VTR	OFF
	02	B-VTR	OFF
	03	C-VTR	OFF
	04	D-VTR	OFF
	05	E-VTR	OFF
	06	F-VTR	OFF
	07	ENABLE	ALL
	80	DISABLE	ALL

ENBL / DIS TBC STORAGE TO EDL

On some switchers (GV2200, GV3000, GV4000, Ross Synergy, Sony Digital, BTS DD35, etc.), an Effects Level Menu will pop-up first. Pressing **[ENTER]** will then display the Auto-TBC Menu.

Any or all eligible sources can be enabled or disabled for Auto-TBC save. **INIT# 23 AUTO EMEM** must be **ON** to enable automatic saves. A manual save can be done using INIT# 22 STORE EMEM. In all cases, Auto-TBC save will only be effective if the VTR currently assigned to the selected source supports TBC save and restore, and if it is a part of the current event.

Unlike QMEM TBC save, which restores TBC settings for only the source key that it was saved for (F-VTR, for example), Auto-TBC settings are restored by Reel name. If the Reel is not currently mounted, pressing **[RECALL]** or **[AUTO ASSEMBLY]** will prompt for the Reel to be mounted (unless a B-Mode Auto-Assembly is in progress).

The Auto-TBC line in the EDL shows the Reel name. For example, if the reel name is **SCENIC**, the Auto-TBC entry will be:

TBC SCENIC

ENABLE/DISABLE TBC DATA RECALL

To recall an event without recalling the TBC data associated with that event, or to recall data from only specific VTRs in an event, individual TBC entries in the EDL can

be temporarily disabled (and re-enabled) using the – (minus) key. A temporarily disabled TBC entry will show magenta in color, and all but the first two characters will be displayed in lower case.

For those cases where TBC control on a source-by-source basis is still desired, the original QMEM interface is still available through PEGS.

9

AUTO ASSEMBLY

INTRODUCTION

Auto Assembly is used to automatically re-assemble an EDL. This is accomplished by Super Edit recalling events from the EDL to the Mark Table, and re-recording them in their current form.

R-Marks appear to the right of an EDL event only if the edit has actually been recorded to tape. In the process of cleaning or changing the EDL, the R-Marks of any changed event will disappear since that edit has not been recorded in its current form. During Auto-Assembly, the EDL is checked, and any edits with an R-Mark will not be Auto Assembled.

AUTO ASSEMBLY MODES

There are two basic Auto Assembly modes in Super Edit:

Mode A - Sequential List Assembly – The EDL is assembled in the order events are listed in the EDL.

Mode B - Non-Sequential (Checkerboard) List Assembly – The EDL is assembled by the Reel ID assigned in the Mark Table. This reduces the need to continually load and reload source tapes. All events from unassigned reels will be ignored. The EDL must be clean to do a Mode B assembly.

The Auto Assemble mode is selected with INIT #26. The selected Auto Assembly mode is displayed on the Status Line of the Edit Screen.

MODE A - SEQUENTIAL AUTO ASSEMBLY

In **Mode A**, Super Edit auto-assembles all events physically between, and including, the FROM and THRU events, unless an event number higher than the THRU event is encountered within the specified range. In this case, the auto assembly will terminate. If an event is encountered that contains a Reel ID not currently assigned, the assembly halts and the prompt **ASSIGN REEL #** appears in the message area of the Edit Screen. If this happens, you may:

• Mount the reel and press the corresponding dark green source key. The reel will be assigned automatically and the auto assembly continues.

- Press [ENTER] to skip the event.
- Press [any other key] to terminate the auto assembly.

MODE B - NON-SEQUENTIAL (CHECKERBOARD) AUTO ASSEMBLY

In **Mode B**, Super Edit auto-assembles all events physically between, and including, the FROM and THRU events, unless an event number higher than the THRU event is encountered within the specified range. In this case, the auto assembly will terminate.

If an event is encountered that contains a Reel ID not currently assigned, the event is skipped and the auto assembly resumes with the next event possessing a currently assigned Reel ID.

All events with assigned Reel IDs are assembled, leaving the correct "gaps" for the skipped events. These events can then be assembled later when the appropriate Reels are loaded and assigned.

The list should be cleaned before a Mode B assembly is performed. Also, a Mode B assembly should be performed in the **Insert** mode only.

R-MARKS

R-Marks are automatically displayed in the right-hand column of the EDL indicating that the event has been recorded to tape. An event with an R-Mark will not be auto-assembled.

CLEARING/SETTING R-MARKS MANUALLY FOR AN INDIVIDUAL EVENT

To clear or set R-Marks manually for an individual event:

1. Select the EDL event.

2. Press [SHIFT] [AUTO ASMB] or [SHIFT] [R MARK] (K5.

Also see INIT # 20.

CLEARING/SETTING R-MARKS MANUALLY FOR A BLOCK OF EVENTS

Note that this procedure is for the **(K5)** Keyboard only. For a K2 Keyboard, see INIT #20 to perform this function.

To manually set or clear R-Marks for a block of events with a K5 Keyboard:

1. Press [R MARK]. The system prompts:

CLEAR R-MARKS? OR SET R-MARK?

2. Press **[YES]** for the displayed function or press **[NO]** to toggle to the other function and then press **[YES]**. The EDL appears over the lower portion of the Edit Screen with the following prompt below it:

R-MARKS FROM ?

- 3. Perform A or B below.
 - A. Enter the number of the first event in the block of edits you want to clear or set R-Marks and press **[ENTER].** The above prompt changes to:

R-MARKS FROM (NNN) THRU ?

Enter the number of the last event in the block of edits you want to clear or set R-Marks and press **[ENTER].** R-Marks for the designated events are cleared or set.

B. Press the [SPACE BAR]. The following menu appears:

1 ALL EVENTS IN A BLOCK

2 BY EVENT # IN A BLOCK

3 BY EVENT # WHOLE LIST

R-MARK RANGE?

where:

- All R-Marks in events physically between and including the FROM and THRU events will be cleared or set, regardless of their event number. (This is the same as 3A above.)
- The FROM and THRU events define the limits of the block, but only the R-Marks of events numerically between the FROM and THRU events will be cleared or set.
- All R-Marks of events in the EDL numerically between the FROM and THRU events will be cleared or set, regardless of the position of the events in the EDL.

Press [1] or [2] or [3] and then press [ENTER]. The EDL appears over the lower portion of the INIT Page with the following prompt below it:

R-MARKS FROM ?

Enter the number of the **first** event in the block of edits you want to clear or set R-Marks and press **[ENTER]**. The above prompt changes to:

R-MARKS FROM (NNN) THRU ?

Enter the number of the **last** event in the block of edits you want to clear or set R-Marks and press **[ENTER]**.

R-Marks for the designated events are cleared or set.

CUE AHEAD

When **ON**, the CUE AHEAD function cues up the VTR required for the next edit to be performed in an auto assembly as long as it is not involved in the current event being assembled, and if it is a currently assigned Source in the Mark Table. See INIT #27 in the INIT PAGES, Section 5, to toggle CUE AHEAD ON/OFF.

AUTO-ASSEMBLING EVENTS

When **[AUTO ASMB]** or **[ASMB](K5)** is pressed, a dialog appears that allows you to specify the current event, individual events, or a group of events for Auto-Assembly. Auto-Assembly can be halted and resumed at your discretion.

HALTING AN AUTO-ASSEMBLY

An Auto Assembly can be STOPPED at any time by pressing [SPACEBAR].

RESUMING AN AUTO-ASSEMBLY

An Auto Assembly that has been stopped, can be RESUMED by pressing [AUTO ASMB],[R] or [ASMB](K5),[R] (resume).

AUTO-ASSEMBLING THE CURRENT EDL EVENT

To Auto-Assemble the CURRENT EDL EVENT only:

1. Press [AUTO ASMB] or [ASMB](K5). The system prompts:

ASSEMBLE FROM = ?

2. Press [C] (current event). The system prompts:

THRU = ?

3. Press **[C]**. The event is assembled regardless of whether or not it has an R-MARK.

AUTO-ASSEMBLING A BLOCK OF EDL EVENTS

To Auto-Assemble a BLOCK OF EVENTS:

1. Press [AUTO ASMB] or [ASMB](K5). The system prompts:

ASSEMBLE FROM = ?

2. Specify the **first** event number in the block to be assembled, or use one of the commands listed below, and press **[ENTER]**.

[A]	=	All EDL events (skips the THRU = ? prompt)
[B]	=	From the physical B eginning of the EDL regardless of event number
[C]	=	From the C urrently selected event
[AUTO ASMB] or [ASMB](K5)	=	All events from the currently selected event through the physical end of the EDL (skips the THRU prompt)

The system prompts:

THRU = ?

3. Specify the **last** event number in the block to be assembled, or use one of the commands listed below, and press **[ENTER]**.

[C]	=	Through the C urrently selected event
[E]	=	Through the physical E nd of the EDL regardless of event number

The events are assembled.

10

DARK GREEN KEYS

SOURCE SELECT KEYS



These keys are used to select the R-VTR, the designated source devices A-VTR through F-VTR, AUX and BLACK. When a source select key is pressed, appropriate video and audio crosspoints are selected and the Mark Table cursor on the Edit Screen points to that device or source.

The **EDITOR ENABLE** buttons on the video switcher and audio mixer must be **ON** in order for crosspoints to be selected.

MULTI-SOURCE KEY - (K5) KEYBOARD



The **[MULTI SRC](K5)** key accesses the Multi-Source function, which allows you to simultaneously perform functions to a group of specified sources.

Pressing **[MULTI SRC](K5)** shows the last Multi-Source grouping in the dialog area of the edit screen. To toggle a source or the R-VTR in or out of the group, press the dark green source key associated with that source. When all the sources that are to be affected are shown at the bottom of the screen, select the function to be performed. All sources specified in the dialog will be affected. The following functions are available for use with Multi-Source:

SLOW	SLOW Speed 1 (K5)	SLOW Speed 2 (K5)
PLAY	PLAY 2X	STOP
FF	REW	CUE
FWD (K5)	REV (K5)	SET DUR
SRCH to IN	SRCH to OUT	MARK IN
SET IN	SET OUT	MARK OUT
TRIM IN	TRIM OUT	

OTHER DARK GREEN KEY FUNCTIONS

DEFEATING SERVO LOCK TESTS – [SHIFT] [R-VTR]

Press **[SHIFT] [R-VTR]** to defeat the servo lock tests. This permits the execution of an edit that would otherwise be aborted. The closer to the edit point this is executed, the more accurate the edit synchronization. To perform this function automatically, set the QC value for this device to -1 (minus 1) in the Assignment Page.

SWAP VTRS – [SHIFT] [A-VTR]

SWAP allows you to instantaneously re-assign the R-VTR as the selected Source VTR and the selected Source VTR as the R-VTR. All functions (Assignments, Reel ID, time code, etc.) are exchanged.

Perform the following:

- 1. Select the source you wish to swap with the R-VTR.
- 2. Press [SHIFT] [A-VTR] or [SHIFT] [REEL ASSIGN] (K5). The system prompts:

SWAP?

3. Press [YES].

PROGRAMMING A DELAY WITHIN A MACRO – [SHIFT] [B-VTR]

Press **[SHIFT] [B-VTR]** (Letter "D" Key) to program a Delay within a Macro. The Macro will display this as DELAY. Whenever the system encounters a delay within a Macro, it will wait the specified time before continuing to perform the rest of the Macro. (See MACRO KEYS, DARK GREY KEYS, Section 20 for additional information.)

TURNING A VTR SCANNER ON/OFF – [SHIFT] [E-VTR]

Press [SHIFT] [E-VTR] to turn OFF the scanner (Head) on the selected VTR.

SOURCE CF COMPENSATION (PAL ONLY) – [SHIFT] [F-VTR]

Each time **[SHIFT] [F-VTR]** is pressed, the Source CF compensation value is increased by one. Refer to INIT # 6 SOURCE COLOR FRAME in INIT PAGES, Section 5, for additional information.

EFFECT TRACKING – [SHIFT] [AUX]

This function cues a selected VTR to a time position corresponding to the current time position of a Kaleidoscope[™], Kadenza[™], or DPM-100/700 effect.

Select a source in the Mark Table and press [SHIFT] [AUX].

For example, if Kaleidoscope and the source VTR both have IN times, the selected VTR cues forward the same amount of time the Kaleidoscope effect has moved from its beginning.

LEARNING AN E-MEM – [SHIFT] [BLK]

This applies to all GVG video switchers and other manufacturers switchers that implement this protocol. (Also see INIT # 39.) To learn an E-MEM, configure the GV switcher as desired.

1. Press [SHIFT] [BLK] to access the Learn E-MEM mode. The system prompts:

LEARN EMEM "nnn" ?

where "nnn" is the last selection made

- 2. Enter the E-MEM number (switcher dependent) you wish to assign the current switcher configuration to (or enter the register you wish to re-learn) and press **[ENTER].** The system echoes your selection.
- 2. Press **[ENTER]** to verify the selection.

Note that this does NOT store the E-MEM into the EDL, only into the switcher memory. Use INIT #'s 22 or 23 to store an E-MEM to the EDL.

BLANKING THE SUPER EDIT WINDOW – [CTRL] [BLK]

Press [CTRL] [BLK] to blank the Super Edit window and press [RESET] to restore it.



LIGHT BLUE KEYS

MOTION CONTROL KEYS



REWINDING A DEVICE – [REW]

To REWIND the selected device, press **[REW].** This key may be used during an edit to rewind devices not involved in the edit.

FAST FORWARDING A DEVICE - [FF]

To FAST-FORWARD the selected device, press **[FF].** This key may be used during an edit to fast-forward devices not involved in the edit.

PLAYING A DEVICE - [PLAY]

To PLAY the selected device, press **[PLAY].** This key may be used during an edit to play devices not involved in the edit.

PLAYING A DEVICE AT DOUBLE SPEED – [SHIFT][PLAY]

To PLAY a selected device at 2 times play speed, press **[SHIFT] [PLAY].** This key may be used during an edit to play devices not involved in the edit at double speed.

EXITING SUPER EDIT – [CTRL][PLAY]

Exiting Super Edit saves all current operating parameters into system memory (RAM).

To exit from Super Edit

1. Press **[CTRL] [C]** ([CTRL] [PLAY]) to exit from the current Super Edit program. The system prompts:

EXIT - ARE YOU SURE?

2. Press **[YES]** to exit or **[NO]** to abort the dialog.

STOPPING A DEVICE – [STOP]

To STILL the selected device, press **[STOP].** This key may be used during an edit to stop devices not involved in the edit. This is <u>not</u> the same as pressing **[ALL STOP].**

PERFORMING A NO PRE-ROLL EDIT – [SHIFT][STOP]

To keep the selected source from rolling during the next edit or preview, press **[SHIFT] [STOP].** When pressed, the selected device's current tape position is transferred to the source IN-time and will remain the same after the edit.

Pressing **[SPACEBAR]** to terminate a [SHIFT][STOP] Preview disables the function.

Press **[preview mode]** to end a preview without disabling the function. An edit performed with **[SHIFT][STOP]** may <u>not</u> be auto assembled.

STOPPING ALL DEVICES – [SPACEBAR]

To stop ALL devices, press the **[SPACEBAR]**, which is also referred to as the ALLSTOP key. Any edits or previews in progress are terminated, the EDL is not updated, and the message area of the Super Edit window is cleared.

PLAYING A DEVICE AT A DEFINED SPEED - [SLOW]

To play the selected device at a pre-defined speed, press **[SLOW]** or **[SLO1](K5)** or **[SLO2](K5)**. These keys may be used during an edit to play devices not involved in the edit at a pre-defined speed. The default speed for [SLOW] or [SLO1](K5) is pre-set at 25%. The default speed for [SLO2](K5) is pre-set at 50%.
DEFINING THE SLOW KEY SPEED

To define the play speed for the [SLOW] or [SLO1](K5) or [SLO2](K5) keys:

- 1. Press the **[VAR]** key above the Jog Knob
- 2. Set the desired speed using the Jog Knob.
- 3. Press [SHIFT] [SLOW] or [SHIFT] [SLO1](K5) or [SHIFT] [SLO2](K5).

Pressing [SLOW] or [SLO1](K5) or [SLO2](K5) will now play the selected device at the programmed speed until re-programmed or a system re-start.

LOAD, DELETE, CREATE & MODIFY A CONFIGURATION FILE - [CTRL][SLOW]

To Load or Delete a Configuration File:

1. Press [CTRL] [B] ([CTRL] [SLOW]). The system prompts

LOAD OR DEL A CONFIG FILE (Y/N)?

2. Press **[YES]** to Load or Delete a Configuration file. If you press **[NO]** the system prompts

MAKE A CONFIG FILE?

3. Press **[YES]** to Create or Modify a Configuration file.

SEARCH

SEARCHING A DEVICE TO ITS IN-TIME – [SRCH]

Press **[SRCH]** to search the selected device to its IN-time.

SEARCHING A DEVICE TO ITS PRE-ROLL POINT (CUE POINT) - [SHIFT][SRCH]

Press **[SHIFT] [SRCH]** to search the selected device to its pre-roll point (as defined by INIT #1).

SEARCHING A DEVICE TO ITS OUT TIME - [ALT][SRCH]

Press [ALT] [SEARCH] or [U2](K5) to search the selected device to its OUT time.

SEARCHING A DEVICE TO A SPECIFIED TIME

To search a device to a specified time:

- 1. PRESS [CONST]
- 2. SPECIFY A TIME
- 3. PRESS [SRCH]

FRAME BUMP

Use the Frame Bump function to step one device into synchronization with another.

To use Frame Bump, assume for this example that the reference audio is on the R-VTR (Channel 1) and the source to be synchronized is on the A-VTR (Channel 2).

Perform the following:

- 1. Press [SHIFT] [AUDIO] and select audio channel 2 as the audio component.
- 2. Mark **IN** times on both machines where the audio is about the same, and leave the cursor on the A-VTR.
- 3. Press [OPEN END]
- 4. Press [VVV]

While the devices are in pre-roll or preview mode, and while listening to the offset between the R-VTR and the A-VTR, advance or retard the A-VTR relative to the R-VTR by pressing **[FF]** or **[REW]** or **[FWD](K5)** or **[REV](K5)**.

Note the following:

- Pressing **[FF]** or **[FWD](K5)** advances the A-VTR forward one frame.
- Pressing **[REW]** or **[REV](K5)** retards the A-VTR one frame.
- IN-times change accordingly, a re-synchronize command is sent to the selected device, and the total change is displayed at the bottom of the Edit Screen.
- Synchronization (audio match) is complete when the echo from both speakers disappears or audio matches the video on the monitor.

If you wish to restore the previous Mark Table, press [CLEAR/RESET], [CLEAR/RESET] or [CLR OUT](K5), [CLR OUT](K5).

TRANSFERRING EDL TIME CODE

Similar to transferring Mark Table times, you may transfer any time code field in the EDL into the Mark Table.

A Field refers to one of the four EDL time code columns. A one-line event will have four available fields. A two-line event such as a wipe or dissolve will have eight available fields. The illustration below shows the portion of an Edit Screen with the eight available fields.

		0	2	B	4
> 0001 BLK	A12VC	00:00:00:00	00:00:00:00	01:00:00:00	01:00:00:00 R
> 0001 002	A12VD 030	20:02:11:05	20:02:15:05	01:00:00:00	01:00:04:00 R
		6	6	7	8

The following example demonstrates how to transfer a Record IN time from the EDL to the R-VTR's IN column.

- 1. Select the EDL event containing the Record IN time you wish to transfer (**source**).
- 2. Select the R-VTR (destination).
- 3. Select the IN-time (**destination function**) by pressing **[SET IN].** The system prompts:

SET IN =

4. Press **[X].** The system prompts:

TRANSFER FROM FIELD (1-8) =

If the Record IN time is in a one-line event such as a cut, or the first line of a two-line event such as a dissolve or wipe, press [3].

If the Record IN-time is in the second line of a two-line event, press [7].

The time from the specified field appears in the R-VTR's IN column.

SLAVES KEY (LINKS)

SLVS

Slaving sources enables two or more devices involved in an edit to be Slaved (Linked) together for simultaneous control. When Linked, a time relationship between devices is established, and all Linked devices reflect any modification made to one Linked device.

Links are used when a device is needed in an edit even though it is not specified in the edit dialog. This function can also be used to specify secondary recorders.

Additionally, it is possible to have multiple sets of Links. Multiple Link sets are numbered, not necessarily contiguously, beginning with '0'. Note that '0' is reserved for the set including the R-VTR and that 'R' is a synonym for '0'. The number of the Link set for any given VTR is displayed to the left of the Source where the > might otherwise be, and is displayed in reverse video.

Once Link sets have been defined, they may be toggled ON or OFF by pressing **[SLVS].** This toggles the Link set which includes the currently selected VTR. When a Link set is OFF, it is remembered, but not displayed. Such a set may be referred to as an inactive Slave set.

MISCELLANEOUS SLAVES ITEMS

Note the following with regard to the Slaves function:

- Edit REEL ID applies to Slaves
- On RECALL, the proper prompt is displayed for Slave reels.
- In Auto-Assembly, the proper prompt is displayed for Slave reels.
- In Multi-Record, A/V channels now go into the EDL and there is individual control over which components of A/V each VTR records.
- SWAP is not allowed for any Linked VTR.
- Recalling a list from an older system assigns all Slaved devices to Slave set '0'.

SLAVE CLASHES

When defining a new Slave set, you are not allowed to take an active VTR from another Slave set. If you try to do so, the system prompts the following for each VTR:

1	TAKE
2	LEAVE
3	ABORT

B-VTR SLAVE CLASH

Selections and their results are as follows:

- [1] TAKE The VTR selected is removed from its old Slave set and used in the new Slave set.
- [2] LEAVE The VTR selected is left alone and removed from your request.
- [3] ABORT The Links assignment function is aborted with no changes and a **SLAVE CLASH ERROR** message appears on the screen.

INIT #50 on Initialization Page #2 provides a dialog to set a default for the above situation. It appears as follows:

1 TAKE 2 LEAVE 3 ABORT 4 ASK

WHEN SLAVES CLASH

Selections and their results are as follows:

- [1] **TAKE** Always take the selected VTR and ignore that it may be a part of an active set. This allows you to quickly re-define Link sets on the fly.
- [2] LEAVE Disallows taking devices from active Link sets, but other devices will be allowed.
- [3] ABORT Disallows taking of an active Slave VTR, but allows you to toggle the intended device OFF first and then take it.
- [4] ASK Defer the selection to individual clashes. This is the default.

Note that **[ENTER]** and **[RESET]** cause no change. Once the above functions are complete, the system goes through and picks out any viable Link sets (those with at least two members) and identifies them.

If there is more than one Recorder, MULTI-RECORD is turned **ON** and is displayed on the Status Line of the edit screen. If any devices in your new Link set had been in

another Link set, but toggled OFF, or if TAKE was chosen in either of the above menus and one or more was taken from another Link set, the message **TOOK VTR(S)** appears at the bottom of the screen.

DEFINING A SLAVE SET

To define a Slave set:

1. Press [SHIFT] [SLVS]. The system prompts:

LINKS =

2. Select a device by pressing its corresponding green key (e.g., **[A-VTR]**). The system prompts:

LINKS = A-VTR TO

3. Subsequently selected devices are Linked in the same manner as in step 2. The system echoes your responses. When all devices to be Slaved have been selected, press **[ENTER]**.

Once a Slaves Group has been defined, pressing **[SLVS]** toggles a selected Slaves group ON or OFF

The following are special keys to be used at the **LINKS =?** prompt when working with Slaves:

[YES]	 Turns all currently defined sets ON.
[NO]	 Turns all currently defined sets OFF.
[DEL]	 Permanently deletes all Slaves sets.
[RESET]	 Quits the dialog without any changes.

DEFINING A SLAVE SET INCLUDING THE R-VTR

When the R-VTR is included in a Link set, the Linked devices either become Linked to the R-VTR or become secondary Recorders. If Linked to the R-VTR, they will display a "**0**" next to them. If secondary Recorders, they will display an "**R**" next to them. To define a Slave set which includes the R-VTR:

1. Press [SHIFT] [SLVS]. The system prompts:

LINKS =

2. Press [R-VTR] and other devices to be Linked. The system prompts:

RECD ON R-VTR AND

Perform A or B below:

- A. To make all of the selected devices PB Slaves to the R-VTR press [ENTER].
- B. To make any of the selected devices Secondary Recorders press their respective Dark Green keys. When all devices to be Secondary Recorders have been selected, press **[ENTER]**.

SLAVES WITH MULTIPLE RECORDERS

If you define a Slave set that includes the R-VTR, you are prompted with:

RECD ON R-VTR AND...

This is a Green key dialog just like the Slave assignment dialog. Devices asked for here become recorders and, instead of a '0', they will have an 'R' next to them.

Multiple recorders can be of different manufactures, models and formats, and still record frame accurately. The A/V channels for the R-VTR or a currently selected secondary recorder are displayed and can be changed.

If you have selected a Recorder other than the R-VTR, A/V changes are in effect only for that device. If you have selected the R-VTR, or a device that is not a recorder, the A/V display and changes are for the R-VTR. Note that for other than looking at the selected VTR pointer, there is no indication as to which device A/V channels you are seeing or changing. See INIT # 97 **SLAVE A/V SAME AS R-VTR = ON/OFF** to turn this capability ON or OFF.

Multiple recorders can also do Split Edits. When a Multi-Record set has been defined and a **SPLIT** is put into the Mark Table, the Split, with the same record attributes, will be applied to all Multi-Recorders.

A split on only one machine of a Multi-Record group is not allowed. Once the initial Split has been set up, any device in the Multi-Record group can be assigned new split attributes for the recording. Multi-Recorders can record any combination of attributes that are allowed in regular Split Edits.

TURN A LINK SET ON/OFF

To turn an active Link set **OFF**:

- 1. Select any source that is part of the Link set to be turned OFF
- 2. Press [SLVS]. The Link set is turned OFF

TURN AN INACTIVE LINK SET ON,

- 1. Select any source that is part of the Link set to be turned ON
- 2. Press [SLVS]. The Link set is turned ON

ADD OR REMOVE INDIVIDUAL LINKS INSTANTLY

If the selected Source is not currently a member of any Slave set, pressing **[ALT][SLVS]** or **[U4][SLVS](K5)** will add that Source to the Record Slave set as a non-recording Record Slave. If there is no current Record Slave set, a Record Slave set is created that includes only the Recorder and the selected Source. After that, pressing **[ALT][SLVS]** or **[U4][SLVS](K5)** functions as before, adding or removing the selected Source from the Record Slave set.

Removing Sources from Slave sets individually can cause a single Source or the Recorder to remain displayed as an orphan Slave member. This will not affect functionality. It is intended to allow the disabled members to be re-enabled as members of that same Slave set at a later time. Turning that Slave set OFF and then back ON using **[SLVS]** may cause this orphan to disappear. When this happens, the Slave set is gone and will have to be re-established.

TRIM-IN OR SET-IN AN INDIVIDUAL SLAVE TIME

To SET IN and TRIM IN a Linked device without affecting the other members of the Slave set, point to the Slave member that you want to SET or TRIM, Press **[ALT][SET IN]** or **[ALT][TRIM IN]** or **[SHIFT][SET IN](K5)** or **[SHIFT][TRIM IN](K5)** and enter the appropriate numbers as usual. The Slave relationship will be temporarily turned off, the selected member's IN-time will be updated, and the Slave relationship turned back on. Only the selected member will be affected.

If you **[RESET]** out of the **[ALT][SET IN]** or **[ALT][TRIM IN]** or **[SHIFT][SET IN](K5)** or **[SHIFT][TRIM IN](K5)** dialog, the Slave set will remain turned OFF. A subsequent press of the **[SLAVE]** key will turn them back ON.

DELETING ALL SLAVE SETS

To delete ALL Slave sets:

1. Press [SHIFT] [SLVS]. The system Prompts

LINKS =

2. Press **[DEL].** All Slave sets are deleted from memory.

PEGS KEY



PEGS functions include those listed below

- Programmed Motion of VTRs and other devices
- E/A/P/Q-MEM recall and trigger
- V-PEGs
- X-PEGs
- GPI
- Strings (Dubner, Aston 4, Type Deko CGs)
- Pre-read
- TBC freeze/release
- 4 digit Wipe commands (switcher dependent)

ACTIVATING THE PEGS SCREEN

To activate the standard PEGS screen press **[PEGS].** The PEGS registers appear in the lower half of the Edit Screen displaying any already programmed PEGS events.

The PEGS dialog appears at the bottom of the screen to allow existing PEGS events to be viewed, modified and/or previewed, or for additional PEGS events to be programmed.

TURNING THE PEGS FUNCTION ON / OFF

To turn the PEGS function **ON** from the Edit Screen without modifying registers, press **[PEGS], [ENTER].** With the PEGS function ON, PEGS is displayed on the Status Line. When the next edit or preview is executed, all enabled PEGS registers will be executed according to the times specified in the registers.

To turn the PEGS function **OFF** without modifying registers, press [PEGS], [PEGS].

ENABLE OR DISABLE INDIVIDUAL PEGS REGISTERS

To enable or disable Individual PEGS Registers:

1. Press [PEGS]. The system prompts:

REGISTER #?

2. Select the register number and press [NO] to disable, [YES] to enable.

Disabled PEGS registers are dimmed yellow on the screen.

INIT # 57 provides a way to automatically turn PEGS OFF or leave them ON after each edit.

With PEGS AUTO-OFF = ON, PEGS is turned OFF after each edit.

With PEGS AUTO-OFF = OFF, PEGS is left ON after each edit.

CLEARING ALL PEGS REGISTERS

To clear all enabled PEGS registers:

1. Press [PEGS]. The system prompts:

REGISTER #?

 Press [SHIFT] [CLEAR/RESET] or [CLR OUT] (K5). All enabled registers are cleared.

CLEARING INDIVIDUAL PEGS REGISTERS

To clear individual PEGS registers:

1. Press [PEGS]. The system prompts:

REGISTER #?

- 2. Specify the register # you wish to clear. The system echoes your selection.
- 3. Press [SHIFT] [CLEAR/RESET] or [CLR OUT] (K5). The specified register is cleared.

TRIMMING TIMES IN ALL PEGS REGISTERS

To trim times in all enabled PEGS registers:

1. Press **[PEGS].** The system prompts

REGISTER #?

2. Press [TRIM IN], enter the trim value, and then press [ENTER].

TRIMMING TIMES IN INDIVIDUAL PEGS REGISTERS

To trim times in individual PEGS registers:

1. Press [PEGS]. The system prompts:

REGISTER #?

- 2. Specify the register you wish to trim and press [TRIM IN]
- 3. Enter the trim value, and then press [ENTER].

PREVIEWING ALL PEGS REGISTERS

A BVB preview can be executed directly from the PEGS screen.

To preview all PEGS registers:

- 1. Select a non-VTR source (for example, AUX), and press **[PEGS].** The PEGS function is activated and Pre-roll is automatically set to one second.
- 2. Press **[BVB].** A delay of one second will occur before the preview, and all enabled registers are triggered in time sequence.

IMMEDIATE MODE PREVIEWS

In this mode you may preview a PEG without previewing the edit. To preview an individual PEGS registers:

1. Press [PEGS]. The system prompts:

REGISTER #?

2. Select the desired register and press [VVV] or [I].

SAVING / RESTORING PEGS REGISTERS

PEGS registers can be saved and restored to 10 separate PEGS storage Bins.

All 16 PEGS registers are saved and restored as a group.

SAVING THE PEGS REGISTERS

- 1. Press [SAVE MARKS], [PEGS]
- 2. Enter a Bin number [1] through [9]

RESTORING THE PEGS REGISTERS

- 1. Press [RST MARKS], [PEGS]
- 2. Enter the Bin number [1] through [9]

For example,

To save all 16 PEGS registers into PEGS Bin #1, press:

[SAVE MARKS],[PEGS] [1].

To recall those PEGS into the active PEGS resisters, press

[RST MARKS],[PEGS] [1].

When PEGS are cleared or an event recalled with new PEGS, the current PEGS are automatically saved to PEGS Bin **0**.

To restore the cleared PEGS registers press [RST MARKS] [0].

PROGRAMMED MOTION CONTROL VIA PEGS

Programmed Motion via PEGS controls VTR speed during editing by defining the speed or speeds of single or multiple devices during an edit. Using this function, the speed of any source VTR may be changed at any time during an edit and several speed changes may be made during the edit. VTR speed is programmed as a percentage of normal speed (100%).

Note the following:

- Reel names are associated with Programmed Motion PEGS.
- PEGS are compatible with both previous PEGS and previous versions of Super Edit. When the Programmed Motion PEGS is loaded into an older version of Super Edit, the REEL name still appears in the EDL, but won't automatically load during RECALL.
- Edit REEL ID works on PEGS.
- When you recall an event, the program looks to see if the Reel is assigned.

If the Reel is assigned, the program loads PEGS and ensures the function points to that Reel. If the Reel is not assigned, the program prompts the user to assign the Reel and then loads PEGS accordingly.

• The Reel assignment is stored with PEGS both on disk and to the printer. It shows up in both as well as in the list as:

PEG A 050 00:00:00 reelnm

When an EDL is loaded in Super Edit, PEGS will show both the function and the REEL name. But this may or may not be relevant to the current Marks Table.

For example, if PEGS has function A and a REEL name of BOZOS, that is what shows in the list. The Marks Table, However, may not have a BOZOS reel loaded, or BOZOS may be on a VTR other than A-VTR.

Reconciliation with the Marks Table occurs when that event is recalled (that is, the REEL name takes over and the original function is replaced in the PEGS register, not the EDL).

When using Programmed Motion, speed accuracy (steady state) depends on the device being controlled, and not the Editor.

PROGRAMMING A PEGS PROGRAMMED MOTION EVENT

To program a PEGS Programmed Motion event, perform the following:

1. Press [PEGS]. The system prompts:

REGISTER #?

2. Enter the PEGS register you wish to store the PEGS data in (1 through 16) and press **[ENTER].** The system prompts:

FUNCTION = ?

3. Press the dark green source selection key corresponding to the VTR you wish to control and press **[ENTER].** The system prompts:

COMMAND = ?

4. Answer with the desired percentage of play speed (100 is normal play speed, 50 is half speed, -100 is reverse play speed, etc.) and press **[ENTER].** The system prompts:

TIME =

Perform A, B, or C below:

- A. Enter or transfer a time for the delay between the edit IN-time and the start of the Programmed Motion event (enter **0** if you want the event to occur at the edit IN-time) and press **[ENTER]**.
- B. Press [MARK OUT] to use the selected source's current tape position as the Programmed Motion start point.
- C. Press [SET OUT]. The system prompts:

END OF DELAY ?

Specify or transfer an absolute time code as the start of the event (end of delay). The delay time is calculated.

Upon completion of a Programmed Motion edit, the source update in the Mark Table is automatically matched to the Programmed Motion OUT time.

Depending on the PEGS Display Options setting (INIT # 11), when the edit is complete, with the PEGS display option **ON** the EDL will display the PEGS event as:

PEG A 050 00:02:15 reel name

The example above indicates the A-VTR changed to 50% speed, 2 seconds and 15 frames into the edit.

With the PEGS display option **OFF** the EDL will display the PEGS event as:

* 001 PEGS, 000 SLVS

PEGS TIME LINE CONTROL (TLC)

The current mode of entering PEGS events is still available, but Super Edit also offers a more linear way to interact with the PEGS feature. It is called TLC (Time Line Control).

TLC provides the user with the full current complement of PEGS features and additional functionality that is new, but feels familiar.

With TLC, all PEGS registers are displayed as events on a timeline. You can easily add, edit, and UNDO events using this new user interface while viewing them in the order of their execution.

Super Edit shows you not only the Time Line time, but also the actual IN-time for each event. You have the option of entering a Time Line time or an IN-time, both for existing PEGS and new ones.

HOW TO ACCESS PEGS TLC

Pressing the **[PEGS]** key still activates the PEGS dialog in the usual manner and has not changed. To access TLC, press **[SHIFT] [PEGS]**.

Note that the old **[SHIFT] [PEGS](K5)** function, which was used to toggle PEGS ON and OFF on the K5 keyboard, is no longer available. You must now substitute the key sequence of **[PEGS], [PEGS](K5)** to turn PEGS OFF, and **[PEGS], [ENTER](K5)** to turn PEGS ON. This is now identical to the way it works on the K2 keyboard.

To exit the TLC display press **[RESET]** and you will be returned to the Mark Table.

THE PEGS TLC DISPLAY

The TLC display shows you all available information regarding events on the Time Line. A sample display is shown below. For each individual PEG, either the **Time Line Time** or the **IN-time** will be displayed in green, indicating which one is hard set (Green and BOLD) and which one is calculated (White).

TL TIME	FUNC	CMD	REEL	IN-TIME	REG	NOTE
00:00:00:00	AVTR	150	BVW-75	01:00:00:00	01	*CAR ZOOMING BY
00:00:10:00	AVTR	100	BVW-75	01:00:10:00	03	*SLOW / NML SPD
00:00:15:10	VIDEO	1205		02:00:15:10	02	*FIRE SWR FX
00:00:15:10	AUDIC	20		02:00:15:10	04	*FIRE SWOOSH

The first column shows the **TIME LINE TIME** of the corresponding event. This is shown as an offset from the Record In-time. It corresponds exactly to the PEGS time

displayed in the old PEGS display. The Time Line number can be entered directly as before, or Super Edit can automatically calculate it if you chose to enter an actual IN-time for the PEG.

If the PEG is for a dark green key Source, Super Edit will take into account the motion control speeds of all previous PEGS for that source in the calculation.

