



DPE-500 Series Editor

Installation & Set-up Guide

INTRODUCTION	4
PHYSICAL DESCRIPTION	4
SYSTEM SPECIFICATIONS	4
COMPONENT SPECIFICATIONS	4
DIMENSIONS	5
DPE chassis	5
K2 keyboard	5
PS/2 keyboard	5
POWER CONSUMPTION	5
DPE FRONT PANEL	6
INSTALLATION	6
MOUNTING THE CHASSIS	6
EXPANSION PANEL – DPE-551	7
CONNECTIONS	7
K2 keyboard	7
PS/2 keyboard	7
Mouse	7
Monitor	8
Sync	8
CFID	8

Printer	8
Ethernet	8
GPI	8
Character Generator	9
GV 8466 Preview Switcher	9
GV 8465 Preview Switcher	9
Video Switcher	9
Audio Mixer	9
Peripherals	9
K5 Keyboard	9
VTRs & Related Devices	9
DEVICE SET-UP SCRATCH PAD	10
START-UP SEQUENCE	11
BOOT-UP	11
LOG IN	11
STARTING SUPER EDIT NT	11
THE SUPER EDIT NT WINDOW	13
WINDOWS MENU BAR	13
File Menu	13
File / Run Super Edit	13
File / Return To Edit	13
File / Exit Super Edit	13
File / Reset SE processor	13
File / Exit	13
EDL Menu	13
EDL / Input EDL	13
EDL / Output EDL	13
EDL / 409NT	13
EDL / Auto 409NT	14
EDL / Clean Current EDL	14
Macros Menu	14

Macros / Input	14
Macros / Output	14
Configs Menu	14
Configs / Input	14
Configs / Output	14
Font Menu	14
Font / Terminal Font	14
Font / OEM Font	14
Font / Change Color	14
Utilities Menu	15
Utilities / Send String	15
Help Menu	15
Help / Help	15
Help / About	15
SYSTEM CONFIGURATION	16
THE ASSIGNMENT PAGE	16
MAKING VTR MACHINE ASSIGNMENTS	17
FAST COLUMN DATA ENTRY	19
SWITCHER, MIXER, PREVIEW & OTHER DEVICE ASSIGNMENTS	19
COMMUNICATIONS TESTING	20

INTRODUCTION

This document serves as the Quick Installation Manual for all DPE-500 series editors. It will describe the editor to you, explain the basics of the Super Edit NT window, and help you set up your system for basic editing. The Operations manual is On-line, and can be accessed through the Windows Menu Bar described later in this document.

PHYSICAL DESCRIPTION

Your DPE-500 Series editing system consists of the following:

- This Editware “DPE-500 Series Installation & Set-up guide”.
- The DPE-500 Chassis.
- An SBC-5 single board computer (mounted in the chassis).
- A custom K2 keyboard with Jog knob (except for upgrades from VPE-151, 251, or 351 editors w/K5 Keyboard & Jogger).
- A PS/2 compatible keyboard.
- A Microsoft Intellimouse.
- A DPE-500 Chassis Rack Mount kit.
- A 15 pin to 9 pin VGA monitor adapter
- Four (DPE-531 only) or Seven standard 9 pin RS422 Machine Control Cables.
- Microsoft Windows NT 4.0 Operating System (pre-loaded).
- 2 Super Edit NT custom editing software disks (pre-loaded).
- On-line HELP disk (pre-loaded).
- Copy of Windows NT Certificate of License
- Copy of RT Certificate of License
- Console Extender (CON-EXT). Extensions for the PS/2 keyboard, K2 keyboard, mouse, and monitor (optional).

SYSTEM SPECIFICATIONS

Super Edit NT V1.0 runs on the DPE platform known as the SBC-5. This custom board allows Super Edit NT to run in real time while providing a familiar Windows NT user interface. The PCI based SBC-5 is a single board, state-of-the-art custom implementation of a PC/AT computer. The compact SBC-5 board was designed to fit into existing Editware and Grass Valley VPE editor frames, and occupies two rack units.

COMPONENT SPECIFICATIONS

- Dual 233MHz Pentium class processors running on a shared PCI bus.
- 80MB RAM (DPE-531/541) to 144MB RAM (DPE-551). Upgradeable to 256MB.

