



Fastrack Pre-Release Notes Version 4.2

This document covers changes made to Fastrack since 4.1.x14

Due to the descriptive graphics included, these TechNotes are best displayed and printed in color. Thanks to all who reported problems, and to those who suggested improvements or new ideas.

Added 4.2.x28 – 03/29/06

1. **ALL – Split Dialog Graph** – We have added a graticule along the left side of the Audio Channels Graph, which can be used as a “reference” when adjusting the audio levels. This display now approximates the current physical position of the fader on the mixer.
2. **ALL – Split Dialog** – We have added a '**Reset All**' button to the Split Dialog that resets all levels, all Split-In and Split-Out points, and all ramps for all active audio channels.

The individual channel resets i.e. 'Reset A1', 'Reset A2'...etc., now reset all levels, all Split-In and Split-Out points, and all ramps for the selected audio channel.

3. **ALL –Yamaha Mixers** – If you manually move the faders on the mixer, the Fastrack source keys no longer control the faders you moved. This is a “feature” of the Yamaha mixers. Press [**ALLSTOP**] to regain editor control of these mixer faders.

Added 4.2.x27 – 03/28/06

4. **PROFILE – Make Movies 1** – The permanent solution has been added to the problem described in item # 3 of 4.2x25.
5. **PROFILE – Make Movies 2** – If a clip started just prior to the 1st dissolve, and the dissolve started within the 15 frame head buffer, the Movie created would be the wrong size by up to 15 frames. This has been fixed.
6. **ALL – Out Follows In / No Out Effect** – The 'No Out Effect' checkbox in the Event dialog and the 'Out Follows In' checkbox in the Effects Dialog now work in parallel to each other. When you check 'No Out Effect' in the Event Dialog to eliminate the Out Effect of an open-ended Event, the Effect Dialog 'Out Trans' is set to “0” and the check box unchecked (and vice versa).

Added 4.2.x25 – 03/22/06

1. **ALL – Configuration Files** – A problem was found where the current **FTConfig.ini** would become “Read Only” if any **<configuration file name>.ini** loaded were Read Only. This made it impossible to make changes to the current FTConfig.ini. This has been fixed.
2. **ALL – FT Macros** – A problem where adding the [RECORD] command to a FT Macro would lock-out the manual use of the [RECORD] key has been fixed.
3. **PROFILE – Make Movies** – A problem where the “out handles” of a newly made Movie were not clipped off by Fastrack has been temporarily resolved. A permanent solution is forthcoming.

NOTE: If the last Event on the Timeline was entered into with a transition, it will automatically transition to Black at the Out-point. If you wish to eliminate this effect, in the Effects Dialog de-select “Out Follows In” and enter a value of “0”.

Added 4.2.x23 – 03/18/06

4. **ALL – Yamaha & D/ESAM Mixers** – During Preview and Recording with the Yamaha O3D, O2R, M-1000/2000 and O1V, and the D/ESAM 230, 400, 820 and 8000 mixers, source faders **can** follow the source channels selected on each source Event rather than the enabled channels of the Record Event.

Record VTR faders for Record Event channels NOT selected to record **can** remain open at the edit In-point to allow playback monitoring of those channels.

To enable this mode of operation, the **<mixer name>.MXR** file located in the current **C:\Fastrack\FTRuntime\Mixer** directory must contain the following line in the [Timing] section: **FaderSrcSel=1**. To return the to the earlier mode of operation, change this line to: **FaderSrcSel=0**.

5. **ALL – Yamaha Set Mixer Levels** – With Yamaha O3D, O2R, M-1000/2000 and O1V mixers, we have added the ability to monitor the audio level changes when in the SPLIT dialog and adjusting **[F2] Jog Value Rel**. The faders will now follow the jogger, and will not add new control points (key frames) to the Event.

If you have not physically touched the faders, press **[SHIFT][RESET]** to reset the affected faders to their default levels and positions.

6. **ALL – Learn Manual Audio Levels** – If you have manually modified the fader levels for an Event, and wish to use these new levels for the edit, press **[SHIFT][SPLIT]**. All current levels and keyframes currently part of this Event will be removed, and the current fader levels entered.

7. **ALL – Reset All Audio Levels** – With the Yamaha O3D, O2R, M-1000/2000 and O1V, and the D/ESAM 230, 400, 820 and 8000 mixers, press **[SHIFT][CTRL][SPLIT]** to reset all mixer audio levels to 0db for the current Event.

8. **LINEAR MODE – Audio Feedback** – We have resolved a problem with our Yamaha mixer and Sony BVW (and some other Sony VTR) protocols. When using these VTRs as recorders, recorder faders opening 1-frame before and/or staying open 1-frame after an insert edit would cause momentary feedback. Adjusting the **TransDelay=** setting in the **<mixer name>.MXR** file located in the current **FTRuntime/Mixer** directory would solve the problem for the In-point, but would might worsen the problem on the Out-point.

We have added a new timing value in the **<mixer name>.MXR** file; **OutDelay=<value>** to allow the Out-point fader timing to be adjusted independently of the In-point.

Added 4.2.x17 – 02/10/06

9. **ALL – New Fastrack Macros** – A new Macro application has been added to the Fastrack. This new implementation of Macros differs from the existing 240 Keyboard Macros in that; Fastrack Macros can be edited, saved, recalled, nested, have defined loops, and can be executed from within PEGS. See **TechNote 2** later in this document for additional information.