If you enter a Time Line number, it will be displayed in green, indicating you want the Time Line Time to have precedence over the In-time.

The next column shows the **FUNCTION** of the PEG. This has previously been shown in the PEGS display as a single character. TLC shows the function in an expanded format that is easier to understand.

The **CMD** column corresponds directly to the **COMMAND** function of a PEG. It is still shown as a number corresponding to the desired command. If the PEG is a green key source PEG, it corresponds to a motion control speed, as before.

The next column is the **REEL NAME**. If the PEG is a green key source PEG, it will have a reel name associated with it and that name will be displayed here. If not, it will be blank.

The **IN-TIME** column shows the IN-time of the PEG. If the PEG is a green key source PEG, this number will correspond to the actual IN-TIME for the PEG on the source tape. Super Edit will take into account the motion control speeds of all previous PEGS for that source in the calculation of this time. If the PEG is not a source PEG, the time shown will be the actual IN-TIME of the PEG on the record tape. This number can be entered directly as an IN-TIME by using the **[SET IN]** key. If you set an IN-TIME for a PEG, Super Edit will display the IN-TIME in green and calculate the actual Time Line Time automatically based on any previous PEGS, along with motion control speeds if applicable. The Time Line Time will be shown in white. If an IN-time is displayed in green, it tells you this IN-time will not change, rather the Time Line Time will be automatically adjusted to keep this PEG at that particular IN-time.

The next column shows the **PEGS REGISTER NUMBER**. Note that the register numbers may not be in chronological order, as shown in the example. This is because Super Edit keeps the PEGS sorted according to Time Line Time. The PEGS register number is also used to indicate the current cursor bar location. A register number with a cyan background indicates this PEG is the currently selected PEG.

The last column is for attaching a short **NOTE** to the PEG if so desired. The note can be up to 20 characters long. If INIT 93, "**STORE PEG NOTES**" is turned **ON**, Super Edit will automatically store this note immediately above the usual PEG note when that PEG is stored into the EDL. The note will consume 1 line of storage in your EDL. If INIT 93 is turned **OFF**, PEG notes will NOT be stored with the PEG in the EDL.

At the bottom of the display is an information line containing a few of the keyboard commands available. The first four indicate what function is associated with a particular key. Following those are three other available keys. These are not equated to a function, as they are self-explanatory. In addition, there are many other

function keys available. All of the available functions are explained later under TLC Operation.

ENTER=EDIT PEGS=NEW VVV=PVW Y/N=ON/OFF DELETE UNDO SET IN

THE PEGS TLC CURSOR BAR

A cyan cursor bar is always displayed in the register column indicating the selected PEG register. If there are no PEGS, the cursor bar is located at the top of the display. You can move the cursor bar by using the up and down arrow keys. Move the cursor bar to select which existing PEG you want to interact with.

PEGS TLC OPERATION

When the TLC display is active, there are many commands available from the keyboard to make entering a PEG fast and easy.

Pressing the **[PEGS]** key will begin a dialog that will allow you to enter a new PEG. The dialog is almost identical to the old PEGS dialog including available shortcuts such as TRIM IN. You will be asked the following in sequential order:

REGISTER, FUNCTION, COMMAND, TIME, and NOTE.

If at the **REGISTER** prompt instead of entering a register number you press **[ENTER]**, the next available PEGS register will be chosen for you automatically.

Pressing any **[GREEN SOURCE]** key while in TLC is a short cut to entering a new PEG if you do not care what register the new PEG is stored in. When a GREEN key is pressed, Super Edit will pick the next available PEGS register and use the GREEN key pressed as the FUNCTION. The dialog will begin with COMMAND, so all you have to enter is the COMMAND, the TIME, and the NOTE if desired. If you DO care what register is used, use the PEGS command directly.

The **[VIDEO]**, **[AUDIO]**, **[SHIFT] [T]**, **[K]**, **[P]**, **[Q]**, **[R-VTR]**, **[X]** and **[W]** keys are all valid **FUNCTION** keys for the direct PEGS dialog and TLC. In addition, if any of these keys are pressed prior to entering a PEGS dialog they operate just like a GREEN key shortcut. Super Edit will pick the next available PEGS register and use the key pressed as the FUNCTION. The dialog will begin with **COMMAND=**?, so all you have to enter is the COMMAND, the TIME, and the NOTE if desired.

Pressing the UP [\uparrow] or DOWN [\downarrow] arrow keys will move the cursor to allow you to select an existing PEG to interact with. It will wrap at the top and bottom of the list of existing PEGS.

Pressing the **[ENTER]** key will begin a dialog that will allow you to edit an existing PEG. You will be asked the following in sequential order:

FUNCTION, COMMAND, TIME, and NOTE.

To keep the existing entry for a PEG, skip the prompt by pressing **[ENTER]** or **[RETURN].** As with entering a new PEG, you can press **[SET IN]** at the TIME prompt to enter an IN-TIME rather than a Time Line Time.

When you edit a PEG, Super Edit will assume you are going to enter a Time Line Time, regardless of the state of the original PEG. If you want the PEG to be at a specific IN-time, you must use the **[SET IN]** key before entering a time code number.

Like with the old style PEGS display, TLC allows you to start and stop a recording while viewing the PEGS display. Press **[RECORD]** to begin a recording. Unlike the old PEGS, you can stop or end the recording by pressing **[RECORD]** or **[ALLSTOP]**. ALLSTOP is active during TLC, and will perform as expected.

TRIM IN AN INDIVIDUAL PEGS TLC TIME

Pressing **[TRIM IN]** will cause a TIME dialog to begin where you can enter a trim value to trim the selected PEG.

Move the cursor bar to the desired PEG register and press [TRIM IN].

Enter the trim value and press **[ENTER].** The selected PEG Time Line time will be trimmed by that amount if the PEG is Time Line fixed, or the IN-time will be trimmed if it is IN-time fixed.

TRIM IN ALL PEGS TLC TIMES

Pressing **[ALT] [TRIM IN]** or **[SHIFT] [TRIM IN](K5)** is similar to pressing the **[TRIM IN]** key, except that it will trim the Time Line Time or IN-time of all active PEGS registers by the entered amount, depending upon which time is fixed for each PEG.

SET IN AN ABSOLUTE TIME FOR A TLC PEG

If at the **TIME** prompt you press **[SET IN]**, Super Edit will assume you want to directly SET IN an absolute time for this PEG. Enter the desired time code number and Super Edit will calculate the appropriate Time Line Time automatically. The IN-TIME will then be displayed in green. If at the TIME prompt you enter a time code number, Super Edit will assume this is a Time Line Time and will calculate an IN-time. The Time Line Time will then be displayed in green.

Pressing **[SET IN]** while the cursor bar highlights a PEG, will begin a SET IN dialog that allows you to directly SET IN a time code for an existing PEG. Super Edit will recalculate the PEGS Time Line Time, taking into account all previous pegs and motion control commands if applicable, and then re-sort the PEGS according to Time Line time. The IN-time will be displayed in green to remind you it is a fixed time.

When asked for a **NOTE**, either enter a note of up to 20 characters or press **[ENTER]** or **[RETURN]** to skip the entry. At the conclusion of the dialog, Super Edit will re-sort the PEGS according to Time Line Time.

IMMEDIATE MODE PREVIEW

By moving the cursor bar to an existing PEG and pressing the **[VVV]** key, you can fire a PEG command to immediately preview its action. Upon doing so, "**SENT**" will be briefly displayed at the bottom of the screen indicating the PEG command was sent to the appropriate device at that time.

UNDO LAST PEGS TLC CHANGE

While the TLC display is active, pressing the **[UNDO]** key will UNDO the last change you made to the PEGS registers. There is only one level of undo, and it does not toggle as with the EDL UNDO function. The PEGS SAVE register 0 is used for the UNDO register.

Note that saving PEGS into register 0 using the new PEGS SAVE feature will overwrite the UNDO register.

DELETE AN INDIVIDUAL TLC PEG

You can delete a PEG easily by moving the cursor bar to the desired PEG and pressing **[DEL].** The PEG is immediately deleted. If you deleted a PEG in error, press the **[UNDO]** key to get it back.

DELETE ALL TLC PEGS

Pressing **[SHIFT] [CLEAR / RESET]** will delete or clear out all PEGS registers. They are immediately cleared. If you do this in error, press the **[UNDO]** key to get them back.

ENABLE / DISABLE TLC PEGS

The **[YES]** and **[NO]** keys can be used to enable and disable a PEGS register. Move the cursor bar to the desired PEG register and press **[YES]** to enable an inactive PEG or **[NO]** to disable an active PEG. Disabled PEGS are displayed in Yellow, while enabled PEGS are displayed in white.

Disabling a PEG does not affect its position on the Time Line. It keeps its place, but is not executed with an event.

PRE-READ VIA PEGS

Pre-read is a special function of some digital VTRs, also called "Read Before Write". It functions as follows: During a record, a separate play head, coupled with a frame buffer memory, allows the source material for the edit to be output from the R-VTR and routed into an effects device (switcher). After video manipulation, the material is recorded back into the R-VTR.

Pre-read is implemented as a PEGS register where:

FUNCTION	=	[R-VTR]		
COMMAND	=	[0] (OFF) or [1] (ON)		

Pre-read is automatically enabled when the R-VTR is used as a source in an edit. A CUT to the R-VTR is programmed by pressing **[SHIFT] [CUT].** In any other transition, the R-VTR would be specified in the dialog as either the FROM or the TO source. The Reel ID from INIT #107 will be placed in the EDL as the Pre-read source.

Pre-read can also be toggled ON or OFF through the keyboard;

[SHIFT] [YES] toggles Pre-read ON; [SHIFT] [NO] toggles Pre-read OFF.

When Pre-read is ON, **PREREAD** appears on the Status Line of the Edit Screen and Super Edit performs a check to see if the assigned R-VTR is capable of Pre-read. This check is made under any of the following conditions:

- When an edit involving the R-VTR as a source is programmed.
- At the completion of a PEGS entry, if the current R-VTR is not capable of Preread, the newly entered PEGS register immediately becomes disabled. If trying to execute an immediate PEGS, the **FUNCTION N/A** message is displayed.

- When [SHIFT] [YES] is pressed. If the R-VTR is not a Pre-read machine, FUNCTION N/A appears.
- When changing the assignment of the R-VTR from one machine to another. If the new machine is not a Pre-read capable machine, the entire PEGS table is scanned and any Pre-read PEGS are disabled.

Additionally, just prior to issuing a Pre-read ON command, Super Edit checks to see what mode (Local or Remote) the intended VTR is in. If it is in the Local mode, the command is not sent and the following appears:

OFF LINE ERROR HIT ANY KEY TO CONTINUE

When using Pre-read, note the following:

- When multiple Pre-read PEGS registers exist, and PEGS is active, only the highest numbered PEGS register will be fired.
- The PREREAD banner on the Status Line disappears when the OFF command is sent to the VTR. When the banner is on the screen, it strictly reflects the message activity between the Editor and the VTR. For example: Pre-read could have been enabled at the Editor and then disabled at the VTR; the banner would still be displayed on the screen.
- In the case of an Open-ended edit, a bump-out of the edit using [RECORD] will trigger an OFF command if PRE-READ AUTO-OFF (INIT #56) is ON. Also note that aborting an edit with the [SPACEBAR] will not turn Pre-read OFF regardless of the ON/OFF status of INIT #56.
- In E-E mode, the preview monitor will only show the output of the R-VTR during an edit. This is not the image being recorded. The recorded image is the output of the effects device and a separate monitor is required to show that image. If using a Preview Switcher or Aux Bus Preview, the preview monitor will show the output of the effects device beginning at the edit IN-point and ending at the edit OUT-point.

ASGN KEY



Pressing **[ASGN]** enables Reel IDs to be assigned to the selected VTR or source in the Mark Table.

Pressing [SHIFT][ASGN] accesses the Assignment Page.

ASSIGNING A REEL ID – [ASGN]

Reels can be identified with up to six alphanumeric characters (no spaces). The Reel ID for a source appears in the SOURCE column of the Mark Table after the VTR letter designation.

To change a Reel ID, perform the following:

Select the reel you wish to rename by pressing the corresponding green key.

Press [ASGN]. The system prompts:

ENTER REEL#

Enter up to six alphanumeric characters (no spaces), and press **[ENTER].** The selected source reflects the change in the Mark Table.

To change Reel IDs already in the EDL, use INIT #18.

ASSIGNING DEVICES, PORTS, MODELS & XPOINTS – [SHIFT][ASGN]

Press **[SHIFT] [ASGN]** to call-up the Assignment Page for assigning reels, control ports, video and audio crosspoints, etc. Refer to the CONFIGURATION section of this manual for these procedures.

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YELLOW KEYS

EDIT POINT DEFINITION KEYS



MARKING AN IN-TIME OR OUT-TIME – [MARK IN] / [MARK OUT]

To mark the current tape position of the selected device as its IN or OUT time, press **[MARK IN]** or **[MARK OUT]**. The time appears in the respective IN or OUT column of the Mark Table. This may be done during preview, on-the-fly (entering times into the Mark Table as you view the source material), or while the device is parked.

If an OUT-time is marked while an edit is in progress, the OUT-time will be considered a "marker", and will remain as the OUT-time after the Mark Table is updated.

SETTING AN IN-TIME OR OUT-TIME – [SET IN] / [SET OUT]

To set an IN or OUT-time:

- 1. With the dark green source keys select a device.
- 2. Press [SET IN] or [SET OUT]. The system prompts:

SET IN = or **SET OUT =**

- 3. Enter a time using the numbered keypad (colons are entered automatically). The system echoes your response.
- 4. Press **[ENTER].** The time appears in the appropriate IN or OUT column for the selected device.

TRANSFERRING TIME CODE WITHIN THE MARK TABLE

You may transfer any time code in the Mark Table. Time code may be transferred between any columns for any device. The sequence of commands to transfer time code is:

- 1. Specify the **destination** of the time code.
- 2. Specify the **destination function**.
- 3. Specify the **source** of the time code.
- 4. Specify the **source function** of the time code.

For example, to transfer the A-VTR IN-time to the B-VTR IN-time:

- 1. Select **[B-VTR]** (destination of the time code).
- 2. Select the destination function (IN-time) by pressing **[SET IN].** The system prompts:

SET IN =

3. Select **[A-VTR]** as the source. The system prompts:

SET IN = FROM A-VTR

4. Press **[SET IN]** (source function). The IN-time for the A-VTR and B-VTR are now the same.

MAKING AN EDIT OPEN ENDED – [OPEN END]

To clear the OUT-times of the R-VTR and any TO source, press **[OPEN END]**. The OUT-time for any **FROM** source will remain, as it is assumed to be a delayed transition.

Pressing [OPEN END] also defeats the open-end protection barrier. (See INIT #36)

CLEARING ALL OUT-TIMES FROM THE MARK TABLE – [SHIFT][OPEN END]

To clear all OUT-times from the Mark Table and defeat the open-end protection barrier (See INIT #36), press [SHIFT] [OPEN END] or [CLR OUT](K5).

CLEARING ALL PEGS REGISTERS

To clear all enabled PEGS registers:

1. Press [PEGS]. The system prompts:

REGISTER #?

2. Press [CLR OUT] (K5). All enabled registers are cleared.

SAVE / CLEAR / RESET KEYS



RESET

SAVE

(K5) Keyboard

These keys allow you to SAVE and RECALL Mark Tables and PEGS Tables to / from non-volatile RAM.

SAVING A MARK TABLE

The current Mark Table is automatically saved to the Save Marks register **0** after an edit is recorded or at the beginning of any of the following operations:

- Pressing [OPEN-END]
- Loading an EDL from disk
- Recalling an event from the EDL
- Clearing the Mark Table
- Auto-Assembly
- Loading a Configuration file

The current Mark Table can be manually saved to Save Marks register **0** by pressing **[SAVE MARKS]**, **[SAVE MARKS]**.

TO SAVE A MARK TABLE INTO A SPECIFIC SAVE MARKS REGISTER:

1. Press [SAVE MARKS]. The system prompts:

MARKS # =

2. Specify one of the Save Marks registers by entering a number from **[1]** to **[9]**. The system prompts:

MARKS SAVED

RECALLING SAVE MARKS REGISTER 0

After an automatic storage of the Mark Table to Save Marks Register **0** by one of the operations listed earlier, the contents of Save Marks Register **0** can be recalled to the Mark Table by pressing **[CLEAR/RESET],[CLEAR/RESET]** or **[RST MKS](K5),[RST MKS](K5).**

RECALLING A SPECIFIC SAVE MARKS REGISTER

To recall a specific Save Marks register:

1. Press [CLEAR/RESET] or [RST MKS](K5). The system prompts:

MARKS # =

2. Enter the number of the Save Marks register **[1]** to **[9]** you wish to recall. The Mark Table stored in that register is recalled.

SAVING AND RESTORING PEGS REGISTERS

PEGS registers can be saved and restored to 10 separate PEGS storage Bins. All 16 PEGS registers are saved and restored as a group. Also, when PEGS are cleared, they are automatically saved to PEGS Bin **0**. The operation is a follows:

TO SAVE THE PEGS REGISTERS:

1. Press [SAVE MARKS]. The system prompts

MARKS #=

2. Press **[PEGS].** The system prompts

PEGS BIN #=

3. Enter the Bin number **[1]** through **[9]** to be saved. The system responds and displays

PEGS SAVED

TO RESTORE THE PEGS REGISTERS:

1. Press **[RST MARKS].** The system prompts

MARKS

2. Press [PEGS]. The system prompts

PEGS BIN #=

3. Enter the Bin number **[1]** through **[9]** to be restored. The system responds and displays

PEGS RESTORED

CLEARING AND RESTORING THE MARK TABLE

To clear the Mark Table of all entries, press [SHIFT] [CLEAR/RESET].

To restore the Mark Table, press [CLEAR/RESET], [CLEAR/RESET].

CLEARING AND RESTORING PEGS

To clear the PEGS of all entries, while in PEGS press [SHIFT] [CLEAR/RESET].

To restore the PEGS, press [CLEAR/RESET], [PEGS], [PEGS]

CONSTANT KEYS



K2 Keyboard



K5 Keyboard

These keys provide access to the FAST CONSTANT Register and to the 16 CONSTANT registers used for storing times.

The primary function of the Fast Constant register is to display match frames.

The 16 multi-constant registers may be used for later transfer into the Mark Table. These registers can also be used to add or subtract two time codes.

ACCESSING THE FAST CONSTANT REGISTER

Time codes such as Match frames are automatically stored in the Fast Constant register by the system.

You may manually display the contents of the Fast Constant register by pressing **[CONST].** If desired, time code can either be entered manually or transferred from a source. (Refer to **Transferring Constant Times** later in this section.)

ACCESSING THE MULTI-CONSTANT REGISTERS

To access the multi-constant registers:

1. Press [SHIFT] [CONST] or [MULTI CONSTANT](K5). All 16 multiconstant registers are displayed. At the bottom of the screen, the system prompts:

REGISTER #?

2. Specify a number [1] to [1][6] and press [ENTER]. The system prompts:

TIME =

3. Enter or transfer a time.

MARKING TIMES INTO A MULTI CONSTANT REGISTER

You can Mark tape positions into multi-constant registers by performing the following:

- 1. Select the source of the mark.
- 2. Press **[SHIFT] [CONST]** or **[MULTI CONST](K5).** All 16 multi-constant registers are displayed. At the bottom of the screen, the system prompts:

REGISTER #?

3. Press either **[MARK IN]** or **[MARK OUT].** The current tape position is marked into the first available register and successive marks will be entered into successive available registers.

TRIMMING A CONSTANT TIME

To trim the time in a constant register:

- 1. Access the desired constant register
- At the TIME =? prompt press [TRIM IN] and specify the desired trim value.
 Use [-] (minus) to specify a negative value.

TRANSFERRING CONSTANT TIMES

Time codes may be transferred between two constant registers, between PEGS and constant registers, or between the Mark Table and a constant register (including the Fast Constant). The following examples show how these transfers are accomplished.

TRANSFER BETWEEN THE MARK TABLE & CONSTANT REGISTERS

To transfer the time in multi-constant register 5 to the A-VTR IN column:

- 1. Press [A-VTR].
- 2. Press [SET IN]. The system prompts:

SET IN =

3. Press [SHIFT] [CONST]. The system prompts:

REGISTER #?

4. Press [5] and then press [ENTER].

TRANSFER THE R-VTR OUT-TIME TO A MULTI-CONSTANT REGISTER

To transfer the R-VTR OUT-time to multi-constant register 7:

1. Press [SHIFT] [CONST]. The system prompts:

REGISTER #?

2. Press [7] and then press [ENTER]. The system prompts:

TIME =

3. Press [R-VTR]. The system prompts:

TIME = FROM R-VTR

4. Press [SET OUT].

TRANSFER BETWEEN CONSTANT REGISTERS

To transfer the time in multi-constant register 1 to multi-constant register 2:

1. Press [SHIFT] [CONST]. The system prompts:

REGISTER #?

2. Press [2] and then press [ENTER]. The system prompts:

TIME =

3. Press [SHIFT] [CONST]. The system prompts:

REGISTER #?

4. Press [1] and then press [ENTER].

To transfer the time in the Fast Constant register to multi-constant register 2:

1. Press [SHIFT] [CONST]. The system prompts:

REGISTER #?

2. Press [2] and then press [ENTER]. The system prompts:

TIME =

3. Press [CONST].

TRANSFER BETWEEN THE EDL & CONSTANT REGISTERS

To transfer a source IN-time from the EDL to multi-constant register 3:

- 1. Select the EDL event containing the source IN-time you wish to transfer.
- 2. Press [SHIFT] [CONST]. The system prompts:

REGISTER #?

3. Press [3] and then press [ENTER]. The system prompts:

TIME =

4. Press [X] or [XFER](K5). The system prompts:

TRANSFER FROM FIELD (1-8) =

Press [1] if the source IN-time is in a one-line event such as a cut, or the first line of a two-line event such as a dissolve.

Press [5] if the source IN-time is in the second line of a two-line event.

TRANSFER BETWEEN PEGS REGISTERS & CONSTANT REGISTERS

To transfer the time in multi-constant register 3 to PEGS register 1:

1. Press [PEGS]. The system prompts:

REGISTER #?

2. Press [1] and then press [ENTER]. The system prompts:

FUNCTION = ?

3. Enter the appropriate response (see PEGS section if needed) and press **[ENTER].** The system prompts:

COMMAND = ?

4. Enter the appropriate response (see PEGS section if needed) and then press **[ENTER].** The system prompts:

TIME = ?

5. Press [SHIFT] [CONST]. The system prompts:

REGISTER #?

6. Press [3] and press [ENTER] to complete the transfer.

ADDING OR SUBTRACTING TWO CONSTANT REGISTERS

A constant register may be used to add or subtract time code stored in two registers.

To add the Fast Constant register to the time in multi-constant register 4:

1. Press [SHIFT] [CONST]. The system prompts:

REGISTER #?

2. Press [4] and then press [ENTER]. The system prompts:

TIME =

3. Press [TRIM IN]. The system prompts:

TRIM IN = NN:NN:NN:NN =

4. Press **[CONST].** Multi-constant register 4 is now multi-constant register 4 and the Fast Constant register.

To subtract the time in multi-constant register 2 from the time in multi-constant register 4:

1. Press [SHIFT] [CONST]. The system prompts:

REGISTER #?

2. Press [4] and then press [ENTER]. The system prompts:

TIME =

3. Press [TRIM IN]. The system prompts:

TRIM IN = NN:NN:NN =

TRIM IN = NN:NN:NN = -

4. Press [SHIFT] [CONST]. The system prompts:

REGISTER #?

5. Press [2] then [ENTER]. Multi-constant register 4 is now multi-constant register 2 less Multi-constant register 4.

SEARCHING TO A SPECIFIED TIME CODE NUMBER

To search a device to the time specified in the Fast Constant register:

- 1. Select the device you wish to search.
- 2. Press [CONST]. The system prompts:

CONSTANT = NN:NN:NN =

- 3. Enter or transfer the time for the device to search to.
- 4. Press [SRCH].

The device searches to the specified time code.

TRANSFER KEY



(K5) Keyboard

Similar to transferring Mark Table times, you may transfer any time code field in the EDL into the Mark Table.

A Field refers to one of the four EDL time code columns. A one-line event will have four available fields. A two-line event such as a wipe or dissolve will have eight available fields. The illustration below shows the portion of an Edit Screen with the eight available fields.

		0	2	B	4
> 0001 BLK	A12VC	00:00:00:00	00:00:00:00	01:00:00:00	01:00:00:00 R
> 0001 002	A12VD 030	20:02:11:05	20:02:15:05	01:00:00:00	01:00:04:00 R
		6	6	0	8

The following example demonstrates how to transfer a Record IN time from the EDL to the R-VTR's IN column.

- 1. Select the EDL event containing the record IN-time you wish to transfer (source).
- 2. Select the R-VTR (destination).
- 3. Select the IN-time (**destination function**) by pressing **[SET IN].** The system prompts:

SET IN =

4. Press [XFER]. The system prompts:

TRANSFER FROM FIELD (1-8) =

If the Record IN time is in a one-line event such as a cut, or the first line of a twoline event such as a dissolve or wipe, press [3].

If the Record IN-time is in the second line of a two-line event, press [7].

The time from the specified field appears in the R-VTR's IN column.

TRANSFERRING A REEL ID FROM THE EDL TO THE MARK TABLE (K5)

To transfer a REEL ID from the EDL to the Mark Table:

- 1. Select the EDL event with the Reel ID to transfer.
- 2. Select the device in the Mark Table to which you wish to transfer the Reel ID.
- 3. Press [REEL ASGN]. The system prompts:

ENTER REEL

4. Press [xfer]. the device selected in step 2 is assigned the reel id from the selected edl event.
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DARK BLUE KEYS

AUDIO AND VIDEO KEYS



Possible selections are:

- VIDEO ONLY edit
- **AUDIO ONLY** edit (4 channels simultaneously is standard on DPE-531 and 541, and is available as an option. 8 channel Audio is standard on the DPE-551);
- AUDIO & VIDEO edit
- SPLIT edit
- ALT SPLIT edits. (Not available with NLE)

The selected components and Split edit information are displayed in the transition area of the Mark Table to the left of the SOURCE column. (Refer to MARK TABLE in EDIT SCREEN, Section 7 of this manual for additional information.)

AUDIO ONLY EDITS

To select AUDIO ONLY for the edit that is currently being programmed, press **[AUDIO].** Until another mode is selected, all subsequent edits will be **Audio only**.

An **A** appears in the transition area of the Mark Table during an AUDIO ONLY edit.

The Audio channels used are those currently displayed in the transition area of the Mark Table (i.e., A12 denotes Audio channels 1 and 2).

SELECTING AUDIO CHANNELS

To select Audio channels:

1. Press [SHIFT] [AUDIO]. The system prompts:

AUDIO CHAN =

- 2. Select the desired Audio channel(s) by pressing **[1] [8]**, or **[A]** (All channels). The system echoes your selections.
- 3. Press **[ENTER].** The selected channel(s) are displayed in the transition area of Mark Table.

Refer to INIT #48 (CUE CHANNEL RECORD) and INIT #49 (AUDIO 3, 4 MAPPING) for additional Audio information.

ENABLING / DISABLING AUDIO MIXER CROSSPOINTS

Press **[ALT] [AUDIO]** or **[SHIFT] [SWR OFF](K5)** to enable or disable the Audio mixer's crosspoints on a serially controlled audio mixer.

When disabled, **A-MIX OFF** appears on the Status Line of the Edit Screen.

Audio E-MEM (AMEM) and Auto Transition functions through PEGS remain active as long as the EDITOR ENABLE button is **ON**.

VIDEO ONLY EDITS

To select VIDEO ONLY for the edit currently being programmed, press [VIDEO].

Until another mode is selected, all subsequent edits will be VIDEO ONLY edits.

The letter ${\bf V}$ appears in the transition area of the Mark Table during a VIDEO ONLY edit.

ENABLING / DISABLING VIDEO SWITCHER CROSSPOINTS

Press **[ALT] [VIDEO]** or **[SWR OFF](K5)** to enable or disable the video switcher's crosspoints on a serially controlled video switcher.

When disabled, V-SWR OFF appears on the Status Line of the Edit Screen

Video E-MEM (EMEM) and Auto Transition functions through PEGS remain active as long as the EDITOR ENABLE button is **ON**.

AUDIO AND VIDEO EDITS

To select both Audio and Video for the edit currently being programmed, press **[A/V]**. Until another mode is selected, all subsequent edits will be Audio / Video edits.

The Audio channels used are those currently displayed in the transition area of the Mark Table (i.e., **A12V** denotes Audio channels 1 and 2 plus Video).

SPLIT EDIT

Split edits allow you to add or remove Audio and/or video components within the duration of an edit.

To perform a Split edit:

- 1. Establish your edit IN-points.
- 2. Press [SPLIT]. The system prompts:

EDIT IN = XXX

where xxx is the currently selected A/V components.

 Select the A/V component(s) you wish to be active at the edit IN-point and press [ENTER]. (See Audio/Video Mode Select Keys on previous pages.) The system prompts:

SPLIT = XXX

where xxx is the currently selected components.

To select Audio channels, press **[AUDIO].** At the **AUDIO CHAN =** prompt, press **[1] - [8]** to select channels 1 through 8, **[0]** to clear all channels, or **[A]** to select all channels.

4. Select the A/V component(s) you wish to use at the Split point and press **[ENTER].** The system prompts:

DELAY = 00:00:00:00 =

Note that the A/V components selected for the Split point cannot be identical to the components selected for the edit IN-point, but they must have at least one component in common. For example, V at the IN-point, A12V at the Split point.

- 5. Perform either A, B, or C below:
 - A. Enter or transfer a time representing the delay between the edit INpoint for the currently selected machine and the desired Split point.

Pressing [SET IN] or [MARK IN] at the DELAY = ? prompt allows you to change an IN-time in the Mark Table while still in the Split dialog.

- B. Press [MARK OUT] to use the selected source's current tape position as the Split point.
- C. Press [SET OUT]. The system prompts:

END OF DELAY =

6. Specify or transfer an absolute time code as the Split point (end of the delay). The delay time is calculated.

When completed, entries are reflected in the transition area of the Mark Table.

Once recorded, this particular edit would appear in the EDL as shown below.

> 0006 003	V C	07:01:30:00 07:01:45:00	01:00:00:00 01:00:15:00 R
> 0006 003	A12V C	07:01:33:00 07:01:45:00	01:00:03:00 01:00:15:00 R

The EDL lines above reflect this Split edit as a two-line event.

The **first** line shows video being recorded for the full duration of the edit. The source and record IN-times in the **second** line show Audio channels 1 and 2 being added three seconds into the edit (this is the Split point), and continuing to be recorded for the remainder of the edit.

ALTERNATE SPLIT EDIT

To perform a Split edit using the Alternate Split method, press **[ALT] [SPLIT]** or **[SHIFT] [SPLIT](K5)**. This allows you to specify the edit using a Mark Point and an Alternate Point. Either point may be the earlier of the two.

To perform a 15 second Alternate Split edit starting with Video, then adding Audio channels 1 and 2 three seconds into the edit:

- 1. Establish your edit IN and OUT-points. In this example, the edit IN-times are the Mark Point.)
- 2. Select video as the component you wish to use at the Mark Point and press [ENTER].
- 3. Press [ALT] [SPLIT] or [SHIFT] [SPLIT](K5).

The information for the Mark Point appears in the transition area of the Mark Table similar to the following example...

MRK V	SOURCE	IN	OUT	DUR	SPD	POS
R> 1:00:00:00	R-001	01:00:00:00	01:00:15:00	00:15:00		01:00:04:17
B> 7:01:30:00	A-002	21:15:11:02	21:15:11:02			
ALT A12V	>B-003	07:01:30:00	07:01:33:00			
R> 1:00:03:00	AUX					T=
B> 7:01:33:00	BLK					EVENT 0006

You may toggle between the Mark Point and the Alternate Point by pressing [FR], allowing you to change times and/or A/V components for either point.

Mark Point parameters can be changed at any time. For example, marking or setting a new IN-time for the R-VTR or the source machine (B-VTR in the example) changes the IN-times in both the transition area and the IN column of the Mark Table.

ESTABLISH THE TIMES FOR THE ALTERNATE (SPLIT) POINT.

Select A12V as the A/V components you wish to use for the Alternate Split Point.

To select Audio channels, press [AUDIO]

At the **AUDIO CHAN =** prompt, press: **[1] - [8]** to select Audio channels 1-8; **[0]** to clear all Audio channels; or **[A]** to select all channels.

While in the Alternate Split mode, you can swap A/V components between the Mark Point and the Alternate Point by pressing **[ALT] [SPLIT].**

When the time was established for the source VTR's Alternate Point, a soft-loaded time for the R-VTR was calculated by the system and displayed. (This is regardless of the status of INIT #38, Soft load ON/OFF). A soft-loaded point is designated by the periods (.) that separate hours, minutes, seconds and frames instead of colons (:). If drop frame time code is being used, commas (,) are used as separators.

A soft-loaded number is automatically updated if the other time changes. To manually change a soft-loaded time, set in a time of 00:00 for the other device.

For the Alternate Point, entering a time that is earlier then the time for the Mark Point results in the Alternate Point being the start of the edit. IN-times in the Mark Table are updated accordingly, as is the soft-loaded time. The Mark Table always shows the earlier times.

Once recorded, an Alternate Split edit appears in the EDL just as a conventional Split edit appears. However, when a Split edit is recalled to the Mark Table, it is displayed in the last Split edit mode used, (conventional or Alternate Split).

LEARNING AN A-MEM

You may learn an A-MEM into select Audio mixers from the editor keyboard.

To learn an A-MEM:

- 1. Configure the Audio mixer as desired.
- 2. Press [SHIFT] [SPLIT]. The system prompts:

LEARN AMEM nnn ?

where "nnn" is the last selection made

- 3. Enter the A-MEM number you wish to assign the current mixer configuration to (or enter the register you wish to re-learn) and press **[ENTER].** The system echoes your selection.
- 4. Press **[ENTER]** to verify the selection.

This does **NOT** store the A-MEM into the EDL, only into the mixer memory. Refer to INIT #s 22 & 23 for this procedure.

MATCH KEYS



The MATCH keys are used to perform seven different types of matches. These functions calculate match frames representing matched tape positions, and identify the machines involved in previous edits.

All seven match functions are available from the Match Menu. Three match functions; Auto-Match[™], Record Match, and Source Match can also be accessed by direct key entry.

MATCH MENU

Pressing **[MATCH MENU]** displays a menu of the seven Match functions. MATCH MENU selections are listed below. To select a Match function, enter the number of the corresponding Match function you wish to execute.

1	PM PVW
2	EXTENDED MATCH
3	POSITION MATCH
4	BACK TIME
5	AUTO-MATCH
6	RECORD MATCH
7	SOURCE MATCH

PM PVW (PROGRAMMED MOTION PREVIEW)

PM PVW allows you to perform a Match within programmed motion events in the EDL.

To perform this Match

- 1. In the EDL, select the Programmed Motion event you wish to match within.
- 2. Move the R-VTR to the desired match position and press **[MARK IN]** (the R-VTR IN-time must be within the record times of the highlighted event).
- 3. Press [MATCH MENU], [1]. The system performs a VVV preview, updates the Mark Table IN-time of the matched source, and selects OPEN END

Note that the Mark Table IN-time is not updated until the POSTROLL time as defined in INIT #2 has elapsed. If you shorten the postroll length, you also shorten the update delay.

EXTENDED MATCH

EXTENDED MATCH allows you to calculate a match to where a source would have been had the edit been allowed to continue to a later point, or to calculate where a source would have been had the edit started at an earlier point.

The Reel ID of a highlighted EDL event defines the Mark Table source to be matched. A match frame is calculated, regardless of whether or not the R-VTR IN-time is within the record times of the highlighted EDL event.

To perform an EXTENDED MATCH:

- 1. Select the EDL event you wish to Match.
- 2. Press **[MATCH MENU]**, **[2]**. When the match is calculated, the match frame is displayed in the Fast Constant Register and the matched source is selected in the Mark Table.
- 3. Press **[ENTER].** The match frame is entered into the IN column of the selected source.

POSITION MATCH

POSITION MATCH allows you to use the current position of the R-VTR and the selected source VTR to define IN-points.

When POSITION MATCH is selected, the offset between the IN-time and current tape position of a reference VTR is subtracted from a second VTR's current tape position to calculate its IN-time. The following apply:

- If a source VTR is selected, the **R-VTR** is the reference VTR.
- If the R-VTR is selected, the **TO** source is the reference VTR.
- If the source VTR and the R-VTR are linked, an **ILLOGICAL MATCH** error message is displayed.

BACK TIME

BACK TIME allows you to calculate the required IN-point from matching OUT-points.

When Back Time is selected, the duration of a reference VTR is subtracted from a second VTR's OUT-time to calculate its IN-time. Note the following:

- If a source VTR is selected, the **R-VTR** is the reference VTR.
- If the R-VTR is selected, the **TO** source is the reference VTR.
- If the source VTR and the R-VTR are linked, an **ILLOGICAL MATCH** error message is displayed.

AUTO-MATCH[™] - [MATCH]

AUTO-MATCH[™] uses the current R-VTR IN-time to find the last (latest) EDL event containing the matching source frame, and also containing the A/V component(s) currently displayed in the Mark Table.