- 1 to 2 MB battery-backed Static RAM for EDL storage and protection.
- 8MB Flash Disk for boot services.
- 2+ or 4+ GB 2.5" form factor ATA/IDE hard disk, depending upon model.
- Single 1.4MB floppy disk drive.
- SVGA with 2MB RAM, 1280 X 1024 resolution at 256 colors.
- 10 Base-T Ethernet connection.
- 24 state-of-the-art serial I/O ports with large receive/transmit buffers.
- 10KV transient surge protection on all I/O ports.
- 8 dry contact relay based GPI connections
- Sync and CFID inputs for frame accurate editing and color framing assistance.
- 1 front mounted PCI Mezzanine Card (PMC) expansion slot.
- 150W auto-ranging power supply and three fans.
- Expansion Chassis with ribbon cable (DPE-551 only).

DIMENSIONS

DPE chassis

Width: 17 in.

Depth: 15.25 in. with NO mouse and OS/2 keyboard plugged in.

17.25 in. with mouse and OS/2 keyboard plugged in.

Height: 3.5 in. without rubber feet.

4 in. with rubber feet.

K2 keyboard

Width: 21 in.

Depth: 8.75 in.

Height: 2 7/8 in. with legs engaged

PS/2 keyboard

Width: 21 in.

Depth: 6.5 in.

Height: 2 3/8 in. with legs engaged.

POWER CONSUMPTION

120V 4A (T)

240V 4A (T)

VOLTS: 100/240V AC

FREQ: 50/60Hz

POWER: 150W

DPE FRONT PANEL

The front panel of the DPE has, from left to right;

- System RESET slot
- J45 Ethernet connection
- PCI Mezzanine Card (PMC) expansion slot
- OS/2 keyboard connection
- Mouse connection
- 1.4MB floppy disk drive
- System status lamps (described below)
- Power ON/OFF switch

The 6 front mounted LED's indicate status of various editor components and are listed below, left to right.

- The green **PWR** LED indicates power is applied to the main board.
- The green **SP** LED indicates the System Processor is running. Windows NT runs on the System Processor.
- The green **EP** LED indicates the Super Edit Processor is running. Super Edit runs on the Super Edit Processor.
- The green **ENET** LED blinks whenever the Ethernet is accessed.
- The green **DISK** LED blinks whenever the hard disk is accessed.
- The red **NO SYNC** LED comes on steady if there is NO Vertical Sync detected from the rear panel SYNC IN connector. When SYNC is detected normally, the LED will be OFF.

INSTALLATION

Installing the DPE-500 editor consists of:the following steps:

- Installing the Computing Chassis and, for a DPE-551, the Expansion Chassis
- Placing the K2 and OS/2 Keyboards in the work space
- Making the power cord and signal cable connections
- Performing printer and/or networking installations if applicable
- Connecting the Console Extender if applicable

MOUNTING THE CHASSIS

Determine whether the editor is to be mounted in an equipment rack or placed on a console or tabletop.

For table top mounting you may want to protect the console surface by installing the four rubber feet provided with the Rack-mount kit onto the bottom of the chassis.

For rack mounting, there is mounting hardware that must first be attached to the unit. This consists of:

- Handles
- Mounting brackets
- Support brackets

If the DPE chassis is to be located further than 16 feet from the K2 keyboard, you will need a Console Extender. The Console Extender allows you to have the keyboards, mouse and monitor up to 100 feet from the DPE chassis (See “**Console Extender**” later in this document).

NOTE: Editware can supply qualified third party cable extenders for these purposes which include extension for the VGA monitor as well (Editware part number CON-EXT).

EXPANSION PANEL – DPE-551

If you have an Expansion Panel (DPE-551 only), it should be mounted in the rear of the rack (if rack mounted), within 1 meter of the editor chassis. Connect the supplied ribbon cable from the editor chassis I/O connector to the expansion panel 96-pin connector. If you are using the K5 keyboard and Jogger, connect the short 9-pin to 9-pin cable from the Keyboard port on the editor to the KBD OUT connector on the expansion panel.

CONNECTIONS

There are two keyboards supplied, a standard PS/2 style keyboard and a custom K2 keyboard with integrated Jog knob. In addition, there is a Microsoft Intellimouse provided.

K2 keyboard

Connect the K2 keyboard cable, or its extension cable if used, to the 9-pin connector labeled KEYBOARD on the rear of the DPE chassis.