Added 4.2.x07 – 01/03/06

10. **ALL – Imported Split Edits** – A problem where split edits were not imported correctly from GVG EDLs has been fixed.

Added 4.2.x02 – 12/13/05

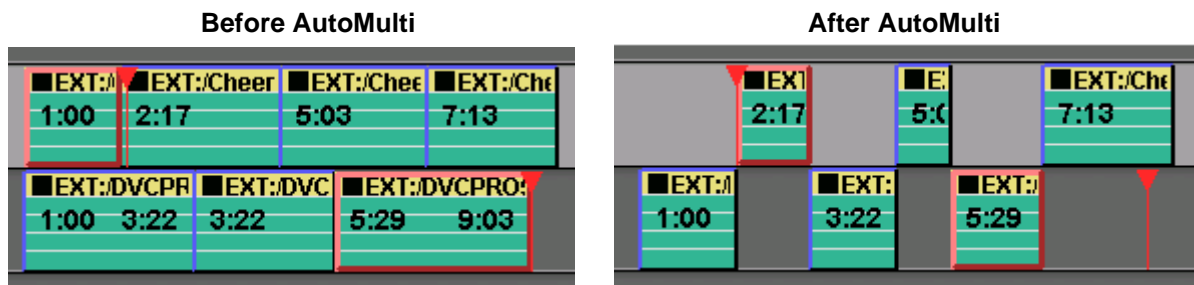
11. **ALL – MultiCam** – The INIT Page “Settings” item **MultiCam** has been changed to add the following optional choices:

		NumberOfMonitors	1	1=one monitor (default); 2=
016	Settings	MultiCam	Auto	Yes=Puts system in the M
017	Settings	LinkGangedTracks	No	6 Only - if selected chang
018	Settings	Ripple Auto Off	Yes	Yes=Automatically turns R
019	Settings	Pre-Read Auto Off	Auto	Yes=Automatically turns P

No: With this Setting item set to **No**, the MultiCam feature will be turned **off**.

Yes: With this Setting item set to **Yes**, the MultiCam feature will be turned **on**, and will function as described in the Fastrack Manual. The word “MultiCam” will be displayed in the status area of the screen. MultiCam can be assigned to a Shortcut Button.

Auto: With this Setting item set to **Auto**, the Multicam feature will be turned **on**. The word “AutoMulti” will be displayed in the status area of the screen. “AutoMulti” can be assigned to a Shortcut Button. When the MultiCam process is ended, all overlaps will be automatically removed.



If your Timeline was created using MultiCam set to **Yes**, you can remove the overlaps manually by pressing **[CTRL][ALT][8- DEL]** .

12. **ALL – Swap Pages** – By request, we have added the ability to swap entire 8 Track pages. Press **[CTRL][ALT]** and the Page # **[1-9]** that you wish to swap with the primary Page (0). You must have at least 2 Pages (16 Tracks) for this feature to work.
13. **ALL – L2D File Path** – By request, we have added the current L2D File Name and Path to the Version Dialog Window (default [F4]).
14. **ALL – Wipe Dialog** – By request, after a wipe pattern has been selected from the graphic display, the cursor automatically moves to the Transition In field awaiting a transition rate.
15. **ALL – Quick Speed** – A problem where only the first clip on a Track would respond to a Quick Speed command has been fixed.
16. **ALL – SeaChange** – We have added a new VDCP driver for the SeaChange Video Server. See **TechNote 1** later in this document for additional information.
17. **VDCP – Preview** – If a VDCP clip was loaded on one Track, and another VDCP clip from the same device was loaded immediately following on another Track, the second VDCP Event would not preview if the CTI was set directly between the two. This problem has been resolved.
18. **ALL – TVICH** – Two customers have reported a Windows Core Dump in recent software releases. While this is very rare, we did finally encounter our first one in the lab and traced it to the TVICH Application. This is a system-level third party program that controls the systems Sync Interrupt. We have made corrective changes, and would appreciate if you would report any further occurrences of this in V 4.2

TECHNOTE 1 – SeaChange VDCP Control Driver

INTRODUCTION

This document describes the connection and setup required for Fastrack to control the SeaChange Video Server with Louth VDCP protocol.

For additional information on Fastrack operations, consult the Fastrack Operations Manual.
For additional information on SeaChange Server operations, consult the SeaChange Operations Manual.

- Fastrack software Version 4.1R02 or later required.
- This interface was tested with SeaChange software version 3.0.033. Proper operations cannot be guaranteed with earlier versions of software.

