Editware
GRASS VALLEY, CALIFORNIA

Fastrack TechNote – V4.n

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FOR-A Hanabi HVS-1000 EOU SD/HD Switcher

INTRODUCTION

This document describes the interface between the Fastrack editor and the Hanabi HVS-1000 video switcher.

Detailed operating instructions for the Fastrack are in the Fastrack Operator's Guide and Help files.

Detailed operating instructions for the Hanabi HVS-1000 are in the FOR-A Operators Manual.

This document discusses features that are unique to the Fastrack interface to this FOR-A switcher.

The following are discussed in the order given:

- Connection and setup
- Fastrack Assignment Dialog and Crosspoint Selection
- Aux Bus Preview
- Video Effects: Cut, Wipe, Dissolve, Key, DVE Commands, PEGS
- Learn / Recall Memory and Effects
- Still 1-4

CONNECTION

Connect an RS422 serial 9-pin cable between any available Fastrack serial port to the "**Editor"** serial port on the rear of the switcher electronics frame.

SWITCHER SETUP

- On the top-left section of the switcher panel, press **EDITOR**.
- In the **Setup** section of the switcher **Display Window** set the following parameters…

Required Settings		Additional Recommended Settings	
Type:	**BVS3K**	Delay:	**On**
Enable:	**On**	Xpt Ctr:	**See discussion below**
Baud:	**38,400**	Patt SE:	**On**

Parity: **Odd**

The Hanabi switcher allows you to assign physical inputs to buttons on the control panel. E.g., input number 5 might be assigned to button number 9. The setting for **Xpt Ctr** in the Hanabi Editor Setup section determines whether Editor commands which specify a particular crosspoint refer to the physical input or to the button.

- When **Xpt Ctr** is set to **Input**, the Fastrack Video Xpt selects the physical input on the switcher for the source Input # and its assigned button.
- When **Xpt Ctr** is set to **Button**, the Fastrack Video Xpt selects the button #.

FASTRACK ASSIGNMENT PAGE

The **Fastrack Assignment Page** is accessed by pressing **[SHIFT][ASGN]** on the Fastrack **K6** keyboard.

Assign Video Crosspoints

Once the Fastrack Assignment Page is open, assign the Video crosspoints for each switcher source. Note that the selection criteria for the Fastrack video crosspoints are affected by the **Xpt Ctr** setting in the Hanabi switcher Setup discussed earlier in this document.

With **Button** selected

Fastrack Crosspoint #	Hanabi Button number
0	BLACK
1-8	1-8
9-16	9-16 (SHIFT plus 1 to 8)
17-18	MATT 1-2
19	WHITE (SHIFT plus BLACK)

With **Input** selected

Fastrack Crosspoint #	Hanabi Input Signal
0	BLACK
1-16	IN 01- IN 16
17	UTILITY IN
27	COLOR BARS
28	WHITE
29-32	STILL 1-4
33-34	MATT 1-2

Select Switcher Type

In the **Video Switcher** Dialog of the Assignment Page, press **[SETTINGS].** The **Video Switcher** Dialog will open.
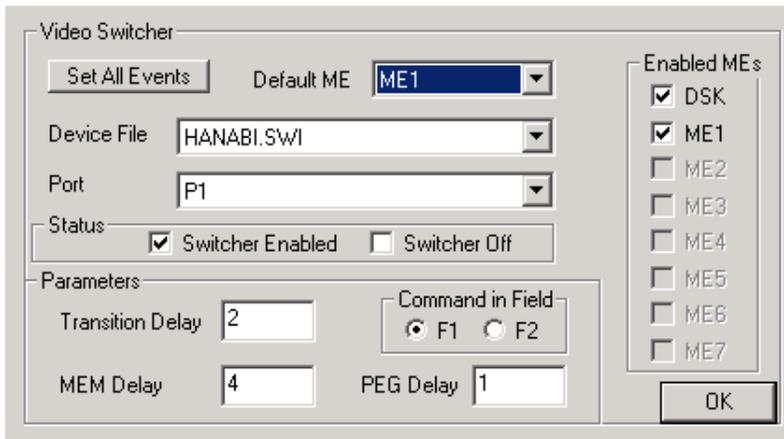
Device File
From the pull-down menu, select **HANABI.SWI** as the switcher driver to use.

Enable MEs
Select the sections of the switcher that you wish to control. No commands from the editor will be sent to any section not selected here.

