



*Super Edit™ TECH NOTE
VPE Version 8.7A and later
DPE Version 2.1A and later*

Sony MAV-555 Video Disk Recorder

CONTROL:	Direct
PRE-READ:	Only MAV-555 V2.1 or later.
CAPACITY:	About 9 hours, 40 minutes at 30Mbps with 16-bit audio on 18GB drives.
VTR OPTIONS REQD:	BKMA-505 control panel. BKMA-510 I/O processor board, which allows the unit to function as one dedicated recorder for ingesting material along with one recorder and one player for editing.
CABLES REQD:	Black Reference or BARS to REF IN
EDIT TIMING ACCURACY:	The Editor can adjust IN and OUT times. Audio/video times are trimmed with a single adjustment.
EDIT MODES:	Insert / Assemble
AUDIO SELECTION:	A1, A2, A3 and A4.
MOTION CONTROL:	Jog: Approximately 2 frames per revolution of jogger. Var: From -314% to +314% of play speed from editor. Shuttle: Max shuttle speed settable on device.
PROGRAMMED MOTION:	Yes. Program motion provides higher resolution near play speed through program Play. The standard 1% increment using Program Play is available from 85% through 115% range of play speeds through PEGs.
E-E PREVIEW:	With appropriate settings on the MAV, allows internal E-E switching.
VTR PROM LEVEL:	V2.0 or greater
SUPER EDIT SW:	V8.7A (VPE), V2.1A (DPE) or later.

CONNECTIONS

To control the R1P1 record/playback pair, connect a 9-pin RS-422 control cable from the IN2 (P1) on the MAV to the proper port on the editor.

To control the P2 player, connect a 9-pin RS-422 control cable from the IN4 (P2) on the MAV to the proper port on the editor.

The two 9 pin ports IN1 and IN3 are not currently used for editor control.

SETUP MENU SETTINGS

There are many settings that may need to be changed depending upon how the device is used. The settings listed below affect editor control. Settings listed with “as required” should be made according to individual preferences.

MENU #	DESCRIPTION	SETTING
12	DF MODE	As required
13	PB/EE SEL P1	PB or as required
14	PB/EE SEL P2	PB or as required
19	OPE CONFIG	BE
102	SHUTTLE MODE	Mode1 or as required
105	SYNCHRONIZE	OFF
106	MAX SHTL SPD	X32
107	MAX JOG SPD	X4
108	AUTO EE SEL	STOP or as required
109	ENFORCED EE	ON or as required
110	REMOTE EE	ENABLE or as required
317	PANEL R PORT	R1/P1 or as required
352	REC INHI R1	OFF or as required
353	REC INHI R2	OFF or as required
401	AFTER CUE UP P1	STILL
402	AFTER CUE UP P2	STILL
404	AFTER ULOAD P1	BLACK
405	AFTER ULOAD P2	BLACK
633	TCG MODE R1	As required
634	TCG MODE R2	As required
636	VITC SEL R1	OFF or as required
637	VITC SEL R2	OFF or as required
642	TC REPLAC P1	OFF or as required
643	TC REPLAC P2	OFF or as required
670	LTC SEL R1	SysTC or as required
671	LTC SEL R2	SysTC or as required
797	V EDIT PREV	INT or as required
824	A EDIT PREV	INT or as required

OPERATION

Operation of the MAV-555 with VPE editors is similar to a VTR. The MAV will function as a VTR would, including jogging and slow motion.

On DPE editors, assigning a MAV555 protocol to a source will activate special functionality. **Double clicking** on the source in the Mark Table, or selecting the source in the Mark Table and pressing **[ASSGN]** on the keyboard (normally assigns a reel name), will bring up a Clip selection dialog.

All Clips currently available on the MAV will be listed in the dialog. If a Clip is currently loaded on that channel of the MAV, it will be highlighted in the dialog. The statistics for the selected Clip are displayed at the bottom of the dialog. You can select a different Clip in the usual manner such as by using the mouse or the arrow keys. Doing so will immediately unload the previous Clip and load the newly selected Clip. The dialog sends a still command upon loading new Clip to allow viewing of the first frame of the Clip.

At the very bottom of the dialog are transport buttons you can use to browse the currently loaded Clips when you load them. Rewind, Stop, Play and FFwd are available.

Pressing the **[Rename]** button will bring up a dialog that allows you to rename the currently selected Clip. Clip names can be any name up to 23 characters long. The first 6 characters of the Clip name will be used as the reel name in Super Edit, so be sure to name your Clips accordingly. ***Do not use spaces in the name.***

Pressing the **[OK]** button will cause the currently selected Clip to remain loaded on the MAV and the first 6 characters of the Clip name will be used to create a reel name in Super Edit. This reel name is loaded into the Mark Table for you.

Pressing the **[Cancel]** button will cause an abort of the dialog. If a Clip was loaded on the MAV when the dialog was called up, the currently loaded Clip will be unloaded and the original Clip will be loaded on that channel. If no Clip was loaded, no Clip will remain loaded when the dialog is aborted.

RECALLING EVENTS

When you RECALL an event to a MAV source in the Mark Table, and the MAV reel is not currently loaded, Super Edit will automatically search the MAV channel for a Clip name that has the same first 6 characters as the reel name being assigned to that source. If one is found, it will automatically load it onto the MAV channel. If not found, an error message is displayed which says "No Clip name matched this reel name."