CONNECTION

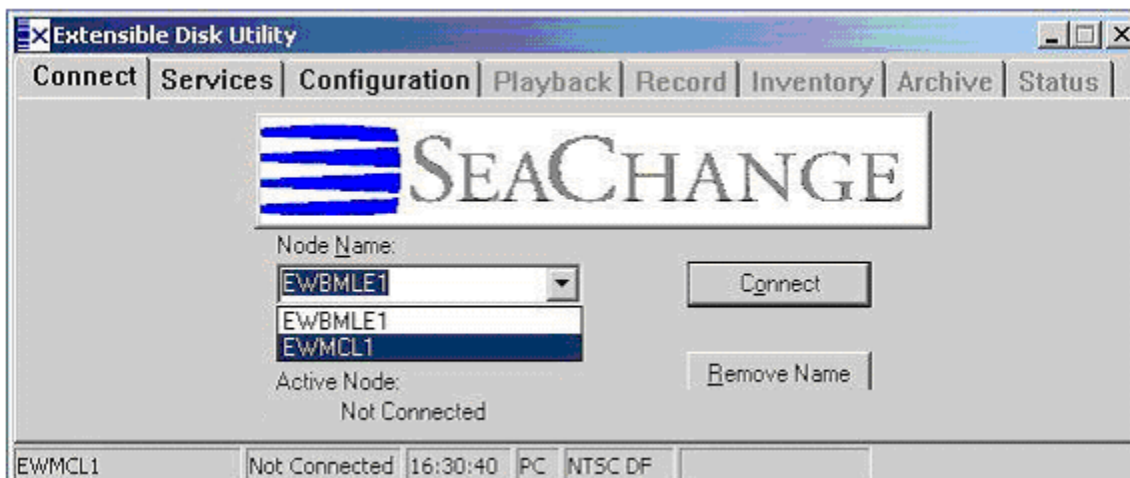
For a new system, when cabling up the various components of SeaChange, be sure to connect BOTH Ethernet cables from the MCL and BML to the switch.

A special cable is required to connect the Fastrack I/O ports to the SeaChange ports.

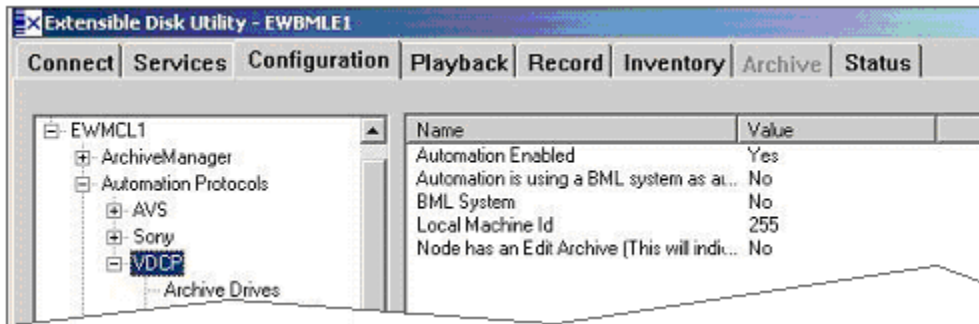
FASTRACK		SEACHANGE	
(Rx -)	2	(Tx -)	7
(Rx+)	7	(Tx+)	2
(Tx+)	3	(Rx+)	4
(Tx -)	8	(Rx -)	8

SEACHANGE SETUP

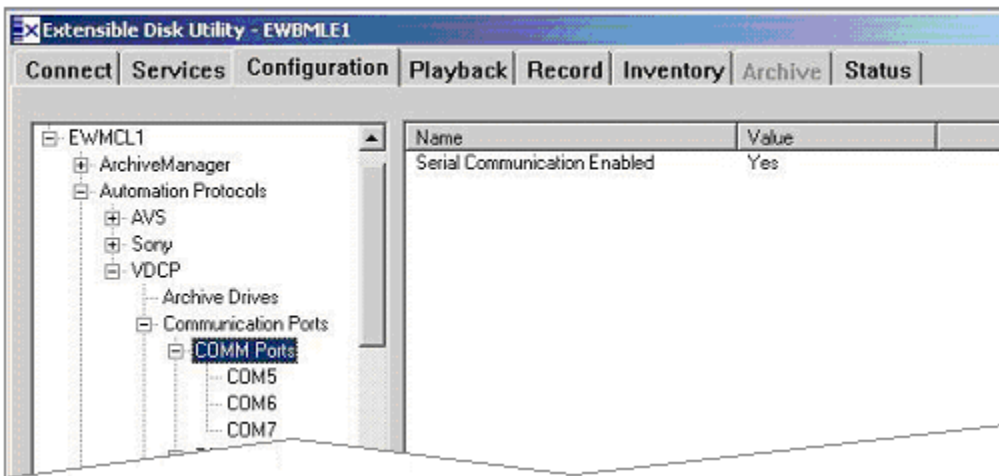
1. Double click the **ExdUtil** icon on the SeaChange PC window and connect to either Service.



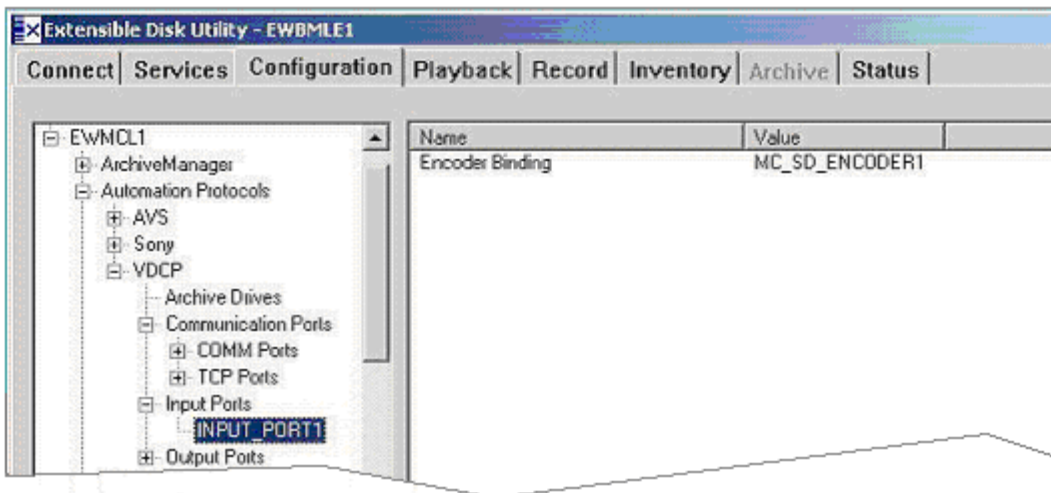
2. Select the MCL and the Configuration Tab and enable the **VDCP Automation Protocol**.