PS/2 keyboard

Connect the PS/2 style keyboard cable, or its extension cable if used, to the round PS/2 style connector labeled KBD on the front of the DPE chassis.

Mouse

Connect the mouse cable, or its extension cable if used, to the round PS/2 style connector labeled MOUSE on the front of the DPE chassis.

Monitor

Attach a VGA monitor cable, or its extension cable if used, to the supplied 15 pin to 9 pin adapter, which then connects to the 9 pin COLOR MONITOR connector on the rear of the DPE chassis.
Recommended resolution: 800X600 or 1024X768.

Sync

Attach a coax cable with a BNC connector from a composite sync generator output to the connector labelled SYNC IN on the rear of the DPE chassis.

CFID

If a CFID (Color Frame IDentification) signal is available (also known as a V1 pulse), attach a coax cable with a BNC connector from the CFID source to the connector labelled CFID IN on the rear of the DPE chassis.

Printer

If using a printer, attach the cable from the printer to the connector labeled PRINTER/COMM on the rear of the DPE chassis.

The PRINTER/COMM port is actually the COM1 port of the Windows NT processor. Once your system is operating, you must install the printer by following the usual Windows NT procedure for installing a new printer, and designate COM1 as the printer port. Be sure and set COM1 to the same port settings, such as Baud and Parity, as your printer.

NOTE: This is a SERIAL RS-232 connection and generally must be used with a SERIAL printer. However, a serial-to-parallel converter can also be used in combination with a standard parallel printer. You may also install and use networked printers.

Ethernet

If a connection to a LAN or other 10Base-T Ethernet network is desired, connect it to the connector labeled Ethernet on the front of the DPE chassis.

NOTE: There will be some setup required in order for Windows NT to recognize the Ethernet connection. Please refer to the Microsoft Windows NT instructions for network setup.

GPI

If using GPI triggers, make the appropriate connections to the 8 GPI connectors located on the rear of the DPE chassis. Note that they are dry relay contacts and supply no pull-up voltage of their own.

Character Generator

If a system compatible Character Generator is used, attach it to the connector labeled CHR GEN on the rear of the DPE chassis.

GV 8466 Preview Switcher

If using an 8466 Preview Switcher with a GV video switcher, attach the 8466 to the VIDEO CTL connector on the rear of the DPE chassis and then connect the video switcher to the 8466.

GV 8465 Preview Switcher

If using an 8465 Preview Switcher or a 10XL Preview Pre-selector, attach it to either the PORT 6 or PORT 7 connector on the rear of the DPE chassis, depending upon your particular combination of devices.

Video Switcher

If an 8466 Preview Switcher is not used, attach the video switcher directly to the VIDEO CTL connector on the rear of the DPE chassis.

Audio Mixer

If using an audio mixer, attach it to the AUDIO CTL connector on the REAR of the DPE chassis.

Peripherals

If using a peripheral device such as a Zaxcom or Ensemble TBC controller, or a Videotek color corrector, attach it to the PORT 0 connector on the rear of the DPE chassis.

K5 Keyboard

Some installations may require the use of the discontinued K5 model custom keyboard. The 25 pin K5 keyboard cable must connect from the K5 keyboard to the 25-pin KBD IN connector on the expansion chassis. A separately supplied 9 pin cable must be connected from the 9 pin KBD OUT connector on the expansion chassis to the 9 pin KEYBOARD connector on the rear of the DPE chassis. The separate JOGGER cable should connect from the Jogger to the JOGGER connector on the K5 keyboard.

VTRs & Related Devices

Using the supplied device control cables, attach all VTRs and related devices to the appropriate PORT 1 through PORT 7 connectors on the rear of the DPE chassis. Note that connection to these ports does not assign VTRs to the ports. That is done later on the Assignment Page of Super Edit NT. Use the "Device Set-up Scratch Pad" below to make notes of which device is connected to which port so you can easily make these assignments later. Also note that you may connect a VTR to PORT 0 if it is not already used by another device.

