**Editware**
**GRASS VALLEY, CALIFORNIA**

**Fastrack TechNote - V3.7.R5**

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# SONY DVS-6000 Digital Video Switcher

## INTRODUCTION

This document describes the interface between the Fastrack editor and the Sony DVS-6000 video switcher.

Detailed operating instructions for the Fastrack are in the Fastrack Operator's Guide and Help files. Detailed operating instructions for the Sony DVS-6000 are in the Sony Operators Manual.

This Technical Note discusses only those features that are unique to the Fastrack interface to this Sony switcher.

The following are discussed in the order given:

- Connection and setup
- Assignment Dialog and Crosspoint Selection
- Aux Bus Previewing
- Video Effects: Cut, Wipe, Dissolve, Key, DME
- Wipe Patterns
  - ・ DME Commands
  - ・ PEGS
- Learn / Recall Snapshots, MEMs, Effects

## CONNECTION

Connect an RS422 serial 9-pin cable between any available serial port on a Fastrack Serial Break-out Panel to the "**Editor "A"** serial port on the switcher electronics frame.

## SWITCHER SETUP

To remote the switcher for editor control:

- In the switcher section **TOP MENU** press **[ENBL]**
- In the switcher **Display Window**, toggle **EDITOR ON**
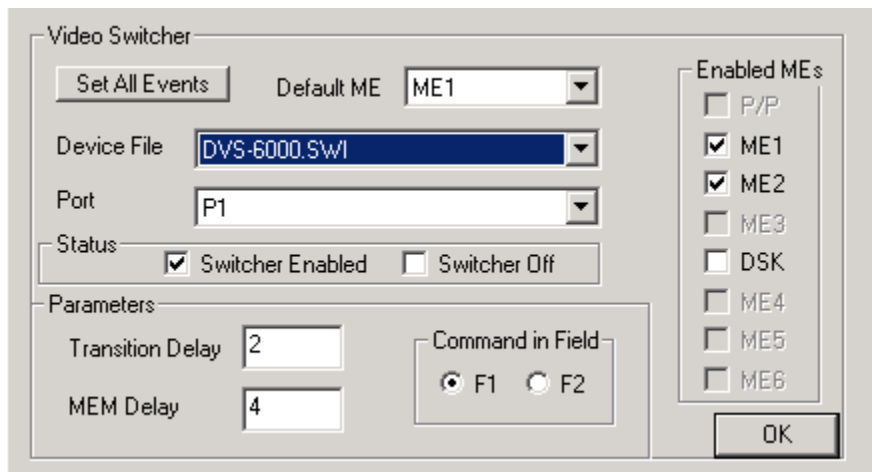- On the editor keyboard press **[SHIFT][RESET]**

## FASTRACK ASSIGNMENT PAGE

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

### Assign Video Crosspoints
Once the Fastrack Assignment Page is open, assign the Video crosspoints for each switcher source. Note that Black is crosspoint "0" on this switcher.

## Select Switcher Type
In the **Video Switcher Dialog** of the Assignment Page, press **[SETTINGS].** The **Video Switcher** Dialog will open.



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

### Default ME
From the pull-down menu, select the ME you will be controlling as the primary M/E.

### Device File
From the pull-down menu, select DVS-6000.SWI as the switcher driver to use.

### Assign Port
From the pull-down menu, assign the **Port** number that corresponds to the port number on the Serial Breakout Panel (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).
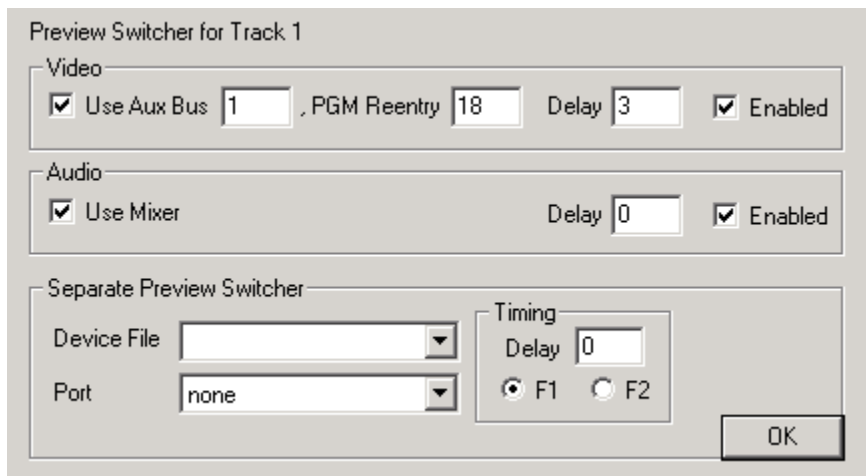
A press of **[SHIFT][RESET]** is recommended after any serial device assignment or changes. This sends a break command (wake up call) to all serial devices.