To perform an Auto-Match:

- 1. **SET IN** or **MARK IN** the R-VTR device position to be matched.
- 2. Press [MATCH]. The following occurs:
 - The EDL scrolls to the matched event.
 - The system prompts which source was matched.
 - The match frame is automatically entered into the IN column of the matched source (the IN-times of any linked devices are also updated).
 - If no match frame is found, or no match is available containing the currently displayed A/V components, **NOT FOUND** is displayed.
 - If the matched source and the R-VTR are linked, ILLOGICAL MATCH is displayed.

AUTO-MATCH[™] can also be selected from the Match Menu.

RECORD MATCH - [SHIFT][MATCH]

RECORD MATCH uses the current R-VTR IN-time to find all EDL events containing the matching source frame, regardless of whether or not they contain the A/V component(s) displayed in the Mark Table.

To perform a Record Match:

- 1. SET IN or MARK IN the R-VTR device position to be matched.
- 2. Press [SHIFT] [MATCH]. The following occurs:

- Searching backwards from the end of the EDL, the EDL scrolls to the first matched event.
- The match frame is displayed in the Fast Constant register.
- The matched source is selected in the Mark Table.
- If a match is found and the Reel ID of the matched event is not currently assigned in the Mark Table, Super Edit prompts with the needed Reel ID. Press the appropriate dark green source key to automatically assign the Reel ID.
- If no match frame is found, **NOT FOUND** is displayed.
- If the matched source and the R-VTR are linked, **ILLOGICAL MATCH** is displayed.

Perform either A or B below.

- A. Press **[ENTER]** to transfer the match frame to the matched source's IN column (the IN-times of any linked devices are also updated).
- B. Press [SHIFT] [MATCH] again to find any subsequent matches in the EDL.

In a two line event, the **TO** source is matched first. Pressing **[SHIFT] [MATCH]** again will match the **FROM** source.

RECORD MATCH can also be selected from the Match Menu.

SOURCE MATCH - [ALT] [MATCH].

SOURCE MATCH uses a selected source's IN-time to find all EDL events containing the matching record frame and having the same Reel ID.

To perform a Source Match:

- 1. Select the source and **SET IN** or **MARK IN** the tape position you wish to match to.
- 2. Press [ALT] [MATCH]. The following occurs:
 - Searching backwards from the currently selected EDL event, the EDL scrolls to the first matched event.
 - The matching record frame is displayed in the Fast Constant register.
 - If no match frame is found, **NOT FOUND** is displayed.
 - If the matched source and the R-VTR are linked, **ILLOGICAL MATCH** is displayed.

Perform either A or B:

- A. Press **[ENTER]** to transfer the matching record frame from the Fast Constant register to the R-VTR's IN column (the IN-times of any linked devices are also updated).
- B. Press [ALT] [MATCH] again to find any subsequent matches in the EDL.

SOURCE MATCH can also be selected from the Match Menu.

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LIGHT GREEN KEYS

TRANSITION CONTROL KEYS



CUT EDIT – [CUT]

Pressing **[CUT]** selects a CUT as the transition for the edit being programmed.

Since Super Edit uses a CUT as its default transition, **[CUT]** is also used to escape from Dissolve, Key, Wipe, and Split dialogs.

With **CUT** selected, each time one of the green source keys is pressed, the system will be ready to perform a CUT to that selected source. Until another transition key is pressed, all subsequent edits will be CUTS.

For devices capable of Pre-read (read before write), a CUT to the R-VTR can be performed by pressing **[SHIFT] [CUT].** This will automatically turn on the Pre-read function of the R-VTR and select R-VTR as the source. If the R-VTR is not able to do a Pre-read, an error message will appear.

DISSOLVE EDIT

There are essentially four types of DISSOLVE edits: Dissolve; Delayed Dissolve; "One-Key" Dissolve; and Auto-Track Dissolve. These are described on the following pages.

DISSOLVE - [DISS]

This key is used to select a DISSOLVE transition for the edit being programmed.

To perform a DISSOLVE transition:

- 1. Establish the edit IN and OUT points.
- 2. Press [DISS]. The system prompts:

FROM =

3. Select the **FROM** source using one of the green source or the R-VTR keys. The system prompts:

TO =

4. Select the **TO** source using one of the green source or the R-VTR keys. The system prompts:

RATE =

5. Enter the desired dissolve rate in frames and press **[ENTER].** The dissolve information is displayed in the transition area of the Mark Table.

Once the transition has been set-up, the rate can be changed by pressing **[DISS].** The **RATE = ?** prompt appears, allowing you to change the rate without having to modify the sources. The dissolve can now be previewed or recorded.

6. Preview or record the edit.

The event appears in the EDL as a two-line edit. The first line shows the cut to the FROM source, and the second line shows the dissolve to the TO source.

DELAYED DISSOLVE

When performing a DELAYED DISSOLVE, the dissolve and the TO source's roll time are delayed by a duration specified in the FROM source duration column.

To perform a delayed dissolve:

- 1. Set up a dissolve and select the **FROM** source.
- 2. Press [SET DUR]. The system prompts:

DURATION =

- 3. Enter the desired delay and press [ENTER].
- 4. Preview or record the edit.

The dissolve and roll time of the TO VTR will now be delayed by the amount of the FROM source Duration.

"ONE-KEY" DISSOLVE – [SHIFT][DISS]

This feature allows you to set up a dissolve sequence very quickly.

To perform a "One-Key" Dissolve:

- 1. SET IN or MARK IN a time for the R-VTR.
- 2. Select the source you are dissolving **TO** and press **[SHIFT] [DISS].** The following occurs:
 - The system does a match to define the FROM source.
 - The source match to the R-VTR's IN time is automatically inserted into the FROM source's IN column.
 - The last dissolve rate used is selected.
 - The system searches the EDL for a Reel ID match with the TO source. If found, the system calculates and displays the matching source frame in the Fast Constant register, regardless of if the R-VTR IN time is within the record times of the matched EDL event.
- 3. If desired, press **[ENTER]** to transfer the **TO** sources matching source frame number from the Fast Constant Register to the TO source's IN column.
- 4. Preview or record the edit.

AUTO-TRACK DISSOLVE

Auto-Track dissolve is a shortcut sequence for setting up match dissolves.

To perform an Auto-Track dissolve:

- 1. **SET IN** or **MARK IN** a time for the R-VTR.
- 2. Select the source you are dissolving **TO** and press **[DISS]**, **[ENTER]**, **[ENTER]**. The following occurs:
 - The system performs a match to define the FROM source, and the source match to the R-VTR's IN time is automatically inserted into the IN column of the FROM source.
 - The last rate used is the one selected.
 - The system searches the EDL for a Reel ID match with the TO source. If found, the system calculates and displays the matching source frame in the Fast Constant register, regardless if the R-VTR IN time is within the record times of the matched EDL event.
- 3. Press **[ENTER]** to transfer the matching source frame number from the Fast Constant Register to the IN column of the TO source.

WIPE EDIT – [WIPE]

This key is used to select a WIPE as the transition for the edit being programmed.

To program a Wipe:

- 1. **SET IN** or **MARK IN** a time for the R-VTR.
- 2. Press [KEY/WIPE] or [WIPE](K5). The system prompts:

WIPE # = ?

3. Enter the desired Wipe pattern number and press **[ENTER].** The system prompts:

FROM =

To reverse the Wipe on GVG switchers, add 100 to the GV Wipe pattern number for models 100, 200, and 300. For the Kadenza add 400.

1. Select the **FROM** source using one of the green source or R-VTR keys. The system prompts:

TO =

2. Select the **TO** source using one of the green source or R-VTR keys. The system prompts:

RATE =

3. Enter the desired Wipe rate in frames and press [ENTER].

The wipe information is displayed in the transition area of the Mark Table, to the left of the SOURCE column.

4. Preview or record the edit.

The event appears in the EDL as a two-line edit. The first line shows the CUT to the FROM source, and the second line shows the WIPE to the TO source.

DELAYED WIPE

When performing a DELAYED WIPE, the wipe and the TO source's roll time are delayed by a duration specified in the FROM source's duration column.

To set up a delayed wipe:

- 1. Set up a WIPE and select the **FROM** source.
- 2. Press [SET DUR]. The system prompts:

DURATION =

- 3. Enter the desired delay and press [ENTER].
- 4. Preview or record the edit.

The wipe and roll time of the TO VTR will now be delayed by the amount of the FROM source Duration.

AUTO-TRACK WIPE

Auto-Track Wipe is a shortcut sequence for setting up MATCH WIPES.

To perform an Auto-Track Wipe:

- 1. **SET IN** or **MARK IN** a time for the R-VTR.
- 2. Select the source you are wiping **TO** and press

[KEY/WIPE], [ENTER], [ENTER], [ENTER], [ENTER].

The following occurs:

- The system does a match to define the FROM source, and the source match to the R-VTR IN time is automatically inserted into the FROM source's IN column.
- The last rate and wipe code used are selected.
- The system searches the EDL for a Reel ID match with the TO source. If found, the system calculates and displays the matching source frame in the Fast Constant register, regardless if the R-VTR IN time is within the record times of the matched EDL event.
- 3. Press **[ENTER]** to transfer the matching source frame number from the Fast Constant Register to the TO source's IN column.
- 4. Preview or record the edit.

"ONE-KEY" WIPE – [SHIFT][WIPE] (K5)

To perform a "ONE-KEY" WIPE:

- 1. SET IN or MARK IN a- time for the R-VTR.
- 2. Select the source you are wiping **TO** and press **[SHIFT] [WIPE](K5).** The following occurs:
 - The system does a match to define the FROM source.

- The source match to the R-VTR's IN time is automatically inserted into the FROM source's IN column.
- The last rate and wipe code used are selected.
- The system searches the EDL for a Reel ID match with the **TO** source. If found, the system calculates and displays the matching source frame in the Fast Constant register, regardless of if the R-VTR IN time is within the record times of the matched EDL event.
- 3. If desired, press **[ENTER]** to transfer the **TO** sources matching source frame number from the Fast Constant Register to the TO source's IN column.
- 4. Preview or record the edit.

KEY EDIT - [SHIFT] [KEY]

These keys are used to select a KEY transition for the edit being programmed. The type of key may be varied.

To do a key edit:

- 1. Establish the edit IN and OUT points.
- 2. Press [SHIFT] [KEY/WIPE] or [KEY](K5). The system prompts:

KEY IN ?

3. Press **[YES]** to select a **KEY-IN** transition, **[NO]** to select a **KEY-OUT** transition. The system prompts:

BACKGROUND =

4. Select the background source. The system prompts:

FOREGROUND =

- 5. Select the foreground (key) source. Depending on the type of key (IN or OUT), perform A or B below:
 - A. If **KEY-IN** was selected in step 3, the system prompts:

DELAY =

If a delay is desired, enter the amount of delay after the edit IN time the Key transition is to occur, press [ENTER], and proceed to step 6. If no delay is desired, press [ENTER] and proceed to B.

B. If a Key-Out transition was selected in step 3, or no delay was specified in step 5A, the system prompts:

FADE?

Press **[YES]** to select background fade (FROM or TO Black with Key), or press **[NO]** to select a foreground (key) transition ONLY and press **[ENTER].** The system prompts:

RATE =

Enter the rate of Key transition in frames and press [ENTER].

TO PROGRAM A KEY-IN AND KEY-OUT IN THE SAME EDIT, when the foreground source is selected, enter a duration for that foreground (key) source.

Key information is displayed in the transition area of the Mark Table to the left of the SOURCE column. The edit can now be previewed or recorded. The edit appears in the EDL as a two-line event. The first line shows the background source, and the second line shows the foreground source. If a delayed Key-In is programmed:

- The EDL lists the delay time as a separate cut edit.
- The key transition will be the next edit in sequence.
- The key will be tranitioned ON at the edit IN time.

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BEIGE KEYS

PREVIEW KEYS



Use the Preview Select keys to select a PREVIEW mode. **Entry only** (open-ended), **entry and exit**, or **exit only** preview modes are available.

While a preview is in progress, devices not involved with the preview may be controlled independently of the devices involved in the preview.

You may terminate or bump out of a preview by pressing **[VVV]** to stop only the machines involved in the preview or **[SPACEBAR]** to stop all machines.

Preview Keys for the (K5) Keyboard are listed under Light Gray Keys

VVV PREVIEW – [VVV]

Press **[VVV]** to select a Video-Video preview of the edit currently in the Mark Table.

Video first comes from the R-VTR, then from the source and, if a duration is defined, then again from the R-VTR. Only the specified audio and video components are previewed.

The preview includes specified pre-roll and post-roll times as defined in INITS # 1 & 2.

VV OUT-POINT PREVIEW – [SHIFT] [VVV].

To select a Video-Video **OUT-point** preview, press **[SHIFT] [VVV].** The preview is only of the OUT time of the edit specified in the Mark Table. A duration must be defined.

Video first comes from the source, then from the R-VTR, and is then followed by a post-roll as defined in INIT #1.

'END' SHORTCUT COMMAND – [E] ([VVV])

Used to signify END (last event) at the **FROM = ?** and **TO = ?** prompts.

BVB PREVIEW – [BVB]

To select a **B**lack-**V**ideo-**B**lack preview showing only the source material included in the edit currently in the Mark Table, press **[BVB].** The R-VTR does not roll. A duration must be defined. The pre-roll and post-roll portions of the edit are shown as black. At the IN time, the source video and audio are previewed. At the OUT time, the system cuts to Black followed by a post-roll as defined in INIT #2.

VB OUT-POINT PREVIEW – [SHIFT][BVB]

To select a Video-Black OUT-point preview, press [SHIFT] [BVB]. Only the OUT time of the edit in the Mark Table will be previewed. The R-VTR does not roll. The preview includes five seconds of source, cuts to black at the OUT time, and is followed by the post-roll as defined in INIT #2.

'RESUME' SHORTCUT COMMAND – [R] ([BVB])

Used to signify **RESUME** (continue where you left off) at the FROM = ? prompt after initiating an **[AUTO][ASMB]**.

VBV PREVIEW – [VBV]

To select a Video-Black-Video preview, press [VBV]. This previews the edit points by rolling the R-VTR only. Source VTRs do not roll. The R-VTR video and audio are seen during the specified pre-roll and post-roll. At the IN time, the system cuts to Black for the duration of the source material. At the OUT time, the R-VTR video and audio cut back in for the post-roll as defined in INIT #2.

BV OUT-POINT PREVIEW – [SHIFT][VBV]

To select a **B**lack-**V**ideo OUT-point preview, press **[SHIFT] [VBV].** The preview will be only the OUT time of the edit specified in the Mark Table. Source VTRs do not roll. The preview begins five seconds before the OUT time during the Black portion of the preview. At the OUT time, the system cuts to the R-VTR for the post-roll as defined in INIT #2.

REPLAY KEY



REPLAY

To REPLAY the event currently selected in the EDL, press **[RPLAY].** Since replays are open-ended, all subsequent EDL events are also replayed. As events are being replayed, the EDL will scroll in sync with the R-VTR.

MACRO REPEAT

Used to insert a REPEAT command within a Macro. When a Macro reaches a repeat command during performance, it will repeat all previous commands the specified amount of times. See MACRO KEYS for more information on this feature.

AUTO-ASSEMBLE KEY



This key is used to select the AUTO-ASSEMBLE function. This function automatically assembles the current EDL in the mode previously selected with INIT # 26.

See Section 9, AUTO ASSEMBLY, for more information on this feature.

Q-MEM – [Q] ([AUTO ASMB])

Some Models of Digital VTRs allow for the remote sensing and restoration (store & recall) of TBC settings between the VTR and the DPE. V1.1A and higher access this capability, transferring the TBC settings to the EDL in EMEM-like data packets and restoring the settings when an edit event is recalled to the Mark Table and/or Auto Assembled.

The new EMEM-like structure is called QMEM, and is currently available for the following VTRs:

DVR-10, DVR-18, DVR-20, DVR-28, DVW Series, DNW Series, and AJ-D3/5 Series VTRs.

QMEM USAGE AND QMEM TYPES

To program a QMEM, from the PEGS dialog:

- 1. At the **FUNCTION** = ?" prompt enter **[Q]**.
- 2. At the **COMMAND =** ? prompt enter a three digit number designating the VTR and type of TBC data desired as described below:
 - The first digit (the hundreds digit) is the VTR whose TBC data you wish to save and restore, with "0" being the R-VTR, "1" being the A-VTR, "2" being the B-VTR, etc.
 - The second digit (the tens digit) is reserved for future use, and should be a "0".
 - The third digit (the ones digit) is "0", "1" or "2", describing the type of TBC data you wish to save and restore. This will be discussed later in a section for the VTR types.

Example: The **A-VTR** with TBC data Type "1" would have a QMEM register of **101**.

QMEMS WITH DVRS

DVR model VTRs save and restore TBC data associated with ALL DVR inputs and outputs. DVR TBC control saves and restores data for the following settings:

- Input Video Level
- Output Video Level
- Output Horizontal Phase
- Output Setup Level
- Output SC Phase
- Output Video Hue

This type of TBC data is indicated by a ones digit of " $\mathbf{0}$ ". Therefore only QMEMs with values of x0 $\mathbf{0}$ should be used for DVR TBC control. Values such as 101, although they will go into the EDL, will not result in the saving or restoration of TBC data.

Example: The **B-VTR** with TBC data Type "**0**" would have a QMEM register of **200**.

QMEMS WITH DVWS AND DNWS

These VTRs save and restore three different types of TBC data. These different levels are indicated by the value of the ones digit "**0**", "**1**", and "**2**" and are thus called Type 0, 1 or 2 QMEMs.

TYPE 0 QMEM DATA CONTAINS VALUES FOR:

- Output Video Level
- Output Chroma Level
- Output Setup Level
- Output Video Hue
- Output Horizontal Phase
- Output SC Phase

These settings affect ALL the VTRs inputs and outputs (composite, SDI, and component analogue, if so equipped).

Adjustments to these values are made on the VTRs front panel control panel with its VIDEO, CHROMA, SETUP, CHROMA PHASE, SYSTEM PHASE-SYNC and SYSTEM PHASE-SC. The control marked Y/C DELAY is not available via the QMEM protocol.

Note that for **PAL** systems, the **SETUP** settings are used for PAL Black Level, and the **CHROMA PHASE** settings are used for PAL Burst Chroma Phase.

TYPE 1 QMEM data contains values for:

- Composite Input Level
- Composite Output Level
- Composite Output Chroma Level
- Composite Output Hue
- Composite Output System Phase
- Composite Output Video Phase
- Composite Output Setup Level.

These adjustments affect only the composite inputs and outputs, and can only be made from the Remote TBC Control Panel.

The VTRs front panel **Process Control** switch must be placed in the **REMOTE** position. The VTR menu item **# 722, REM VID CNT**, must be set to **CMPST**.

Most settings of the local VTRs front panel control panel are saved and restored with a Type "1" QMEM, however, the SETUP (along with the Y/C Delay) are not.

TYPE 2 QMEM data contains values for:

- Y/BP/PR Input Y Level
- Y/BP/PR Input PB Level
- Y/BP/PR Input PR Level
- Y/BP/PR Output Y Level
- Y/BP/PR Output PB Level
- Y/BP/PR Output PR Level
- Y/BP/PR Output System Phase
- Y/BP/PR Output Video Phase

These adjustments affect only the Y/PB/PR inputs and outputs, and can only be made from the Remote TBC Control Panel.

The VTRs front panel **Process Control** switch must be placed in the **REMOTE** position. VTR menu item **#722**, **REM VID CNT**, must be set to **Component (Y-R, B)**.

No settings of the local VTRs front panel control panel are saved and restored with a Type 2 QMEM, except for SYSTEM PHASE-SYNC and SYSTEM PHASE-SC.

Example: The **A-VTR** with TBC data Type "**0**" would have a QMEM register of **100**.

Example: The B-VTR with TBC data Type "1" would have a QMEM register of 201.

Example: The **C-VTR** with TBC data Type "2" would have a QMEM register of **302**.

STORING QMEMS IN THE EDL

As with EMEM, AMEM, and PMEM data, when a QMEM is programmed and performed, only the PEGS note goes in the EDL. The QMEM data is stored in the EDL only when INIT item # 22 (STORE EMEM) is invoked, or if INIT # 23 (AUTO-EMEM ON/OFF) is turned ON at the time of the edit.

Only one QMEM per VTR per edit is allowed. The TBC settings are transmitted from the editor to the VTR when an event is Recalled, Picked Up, or Auto-Assembled.

If you Recall an event, change the TBC settings and press **[RECORD]**, the new settings are Stored with the new event.



RECORD KEY



The red RECORD key is used to initiate recording of the edit in the Mark Table. Also, for an open-ended edit, it is used to legally terminate the edit (bump-out).

RECORDING AN EDIT

Pressing **[RECORD]** records the event currently in the Mark Table. With a predefined duration, an edit terminates automatically and the Mark Table pointer remains on the VTR selected prior to the edit.

Once the edit is recorded, the IN-times of all VTRs involved in the edit are updated and the event is entered in the EDL with an R-Mark. If **RECD OFF** was enabled for the edit (dummy edit), no R-MARK appears for the event.

RECORDING AN OPEN-ENDED EDIT

An open-ended edit has no OUT-time and, therefore, no duration.

To perform an open-ended edit:

1. Press **[OPEN END]** to clear OUT-times from sources involved in the current edit, or press **[SHIFT] [OPEN END]** or **[CLR OUT](K5)** to clear all OUT-times from the Mark Table.

Either keystroke also defeats the OPEN-END PROTECTION barrier.

- 2. Press [RECORD]. The edit begins.
- 3. Press [RECORD] again and note the following:
 - The edit terminates and all post-edit operations take place.
 - The R-VTR is selected in the Mark Table anticipating the input of the next Record IN-time.

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ORANGE KEYS

EDL MANAGEMENT



This section describes general EDL MANAGEMENT functions available using the orange EDL management keys. EDL Management functions give you the ability to make changes to an EDL.

For example, events may be recalled from the EDL to the Mark Table, changed, and then replaced into the same place in the EDL. Events may also be added, deleted, inserted, copied or moved from one part of the EDL to another, or from one BIN to another.

BUILDING EDLS

EDLs may be built in either TIME Sequence or EVENT Sequence.

If the EDL is being built in **Time** Sequence, a new event will be placed in the EDL so that a following event is later in time and will not conflict with an earlier event.

If the EDL is being built in **Event** Sequence, a new event will be placed at the end of the EDL as the last event recorded.

Refer to INIT # 8 in the INIT PAGES Section for additional information.

EDL DIALOG SHORTCUT COMMANDS

Some EDL management functions require EDL event numbers or ranges of event numbers to be specified in response to FROM, THRU, and AFTER prompts. In many cases these prompts may be answered with dialogue shortcuts:

For the **FROM = ?** prompt, possible shortcuts are:

- [A] = All EDL events (skips the THRU = ? prompt)
- **[B]** = From the physical **B**eginning of the EDL regardless of event number
- [C] = From the Currently selected event

For the **THRU = ?** prompt, possible shortcuts are:

- **[C]** = Through the **C**urrently selected event
- [E] = Through the physical End of the EDL regardless of event number

For the **AFTER = ?** prompt, possible shortcuts are:

- [C] = After the Currently selected event
- [E] = At the physical End of the EDL regardless of event number

RIPPLE

Ripple and its effects on the EDL are very important. After an event is added, deleted, or moved, rippling the EDL adjusts the record times of a specified group of events. The specified events themselves remain where they are in the EDL. Ripple automatically changes the record times of any event with an equal or later record IN-time, regardless of where it appears in the EDL.

For example, when a new event is inserted into the EDL, all events with Record INtimes later than or equal to the Record IN-time of the inserted event would have their record times adjusted by the amount of the inserted event's duration. Source times are not affected. All rippled events lose their R-Marks, since they are unrecorded in their current form.

RECALLING AN EDL EVENT

To recall the highlighted event from the EDL into the Mark Table, press **[PKUP/RCL]**. The event may then be modified, executed or replaced into the EDL.

When an event is recalled to the Mark Table, it is not removed from the EDL. The EDL remains intact and the information is copied into the Mark Table. The pointer to the left of the Mark Table SOURCE column always points to the TO source of the recalled event. All data in the Mark Table edit information area will be recalled with the event, as well as all PEGS and stored EMEM data.

Depending on the RECALL R-OUT ON status of INIT #15, the event recalled to the Mark Table will either have OUT-times specified for either the TO source only, or for the R-VTR and the TO source. With RECALL R-OUT OFF, only the OUT-time of the TO source is recalled.

When an event is recalled, the old Mark Table is placed in SAVE MARKS REGISTER **0**. To restore the old marks: press **[CLEAR/RESET]**, **[0]** or **[RST MKS](K5)**, **[0]**.

Super Edit checks to see if the reel numbers involved in the edit being recalled are currently specified in the SOURCE column of the Mark Table. If an event with a REEL ID not currently assigned in the Mark Table is recalled, the system prompts which Reel needs to be assigned. Assign the Reel by pressing the appropriate source key.

Changes are not a requirement of a RECALL operation. If an event is recalled, it does not have to be replaced into the EDL and regular editing may be resumed.

If a change is made to the event, it may be re-recorded as it is now programmed in the Mark Table. Recording the event places it into the EDL as a new event.

RECALLING AN EDL EVENT'S OUT-TIMES ONLY

This function is used to perform what is called a PICKUP edit. Pressing **[SHIFT] [PKUP/RCL]** recalls the highlighted EDL event's OUT-times and places them into the IN columns of the R-VTR and the selected source. When a two-line event is recalled, the OUT-times of the R-VTR and TO source are recalled to the Mark Table. This sets up a pickup from the end of the recalled event.

The A/V components displayed in the Mark Table for the current event are set according to the recalled event. The next edit will automatically be a CUT. This can be changed as desired once the match frame is established via the pickup feature.

This feature is a convenient way to recall the match frame points given by the system after the last completed edit.

REPLACING A RECALLED EVENT

After an EDL event has been recalled and changed, it can now replace the original event in the EDL. Only an event recalled with **[PKUP/RCL]** can be replaced. Trying to replace an event not recalled with [PKUP/RCL] results in a **REPLACE ERROR** message.

To replace an EDL event, perform the following:

1. Press [INSRT/REPL] or [REPL](K5). The system prompts:

INSERT RIPPLE?

2. Perform either A or B below:

- A. Press [YES]. The IN and OUT-times of the replaced event will be established by the times reflected in the Mark Table. Record times of events equal or later than the replaced events are adjusted accordingly. R-Marks are removed from events that have been changed.
- B. Press **[NO].** The times currently displayed in the Mark Table are replaced. The R-Mark for the event disappears, indicating that this event has not yet been recorded as displayed.

INSERTING AN EVENT IN THE EDL

This function is used to INSERT an event from the Mark Table into the EDL. The event is inserted after the highlighted EDL event and, regardless of whether the EDL is being built IN TIME sequence or EVENT sequence, it is assigned the next event number in sequence from the last completed edit.

To insert an event into the EDL:

1. Press [SHIFT] [INSRT / REPL] or [INSERT](K5). The system prompts

INSERT RIPPLE?

2. Press [YES] or [NO].

If **YES**, the IN-time of the inserted event will be established by the OUT-time of the highlighted event. Record times are adjusted accordingly and R-Marks are removed from changed events.

If **NO**, the times currently displayed in the Mark Table are inserted.

DELETING EDL EVENTS

The system provides two EDL delete functions: you may delete a single event or a block of events.

DELETING A SINGLE EDL EVENT

To delete a single event:

1. Select the event to be deleted from the EDL and press **[DEL]**. The system prompts:

DELETE RIPPLE?

2. Press **[YES]** or **[NO]**.

If YES, the event is deleted and record times are adjusted accordingly.

If **NO**, the specified event is deleted and record times remain unchanged. R-Marks are removed from changed events. PEGS, Slaves data, and notes are also deleted.

DELETING A BLOCK OF EDL EVENTS

To DELETE a block of events from the EDL:

1. Press [SHIFT] [DEL]. The system prompts:

DELETE FROM =?

- 2. Perform either A or B below:
 - A. Specify the **first** event number in a block of events to be deleted, or use a shortcut command, and press **[ENTER]**. The system prompts:

THRU =?

Specify the **last** event number in a block of events to be deleted (or use a shortcut command) and press **[ENTER].** The system prompts:

DELETE-RIPPLE?

Press [YES] or [NO].

If **YES**, the specified events are deleted and record times adjusted accordingly.

If **NO**, same as **Yes** except record times remain unchanged. R-Marks are removed for changed events.

B. Press the [SPACEBAR]. The following menu appears:

1	ALL EVENTS IN A BLOCK	
2	BY EVENT # IN A BLOCK	

- 3 BY EVENT # WHOLE LIST

DELETE RANGE?

where:

[1] All events physically between and including the FROM and THRU events will be deleted, regardless of their event number.

[2] The FROM and THRU events define the limits of the block, but only the events numerically between the FROM and THRU events will be deleted.

[3] All events in the EDL numerically between the FROM and THRU events will be deleted, regardless of their position in the EDL.

Enter your selection. The system prompts:

FROM = ?

Specify the **first** event number in a block of events to be deleted, or use a shortcut command, and press **[ENTER].** The system prompts:

THRU =?

Specify the **last** event number in a block of events to be deleted, or use a shortcut command, and press **[ENTER].** The system prompts:

DELETE RIPPLE?

Press [YES] or [NO].

If **YES**, the block of events is deleted and the record times adjusted accordingly.

If **NO**, the same as **YES** except record times remain unchanged. R-MARKs are removed for changed events.

MOVING EDL EVENTS

Events may be moved within an EDL. Events may also be moved between Bins.

MOVING EVENTS WITHIN AN EDL

This function allows a single event or a block of events to be moved within the EDL.

Perform the following:

1. Press [SHIFT] [MOVE / RIPPL] or [MOVE](K5). The system prompts:

FROM = ?

2. Perform either A or B below:
A. Specify the **first** event number in a block of events to be moved (or use a shortcut command) and press **[ENTER].** The system prompts:

THRU = ?

Specify the **last** event number in a block of events to be moved (or use a shortcut command) and press **[ENTER].** The system prompts:

AFTER ?

Specify the **event number** the moved event(s) will be placed after and press **[ENTER]**. The system prompts:

MOVE RIPPLE?

Press [YES] or [NO].

If **YES**, the specified events are moved and record time adjusted accordingly.

If **NO**, the same as **YES** except record times remain unchanged. R-Marks are removed for changed events.

B. Press the [SPACEBAR]. The following menu appears:

1 ALL EVENTS IN A BLOCK

- 2 BY EVENT # IN A BLOCK
- 3 BY EVENT # WHOLE LIST

MOVE RANGE?

where:

[1] All events physically between and including the FROM and THRU events will be moved, regardless of their event number.

[2] The FROM and THRU events define the limits of the block, but only the events numerically between the FROM and THRU events will be moved.

[3] All events in the EDL numerically between the FROM and THRU events will be moved, regardless of their position in the EDL.

Enter the number corresponding to your selection and press **[ENTER]**. The system prompts:

FROM = ?

Specify the **first** event to be moved and press **[ENTER]**. The system prompts:

THRU = ?

Specify the **last** event number to be moved. The system prompts:

AFTER ?

Specify the **event number** the moved event(s) will be placed **after** and press **[ENTER].** The system prompts:

RIPPLE?

Press [YES] or [NO].

If YES, the specified events are moved and record times adjusted accordingly.

If **NO**, the same as **YES** except record times remain unchanged. R-Marks are removed for changed events.

MOVING EVENTS BETWEEN BINS

This function allows a single event or a block of events to be moved between Bins. **Note** that the moved events are removed from their original location.

Perform the following:

1. Press [SHIFT] [MOVE/RIPPL] or [MOVE](K5). The system prompts:

FROM = ?

2. Specify the **first event** number in a block of events to be moved (or use a shortcut command) and press **[ENTER].** The system prompts:

THRU = ?

3. Specify the **last event** number in a block of events to be moved (or use a shortcut command) and press **[ENTER]**. The system prompts:

AFTER ?

4. Press **[CUT].** The system prompts:

RIPPLE ?

- 5. If you want to ripple (adjust) the record times of the current Bin, press **[YES]**, otherwise press **[NO]**. The Bin Menu appears.
- 6. Select the Bin to which you are moving the events. If the Bin is empty, the events are pasted into the Bin, retaining their original event numbers and the operation is complete. If the Bin is not empty, the system prompts:

AFTER ?

7. Specify the event number you want the events placed after and press **[ENTER].** The system prompts:

RIPPLE ?

8. Press [YES] or [NO].

With **YES**, the specified events are pasted into the Bin and record times are **adjusted accordingly.**

With **NO**, the specified events are pasted into the Bin and their record times **remain unchanged.**

Events moved from the source Bin remain in a separate buffer until another MOVE event is performed. This holds true even if power is turned off.

The contents of this buffer can be pasted into the same Bin or other Bins as many times as desired.

To re-paste (copy) the contents of this buffer, press **[ALT] [INSRT/REPL]** or **[SHIFT] [INSERT](K5)**.

COPYING EDL EVENTS

Events may be COPIED from one place in the EDL to another, or may also be copied between Bins.

COPYING EVENTS WITHIN AN EDL

This function allows you to COPY EDL events and place them elsewhere within the EDL. Perform the following:

1. Press [ALT] [MOVE / RIPPL] or [SHIFT] [MOVE](K5). The system prompts:

FROM = ?

- 2. Perform either A or B below:
 - A. Specify the first event number in a block of events to be copied, or use a shortcut command, and press [ENTER]. The system prompts:

THRU = ?

Specify the **last** event number in a block of events to be copied, or use a shortcut command, and press **[ENTER]**. The system prompts:

AFTER ?

Specify the **event number** the copied event(s) will be placed after and press **[ENTER].** The system prompts:

COPY RIPPLE?

Press [YES] or [NO].

If **YES**, the specified events are copied and placed after the AFTER event, and **record times are adjusted accordingly**.

If **NO**, the same as YES except **record times remain unchanged**. R-Marks are removed for changed events.

B. Press the [SPACEBAR]. The following menu appears:

1	ALL EVENTS IN A BLOCK
2	BY EVENT # IN A BLOCK
3	BY EVENT # WHOLE LIST

COPY RANGE?

where:

[1] All events physically between and including the FROM and THRU events will be copied, regardless of their event number.

[2] The FROM and THRU events define the limits of the block, but only the events numerically between the FROM and THRU events will be copied.

[3] All events in the EDL numerically between the FROM and THRU events will be copied, regardless of their position in the EDL.

Enter your selection. The system prompts:

FROM = ?

Specify the first event to be copied. The system prompts:

THRU = ?

Specify the **last** event to be copied. The system prompts:

AFTER ?

Specify the **event number** the copied event(s) will be placed after and press **[ENTER].** The system prompts:

RIPPLE?

Press [YES] or [NO].

If **YES**, the specified events are copied at the specified AFTER position and the **record times are adjusted accordingly**.

If **NO**, the same as **YES** except **record times remain unchanged**. R-Marks are removed for changed events.

COPYING EVENTS BETWEEN BINS

This function allows you to copy EDL events from one Bin to another. Perform the following:

1. Press [ALT] [MOVE/RIPPL] or [SHIFT] [MOVE](K5). The system prompts:

FROM = ?

2. Specify the **first** event number in a block of events to be copied (or use a shortcut command) and press **[ENTER].** The system prompts:

THRU = ?

3. Specify the **last** event number in a block of events to be copied (or use a shortcut command) and press **[ENTER].** The system prompts:

AFTER ?

4. Press [CUT]. The Bin Menu appears.

5. Select the Bin to which you are moving the events. If the Bin is empty, the events are pasted into the Bin, retaining their original event numbers and the operation is complete. If the Bin is not empty, the system prompts:

AFTER ?

6. Specify the **event number** you want the events placed after and press **[ENTER].** The system prompts:

RIPPLE ?

7. Press **[YES]** or **[NO]**.

If YES, the events are pasted into the Bin and record times are adjusted accordingly.

If **NO**, the events are pasted into the Bin and **record times remain unchanged**. R-Marks are removed for changed events.

RIPPLING EDL RECORD TIMES

This function allows you to adjust (ripple) the EDL record IN and OUT-times. To ripple record times:

1. Press [MOVE/RIPPL] or [RIPPLE](K5). The system prompts:

FROM = ?

2. Specify the **first** event number in a range of events to be rippled (or use a shortcut command) and press **[ENTER].** The system prompts:

THRU = ?

3. Specify the **last** event number in a range of events to be rippled (or use a shortcut command) and press **[ENTER].** The system prompts:

TRIM RECORD TIME = ?

- 4. Perform either A or B below:
 - A. Trim the record times of the first event designated for ripple by entering a trim time and press **[ENTER].**
 - B. Specify a new record time for the first event by pressing **[ENTER]**. The system prompts:

RECORD TIME = ?

Enter a record time and press [ENTER].

SMPTE TIME CODE

With **NDROP FRAME** or **DROP FRAME** selected in INIT # 5, the system performs all calculations in the mode specified, regardless of whether the selected mode is the same as the actual time code on the tapes.

If a time code is read that is different than the mode selected, the system displays **WRONG TC TYPE**. It is therefore recommended that the system be left in **SMPTE** for mixed mode editing.

With a tape loaded and **SMPTE** selected, briefly play the tape to allow the system to read the type of time code on the tape. This is indicated in the **POS** column in the Mark Table by an **N** (**N**DROP FRAME) or a **D** (**D**ROP FRAME). With SMPTE selected, the system performs all calculations based on the time code displayed.

Time code is shown in:

DROP FRAME with a semi-colon (;) between the seconds and frames, e.g. 01:00:10;15.

NDROP FRAME with a colon (:) between the seconds and frames, e.g., 01:00:10:15.

