Editware
Grass Valley, California

Edit Control Solutions

Fastrack
Release Notes
V4.3
System Applications

This document covers changes made to Fastrack since 4.2.R

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

Added 4.3.x25 – 12/11/06

1. **IMPROVED! KALYPSO – Key Bus Selection** – By request, in the Effects Dialog we have added the ability to select keys while de-selecting a Key Bus.

2. **IMPROVED! ALL - Mode Dialog –** In order to allow quick access to Assemble and Insert functions while programming Macros, we have added two "Function keys" to the Mode dialog; **[F5] Assemble** and **[F6] Insert**.

Added 4.3.x23 – 10/27/06

3. **NEW! IMPORT – .ocl Files –** By request, we have added the ability to import **.ocl** files (**O**mni**B**us **C**lip **L**ist) from scheduling and automation systems into Fastrack, and translate them to a Fastrack EDL. The .ocl format is compatible with both Colossus and iTX.

4. **NEW! OMNEON – OmNet –** By request, we have implemented TCP/IP (Ethernet) control for the Omneon server. This frees-up serial ports required for VDCP control, as well as speeding up various data transfer processes. This will also enable additional capabilities of the Omneon server to be enabled by Fastrack in the future. This driver is now available for customers to test. See **TechNote #4** later in this document for additional information.

1. **FIXED! OMNEON – Record Timecode –** The problem with the Omneon server not setting timecode on clips recorded from the Fastrack has been resolved. It takes a combination of using the latest version of Fastrack software, as well as setting item "**Cue to Timecode**" to **OFF** in the Omneon server.

2. **FIXED! EDL – Super Edit V6 –** The problem where Split Edits from Super Edit V6 EDLs would not display properly in Fastrack has been resolved.

Added 4.3.x20 – 09/01/06

3. **NEW! VDCP – Auto E-E –** By request, we have added the ability to send **E-E Auto Mode** commands to VDCP controlled servers. When a server receives this command, its response is to place that channel in an E-E state. To set this new feature, press **[CTRL][STBY]**.

If there are no Events on the current Track, the E-E Auto Mode command is sent to the current server channel.

If there are Events on the current Track, the E-E Auto Mode command is not sent to the current server channel until the last Event is removed from the Track.

Currently, pressing **[ALT][STBY]** toggles the E-E condition of the current channel. This will override a previous **E-E Auto Mode** command. Likewise, pressing **[CTRL][STBY]** will override a previous E-E toggle command.

This version does not have any visual indication that a channel or Track is set to Auto E-E, although the Timecode/ctl numbers in the status box of the selected Track will turn **yellow** when in E-E. Comments and additional ideas for implementing this feature are welcome.

4. **NEW! VDCP – New-Clip Auto Name –** By request, when creating new clips on VDCP controlled servers, you now have the option of selecting **AutoName**. With AutoName selected, when you press **[ASSIGN]** to record a new clip, the **New** name field will have the same clip name as was previously entered, but with a numeric extension. This numeric extension will auto-increment each time used, unless a number is manually entered.
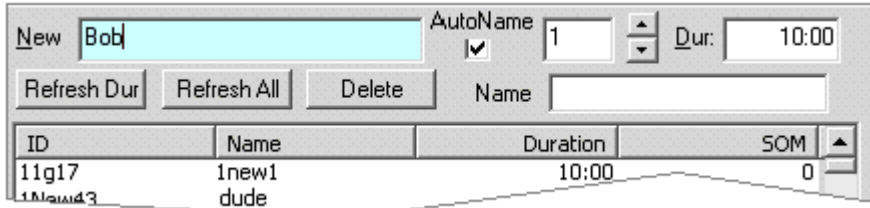
5. **FIXED! ESAM II – Transitions** – We have fixed an intermittent problem where some ESAM II mixers would only select the first source and would not perform transitions.

6. **IMPROVED! KEYS –** We have resolved an intermittent problem with a switcher not dropping the key when it reached the KEY Out-point. This was actually part of a larger problem that was being caused when the "No Out Effect" function in the Event Dialog was sometimes erroneously set.