Default ME
From the pull-down menu, select **ME1** as the Default M/E.

Assign Port
From the pull-down menu, assign the **Port** number connected to the switcher (P1-P8, P9-16, P17-24).

Enable Switcher
Ensure that the **Enabled** check box is checked in the Status area in order to have control of the video switcher. This setting is duplicated on the Short Cut area of Fastrack with the **VSWR On/Off** toggle (yellow indicates selected, meaning Switcher OFF).

A press of **[SHIFT][RESET]** is recommended after any serial device assignment or changes. This sends a break command (wake up call) to all serial devices.

See your Fastrack manual or Help files for additional information on switcher control.

AUX BUS PREVIEWING

Setting up Aux Bus Previewing

In the **Audio/Video Preview Switcher Dialog** of the Assignment Page, press **[SETTINGS].** The **Preview Switcher** Dialog will open.
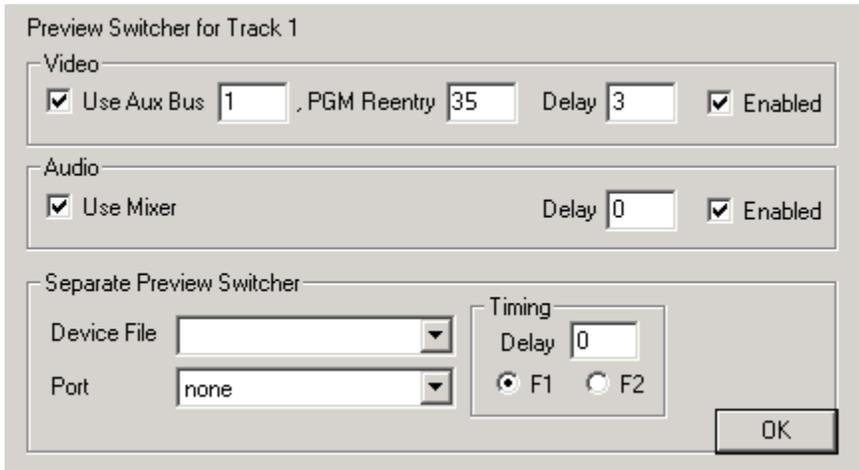
Use Aux Bus
To use an Aux Bus as your Preview Switcher, check this box and enter the number of the Aux Bus 1-4 to be used.

Program Reentry
The Aux Bus to be used for previewing should have Program as the re-entry crosspoint. The re-entry crosspoint number for **Program** is **35**.

Enabled
Check this box to enable use of the Aux Bus as a Preview Switcher.

See your Fastrack manual or Help files for additional information on Aux Bus Preview Switching.
See your FOR-A manual for additional information on Aux Bus operation and functionality.

VIDEO EFFECTS

Cut, Dissolve, Wipe and Keys are all accessible by **[right-clicking]** on a Fastrack Event and selecting "**Video Effects**" or by pressing either the **[CUT], [DISS], [WIPE]** or **[KEY]** keys. Once the Video Effects Dialog is open, you can select any of the available video effects.

Note: Keyers are an option on this model switcher. Confirm that your switcher has this feature if you intend to use key effects.
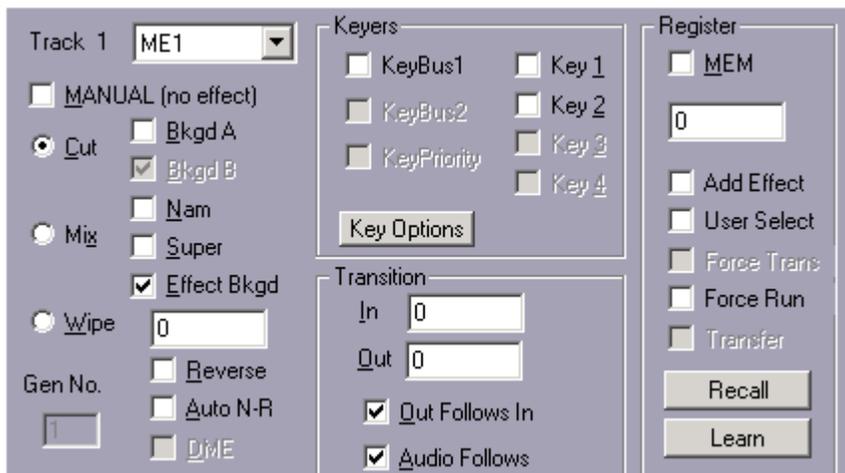
Dissolves

Dissolves are a "MIX" with the Transition being the length of the dissolve. The Dissolve Dialog and icon stay with an Event wherever and whenever it is moved, so that it always remains the "TO" source in a dissolve.