DEVICE SET-UP SCRATCH PAD

LABEL	REEL	PORT	MODEL	QC	VIDX	AUDX	PRESEL
R-VTR							
A-VTR							
B-VTR							
C-VTR							
D-VTR							
E-VTR							
F-VTR							
AUX							
BLK							

DEVICE	ID	PORT	BAUD RATE	PARITY
PVWSW				
VIDSW				
MIXER				
PRSEL				
PERIF				
CHRGN				

For DPE-551 models, you may also make VTR connections to PORT 12 through PORT 18 on the expansion chassis. Note also with the DPE-551, if you are using a K2 style keyboard, it contains an integrated jogger and does not require a separate port. In this case, you may also connect a VTR to the JOG IN port on the expansion chassis. The JOG IN port can be assigned as PORT 11 on the Assignment Page.

START-UP SEQUENCE

BOOT-UP

After all connections are made to the DPE chassis, turn on the power to your equipment in the following order:

1. All VTRs and other controlled devices such as video switchers and mixers
2. Video and computer Monitors including the monitor for the DPE-500
3. The DPE Editor Chassis

When the system starts up, a typical BIOS boot process will be displayed on the monitor and the RAM test will be run. There is no need for user intervention during the boot process.

Typically a successful boot will result in two green LED's being lit on the chassis front panel, Power, and SP. A third, the EP LED will be lit green once Super Edit NT is run for the first time and should remain on as long as the editor remains powered up. Two other lights may light up periodically indicating Ethernet and Hard Disk activity. The SYNC light should be off, indicating a good sync connection. If sync is missing, the SYNC light will be lit red.

When the boot process is complete, Windows NT will display a log-in prompt.

LOG IN

Your system administrator should be the first person to log in. A single account has been set up at the factory for the Administrator. The password is "**segue**". The Administrator should log into the system and change the Administrator password if desired.

Account: **Administrator**
Password: **segue**

Log in using the Administrator account. The system will initialize and result in the display of the Administrators desktop. As with all Windows NT systems the administrator should set up all necessary user accounts and desktops.

STARTING SUPER EDIT NT

On the desktop, you will see one or more Super Edit NT icons with Super Edit names, such as S12345. Double-clicking one of these will start Super Edit NT.

Upon start-up, Super Edit NT will display a splash screen (start-up screen) in a window on the desktop. Under the "File" drop down menu, you will see the following choices:

- Run Super Edit
- Return To Edit
- Exit Super Edit
- Reset SE processor
- Exit

If Super Edit NT has not been run before, you should choose "Run Super Edit". If you have run a Super Edit prior to this step, you may choose to "Return To Edit". Trying to Return To Edit when a Return does not exist will not harm anything, but it will not work.

After choosing "Run Super Edit", the window will change to a default 240 X 480 size and the splash screen will disappear. If the Super Edit NT processor was in a standby state, the standard Super Edit NT screen should appear in approximately 5 seconds, along with a window asking if you want to load a configuration file. If the Super Edit NT processor has to initialize, it may take 30 seconds for the Super Edit NT screen to display. If you do not want to load a configuration file (you may not have any at this point), dismiss the configuration window.

You should now see the standard Super Edit display, consisting of, from top to bottom, a Title, the Mark Table, and the EDL (Edit Decision List). If there is no existing information in the EDL, that portion will be blank.

THE SUPER EDIT NT WINDOW

WINDOWS MENU BAR

There are 7 menu items across the top of the Super Edit NT window. We will call this the Windows Menu Bar, and describe each item below:

File Menu

File / Run Super Edit - This will run a fresh copy of Super Edit from disk.

File / Return To Edit - This will cause Super Edit to return to the exact state it was in when you performed a "File / Exit Super Edit". Everything will be as it was when the Exit was performed.

File / Exit Super Edit - This will cause Super Edit to save its current state and cease to run. This is referred to as "establishing a Return To Edit". After Exiting, you can use "Return To Edit" to return Super Edit NT to the exact same state you left it.

File / Reset SE processor - This should normally not be used. It will cause the processor that runs Super Edit to be reset and will take approximately 30 seconds to complete. It is only used for diagnostic and trouble shooting purposes. If it is selected inadvertently, it will cause a running Super Edit to stop executing. The Super Edit will have to be re-run from scratch with no "Return To Edit" available. However, all EDL information will be saved.

File / Exit - This will cause Super Edit NT to exit and close the window. If Super Edit itself is running at the time, it will perform an Exit first.