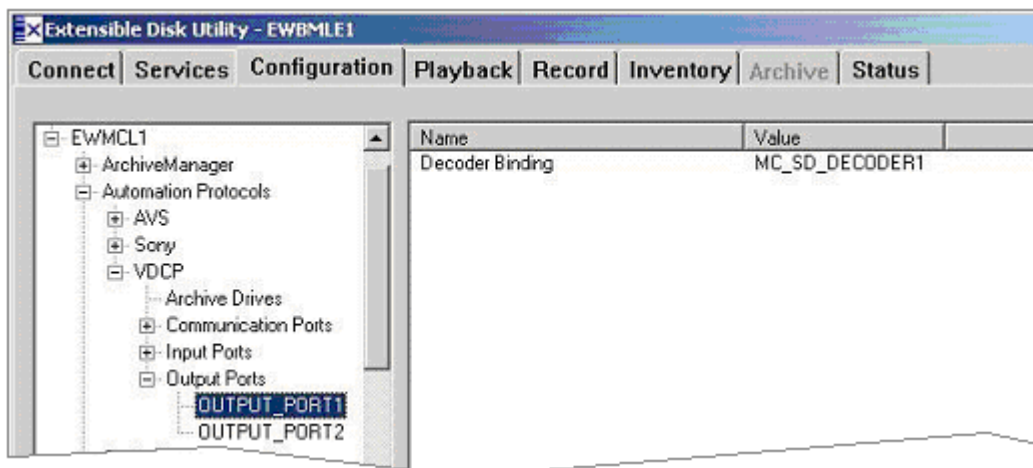
3. Select the VDCP **Communication Ports** that are to be used. (Ex: COM5, COM6, COM7) and enable **Serial Communication**.



4. Select the VDCP **Input Ports and Encoder Binding**.

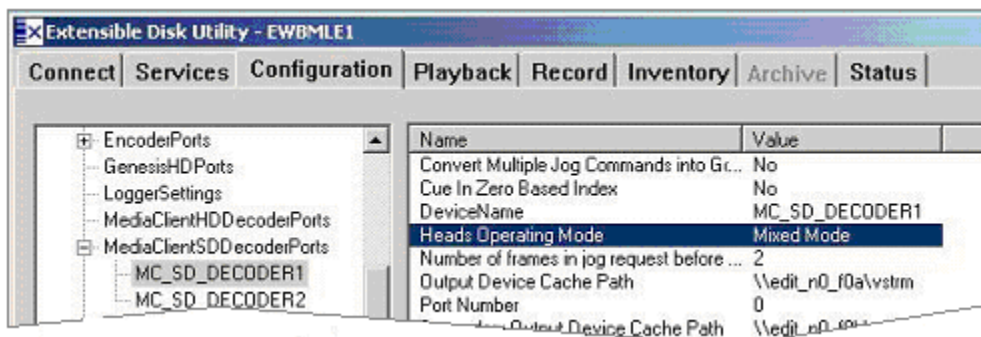


5. Select the VDCP Output ports and Decoder Bindings.

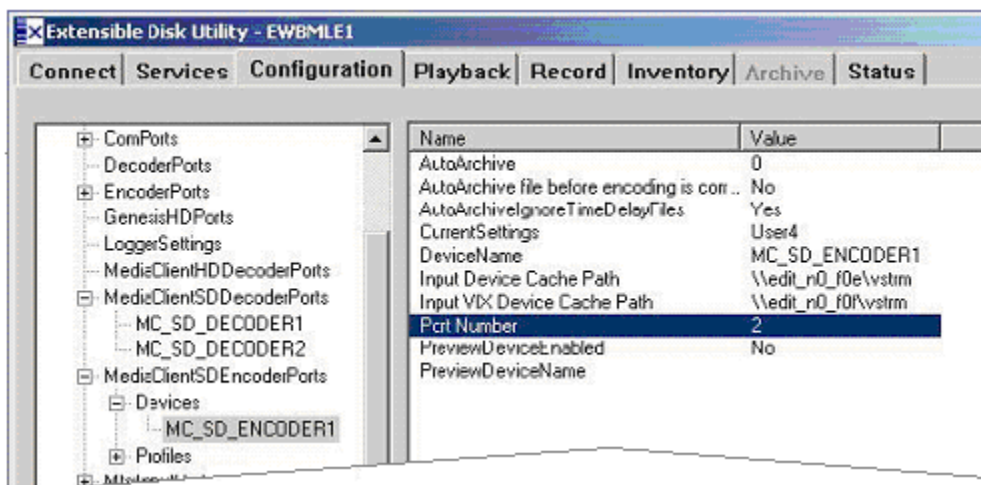


6. Select the MediaClientSDDecoderPorts and set the Heads Operating Mode to Mixed Mode.

If you can Play and Stop clips, but not shuttle them, then this item is probably set wrong.