Wipes

Pressing the **[WIPES]** key will bring up bit-map icons representing the various wipes available on this switcher. Switcher wipes are displayed in black and white. DVE wipes are displayed in color. Click on the desired wipe pattern icon or enter the Wipe or DVE pattern number into the dialog field.
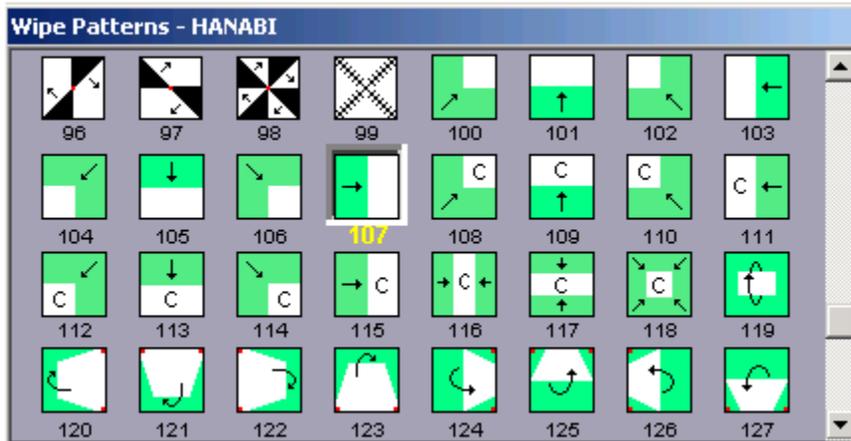
The red points that appear on the edges of specific wipe patterns are "pivot markers" that have been added to more quickly identify the pivot point of a specific Wipe or DVE move.

DVE Effects

The internal DVE is controlled as wipes through the Wipe dialog (see **Wipes**), or via Inserts into the switcher timeline (Sequences).

To define an Event as the "backgound" (Effect BG) for a DVE effect, select Effect Bkgd in the Fastrack Effects Dialog.

Keys

Video Keys are accessed by pressing **[SHIFT][WIPE],** or by **[right clicking]** Video Effects. The Effects Dialog will open.

Under **Keyers**, select Key 1, Key 2 or both. This will select the "Default Key" combination for both Source and Fill.

To select a new Key Fill / Key Source for the current key, or to change the Default values, press **Key Options**. The Key Options Dialog will open.
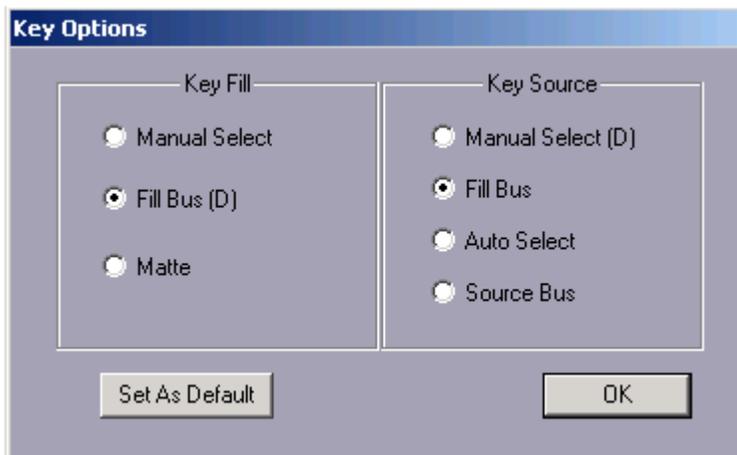
Select a "**Key Fill**" radio button to define where the Key Fill will come from.

Select a "**Key Source**" radio button to define what will be used to cut the Key.

Select "**Set As Default**" to set the current selections in this Dialog as the "Default" key settings. A **(D)** will appear after the item set as a default.

Key Fill

⊙ **Manual Select** – With this item selected, no changes will be made to the current selection for the
  Key Fill.

⊙ **Fill Bus** – With this item selected, the currently assigned crosspoint for this Track will be selected on the M/E Fill Bus.

⊙ **Matte** – With this item selected, no changes will be made to the current selection for the Key Fill, and **MATTE** will be selected as the **KEY FILL** for this Keyer.