The functionality of this option has been changed slightly. When **No Out Effect** is enabled in the Event Dialog, a CUT is performed at the Out-time of the Event regardless of what the ingoing transition is.
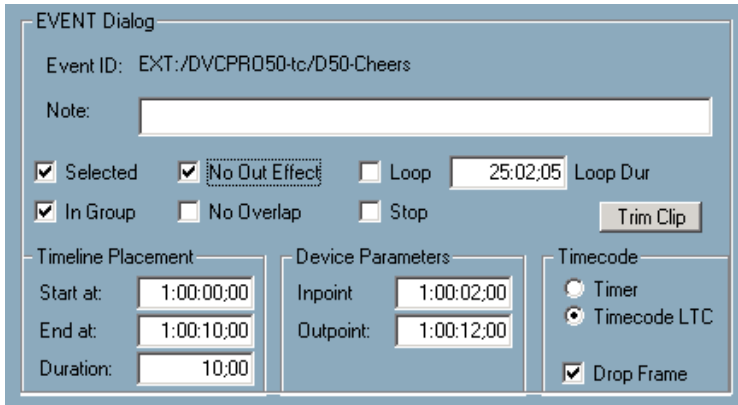
Additionally, when **No Out Effect** is selected in the Event Dialog, the **Transition Out** field in the Effects Dialog is grayed out. You can now also select No Out Effect directly from the Effects Dialog.
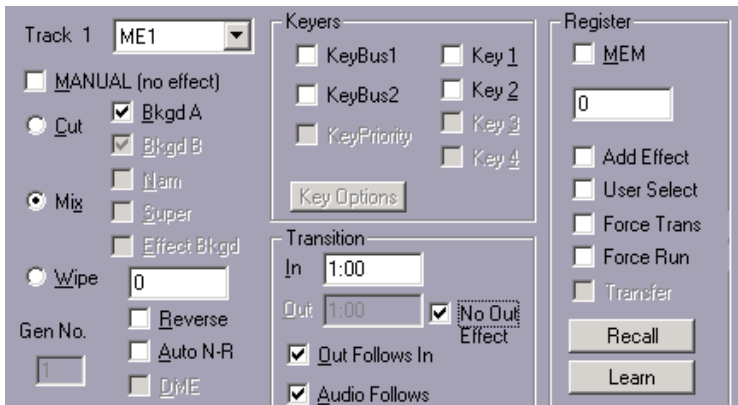
An additional benefit is that for Audio transitions, it had been required that the Out transition always be the same as the In transition. Now, with 'No Out Effect' checked, the audio can dissolve In and cut Out.

7. **IMPROVED! ALL – Sony DMX-E3000 Mixer –** We have improved control of the DMX-E3000 mixer and created a dedicated driver for it. See **TechNote #3** later in this document for additional information.

<p align="center">**Added 4.3.x17 – 08/09/06**</p>

8. **NEW! ALL – GVG K2 Server –** We have added a VDCP driver for control of the GVG K2 Server. See **TechNote #2** later in this document for additional information.

<p align="center">**Added 4.3.x15 – 07/25/06**</p>

9. **NEW! PROFILE – New-Clip Auto Name –** When creating new clips on the Profile servers, you now have the option of selecting **AutoName**. With AutoName selected, when you press **[ASSIGN]** to record a new clip, the **New** name field will have the same clip name as was previously entered, but with a numeric extension. This numeric extension will auto-increment each time used, unless a number is manually entered. This feature will soon be available for all VDCP controlled servers.
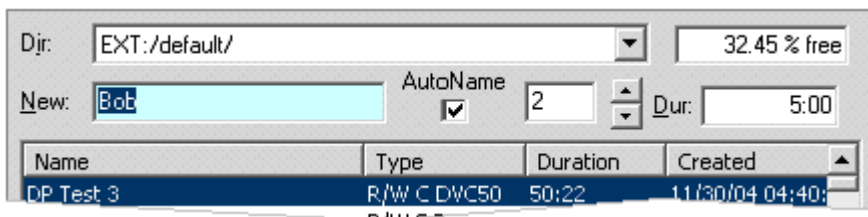
10. **FIXED! PROFILE – Record 1** – An intermittent issue with a Profile Record Event not recording unless you press **[ALLSTOP]** and attempt it again, has been resolved.

