

Ampex Vista Switcher Control Via PEGS

PEGS control of the Ampex Vista Switcher include Switcher Panel Memory recalls and operations using the 500 - 900 command codes range. These are discussed separately on the following pages.

Switcher Panel Memory Recalls

The Vista's 24 panel memory registers can be recalled via the PEGS registers. They can be recalled in groups or all at once. The 100s digit specifies the bank or group to be operated on, and the 10s and 1s digits specify the operation.

If the last two digits form a number less than 50 and the 100s digit is 0-4, a panel memory recall is indicated. If the last two digits are from 01 to 24, select the corresponding panel memory recall with a slew transition. Adding 25 (to get to 26-49) causes the transition to be done in a cut fashion.

The panel memory modules to be recalled are selected by the 100s digit per the following:

Ønn = DSK region only. The DSK Source and Effects modules will be recalled.

1nn = M/E, Key, and Mask. The M/E ADO, Effects, and Source modules will be recalled, along with the Mask.

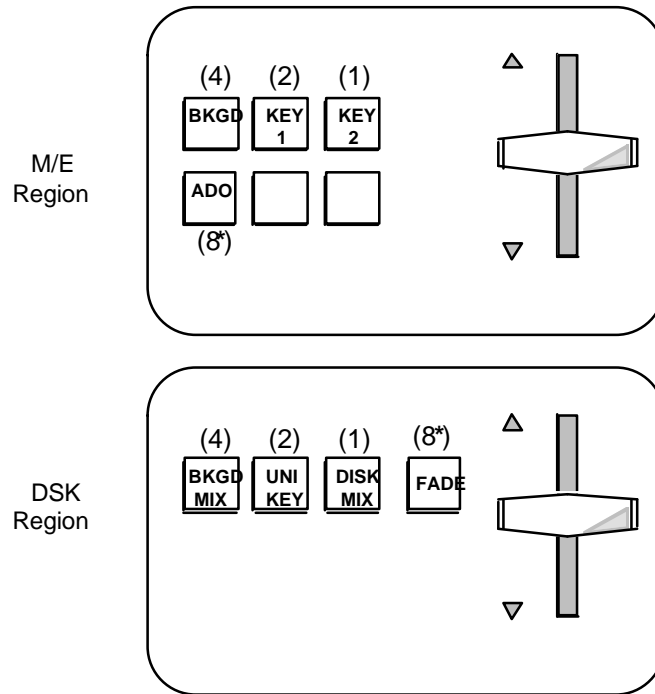
2nn = Bkgd only. Only the color Background module will be recalled.

3nn = Blind recall. Whatever is selected on the switcher panel will be recalled.

4nn = Full recall. The sum of Ønn, 1nn, and 2nn will be recalled.

Modules not mentioned here are recalled according to the switcher panel. These include Utility buses, PIPs, and AUX buses. Also, the key memory source is not specified and follows the control panel. The recall type is set to: MENU?_
RECALL

If the 100s digit is Ø or 1, the DSK region (Ø) or the M/E region (1) is selected. Figure 4-5 shows the M/E and DSK regions where the numbers in parentheses indicate values for use with PEGS commands and the asterisk indicates a selection that cannot be used with any other selection.



* Cannot be selected with any other selection button at the same time

Figure: M/E and DSK Regions on the Switcher Control Panel

A number of variations can be constructed. For example:

- If the 10s digit is 5, an auto-transition is started, with modification by the third digit to be discussed later.
- If the 10s digit is 6, a cut is started, again with modification by the third digit.

The 1s digit specifies other buttons to be selected before the auto-transition or cut. A Ø indicates a blind auto-transition or cut, having the same effect as pressing the TRAN or CUT button and no others. A combination of the transition selection groups for the M/E or DSK areas can be selected by summing the values given for each button in Figure 4-5.

Thus a 155 command would initiate an auto-transition on the M/E after selecting BKG and KEY 2. The FADE button (on the DSK) and the ADO button (on the M/E) are special cases and cannot be selected with any other selection button at the same time. An 8 will select this button. For example, 058 is Fade to Black (DSK).