SMPTE with either a colon (:) or a semi-colon (;) as applicable.

Some editing systems are not compatible with EDITWARE SMPTE EDLs. Time code mode selection allows you to create compatible EDLs by making EDLs which contain only DF or NDF time code.

To create EDLs that are interchangeable with systems that do not accept a SMPTE (mixed mode) format EDL, in INIT #5, select the mode (DF or NDF) that coincides with the time code type on the R-VTR.

To interchange existing SMPTE format EDLs with systems that do not accept a SMPTE (mixed mode) format, convert the EDL using EDITWARE's 409NT program.

TIME ADJUSTMENT AND EDIT DURATION KEYS



Rather than re-entering times specified in the Mark Table, times can be adjusted using the orange TIME CODE ADJUSTMENT keys. These keys allow times to be trimmed individually, or new IN-times or OUT-times to be calculated automatically by specifying a duration for the edit.

TRIM MARK TABLE TIMES

To trim the IN or OUT-times of the source currently selected in the Mark Table, press **[TRIM IN]** or **[TRIM OUT].**

When **[TRIM IN]** is pressed, a **TRIM IN =** prompt appears in the message area of the screen. Pressing **[TRIM OUT]** results in a **TRIM OUT =** prompt.

Entering a trim value at these prompts trims the IN-time or OUT-time by the value specified. (Use a colon [:] to specify hours, minutes, seconds, and frames.) If a negative trim is desired, press the [-] key, then enter the trim value. The trim value specified will be subtracted from the time rather than added to it. Press [ENTER] to complete your entry.

Super Edit remembers the last trim value used, and whether it was positive or negative. If another trim of the same value is desired, the value need not be respecified. Press the appropriate trim key (the last value used will be displayed) and press [ENTER] or press the appropriate Trim Key twice.

To reverse the trim value, press [TRIM-IN], [-], [TRIM-IN], or [TRIM-OUT], [-], [TRIM-OUT].

IN-times and OUT-times may also be trimmed by one of the values listed below:

- The time currently stored in the Fast Constant Register
- Any of the 16 Constant registers
- The time currently stored in a PEGS register
- Any time code in the Mark Table (IN-time, OUT-time, or duration).
- Field 1-8 times of the highlighted EDL event
- The Split delay time

SPECIFYING AN EDIT DURATION

To specify the duration of an edit for a selected source, press **[SET DUR]**. The INtime must already be specified.

A duration specified for the R-VTR always supersedes any other duration in the Mark Table.

When cutting to BLACK or AUX, or defining a key delay, only the duration needs to be specified. If a duration is specified for the FROM source of a transition, a delayed transition will be performed.

Entering a duration for a key foreground establishes the foreground duration only.

To specify an edit duration:

- 1. Select the R-VTR or source.
- 2. Press [SET DUR]. The system prompts:

DURATION =

3. Enter the desired duration and press [ENTER].

The system automatically calculates and display the OUT-time and duration for the selected source.

If a negative duration was specified, the system automatically re-calculates and displays the IN-time and duration for the selected device, and leaves the OUT-time unchanged.

TRIM AN EDIT DURATION

The duration of an edit can be trimmed in much the same way as you would trim an IN or OUT-time.

To trim an edit duration:

- 1. Select the R-VTR or source.
- 2. Press [SET DUR]. The system prompts:

DURATION =

3. Press [TRIM IN]. The system prompts:

TRIM =

4. Specify the desired trim value (use [-] to specify a negative trim) and press [ENTER] or select the source of the trim value.

The system will automatically calculate and display the new duration and IN-time or OUT-time for the selected device.



LIGHT GREY KEYS

EDL I/O KEYS



K2 Keyboard & (K5) Keyboard

LOAD EDL FROM DISK - [INPUT EDL]

To load EDLs from the EDL disk into the system:

- 1. Press [INPUT EDL]. The system prompts with the highest numbered file found on the disk.
- 2. Press [YES] to load the displayed file number or enter a different file number and press [ENTER] twice. The system prompts:

CLEAR BIN ?

3. Press [YES] or [NO].

If **YES**, the current EDL is cleared and the new EDL is **loaded**. Events retain their original event numbers.

If NO, the specified EDL is added to the end of the current EDL, and the added events are renumbered starting with the next available event number. The following menu appears:

- 1 SMPTE 2 N DROP FRAME 3 DROP FRAME

Select the number corresponding to the desired Time Code Type.

VIEW EDL DIRECTORY AND LOAD EDLS - [SHIFT] [INPUT EDL]

This function is used to display the **EDL disk directory**. From the directory, a specific file or a range of events in a file can be selected for loading.

To view the EDL disk directory:

1. Press **[SHIFT] [INPUT EDL].** The first 16 file segments of the directory are displayed and the system prompts with the last file.

Perform A or B below

- A. Press **[YES]** or **[SPACEBAR]** to view the next 16 segments (if applicable).
- B. Specify a file number and press **[ENTER].** The system echoes your selection.
- 2. Press **[YES]** to verify. The system prompts:

LOAD EDITS FROM =?

3. Select the **entire** EDL by pressing **[A]**, or specify the **first** event in a block of edits you wish to load and press **[ENTER]**. If a **range** is being specified, the system prompts:

THRU =?

4. Specify the **last** event in the block of edits and press **[ENTER]**. If the Bin contains an EDL, the system prompts:

CLEAR BIN ?

Perform either A or B below:

- A. To **replace** the current EDL, press **[YES].** All events physically between and including the FROM and THRU events, regardless of their event number, are loaded and record times are adjusted accordingly. R-Marks disappear to indicate the events have not been recorded as displayed.
- B. To **add** the EDL or range of events being loaded to the current EDL, press **[NO].** The system prompts:

AFTER ?

Specify the event number the event(s) will be placed after and press [ENTER]. The system prompts:

RIPPLE ?

Press [YES] or [NO].

If **YES**, events physically between and including the FROM and THRU events, regardless of their event number, are loaded and record times adjusted accordingly.

If **NO**, the same as **YES** occurs except Record times remain unchanged. R-Marks are removed for changed events.

The following menu appears:

1 SMPTE 2 N DROP FRAME 3 DROP FRAME

Select the number corresponding to the desired Time Code Type.

OUTPUT ENTIRE EDL TO DISK - [OUTPT EDL]

1. Press [OUTPT EDL] to output the current EDL to the system disk.

The system prompts:

TO DISK FROM = ?

2. Press [A]

The system prompts:

ENTER FILE NAME

3. Enter the desired FILE NAME and press [ENTER].

OUTPUT A BLOCK OF EDL EVENTS TO DISK – [SHIFT] [OUTPUT EDL]

To output a block (group) of EDL events to the current EDL disk press **[OUTPT EDL]** or **[SHIFT] [OUTPUT EDL](K5).** The system prompts:

TO DISK FROM = ?

Perform either A or B below:

A. Specify the first event number, or use one of the following shortcut commands, and press **[ENTER]**:

[A]	=	All EDL events (skips the THRU prompt)			
[B]	=	From the physical B eginning of the EDL regardless of event number			
[C]	=	From the C urrently selected event			
[AUTO ASMB] or [ASMB(K5)	=	All events from the currently selected event through the physical end of the EDL (skips the THRU prompt)			

The system prompts:

THRU = ?

Specify the last event number, or use one of the following commands, and press **[ENTER]**:

[C]	=	Through the C urrently selected event						
[E]	=	Through regardles	the s of e	physical vent numb	End er	of	the	EDL

B. Press [SPACEBAR]. The following menu appears:

1	ALL EVENTS IN A BLOCK
2	BY EVENT # IN A BLOCK
3	BY EVENT # WHOLE LIST

TO DISK RANGE?

where:

[1] All events physically between and including the FROM and THRU events will be output, regardless of their event number.

[2] The FROM and THRU events define the limits of the block, but only the events numerically between the FROM and THRU events will be output.

[3] All events in the EDL numerically between the FROM and THRU events will be output, regardless of their position in the EDL.

Enter the number corresponding with your selection and press **[ENTER].** The system prompts:

FROM = ?

Specify the **first event number**, or use a shortcut command, and press **[ENTER]**. The system prompts:

THRU = ?

Specify the **last event number**, or use a shortcut command, and press **[ENTER]**. The specified block of EDL events is output to disk.

EDL MANIPULATION KEYS



SCROLLING THE EDL LINE-BY-LINE – $[\uparrow] / [\downarrow]$

To scroll an EDL up or down one line at a time, press $[\uparrow]$ or $[\Psi]$.

MOVE TO THE TOP OR BOTTOM OF THE EDL - [BEGIN] / [END]

Press [BEGIN] to go to the top of the EDL or [END] to go to the bottom of the EDL.

SCROLLING THE EDL PAGE-BY-PAGE – [PG UP] / [PG DN].

You may quickly scroll the EDL using **[PG UP]** and **[PG DN]**. The pointer will move one page of events, up or down, each time one of these keys is pressed. The size of the page is determined by the size of the Mark Table.

SEEK – [SEEK]

The Seek function allows you to quickly find any event in the EDL.

SEEK A SPECIFIC EVENT

To seek a specific event:

1. Press [SEEK]. The system prompts:

SEEK EVENT ?

2. Enter the number of the event you wish to find and press **[ENTER].** The EDL scrolls to the event.

SEEK THE HIGHEST NUMBERED EVENT

To seek the highest numbered event in the current EDL, press [SEEK], [SEEK].

SEEK A VTR TAPE POSITION

To seek the event(s) containing the position of a device:

- 1. Roll the VTR to the tape position you wish to seek.
- 2. Press [SEEK]. The system prompts:

SEEK EVENT ?

3. Press the green source selection key of the VTR. Starting from the bottom, the EDL is searched for the current tape position of the selected VTR. If found, the EDL scrolls to the event.

BINS – [BINS / UNDO]

On the DPE-541 there are four separate EDL storage areas in system memory called Bins. The DPE-551 has eight Bins. Each Bin can hold 2001 edit lines and have its own title and Reel Names. The currently selected Bin number is displayed at the top left of the Edit Screen e.g. **B1 - B8**.

SELECTING BINS – [SHIFT] [BINS/UNDO] OR [BINS](K5)

1. Press [SHIFT] [BINS/UNDO] or [BINS](K5). The screen displays a Bins Menu similar to the following:

B1 TITLE B2 TITLE B3 TITLE B4 BIN = 2. Press the number corresponding to the Bin you wish to select. The Bin and its contents (if any) are displayed.

Note the following about the Bins directory:

- If the Bin <u>has</u> a title, and the title is white, the Bin has EDL data contained within.
- If the Bin has <u>NO</u> title, and the B# is **white**, the Bin has EDL data contained within.
- If the Bin# or the title is **yellow**, the Bin has <u>NO</u> EDL data contained within.

CLEAR BIN(S) – [CLR EDL] (K5)

To clear either the current Bin or all Bins perform the following:

1. Press [CLR EDL](K5). The system prompts:

CLEAR BIN?

- 2. Perform either A or B below:
 - A. Press **[YES]** to clear the current Bin. The system prompts:

ARE YOU SURE ?

Press [YES]. The system prompts:

RESET MARK TBL REELS ?

A **[YES]** loads the Mark Table with the default Reel Names stored in the current Configuration file.

A **[NO]** adds the current Reel Names in the Mark Table to the newly reset Reel Name table for each Bin. In either case, the current Bin is cleared.

B. Press **[NO].** The system prompts:

CLEAR ALL BINS?

Press **[YES].** The system prompts:

ARE YOU SURE ?

CAUTION! YOU CANNOT REVERSE OR UNDO CLEAR ALL BINS.

With a **[NO]** the operation is aborted.

With a **[YES]** the system prompts:

RESET MARK TBL REELS ?

A **[YES]** loads the Mark Table with the default Reel Names currently stored in the internal default Configuration file.

A **[NO]** adds the current Reel Names in the Mark Table to the newly reset Reel Name table for each Bin. In either case, all Bins are cleared.

UNDO EDL ACTION – [BINS/UNDO] OR [UNDO EDL](K5)

In most cases, the **[BINS/UNDO]** or **[UNDO EDL](K5)** key allows the recovery of information changed or deleted from the EDL.

For example, if you accidentally Ripple the EDL, press **[BINS/UNDO]** or **[UNDO EDL](K5)** to restore the EDL to the previous condition.

PRINT AN ENTIRE EDL – [PRINT EDL] (K5)

To print the entire EDL press [PRINT EDL](K5).

PRINT A BLOCK OF EDL EVENTS – [SHIFT] [PRINT EDL](K5)

1. Press [SHIFT] [OUTPT EDL] or [SHIFT] [PRINT EDL](K5). The system prompts:

PRINT FROM = ?

- 2. Perform either A or B below:
 - A. Specify the first event number, or use a shortcut command, and press **[ENTER].** The system prompts:

THRU = ?

Specify the last event number, or use a shortcut command, and press **[ENTER].**

- B. Press [SPACEBAR]. The following menu appears:
 - 1 ALL EVENTS IN A BLOCK
 - 2 BY EVENT # IN A BLOCK
 - 3 BY EVENT # WHOLE LIST

PRINT RANGE?

where:

[1] All events physically between and including the FROM and THRU events will be printed, regardless of their event number.

[2] The FROM and THRU events define the limits of the block, but only the events numerically between the FROM and THRU events will be printed.

[3] All events in the EDL numerically between the FROM and THRU events will be printed, regardless of their position in the EDL.

Enter the number corresponding with your selection and press [ENTER]. The system prompts:

FROM = ?

Specify the first event number, or use a shortcut command, and press [ENTER]. The system prompts:

THRU = ?

Specify the last event number, or use a shortcut command, and press [ENTER].

The specified block of EDL events is printed.

TITLE / NOTE KEY



ADDING A NOTE TO THE EDL - [TITLE/NOTE]

The [TITLE/NOTE] key allows you to add a NOTE to the current EDL event.

To add a note to the highlighted event:

1. Press [TITLE/NOTE]. The system prompts:

NOTE

2. Enter up to 71 alphanumeric characters and press **[ENTER].** The note, which has an asterisk (*) as the first character, appears following the highlighted EDL line.

DELETING A NOTE FROM THE EDL

To delete a note from the EDL, select the note in the EDL and press [DEL].

This function may also be used to delete PEGS or Slaves from the EDL.

This function may be reversed by pressing [BINS/UNDO] or [UNDO EDL](K5).

ADDING OR CHANGING AN EDL TITLE – [SHIFT] [TITLE/NOTE]

To enter or change the title of the current EDL:

1. Press [SHIFT] [TITLE/NOTE]. The system prompts:

TITLE

2. Enter up to 72 alphanumeric characters and press [ENTER]. The title appears at the top of the Edit Screen. **Note** that a Title cannot begin with a numeral (i.e., 4).

FRAME TIME / REAL TIME SELECTION



FRAME RATE / HH:MM:SS:FF - [FR]

When using the **[TRIM IN]**, **[TRIM OUT]** or **[SET DUR]** keys, the **[FR]** key is used to change the time code entry from Frame mode (default) to Real Time mode (hours, minutes, seconds, frames). This key may be pressed at any time during time code entry.

For example, in **Frame** mode, if you press **[TRIM IN]** and enter **[1],[0],[0]**, the entry will be reflected as 100 frames (three seconds and ten frames in NTSC, four seconds in PAL).

In **Real Time** mode, if you press **[TRIM IN]**, enter **[1],[0],[0]**, and press **[FR]**, the entry will be reflected as 1 second (1:00).

COLON (:) / SEMI-COLON (;) - [DF] / [NDF] (K5)

When you need to define a colon or semi-colon for a time-code, for a drive description, or within text, use the **[DF]** key as the semi-colon and use the **[NDF]** key as the colon.

OTHER LIGHT GRAY KEY FUNCTIONS ON (K5) ONLY



PREVIEW

Use the Preview Select keys to select a preview mode. Entry only (open-ended), entry and exit, or exit only preview modes are available.

While a preview is in progress, devices not involved with the preview may be controlled independently of the devices involved in the preview.

You may terminate or bump out of a preview by pressing **[VVV]** to stop only the machines involved in the preview; or **[SPACEBAR]** to stop all machines.

VVV PREVIEW – [VVV]

Press **[VVV]** to select a Video-Video preview of the edit currently in the Mark Table.

Video first comes from the R-VTR, then from the source and, if a duration is defined, then again from the R-VTR. Only the specified audio and video components are previewed.

The preview includes the specified pre-roll and post-roll times as defined in INITs #1 & 2.

VV OUT POINT PREVIEW – [SHIFT][VVV]

To select a Video-Video OUT point preview, press [SHIFT] [VVV]. The preview is only of the OUT-time of the edit specified in the Mark Table. A duration must be defined. Video first comes from the source, then from the R-VTR, and is then followed by a post-roll as defined in INIT #1.

BVB PREVIEW – [BVB]

To select a **B**lack-**V**ideo-**B**lack preview showing only the source material included in the edit currently in the Mark Table, press **[BVB].** The R-VTR does not roll. A duration must be defined. The pre-roll and post-roll portions of the edit are shown as black. At the OUT-time, the source video and audio are previewed. At the OUT-time, the system cuts to Black followed by a post-roll as defined in INIT #2.

VB OUT POINT PREVIEW – [SHIFT][BVB]

To select a Video-Black OUT point preview, press [SHIFT] [BVB]. Only the OUTtime of the edit in the Mark Table will be previewed. The R-VTR does not roll. The preview includes five seconds of source, cuts to black at the OUT-time, and is followed by the post-roll as defined in INIT #2.

VBV PREVIEW – [VBV]

To select a Video-Black-Video preview, press [VBV]. This previews the edit points by rolling the R-VTR only. Source VTRs do not roll. The R-VTR video and audio are seen during the specified pre-roll and post-roll. At the OUT-time, the system cuts to Black for the duration of the source material. At the OUT-time, the R-VTR video and audio cut back in for the post-roll as defined in INIT #2.

BV OUT POINT PREVIEW – [SHIFT][VBV]

To select a **B**lack-**V**ideo OUT point preview, press **[SHIFT] [VBV].** The preview will be only the OUT-time of the edit specified in the Mark Table. Source VTRs do not roll. The preview begins five seconds before the OUT-time during the Black portion of the preview. At the OUT-time, the system cuts to the R-VTR for the post-roll as defined in INIT #2.

REPLAY – [RPLAY]

To replay the event currently selected in the EDL, press **[RPLAY].** Since replays are open-ended, all subsequent EDL events are also replayed. As events are being replayed, the EDL will scroll in sync with the R-VTR.

E-MEM STORAGE AND BANK (M/E) SELECTION – [SHIFT] [M/E / E-MEM] (K5)

This key is used for the storing E-MEM, A-MEM, P-MEM and Q-MEM data to the EDL and for M/E selection on a multi-M/E bank switcher. Also see INIT #22 in Initialization Page 1.

SWITCHER MIX EFFECTS (M/E) BANK SELECTION

To select which switcher Mix Effects (M/E) bank you wish to control from the editor:

1. Press [SHIFT] [M/E](K5). The system prompts:

SWITCHER BANK = 001?

2. Select the number you wish to control and press [ENTER].

STORING EFFECTS MEMORY (E-MEM) DATA - [M/E / E-MEM] (K5)

Following the recording of a PEGS Video E-MEM, Audio E-MEM (A-MEM), Peripheral E-MEM (P-MEM) or TBC E-MEM (Q-MEM) edit, you may wish to store the respective data in your EDL for later recall. This is useful in the case of complicated effects setups that may have to be reproduced or matched.

The **[E-MEM](K5)]** key is used to select and activate the E-MEM storage feature.

The following are some examples of this function.

Example 1: To manually force the storage of the E-MEM data for the current EDL event:

- 1. Select the EDL event.
- 2. Press [E-MEM](K5). The system prompts:

STORE E-MEM ?

3. Press [YES].

Depending on the contents of the PEGS registers, the EDL now contains the note **E-MEM, A-MEM, P-MEM** or **Q-MEM** followed by the register number (e.g., EMEM 03).

Example 2: AUTO-EMEM allows automatic storage of any E-MEM data associated with an edit. To select:

1. Press [E-MEM](K5). The system prompts

STORE E-MEM ?

2. Press [NO]. Depending on the current state, the system prompts:

AUTO E-MEM ON? or AUTO E-MEM OFF

3. Press [NO] to toggle selections, [YES] to select.

BACKSPACE KEY – [BKSP]

The **[BKSP]** key is used to correct errors made while entering text for notes, titles, etc. It does not affect edit points in the Mark Table or EDL in any way. This key is also used to abort entry of a note or title by backspacing past the beginning of the note or title.

CLEAR OR SET R-MARKS - [R MARK] (K5)

Record marks (R-Marks) are displayed in the right-hand column of the EDL indicating that events are recorded to tape. An event with an R-Mark will not be auto-assembled. You may clear or set R-Marks for a block of events or for a single event. Also see INIT #20.

CLEAR OR SET R-MARKS FOR A BLOCK OF EVENTS

To set or clear R-Marks for a block of events:

1. Press **[R MARK].** The system prompts:

CLEAR R-MARKS? or SET R-MARK?

2. Press [NO] to toggle to your choice, [YES] to select. The system prompts:

R-MARKS FROM = ?

- 3. Perform either A or B below:
 - A. Specify the first event number, or use a shortcut command, and press **[ENTER].** The system prompts:

THRU = ?

Specify the last event number, or use a shortcut command, and press **[ENTER]**:

B. Press [SPACEBAR]. The following menu appears:

1 ALL EVENTS IN A BLOCK 2 BY EVENT # IN A BLOCK

- 3 BY EVENT # WHOLE LIST
- 3 DI EVENI # WHOLE LIST

R-MARK RANGE?

where:

[1] All R-Marks in events physically between and including the FROM and THRU events will be cleared/reset, regardless of their event number.

[2] The FROM and THRU events define the limits of the block, but only R-Marks in events numerically between the FROM and THRU events will be cleared/reset.

[3] All R-Marks of events in the EDL numerically between the FROM and THRU events will be cleared/reset, regardless of the position of the events in the EDL.

Enter the number corresponding with your selection and press **[ENTER].** The system prompts:

FROM = ?

Specify the first event number, or use a shortcut command, and press **[ENTER].** The system prompts:

THRU = ?

Specify the last event number, or use a shortcut command, and press **[ENTER]**:

The specified R-Marks are cleared/reset.

CLEAR/SET R-MARK FOR A SINGLE EVENT

To clear or set R-Marks for individual events, select the desired event and press [SHIFT][R MARK].

USER DEFINABLE KEYS - (K5) ONLY)



These keys are provided as user definable keys. Most functions on the editor can be transferred to these keys with **INIT #51, REASSIGN KEYS.**



RECORD ENABLE/DISABLE KEY – [RECD OFF]

With the record function disabled (**OFF**), edits may be programmed in the Marks Table and inserted into the EDL to build a "dummy" list. Edits are performed in the normal manner by pressing **[RECORD]**, except that devices do not roll. Dummy edits are placed into the EDL without R-Marks to show that they have not been recorded to tape.

To toggle the system Record function ON/OFF, press [RECD OFF].

When **OFF**, the message **RECORD OFF** is displayed on the status line of the Edit Screen.

You must have an **event duration** to use this function or an error message occurs.

INITIALIZATION PAGES SELECT KEY – [INIT]

Press **[INIT]** to display Initialization Page #1, which is the first of four pages of system options and parameters used in the editing process (as of July 2000). Refer to the INIT page descriptions for information on each item.

TAPE EJECT KEY – [EJECT]

Press **[EJECT]** to eject the tape from the selected cassette-type VTR. Press **[SHIFT] [EJECT]** to eject tapes from ALL assigned cassette-type VTRs.

YES & NO KEYS – [YES] / [NO]

The **[YES]** and **[NO]** keys are used primarily in response to dialog questions.

For many dialog questions **[YES]** is equivalent to **[ENTER]** and **[RETURN]**, and selects any choice displayed in the dialog. However, for certain critical questions (usually shown in reverse video), a **[YES]** must be the response to complete the dialog.

The **[NO]** key is used in dialog questions to move to the next choice in a series of selections, or to toggle to the alternate setting of a particular parameter.

The **[Y]** and **[N]** keys may be substituted, respectively, for **[YES]** and **[NO]**.

FORCE A PRE-READ ON AND OFF COMMAND

To send a manual Pre-read ON and OFF command to a VTR with the Pre-read capability, press **[SHIFT] [YES]** for an **ON** command or **[SHIFT] [NO]** for an **OFF** command. See Pre-read in PEGS Section, and INIT #56 in the Initialization Section, for additional information.

BACKSPACE KEY – [BKSP]

The **[BKSP]** key is used to correct errors made while entering text for Notes, Titles, etc. It does not affect edit points in the Mark Table or EDL in any way. This key is also used to abort entry of a Note or Title by backspacing past the beginning of the Note or Title.

MINUS KEY – [-]

The [-] key is used to specify a negative number when required. [-] may be pressed at any time while entering numbers. All number entries are considered positive unless [-] is included in the entry.

SPACEBAR KEY – [ALL STOP]

The **SPACEBAR** provides the following functions:

- To enter **spaces** when entering titles or notes.
- As the **[ALLSTOP]** motion control key. Pressing **[SPACEBAR]** with machines in motion Stops or Stills ALL devices (see INIT #60 in Initialization Page 2,). Edits or

previews in progress are terminated, and the message area of the screen is cleared.

• To abort EDL Management, Disk Options, and Printing functions.

CONTROL KEY – [CTRL]

The **[CTRL]** key is used for accessing the Control functions of certain keys. Press and hold the **[CTRL]** key while pressing the desired function key. Control functions are documented within their appropriate color key sections.

ALTERNATE KEY – [ALT]

The **[ALT]** key is used for accessing the Alternate functions of certain keys. Press and hold the **[ALT]** key while pressing the desired function key. Alternate functions are documented within their appropriate color key sections.

SHIFT KEY – [SHIFT]

The **[SHIFT]** key is used for accessing the Shifted functions of certain keys. Press and hold the **[SHIFT]** key while pressing the desired function key. Shifted functions are documented within their appropriate sections.

ENTER AND RETURN KEYS – [ENTER] / [RETURN]

Unless specifically stated, **[ENTER]** and **[RETURN]** are equivalent keys. Either may be pressed to complete a data entry that requires such a response.

Exceptions to this are during the programming of a MACRO sequence where **[ENTER]** is used to enter commands within the MACRO. **[RETURN]** is used to end the programming sequence and therefore cannot be part of the sequence.

In addition, pressing **[ALT] [ENTER]** or **[SHIFT ENTER](K5)** manually activates the Archive feature. When activated, it saves the current Bin on the current output Disk in a file called BINn.EDL where **n** is the number of the current Bin.

See INIT #58 in Initialization, Page 2, for additional information on the Archive feature.



MULTI / FILL KEY – [MULTI / FILL]

The [MULTI / FILL] key is used to enable the Fill function and for simultaneous operations on multiple sources. These two functions are discussed below.

FILL

By calculating the speed at which a source VTR must play, the Fill function allows a gap in the record tape to be filled with source material that does not exactly match in length.

To use the Fill mode:

- 1. Select the R-VTR.
- 2. Specify the duration of the segment on the record tape that is to be filled.
- 3. Select the source VTR.
- 4. Specify the duration of the source material
- 5. Press [MULTI / FILL]. The speed that the source VTR must play is displayed in the source's SPD column.
- 6. Set up a PEGS Programmed Motion event by either entering the calculated source VTR speed or pressing [MULTI / FILL] at the COMMAND = ? prompt.

The accuracy of this function depends on the device being controlled. Certain devices are capable of "Program Play Speeds" between 85% and 115% of play speed, that allow variable speeds to be set at 1/10% increments. These speeds are not calculated automatically.

MULTI (MULTIPLE SOURCE OPERATIONS)

The multi-source function allows you to simultaneously perform functions to the multiple selected sources.

Pressing **[SHIFT] [MULTI / FILL]** shows the last Multi-Source grouping in the dialog area of the edit screen (the bottom line of text). To toggle a source or the R-VTR in or out of the group, press the green source key associated with that source. When all the sources that are to be affected are shown at the bottom of the screen, select the function to be performed in the normal manner. All sources will be affected.

The following functions are available for use with Multi-Source:

Slow	Slow Speed 1(K5)	Slow Speed 2(K5)
Play	Play 2X	Rewind
Fast Forward	FWD(K5)	REV(K5)
Stop	Search	Cue
Search to Out	Mark In	Mark Out
Set In	Set Out	Trim In
Trim Out	Set Duration	

ALTERNATE TIME CODE - [ALT TC]

The **[ALT TC]** key allows you to select primary or alternate time code for a selected VTR. It also provides a way for you to define the Alternate Time Code mode

JAM TAPE TIMER WITH TIME CODE

Pressing **[ALT TC]** toggles between the primary and alternate time code mode for the selected VTR as defined in INIT # 4. On some VTR's, the tape timer can be set to either the VTR's current IN time or its current tape position when the alternate time code mode is selected.

To select either option:

Press [ALT TC]. The system prompts:

1	IN-TIME
2	POSN

JAM TT WITH ?

Press [1] or [2] and then press [ENTER]. The VTR tape timer is loaded with either the source's current IN time or current tape position. This function depends on the type of VTR involved.

For example:

- BVU VTRs are not supported. The timer resets to zero.
- BVW 40 VTRs in NTSC set the timer to Drop Frame or Non-Drop Frame time depending on the setting of switch 4-2 on the TC 28 board in the BVW 40.
- BVW 75 VTRs in NTSC set the timer to Drop Frame or Non-Drop Frame as requested by Super Edit.

DEFINE ALTERNATE TIME CODE MODE – [SHIFT] [ALT TC]

To select the Alternate Time Code Mode as defined in INIT #4 as the alternate time code mode, press [SHIFT] [ALT TC].

RESET – [RESET]

To refresh the screen or to escape a dialog prior to completing it, press [RESET].

Pressing **[RESET]** when in TITLE, NOTE or TEXT functions enters a "/" character.

To refresh the screen and re-establish communication between the Editor and the devices it controls, press [SHIFT] [RESET].

Pressing **[RESET]** is also used to restore the Super Edit window after it has been blanked using **[SHIFT] [RECORD OFF]**.

RECORD ENABLE/DISABLE – [RECD OFF] (K5)

To toggle the systems Record function ON or OFF, press **[RECD OFF].** When **OFF**, the message **RECORD OFF** is displayed on the status line of the Edit Screen.

With the record function disabled, edits may be programmed and inserted into the EDL to build a "dummy" list. Edits are performed in the normal manner by pressing **[RECORD]**, except that devices do not roll.

Dummy edits are placed into the EDL without R-Marks to show that they have not been recorded to tape.

You must have a duration to use this function or an error message occurs.

BLANK THE SUPER EDIT WINDOW – [SHIFT] [RECORD OFF] (K5)

Press [SHIFT] [RECORD OFF](K5) to make your Super Edit window go blank. This is a way to prevent image burning on your monitor. Press [RESET] to restore the window.

VTR ASSIGN - [VTR ASGN] (K5)

To access the Machine Assignments Page, press **[VTR ASGN].** Refer to the Start-up Section for more detailed information.

INITIALIZATION PAGES – [INIT] (K5)

To display the first of the four Initialization Pages for system options and parameters used in the editing process, press **[INIT].** Refer to the Initialization Section of this manual for a description of each item on the Initialization Pages.

SCANNER OFF – [SCAN OFF] (K5)

To shut down the scanner on the VTR currently selected in the Mark Table, press [SCAN OFF](K5). To shut down the scanner on all assigned VTRs, press [SHIFT] [SCAN OFF](K5).

TAPE EJECT KEY – [EJECT] (K5)

To eject the tape on a selected cassette type VTR, press **[EJECT].** To eject all tapes in assigned cassette-type VTRs, press **[SHIFT] [EJECT].**

USER DEFINABLE KEY – [U1] (K5)

This key is user-definable. Many functions can be transferred to this key using REASSIGN KEYS, INIT #51.
SWITCHER OFF KEY – [SWR OFF] (K5)

DISABLE VIDEO SWITCHER CROSSPOINTS – [SWR OFF]

To enable or disable video switcher crosspoint control from the editor, press [SWR OFF](K5).

All E-MEMS and Auto-transition functions remain active even when the video switcher is disabled.

DISABLE AUDIO MIXER CROSSPOINTS – [SHIFT] [SWR OFF]

To enable or disable audio mixer crosspoint control from the editor, press [SHIFT] [SWR OFF] (K5).

All A-MEMS and Auto-transition functions remain active even when the audio mixer is disabled.

REEL ID ASSIGN - [REEL ASGN] (K5)

Reels may be identified with up to six alphanumeric characters (no spaces). The Reel ID for a device appears in the Mark Table SOURCE column after the VTR letter designation.

To assign a Reel ID:

- 1. Select the device you wish to name
- 2. Press [REEL ASSGN](K5). The system prompts:

ENTER REEL

3. Enter up to six alphanumeric characters (no spaces) and press [ENTER].

The Mark Table reflects the Reel ID for the selected device.

MAIN MENU – [MAIN MENU](K5)

Pressing [MAIN MENU] exits the Super Edit program.

FILL - [FILL] (K5)

By calculating the speed at which a source VTR must play, the Fill function allows a gap in the record tape to be filled with source material that does not exactly match in length.

To use the Fill mode:

- 1. Select the R-VTR.
- 2. Specify the duration of the segment on the record tape that is to be filled.
- 3. Select the source VTR.
- 4. Specify the duration of the source material
- 5. Press **[FILL](K5).** The speed that the source VTR must play is displayed in the source's SPD column.
- 6. Set up a PEGS Programmed Motion event by either entering the calculated source VTR speed or pressing [FILL](K5) at the COMMAND = ? prompt.

The accuracy of this function depends on the device being controlled. Certain devices are capable of "Program Play Speeds" between 85% and 115% of play speed, that allow variable speeds to be set at 1/10% increments. These speeds are not calculated automatically.

COLOR FRAME - [COLOR FRM](K5).

To enable Source CF:

1. Press [COLOR FRM](K5).

For an **NTSC** system, **SET SOURCE CF** toggles ON and OFF.

For a **PAL** system, the system prompts:

SET SOURCE CF (ON/OFF) ?

2. Press **[NO]** to toggle selections, **[YES]** to select. With a **YES**, and depending on the previous setting, the system prompts:

4-FIELD? OR 8-FIELD?

3. Press **[NO]** to toggle selections, **[YES]** to select.

Compensation values for source VTRs can also be set from within Super Edit by selecting the VTR, and pressing **[SHIFT] [J].** Each time **[SHIFT] [J]** is pressed, the compensation value is increased by one and the Source CF Flag changes accordingly.

CHECKING SOURCE CF IN PAL

To check color framing:

- 1. Select and play a source VTR.
- 2. Mark an **IN** time and, if necessary, trim the IN time by 1, 2, or 3 frames to eliminate any color frame flag next to the IN time.
- 3. Ensure the Color Framer in the source VTR is set to the 8-field mode.
- 4. Try several BVB previews. If the VTR does not synchronize, adjust the VTR's compensation value as follows:
 - A. Select the desired VTR using a green source key and press
 [SHIFT] [J]. A "+" color frame flag appears next to that source's IN Column.
 - B. Trim the IN time by 1 frame to get rid of the "+" flag (or turn SOURCE CF ON and let Super Edit trim the source).
 - C. Repeat Step 4 and, if necessary, repeat 4A and 4B.
- 5. Reset the VTR to the 2-field mode.
- 6. Repeat Steps 1 through 5 for all source VTRs / Tapes.
- 7. When finished, inspect the table of compensation values. Any VTR with a non-zero value indicates something is non-standard. If all VTRs that were run are at the same non-zero value, a system color-framing problem is indicated. If some VTRs are non-zero, indications are that these tapes do not have proper SC/H phasing relative to their time code.

RECORD COLOR FRAMING WITH NTSC SYSTEMS (K5)

This parameter is used to set the color frame sequence to one of two choices: 000 or 001. Color framing should not be changed during an edit session, but a change may

be needed at the beginning of a session if the color framing doesn't match an already recorded program.

To set the color framing to match the studio phase over a SMPTE (4-field) sequence:

- 1. Set the color framer in the R-VTR to the 4-field mode.
- 2. Make a test recording from color bars.
- 3. If the VTR does not synchronize and make a proper edit, change the VPE color frame number by pressing [SHIFT] [COLOR FRM](K5). Depending on the previous setting, the system prompts:

RECORD = 000? or **RECORD = 001**?

- 4. Press **[NO]** to toggle selections, **[YES]** to select. The system echoes your response.
- 5. Press **[ENTER]** again to complete the selection.

The Record VTR color framer may be left in 4-field mode.

RECORD COLOR FRAMING WITH PAL SYSTEMS (K5)

Record Color Framing is controlled by Super Edit, and can be set to match the studio phase over an 8-field (four-frame) sequence. Record Color Framing dictates where in the 8-field sequence the roll begins. Color framing should not be changed during an edit session.

However, a change may be needed at the beginning of a session if the color framing doesn't match an already recorded program. To check color framing:

- 1. Turn on the Color Framer in the Record VTR and set it to the 8-field mode.
- 2. Set up a test recording from color bars and try several VBV previews. If the VTR does not synchronize, adjust the color framing.

TO ADJUST PAL COLOR FRAMING:

1. Press [SHIFT] [COLOR FRM](K5). The system prompts:

RECORD = NNN?

2. Press [1], [2], or [3], and then press [ENTER]. The system echoes your selection.

- 3. Press **[YES]** to verify your choice.
- 4. Re-check color framing and, if necessary, change the setting in Step 2.

The Record VTR Color Framer may be left in the 8-field mode in order to check subsequent tapes. However, the pre-roll may need to be increased to allow more synchronizing time and to ensure that proper color-framed edits will be recorded.