11. **FIXED! PROFILE – Record 2** – An intermittent issue with multiple Profile Record Events on the same Track not recording the next Event unless you press **[ALLSTOP]** and attempt it again, has been resolved.

12. **FIXED! PROFILE – Record 3** – An intermittent issue with an aborted Profile Record Event not overwriting the first clip, forcing you to delete it or give it a new name, has been resolved.

<p align="center">**Added 4.3.x11 – 07/10/06**</p>

13. **NEW! YAMAHA DM-2000 – 96 Crosspoints** – By request, we have added the ability to control 96 crosspoints on the DM-2000 digital audio mixer.

14. **NEW! LINEAR MODE – Work Bin & EDL Windows** – For those of you that use the extended Timeline feature, the Work Bin and EDL windows can now be removed temporarily from view. Press **[ALT][F7]** to toggle display of these windows on and off.

<p align="center">**Added 4.3.x08 – 06/15/06**</p>

15. **NEW! ALL – Work Bin** – Fastrack, when not involved in a Preview or Recording, refreshes the Work Bin every 4 frames. Unfortunately, in the Event of a Timeline that contains several thousand Events, the system speed is compromised. In order to resolve this problem, we have added a new INIT Page item; **Workbin Updates**.

In the event that you find the speed of the Fastrack affected by the amount of Events on the Timeline, set **Workbin Updates** to **NO**. The Work Bin will cease to update until **Workbin Updates** is set to **YES**. This item can be added to a shortcut button for ease of access.

16. **NEW! ALL – Join & Separate** – We have added Join and Separate to the mouse Right Click menu.

17. **FIXED!** – **ALL – TBC** – TBC enable is now correctly saved in the FTConfig.ini file. This was defaulting ON in some cases.

18. **FIXED!** – **ALL – Timeline Start** – The Timeline Start time now resets correctly when **[INPUT][New]** is selected.

19. **FIXED!** – **ALL – Debug Assertion –** We believe we have resolved the "Debug Assertion" problem when loading old FTConfig files. If you encounter this problem again, please notify us as to the conditions of the system prior to the message.

20. **FIXED!** – **ALL – Speed –** Separating an Event with multiple speed changes now works correctly.

21. **FIXED!** – **ALL – Moving Clips with IN –** If you had 2 Events on the same Track, and you selected the second Event and pressed **[SHIFT][IN]** to move the second Event ahead of the first Event on the Track, the first Event could no longer be moved. This has been fixed.

22. **FIXED!** – **LINEAR MODE – Record Event –** In the Linear Mode, if the Record Event had the same name as the Source Event of an edit recalled from the EDL, the recalled Source Event might be placed on the Record Track. This can no longer happen.

Added 4.3.x03 – 05/30/06

23. **IMPROVED! ALL – EVS Servers–** By request, we have added the ability to specify starting Timecode for an EVS server recording (from Fastrack), and the ability to add and display UmID, ID LSM, and 12 character descriptive clip names directly from Fastrack. See **TechNote #1** later in this document for additional information.

24. **FIXED!** – **ALL** – **Overlapping Clips** – A problem where clips could be dragged inadvertently under other clips has been found and fixed.

Added 4.3.x01 – 05/23/06

25. **NEW! LINEAR MODE – Open-End** – In the Linear Mode, pressing "open-end" ([SHIFT][DUR]) now applies to the current 'Hot Event" rather than the last Event on a Track.

If there are multiple Events on a Track, pressing **[SHIFT][DUR]** will "open-end" (extend) the current hot Event to the beginning of the next Event encountered on the Track. If there is just one Event on the Track, then it is hot by default and it will "open-end" to the end of the Record Track.

If Ripple is ON, the [SHIFT][DUR] command will be ignored.

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TechNote #1 - EVS Server Control

INTRODUCTION - The following are discussed in the order given:

- EVS Server & Fastrack Cable Connections
- EVS Server Setup
- Fastrack Setup - Assignment Dialog and Crosspoint Selection
- Loading an EVS Server PB Clip Onto a Fastrack Track
- Creating an EVS Server Record Event Onto a Fastrack Track
- Pre-setting Timecode for a new Record Event on the Fastrack
- EVS AVSP Native protocol

CONNECTION

1. For each EVS server channel to be controlled, connect a separate RS422 cable from any port, P1 through P6, on the rear of the server chassis, to any available port on the Fastrack Port Expansion Panel(s).