EDL Menu

EDL / Input EDL - This is only valid while Super Edit is running. This is the same as pressing [INPUT EDL] on the K2 keyboard. Selecting "Input EDL" will cause a file selection window to be displayed allowing a choice of EDL files to input into the current Super Edit NT Bin. It defaults to the **C:\SuperEdit\EDL** folder. Selecting a file and pressing Open will cause the Super Edit Input EDL dialog to begin.

EDL / Output EDL - This is only valid while Super Edit is running. This is the same as selecting Output EDL on the custom keyboard, and the usual Output EDL dialog will begin.

EDL / 409NT - This will launch the 409NT application in a separate window that can be used to clean, translate, edit and otherwise process EDL files. It runs independently of Super Edit NT, and works on EDL files already stored on the hard disk. If you want to clean an EDL inside Super Edit, see "**EDL / Clean Current EDL**". This application is an option that is only enabled when purchased from Editware. If not enabled, it will only run in a Demo mode with very limited capabilities.

EDL / Auto 409NT - This is only valid while Super Edit is running. It is similar to “EDL / 409NT” but automatically saves the EDL in the current Super Edit bin to disk and loads it into 409NT for you. Again, this will launch the 409NT application in a separate window that can be used to clean, translate, edit and otherwise process EDL files. This application is an option that is only enabled when purchased from Editware. If not enabled, it will only run in a Demo mode with very limited capabilities.

EDL / Clean Current EDL- This is only valid while Super Edit is running. It will take the EDL in the current Super Edit bin, clean it, and replace it with the cleaned EDL. The original EDL will be put into the UNDO bin. This 409NT option is included with all Super Edit programs at no additional charge. The cleaning options are fixed and not adjustable. For more flexibility in cleaning, use Auto 409NT.

Macros Menu

Macros / Input- This function is only valid while Super Edit is running. This is the same as selecting Input Macro on the custom keyboard. Selecting Input Macro will cause a file selection window to be displayed allowing a choice of Macro files to input into Super Edit. It defaults to the C:\SuperEdit\Macros folder. Selecting a file and pressing Open will cause the Super Edit Input Macros dialog to begin.

Macros / Output- This is only valid while Super Edit is running. This is the same as selecting Output Macro on the custom keyboard, and the usual Output Macro dialog will begin.

Configs Menu

Configs / Input- This is only valid while Super Edit is running. This is the same as selecting Load Config File (CTRL-B) on the custom keyboard. Selecting Input Configs will cause a file selection window to be displayed allowing a choice of Config files to input into Super Edit. It defaults to the C:\SuperEdit\Configs folder. Selecting a file and pressing Open will cause the Super Edit Input Configs dialog to begin.

Configs / Output- This is only valid while Super Edit is running. This is the same as selecting “Make a Config” (CTRL-B) on the custom keyboard.

Font Menu

Font / Terminal Font- This is the default font for the Super Edit display. Selecting it will change the font to Terminal Font.

Font / OEM Font- Selecting this will change the font for the Super Edit display to the font that is designated as the OEM Font on the workstation.

Font / Change Color- This will change the color scheme of the Super Edit display. It is currently not implemented.

Utilities Menu

Utilities / Send String- This will allow you to send a test command to any I/O port on the editor, and therefore to any attached device. It is used for diagnostics and trouble shooting. It is currently not implemented.

Help Menu

Help / Help- This will launch a comprehensive help utility for Super Edit NT. It includes explanations for every Super Edit function available.

Help / About - This will display information about Super Edit NT.

SYSTEM CONFIGURATION

This next section will help you quickly get on-line and make sure the editor is successfully set up for basic editing.

All editing operations can be performed using only the K2 custom keyboard. However, some Windows NT operations will require the use of the PS/2 keyboard. In addition, many of the K2 keyboard Super Edit NT functions are duplicated on the PS/2 keyboard whenever the focus is on the Super Edit NT window. You can use whichever is most convenient at all times.

Use of the Microsoft Intellimouse is optional, but sometimes very convenient, especially when accessing the Super Edit NT window drop down menus, and anything to do with Windows NT. It currently has the following additional uses when focused on the Super Edit NT window.

The LEFT button can be used as a YES response during any Super Edit dialog. The RIGHT button can be used as a NO. The MIDDLE button can be used as a RESET to abort the dialog.