The M/E has more functionality, so there are extra operations (in addition to cuts and fades) that can be performed here. Thus, numbers in the range 171-190 are valid as well. Numbers in the 171-178 range perform as do 151-158, but they also select the MIX button. Numbers 181-188 do the same, but select Wipe (that is, deselect MIX). Finally, 190 is an ADO auto-transition.

Panel Memory Store

The switcher may be instructed to store its current settings in a panel memory register at any time by pressing [SHIFT] [L] and selecting which register to use. Valid registers are 1-24. The modules to be stored are determined by whatever is selected in the panel memory menu. Storage of panel memory setups in the EDL is not supported.

Other PEGS Functions

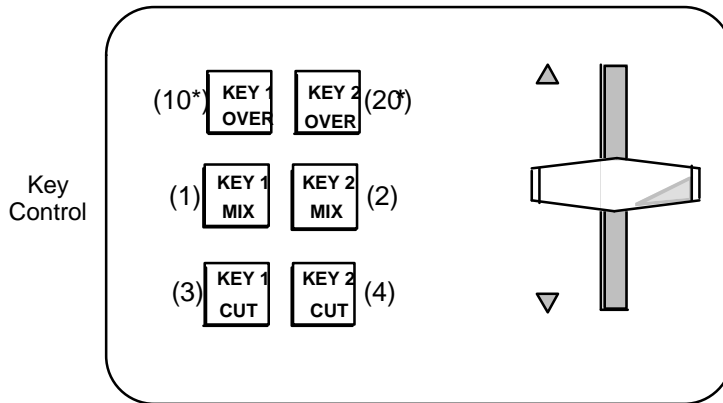
Other operations can be specified using the remaining 500-900 ranges. The 5nn range is used for key control, 6nn for the soft keys under the display panel, 7nn for the buttons along the left side of the panel, 8nn for the right side buttons, and 9nn for ADO-Loop control.

5nn Key Control

Any one of the four key transition buttons (KEY 1 CUT, KEY 2 CUT, Key 1 MIX, Key 2 MIX) can be selected from the Editor, either alone or in conjunction with one of the keyer priority buttons (KEY 1 OVER/KEY 2 OVER). This is done using the PEGS command 5xy, where y is the number of the transition button (see Figure 4-6) and x is as follows:

- Ø to leave the keyer priority alone
- 1 to select KEY 1 OVER; and
- 2 to select KEY 2 OVER

Thus for example, 512 specifies KEY 1 OVER and KEY 2 MIX.



* Cannot be selected with any other selection button at the same time

Figure 4-6. 5nn Key Control

6nn Soft Key Control

Any of the 13 soft keys along the bottom of the display, or the RECALL or ENTER keys, can be activated from Super Edit using the 6nn range. RECALL is number 1, the soft keys are numbered 2-14, and ENTER is 15. This is the same order as on the control panel. For example, 602 would select the first soft key to the right of the RECALL key (the one usually labeled ADJ).

7nn & 8nn Panel Button Control

The buttons along the left and right of the display can be selected similarly. The 7nn range specifies the buttons on the left side of the display, and the 8nn range specifies those on the right.

The 10s digit specifies which pair of adjust buttons to press, numbered from 1 to 8, top to bottom. If the 1s digit is a 1, the up button is pressed (once) and released, and if it is a 2, the down button is pressed and released.

The utility of being able to press the various soft buttons is not entirely obvious at first glance, but it serves at least one very useful purpose. The Vista serial interface protocol does not provide for access to programmed sequences. Using the button controls in PEGS allows a means of firing off a sequence at a specified time.

9nn ADO-Loop Control

The effects loop can be programmed via the 9nn range. The 10s digit controls the setting for Channel 1, and the 1s digit controls Channel 2.

The digits 1-7 are valid and select the source for that channel as follows:

- 1 Downstream Key (key hole)
- 2 Key 1 (key hole)
- 3 Key 2 (key hole)
- 4 M/E (pattern hole)
- 5 AUX Bus (pattern hole)
- 6 EXTRA (pattern hole)
- 7 Off (no loop assignment)

As noted above, the hole will be cut by the key if any of the three selectable keyers is chosen. The other selections use the pattern to cut the hole.

For additional information on operation of the Ampex Vista Video Switcher with the Editor, see Editor/Vista Switcher Operation in Section 2, Operational Information in the User's Guide.