2. Connect audio, video, and sync reference as required per EVS documentation.

EVS SERVER SETUP

3. After the EVS has finished booting, press **[F9]** on the EVS keyboard to display the **Maintenance** menu. Select **Channel (P)arameters**. Press **[Enter]**. The **Applications** menu opens.

4. Select an **Application**. Press **[Enter]**. The **Channels Config** menu opens.

5. Press **[F3]** to select the **Ctrl** settings. Set the **Ctrl** option to **VDCP** for all channels to be controlled by Fastrack. Note which video and audio Outputs are assigned to each channel.

6. Press **[Alt][Q]** to continue.

7. From the **Applications** menu select your Application. Press **[Enter]** to load the Application.

8. From the running Application, press **[Shift][F2]** to display the **Setup Configuration**. Tab to the last entry **RS422 Protocols** and select **ID LSM** or **UmID**.

FASTRACK SETUP

9. On the Fastrack K6 keyboard, press **[SHIFT][ASIGN]** and setup the EVS Server channels as shown in the examples below.
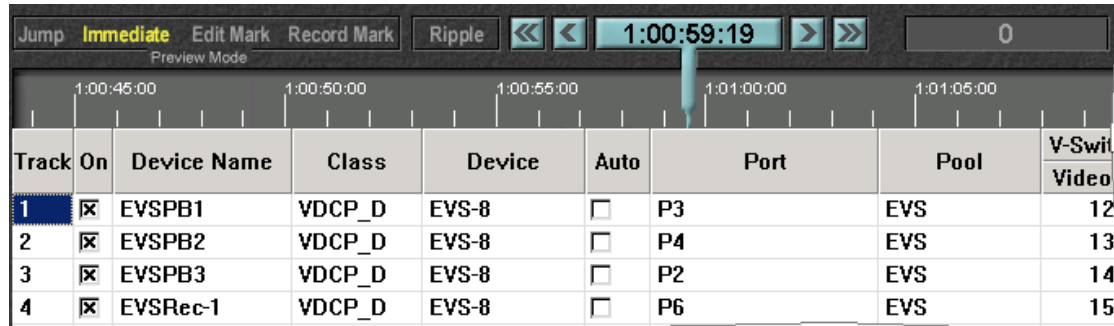
   Device Name – The first number encountered in the Device Name for a **PB** channel must be the number of the server channel, i.e., **1** for Server Output **1**, **2** for Server Output **2**, etc. Record channels must have a minus sign (**-**) preceding the channel number, for example, **EvsRec-1** for the first record channel.

Class – Select **VDCP_D**

Device – Select **EVS-8**

Port – Select the Fastrack **port number** connected to the specified EVS server channel.

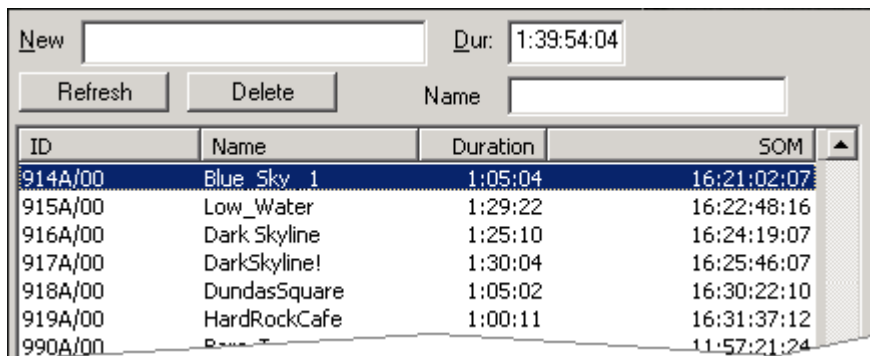**On** – **Enable communication** to the specified server channel.