SCROLLING THE EDL LINE-BY-LINE – $[\uparrow] / [\downarrow]$

To scroll an EDL up or down one line at a time, press $[\uparrow]$ or $[\Psi]$.

YES AND NO KEYS – [YES] / [NO] (K5)

The **[YES]** and **[NO]** keys are used primarily in response to dialogue questions.

For many dialogue questions, **[YES]** is equivalent to **[ENTER]** and **[RETURN]**, and selects any choice displayed in the dialogue.

However, for certain critical questions (usually shown in reverse video), a **[YES]** must be the response to complete the dialogue.

The **[NO]** key is used in dialogue questions to move to the next choice in a series of selections, or toggle to the alternate setting of a particular parameter. When the desired setting or parameter is displayed, press **[YES]** to select it.

The [Y] and [N] keys may be substituted, respectively, for [YES] and [NO].

FORCING A PRE-READ ON AND OFF COMMAND – [SHIFT] [YES]/[NO] (K5)

To send a manual Pre-read ON or OFF command to a VTR with the Pre-read capability, press **[SHIFT] [YES]** for an **ON** command or **[SHIFT] [NO]** for an **OFF** command. See Pre-read in PEGS Section, and INIT #56 in Initialization, Page 2, for additional information.

SEEK – [SEEK] (K5)

The Seek function allows you to quickly find any event in the EDL.

SEEK A SPECIFIC EVENT

To seek a specific event:

1. Press [SEEK]. The system prompts:

SEEK EVENT ?

2. Enter the number of the event you wish to find and press **[ENTER].** The EDL scrolls to the event.

SEEK THE HIGHEST NUMBERED EVENT

To seek the highest numbered event in the current EDL, press [SEEK], [SEEK].

SEEK A VTR TAPE POSITION

To seek the event(s) containing the position of a device:

- 1. Roll the VTR to the tape position you wish to seek.
- 2. Press [SEEK]. The system prompts:

SEEK EVENT ?

3. Press the green source selection key of the VTR. Starting from the bottom, the EDL is searched for the current tape position of the selected VTR. If found, the EDL scrolls to the event.

MACRO KEYS



Super Edit Macros allow multi-keystroke operations to be executed with a single keystroke.

Up to 72 keystrokes per macro may be entered.

Super Edit Macros can be:

- Saved to the EDL disk either as a separate file or as part of a Configuration File.
- Recalled from the EDL disk to a Macro key.
- Viewed in the Macro disk directory.
- Edited while being created or when recalled.
- Nested within each other to either trigger other Macros or to repeat the same Macro.
- Repeated a specified amount of times.
- Used with the AUTOMAC feature.

MACRO TEXT STRINGS

Two keys, **[REEL ASGN]** and **[TITLE / NOTE]**, signal the beginning of a text string. You may enter alphanumeric characters (displayed as such) in the Macro sequence. This continues until **[ENTER]** is pressed. If you delete either of these keystrokes, the whole sequence will be deleted. If you insert one of these keys, an implied **[ENTER]** is inserted for you.

MACRO DATA SEQUENCES

A data sequence is one or more digits, consisting of the numbers **0** through **9**, **00**, or a colon (:). You must end a data sequence with **[ENTER]**.

CREATING A MACRO

To create a macro:

Press [SHIFT] [LEARN / M0]. The system prompts:

MACRO

Press the macro key you wish to program (e.g., **[M1].** The selected macro number is displayed in the lower left corner of the screen, and the number of keystrokes available (72 to start) is displayed in the lower right corner of the screen.

1. Press the sequence of desired keystrokes. As you enter keystrokes, they are displayed on a one-line window at the bottom of the Edit Screen. If you make a mistake, use **[BKSP]** to delete the previous keystroke.

The **[ENTER]** key must be used within the macro. The **[RETURN]** key ends the programming sequence and cannot be part of the macro sequence.

If the keystroke sequence becomes to large to fit on the screen, subsequent keystrokes will push the previous keystrokes off the screen to the left, and an over-margin mark (<) appears. The number of keystrokes available is displayed on the right side of the Edit Screen.

2. After the macro is defined, press **[RETURN]** to complete the programming sequence.

Pressing **[RESET]** at any time during macro creation discards all changes and the macro is returned to its original state.

See Programming a Delay Within a Macro, Repeating Macros, and Nesting Macros.

EDITING A MACRO

To edit a macro, press **[SHIFT] [LEARN / MO]** and answer the **MACRO #?** prompt with the currently assigned macro number you wish to edit. The macro sequence appears at the bottom of the Edit Screen.

The presence of a reversed cursor on the first keystroke in the macro indicates you are in the macro editing mode. Press **[ALT]** [>] to move the cursor to the right and **[ALT]** [<] to move the cursor to the left.

If the macro is too large to display on one line, the portion not displayed will extend past the right margin of the screen. An over-margin mark (>) will be displayed in reverse video at the right margin to indicate that there are more keystrokes in the sequence.

When the cursor reaches the right margin, the macro window will be adjusted to bring in additional keystrokes. This will push keystrokes past the left margin, in which case an over-margin mark (<) will be displayed at the left margin of the macro window. If you move the cursor to the end of the buffer at the right of the macro window, you will leave the edit mode and the cursor will disappear. When this happens, all further keystrokes will be placed in order at the end of the buffer. To re-enter edit mode, just move the cursor to the left.

During the edit mode, you have two options; you may delete keystrokes, or you may insert keystrokes. Pressing **[BKSP]** deletes the keystroke to the left of the cursor.

Data sequences, text strings, and **[ENTER]** are treated as one entity. If you are in the macro edit mode, you cannot delete the **[ENTER]** key.

While editing a macro, if you insert a data key to begin a new data sequence, an implied **[ENTER]** is inserted for you.

To insert keystrokes, place the cursor on the keystroke after the desired insertion point, and enter the new keystrokes. The new keystrokes will be inserted to the left of the cursor in the order they are typed.

An edited macro does not become permanent until you save the macro to memory. Pressing **[RETURN]** when the macro sequence is satisfactory does this.

Pressing **[RESET]** at any time during macro creation or edit, discards all changes and the macro is returned to its original state.

PROGRAMMING A DELAY WITHIN A MACRO

To program a delay within a macro, press **[SHIFT] [D]** while entering the macro, and then enter the delay value. Within the macro, [SHIFT] [D] appears as **[DELAY]**. Whenever the system encounters a [DELAY] within a macro, it waits the specified time before continuing.

REPEATING MACROS

To insert a **Repeat** command within a Macro sequence, press **[SHIFT] [REPLAY]**. **[REPEAT]** is displayed in the Macro sequence. Enter the number of times you wish the Macro to repeat and press **[ENTER]**.

The Macro will return to the first keystroke and execute until it reaches the Repeat command (once for each Repeat ordered) then continue with the rest of the Macro. For example, the macro sequence entered as:

[R-VTR] [A-VTR] [REPEAT] {3} [ENTER] [AUX] [BLK]

will execute the same as entering:

[R-VTR] [A-VTR] [R-VTR] [A-VTR] [A-VTR] [AUX] [BLK]

Only one Macro Repeat is allowed per Macro (i.e., they cannot be nested). A second repeat command will act the same as pressing the Macro key itself (looping). If nesting is desired, more than one Macro may be used.

NESTING MACROS

Triggering one or more macros within another macro is known as nesting. Macros can be nested within each other to trigger other macros, or looped to repeat the same macro sequence.

A macro can recall another macro, causing the control to be transferred to the second macro. When the second macro is completed, control can be returned to the first macro. For example:

MACRO 0: [R-VTR] [M1] [A-VTR] ...

In the above example, MACRO 0 selects the R-VTR, and then executes MACRO 1. When MACRO 1 is complete, control is returned to MACRO 0 which now selects the A-VTR, etc. When nesting is used, there is a one-level return capability. Though macros can only return one level, they can recall macros more than one level away. For example:

MACRO 0: [R-VTR] [M1]

MACRO 1: [M2] [A-VTR]

MACRO 2: [B-VTR]

In the above example, MACRO 0 selects the R-VTR, and then executes MACRO 1, which in turn executes MACRO 2. When MACRO 2 is complete, control is returned to MACRO 1, which now runs to completion.

As you can see, nesting macros within each other significantly increases the number of possible macro keystrokes. An example of nested macros that cannot be completed because of the one-level return capability is as follows:

MACRO 0: [M1] [R-VTR]

MACRO 1: [M2] [A-VTR]

MACRO 2: [B-VTR]

This combination of macros executes as follows:

- 1. MACRO 0 immediately triggers MACRO 1
- 2. MACRO 1 immediately triggers MACRO 2
- 3. MACRO 2 selects the B-VTR, etc. When MACRO 2 is complete, control is returned to MACRO 1
- 4. MACRO 1 selects the A-VTR, etc.

The macro then ends without returning to MACRO 0 since it would be a two-level return.

The "One-Key" Dissolve and "One-Key" Wipe functions (pressing either **[SHIFT] [DISS]** or **[SHIFT] [WIPE]**) already function as macros. These functions will act as one macro level when included within a macro.

VIEW THE MACRO DISK DIRECTORY

The contents of the macro disk directory may be viewed by pressing [SHIFT] [DIR / M1].

Macros may also be recalled from the directory. Perform the following:

1. Press [SHIFT] [DIR / M1]

A directory showing both the file number and descriptive title of all stored macros appears.

2. The system prompts with the last macro stored. If another file is desired, enter its file number and press **[ENTER].** The system prompts:

INPUT MACRO #

3. Press one of the macro keys. The system displays:

DISK-->MACRO N

The macro is loaded and assigned to the selected macro key.

DELETE A MACRO FROM THE SYSTEM DISK

To delete a macro from the System disk:

1. Press [SHIFT] [DIR / M1]

A directory showing both the file number and descriptive title of all stored macros appears.

- 2. The system prompts with the last macro stored.
- 3. Enter [-], [(the file number)], and press [ENTER]. The system echoes your selection.
- 4. Press **[YES]** to verify your selection.

RECALL A MACRO FROM THE SYSTEM DISK

To recall a macro from disk:

- 1. Press [SHIFT] [INPUT / M2]. The system prompts with the last macro file number.
- 2. Enter the file number and press [ENTER]. The system prompts:

INPUT MACRO #

3. Press one of the macro keys. The system displays:

DISK-->MACRO N

The macro is loaded and assigned to the selected macro key.

SAVING A MACRO TO THE SYSTEM DISK

To save a macro to the System disk:

1. Press [SHIFT] [OUTPT / M3]. The system prompts:

TITLE

2. Enter a descriptive title (72 alphanumeric characters maximum) and press **[ENTER].** The system prompts:

OUTPUT MACRO

3. Enter the number of the macro you wish to save. The system displays:

MACRO #N ---> DISK

This prompt will remain for approximately one second and then disappear. The system writes the macro to the EDL disk and names it with the next consecutive macro file number (i.e., LST003.MCR). The file extension for macro files is .MCR.

AUTOMAC

AUTOMAC allows you to enter keystrokes into a macro buffer in real time. Upon activation, each keystroke that is pressed is simultaneously performed and stored into a temporary 72-key stroke buffer. Keystrokes continue to be saved until AUTOMAC is deactivated or the buffer is full.

When the AUTOMAC sequence is complete, you must transfer the contents of the AUTOMAC buffer to a macro key.

To activate AUTOMAC:

- 1. Press **[SHIFT] [AUTO/M4].** AUTOMAC 72 is displayed in the upper left portion of the screen indicating that AUTOMAC is activated and that there are 72 keystrokes available in the buffer.
- 2. Begin your key sequence. (Refer to "AUTOMAC Rules" on a following page.)

To terminate the AUTOMAC sequence, press **[SHIFT] [AUTO / M4].** The system changes the display in the upper left corner from keystrokes remaining to the number of keystrokes entered.

MACRO # IS DISPLAYED AT THE BOTTOM OF THE SCREEN.

3. Transfer the contents of the AUTOMAC buffer to an available macro key. The system displays:

AUTOMAC -> MACRO N

CAUTION! Including macros within AUTOMAC may cause unpredictable results and should be avoided.

AUTOMAC RULES

The following rules apply when using AUTOMAC:

Pressing **[RESET]** or **[SHIFT] [RESET]** at any time within AUTOMAC aborts the procedure without making any changes.

If the AUTOMAC buffer becomes full, it terminates. You must either enter a macro number or press [SHIFT] [RESET].

Execution of certain functions may cause a reset to occur if an error is encountered during execution. If this happens, terminate AUTOMAC. You may however, still input the sequence using macro define.

CLEARING THE MACRO BUFFER

To clear the entire macro buffer, press [SHIFT] [INSRT/REPL] or [SHIFT] [REPL](K5).

21

PEGS COMMANDS

INTRODUCTION

Sixteen PEGS registers allow programming of up to 16 PEGS functions in a single edit. Each function is stored in a PEGS register, and executed by Super Edit according to the time specified in the register.

In this section you will find PEGS commands for the following devices:

Abekas 8100/8150 Switcher	21.3
Ampex Vista Switcher	21.9
Ampex Century Switcher	21.13
Character Generators	21.15
ESP1 - Peripheral Devices	21.17
FOR.A VPS 400D Switcher	21.19
GPI	21.21
Graham-Patten D-ESAM 800 Mixer	21.23
Graham-Patten D-ESAM4 Mixers (230, 400, 820)	21.25
GVG Model 100/110 Switchers	21.29
GVG Model 200/250 Switcher	21.33
GVG Model 300 Switcher	21.39
GVG Model 1000 Switcher	21.45
GVG Model 1200 Switcher	21.47
GVG M2100 Digital Master Control Switcher	21.51
GVG 2200, 3000, and 4000 Switchers	21.53
GVG Kadenza, Kaleidoscope, and DPM-100/700	21.61
GVG AMX-170 Mixer	21.65
PHILIPS DD35 Switcher	21.67
Pre-read ON/OFF Commands	21.71
Ross Synergy Switchers	21.73
Snell & Wilcox Magic DaVE	21.77
Sony DFS-700 Switcher	21.79
Sony Digital Switchers	21.81
TBC Freeze Commands	21.85
VGV Mighty Mix Switcher	21.87
Yamaha 03D Mixer	21.89

ABEKAS 8100/8150 SWITCHER

LEARN SNAPSHOT EFFECTS TO A8100 / A8150 MEMORY

The Learn EMEM[™] function with the Abekas switchers saves Snapshot Effects (SAVE KEYFRAME). That is: the user may tell the Abekas Switcher to save a Snapshot Effect by pressing **[SHIFT][L]** on the editor keyboard. The user is then prompted for the register number to learn:

LEARN EMEM NNN?

nnn can be any number from 0 through 24. Then press **[ENTER]** to accept the selection.

SNAPSHOT EFFECTS RECALL FROM A8100 / A8150 MEMORY

The Snapshot Effects Recall function with the Abekas switcher recalls the selected Snapshot Effect (RECALL KEYFRAME). Super Edit accesses effects registers 0 through 24.

To specify the Recall function, first select **PEGS** entry by pressing the **[PEGS]** key. Answer the prompts as follows:

REGISTER # ?	Enter any PEGS register 1 through 16, then press [ENTER]
FUNCTION= ?	Press [VIDEO], then [ENTER]
COMMAND= ?	Enter the Effects Register (0 through 24 as described above), then press [ENTER]
TIME=	Enter the offset from the RECORD IN point, then press [ENTER]

STORE SNAPSHOT EFFECTS TO A8100 / A8150 HARD

(Abekas V3.1 software required)

A unique feature of the Abekas interface allows Super Edit to store selected Snapshot Effects to the switcher's Hard Disk when an event is put into the EDL. Subsequently recalling that event from the EDL to the Mark Table automatically transfers the data from the switcher's Hard Disk back into the switcher's Effects Register. Only the register number (EMEM nnn) is stored in the EDL. Otherwise, the large amount of data from the Abekas switcher would quickly fill up the EDL.

Before the switcher data can be stored on the switcher's Hard Disk, it must first be saved into the switcher memory by pressing **[SHIFT][L]** at the editor keyboard or by entering the

Snapshot number on the switchers numeric keypad and pressing **[SAVE KEYFRAME]** on the switcher.

The operation is the same as described in the Super Edit operations manual for INIT 22 - STORE EMEM and INIT 23 - AUTO-EMEM.

SAVING SNAPSHOT TO THE SWITCHER HARD DISK

- 1. In Super Edit, select INIT #23 and turn AUTO-EMEM ON.
- 2. Set up the switcher as desired.
- 3. Save the Snapshot in Effects Register 7:

In the switcher, press [7], then [SAVE KEYFRAME]

In Super Edit, simultaneously press [SHIFT] [L] and specify register [7].

4. Select **[PEGS]** and enter the EMEM PEG as follows:

REGISTER #?	1	(any free register will do)
FUNCTION=?	V	(press the [VIDEO] key)
COMMAND= ?	007	(this is the number of the switcher's Effects Register)
TIME=	0	(Enter the offset from the RECORD IN point, then press [ENTER]. A negative time not to exceed the

The PEGS register will now show:

01 V 007 00:00:00

The status line on the Super Edit display should show that "**PEGS**" and "**AUTO-EMEM**" are enabled.

pre-roll may also be used)

5. Perform the edit.

The switcher data is automatically stored on the switcher's hard disk and the EDL indicates

EMEM 007

RECALLING A SETUP FROM THE SWITCHER'S HARD DISK.

1. In Super Edit, use the UP and DOWN arrow keys to select the EDL event that has EMEM 007.

2. Press **[RECAL]** to recall that event into the Mark Table.

The switcher setup is automatically moved from the switcher's Hard Disk into the switcher's Effects Memory 7.

PEGS COMMANDS - AUTO TRANS.

Some of the buttons on the switcher panel are assigned numeric values. Table 1 and Table 2 below show these values. The hundreds digit indicates either the PGM/PST buses (0 or 2) or M/E 1 (1). In all cases, the Auto Trans function is started when the PEGS function is executed.

To select these functions on the Abekas switchers, select **[PEGS]** in Super Edit and answer the prompts as follows:

REGISTER # ?	Enter any PEGS register 1 through 16, then press [ENTER].
FUNCTION= ?	Press [VIDEO] then [ENTER].
COMMAND= ?	Enter the Command code, then press [ENTER].
TIME=	Enter the offset from the RECORD IN point, then press [ENTER].

The following may be helpful in remembering the codes:

<u>Hundreds d</u> 0 or 2 1	<u>igit</u> = =	<u>Bus</u> PGM/PST M/E 1
<mark>Tens digit</mark> 5 6	= =	<u>Functiion</u> Mix Wipe
<u>Units Digit</u> <u>On M/E 1</u> Key1 = 1 Key2 = 2 Bkgd = 4		

Multiple functions are selected by adding the numbers. For example, to select both Key1 and Key2, use the number 3.

 $\frac{On PGM/PST}{DSK = 1}$ PGM/PST = 4.For example, to select both, use the number 5.

CODE	FUNCTION
050	Auto Trans, Mix mode
051	DSK, Mix mode & Auto Trans
052	N/A.
053	N/A.
054	PGM/PST, Mix mode & Auto Trans
055	DSK, PGM/PST, Mix mode & Auto Trans
056	N/A
057	N/A.
058	FTB Toggle
059	N/A
060	Auto Trans, Wipe mode
061	DSK, Wipe mode & Auto Trans
062	N/A.
063	N/A.
064	PGM/PST, Wipe mode & Auto Trans
065	DSK, PGM/PST, Wipe mode & Auto Trans
066	N/A
067	N/A.
068	FTB Toggle
069	N/A.

Table 2 - M/E 1 Codes

CODE	FUNCTION
150	Auto Trans, Mix mode
151	Key1, Mix mode & Auto Trans
152	Key2, Mix mode & Auto Trans
153	Key1, Key2, Mix mode & Auto Trans
154	Bkgd, Mix mode & Auto Trans
155	Key1, Bkgd, Mix mode & Auto Trans
156	Bkgd, Key2, Mix mode & Auto Trans
157	Key1, Key2, Bkgd, Mix mode & Auto Trans
158	N/A
159	N/A
160	Auto Trans, Wipe mode
161	Key1, Wipe mode & Auto Trans
162	Key2, Wipe mode & Auto Trans
163	Key1, Key2, Wipe mode & Auto Trans
164	Bkgd, Wipe mode & Auto Trans
165	Key1, Bkgd, Wipe mode & Auto Trans
166	Bkgd, Key2, Wipe mode & Auto Trans
167	Key1, Key2, Bkgd, Wipe mode & Auto Trans
168/169	N/A.

PEGS Commands - Aux Bus Crosspoints

Crosspoints on Aux busses 1 thru 5 may be selected through an extended function of PEGS.

The hundreds digit specifies the Aux bus and the tens and units digits specify the crosspoint.

That is; 100 = Aux bus 1, 200 = Aux bus 2, etc. For example, 307 is crosspoint 7 on Aux bus 3.

To select the Aux busses, specify **FUNCTION= X** instead of FUNCTION= V (VIDEO) when entering the PEGS command. i.e. Select PEGS and answer the prompts as follows:

REGISTER # ?	Enter any PEGS register 1 through 16, then press [ENTER].
FUNCTION= ?	Press [X], then [ENTER].
COMMAND= ?	Enter the crosspoint (as described above), then press [ENTER].
	Enter the offset from the RECORD IN point, then press

TIME=Enter the offset from the RECORD IN point, then press[ENTER].

AMPEX VISTA SWITCHER

PEGS control of the Ampex Vista Switcher include Switcher Panel Memory recalls and operations using the 500 - 900 command codes range. These are discussed separately on the following pages.

SWITCHER PANEL MEMORY RECALLS

The Vista's 24 panel memory registers can be recalled via the PEGS registers. They can be recalled in groups or all at once. The 100s digit specifies the **BANK** or **GROUP** to be operated on, and the 10s and 1s digits specify the **OPERATION**.

If the last two digits form a number less than 50 and the 100s digit is 0-4, a panel memory recall is indicated. If the last two digits are from 01 to 24, select the corresponding panel memory recall with a slew transition. Adding 25 (to get to 26-49) causes the transition to be done in a cut fashion.

The panel memory modules to be recalled are selected by the 100s digit per the following:

- **0nn = DSK region only**. The DSK Source and Effects modules will be recalled.
- **1nn = M/E, Key, and Mask**. The M/E ADO, Effects, and Source modules will be recalled, along with the Mask.
- **2nn = Background only**. Only the color Background module will be recalled.
- **3nn = Blind recall**. Whatever is selected on the switcher panel will be recalled.
- **4nn = Full recall**. The sum of 0nn, 1nn, and 2nn will be recalled.

Modules not mentioned here are recalled according to the switcher panel. These include Utility buses, PIPs, and AUX buses. Also, the key memory source is not specified and follows the control panel. The recall type is set to:

MENU?_ RECALL

If the 100s digit is 0 or 1, the DSK region (0) or the M/E region (1) is selected.

The following diagram shows the M/E and DSK regions where the numbers in parentheses indicate values for use with PEGS commands and the asterisk indicates a selection that cannot be used with any other selection.



* Cannot be selected with any other selection button at the same time.

A number of variations can be constructed. For example:

- If the 10s digit is 5, an **auto-transition** is started, with modification by the third digit to be discussed later.
- If the 10s digit is 6, a **cut** is started, again with modification by the third digit.

The 1s digit specifies other buttons to be selected before the auto-transition or cut. A 0 indicates a blind auto-transition or cut, having the same effect as pressing the TRAN or CUT button and no others. A combination of the transition selection groups for the M/E or DSK areas can be selected by summing the values given for each button.

Thus a 155 command would initiate an auto-transition on the M/E after selecting BKG and KEY 2. The FADE button (on the DSK) and the ADO button (on the M/E) are special cases and cannot be selected with any other selection button at the same time. An 8 will select this button. For example, 058 is Fade to Black (DSK).

The M/E has more functionality, so there are extra operations (in addition to cuts and fades) that can be performed here. Thus, numbers in the range 171-190 are valid as well. Numbers in the 171-178 ranges perform as do 151-158, but they also select the MIX button. Numbers 181-188 do the same, but select Wipe (that is, deselect MIX). Finally, 190 is an ADO auto-transition.

PANEL MEMORY STORE

The switcher may be instructed to store its current settings in a panel memory register at any time by pressing **[SHIFT] [L]** and selecting which register to use. Valid registers are 1-24. The modules to be stored are determined by whatever is selected in the panel memory menu. Storage of panel memory setups in the EDL is not supported.

OTHER PEGS FUNCTIONS

Other operations can be specified using the remaining 500-900 ranges. The 5nn range is used for key control, 6nn for the soft keys under the display panel, 7nn for the buttons along the left side of the panel, 8nn for the right side buttons, and 9nn for ADO-Loop control.

5NN KEY CONTROL

Any one of the four key transition buttons (KEY 1 CUT, KEY 2 CUT, KEY 1 MIX, KEY 2 MIX) can be selected from the Editor, either alone or in conjunction with one of the keyer priority buttons (KEY 1 OVER / KEY 2 OVER). This is done using the PEGS command 5xy, where y is the number of the transition button and x is as follows:

- 0 to leave the keyer priority alone
- 1 to select KEY 1 OVER; and
- 2 to select KEY 2 OVER

Thus for example, 512 specifies KEY 1 OVER and KEY 2 MIX.



* Cannot be selected with any other selection button at the same time.

6NN SOFT KEY CONTROL

Any of the 13 soft keys along the bottom of the display, or the RECALL or ENTER keys, can be activated from Super Edit using the 6nn range.

RECALL is number 1, the SOFT KEYS are numbered 2-14, and ENTER is 15. This is the same order as on the control panel. For example, 602 would select the first soft key to the right of the RECALL key (the one usually labeled ADJ).

7NN & 8NN PANEL BUTTON CONTROL

The buttons along the left and right of the display can be selected similarly. The 7nn range specifies the buttons on the left side of the display, and the 8nn range specifies those on the right.

The 10s digit specifies which pair of adjust buttons to press, numbered from 1 to 8, top to bottom.

If the 1s digit is a 1, the up button is pressed (once) and released, and if it is a 2, the down button is pressed and released.

The utility of being able to press the various soft buttons is not entirely obvious at first glance, but it serves at least one very useful purpose. The Vista serial interface protocol does not provide for access to programmed sequences. Using the button controls in PEGS allows a means of firing a sequence at a specified time.

9NN ADO-LOOP CONTROL

The effects loop can be programmed via the 9nn range. The 10s digit controls the setting for Channel 1, and the 1s digit controls Channel 2.

The digits 1-7 are valid and select the source for that channel as follows:

- 1 DOWNSTREAM KEY (key hole)
- 2 KEY 1 (key hole)
- 3 KEY 2 (key hole)
- 4 M/E (pattern hole)
- 5 AUX Bus (pattern hole)
- 6 EXTRA (pattern hole)
- 7 OFF (no loop assignment)

As noted above, the key will cut the hole if any of the three selectable keyers is chosen. The other selections use the pattern to cut the hole.

AMPEX CENTURY SWITCHER

Super Edit offers selection of one of three Mix/Effects banks of the AVC from the editor console. Up to 32 cross-points on the AVC may be controlled as well as the re-entry crosspoints. The Program/Preset bank is not controlled.

Dissolves are executed on the selected M/E. The rate of dissolves may be selected from 0 to 255 frames. The panel display of the auto transition rate is not updated by the editor rate control.

Wipe transitions are executed on the selected M/E. The pattern selected may be from 0 to 199 for a normal direction. Selecting wipes 200 to 399 provides the wipes 0 to 199 in the reverse direction. Keys are executed on the selected M/E using the B Bus Keyer. The following types of keys may be selected:

- Key-In.
- Delayed Key-In.
- Key-In Fade.
- Key-Out.
- Key-Out Fade.

Basic keys are only supported where the Foreground duration is greater than zero and less than the Background duration and there are no transition conflicts.

Any one of the three Mix/Effects may be selected for control from Super Edit in INIT #39. The proper M/E will be selected on the Program Bus when the selection is made. M/E 1 is the top bank and M/E 3 is the bottom bank above the DSK. After selecting the M/E in Super Edit, press **[SHIFT] [RESET]** to complete the selection of the M/E on the AVC.

PANEL MEMORY

The Panel Memory feature can be executed through the PEGS dialog on any or all M/E's.

The hundreds digit of the PEGS COMMAND indicates the M/E number (that is, 1 (100) for M/E 1, 2 (200) for M/E 2, 3 (300) for M/E 3). A zero (000) sends panel memory executes to all three M/E's. The range of panel memory is 1 through 48.

The following are examples:

<u>.PEGS CMD</u>	<u>ACTION</u>	
101	Execute M/E 1	Panel Memory 1
202	Execute M/E 2	Panel Memory 2
348	Execute M/E 3	Panel Memory 48
4	Execute All M/E's	Panel Memory 4

AUTO-TRANSITIONS

Auto transitions are executed on the desired M/E's using the PEGS registers.

PEGS command 50 is the Transition UP button and 51 is the Transition DOWN button. The 100s digit indicates M/E; a zero operates the buttons on the F/F bus.

The following are examples:

PEGS CMD	ACTION
50	DSK Bus Transition Up button
51	DSK Bus Transition Down button
150	M/E 1 Transition Up button
251	M/E 2 Transition Down button
350	M/E 3 Transition Up button

ADDITIONAL PEGS COMMANDS

The following are additional PEGS commands:

PEGS CMD	<u>ACTION</u>
52	DSK Mix
53	DSK Cut
n52	A-Mix
n53	A-Cut
n54	B-Mix
n55	B-Cut

n=1, 2, or 3 for M/E 1, 2, or 3 (as previously noted).

The panel display of auto transition rate is not updated by the editor rate control.

CHARACTER GENERATORS

CHARACTER GENERATOR CONTROL VIA PEGS

The PEGS function may be used to recall and trigger Dubner Character Generator programs having file addresses in the **9002** to **9999** range (and other Character Generators that implement the Dubner protocol).

Note that KPLs (CBG and TEXTA systems) or SEQUENCES (K-Style systems) must be assigned a file address in the 9002 through 9999 range.

It is usually desirable to trigger an action on the character generator as quickly as possible at the desired point in an edit. Because many actions from the character generators contain the time required to read the disk and load the first image, the time from command to response may be on the order of 15-30 frames.

To compensate for this delay, it is recommended you use two PEGS registers to recall and trigger the effects. The first register recalls the event. A 000 entry at the **COMMAND =?** prompt in the second PEGS register can then be used to trigger the effect with frame accuracy, and a 001 PEGS command will stop a running effect.

The 000 command simulates the **End of Message** (EOM) keystroke required by KPL programs for TEXTA and CBG systems, or simulates the GPI to trigger the **trig** entry in the WAIT column of K-Style sequences. Therefore, select **trig** in the WAIT column of the first Sequence event.

PROGRAMMING A CHARACTER GENERATOR EFFECT

To program a character generator effect:

1. Press [PEGS]. The system prompts:

REGISTER # ?

2. Enter the PEGS register you wish to store the trigger data in (1 through 16) and press **[ENTER]**. The system prompts:

FUNCTION = ?

3. Press [T], [ENTER]. The system prompts:

COMMAND = ?

- 4. Perform either A or B below:
 - A. Enter a 3-digit command representing the last three digits of the Character Generator file (the 9 is implied) and press **[ENTER]**.
 - B. If you have already programmed the PEGS recall register and you are setting up the trigger register(s), enter 0 and press [ENTER]. The system prompts:

TIME =

- 5. Perform A, B, or C below:
 - A. Enter or transfer a time representing the delay between the edit IN time and the start of the effect (enter 0 if you want the effect to occur at the edit IN time) and press [ENTER].

To trigger before the edit point, enter a negative time (not to exceed the defined pre-roll).

Press **[SET IN]** or **[MARK IN]** at the **TIME = ?** prompt to change an IN time while still in the PEGS dialogue.

- B. Press [MARK OUT] to use the selected source's current tape position as the start point.
- C. Press [SET OUT]. The system prompts:

END OF DELAY =

Specify or transfer an absolute time code as the start of the effect (end of delay). The delay time is calculated.

Preview the event and, if everything appears in order, record the event. The event is displayed in the EDL similar to the following example:

> PEGS T 089 -00:01:10 PEGS T 000 00:02:10

In this example, two PEGS registers were used to recall and trigger an event.

The first PEGS register called up a Character Generator file with an address of 9089, 1 second and 10 frames before the edit began.

The second PEGS register triggered the event 2 seconds and 10 frames into the edit.

ESP1 - PERIPHERAL

PERIPHERAL CONTROL VIA PEGS

PEGS permits control of peripheral devices which use Grass Valley Group's optional ESP-1 protocol. Refer to the Operating Instructions of any peripheral device using this protocol for the operating features, instructions, and command codes for that particular device.

PROGRAMMING A PERIPHERAL EVENT

To program a Peripheral event:

1. Press **[PEGS]**. The system prompts:

REGISTER # ?

2. Enter the PEGS register you wish to store the trigger data in (1 through 16) and press **[ENTER]**. The system prompts:

FUNCTION = ?

3. Press [P], [ENTER]. The system prompts:

COMMAND = ?

4. Enter the number for the function you wish to trigger on your peripheral device (possible range 0 through 999) and press **[ENTER]**. The system prompts:

TIME =

- 5. Perform A, B, or C below:
 - A. Enter or transfer a time representing the delay between the edit IN time and the start of the effect (enter 0 if you want the effect to occur at the edit IN time) and press **[ENTER]**.

To trigger before the edit point, enter a negative time (not to exceed the defined pre-roll).

Press **[SET IN]** or **[MARK IN]** at the **TIME = ?** prompt to change an IN time while still in the PEGS dialogue.

B. Press [MARK OUT] to use the selected source's current tape position as the start point.

C. Press [SET OUT]. The system prompts:

END OF DELAY =

Specify or transfer an absolute time code as the start of the effect (end of delay). The delay time is calculated.

Preview the event and, if everything appears in order, record the event. The event is displayed in the EDL.

LEARN MEMORY

On the editor, the Learn Memory function with the FOR-A switcher is similar to the operation described in the Operator's Guide. The user may tell the FOR-A Switcher to learn a memory register by pressing **[SHIFT][L]**. The user is then prompted for the register number to learn:

LEARN EMEM nnn?

nnn can be any number from 001 through 100. Then press **[ENTER]** to accept the selection.

MEMORY TRANSFERS

From the editor, the Memory Transfer function with the FOR-A switcher is similar to the operation described in the Operator's Guide. Super Edit accesses Memory System Registers 1 through100.

To specify Memory System Commands, first select PEGS entry by pressing the **[PEGS]** key. Answer the prompts as follows:

- **REGISTER # ?** Enter any PEGS register 1 through 16, then press **[ENTER].**
- FUNCTION= ? Press [VIDEO] then [ENTER].
- **COMMAND=** ? Enter the Memory Register (001 through 100) as described above), then press **[ENTER].**
- **TIME=** Enter the offset from the IN point, then press [ENTER].

Storing registers to the editor EDL is not available on this switcher.

X-PEGS COMMANDS

X-PEGS commands are not available on this switcher.

GPI – GENERAL PURPOSE INTERFACE

GPI CONTROL VIA PEGS

PEGS permits triggering of external devices via the **G**eneral **P**urpose Interface (GPI) contacts on the rear of the chassis. GPI pulse length can be adjusted via INIT #106.

PROGRAMMING A GPI TRIGGER

To program a GPI trigger:

1. Press [PEGS]. The system prompts:

REGISTER # ?

2. Enter the PEGS register you wish to store the trigger data in and press **[ENTER]**. The system prompts:

FUNCTION = ?

3. Press [PEGS], [ENTER]. The system prompts:

COMMAND = ?

4. Enter the number of the GPI contact closure to be activated and press **[ENTER]**. The system prompts:

TIME =

- 5. Perform A, B, or C below:
 - A. Enter or transfer a time representing the delay between the edit IN time and the start of the effect (enter 0 if you want the effect to occur at the edit IN time) and press [ENTER].

To trigger before the edit point, enter a negative time (not to exceed the defined pre-roll).

Press [SET IN] or [MARK IN] at the TIME = ? prompt to change an IN time while still in the PEGS dialog.

- B. Press [MARK OUT] to use the selected source's current tape position as the start point.
- C. Press [SET OUT]. The system prompts:

END OF DELAY =

Specify or transfer an absolute time code as the start of the effect (end of delay). The delay time is calculated.

6. Preview the event and, if everything appears in order, Record the event. The event is displayed in the EDL similar to the following example:

PEGS G 004 00:13:15

This example indicates that GPI #4 was triggered 13 seconds and 15 frames after the start of the edit.

NOTE: The pulse width for all GPI triggers is set by INIT #106.
GRAHAM-PATTEN D-ESAM 800

CONTROL VIA PEGS

You can use PEGS commands to trigger memory and Auto-Transitions of the D-ESAM 800 Audio Mixer. As with PEGS for the AMX-170, press **[AUDIO]** on the Editor keyboard in response to the **FUNCTION = ?** prompt.

EMEM TRIGGERS

This feature allows you to select registers 0 - 99, where the register number in response to the **COMMAND =?** prompt is entered.

The D-ESAM 800 standard release only has 20 registers, 1 - 20. (It does use register 0, but only in a special mode which can be set on the D-ESAM 800 front panel.) With the extended memory option of the 800, there are more than 100 registers. However, Super Edit only allows access to the first 100 registers. If a register number that has not been previously saved is sent to the D-ESAM 800, an error message appears on the D-ESAM 800 front panel. Register 0 produces this error message.