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.

```
Preview Switcher for Track 1
 ┌─Video────────────────────────────────────────────────────┐
 │ ☑ Use Aux Bus [1]  , PGM Reentry [18]  Delay [3]   ☑ Enabled │
 └──────────────────────────────────────────────────────────┘
 ┌─Audio─────────────────────────────────────────────────────┐
 │ ☑ Use Mixer                      Delay [0]    ☑ Enabled      │
 └──────────────────────────────────────────────────────────┘
 ┌─Separate Preview Switcher──────────────────────────────────┐
 │ Device File [          ▼]   ┌─Timing──────┐                 │
 │                             │ Delay [0]    │                 │
 │ Port        [none       ▼]  │ ⦿ F1  ○ F2   │                 │
 │                             └─────────────┘   [  OK  ]      │
 └──────────────────────────────────────────────────────────┘
```

### Use Aux Bus
To use an Aux Bus as your Preview Switcher, check this box and enter the number of the Aux Bus to be used.

### Program Reentry
The Aux Bus to be used for previewing should have the controlled M/E (M/E1 or M/E2) as a re-entry crosspoint.  The re-entry crosspoint number for **M/E1** is **18**, and the re-entry crosspoint number for **M/E2** is **19**.

### 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 Sony manual for additional information on Aux Bus operation and functionality.*

## VIDEO EFFECTS

Cut, Dissolve, Wipe and Keys are all accessible by **[right-clicking]** on an 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.

### 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.  Simply click on the desired wipe pattern icon or enter the wipe pattern number into the dialog field.

### DME Effects
The internal DME is controlled via Inserts into the switcher timeline (Effects).

### Keys
Video Keys are accessed by pressing **[SHIFT][WIPE],** or by **[right clicking]** Video Effects.   The Effects Dialog will open.
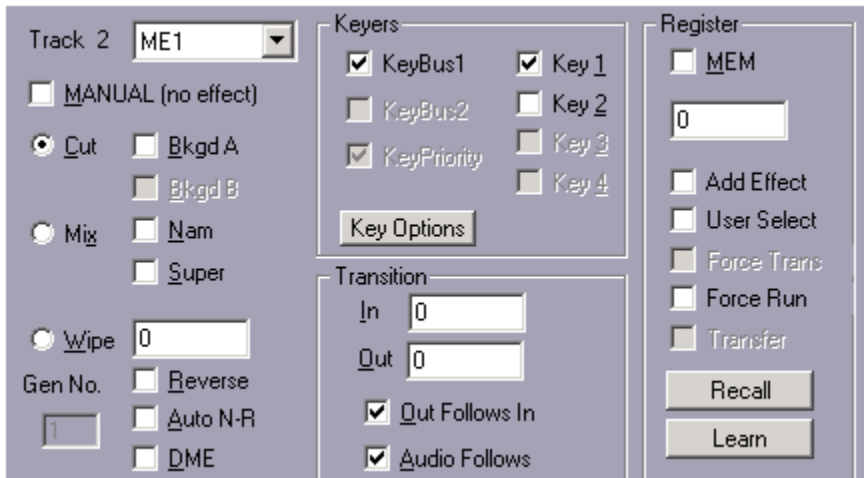
Under **Keyers**, select Key 1, Key 2 or both.  This will select the "Default Key" combination for both Source and Fill.  To select a new Key Fill / Key Source for the current key, or to change the Default values, press **Key Options**.  The Key Options Dialog will open.
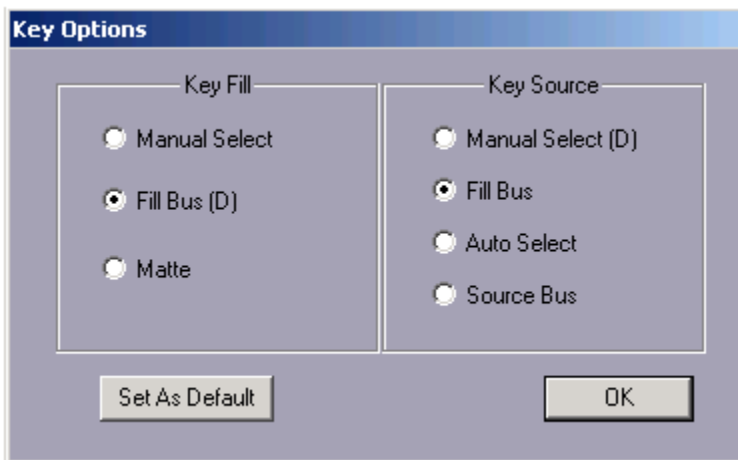


Select a "**Key Fill**" radio button to define where the Key Fill will come from.