Track	On	Device Name	Class	Device	Auto	Port	Pool	V-Swit Video
1	☒	EVSPB1	VDCP_D	EVS-8	☐	P3	EVS	12
2	☒	EVSPB2	VDCP_D	EVS-8	☐	P4	EVS	13
3	☒	EVSPB3	VDCP_D	EVS-8	☐	P2	EVS	14
4	☒	EVSRec-1	VDCP_D	EVS-8	☐	P6	EVS	15

LOADING AN EVS SERVER PB CLIP ONTO A FASTRACK TRACK

Once communication is established between the Fastrack and the EVS Server, clips resident on the server can be mounted onto their assigned Fastrack Tracks.

10. Select a Track with a server **PB** channel assigned to it. Press **[ASIGN]** on the K6 keyboard to open the **Server Directory Dialog**. The clip list will be displayed. The example below is of the ID LSM.

ID	Name	Duration	SOM
914A/00	Blue_Sky_1	1:05:04	16:21:02:07
915A/00	Low_Water	1:29:22	16:22:48:16
916A/00	Dark Skyline	1:25:10	16:24:19:07
917A/00	DarkSkyline!	1:30:04	16:25:46:07
918A/00	DundasSquare	1:05:02	16:30:22:10
919A/00	HardRockCafe	1:00:11	16:31:37:12
990A/00			11:57:21:24

ID – The **ID** column displays the EVS file ID in the EVS selected format, **ID LSM** or **UmID** (see **EVS SERVER SETUP**, item **# 8** above).

Name – The **Name** column displays the name of the file as entered in the EVS or into the Name field of the Server Directory Dialog when creating a new Record Event (see CREATING AN EVS SERVER RECORD EVENT ON THE FASTRACK later in this document).

Duration – The **Duration** column displays the duration of the entire selected clip.

SOM – The **SOM** column (**S**tart **O**f **M**essage) displays the timecode associated with the start of the selected clip.

If the Duration column displays all durations as "**0**", this indicates that the clip information coming from the EVS is still refreshing. Please be patient.

11. **[Double Click]** on the Clip to be loaded, or use the UP and DOWN Arrow keys to select the Clip and then press **[ENTER]**. The Clip will be mounted in its entirety as an Event, at the CTI, on the Current Track.

While the Clip is loading, the Status Area for this Track should display the following status sequence: **IDLE, LOAD, BUSY** and **STOP.**


If after loading a Clip it does not play, return to the Fastrack Assignment Page and disable & re-enable the Track.

12. Once loaded, **[PREVIEW]** the Event and assure that the CPI is properly centered. If not, change the **Play Delay** setting in the **EVS-8.dev file**. **Do not** use "Frames Offset" in the INIT Dialog if timing adjustment is required. Once set, this procedure should not need to be repeated.

CREATING AN EVS SERVER RECORD EVENT ON THE FASTRACK

To create a Record Event on a server Track:

13. Select the Track with the Server **Record** channel assigned to it. Press **[ASIGN]** on the K6 keyboard to open the Server Directory Dialog. The Clip list will be displayed.

14. In the **New** text field, enter the name for the new Clip in the format selected at the EVS.

15. In the **Dur**: text field, enter the duration for the new Clip. Press **[ENTER]** or select the **[F-key]** labeled **New**. The Record Event will be Automatically mounted on the current Track.

16. In the **Name** text field, enter a descriptive name.
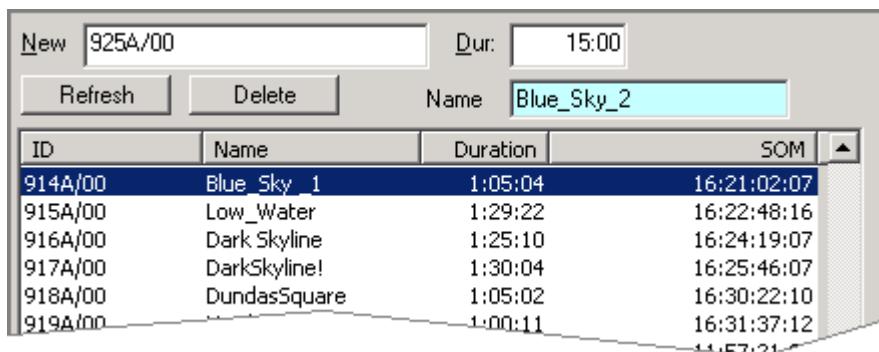
PRESETTING TIMECODE FOR A NEW RECORD EVENT ON THE FASTRACK

To define the starting timecode on the New Record Event:

17. **[SET IN]** a number into the Record Event prior to recording.