The mouse WHEEL can be used to scroll the EDL up and down one line at a time. If the RIGHT button is held down while scrolling with the wheel, the EDL will be scrolled one page at a time.

THE ASSIGNMENT PAGE

Machine assignments allow you to assign control ports, video crosspoints, audio crosspoints and to identify the VTR model / manufacturer to the software. These assignments are made from the Assignment Page and must be done prior to editing.

The Assignment Page consists of three sections. The first section, headed by LABEL, REEL, PORT, etc. identifies machines, AUX and BLK to be assigned. Note the lower portion of this section is used to identify devices other than VTRs and the headings do not apply.

The second section, TYPES AVAILABLE, lists the VTR models for which you have protocols included in your Super Edit NT software. Basic instructions for the Assignment Page are in the third section at the bottom.

Note the following:

A **[NO]** to a question de-assigns the selected VTR.

For a VTR, AUX and/or BLK to appear in the Mark Table, VTRs must be assigned via the Assignment Page, and AUX and BLK must have crosspoints.

Pressing **[ENTER]** at a prompt accepts the factory default setting and leaves the current setting unchanged.

You may exit the Assignment Page by pressing either **[RESET]** or an invalid key at any time as long as you are not at a prompt.

Cable connections between the VTRs and the video switcher and audio mixer must be known before making video and audio crosspoint assignments.

All Machine Assignments are fixed at 38.4K Baud, 8 bits, 1 stop and ODD parity. Devices such as video switchers, audio mixers, and character generators can be set for different baud and parity values as required.

MAKING VTR MACHINE ASSIGNMENTS

To make Machine Assignments, follow the steps below:

Access the Assignment Page with **[SHIFT][ASSIGN]** on the K2 keyboard. Press the appropriate dark green Source key or use the up and down arrow keys to highlight the desired machine and press **[SPACEBAR]**. At the bottom left hand corner, the system prompts:

ENTER REEL #

Enter up to six alphanumeric characters, and then press **[ENTER]**. The Reel ID you entered appears on the line with the selected device and the REEL ID in the Mark Table changes accordingly. The system then prompts:

PORT = ?

Before making port assignments, note the following items:

You cannot assign more software ports than hardware ports available.

Multiple dark green Source keys must not be assigned to the same port. Check for duplicates just in case.

For most DPE editors, the following are factory set port assignments:

PORT 8 = Audio Mixer
PORT 9 = Video Switcher
PORT 10 = Character Generator

In addition, other various ports may be assigned by factory default, depending upon your custom configuration.

If you are using a K5 keyboard, you may not use PORT 11, as it is reserved for the JOGGER port.

Enter the port number to which the selected machine is connected at the Editor chassis rear panel (i.e., if the R-VTR is connected to PORT 1, enter 1) and then press **[ENTER]**. The port number you entered appears on the line with the

selected device and the system prompts:

MODEL = ?

Enter the number from the right-hand column which corresponds to the type of device or VTR you are using for the selected source and press **[ENTER]**. The model code you entered appears on the line with the selected device and the system prompts:

QC VALUE = ?

The default QC value is 3. To accept this value (recommended), press **[ENTER]**, or enter a value from -1 to 5 and press **[ENTER]**. Note the following:

The QC value dictates how determined Super Edit NT will be when attempting to properly position and synchronize the device at the edit IN point. If one or more devices are not positioned correctly and therefore not synchronized, Super Edit NT will abort the edit and try again. Lower values are more relaxed than higher values.

A QC value of 3 will generally guarantee a frame accurate edit. Some devices are not well behaved and may require a lower value.

A QC value of -1 tells Super Edit NT to make every attempt to synchronize the machine right up to the IN point, but **DO NOT** abort the edit if the source is not properly positioned. This setting gives the best chance for a frame accurate edit for difficult devices that refuse to synchronize properly.

A QC value of 0 tells Super Edit to not even attempt to synchronize a device at the IN point. This setting works well for devices that do not synchronize well, but may result in the device being a frame or more off at the edit IN point.

The system will then prompt:

VID XPNT = ?

Before making video crosspoint assignments, note the R-VTR cannot be changed from crosspoint zero for E-E previewing systems.

Enter the desired video crosspoint and press **[ENTER]**. The video crosspoint you entered appears on the line with the selected device and the system prompts:

AUDIO XPNT = ?