AUTO-TRANS TRIGGER

In response to the **COMMAND = ?** prompt, enter a PEGS command which identifies the bit pattern representing the audio channels 1—4 to be included in the transition. The table below lists the 15 possible combinations of audio channels 1 through 4, the corresponding bit patterns, and the PEGS command. Note that 0 is not a possible combination.

AUDIO CHANNEL(S) DESIRED	BIT PATTERN		RN	PEGS COMMAND	
	8	4	2	1	
ATrans CH 1				Χ	101
ATrans CH 2			Χ		102
ATrans CH 12			Χ	Χ	103
ATrans CH 3		Χ			104
ATrans CH1 3		Χ		Χ	105
ATrans CH 23		Х	Х		106
ATrans CH 123		Х	Χ	Х	107
ATrans CH 4	Χ				108
ATrans CH 1 4	Χ			Χ	109
ATrans CH 2 4	Х		Х		110
ATrans CH 12 4	Χ		Χ	Х	111
ATrans CH 34	Χ	Χ			112
ATrans CH 1 34	Χ	Х		Χ	113
ATrans CH 234	Χ	Χ	Χ		114
ATrans CH 1234	X	Χ	X	Χ	115

Auto-Trans PEGS Command

GRAHAM-PATTEN D-ESAM4

LEARN / TRANSFER / RECALL UNDER EDITOR CONTROL

The D/ESAM Mixers have a flexible register learn, transfer and recall facility. The Super Edit implementation of ESAM-4 protocol makes use of this facility.

Registers can affect the entire Mixer (except Logical / Virtual mapping and fader assignment) or certain subsets of the mixer.

As mentioned under the description of INIT# 108, Super Edit controls which subsets (called "banks") will be affected by the current setting of INIT# 108. These settings are:

- 0: Enables EMEM-style (AMEM) learn, transfer and recall to all "effects" banks (default).
- 1: Enables learn / transfer / recall for only input selection, fader setting and transitions.
- 2: Enables learn / transfer / recall for only the Audio Equalizer.
- 3: Enables learn / transfer / recall for Audio Delay.
- 4: Enables learn / transfer / recall for the Processing Loop.
- 5: Enables learn / transfer / recall for Dynamic Processing.

Learn / transfer / recall of Audio "AMEMs" is also modified by Super Edit INIT# 91 as mentioned earlier.

Dependent upon the model of D/ESAM Mixer, from 40 to 800 registers are available. These may be identified as registers 1 through 4095. The mixer dynamically assigns its available registers until exhausted to the user-supplied register numbers.

Super Edit PEGS dialog supports the number range from 1 through 4095.

INIT# 22 (STORE EMEM) and INIT# 23 (AUTO-EMEM ON/OFF) work in the same way as for video switchers.

The Learn audio AMEM (**[SHIFT] [SPLIT]**) dialog only accepts number range of 1 through 255, so for register numbers greater than 255 the register must be learned from the mixer panel.

PEGS TRANSITIONS UNDER EDITOR CONTROL

Audio PEGS 50xx will trigger an ESAM Mixer transition. The "xx" field is a bit-map for up to four audio channels. The value of 01 would be channel 1 only, 02 is channel 2 only, 03 would be channels 1 and 2, and 4 would be channel 4 only.

So, to trigger a transition of channels 1,2 and 4, the audio PEGS command would be 5011 (See table below).

AUDIO CH.	BIT	PA	FTER	RN	PEGS COMMAND
	1	2	4	8	
ATrans CH1	Х				5001
ATrans CH 2		Χ			5002
ATrans CH12	X	X			5003
ATrans CH 3			Х		5004
ATrans CH1 3	X		Х		5005
ATrans CH 23		Χ	Х		5006
ATrans CH123	X	Χ	Х		5007
ATrans CH 4				Х	5008
ATrans CH1 4	X			Х	5009
ATrans CH 2 4		X		Х	5010
ATrans CH12 4	X	X		Х	5011
ATrans CH 34			Х	Х	5012
ATrans CH1 34	X		Х	Х	5013
ATrans CH 234		Х	Х	Х	5014
ATrans CH1234	X	Х	Х	Х	5015

AUTO-TRANS PEGS COMMANDS

SAVING/RESTORING MIXER CONFIGURATIONS WITH EDITOR CONTROL

D/ESAM mixers have five or more "configuration" registers that save the ENTIRE mixer state. This is good in that these configurations save the fader-to-Logical machine assignments but are difficult to use since they save everything else as well.

The problem created in their use is that the reason for a configuration recall might be for a major mixer reconfiguration, such as de-assigning a group of four faders from Logical machine "F-VTR" to Logical machine "R-VTR" in order to facilitate a Pre-read edit.

Since the configuration registers contain the entire mixer configuration, RECALLing them at the wrong time would cause confusion in the mixer state. For example, if a configuration register were to have a recall time of 0, then its recall would overwrite all the previously set-up sources, transition rates and preview settings applied during preroll for this particular edit or preview.

It is therefore necessary to suppress the sending of the RECALL command by the PEGS dialog for the configuration registers.

The only "safe" time to recall a configuration register is at the time an edit is recalled to the Mark Table (either manually with the Recall key or automatically during an Auto-Assemble).

Therefore, the rules for using configuration registers for ESAM-4 under editor control are:

- 1. The configuration register must be saved (INIT# 22, "STORE EMEM", or INIT# 23, "AUTO EMEM ON") as part of the edit.
- 2. The configuration register will only be recalled (applied to the state of the Mixer) at the time the edit is recalled.
- 3. The Mixer Configuration registers have numbers starting at 9000. It is not recommended that 9000 be used, since this maps to configuration register 0, which is the Mixer's default configuration.

GVG MODEL 100/110 SWITCHER

LEARNING AN EMEM TO THE GVG MODEL 100/110

To learn an EMEM to the GVG Model 100/110:

- 1. Configure the Model 100/110 as desired (refer to the Model 100/110 Operator's Guide).
- 2. Press [SHIFT] [L]. The system prompts:

EARN EMEM nnn ?

where nnn is the last selection made)

- 3. Enter the EMEM number (0 to 15) you wish to assign to the current switcher configuration (or enter the register you wish to re-learn) and press **[ENTER]**. The system echoes your selection.
- 4. Press **[ENTER]** to verify the selection.

PROGRAMMING A GVG MODEL 100/110 EFFECT

To program a Model 100/110 PEGS effect:

1. Press [PEGS]. The system prompts:

REGISTER # ?

2. Answer with the PEGS register you wish to store the trigger data in (1 through 16) and press **[ENTER]**. The system prompts:

FUNCTION = ?

3. Press [VIDEO], [ENTER]. The system prompts:

COMMAND = ?

4. Enter one of the Model 100/110 switcher commands listed in the following table:

Model	100/110-	Commands

CODE	FUNCTION
0 - 15	EMEM Recall
20	Auto-Transition
21	Down Stream Keyer (DSK) Mix
22	Fade-To-Black
50	Mix/Auto-Transition
51	Mix/Key/Auto-Transition
54	Mix/BKGD/Auto-Transition
55	Mix/BKGD/Key/Auto-Transition
58	KeyLINK ON
60	Wipe/Auto-Transition
61	Wipe/Key/Auto-Transition
64	Wipe/BKGD/Auto-Transition
65	Wipe/BKGD/Key/Auto-Transition
68	KeyLINK OFF

5. Press [ENTER]. The system prompts:

TIME =

- 6. Perform A, B, or C below:
 - A. Enter or transfer a time for the delay between the edit IN time and the start of the effect (0 if the effect is to occur at the edit IN time) and press **[ENTER]**.

To trigger before the edit IN time, enter a negative time (not to exceed the defined pre-roll).

Press **[SET IN]** or **[MARK IN]** at the **TIME = ?** prompt to change an IN time while still in the PEGS dialog.

B. Press **[MARK OUT]** to use the selected source's current tape position as the start point.

C. Press [SET OUT]. The system prompts:

END OF DELAY =

Specify or transfer an absolute time code as the start of the effect (end of delay). The delay time is calculated.

7. Preview the event and, if everything appears in order, record the event. The event is displayed in the EDL similar to one of the following examples:

PEGS V 003 00:02:15

PEGS V 020 00:01:15

The first example shows EMEM register 3 executed 2 seconds and 15 frames after the start of the edit.

The second example shows an Auto-Transition executed 1 second & 15 frames after the start of the edit.

GVG MODEL 200/250 SWITCHER

LEARNING AN EMEM TO THE GVG MODEL 200/250

To learn an EMEM to the GVG Model 100/110:

- 1. Configure the Model 100/110 as desired (refer to the Model 100/110 Operator's Guide).
- 2. Press [SHIFT] [L]. The system prompts:

LEARN EMEM NNN ?

(where nnn is the last selection made)

- 3. Enter the EMEM number you wish to assign to the current switcher configuration (or enter the register you wish to relearn) and press **[ENTER]**. The system echoes your selection.
- 4. Press **[ENTER]** to verify the selection.

NOTE: The switcher will only learn data from the currently selected *M/E* which is selected in *INIT #39*

PROGRAMMING A GVG MODEL 200 EFFECT

The buttons on the Model 200 M/E and Downstream Keyer panels are assigned numeric values. The figure below shows the numeric values for the Model 200 M/E buttons. These numeric values are used in combinations at **COMMAND =?** prompt of the PEGS dialogue to select areas and/or functions of the switcher when programming an Auto-Transition via PEGS.

M/E 1 TRANSITION = 1nn

M/E 1 TRANSITION = 2nn

Model 200 M/E Buttons Numeric Values



Model 200 DSK Buttons Numeric Values



Model 200 Command Codes

CODE	SWITCHER FUNCTION
50	DSK Autotrans
51	D/S Key & Autotrans
54	D/S BKGD & Autotrans
55	D/S Key, BKGD & Autotrans
58	DSK FTB
61	D/S, Key, Ext. DSK 1 XPNT & Autotrans
62	D/S, Key, Ext. DSK 2 XPNT & Autotrans
63	D/S, Key, Ext. DSK 3 XPNT & Autotrans
64	D/S, Key, Ext. DSK 4 XPNT & Autotrans
65	D/S, Key, Ext. ME 1 XPNT & Autotrans
66	D/S, Key, Ext. ME 2 XPNT & Autotrans
67	D/S, Key, Ext. AUX Bus XPNT & Autotrans
150/250	Autotrans
151/251	Key 1, Mix Mode & Autotrans
152/252	Key 2, Mix Mode & Autotrans
153/253	Key 1 and 2, Mix Mode & Autotrans
154/254	BKGD, Mix Mode & Autotrans
155/255	BKGD, Key 1, Mix Mode & Autotrans
156/256	BKGD, Key 2, Mix Mode & Autotrans
157/257	BKGD, Key 1 and 2, Mix Mode & Autotrans
158/258	Preset BLK, Mix Mode & Autotrans
161/261	Key 1, Wipe Mode & Autotrans
162/261	Key 2, Wipe Mode & Autotrans
163/263	Key 1 and 2, Wipe Mode & Autotrans
164/264	BKGD, Wipe Mode & Autotrans
165/265	BKGD, Key 1, Wipe Mode & Autotrans
166/266	BKGD, Key 2, Wipe Mode & Autotrans
167/267	BKGD, Key 1 and 2, Wipe Mode & Autotrans

Note that for the GVG 200-2 Switcher only, 10s & 1s digits select the primary cross-points on AUX 2 or AUX 3.

Once cross-points are selected, a PEGS command of 50 can be used to transition from the AUX 2 cross-point to the AUX 3 cross-point. The 100s digit designates the area of the switcher to be used in the auto-transition. The 10s digit selects the type of auto-transition to be performed. The 1s digit selects the source(s) of the transition (KEY, BKGD, etc.).

As examples:

054 = DSK, MIX, BKGD – The 100s digit selects the Down-stream Keyer (DSK), the 10s digit selects an auto-transition (always a MIX on the DSK), and the 1s digit selects BKGD.

055 = DSK, MIX, BKGD & KEY – The 100s digit selects the DSK, the 10s digit selects an auto-transition and DSK (always a MIX on the DSK), and the 1s digit selects BKGD and KEY (4+1=5).

153 = M/E1, MIX, KEY1 & KEY2 – The 100s digit selects M/E1, the 10s digit selects a MIX, and the 1s digit selects KEY1 and KEY2 (2+1=3).

265 = M/E 2, WIPE, BKGD & KEY1 – The 100s digit selects M/E 2, the 10s digit selects a WIPE, and the 1s digit selects BKGD and KEY1 (4+1=5).

Part of the Editor/Model 200 Interface includes the ability to upload/download BANK #8, which is the User Bank. With BANK #8, the following data can be uploaded into the EDL via the EMEM dialog:

- User Program Data
- Transfer cross-points and disable status
- Chroma Key hue and clip values
- Dissolve Data
- ATRANS data
- FTB data
- GPI data

Note that on a 200 Switcher with Program and Preset buses, PEGS 400 series commands allow cross-point selection on the Program bus and PEGS 500 series commands allow cross-point selection on the Preset bus. The 1s and 10s digits are used to identify the cross-point.

MODEL 200 LEARN ALL FUNCTION

Entering a command value in the 600 through 619 range at the **COMMAND = ?** prompt causes Super Edit to automatically fill in the next four available PEGS registers (one for each BANK in the Model 200 Switcher).

For example, with all PEGS registers empty, entering 612 produces:

PEGS Register 1 = COMMAND 012PEGS Register 2 = COMMAND 112PEGS Register 3 = COMMAND 212PEGS Register 4 = COMMAND 812

The next prompt will be **TIME = ?**. The time entered at this prompt will be input as the time for all registers filled by the preceding commands. Any active PEGS registers are skipped and deactivated ones are rewritten. If four registers are not available, the following error message appears:

4 FREE REGISTERS REQUIRED

Note that recall of registers will be sequential even though activated during the same video frame. Therefore, only the last EMEM level triggered will be indicated on the Model 200 control panel (typically User PGM).

To trigger a LEARN ALL without using four registers (and without saving), add 50 to the 600 series number of the desired register.

An entry at the COMMAND = prompt of 650 to 679 will show up as a PEGS CMD of 600 to 629 (for example, 650 will be translated to a PEGS CMD of 600, 651 to 601, 660 to 610, 679 to 629, etc.).

AUX BUS PREVIEWING

AUX bus previews can be accomplished on the Model 200. There are four AUX buses on the Model 200 and this interface allows use of any bus as a preview switcher.

To enable AUX Bus previewing, access Initialization Page #3 on Super Edit and select INIT #73. You will be prompted to enter which AUX Bus to preview on (1 through 4). Note that entering a 0 disables the function and reverts to the default preview mode (E-E or Preview Switcher). 0, 1, 2, 3, or 4 are the only valid entries at the prompt; all others are ignored.

Once Enabled the selected AUX Bus behaves as a video only preview switcher (i.e. switching between the R-VTR cross-point and the PGM OUT cross-point. INIT page item #74 on Super Edit allows the user to enter PGM OUT cross-point selection. The default setting is 24.

The SWAP VTR feature of Super Edit will interact with the AUX Bus as a preview preselector. The R-VTR cross-point assignment on the AUX bus will follow any changes made with the SWAP function.

GVG MODEL 300 SWITCHER

PROGRAMMING A GVG MODEL 300 EFFECTS

The buttons on the Model 300 M/E and Downstream Keyer panels are assigned numeric values.

The figures below show the numeric values for the M/E buttons and the numeric values for the DSK buttons.

These numeric values are used in combinations at the **COMMAND =?** prompt of the PEGS dialog to select areas and/or functions of the switcher when programming an Auto-Transition via PEGS.



Model 300 M/E Buttons Numeric Values

Model 300 DSK Buttons Numeric Values



The 100s digit designates the area of the switcher to be used in the auto-transition. The 10s digit selects the type of auto-transition to be performed. The 1s digit selects the source(s) of the transition (KEY, BKGD, etc.).

As examples:

132 = M/E 1, WIPE, VID KEY – The first digit selects M/E 1, the second digit selects a Wipe, and the third digit selects the Video Keyer.

324 = M/E 3, MIX, BKGD – The 100s digit selects M/E 3, the 10s digit selects a Mix, and the 1s digit selects Background.

Note that Preset Black (PST BLK) may not be combined with any other transition command.

CODE	FUNCTION	
FF/MIX BUS - M/E 0		
20	DSK - Mix/Autotrans	
21	DSK - Mix/Autotrans - Title Key	
22	DSK - Mix/Autotrans - Title Key	
23	DSK - Mix/Autotrans - Title Key	
24	DSK - Mix/Autotrans - BKGD	
25	DSK - Mix/Autotrans - BKGD	
26	DSK - Mix/Autotrans - BKGD	
27	DSK - Mix/Autotrans - BKGD	
28	DSK - Mix/Autotrans - BKGD - Title Key	
M/E 1 - M/E 3 (where x is the Bank number from 1 to 3)	
x20	M/Ex - Mix/Autotrans	
x21	M/Ex - Mix/Autotrans - Title Key	
x22	M/Ex - Mix/Autotrans - Video Key	
x23	M/Ex - Mix/Autotrans - Title Key - Video Key	
x24	M/Ex - Mix/Autotrans - BKGD	
x25	M/Ex - Mix/Autotrans - BKGD - Title Key	
x26	M/Ex - Mix/Autotrans - BKGD - Video Key	
x27	M/Ex - Mix/Autotrans - BKGD - Title Key - Video Key	
x28	M/Ex - PST BLK	
x30	M/Ex - Wipe/Autotrans	
x31	M/Ex - Wipe/Autotrans - Title Key	
x32	M/Ex - Wipe/Autotrans - Video Key	
x33	M/Ex - Wipe/Autotrans - Title Key - Video Key	
x34	M/Ex - Wipe/Autotrans - BKGD	
x35	M/Ex - Wipe/Autotrans - BKGD - Title Key	
x36	M/Ex - Wipe/Autotrans - BKGD - Video Key	
x37	M/Ex - Wipe/Autotrans - BKGD - Title Key- Video Key	
x38	M/Ex - PST BLK	

Model 300 Command Codes

PROGRAMMING THE EFFECT

To program a GVG Model 300 effect:

1. Press [PEGS]. The system prompts:

REGISTER # ?

2. Enter the PEGS register you wish to store the trigger data in (1 through 16) and press **[ENTER]**. The system prompts:

FUNCTION = ?

3. Press [VIDEO], [ENTER]. The system prompts:

COMMAND = ?

4. Enter a two or three digit Model 300 Command and press [ENTER].

TIME =

- 5. Perform A, B, or C below:
 - A. Enter or transfer a time representing the delay between the edit IN time and the start of the effect (enter 0 if you want the effect to occur at the edit IN time) and press **[ENTER]**.

To trigger before the edit point, enter a negative time (not to exceed the defined pre-roll).

Press **[SET IN]** or **[MARK IN]** at the **TIME = ?** prompt to change an IN time while still in the PEGS dialogue.

- B. Press [MARK OUT] to use the selected source's current tape position as the start point.
- C. Press [SET OUT]. The system prompts:

END OF DELAY =

Specify or transfer an absolute time code as the start of the effect (end of delay). The delay time is calculated.

6. Preview the event and, if everything appears in order, Record the event. The event is displayed in the EDL similar to the following examples:

PEGS V 203 00:02:15

PEGS V 120 00:01:15

The first example shows that EMEM register 3 on M/E 2 was executed at 2 seconds and 15 frames after the start of the edit.

The second example shows that a MIX/Auto-Transition was executed on M/E Bank 1 at 1 second and 15 frames after the start of the edit.

GVG MODEL 1000 SWITCHER

PEGS COMMANDS

A table of PEGS command codes is shown below. Note that PEGS command codes 58 and 68 are uniquely defined for the Model 1000. Also note that E-MEM[™] Recall register 0 serves a special function.

CODE	FUNCTION
0	E-MEM RECALL (special use - reset switcher to default startup
1 - 20	E-MEM RECALL (digit specifies register number)
21	AUTO TRANS
22	DSK MIX
23	FADE-TO-BLACK
50	MIX/AUTO TRANS
51	MIX/KEY 1/AUTO TRANS
52	MIX/KEY 2/AUTO TRANS
53	MIX/KEY 1 & 2/AUTO TRANS
54	MIX/BKGD/AUTO TRANS
55	MIX/BKGD/KEY 1/AUTO TRANS
56	MIX/BKGD/KEY 2/AUTO TRANS
57	MIX/BKGD/KEY 1 & 2/AUTO TRANS
58	EFFECTS SEND ON
60	WIPE
61	WIPE/KEY 1/AUTO TRANS
62	WIPE/KEY 2/AUTO TRANS
63	WIPE/KEY 1 & 2/AUTO TRANS
64	WIPE/BKGD/AUTO TRANS
65	WIPE/BKGD/KEY 1/AUTO TRANS
66	WIPE/BKGD/KEY 2/AUTO TRANS
67	WIPE/BKGD/KEY 1 & 2/AUTO TRANS
68	EFFECTS SEND OFF

MODEL 1000 PEGS COMMAND CODES

GVG MODEL 1200 SWITCHER

EMEM TRANSFERS ON A GVG MODEL 1200 SWITCHER

The EMEM transfer function with the Model 1200 Switcher is the same as with all other GVG Switchers.

There are 20 EMEM registers addressable from Super Edit. Bank 0, registers 0 through 9 are addressed as EMEM 0 through 9. Bank 1, registers 0 through 9 are addressed as EMEM 10 through 19.

LEARNING AN EMEM TO THE GVG MODEL 1200

To learn an EMEM to the GVG Model 1200:

- 1. Configure the Model 1200 as desired (refer to the Model 1200 Operator's Guide).
- 2. Press [SHIFT] [L]. The system prompts:

LEARN EMEM NNN ? (where nnn is the last selection made)

- 3. Enter the EMEM number (0 to 20) you wish to assign to the current switcher configuration (or enter the register you wish to relearn) and press **[ENTER]**. The system echoes your selection.
- 4. Press **[ENTER]** to verify the selection.

PROGRAMMING A GVG MODEL 1200 EFFECT

To program a Model 1200 PEGS effect:

1. Press [PEGS]. The system prompts:

REGISTER # ?

2. Answer with the PEGS register you wish to store the trigger data in (1 through 16) and press **[ENTER]**. The system prompts:

FUNCTION = ?

3. Press [VIDEO], [ENTER]. The system prompts:

COMMAND = ?

4. Enter one of the Model 1200 switcher commands listed in the table below:

CODE	FUNCTION
0 - 20	EMEM Recall
21	Auto-Transition
22	Down Stream Keyer (DSK) Mix
23	Fade-To-Black
50	Mix/Auto-Transition
51	Mix/Key1/Auto-Transition
52	Mix/Key2/Auto-Transition
53	Mix/Keys1&2/Auto-Transition
54	Mix/BKGD/Auto-Transition
55	Mix/BKGD/Key1/Auto-Transition
56	Mix/BKGD/Key2/Auto-Transition
57	Mix/BKGD/Keys1&2/Auto-Transition
58	Effects Send On
60	Wipe/Auto-Transition
61	Wipe/Key1/Auto-Transition
62	Wipe/Key2/Auto-Transition
63	Wipe/Keys1&2/Auto-Transition
64	Wipe/BKGD/Auto-Transition
65	Wipe/BKGD/Key1/Auto-Transition
66	Wipe/BKGD/Key2/Auto-Transition
67	Wipe/BKGD/Keys1&2/Auto-Transition
68	Effects Send Off

Model 1200 PEGS Commands

5. Press [ENTER]. The system prompts:

TIME =

- 6. Perform A, B, or C below:
 - A. Enter or transfer a time for the delay between the edit IN time and the start of the effect (0 if the effect is to occur at the edit IN time) and press **[ENTER]**.

To trigger before the edit IN time, enter a negative time (not to exceed the defined pre-roll).

Press **[SET IN]** or **[MARK IN]** at the **TIME = ?** prompt to change an IN time while still in the PEGS dialog.

- B. Press **[MARK OUT]** to use the selected source's current tape position as the start point.
- C. Press [SET OUT]. The system prompts:

END OF DELAY =

Specify or transfer an absolute time code as the start of the effect (end of delay). The delay time is calculated.

GVG M2100 DIGITAL MASTER CONTROL SWITCHER

PROGRAMMING AUTO-TRANSITIONS & TRANSITIONS

To specify transitions on the M2100 Switcher other than those made with the standard editor transition dialog, specify **FUNCTION = X** in the **PEGS** dialog.

A single PEGS function is available; AutoTrans. The code is **50**. The AutoTrans will occur per the current NEXT TRANSITION selection, background, key or both.

Since there is no automation port access to FTB there is no PEGS command for FTB.

GVG MODEL 2200, 3000 & 4000 SWITCHERS

TIMELINE CONTROL OF GVG MODELS 2200, 3000, 4000 SWITCHERS

INTRODUCTION

In addition to normal switcher type control, Super Edit controls the Timeline Effects on GVG Models 2200, 3000, and 4000 switchers similar to the way it controls a VTR.

Assign the Timeline to a port just as you would a VTR. Press the Play, Stop, All Stop, Rewind, Fast Forward, Slow, Search, Shift/Search keys and the Jogger to control the Timeline.

Select the Timeline source for an edit or slave it to other sources for automatic control. Variable speed (programmed motion) is controlled via PEGS.

HOW TO ENABLE/DISABLE THE TIMELINE

To enable the Timeline, assign it in the same way as a VTR. Press [SHIFT] [ASGN](K2) or [VTR ASGN](K5), then enter:

Reel	Any 6 character Reel ID (i.e. TIMELN)
Port	Same Port as the switcher (other than port 9)
Model	TIMELINE
QC	3
VIDX	Press [NO]
AUDX	Press [NO]
PSLX	Press [NO]

You then select the Effects levels that are to be controlled using INIT #101. (See INIT Section for details.

To disable the Timeline, de-assign it by pressing the **[NO]** key when prompted for the **Port** number.

MANUAL TIMELINE CONTROL

After you assign the Timeline control to a Green Key and enable the Effects levels using INIT #101, Super Edit will control the Timeline as follows:

[PLAY] - Runs the selected Timeline(s) at normal play speed. If the Timeline is positioned at the end, it will automatically rewind and begin playing from the beginning of the Timeline.

[STOP] - Stops the selected Timeline(s) at the current position.

[ALL STOP] - Stops and resets the selected Timeline(s).

[REW] - Positions the selected Timeline(s) at the beginning.

[FF] - Positions the selected Timeline(s) at the end. (The Timeline display on the switcher will display a larger time-code well past the end of the Timeline, but the video will be the end of the Timeline).

[SLOW]^{K2} OR [SLO1]^{K5} or **[SLO2]^{K5}** - Plays the selected Timeline(s) at the speed that has been previously assigned.

[SRCH] - Positions the selected Timeline(s) to the time that has been entered as the IN time in the Super Edit Mark Table.

[SHIFT] [SRCH] - Positions the selected Timeline(s) to the time that has been entered as the IN time in the Super Edit Mark Table, minus the Pre-roll time.

JOGGER CONTROL

Jog - In the jog mode, turning the jog knob clockwise will jog the Timeline forward and turning the jog knob counterclockwise will jog the Timeline in reverse. The jog control may be either Linear Jog or Step Jog as selected in INIT #31.

Variable - In the variable mode, turning the jog knob clockwise plays the Timeline at increasing speeds and turning the jog knob counterclockwise plays the Timeline at decreasing speeds. Speeds as slow as $\pm 2\%$ and as fast as about $\pm 168\%$ can be controlled in this mode.

Shuttle - Shuttle is the same as variable in Timeline control.

PROGRAMMED VARIABLE SPEED (PEGS)

Programmed Motion speeds between -200% and +200% can be programmed into PEGS for Timeline control. Operation is as follows:

REGISTER #?	Enter any PEGS register, 1 through 16, then press [ENTER].
FUNCTION = ?	Press the Green Key assigned to the Timeline then press [ENTER].
COMMAND = ?	Enter the desired speed between -200% and +200% then press [ENTER].
TIME =	Enter the offset from the RECORD IN point, then press [ENTER].

AUTOMATIC CONTROL

As a Source. Playback of the Timeline can be automated by selecting the Timeline as a source in the edit. The Timeline may be started at time 0 or any other time by entering a time in the IN time of the Mark Table. (An IN time of 0 is valid, but will be displayed as blank)

As a Slave Source. Assign the Timeline as a member of a slave group just as you would a VTR. Select Slave Assign, then select the Timeline's green key, along with the other VTRs to be slaved together.

PEGS. The Timeline can be run from PEGS instead of selecting it as a source. The speed of the Timeline can also be controlled via PEGS entries.

For example, to start the Timeline at the Record IN time at normal play speed using PEGS register 1, enter the following:

[PEGS]	Selects the PEGS table.
REGISTER #?	Press [1], [ENTER]. (Selects PEGS register #1)
FUNCTION = ?	Press the Green Key assigned to the Timeline then press [ENTER].
COMMAND = ?	Press [1] [0] [0], [ENTER]. (Enters 100% play speed)
TIME =	Press [0], [ENTER]. (Selects the Record in time)

LEARNING AN EMEM

To learn an EMEM:

- 1. Configure the Switcher as desired (refer to the Switcher Operator's Guide).
- 2. Press [SHIFT] [L]. The system prompts:

LEARN EFF DISS? Answer YES if Effects Dissolve desired, NO to continue

LEARN EMEM nnn?

(where nnn is the last selection made)

- 3. Enter the EMEM number you wish to assign to the current switcher configuration (or enter the register you wish to relearn) and press **[ENTER]**. The system echoes your selection.
- 4. Press **[ENTER]** to verify the selection.

PROGRAMMING AN EFFECT

To specify other than EMEM transitions on the Model 2200, 3000, 4000, specify **FUNCTION = X** instead of FUNCTION = V (as on other Grass Valley Video Switchers.)

The buttons on the 2200, 3000, 4000 M/E and Downstream Keyer panels are assigned numeric values. These values are used in combinations at the **COMMAND = ?** prompt of the PEGS dialog to select areas and/or functions of the Video Switcher when programming an Auto-Transition via PEGS.

The first digit of the 3-digit PEGS command code designates the area of the Video Switcher which is to be used in the Auto-Transition. The values and corresponding areas are listed in the table below:

CODE NO.	DESCRIPTION
0	PGM/PST Bus
1	M/E 1
2	M/E 2
3	M/E 3
4	DSK

Model 2200, 3000, 4000 PEGS Code - 1st Digit

The second digit selects the type of Auto-Transition. The values and corresponding types listed in the table below:

CODE NO.	DESCRIPTION		
50	MIX		
60	WIPE (M/Es)		

Model 2200	, 3000,	4000	PEGS	Code -	2nd Digit
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The third digit selects the source(s) of the transition (Key, Bkgd, etc.). The values and corresponding sources are listed in the table below:

Model 2200, 3000, 4000 PEGS Code - 3rd Digit

M/E'S CODE NO.	DESCRIPTION	DSK* CODE NO.	DESCRIPTION
1	KEY 1	1	DSK 1
2	KEY 2	2	DSK 2
4	BKGD A	4	BKGD
8	PST BLK		
9	KEY PRIOR		

* The Transition Panel between PGM/PST & DSK

The following are examples of how the PEGS Command codes may be used.



Note that command x58, Enable Fade-to-Black/PST Black, is always done as a Mix. Also note that the 2200, 3000, 4000 has another type of transition mode, Background B. However, this mode cannot be controlled by the Editor.

Also note that when attempting to control the transition mode on the DSK, bank 4 must be used instead of bank 0. For example, to enable Key 1 on the DSK, use X-PEG command 451 instead of 051. This also applies to command x58 (Enable PST Black).

PROGRAMMING EMEM TRIGGERS VIA PEGS

To specify EMEM triggers on the 2200, 3000, 4000, press **[VIDEO] [ENTER]** at the **FUNCTION = ?** prompt. At the **COMMAND = ?** prompt, specify the EMEM register. These registers are identified according to the area of the Video Switcher (similar to Auto-Transitions).

The first two digits of the 4-digit PEGS command identifies the area of the Video Switcher. The third and fourth digits specify the register (00 through 99). There are 100 EMEM registers assigned to each bank in the Model 2200, 3000, 4000 and there are no shifted registers.

The values and corresponding areas of the Video Switcher are:

- 0 = PGM/PST Bus
- 1 = M/E 1
- 2 = M/E 2
- 3 = M/E 3
- 4 = DSK DSK 1 & DSK 2 + DSK Panel (including PST BLK,)
- 5 = BKGD & MATTES
- 6 = Misc PVW + MASK + PREVIEW.
- 7 = DPM-1
- 8 = DPM-2
- 9 = DPM-3
- 10 = DPM-4
- 11 = All Learned Effects Levels
- 12 = All Enabled Effects Levels
- 13 = Enable All
- 14 = Disable All
Examples of PEGS command codes for EMEM triggers:

- 105 triggers the M/E 1 portion of EMEM 05 (Bank 0 register 5)
- 210 triggers the M/E 2 portion of EMEM 10 (Bank 1 register 0)
- 1115 triggers all learned effects levels, register 15
- 1203 triggers all enabled effects levels, register 3

Learned effects level triggers are those that have been learned on the Switcher Panel, or by using **[SHIFT] [L]**.

Enabled effects levels are those that have been enabled in Super Edit INIT #101

GVG KADENZA, KALEIDOSCOPE, AND DPM-100/700

CONTROL VIA PEGS

The following are instructions for programming Kadenza, Kaleidoscope, or DPM-100/700 effects using the PEGS feature of Super Edit. PEGS may be used to:

- Trigger a Kadenza Auto-Transition.
- Recall and trigger effects registers.
- Program variable effect speeds.

Effects recalled within 1 second of the edit IN time will be recalled and run immediately. Effects recalled earlier than 1 second before the edit IN time will be recalled, but not run. In this case, a second PEGS registers may be used to run the recalled effect at any time in the edit.

PEGS registers may also be used to stop, reverse, or change the speed at which an effect is currently running.

PROGRAMMING A KADENZA, KALEIDOSCOPE, OR DPM-100/700 EFFECT

To program an effect:

1. Press **[PEGS]**. The system prompts:

REGISTER # ?

2. Enter the PEGS register you wish to store the trigger data in (1 through 16) and press **[ENTER]**. The system prompts:

FUNCTION = ?

- 3. Perform either A or B below:
 - A. If you are programming a Kadenza auto-transition, press [VIDEO], [ENTER].
 - B. If you are programming an effect register recall or variable speed run, press **[K]**, **[ENTER]**. The system prompts:

COMMAND = ?

4. If the function selected in Step 3 was **[VIDEO]**, enter 20. If the function selected in Step 3 was **[K]**, select a command from the table below and press **[ENTER]**.

K Function Command Codes

COMMAND	FUNCTION
<u>+</u> 0 to 499	Corresponds to a percentage, plus or minus, of play speed (100%). This can be used to cause the current effect to stop or run in normal, forward or reverse up to 5 times normal speed.
500 to 599	Corresponds to effects registers 0 to 99. Use of a 5nn command issues a register recall and run command at the time indicated.
600 to 619	(Not applicable to DPM-100/700). Corresponds to preset registers 100 to 119. These registers are stored in non-volatile memory and used in the same manner as registers 0 to 99. Use of a 6nn command issues a register recall and run command at the time specified.

The system prompts:

TIME =

- 5. Perform one of the following:
 - A. To recall and run the effect before the edit IN time, specify a negative time within one second of the edit IN time and press **[ENTER]**.
 - B. To only recall the effect, specify a time earlier than one second before the edit IN time (not to exceed the defined pre-roll) and press **[ENTER]**.
 - C. Enter or transfer a time representing the delay between the edit IN time and the start of the effect (enter 0 if you want the effect to occur at the edit IN time) and press **[ENTER]**.

Press **[SET IN]** or **[MARK IN]** at the **TIME = ?** prompt to change an IN time while still in the PEGS dialog.

- D. Press **[MARK OUT]** to use the selected source's current tape position as the start point.
- E. Press [SET OUT]. The system prompts:

END OF DELAY =

Specify or transfer an absolute time code as the start of the effect (end of delay). The delay time is calculated.

6. Preview the event and, if everything appears in order, record the event. The event is displayed in the EDL similar to the following examples:

PEGS K 501 -00:02:00

PEGS K 100 00:07:00

In the above example, the first PEGS register recalled effects register 1 two seconds before the edit IN time. A second register triggered the effect to run at normal (100%) speed seven seconds into the edit.

PEGS K 606 00:23:00

PEGS K 050 00:25:00

In the above example, Preset Register 6 was recalled and run at normal speed 23 seconds into the edit. Two seconds later, the effect speed was changed to 50% for the remaining duration of the edit.

GVG AMX-170

CONTROL VIA PEGS

PEGS can trigger the Effects Memory (AMEM) or Auto-Transition of the AMX-170 Audio Mixer.

To trigger the AMEM or Auto-Transition of the AMX-170, perform the following:

1. Press [PEGS]. The system prompts:

REGISTER # ?

2. Enter the PEGS register you wish to store trigger data in (1 through 16) and press **[ENTER].** The system prompts:

FUNCTION = ?

3. Press [AUDIO], [ENTER]. The system prompts:

COMMAND = ?

4. Enter an AMX-170 Command from the Table below and press **[ENTER]**. The system prompts:

TIME =

- 5. Perform A, B, or C below:
 - A. Enter or transfer a time representing the delay between the edit IN time and the start of the effect (enter 0 if you want the effect to occur at the edit IN time) and press [ENTER].

To trigger before the edit point, enter a negative time (not to exceed the defined pre-roll).

Press **[SET IN]** or **[MARK IN]** at the **TIME = ?** prompt to change an IN time while still in the PEGS dialog.