7. Finally, set the port for the MediaClientSEncoderPorts.



FASTRACK SETUP

8. On Fastrack, press **[SHIFT][ASGN]** and assign the ports using **Class = VDCP_D** and **Device = Seachange**.

For ports that are Decoders (Players), the Device Name must contain the digit corresponding to the VDCP port to be controlled. In the example below, **SChange1**.

For ports that are Encoders (Recorders), the Device Name must contain the digit corresponding to the VDCP port to be controlled preceded by a minus (-). In the example below, **SChange Rec-1**.

Track	On	Device Name	Class	Device	Auto	Port	Pool	V-Switcher	
								Video	Sta
1	<input checked="" type="checkbox"/>	SChange Rec-1	VDCP_D	SeaChange	<input type="checkbox"/>	P1	dd	1	
2	<input checked="" type="checkbox"/>	SChange1	VDCP_D	SeaChange	<input type="checkbox"/>	P2	dd	2	
3	<input checked="" type="checkbox"/>	SChange2	VDCP_D	SeaChange	<input type="checkbox"/>	P3	dd	3	
4	<input checked="" type="checkbox"/>	Deko	CHARGEN	Deko	<input type="checkbox"/>	none		5	

Note: If the SeaChange stops responding, first try rebooting the MCL.

TECHNOTE 2 – Fastrack Macros

INTRODUCTION

A new Macro application has been added to the Fastrack. This new implementation of macros differs from the existing 240 Keyboard Macros in that; Fastrack Macros can be edited, saved, recalled, nested, have defined loops, and can be executed from within PEGS.

ACCESSING FASTRACK MACROS

Access to the Fastrack Macros has been added to the default Function Keys on button **[F3]**.

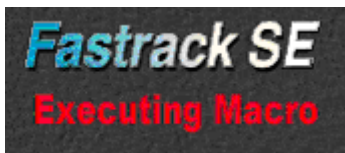


When you select **[F3]Macros**, Macro keys F1 through F14 are displayed.



- Pressing or clicking **[F1]-[F7]** triggers Fastrack **Macros 1 through 7**.
- Pressing or clicking **[SHIFT][F1-F7]** triggers Fastrack **Macros 8 through 14**.
- Individual Fastrack Macros are stored in C:\fastrack\fruntime\macros\ on the system hard drive.
- The number of Fastrack Macros is limited only by the amount of available memory on the system hard drive.
- Any 14 macros can be assigned to the F-Keys at one time.

Pressing a Macro F-Key executes the Fastrack Macro currently assigned to that F-Key. When pressed, the System Status display in the upper left corner displays **'Executing Macro'**.



The names of the Macros assigned to an F-Key are displayed when the mouse is hovered over the key.

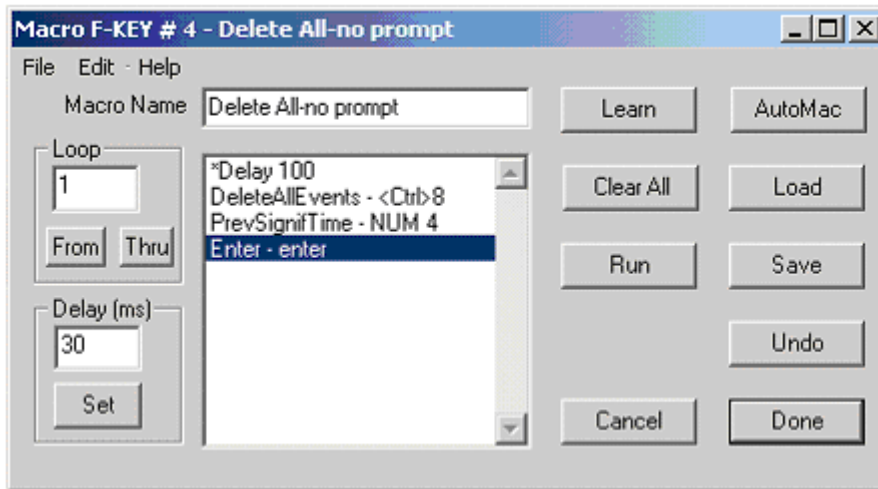


In the example above, Macro 4 is named "All Tracks" and Macro 11 ([SHIFT][F4]) is named "Delete all".

THE MACRO DIALOG

Opening the Macro Dialog

Press **[Ctrl][F1-F7]** to open the Macro Dialog for that F-Key.



- The Macro Dialog can be moved anywhere on either active screen.
- More than one F-Key Dialog can be displayed at one time.

The number of the F-Key and the title of the Macro are displayed in the title bar of the dialog.

Adding or changing the Macro Name

The Macro Name is displayed in the Macro Name field, and the list of the keystrokes in that macro (the Command List) is displayed immediately below that. The Macro Name can be changed by typing a new name in the Macro Name field.

Macro Dialog Functions

Learn – Press the ‘Learn’ button to learn initial Macro keystrokes commands or to add new keystroke commands to an existing Macro.

As keys are pressed on the K6 Keyboard, the commands are entered into the Macro Command List **below** the highlighted entry, but are **not** executed.

To enter all new Command keystrokes, press **Clear All** first.