Key Source

⊙ **Manual Select** – With this item selected, no changes will be made to the current selection for the Key Source.

⊙ **Fill Bus** – With this item selected, the currently assigned crosspoint for this Track will be selected on the Fill Bus, and **FILL BUS** will be selected as the **KEY SOURCE**.

⊙ **Auto Select** – With this item selected, the Key Source selection will come from the settings for this Keyer in the Top Menu display of the switcher

⊙ **Source Bus** – With this item selected, the currently assigned crosspoint for this Track will be selected on the M/E Source Bus, and **SOURCE BUS** will be selected as the **KEY FILL** for this Keyer in the Top Menu display of the switcher.

DSK

For the DSK keyer:

- Select **DSK** from the ME pull-down menu.
- Select **Key 1** under "Keyers".
- In the "Key Options" menu, select Fill Bus for the Key Fill.

- In the "Key Options" menu, select Fill Bus for the Key Source. The Key Source is automatically selected for DSK on the Key bus.

Note that pressing [PREVIEW] or [RECORD] immediately turns Off all Enabled keyers on M/Es Enabled in the Switcher Dialog.

Note that if you wish to have the key "over" background video, ensure that the "**Bkgd A**" check box in the Fastrack Effects Dialog is **OFF**. If ON, the key image will be taken full.

PEGS

The following is a list of Super Edit PEG commands from that can be entered into the Fastrack PEGS Dialog using the **SE** Command. Add a **1** to the beginning of each entry for **M/E1**. Add a **0** to the beginning of each entry for the **DSK**.

For example, an Auto Trans on the DSK would be 050. An Auto Trans on M/E 1 would be 150. Only items with an asterisk are valid for the DSK portion of the switcher.

Mix	Wipe	Function(s)
50*	60	Auto Trans Only
51*	61	Key **1**
52	62	Key **2**
53	63	Key **1 &** Key **2**
54	64	Background
55	65	Background **& Key 1**
56	66	Background **& Key 2**
57	67	Background **& Key 1 &** Key **2**
58*	N/A	DSK / FTB

See your Fastrack manual or Help files for additional information on PEGS.

LEARN and RECALL MEMORY

USING THE EFFECTS DIALOG MEM CONTROL

Open the **Video Effects Dialog**.

Learn an effect into memory
Set up switcher M/E 1 as desired. Check **MEM** ☑ and enter any valid Memory number into the MEM text field and then select "**Learn**". The M/Es current setting will be stored in the switcher.

The Current Event will have an "**M**" Icon displayed to let you know that a MEM has been associated with this Event. This MEM will always be selected at the beginning of the Event.

Recall an effect from memory
Check **MEM** ☑ and enter any valid Memory number into the MEM text field and then select "**Recall**." Fastrack Transitions may be performed simultaneously by selecting "**Add Effect**" and defining a dissolve, wipe or key in the dialog. If **Add Effect** is not selected, any programmed effect on the Event will be ignored.

"User Select" – Not implemented at this time.

USING THE PEGS MEM FUNCTIONS

Press **[ALT][GPI]** to open the **PEGS Dialog**.

Recall a Memory from switcher memory
To recall switcher Memory 0-99, in the PEGS dialog select the **MEM** command.   Following the MEM entry, add the Memory number to be recalled. Example MEM**12**.

See your Fastrack manual or Help files for additional information on PEGS and MEMs.
See your FOR-A manual for additional information on Learning and Recalling Effects and Snapshots.

STILL STORE 1-4

Manual Recording of a Still from the Fastrack Keyboard

To manually record the switcher output to Still memory 1-4 in the switcher, on the Fastrack keyboard:

1. Press **[1]-[4]** corresponding to Still 1-4 in the switcher. The number will appear in the numeric entry field of the K6.
2. Press **[CTRL][CUT].** The current switcher output will be recorded to switcher memory.

Programmed Recording of a Still from PEGS

To program the recording of the switcher output to Still memory 1-4:

1. Program a PEG to occur at the Timeline location (TL PEG) or at a timecode position (Event PEG) that you wish to capture.
2. In the Command pull-down menu, select **Still Rec**.
3. At the Still command, enter **[1]-[4]** for the desired Still register. Example: **Still Rec1**.
4. **[PREVIEW]** or **[RECORD]**. Fastrack will send the defined "Still record" command at the time or position defined in PEGS.