- B. Press [MARK OUT] to use the selected source's current tape position as the start point.
- C. Press [SET OUT]. The system prompts:

END OF DELAY =

Specify or transfer an absolute time code as the start of the effect (end of delay). The delay time is calculated.

AMX-170 Effects Command Codes

COMMAND	FUNCTION
00 - 19	A-MEM Recall
20	Crossfade Mix Start/Stop
21	Crossfade Cut
22	Silent Mix Start/Reverse
23	Silent Cut
24	Cut to Silent
25	Cut from Silent
26 & 27	(not used)
28	Tone ON
29	Tone OFF
60 - 70	Source Register Recall

6. Preview the event and, if everything appears in order, Record the event. The event is displayed in the EDL similar to the following examples:

PEGS M 014 00:02:15 PEGS M 024 00:01:15

The first example shows that AMEM register 14 executed 2 seconds and 15 frames after the start of the edit.

The second example shows a Cut to Silent executed 1 second and 15 frames after the start of the edit.

PHILIPS DD-35 DIGITAL SWITCHER

MEMORY INTERFACE.

The DD35 switcher supports a panel memory capability variously called T-Memo or TiM/E-Memo, and previously called EXTRA by Philips.

These memories can either be Snapshots or Timelines. A Snapshot is a single switcher state called a "status" by Philips. A Timeline can contain a number of Snapshots along with duration and transition information.

From the editor user view, recalling and triggering of memories is similar, regardless of whether they are Snapshots or Timelines. An M/E can have up to 100 Snapshots or Timelines in any combination.

LEARN MEMORY

The Learn Memory function is similar to the operation described in the Super Edit Operator's Guide with the additional capability of multiple M/E selection as discussed below.

To learn a memory register press **[SHIFT][L]**. The user is then prompted for the register number to learn:

LEARN EMEM NNN?

nnn can be any number from 000 through 699. The hundreds digit is for the specific M/E.

For example, to learn register 10 of M/E 1, enter "110". Then press **[ENTER]** to accept the selection.

The ranges are:

000 through 099	Register 0 through 99 of PGM/PST Bus
100 through 199	Register 0 through 99 of M/E 1
200 through 299	Register 0 through 99 of M/E 2
300 through 399	Register 0 through 99 of M/E 3
600 through 699	Learn all registers 0 through 99 of all selected M/Es

The M/Es named by a 600-series video PEGS are selected by a pop-up selection menu. This menu is activated by pressing **[SHIFT][VIDEO]**. This menu allows you to enable or disable all M/Es, or to selectively enable/disable M/Es.

Timelines are built (learned) on the Switcher panel using its editing tools.

MEMORY RECALL AND TRIGGER

Memories, either Snapshots or Timelines, can be recalled and triggered using the video PEGS dialog as described in the Super Edit Operator's Guide. The 3-digit number 000 through 699 as described above is the base video Memory number. An optional recall modifier is specified as the thousands digit, so video memory 101 and 1101 are identical except for the recall method, discussed next.

To specify Memory System Commands, first select a PEGS entry by pressing the **[PEGS]** key. Answer the prompts as follows:

REGISTER #? Enter any PEGS register 1 through 16, then press **[ENTER].**

FUNCTION= ? PRESS [VIDEO] THEN [ENTER].

- **COMMAND= ?** Enter the Memory Register n001 through n699 as described above, then press [ENTER].
- **TIME**= Enter the trigger time, and then press **[ENTER]**.

Multiple M/Es can be recalled and triggered using a memory number of 600 through 699 and the pop-up M/E selection menu.

Snapshot memories are normally Recalled and Cut to the PGM bus. This case is specified by no thousands digit. Use the video memory number of 000 through 699.

Timeline memories are Selected with an associated operation. These memories should be recalled with video memory numbers containing a thousands value.

These values are:

1000 through 1699	Select, and operation STOP	Recalls but does not run
2000 through 2699	Select, and operation CUT	Recalls and runs using the durations specified in the memory keyframes
3000 through 3699	Select, and operation AUTO	Recalls and runs using the total duration specified in AUTO time on the switcher control panel
4000 through 4699	Select, and operation FADE.	N/A

X-PEGS COMMANDS

Some of the buttons on the M/E and the DSK panel are assigned numeric values. The table below shows these values. The hundreds digit indicates the M/E, with the PGM/PST being indicated as M/E 0.

To select these functions, specify **FUNCTION= X** rather than FUNCTION= V when entering the PEGS command. I.e. Select **[PEGS]** and answer the prompts as follows:

REGISTER # ?	Enter any PEGS register 1 through 16, then press [ENTER].
FUNCTION= ?	Press [X], then [ENTER].
COMMAND= ?	Enter the Memory Register then press [ENTER].
TIME=	Enter the start time, then press [ENTER].

Numeric values are sum additive, and are as follows:

Key1 has a value of Key2 has a value of Key1 & 2 have a combined value of Background has a value of Background & Key1 have a combined value of Background & Key2 have a combined value of Background & Key1 & Key2 have a combined value of FTB has a value of

A table of the PEGS command codes is shown below.

CODE	FUNCTION
DSK Mix	
050	Auto Trans Start
051	DSK Key 1, Mix mode & Auto Trans.
052	DSK Key 2, Mix mode & Auto Trans.
053	DSK Key 1, Key 2, Mix mode & Auto Trans.
054	BKGD, Mix mode & Auto Trans.
055	DSK Key 1, BKGD, Mix mode & Auto Trans.
056	DSK Key 2, BKGD, Mix mode & Auto Trans.
057	DSK Key 1, Key 2, BKGD, Mix mode & Auto Trans.
058	DSK FTB Transition.

M/E1, 2, 3 MIX	
150/250/350	Auto Trans Start.
151/251/351	Key 1, Mix mode & Auto Trans.
152/252/352	Key 2, Mix mode & Auto Trans.
153/253/353	Key 1, Key 2, Mix mode & Auto Trans.
154/254/354	BKGD, Mix mode & Auto Trans.
155/255/355	Key 1, BKGD, Mix mode & Auto Trans.
156/256/356	Key 2, BKGD, Mix mode & Auto Trans.
157/257/357	Key1, Key 2, BKGD, Mix mode & Auto Trans.
158/258/358	DSK FTB Transition (Same as 058)

DSK WIPE 1	
060	Auto Trans Start
061	DSK Key1, Wipe_1 mode & Auto Trans.
062	DKS Key2, Wipe_1 mode & Auto Trans.
063	DSK Keys1,2, Wipe_1 mode & Auto Trans.
064	BKGD, Wipe mode_1 & Auto Trans.
065	DSK Key1, BKGD, Wipe_1 mode & Auto Trans.
066	DSK Key2, BKGD, Wipe_1 mode & Auto Trans.
067	DSK Keys1,2, BKGD, Wipe_1 & Auto Trans.

M/E1, 2, 3 WIPE 1	
160/260/360	Auto Trans Start.
161/261/361	Key1, Wipe_1 mode & Auto Trans.
162/262/362	Key2, Wipe_1 mode & Auto Trans.
163/263/363	Key1, Key2, Wipe_1 mode & Auto Trans.
164/264/364	BKGD, Wipe mode_1 & Auto Trans.
165/265/365	Key1, BKGD, Wipe_1 mode & Auto Trans.
166/266/366	Key2, BKGD, Wipe_1 mode & Auto Trans.
167/267/367	Key1, Key2, BKGD, Wipe_1 & Auto Trans.

M/E1, 2, 3 WIPE 2 Same as above, but with a "7" in the tens position

Note: To operate the Preset Black Mix Special Transition mode which fades the Program source to Black then fades the Preset source from Black, two PEGS are required; Use a PEG 159/259/359 to initiate the Fade to Black (of the Program source) and use a PEG 150/250/350 to initiate the Fade From Black of the Preset source.

PRE-READ

Pre-read is a special function of some VTRs, also called **Read Before Write**. It functions as follows: During a record, a separate play head, coupled with a frame buffer memory, allows the source material for the edit to be output from the R-VTR and routed into an effects device. After video manipulation, the material is recorded back into the R-VTR.

Pre-read is implemented as a PEGS register where:

```
FUNCTION = ? R-VTR
COMMAND = ? 0 (OFF)
1 (ON)
```

Pre-read is automatically enabled when the R-VTR is used as a source in an edit. A cut to the R-VTR is programmed by pressing **[SHIFT] [CUT]**. In any other transition, the R-VTR is specified in the dialog as either the FROM or the TO source. The Reel ID from INIT #107 will be placed in the EDL as the Pre-read source.

Pre-read can also be toggled through the keyboard to immediately turn the function ON/OFF. For all systems **[SHIFT] [YES]** toggles it ON; **[SHIFT] [NO]** toggles it OFF.

When Pre-read is ON, **PREREAD** appears on the Edit Screen and Super Edit performs a check to see if the assigned R-VTR is capable of Pre-read. This check is made under any of the following conditions:

- At the completion of a PEGS entry, if the current R-VTR is not capable of Pre-read, the newly entered PEGS register immediately becomes disabled. If trying to execute an immediate PEGS, the FUNCTION N/A message is displayed.
- When **[SHIFT][YES]** are pressed. If the R-VTR is not a Pre-read machine, FUNCTION N/A appears.
- When an edit involving the R-VTR as a source is programmed.
- Changing the assignment of the R-VTR from one machine to another. If the new machine is not a Pre-read machine, the entire PEGS table is scanned and any Pre-read PEGS are disabled.

Additionally, Super Edit checks to see what mode the intended VTR is in, Local or Remote, just prior to transmission of a Pre-read ON command. If in the Local mode, the command is not sent and the following appears:

OFF LINE ERROR HIT ANY KEY TO CONTINUE

When using Pre-read, note the following:

- When multiple Pre-read PEGS registers exist, and PEGS is active, only the highest numbered PEGS register will be fired.
- The PREREAD banner disappears when the OFF command is sent to the VTR. When the banner is on the screen, it strictly reflects the message activity between the Editor and the VTR.

For example: Pre-read could have been enabled at the Editor and then disabled at the VTR; the banner would still be displayed on the screen.

- When PEGS is active and the ON command is sent during an edit, there are two possible actions taken when the edit ends; The Pre-read OFF command is automatically sent, or the feature remains active until the user chooses to turn it off via the appropriate PEGS command.
- In the case of an Open-ended edit, a bump-out of the edit using [RECORD] will trigger an OFF command if PRE-READ AUTO-OFF (INIT #56) is On (that is, a [1] is entered).

Also note that aborting an edit with [SPACEBAR] will not turn Pre-read off regardless of the ON/OFF status of INIT #56.

 In E-E mode, the preview monitor will only show the output of the R-VTR at any time during an edit. This is not the image being recorded. The recorded image is the output of the effects device and a separate monitor is required to show that image. In Preview Switcher or Aux bus mode, the preview monitor will show the output of the effects device beginning at the edit IN-point and ending at the edit OUT-point.

ROSS SYNERGY SWITCHERS

PROGRAMMING AUTO-TRANSITIONS VIA PEGS

X-PEGS

To specify transitions on the Synergy Switcher other than those made with the standard editor transition dialog, specify **FUNCTION = X** in the PEGS dialog.

The buttons on the Synergy Switcher MLE and Downstream Keyer panels are assigned numeric values. These values are used in combinations at the **COMMAND =** ? prompt of the PEGS dialog to select areas and/or functions of the Video Switcher when programming an Auto-Transition via PEGS.

The first digit of the 3-digit PEGS command code designates the area of the Video Switcher that is to be used in the Auto-Transition.

The values and corresponding areas are listed below.

0 = PGM PST / DSK
1 = MLE 1
2 = MLE 2
3 = MLE 3
4 = PGM PST / DSK

The second digit selects the type of Auto-Transition. The values and corresponding types are listed below.

The third digit selects the source(s) of the transition (Key, Background, etc.). The values and corresponding sources are listed below.

1 = KEY 1 or DSK 1
 2 = KEY 2 or DSK 2
 3 = KEY 1 & 2
 4 = BKGD
 5 = BKGD & KEY 1
 6 = BKGD & KEY 2
 7 = BKGD & KEY 1 & KEY 2
 8 = PST BLK or DS FTB
 9 = DS FFB

The following are examples of how the PEGS Command codes may be used.

153 = MLE 1, MIX, KEY 1 & KEY 2 **265** = MLE 2, WIPE, BKGD & KEY 1 Note that PEGS Commands 50, 150, 250, 350, and 450 push the Auto-trans button only, and select neither Mix nor Wipe. Note also that 60, 160, 260, 360, and 460 are not functional.

FADE-TO-BLACK & FADE-FROM-BLACK

For Downstream Fade TO Black = 58 For Downstream Fade FROM Black = 59

MLE PST BLACK

158 = MLE 1 PST BLACK **258 = MLE 2** PST BLACK **358 = MLE 3** PST BLACK **458 = PGM** PST BLACK

Although only PGM PST has a button labeled PST BLK, the feature is functional on all MLEs.

KEY PRIORITY

Key Priority is now available through the PEGS dialog. The PEGS number is X59, where X indicates either MLE 1, MLE 2, or MLE 3 will select the **[KEY OVER]** button with an Auto-trans. MIX and WIPE commands are not supported for this function.

RECALL MEMORY REGISTERS WITHOUT EFFECTS DISSOLVE VIA PEGS

To recall Memory triggers without Effects Dissolve on the Synergy Switcher, specify FUNCTION = V ([VIDEO]) in the PEGS dialog. At the COMMAND = ? prompt, specify the Memory register. These registers are identified according to the area of the Video Switcher (similar to Auto-Transitions).

The first digit of the 3-digit PEGS command identifies the area of the Video Switcher.

The **second** and **third** digits specify the register (00 through 49). There are 10 Memory registers assigned to each of 5 Memory banks. The values and corresponding areas of the Video Switcher are:

- 0 = PGM/PST BUS & DSK
- **1** = MLE 1
- **2** = MLE 2
- 3 = MLE 3
- 4 = PGM/PST BUS & DSK

Examples of PEGS command codes for MEMORY triggers:

- **105** Triggers the MLE 1 portion of Memory 05 (Bank 0 register 5)
- 210 Triggers the MLE 2 portion of MEMORY 10 (Bank 1 register 0)
- 449 Triggers the PGM PST/DSK portion of MEMORY 49 (Bank 4 register 9)

RECALLING MEMORY REGISTERS WITH EFFECTS DISSOLVE VIA PEGS

To recall a Memory register with EFFECTS DISSOLVE, regardless of the current switcher state, add 2000 to the PEGS COMMAND.

Example: To recall Memory Register 131 with Effects Dissolve, enter **2131** at the **COMMAND=**? Prompt in PEGS.

RECALLING MEMORY REGISTERS DEFINED BY SYNERGY VIA PEGS

To recall a Memory register with EFFECTS DISSOLVE controlled by the current switcher state, add 4000 to the **PEGS COMMAND**. The ON/OFF status of the EFFECTS DISSOLVE button will determine whether it is applied to the Memory Recall.

Example: To recall Memory Register 131 with Effects Dissolve determined by the ON/OFF status of the EFFECTS DISSOLVE button, enter **4131** at the **COMMAND=**? Prompt in PEGS.

CONTROLLING GLOBAL MEMORY LEVELS

Super Edit allows the user to directly control which Global Memory Levels (MLEs) are enabled on the switcher panel.

This feature is accessed via INIT # 101 in Super Edit, or as a shortcut, **[SHIFT][VIDEO]** on the K2 keyboard and **[SHIFT][U4]** on the K5 keyboard.

When activated, a menu is displayed that shows the choices of Memory Levels (MLE) and their current state, either ON or OFF. Choosing one of these will toggle its state and the action will be immediately reflected on the switcher control panel. As a shortcut, there are two additional choices that allow the user to turn ALL MLEs ON or OFF at the same time.

Note that the commands to turn the MLE Levels ON and OFF are sent to the switcher during the time the menu is displayed, and whenever a **[SHIFT][RESET]** is performed. They are not sent during or before an edit command. This enables the user to override them manually if desired, but it must be remembered that if the buttons are changed manually on the control panel, Super Edit will not over-ride them unless a **[SHIFT][RESET]** is performed first.

Also note that Super Edit will only ask for Memory data according to its own record of Enabled MLE Levels, regardless of what is enabled on the switcher panel.

This is the menu that is displayed for INIT #101:

00 = PGM/PST OFF 01 = MLE 1 OFF 02 = MLE 2 OFF 03 = MLE 3 OFF 04 = DSK OFF 05 = ENABLE ALL 06 = DISABLE ALL

In order for this feature to work properly, you must enter a PEG with an Effects Level of 12, such as 1201 for register 1.

CUSTOM CONTROL

There are 32 Custom Control buttons on the Synergy Switcher. To recall the conditions stored in these registers, specify **FUNCTION = V** (**[VIDEO]**) in the PEGS dialog. At the **COMMAND = ?** prompt, specify the Custom Control register number 1-32, and add 50.

Examples:	CUSTOM 1	= 51
-	CUSTOM 10	= 60
	CUSTOM 32	= 82

CONFIGURATION FILE HANDLING

Saving a Super Edit setup to a Configuration file preserves the current AUX Bus selection. When the saved selection is zero, previewing takes place through the default method in the Super Edit program (i.e., E-E or Performer / 8465 / 8466).

With any other selection (1-12), previewing takes place on the AUX Bus. As with other versions of Super Edit, the Configuration file also saves the start time adjustments associated with the PEGS registers and Dissolves and Wipes.

SNELL & WILCOX MAGIC DAVE

LEARN/RECALL E-MEM (DMEM)

The Learn/Recall DMEM function with Magic DaVE is similar to the operation described in the Super Edit Operator's Guide for Learn/Recall E-MEM. That is; the user may tell the switcher to Learn a memory register by pressing **[SHIFT][L]**. The user is then prompted for the register number to learn:

LEARN EMEM nnn?

nnn can be any number from 000 through 015. The hundreds digit is the M/E. DaVE only has 1 M/E so any number from 0 to 255 can be entered except for the number 4. So, for example, to learn a DMEM / panel status into register 10 of DaVE, enter "010". Then press **[ENTER]** to accept the selection.

E-MEM (DMEM) TRANSFERS

The E-MEM transfer function with Magic DaVE is similar to the operation described in the Super Edit Operator's Guide. DaVE provides 16 Memory System Registers, numbered 0 through 15. However, DaVE does not transfer all of the data in a DMEM to the editor for storage in the EDL. Most of the data is stored on the DaVE in files located in the folder GVG-SAVE. Therefore, you must have these files available when you recall a DMEM from an EDL.

To specify DMEM transfer Commands, first select PEGS entry by pressing the **[PEGS]** or **[SHFT PEGS]** key. Answer the prompts as follows:

REGISTER # ?	Enter any PEGS register 1 through 16, then press [ENTER].
FUNCTION= ?	Press [VIDEO], then [ENTER].
COMMAND= ?	Enter the Memory Register (0 - 15), then press [ENTER].
TIME=	Enter the offset from the IN point, then press [ENTER].

This procedure makes the command available to Super Edit. The actual transfer of data is initiated in the same manner that GVG Model 100 switchers transfer EMEM data, such as the execution of a PEG during an edit.

PEGS COMMANDS

Some of the buttons on the Magic DaVE panel are assigned numeric values and can be accessed from the editor. The table below, shows these values. The hundreds digit indicates the M/E, which can be anything except 4. M/E 4 is used to address the DVE.

To enter a command, select **[PEGS]** and answer the prompts as follows:

REGISTER # ?	Enter any PEGS register 1 through 16, then press [ENTER].
FUNCTION = ?	Press [VIDEO], then [ENTER].
COMMAND = ?	Enter the desired command code, then press [ENTER].
TIME =	Enter the offset from the IN point, then press [ENTER].

A table of implemented PEGS command codes is shown below.

CODE	FUNCTION
0-15	DMEM Recall
20	Auto Transition
21	DSK Mix
22	Fade to Black
50	MIX / Auto Transition
51	MIX / DVE Auto Transition
52	MIX / DSK Auto Transition
53	MIX / DVE / DSK Auto Transition
54	MIX / BKGD Auto Transition
55	MIX / BKGD / DVE Auto Transition
56	MIX / BKGD / DSK Auto Transition
57	MIX / BKGD / DVE / DSK Auto Transition
60	WIPE / Auto Transition
61	WIPE / DVE Auto Transition
62	WIPE / DSK Auto Transition
63	WIPE / DVE / DSK Auto Transition
64	WIPE / BKGD Auto Transition
65	WIPE / BKGD / DVE Auto Transition
66	WIPE / BKGD / DSK Auto Transition
67	WIPE / BKGD / DVE / DSK Auto Transition
68-99	Set WIPE (No Auto Transition is performed)
100-199	Set WIPE Reverse (No Auto Transition is performed)
201-224	Set Seq # (No Auto Transition is performed)
301-324	Set Seq # Reverse (No Auto Transition is performed)

SONY DFS-700 SWITCHER

4-DIGIT WIPES & EFFECTS

A new FUNCTION code has been added to PEGS to enable control of the 4-digit wipe codes for the DFS-700 effects.

Entering a "W" at the **FUNCTION=?** Prompt allows you to enter a 4-digit wipe code from **0001 through 9999** at the **COMMAND=?** Prompt.

If the front panel of the DFS-700 shows "**1080**" then the number entered was not a valid number. A list of valid wipe codes and their descriptions can be found in the DFS-700 Operators manual.

Note the following about 4-digit wipe codes:

- 4-digit wipe codes can be previewed in the IMMEDIATE MODE
- 4-digit wipe codes use the effect duration from the front panel
- 4-digit wipe codes can be combined with wipe or dissolve transition dialogs

LEARN MEMORY

The Learn Memory function commands the DFS-700 to learn a memory register when the user presses **[SHIFT][L]** on the editor keyboard. The user is then prompted for the register number to learn:

LEARN EMEM NNN?

nnn can be any number from 101 through 199. For example, to learn memory register 10, enter [1][1][0]. Press [ENTER] to accept the selection.

MEMORY TRANSFERS

Super Edit accesses Memory System Registers 1 through 99. To specify Memory System Commands, first select PEGS entry by pressing the **[PEGS]** key. Answer the prompts as follows:

- **REGISTER #?** Enter any PEGS register [1] through [1][6], then press [ENTER].
- FUNCTION=? Press [VIDEO] then [ENTER].
- **COMMAND=?** Enter the Memory Register [1] through [9][9] as described above then press **[ENTER]**.
- **TIME=** Enter the offset from the IN point, then press [ENTER].

When stored to the EDL, each Memory System Command register may take up to 16 EDL lines.

X-PEGS

The DFS-700 uses **X**-PEGS rather that **V**-PEGS for PEGS transitions. X-PEG transition commands are available for AUTO-TRANS, FTB and DSK.

To program an X-PEG, press the **[PEGS]** key and then:

REGISTER #?	Enter any PEGS register [1] through [1][6], then press [ENTER].
FUNCTION=?	Press [X] then [ENTER].
COMMAND=?	Enter one of the commands listed below:
AUTO-TRANS = FTB = 58 DSK = 51 AND THEN PRES	150 SS [ENTER].
TIME=	Enter the offset from the IN point, then press [ENTER].

Note that X-PEGS will trigger even if the switcher is disabled using [SHIFT][VIDEO], but they will not trigger if the switcher is disabled at the switcher itself.

SONY DIGITAL SWITCHERS

This document describes the interface between Super Edit PEGS and the Sony Digital switcher families:

DVS 2000 DVS 7200/7250 DVS 7350 DVS 8000 BVS 3000

LEARN MEMORY

To learn a memory register the Sony Switcher, press **[SHIFT][L]**. The user is then prompted for the register number to learn:

LEARN EMEM nnn?

nnn can be any number from 001 through 399, and 601 through 699. The hundreds digit is the M/E.

For example, to learn register 10 of M/E 1, enter "110". Then press **[ENTER]** to accept the selection.

MEMORY TRANSFERS

Super Edit accesses Memory System Registers 1 through 99 for each M/E. To specify Memory System Commands, first select PEGS entry by pressing the **[PEGS]** key. Answer the prompts as follows:

REGISTER # ?	Enter any PEGS register 1 through 16, then press [ENTER].
FUNCTION= ?	Press [VIDEO] then [ENTER].
COMMAND= ?	Enter the Memory Register (n01 through n99) as described above), then press [ENTER] .
TIME=	Enter the offset from the IN point, then press [ENTER].

When stored to EDL, each Memory System Command register may take up to 16 EDL lines. The transfer of Memory System Command Data is initiated in the same manner that GVG switchers transfer EMEM data.

If the Video Memory is in the range of 601 through 699, the pop-up M/E enable/disable menu map is used to enable/disable the storing of Memory data on a M/E by M/E basis.

Recall of Memory data from the EDL to the Switcher for an event recall or an auto-assembly, transfers all available Memory data packages to the switcher without regard to the *current* setting of the pop-up M/E enable/disable menu map. The *recall* of these Memory registers, however, is controlled by the *current* pop-up M/E enable/disable menu map settings.

Memory Learn, Trigger and Save of several or all M/Es is now available using a pop-up menu and video PEGS in the range of 601 through 699. Press [SHIFT] [VIDEO](K2) or [SHIFT][U4](K5) to access this menu, which allows the enable/disable of all or selected M/Es.

X-PEGS COMMANDS

Some of the buttons on the M/E and the DSK panel are assigned numeric values. The table below shows these values. The hundreds digit indicates the M/E, with the DSK being indicated as M/E 0.

To select these functions on the Sony switchers, specify **FUNCTION= X** instead of FUNCTION= V (VIDEO) when entering the PEGS command. i.e. Select **[PEGS]** and answer the prompts as follows:

REGISTER # ?	Enter any PEGS register 1 through 16, then press [ENTER].
FUNCTION= ?	Press [X], then [ENTER].
COMMAND= ?	Enter the Memory Register (n01 through n69 as described above), then press [ENTER].
TIME=	Enter the offset from the IN point, then press [ENTER].

CODE	FUNCTION
050 - 057	N/A
058	DSK FTB Transition.
059 - 067	N/A

Key1, Mix mode & Auto Trans.
Key2, Mix mode & Auto Trans.
Key1, Key2, Mix mode & Auto Trans.
BKGD, Mix mode & Auto Trans.
Key1, BKGD, Mix mode & Auto Trans.

156/256/356	Key2, BKGD, Mix mode & Auto Trans.
157/257/357	Key1, Key2, BKGD, Mix mode & Auto Trans.
158/258/358	DSK FTB Transition (Same as 058)
159/259/359	Pst Pgm Mix On & Auto Trans
160/260/360	Pst Pgm Mix Off
161/261/361	Key1, Wipe mode & Auto Trans.
162/262/362	Key2, Wipe mode & Auto Trans.
163/263/363	Key1, Key2, Wipe mode & Auto Trans.
164/264/364	BKGD, Wipe mode & Auto Trans.
165/265/365	Key1, BKGD, Wipe mode & Auto Trans.
166/266/366	Key2, BKGD, Wipe mode & Auto Trans.
167/267/367	Key1, Key2, BKGD, Wipe mode & Auto Trans.

EFFECTS RUN & RECALL PEGS COMMANDS

VIDEO PEGS 500 through 599 and 1500 through 1599 are the Sony Switcher Effects Recall PEGS.

PEGS 500 through 599 will cause the specified Effect to **Recall and Run**. For example: PEGS 500 will Recall and Run effects register 00, PEGS 599 will Recall and Run effects register 99.

PEGS 1500 through 1599 will cause the specified effect to **Recall ONLY**. The effect will not run. If it is desired to have the effect run at a time after the recall, then add a V-PEG 500 through 599, using the same register number. Registers 00 through 99 are supported as mentioned above.

For example: to Recall but not run effect #10 at time -2:00 and have it begin to run at time +2:00, enter the following two Video PEGS commands:

REGISTER =1, **FUNCTION** =V, **COMMAND** =1510, **TIME** = -2:00

REGISTER =2, **FUNCTION** =V, **COMMAND** = 510, **TIME** = 2:00

Note: To operate the Preset Black Mix Special Transition mode (which fades the Program source to black then fades the Preset source from black), two PEGS are required; Use a PEG 159/259/359 to initiate the Fade to Black (of the Program source) and use a PEG 150/250/350 to initiate the Fade From Black of the Preset source.

Note: The native Sony Switcher protocol does not support a "press the auto-trans button". In order to begin an auto-trans with an X-PEG, Super Edit needs to know the desired transition rate. In response to this issue, Super Edit now asks the switcher for the transition rates for

any M/E that is found to have X-PEGS before the edit begins to roll. This solves the timing indeterminacy but cannot help if a Memory is recalled during the edit that has a different rate.

There are two possible solutions: an auto-trans can be fired using a GPI trigger (GPI triggers can be set up in the switcher for any or several M/Es). The other solution is to learn the Memory with the auto-trans flag enabled, causing an auto-trans to be triggered at Memory recall.

Also note that an auto-trans triggered by an Immediate Mode Preview from Super Edit (answering **[VVV] or [I]** to the **REGISTER =?** or **TIME =?** prompt) will always transition at the default rate of 30 frames.

TBC FREEZE

FREEZE COMMAND

This feature allows Super Edit to toggle the freeze frame function of those VTRs with that capability. The function is implemented as a PEGS command per the following:

FUNCTION?	'=	A-VTR – F-VTR (any VTR except the R-VTR)
COMMAND	?=	990 (FREEZE OFF) or 991 (FREEZE ON)
TIME?	=	The same input as with other PEGS

Immediate mode of PEGS execution applies as with all other PEGS types.

VGV MIGHTY MIX DIGITAL SWITCHER

LEARN MEMORY

The Learn Memory function with the Mighty Mix switcher is similar to the operation described in the Operator's Guide. That is; the user may tell the Mighty Mix Switcher to learn a memory register by pressing **[SHIFT][L]**. The user is then prompted for the register number to learn:

LEARN EMEM nnn?

nnn can be any number from 000 through 015 Then press **[ENTER]** to accept the selection.

MEMORY TRANSFERS

Super Edit accesses Memory System Registers 0 through 15. To specify Memory System Commands, first select PEGS entry by pressing the **[PEGS]** key. Answer the prompts as follows:

REGISTER # ?	Enter any PEGS register 0 through 15, then press [ENTER].
FUNCTION= ?	Press [VIDEO] then [ENTER].
COMMAND= ?	Enter the Memory Register 0 through 15 as described above, then press [ENTER].
TIME=	Enter the offset from the IN point, then press [ENTER].

Storing registers to the editor EDL is not available on this switcher.

PEGS COMMANDS

Some of the buttons on the Mighty Mix panel are assigned numeric values and can be accessed from the editor. The table below, shows these values.

To enter a command, select **[PEGS]** and answer the prompts as follows:

REGISTER # ?	Enter any PEGS register 1 through 16, then press [ENTER].
FUNCTION= ?	Press [VIDEO], then [ENTER].
COMMAND= ?	Enter the desired command code, then press [ENTER].
TIME=	Enter the offset from the IN point, then press [ENTER].

PEGS command codes

CODE	FUNCTION
------	----------

0 - 15	EMEM Recall
20	Auto-Transition
22	Fade-To-Black (toggle)
50	Mix/Auto-Transition
51	Mix/Key/Auto-Transition
54	Mix/BKGD/Auto-Transition
55	Mix/BKGD/Key/Auto-Transition
60	Wipe/Auto-Transition
61	Wipe/Key/Auto-Transition
64	Wipe/BKGD/Auto-Transition
65	Wipe/BKGD/Key/Auto-Transition

YAMAHA O3D DIGITAL MIXER

AMEM™ TRIGGERS

The 03D has 50 Scene Memories that can be saved and recalled through PEGS.

Scene Memory 00 (PEGS register 0) recalls all mix settings to their initial factory default values.

If a register number that has not been previously saved is sent to the 03D, the 03D acknowledges the command, but sends no Scene Memory response.

To learn an AMEM into the 03D from the VPE keyboard, press [SHIFT][O](K2) or [SHIFT][U2](K5). The system will prompt:

LEARN AMEM NNN ?

Enter the desired memory register (1 through 50) and press [ENTER].

To recall an AMEM stored in the 03D, press [PEGS]

- **REGISTER?** Enter a PEGS register # 1-16. Press [ENTER]
- FUNCTION? Press [AUDIO]. Press [ENTER]. Function shows "M".
- **COMMAND?** Enter the number for the 03D Memory you wish to recall and press **[ENTER**]
- **TIME?** Enter the desired trigger time for the recall and press **[ENTER]**.

NTSC COLOR FRAMING & SC/H PHASE

INTRODUCTION

While component, digital and HD devices no longer cause concerns about color framing, there may still be reasons to maintain a true color frame relationship during your session, especially since there are still many VTRs and devices that still need to be color framed.

COLOR FRAMING & SC/H PHASE

NTSC video is a four-field sequence. Fields one and two comprise frame A, and fields three and four comprise frame B. There is only a subtle difference between color frames A and B. Specifically, at a given point in each frame, the subcarrier is inverted relative to the opposite frame.

It may be possible to make perfect video edits every other frame (four fields) and still maintain the correct subcarrier relationship. However, there is a time-accuracy advantage in editing frame by frame. Such a signal will record very nicely on any 1-inch VTR, and would pose no problem when observing the playback signal directly from the VTR without a timebase corrector (TBC).

The monitor will quickly re-lock to any changes in subcarrier phase due to bad color frame edits. Also, there is no problem when recording in a non-NTSC format such as Betacam or U-Matic, since the color information is not recorded in the same manner as direct color VTRs.

TIMEBASE CORRECTORS

When playing back directly-recorded NTSC color through a timebase corrector, problems can occur. The purpose of the TBC is to stabilize the off-tape signal and lock it to the house reference so that it can be used as a source for a video switcher, a keyer, or other effects device. When the TBC encounters a bad color frame, it will do one of the following:

- Keep the horizontal picture position the same and give inverted color as a video output.
- Shift the horizontal position slightly (140 nSec) so that chroma and burst phase remain locked to house reference.

NOTE: Most TBC manufacturers have chosen the latter approach

The 140 nSec shift will not be noticeable to most viewers and poses no legal or technical problem for transmission. The shift is quite noticeable, however, if it occurs at a match point in the video, as would happen if the matching video were edited on the wrong frame, thereby forcing a color frame error.

This difficulty arises when duplicating the original recording conditions on a later tape generation. As the playback VTR encounters inverted color frame video, it may shift the output video 140 nSec in the opposite direction to accomplish lock.

Therefore, the horizontal position of the picture may not match that of a previous edit by 280 nSec, since the difference shows up as the sum of +140 nSec and -140 nSec from the reference point. Thus, editing inverted color frame material can produce undesirable and unpredictable shifts in horizontal position at the edit point.

SC/H PHASING

Incorrect SC/H phasing can add to the unpredictable horizontal shift problems of bad color framing. It is possible to record an excellent master with perfect match frame edits while suffering from poor SC/H phasing. However, attempting to match to that master later, perhaps in another facility, will result in unpredictable horizontal shifts, as the playback TBC attempts to take out the SC/H phase errors in the off-tape signal.

Clearly it is necessary to record from a source that has been properly SC/H phased. This procedure is part of the plant set up, as changes in SC/H phase involve changes in the position of sync relative to subcarrier, and changing one source will cause it to be out-of-time, out-of-phase, or both with the rest of the plant.

H-SHIFT SUMMARY

In summary, TBCs add H-shifts because of two causes: SC/H errors and color frame inversions. Color frame inversions are actually known SC/H errors of 180°, and manufacturers have taken steps to reduce the embarrassment of random lockups to such inverted color frames. When a tape is played back, there are three possible states for correct lockup to house reference video for a correct SC/H phased output signal:

- Correct color frame, where the H position matches the original.
- Lockup with a 140 nSec left shift.

LOCK-UP WITH A 140 NSEC RIGHT SHIFT

Since the TBC corrects poor SC/H phase by shifting the H position slightly, it generally does not differentiate between inverted color frame video (180°) and bad SC/H phased video (up to +180°). The video could be shifted left or right with equal probability. Therefore, uncertainty is created at 180° (i.e., is it +180° or -180°?)

COLOR FRAME ID

To remove the ambiguity caused by color frame inversions and SC/H phase, a CFID pulse can be fed to the TBC to determine when the incoming video is out of color frame and to consistently shift it, for example, to the left. Consistent matches can then be made to inverted color-framed material, while the SC/H error correction range of the TBC is not compromised.

The color frame signal can usually be selected from several sources, but the most valuable is to use playback video as a reference. This assumes the VTR is comparing off-tape video to house reference by means of a color frame detector. Time code should have a fixed relationship to color frame: EVEN code for one color frame; ODD for the other. This is acceptable if the video has been recorded with no inversions of color frame and the time code is continuous on the tape.

Control Track, which has a CFID pulse, can also be used as a reference. Again, if inversions in video color frame have been recorded, the wrong reference pulse will be sent to the TBC. In such a case, the TBC may interpret the 180° phase inversion as an error rather than a wrong color frame. An ambiguous left or right shift may result.

GUIDELINES

For reliable, predictable editing, follow the guidelines listed below whenever possible:

Manually stripe new tape (record Black) with the VTR in 4-field mode, hard record, using time code from a generator that is locked to a color frame pulse. This provides a consistent color frame to time code relationship. Fields one and two are Color Frame-A and should have even time code numbers. Fields three and four are Color Frame-B and should have odd time code numbers. All source tapes should conform to this standard.

Prior to the editing session, play each source tape and the record master with their VTRs in 4-field mode. Select playback video as the color frame reference to the TBC (if your VTR has this capability). Adjust the TBC to center the indication for COLOR FRAMED for this mode of playback. (Refer to the VTR manufacturer's recommendations.) Run the Super Edit program. Assign the VTRs as described in the

Assignments section of this manual. Now place all VTRs in remote and in 2-field mode; set-in time code for a sample edit having an even-even or an odd-odd relationship and make a test BVB preview on each playback VTR.

