



TECH NOTE
Super Edit NT Version 2.0D and later
DPE-500 Series only

J6 Jogger (used with K6 keyboard)

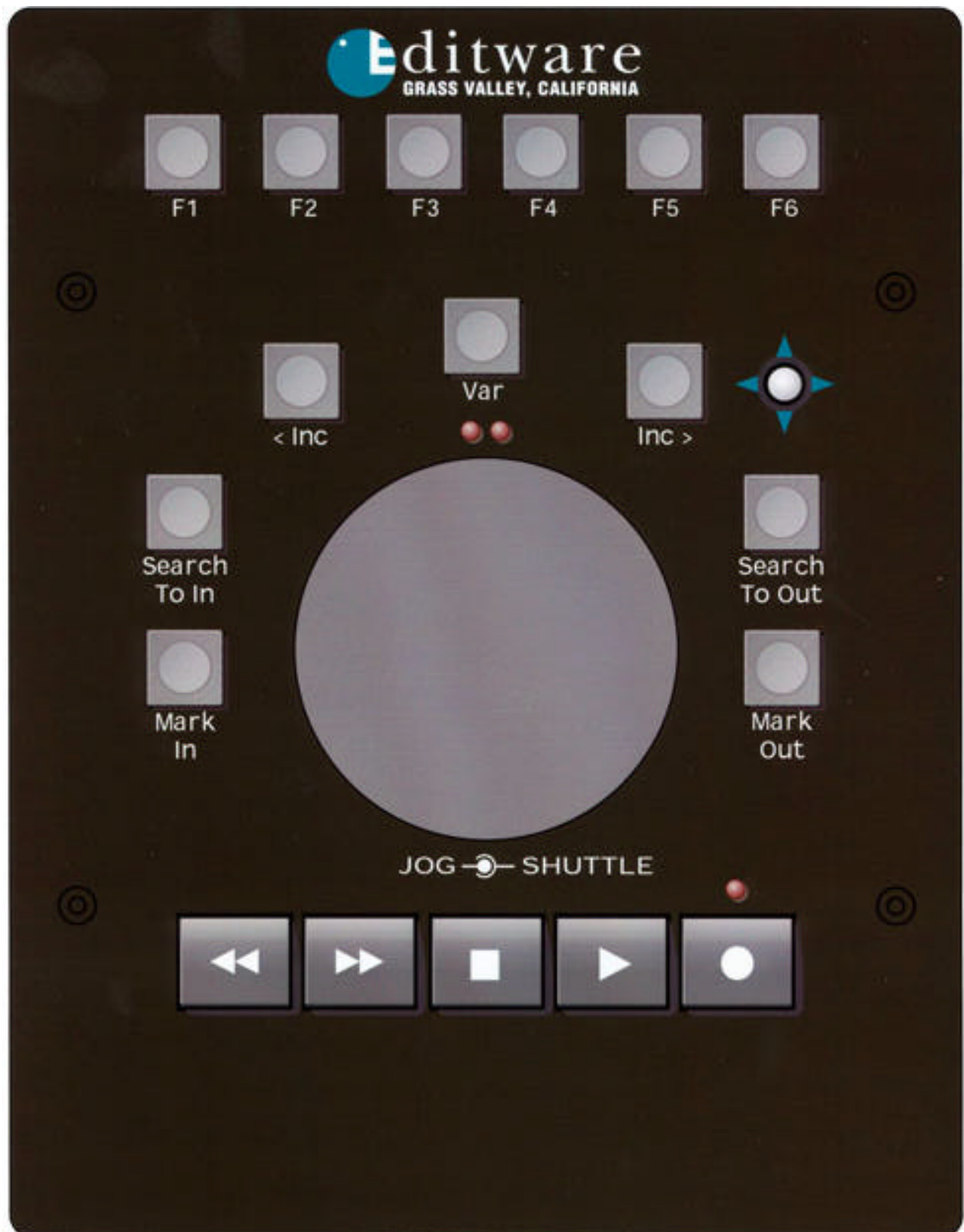
Introduction

This document describes the functionality of the J6 Jogger, now available for the DPE-500 Series edit systems. Detailed operations instructions for Super Edit are given in the Super Edit Operator's Guide.

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.

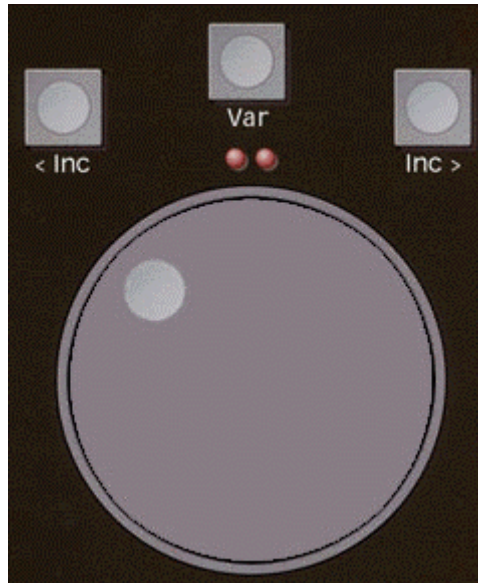
J6 Jogger Panel



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 Meter KBD extension cable, part # CB1005 to extend the distance. There are no adapters required. Optionally, you can use the spare RS-422 connection provide on the Console Extender (KT1019) Keyboard, mouse, monitor extender option if available.
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.

J6 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-by-frame, 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 **←** or **→** 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.

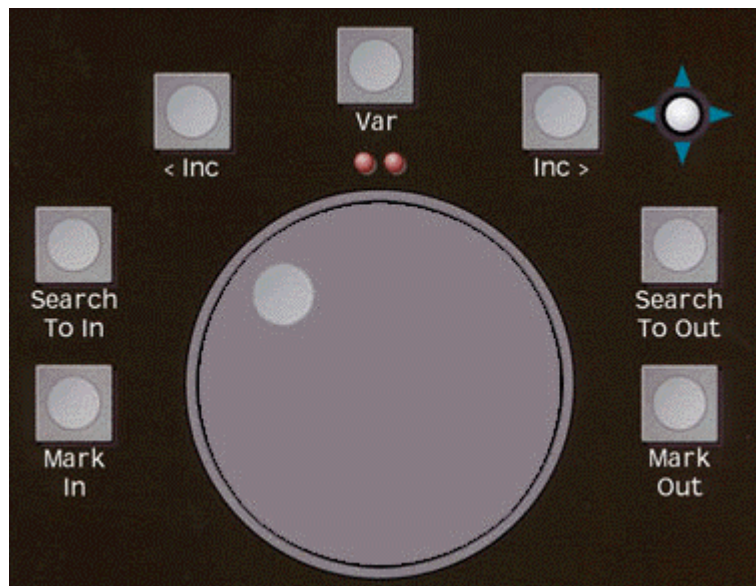
An answer of **NO** will bring up an additional dialog, which prompts:

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 incrementation.

DOWN = Each press increments the selected device backwards by 1 frame. Maintaining it pressed continues the frame incrementation.

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 and 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.