Note: At the end of a recording, you currently must remove the Record Event from the Record Track and reload the new Clip on a PB Track in order to play it. Do not use [ALT][EVENT] to change a Server Record Event to a Play Event.

EVS AVSP NATIVE PROTOCOL

We are in the process of implementing the EVS AVSP Native protocol for the EVS servers. This will greatly enhance the functionality between the Fastrack and EVS. We expect to have this available for testing by the end of 2006. Please check with us for availability.

TechNote #2 – GVG K2 Server Control

Introduction

The following are discussed in the order given:

- K2 Server setup for use with Fastrack Series editors
- Fastrack setup for VDCP control of K2 Servers

This document describes the setup and connection between Fastrack and the GVG K2 Server.

Detailed operational instructions for Fastrack are given in the Fastrack Operator's Guide.
Detailed operational instructions for the K2 Server are given in the K2 Server Operator's Manual.
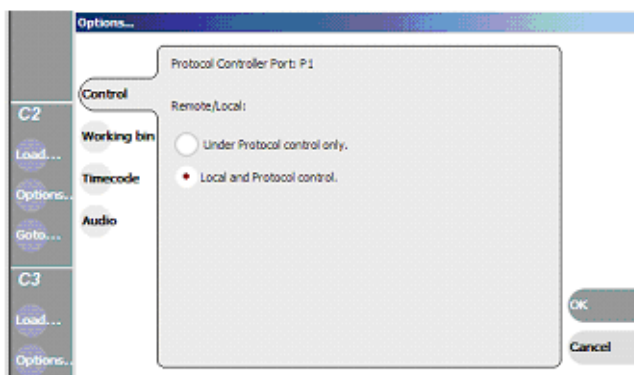
K2 Server setup for use with Fastrack Series editors

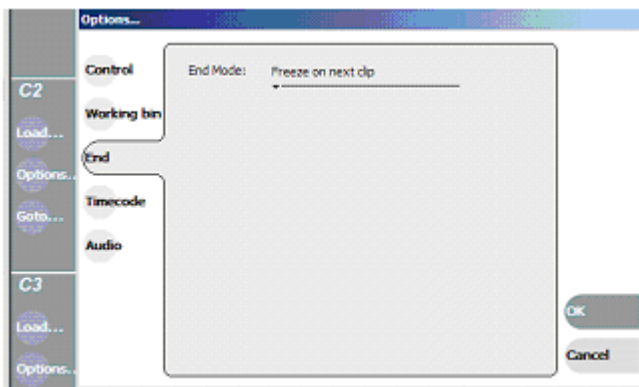1. Select VDCP control on the K2 for each device you wish to control with the Fastrack. Click on the ▼ _____ dropdown menu for each server channel and select **VDCP Recorder** or **VDCP Player.**
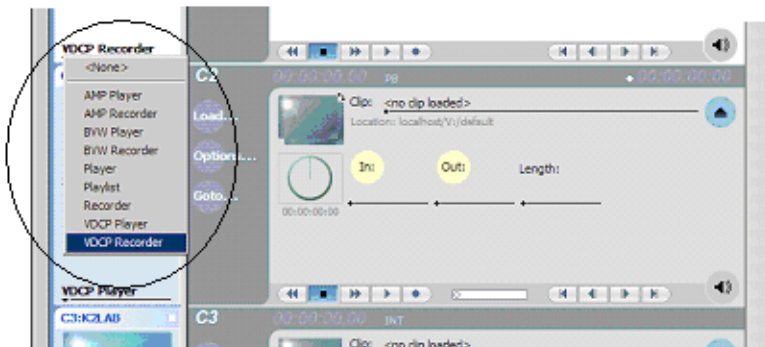
2. Select **Options** / **Control** and note which **Protocol Controller Port** is assigned to that device.