When in the Learn mode, both the ‘Learn’ and ‘AutoMac’ keys legends change to ‘Stop Learn’. Press either ‘Stop Learn’ to exit the Learn mode.

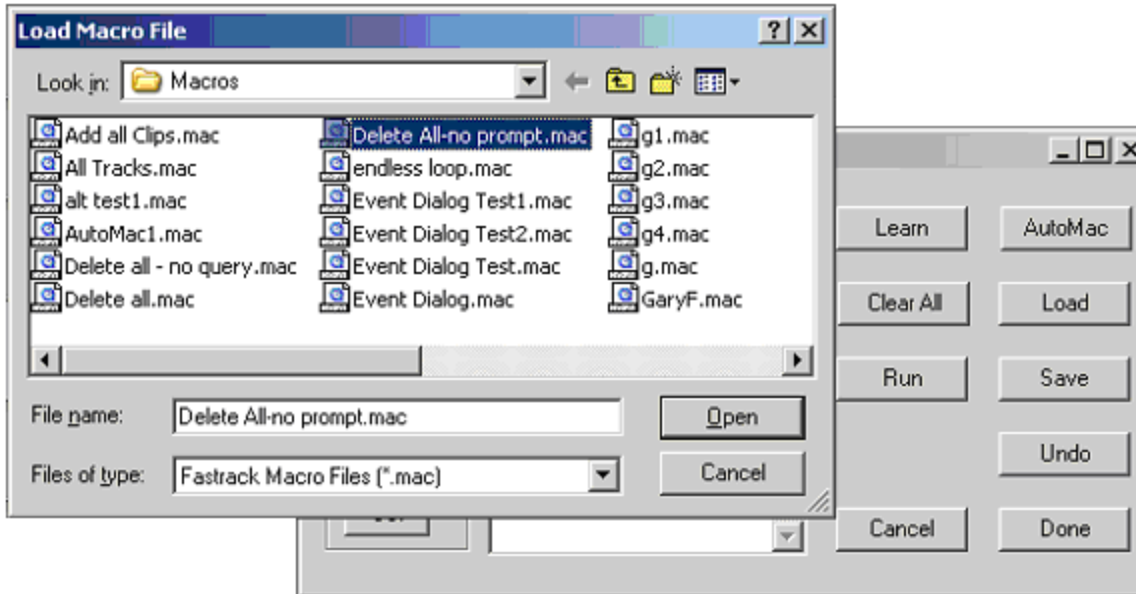
While in the Learn mode the title bar displays ***** LEARNING *****. The status display at the top of the Fastrack screen also displays **“Learning Macro”** in red letters.

AutoMac – The AutoMac function is similar to the Learn function, except that in the AutoMac mode as keys are pressed on the K6 Keyboard, the commands are entered into the Macro Command List and **are** executed.

When AutoMac is active, the title bar displays * * * **AUTOMAC LEARNING** * * *

Clear All – Press ‘Clear All’ to erase all keystrokes from the displayed Macro Command List.

Load – Press ‘Load’ to load a saved Macro from the hard drive.



The selected Macro replaces the current Macro and the new Macro Name is displayed in the Macro Name box.

Save – Press “Save” to save the current Macro to the hard drive. The Macro is always saved to the current FTRuntime\Macro directory. The .mac extension is added automatically. The Fastrack Message window verifies the name and the path of the file that was saved.

Undo – Press “Undo” to Reverse the last operation performed on the Macro Command List. Pressing “Undo” again will restore the Macro Command List to its original state (Redo).

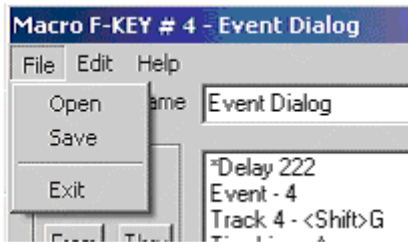
Run – Press “Run” to execute the current Macro Command List. The current macro can be run even if it has not been saved to the hard drive or assigned to an F-Key.

When a Macro is “Run”, the status area of the Fastrack displays ‘**Executing Macro**’.

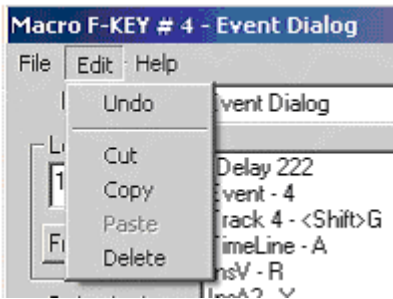
Cancel – Press “Cancel” to close the Macro Dialog and discard any changes.

Done – Press “Done” to assign the current Macro Command List to the selected F-Key.

File Menu - The two drop down File Menu items, **Open** and **Save** are the same as the ‘Load’ and ‘Save’ keys respectively as described above.



Edit Menu – All items in the Edit Menu are edit operations that affect selected items in the Macro Command List.



Undo – Reverses the last operation performed to the Macro Command List. Once selected, the item changes to “ReDo”, and selecting it again restores the original state of the Macro Command List. This item is grayed out if no previous operation had occurred. The Undo button in the Dialog works in the same manner.

Cut – Removes the highlighted keystrokes from the Macro Command List and puts them into the paste buffer. This item is grayed out if there are no keystrokes currently in the list.