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, and **FILL BUS** will be selected as the **KEY FILL** for this Keyer in
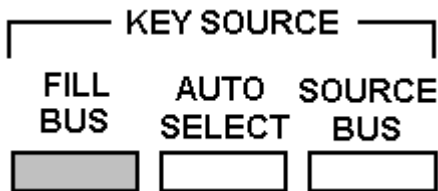   the Top Menu display of the switcher.

```
  ┌──── KEY FILL ────┐
    FILL
    BUS      MATTE
   ▓▓▓▓▓▓    ┌──────┐
   └──────┘  └──────┘
```
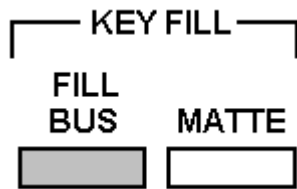
⊙ **Matte** – With this item selected, no changes will be made to the current selection for the Key Fill, and **MATTE** will be selected as the **KEY FILL** for this Keyer in the Top Menu display of the switcher.

```
  ┌──── KEY FILL ────┐
    FILL
    BUS      MATTE
   ┌──────┐  ▓▓▓▓▓▓
   └──────┘  └──────┘
```
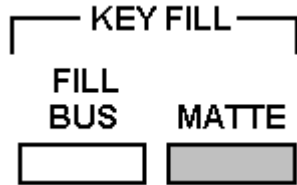
## Key Source

⊙ **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** for this Keyer in the Top Menu display of the switcher.

```
  ┌──── KEY SOURCE ────┐
   FILL    AUTO    SOURCE
   BUS    SELECT    BUS
  ▓▓▓▓▓   ┌──────┐  ┌──────┐
  └─────┘ └──────┘  └──────┘
```

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

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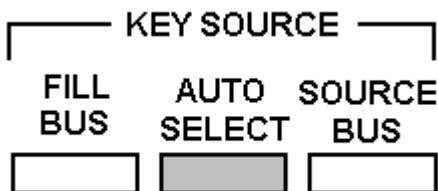
⊙ **Source Bus** – With this item selected, the currently assigned crosspoint for this Track will be selected on the M/E Source Bus, and **SOURCE BUS** will be selected as the **KEY FILL** for this Keyer in the Top Menu display of the switcher.

```
  ┌──── KEY SOURCE ────┐
   FILL    AUTO    SOURCE
   BUS    SELECT    BUS
  ┌─────┐ ┌──────┐ ▓▓▓▓▓▓
  └─────┘ └──────┘ └──────┘
```
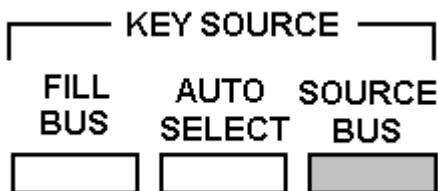
**Note** that pressing [PREVIEW] or [RECORD] turns Off all Enabled keyers on M/Es Enabled in the Switcher Dialog.

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

## PEGS

The following is a list of PEG commands from Super Edit that can be entered into the PEGS Dialog using the **SE** Command.   Add a **1** to the beginning of each entry for **M/E1**, add a **2** for **M/E2**.

For example, an Auto Trans on the DSK would be 50.  An Auto Trans on M/E 1 would be 150.  A Key 2 wipe on M/E2 would be 262.

Items with an asterisk are valid for the DSK portion of the switcher.

| MIX | WIPE | FUNCTION(S) |
|-----|------|-------------|
| 50* | N/A | 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 | FTB |

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


## LEARN and RECALL MEMORY

**USING THE PEGS MEM FUNCTIONS**

Open the **PEGS Dialog**.

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

**Recall and Run an Effect (Timeline) from switcher memory**
To recall and run Effect 0-99, in the PEGS dialog select the **MEMX** command.   Following the MEMX entry, add the Effect number to be recalled.  Example MEMX**4**.


**USING THE EFFECTS DIALOG MEM CONTROL**

Open the **Video Effects Dialog**.

**Learn an effect into memory**
Set up the switcher M/E you are controlling 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 have a 'snap shot' stored.

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 affected 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**."
The MEM is assigned to Events with an "**M**" on the Event dialog line representing a memory recall.

Transitions may be recalled simultaneously by selecting "**Add Transition**" and defining a dissolve wipe or key in the dialog.  If Add Transition is not selected, any programmed effect on the Event will be ignored.

"**User Select**", when this item is checked, MEM settings for both M/E1 and M/E2 will be recalled .  If not selected, then only the MEM from the primary M/E or P/P will be recalled.

*See your Fastrack manual or Help files for additional information on PEGS and MEMs.*
*See your Sony manual for additional information on Learning and Recalling Effects and Snapshots.*