3. Select **Options** / **End** / **Freeze on next clip** so Fastrack will switch between clips. Press **OK** to exit.

4. Connect sync reference to the K2.

5. Setup Audio and Video to and from the K2 as needed for your operation. Be sure to select the Video Input source for your Record channel.

Fastrack setup for VDCP control of K2 Servers

6. On Fastrack,

    a. Press **[SHIFT][ASSIGN]** to open the Fastrack Assignment Page.
    b. Select **VDCP_D** for the **Class**.
    c. Select **K2** as the **Device**.

On Fastrack, the **Device Name** of K2 **Players** must contain the Protocol Control Port digit, and the Device Name of K2 **Recorders** must contain the Protocol Control Port preceded by a minus (**-**) sign.

For example:

Track	On	Device Name	Class	Device	Auto	Port	Pool	V-Switcher	
								Video	S
1	☒	K-1	VDCP_D	K2	☐	P4	Servers		
2	☒	K2	VDCP_D	K2	☐	P3	Servers	9	
3	☒	K3	VDCP_D	K2	☐	P6	Severs	12	
		...le 2	PROFILE	XP	☐	GV011250:vtr2	Serve...	15	

In the example above, the Device Name assigned to Track 1 is **K-1**. The (**-**) minus defines this channel as a Recorder channel, and the "**1**" defines this channel as Protocol Control Port **1**. The name can be replaced by any descriptive name that does not contain a (-) minus or a number.

In the example above, the Device Name assigned to Track 3 is **K3**. The absence of a minus sign defines this channel as a Player channel, and the "**3**" defines this channel as Protocol Control Port **3**. The name can be replaced by any descriptive name that does not contain a (-) minus or a number.

REMEMBER: Do not use a dash '-' in the Device Name as it will be interpreted as a Minus sign.

7. Physical connection between Fastrack and the K2 is via RS-422 machine control cables. Connect an RS-422 cable between Fastrack and the K2 for each device.

    Enter the Fastrack port numbers in the Port column of the Assign dialog. Any physical port on the back of the Fastrack can be used for any device.

TechNote #3 – Sony DMX-E3000 Setup

1. On the DMX PC board (see DMX documentation), set Parity to **Odd** parity.
2. Assign crosspoints for **PGM**, **PST**, and **PVW**.
3. Press the 'Display Mode' **STATUS** button to select the 1st machine.
4. Press the **+/-** keys to enter the Input number. For example, P1   01, P2   02, etc.
5. Select the **PGM** crosspoints for machine 1, then press the **ACCESS** button OFF then back ON.
6. Select the **PST** crosspoints for machine 1, then press the **ACCESS** button OFF then back ON.
7. Select the **PVW** crosspoints for machine 1, then press the **ACCESS** button OFF then back ON.
8. Press the 'Display Mode' **STATUS** button to select the next machine and repeat items 4 thru 7.

On the Function Enable section of the DMX select EDITOR, ENABLE, TRANS, DUR, SRC, LEVEL, and PVW (optionally).

TechNote #4 – Omneon Native API Network Control

Omneon can be controlled by Fastrack using VDCP protocol with RS-422 communication, or over a network using its Native Network API. Set-up instructions for both modes are covered in this document. Software versions installed at the time this document was created were Omneon V4.0 and Fastrack V4.3.

USING THE OMNEON NATIVE API NETWORK PROTOCOL

Each channel in the Omneon system is associated with a "Player" which is set up on the Omneon system using the Omneon's setup application running on the "Manager PC". The player name is used in the Fastrack assignment page to associate a Track with an Omneon channel. You can find the player name on the Omneon by searching the configuration application on the Manager PC. Find and retain this information for later use. These assigned names are case sensitive. In our example below we are using Players named DvcPro1 and DvcPro2.