During the preview, verify that the color framer indicates proper color framing on the VTR. If color framing is wrong, toggle the record color frame and try again. For properly recorded tapes, the editor color frame will be set on 000. Note that this assumes that a proper color frame pulse from the house sync generator is fed to the editing system.

Verify that the record VTR makes consistent, matched edits from a source such as house Color Bars, whether IN-point is odd or even. The Editor will lock the machine properly to house reference in either case. You may toggle the color frame with Record Color Frame at this point and make another edit to the Color Bars recording to see how an out-of-frame edit appears when the tape is played back

Note that as the record VTR plays back over the edit, the TBC indicates a switch to inverted color frame. You should see H-shift in the picture, but the direction should consistently be in the same direction if the TBC color frame input is properly referenced to playback video.

Proceed with the editing session.

By making the effort to use hardware features and perform adjustments to improve color frame accuracy, you will be able to produce tapes recorded with greater consistency in color framing.

SUMMARY OF DEFINITIONS OF COLOR-FRAMED VIDEO

The following Table summarizes the preceding definitions of color framed video.

Color Frame A	Field 1	Has even time code Has half line of video visible at bottom of screen. SC going positive when coincident with sync leading edge.
	Field 2	Has full line of video visible at bottom of screen.
Color Frame B	Field 3 or 4	Same as Field 1 and 2 above except has odd time code. Field 3 has SC going negative when coincident with sync leading edge.
Playback video at output of TBC. Proper Color Frame.		Horizontal picture position nominal (as recorded).
Inverted Color Frame		Horizontal picture position 140 nSec to the left or right, depending on VTR manufacturer.

Color-Framed Video Definitions Summary
H-SHIFT CHECKLIST FOR 1-INCH OR DIRECT COLOR RECORDING VTRS

The following Table is a checklist that will assist you in finding the cause of H-shifts in recorded material. Before proceeding, verify that each VTR and TBC is set up per manufacturer's specification regarding color framing. Make sure house reference signals and recorded material on source tapes have good, consistent SC/H phase, and that test material is recorded using the guidelines given in previous paragraphs.

	SYMPTOM	SUGGESTION
1.	140 nSec shift during playback of test signal recorded direct from generator and containing multiple edits.	Check for reverse color-frame edits in recording. If R-VTR was used without the Editor to record, then check to see that VTR is in 4-field mode. If the Editor was used for recording, then try playing the R- VTR without the Editor.
2.	Test signal recorded direct from generator comes up in one of two positions, 140 nSec apart each time play is pushed.	Normal if VTR is in 2-field mode. For manual operation, correct by going to 4-field mode.
3.	Same as 2 above except comes up in one of three positions (reference; +140 nSec; or -140 nSec) while in 2-field mode.	TBC not fed with color frame pulse from transport. Check source of CFID pulse for valid signal.
4.	With repeated play cycles, test tape comes up in one of two positions 280 nSec apart. VTR is in 4-field mode.	If TBC as CF adjustment, then optimize. Inverted color-frame was recorded relative to source for color frame pulse (time code or control track). Use P/B video as CFID source for feed to TBC.
5.	Match-frame edits have 140 nSec shift. Edits look the same if repeated.	Trim source machine (or record machine) by ±1 frame.

H-Shifts Checklist

ADDENDUM 1

K6 Keyboard & J6 Jogger

INTRODUCTION

This document describes the functionality of the K6 Keyboard & J6 Jogger, made available September 2000, for the DPE-500 Series hybrid editing systems. This addendum deals only with the differences between the K6 Keyboard and the K2 & K5 keyboards.

K6 keyboard functions will be discussed starting on page 2 of this section; J6 Jogger Panel functions will be discussed beginning on page 7 of this section.



K6 Keyboard



J6 Jogger Panel

K6 Keyboard



The K6 keyboard incorporates all the Super Edit functions as described in the DPE Operations manual. In addition, three new capabilities have been added; 240 programmable keyboard macros, SuperJog[™], and additional keys for Windows NT functions, thus eliminating the need for an extra computer keyboard. In the following list of features, the numbering relates to the K6 diagram below:

15 171618

Diagram of the K6 keyboard (to more easily identify the different "sections")

Keyboard macro PROGRAM key

- 1. Keyboard macro LAYER SELECT key
- 2. Keyboard macro LAYER DISPLAY LED
- 3. Keyboard macro SELECT key (24 keys)

Please note that the new K6 KEYBOARD MACROS described in this document are operationally different from the current Super Edit macros that are described in section 20.

- 4. Windows ESCAPE key
- 5. Windows FUNCTION key (12 keys)
- 6. Windows Function key see specific application Help file
- 7. Windows Function key see specific application Help file
- 8. Windows Function key see specific application Help file
- 9. CAPS LOCK key
- 10. Control keys
- 11. Opens the Windows NT 'Start Menu'
- 12. Alt Keys
- 13. Opens the Windows Text Edit Functions Menu
- 14. SuperJog Forward increment key
- 15. SuperJog Reverse increment key
- 16. SuperJog Reverse Variable Ramp key
- 17. SuperJog Forward Variable Ramp key

KEYBOARD PROGRAMMABLE KEYS (KEYBOARD MACROS)

Each of the 24 freely programmable keys (#4 and consecutive grouped keys in diagram 1) can be used to store any desired key sequences of up to 64 characters in 10 different layers.

TO PROGRAM A KEYBOARD MACRO

- 1. Press the **[Prog]** key (#1). The decimal point in the display window (#3) flashes.
- 2. Press the key you wish to program (#4-1 through #4-24)
- 3. Enter the desired key sequence. If you wish to program another key, perform functions 2 and 3 again.
- 4. Press the **[Prog]** key to end the programming mode. The decimal point turns OFF.

CHANGING THE STORAGE LAYER

The active layer is displayed in the 7-segment-display (#3). To change the current layer:

- 1. Press the **[Layer]** key (#2). When the current layer number flashes
- 2. Press F1 through F10 for Layers 1 through 10 respectively. The new layer is shown.

TEMPORARILY CHANGING THE STORAGE LAYER

You can temporarily change to a higher layer by pressing one or more of the three mode keys in the lower left-hand corner of the keyboard (Shift, Alt and Control). The change only remains in effect until the depressed mode keys are released again. The previously valid layer is then in effect again. The following values are possible:

[Alt] key	=	UP 1 layer
[Shift] key	=	UP 2 layers
[Control] key	=	UP 4 layers

These keys can also be combined to advance the layer by any value between 1 and 7

Example: [Alt] + [Control] = UP 5 layers

SETTING THE KEYBOARD MACROS TRANSFER RATE

The speed at which the stored key sequences are transmitted to the system can be set to any of 12 different rates. This is done by delaying each code by a specific amount of time.

To set the time delay:

- 1. Press the **[Prog]** key (#1). The decimal point in the display window (#3) flashes.
- 2. Press one of the keys between **[F1]** and **[F12]** (6-1 through 6-12) to select the desired delay time.
- 3. Press the [Prog] key to end the selection mode. The decimal point turns OFF.

The corresponding delay times (in msec) are as follows:

F1	F2	F3	F4	F5	F6	F7	F8	F9	F10	F11	F12
Û	Û	Û	Û	Û	Û	Û	Û	Û	Û	Û	Û
0	2	4	6	8	10	20	30	50	70	100	200

SUPERJOG™

In addition to the J6 Jogger described later in this document, the new K6 keyboard has the new SuperJog feature for additional machine control (keys # 15, 16, 17 and 18).



These keys allow the user to manipulate and jog devices with keyboard keys rather than a separate Jog Knob. These are the settings to control this feature.

When the user presses the **[VAR \leftarrow](K6)** or **[VAR \rightarrow](K6)** key, SuperJog sets the selected device in motion, very slowly at first, in the direction indicated by the arrow. If the user continues to hold the key down, SuperJog will begin increasing, or ramping up, the speed of the device until either the user releases the key or the maximum speed of the device is reached.

SuperJog Adjustments	;	×
<u>R</u> amp-up, pulses/sec	4	Default
Ramp Pulse <u>M</u> agnitude	2	Default
Erame Inc Magnitude	8	Default
Cancel		ОК

The Ramp-up pulses-per-second setting determines how often the controlled devices speed is increased as the user holds the **[VAR \leftarrow]** or **[VAR \rightarrow]** key down. A larger number causes the speed to be increased more often, and therefore the device will reach its maximum speed sooner than a smaller number. This adjustment works in tandem with the Ramp Pulse Magnitude setting.

The Ramp Pulse Magnitude setting determines the amount the devices speed is increased with each Ramp-up pulse. A larger number will cause the speed to be increased by a larger increment during each Ramp-up pulse, and therefore the device will reach its maximum speed sooner than a smaller number. This adjustment works in tandem with the Ramp-up Pulses-per- Second setting.

The Frame Increment Magnitude adjustment controls the strength of the pulse that is used to move a device one field or frame with the [JOG \leftarrow] or [JOG \rightarrow] keys. Some devices need a stronger pulse than others. The adjustment range is sufficient to allow setting it to move the device one field or one frame, as desired. A larger number will cause a stronger pulse, which will move the device more forcibly. Note that this setting is exactly the same as INIT # 105, and will be reflected there. This feature is available only on the K6 keyboard.

SUPER EDIT MACROS

Basic Macro operation is found in Section 20 of this manual. This document serves to show any differences in the Macro operation between the K2/K5 and the K6 keyboard.

The Escape / Macro key (#5) is the Macro key in Super Edit and the Escape key for NT.

Super Edit macros are stored in the first 9 (F1 through F9) Function keys. When in Super Edit, pressing the [Macro] key enters the macro state. In this state, pressing the appropriate Function key executes the macro stored there.

Pressing [MACRO][MACRO] will execute Macro 0. Pressing [MACRO][F3] will execute macro 3, and so on.

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Pressing **[SHIFT][MACRO]** enables the LEARN MACRO mode. Press either a number key for the macro to learn, or press [MACRO][F3] for example to learn into Macro 3. The usual dialog comes up for entering a macro.

Press [ALT][MACRO] to enable AutoMac. Press [ALT][MACRO] again when you are ready to save your keystrokes to a macro key, and then press [MACRO][F5] for example.

Pressing **[CTRL][MACRO]** brings up a small dialog box with four buttons on it. Reading them from top to bottom they are: INPUT MACRO, OUTPUT MACRO, MACRO, DIRECTORY and CANCEL. Press the TAB key or use the mouse to select the desired function.

J6 JOGGER PANEL



J6 JOGGER FEATURES:

- Jogging forward and reverse to 100% play speed.
- Right or Left Handed operation.
- Separate Shuttle Ring allowing forward and reverse shuttle or variable speed playback.
- Separate dedicated REW, FFWD, STOP, PLAY and RECORD buttons for transport control. The REW, FFWD, STOP and PLAY buttons, and the RECORD button can be disabled separately using INIT Page item #110.
- Seven dedicated buttons arranged around the Jog Knob provide the following functions in a clockwise order from the left: MARK IN, SEARCH TO IN, REVERSE FRAME INCREMENT, VARIABLE or SHUTTLE, FORWARD FRAME INCREMENT, MARK OUT, and SEARCH TO OUT.

- Six function buttons across the top of the panel are programmable as macro keys. These keys are the same as macro keys 1 through 6 on the K6 keyboard, and can be programmed to be any macro sequence desired.
- A small joystick is provided that mimics the SuperJog functions of the K6 keyboard.
- Uses a standard 9Volt DC, 500mA with center positive 2.1mm plug wall transformer for power.
- The jogger panel is connected to the DPE editor via an included RS-422 cable, and its length can be extended using the optional Editware KBD extension cable.
- Housed in a sturdy metal case with non-skid rubber feet.

J6 JOGGER INSTALLATION:

- 1. Remove the Jogger panel and its wall transformer from its packaging.
- 2. The J6 Jogger has a permanently connected RS-422 cable that also includes a power connector for external power. A 9 Volt wall mounted transformer supplies external power. Connect the cable from the wall-mounted transformer to the Jogger cable.
- 3. Connect the 9-pin connector on the Jogger cable to the KBD input on the rear of the DPE editor. You can do this directly or you can use the optional Editware 50 foot Machine Control Cable, part # CB1001 to extend the distance.

CAUTION! If a K2 extension cable has been previously installed, it may be used only if the connection to pin 5 is removed or cut. You may also remove the fuse F1 (or 0 ohm resistor) located inside the frame by the fan connection on the back plane board. This modification is very important so that you remove the 10-volt connection used by the K2 keyboard.

- 4. Plug the wall transformer into a wall outlet that provides the proper voltage for your unit. Different wall transformers are available to accommodate all standard power systems.
- 5. Boot the DPE editor (if it is not already booted) and run your Super Edit program. The Jogger should now be functional. Be advised that you must have your Super Edit software factory configured to run the J6 jogger or it will not work. A Super Edit program built for a K2 keyboard will work with the K6 keyboard, but will not run the J6 jogger.

JOGGER/SHUTTLE/VARIABLE WHEEL:

The J6 Jogger features a smooth, weighted and optically encoded Jogger wheel with a concentric Shuttle/Variable ring.



The center wheel is for the Jog mode. In this mode, playback is accomplished frame-byframe, and speed and direction is directly proportional to the speed and direction that the wheel is rotated.

The outer ring is for the Shuttle/Variable mode. In this mode, playback speed is related to the extent of rotation away from the starting position of the wheel.

To select VARIABLE or SHUTTLE as the outer ring mode, press the button directly above the Jogger wheel. When in the SHUTTLE mode, STL is displayed in the SPD column of the selected device, and changes to a \leftarrow or \rightarrow depending on direction of motion. When in the VARIABLE mode, 000 is displayed in the SPD column of the selected device, and changes to the respective variable speed of the device.

Rotate the ring **clockwise** for forward Shuttle or Variable Rotate the ring **counter-clockwise** for reverse Shuttle or Variable

Red LED direction arrows light above the Jogger depending upon the direction of rotation from center. Both LEDs are lit when the shuttle ring is centered.

The affected device continues to move until the ring is returned to its center position or until [STOP] is pressed on the Jogger or keyboard. Once **[STOP]** is pressed, the selected device will move if the ring is then manually centered.



J6 JOGGER TRANSPORT FUNCTIONS:

- 1. Rewinds the selected device
- 2. Fast Forwards the selected device
- 3. Stills the selected device
- 4. Plays the selected device
- 5. Record This is the normal Super Edit RECORD function, and not a hard record
- 6. Record warning this light blinks during a Record pre-roll and turns ON steady when in RECORD

When Super Edit is in RECORD, the J6 Transport functions are automatically disabled.

ENABLE / DISABLE J6 JOGGER TRANSPORT BUTTONS:

The transport buttons at the base of the Jogger panel can be enabled and disabled.

To disable the transport keys, access INIT #110: JOG BUTTON EN/DISABLE. Super Edit will prompt

DISABLE TRANSPORT BUTTONS?

An answer of YES will disable all transport buttons at the bottom of the Jogger panel, including the RECORD button, and the dialog will end.

An answer of NO will bring up an additional dialog, which prompts:

DISABLE REC BUTTON?

An answer of YES will disable ONLY the RECORD button at the bottom of the Jogger panel.

An answer of NO will enable ALL of the transport buttons at the bottom of the Jogger panel and the dialog will end.

J6 JOGGER FUNCTION KEYS:



There are 7 Function Keys on the Jogger Panel surrounding the Jogger wheel. From left to right (clockwise) they are:

[MARK IN] = Pressing this key marks the current sources position into the IN column.

[SEARCH IN] = Pressing this key positions the current source at the time-code position currently displayed in the IN column.

[< INC] = Pressing this key increments the current source backwards by the values defined in INIT # 105.

[VAR] = Pressing this key toggles the Jogger ring function between Variable and Shuttle.

[INC >] = Pressing this key increments the current source forwards by the values defined in INIT # 105.

[SEARCH OUT] = Pressing this key positions the current source at the time-code position currently displayed in the OUT column.

[MARK OUT] = Pressing this key marks the current sources position into the OUT column.

J6 JOGGER JOYSTICK:

The J6 Jogger has a 4-function joystick. Its functions emulate the Super Jog functions on the K6 keyboard.



- UP = Each press increments the selected device forward by 1 frame. Maintaining it pressed continues the frame incriminations.
- DOWN = Each press increments the selected device backwards by 1 frame. Maintaining it pressed continues the frame incriminations.
- LEFT = Places the selected device in VAR RAMP reverse, and increases the VAR speed the longer it is depressed. Once released, the current speed is maintained until another key is pressed.
- RIGHT = Places the selected device in VAR RAMP forward, and increases the VAR speed the longer it is depressed. Once released, the current speed is maintained until another key is pressed.

J6 JOGGER MACROS:

There are 6 dedicated & programmable macro keys along the top of the J6 Jogger panel.



PROGRAMMING J6 JOGGER MACROS:

To program the macro keys F1 through F6 at the top of the Jogger panel, use the K6 keyboard to program Super Edit macros 1 through 6 as you normally would.

REPLAYING J6 JOGGER MACROS:

Pressing buttons F1 through F6 at the top of the Jogger panel will directly execute Super Edit macros 1 through 6 respectively. Note that the Jogger panel macro keys are "one touch" macro keys, and that you do not have to press **[MACRO]** first to execute them.

GLOSSARY OF TERMS

This section will describe some of the terms used specifically for the Fastrack VS, for Windows NT, for NLE, or for computers in general.

CLICK LEFT

CLICK RIGHT

COMPRESSION

EDIT

EVENT

NLE

PLAYOUT

TIMELINE

TRACK

Compression refers to the extent to which the encoded form of the preserved or reformatted video has been modified to reduce the amount of storage space required by the storage medium.

UNCOMPRESSED

No compression has occurred (see Compression).

ENCODED

Encoding refers to the *extent* to which the information *content* of the video has been interpreted and encoded, rather than merely recorded. Such interpretation may be beneficial for a number of reasons including as a means of achieving reversible compression.

BIOS

An acronym for Basic Input/Output System. This is usually an EPROM with computer program instructions in it. A motherboard BIOS controls the basic functions of the computer (such as controlling the keyboard, monitor, etc.).

With a SCSI host adapter, the BIOS is used to control SCSI hard disk drives and perform the boot function. If a host adapter does not have a BIOS, then hard disk drives controlled by that host adapter cannot be used to boot from (booting must be done from another source, such as floppy, IDE, or another SCSI host adapter with a BIOS). The BIOS must be enabled in order to function (e.g. a host adapter with a BIOS that is disabled acts the same as a host adapter without a BIOS).

BOOTING

Booting is a process by which a computer starts and automatically loads the operating system.

BUS

A pathway for data in a computer system. Like all PC's, the Fastrack VS has an expansion bus, which is designed to host add-on (expansion) devices, such as modems, adapter boards and video adapters. Expansion devices use the bus to send data to and receive data from the PC's CPU or memory. The Fastrack uses a PCI/ISA bus standard.

CPU

DEVICE DRIVER

A software program that enables the Fastrack VS to communicate with peripheral devices such as fixed disk drives, VTRs, CD-ROM drives, etc. Each kind of device requires a different driver. Device driver programs are stored on a PC's fixed disk and are loaded into memory at boot time.

DISK ARRAY

Two or more disks grouped together to appear as a single disk to the host system.

EEPROM

An acronym for Electrically Erasable Programmable Read Only Memory. These devices can be erased instantly.

EMBEDDED

With reference to operating system application and utility software, does not require additional diskettes.

EPROM

An acronym for Erasable Programmable Read Only Memory. These devices can be erased by placing them under an ultraviolet light for several minutes. They can then be reused.

HOST

A microcomputer in which a host adapter is installed. The host uses software to request the services of the host adapter in transferring information to and from peripheral devices attached to the SCSI bus connector of the host adapter.

IBM PC AT COMPATIBLE

Any computer system that emulates exactly the IBM PC AT and that uses an ISA backplane bus.

I/O

Refers to an operations, program, or device whose purpose is to enter data into or to extract data from a computer.

ISA

Industry Standard Architecture expansion bus. A type of computer bus used in most PC's. ISA enables expansion devices like network cards, video adapters and modems to send data to and receive data from the PC's CPU and memory 16 bits at a time. Expansion devices are plugged into sockets in the PC's motherboard. ISA is sometimes called the AT Bus, because it was originally introduced with the IBM PC-AT in 1983.

MULTITASKING

The execution of commands in such a way that more than one command is in progress at the same time.

PLUG AND PLAY (OR PLUG & PLAY)

A standard, pioneered by Microsoft and endorsed by industry leaders. This standard hopes to address the problems of adding I/O adapters to a PC computer system. Adapters designed to the Plug and Play standard will self configure, and automatically resolve system resources such as interrupts (IRQ), DMA, port addresses, and BIOS addresses.

PORT I/O ADDRESS

A window through which software programs communicate commands to an installed host adapter board. The commands are communicated 8 bits at a time.

PROM

An acronym for Programmable Read Only Memory. This is a version of a ROM that is programmable.

RAID

Redundant Array of Inexpensive Disks. The term coined in 1987 by researchers at the University of California at Berkeley to describe a series of redundant architectures used in fault-tolerant disk arrays (RAID levels 1 through 5).

REDUNDANT

A duplicate disk or component that provides a recovery path in case of a failure.

ROM

An acronym for Read Only Memory. This is generally a chip on a computer or I/O card with software programmed inside of it that controls some function or functions

SCSI (SMALL COMPUTER SYSTEMS INTERFACE)

A PC bus interface standard that defines standard physical and electrical connections for devices. SCSI provides a standard interface that enables many different kinds of devices, such as disk drives, magneto optical disks, CD-ROM drives, and tape drives to interface with the host computer.

ADAPTER OR ADAPTER BOARD

The term used by manufacturers for boards that plug into the slots on a personal computer for such functions as networking, video output, disk control, and communication with modems or printers.

ADDRESS

In general, where a person or computer expects to find or deliver a particular piece of information. Depending on the context, that location can be an e-mail address, such as <u>service@editware.com</u> that specifies how electronic mail can be sent to a person or organization. The location might be an IP (Internet Protocol) address, such as "127.127.127.127," that specifies the routing of messages to hosts within the Internet or a local network. The location might also be a Web address or Uniform Resource Locator (URL), such as "http://www.editware.com" that specifies a location on the World Wide Web. Finally, that location might be a memory address, such as "120," that specifies the location of the connection between a processor and an adapter or network connection.

APPLET

A small program that performs a limited function on your computer, particularly a program of this type that gets automatically downloaded from a host computer to accomplish some task you've requested. For example, an applet might display a movie or query an airline database.

ARCHITECTURE

The term architecture can refer to either hardware or software, or to a combination of hardware and software. The architecture of a system always defines its broad outlines, and may define precise mechanisms as well. An open architecture allows the system to be connected easily to devices and programs made by other manufacturers. Open architectures use off-the-shelf components and conform to approved standards. A system with a closed architecture, on the other hand, is one whose design is proprietary, making it difficult to connect the system to other systems.

ARP (ADDRESS RESOLUTION PROTOCOL)

A TCP/IP protocol used to obtain a nodes physical address when only its logical IP address is known. An ARP request with the IP address is broadcast onto the network, and the node with that address responds by sending back its hardware address so that packets can be transmitted

BANDWIDTH

The rate at which data is--or can be--sent across a particular connection or pathway. In practice, the bandwidth for digital systems is equivalent to the maximum transfer rate in bits per second, although technical differences between the two exist. When it comes to the Internet, you generally pay more for hardware or connections with higher bandwidth. But the cost may be worth it if you need short transmission times or if you must regularly transfer large amounts of data.

BPS (BITS PER SECOND)

The rate at which information is sent to a peripheral device or through a communications system, measured in binary digits (1s and 0s) per second. Typical rates range from less than 100 to many billions of bits per second. Unfortunately, the abbreviation "bps" is sometimes also used for bytes per second--so you may have to examine the context to know which meaning is intended.

BROWSER

The program you use for viewing pages and navigating from page to page on the World Wide Web and similar webs within organizations. The best-known examples are Netscape Navigator and Microsoft Internet Explorer, but many others exist-including some text-only browsers, such as Lynx, for systems that don't support graphics.

CACHE

A small, fast area of memory where parts of the information in main, slower memory or disk can be copied. Information more likely to be read or changed is placed in the cache, where it can be accessed more quickly.

ETHERNET

A Local Area Network (LAN). Data is broken into packets. Packets are transmitted using the CSMA/CD algorithm until they arrive at the destination without colliding with any other. The first contention slot after a transmission is reserved for an acknowledge packet. A node is either transmitting or receiving at any instant.

FILE SERVER

A computer, disk system, or other type of storage system that saves and retrieves files for other computers on a network.

FTP (FILE TRANSFER PROTOCOL)

An abbreviation for "File Transfer Protocol," an Internet standard for transferring files between computers and, by extension, both the process of doing so and the system of programs that request and supply such transfers

GIGABIT

Literally, a billion (1,000,000,000) bits. However, in most computer contexts, each thousand is replaced by a binary thousand equal to 1024, which is 2 to the 10th power. So a gigabit is usually taken as 1024 * 1024 * 1024 or 1,073,741,824. You are likely to run into the term in the number of bits per second transmitted across high-speed optical links.

GIGABYTE

Literally, a billion (1,000,000,000) bytes. In most computer contexts, each thousand is replaced by a binary thousand equal to 1024, which is 2 to the 10th power, so a gigabit is usually taken as $1024 \times 1024 \times 1024$ or 1,073,741,824. However, some disk-drive makers use the smaller exact decimal value in order to claim a larger number of gigabytes of disk capacity.

GUI

Pronounced "gooey". A style for presenting program choices using graphic elements rather than just strings of text. Two of the better-known examples include the Macintosh and Windows user interfaces. The acronym stands for "graphical user interface". According to most users, GUIs are easier to learn and use than the older "command line interfaces" (CLIs). But some power users say the tradeoff is less powerful commands, more system resources occupied with presentation rather than processing, and less command flexibility. Almost all GUIs for computers use a full "WIMP" (windows, icons, menus, pointing device) configuration. But more specialized devices, such as video equipment or handheld organizers, often use a more simple "point-and-shoot" implementation.

HYPERLINK

A connection point within a document that viewing or browsing software can use as a pointer to another document or another point in the same document. In most designs, you activate the hyperlink by clicking on it or selecting it. In the "HTML" format used for the World Wide Web service, the starting points for hyperlinks are called "anchors," and are marked by color and underlining for text or by a colored outline for graphics.

HYPERTEXT

A document system that provides multiple pathways through the contents that the user can select and follow, rather than simply presenting material from beginning to end. Links can lead to other documents, other sections of the same document, or to alternate views or further details that wouldn't ordinarily be visible. In the form used by the World Wide Web, hypertext links are represented by underlined words and

phrases that you can click on with a mouse or select using the tab or arrow keys and the return key.

ICON

A stylized picture that stands for a program, document, or operation. In most computer systems and application programs, clicking on or otherwise selecting an icon brings up its corresponding document or program.

INTERNET

The total worldwide collection of connected networks that exchange messages though a common protocol and common addressing scheme defined by the various committees affiliated with the Internet Society. Roughly, that's any network that has e-mail (electronic mail) addresses formatted as "username@dominate" and that can exchange messages with all other networks using that format. No person or organization owns or runs the Internet, and there is no headquarters or master control. Similarly, rather than get an account on the Internet or connect to the Internet itself, you get an account or connection from one of the organizations or companies that is currently connected to the other organizations that make up the Internet.

The current form of the Internet grew out of a project created by the U.S. military to link scientific laboratories and defense installations in a network that would survive an atomic war. Along the way, the Net's development was shaped by the Unix-to-Unix copy system for forwarding electronic mail that became popular in universities in the 1960s. The next stage added links to general users at universities and at the research departments of commercial enterprises. Finally, in the early 1990s, the Internet was opened up to full commercial traffic and open public access through Internet Service Providers.

INTRANET

A network inside an organization, particularly one based on the same TCP/IP (Transmission Control Protocol/Internet Protocol) standards as the worldwide Internet, and therefore one that allows you to use standard Internet "clients," "servers," and utility programs. Many large companies and organizations are rapidly changing over many of their internal networks to this style of communication. In fact, Netscape Corp. makes most of its income from selling its tools for intranet use rather than for the more visible applications on the Internet.

IP ADDRESS

The unique 32-bit number assigned to each host computer on the Internet, or a similar number for each machine on a similarly-designed internal "intranet." Interpreted correctly, the bits specify the class of network and its number, as well as

the subnetwork that specifies a particular machine or group of machines. When you send a message using a Domain Name System (DNS) address, the DNS servers on your system translate it to an IP address for actual message routing and delivery. To make it easier for humans to work with IP numbers, they're generally written in "dotted decimal notation" showing four decimal numbers between 0 and 255 separated by periods.

BAUD RATE OR KBPS (KILOBITS PER SECOND)

A measure of the speed at which data can be transferred across a communications link or among the parts of a system. In this context, kilo is almost always taken to mean a binary thousand equal to 2 to the 10th power or 1024.

LOCAL AREA NETWORK (LAN)

A connection between multiple computers intended to allow the individual stations to share resources and exchange files. By local, most people mean a network used at a single office, building, or group of buildings using direct connections rather than a common carrier or private communications system. Local-area networks (LANs) can be classified by how they encode data for transmission, that is, whether baseband or broadband; how they regulate the flow of data, that is, by token, carrier sense with or without collision detect; or their topology, that is, star, ring, or bus.

Most LANs are confined to a single building or group of buildings. However, one LAN can be connected to other LANs over any distance via telephone lines and radio waves. A system of LANs connected in this way is called a wide-area network (WAN).

Most LANs connect workstations and personal computers. Each node (individual computer) in a LAN has its own CPU with which it executes programs, but it is also able to access data and devices anywhere on the LAN. This means that many users can share expensive devices, such as laser printers, as well as data. Users can also use the LAN to communicate with each other, by sending e-mail or sharing data files.

LOG-IN

The process of telling a computer or system that you want to start a session. In most cases, that means getting the computers attention, usually by typing return on a local system or making a dialup connection to a remote system, then responding to the ensuing dialogue with your username and password.

MEGABYTE

Literally, a million (1,000,000) bytes. In most computer contexts, each thousand is replaced by a binary thousand equal to 1024, which is 2 to the 10th power. So a

megabyte is taken as 1024 x 1024, or 1,048,576 bytes. However, many disk-driver makers have recently taken to using the smaller decimal megabyte so they can claim a larger drive-size number. For example, a disk drive that had been specified as 850 megabytes using the binary megabyte suddenly jumps in size to 891 megabytes using the smaller megabyte value.

MPEG

A standard for compressing and decompressing video and other moving images. The MPEG standard allows for slight losses in what should be unimportant picture detail in return for smaller compressed file sizes and faster processing. In addition, this method calls for the removal of any "redundant" information that's repeated in successive frames. Technically, it provides both "intraframe" and "interframe" compression. However, even at small image sizes and typical compression factors of more than 20, MPEG files representing video images usually require from hundreds of kilobits to many megabits of information per second. That means you typically let an MPEG file download for many minutes or even hours, and then get to see a few seconds of tiny video.

JPEG

NETWORK INTERFACE CARD (NIC)

A expansion board you insert into a computer so the computer can be connected to a network. Most NICs are designed for a particular type of network, protocol, and media, although some can serve multiple networks.

PACKET

A "chunk" of data that's created by chopping a message into small blocks and adding routing and control information. The packets can then be sent independently and re-assembled at the destination into the message. Almost all high-speed digital communications links use packet technology, and it's the basis for the Internet's TCP/IP (Transmission Control Protocol/Internet Protocol) communications standard.

PORT

A connector provided on a computer for passing data and control signals to and from a peripheral device. Fastrack, for example, include serial ports where you can plug in peripheral devices such as VTRs and Video servers..

RAID

Short for Redundant Array of Independent Disks, a category of disk drives that

employ two or more drives in combination for fault tolerance and performance. RAID disk drives are used frequently on servers but aren't generally necessary for personal computers.

SERVER

In general, a computer station on a network that handles special chores, such as disk storage, printing, or communications. A dedicated server handles only its special chore. In other cases, a personal computer can be used as a server while still being accessible as a workstation.

TCP/IP

A suite, or set, of protocols that specify the system of communication used for the Internet. Although originally an outgrowth of protocols for Unix computers, TCP/IP has been implemented on most desktop and larger computers. Because of the success of the Internet in the last few years, many internal networks are switching to TCP/IP.

WIDE AREA NETWORK (WAN)

A computer network that spans a relatively large geographical area. Computers connected to a wide-area network are connected through telephone lines, leased lines, frame relay or radio waves. Several LAN's connected together make up a WAN.

WWW (WORLD WIDE WEB)

The Internet's distributed system of pages, documents and hyperlinks between these items that you access through a Web browser program--but if you're reading this on the Web you probably know that already, since that's the tool you used to get here. The WWW was originally started as a text-based system for making documents at the CERN particle physics laboratory in Switzerland more accessible, and then later received a boost with the development of the Mosaic point and click browser at the University of Illinois. More recently, the Web has mushroomed into the Internet's largest and fastest-growing service.

ACCESS RATE

The speed, in bits per second, at which data is transmitted between the end user and a network.

P.A.L. (PHASE ALTERNATE LINE)

A system for color television broadcasting used in parts of Europe. Not compatible with the U.S. NTSC system.

N.T.S.C. (NATIONAL TELEVISION SYSTEM COMMITTEE)

A 525-line color video signal whose frequency spectrum extends from 30 Hz to 42 MHz. Considered the industry standard in the United States and several other countries, as opposed to PAL or SECAM, which are considered foreign standards.

SECAM

The color TV system used in France, the former Soviet Union, and Eastern European countries. Incompatible with the world's other two systems - PAL and NTSC.

BANDWIDTH

A measure of use or capacity. How much information can be transmitted within a signal or range of frequencies. Usually expressed in Hertz (Hz), which is one cycle of a wave per second. At most, 2 digital bits can be transmitted per Hertz, however most transmissions are not as efficient.

ACCESS TIME

Amount of time a storage device needs to perform a read or write operation

BUFFER

A temporary high-speed storage area, or a program routine, used to compensate for a difference in rate of flow of data, or the difference in timing of events. An example is the rate of data transfer in a high-speed bus, or in RAM, is much higher than the transfer rate of a hard drive or CD-ROM drive. To allow the bus, or CPU to go on to the next task, instead of pausing, data is transferred into a buffer, or cache area, until the device is or event is ready for it.

BYTE

Normally a group of 7 or 8 bits operated on as a unit in a computing environment. Usually represents a character or numeric value.

CONTROLLER

A device that normally manages the operation of a peripheral, I/O device, system or subsystem.

FLASH RAM

High speed **Random Access Memory** that can hold information loaded until such time that it is changed, usually by means of a software configuration utility. Used to store most computer system and Controller BIOS setup information.

IRQ

IRQ stands for *Interrupt Request*. An IRQ is the means by which the CPU keeps track of installed devices within a computer system. Older systems used hardware IRQ's and were limited to 15 for the entire system. Today's more advanced Plug-n-Play systems use "Virtual IRQ's" which are configured by the operating system which allow for the installation of additional devices.

PCI

Peripheral Component Interconnect This interface was adopted by the PC industry and was designed to eventually replace the ISA bus. As bandwidth requirements on the systems increase the PCI interface is also able to keep up. Originally designed as a 32bit interface is now available in both 32 and 64 bit interfaces with speed capabilities of 33 and 66 MHz with 132MHz theoretically possible. Theoretical Bandwidth for the 33MHz is 132MB/sec and 66MHz is 512MB/sec. (Due to variations in PCI implementation achievable bandwidths are lower.)

PLUG AND PLAY (OR PLUG-N-PLAY)]

A standard, pioneered by Microsoft and endorsed by industry leaders to address the problems of adding adapters and peripherals to PC compatible computer systems. Adapters designed to support the Plug and Play standard will self configure, and through the system BIOS, automatically resolve system resources such as interrupts (IRQ), DMA, port addresses, and BIOS addresses. (Note: For full Plug-n-play support, the system BIOS must provide Plug-n-Play support or "extensions" in order to properly configure the device to be installed.)

QWERTY

The standard keyboard layout. The term is derived from the sequence of the first six keys in the first row of alphabetic keys.

RAM

RAM is the acronym for **Random Access Memory.** RAM is a high speed data storage medium from which computer programs are run and from which the system processor accesses the information it needs. This type of memory is also called volatile memory as it requires power to retain the information stored.

ROM

ROM is an acronym for **Read Only Memory.** This is a type of memory that is used to provide storage for a small program or information which is Read only. This type of memory device is also called "Non-volatile memory" as it does not require power to retain the information stored within.

SCSI SCSI (PRONOUNCED SCUZZY) IS THE ACRONYM FOR SMALL COMPUTER Systems Interface.

SCSI is an interface standard that provides the means to connect devices to computer systems. There are many different SCSI devices such as, disk drives, magneto optical disks, CD-ROM drives, tape drives as well as scanners to interface to the host computer via a SCSI host adapter. SCSI devices may normally be either internal or external. The internal devices will have either a 50 pin or 68 pin flat ribbon cable. External cables will have 25, 50 or 68 pins.

Timecode updates with status every frame.

Port server communication

Delete =	shift/lo	ad/f1	
Clear =	clear		
To head of hot	Clip	=	goto
To tail of hot C	lip	=	shift/goto
Delete event	=	event	/clear
Edit marker mo	ode	=	shift/cfg
Go to positione	ər	=	srch