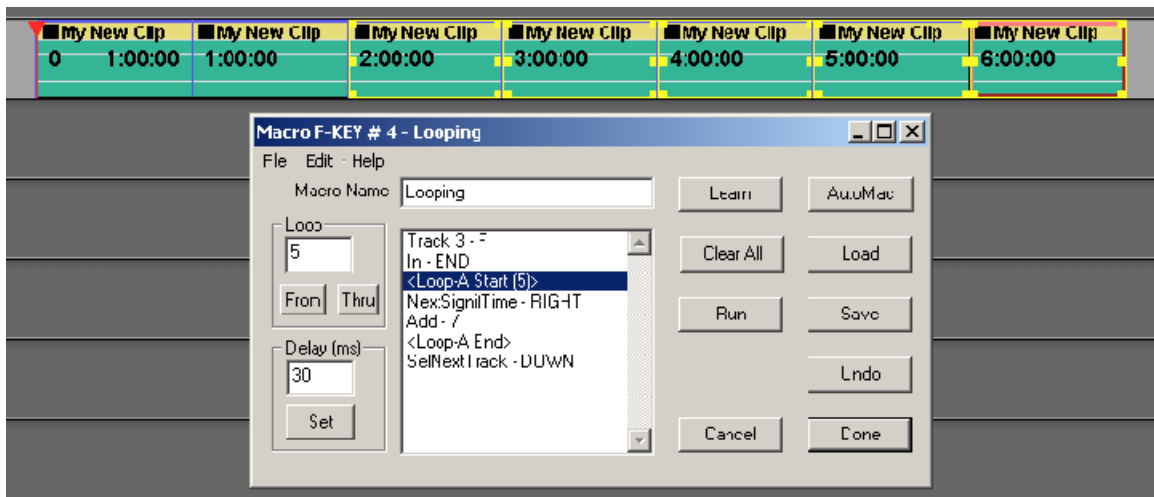
Copy – Copies the highlighted keystrokes from the Macro Command List into the paste buffer, but does not remove them. This item is grayed out if there are no keystrokes in the list.

Paste – Puts the keystrokes that are in the paste buffer (either cut or copied) below the highlighted key. It is grayed out if the paste buffer is empty.

Delete – Deletes the highlighted keystrokes from the Macro Command List, but does not put them into the paste buffer. This item is grayed out if there are no keystrokes in the list.

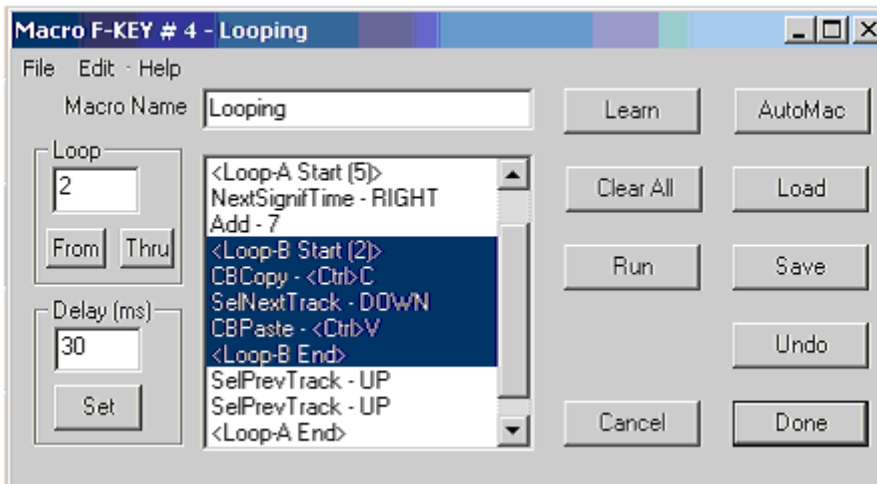
Help Menu – Selecting this item will access this document on-line.

Loop – The loop function is comprised of a Start Loop, the number of times to execute the loop, and the end of the loop.

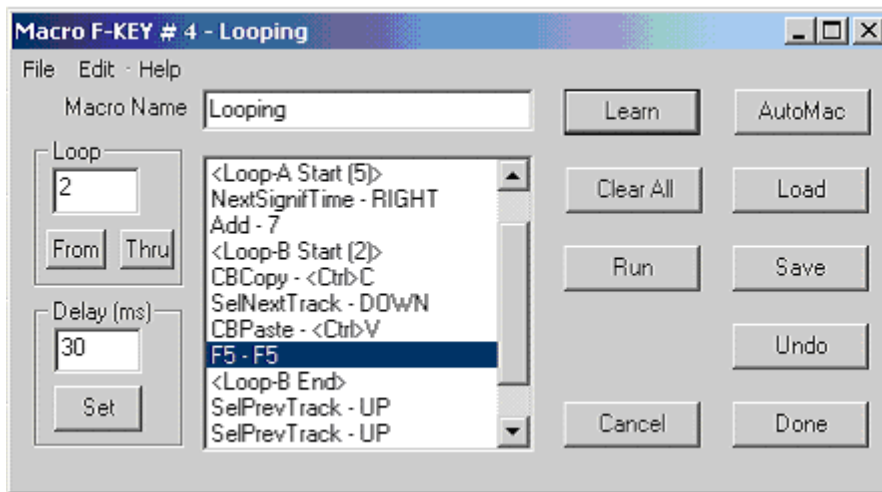


1. When specifying the loop, first enter the Loop Number. This is the number of times to execute this loop - 5 times in the example above.
2. Highlight the first keystroke in the loop and click 'From'.
3. Highlight the last keystroke in the loop and click 'Thru'. Note that the keystrokes will execute 1 time more than the loop number. For example, the keystrokes in Loop A will execute 6 times...once normally, and then loop 5 more times.
 - Each macro can have 99 loops.
 - There are no restrictions on how loops are made. For example; one loop can be completely inside of another loop, partially inside of another loop, or completely outside of another loop.