DvcPro1	**Active** (Play and Record)	Properties Open Deactivate	☐
DvcPro2	**Active** (Play and Record)	Properties Open Deactivate	☐

STEP 1 - CONNECTING THE <u>MANAGER PC</u> TO YOUR NETWORK

1. When the Omneon is configured to work as a stand-alone device, a crossover cable is connected between the Manager PC and the Omneon Director. *If this cable is connected, remove it at this time.*

2. Connect the **Manager PC** to your network by an Ethernet cable attached to your network switch.

3. On the computer Task Bar, go to **Start / Settings / Network and Dial-up Connections / Make a New Connection**. This will create a **Local Area Connection**.

4. Right-click on **Local Area Connection**.

5. Left-click on **Properties**.

6. Highlight **Internet Protocol (TCP/IP)**.

7. Left-click on **Properties**.

8. Left-click the Radio button **Use the following IP address**.

9. Enter an address that is within range for your DHCP server. For example 192-168-1-**101**. Assure that the last number (101 in our example above) is beyond the range that your DHCP server may automatically assign. The Subnet Mask will likely assign itself automatically as 255-255-255-0. If not, enter these numbers manually.

10. Left-click on **OK**. Close all open Windows and dialogs.

STEP 2 - CONNECTING THE <u>DIRECTOR</u> TO YOUR NETWORK

11. Connect the Omneon **Director** to your network by an Ethernet cable attached to your network switch.

12. On the Manager PC start **Windows Explorer**.

13. On the **D:** drive, expand the **Omneon** folder, and right-click on the **bin** folder.

14. Double click on **monitor.exe** to start the monitor application.

15. Under the **View** drop-down menu, left-click on **Serial Number List**.

16. In the **Omneon Director List**, right-click on the serial number of the Manager that you just connected to your network.

17. Left-click on **set IP address**.

18. Uncheck ☐ **Use DHCP**.

19. Enter an **IP address** that corresponds to your DHCP server. For example 192-168-1-102. The Subnet Mask will likely assign itself automatically as 255-255-255-0. If not then enter these numbers manually.

20. Left-click on **OK**. Close all open Windows and dialogs.

STEP 3 - SETTING THE <u>FASTRACK IP</u> ADDRESS

21. On the computer Task Bar, go to **Start** / **Settings** / **Network and Dial-up Connections / Make a New Connection**. This will create a **Local Area Connection**. Unless there is a need to change the IP address or services, this will connect the Fastrack computer to the network.

STEP 4 – MODIFYING THE <u>FTCONFIG.INI</u> FILE IN FASTRACK

22. On the Fastrack computer start **Windows Explorer**.

23. Expand **My Computer**

24. Expand **Local Disk (C:)**

25. Expand the **fastrack** folder

26. Left-click on **Ftruntime**

27. In the adjacent panel, double-click on **FTConfig.ini**. The Ftconfig.ini file will open in Notepad.

28. In the file, locate the following: **[1]**

29. Insert the following text immediately **<u>preceding</u>** (before, earlier than, above) the "[1]" exactly as it appears below:

> **[Om-NetDirs]**
> **EW**

30. Assure that the file is not "Read Only", and **SAVE** the modified file.

STEP 5 - ASSIGNING THE OMNEON IN FASTRACK

31. Start the Fastrack application.

32. Press **[Shift] [ASGN]** to open the Fastrack **Assignment Dialog**.

Track	On	Device Name	Class	Device	Auto	Port	Pool
1	☒	Omneon1	OMNET	auto	☐	192.168.1.102:DvcPro1	
2	☒	Omneon2	OMNET	auto	☐	192.168.1.102:DvcPr	OM
3	☒	VTR	SONY	AJ-D750	☐	P2	

32a. Under **Device Name** enter a reel ID or name to identify the Omneon channel you will be working with. In our example above we used **Omneon1**.

32b. In the **Class** pull-down menu choose **OMNET**.

32c. In the **Device** pull-down menu, your only choice is **auto**.

32d. For the **Port**, enter the **IP address** that you gave the Omneon Manager, followed by a colon "**:**", then the name given to the Omneon Player; in our case it was **DvcPro1** (See **Before you start…**). As a result your Port assignment should look like **192.168.1.28:DvcPro1**.

32e. Under **Pool** enter the same Pool name for all OMNET Tracks. In our example we used **OM**.

32f. Click **On** ☒ and the Fastrack will now be communicating with the Omneon over the network. Press [Esc] to exit.