The diagram below shows Loop B entirely inside loop A.



Nesting Macros – Nesting is when one Macro calls another Macro from within itself. Calls to other Macros may even be within a loop as shown below. In the example below, each time the keystroke 'F5' is encountered, this Macro will halt and the Macro assigned to F-Key 5 will execute. After the F-Key 5 macro finishes, the current Macro will continue where it left off.

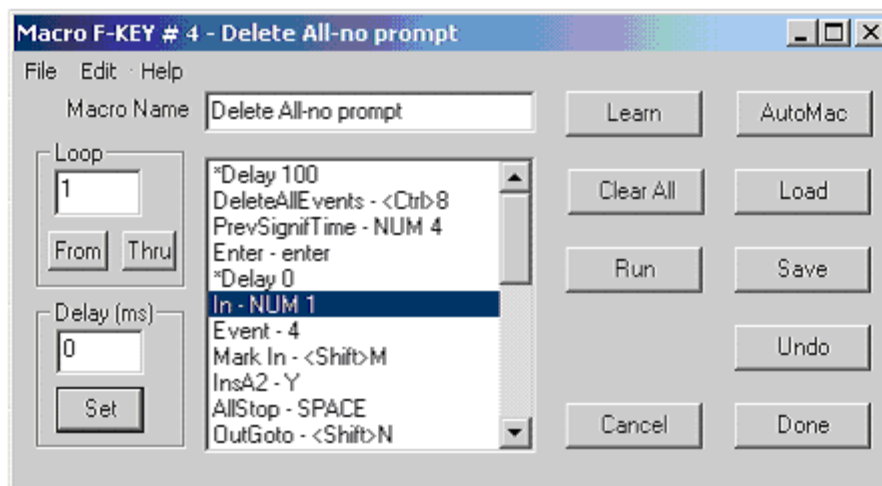


Delay - Some operations may require a time delay between keystrokes. For example, a Macro that opens a dialog and enters in some data will usually require some delay.

To specify a delay,

1. first enter the amount of delay in the Delay (ms) window
2. Highlight the keystroke from where the delay is to begin and click 'Set'. The delay is specified in milliseconds (1/1000 of a second). For example, 100ms is 1/10 of a second. 33ms is approximately 1 frame.

In the example below, there is a 100ms delay between the first three keystrokes, then no delay after that (i.e. *Delay 0 sets the delay to zero for all subsequent keystrokes).



Immediate Macro - To create and trigger a Macro that is not associated with a specific F-Key, from the top level F-Key display press **[Ctrl][F3]Macro**.

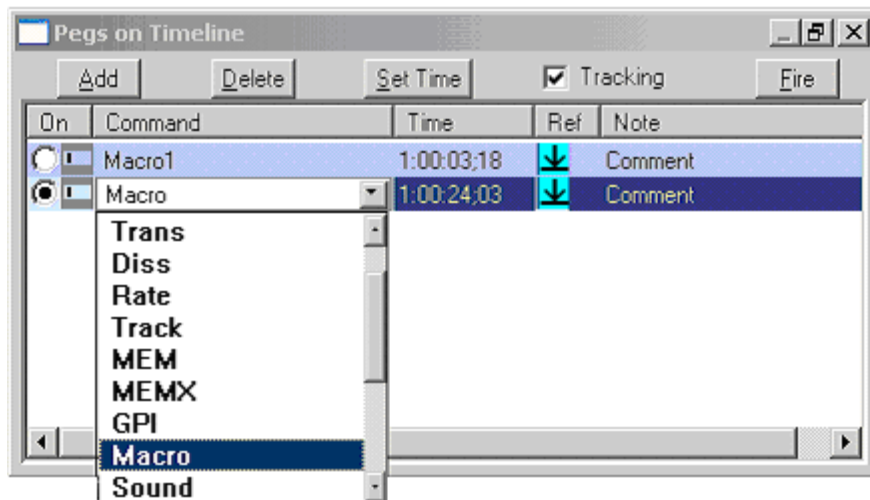
A Macro dialog is displayed that has no F-Key data, Macro Name or title displayed. This can be used to preview a Macro without assigning it to an F-Key, or to save a new Macro to the hard drive without assigning it to an F-Key. All functions of this dialog work the same as explained above for the individual F-Keys.

PEGS

Fastrack Macros can also be executed from PEGS. The PEGS Macro is executed in on-air modes when the Macro Command is reached. Execution of the Macro begins accurately, but because of the inherent multiple frame delays in keystrokes, it should not be considered as 'frame accurate' in the normal sense.

To enter a Macro PEG,

1. Press [PEGS] to open the PEGS dialog.
2. Click on Add.
3. Select '**Macro**' from the list of commands.
4. Type the Macro number (1 through 14 as displayed on the F-Keys).



Note: The Fire function is not available for Macro PEGS. However, the macro can be fired in the normal way by pressing the Macro F-Key.