Before making audio crosspoint assignments, note the R-VTR cannot be changed from crosspoint zero for E-E previewing systems, and that non-audio sources are assigned to crosspoint 0.

Enter the desired audio crosspoint and press **[ENTER]**. The audio crosspoint you entered appears on the line with the selected device. If you have the Preview Preselector option, the system then prompts:

PRSEL XPNT = ?

Enter the desired Preview Preselector crosspoint and press **[ENTER]**. Your entry appears in the display.

Super Edit NT also provides **PAL** users the opportunity to assign a color frame offset. Enter the desired color frame offset value (0 –3) and press **[ENTER]**. The frame offset you entered appears on the display.

Repeat the steps in this section for all connected VTRs and devices.

The default video and audio crosspoint for AUX is 007 and the default for BLK is 000. You may change these settings, as well as their names, by highlighting them and pressing **[SPACEBAR]** as with other devices.

FAST COLUMN DATA ENTRY

The Assignment Page also provides a fast mode of assigning data by columns. That is, all vertical column data (reel, port, model, etc.) can be entered at the same time without having to go through the dialog for each source line-by-line.

This mode is activated by selecting a column with the left or right arrow keys and pressing **[ENTER]**. You may then enter data vertically in the selected column. To go from one line to the next in the column, either enter new data and press **[ENTER]** or to skip a line, just press **[ENTER]**.

You can terminate the column mode by either pressing **[ENTER]** when at the end of the column or by pressing the left or right arrow keys while anywhere in the column.

SWITCHER, MIXER, PREVIEW & OTHER DEVICE ASSIGNMENTS

Other device assignments are listed below the AUX and BLK assignment sections. If the protocol for a particular device is built into your software, it is identified there. If a protocol is not built into your software, the word **NONE** will appear next to it. The default values normally do not need to be changed

You can set the **PORT**, the **BAUD** rate and the **PARITY** of these devices by highlighting them using the arrow keys and pressing **[SPACEBAR]** to begin the dialog.

COMMUNICATIONS TESTING

Before performing communications testing, all peripheral equipment should be set up and timed.

Load tapes with time code into your machines.

Activate the EDITOR ENABLE buttons on the video switcher and the audio mixer if present, and make sure the VTRs and other devices are in REMOTE mode.

Press [SHIFT][RESET] on the custom keyboard. This will wake up all connected devices and establish a communications link with them. [SHIFT][RESET] can be pressed any time you want to ensure communications are established.

If Super Edit NT immediately says "Switcher off-line", you do not have proper communication established with the video switcher. Check the cabling and connections to the switcher, making sure the switchers Edit Enable is ON, and make sure the Baud rate and Parity match that set into the Assignment Page.

If you are using 8466 previewing, make sure you have connected it properly. Generally, the video switcher will need to communicate THRU the 8466 preview switcher and not be connected directly to the editor's video port.

Next, alternately press the dark green [R-VTR], [AVTR] etc. keys (whichever green keys you have assigned to devices). The mark table cursor will move from source to source on the Super Edit screen. Make sure the video switcher and the audio mixer crosspoints switch to the assigned crosspoints for those sources.

Make sure you get the proper video on the proper video monitor for the source you have selected. If not, check the video connections to the switcher and double check your video crosspoint assignments.

Select the dark green Source key for a VTR device, such as A-VTR and press the light blue [FF] key. The device assigned to the A-VTR key should go into Fast Forward.

When video appears on the correct monitor, press the light blue [STOP] key. The A-VTR should stop.

Press the light blue [PLAY] key. The video and audio for the A-VTR should play at normal speed, and the Mark Table should show timecode numbers incrementing in the position column for the A-VTR.

Press the yellow [MARK IN] key. The timecode displayed in the position column should be transferred to the A-VTRs IN column in the Mark Table.

Press the yellow **[MARK OUT]** key. The timecode displayed in the position column should be transferred to the A-VTRs OUT column in the Mark Table, and

the difference between the IN and the OUT times (in REAL TIME) should be displayed in the DUR column.

Press the light blue **[STOP]** key and the A-VTR should stop. Repeat this process for all connected devices currently assigned to dark green Source keys, including the R-VTR.

If any of the above indications do not occur, double-check your device assignments on the Assignment Page, and then check cabling and connections. If any corrections were made, repeat the above tests to ensure all devices are controlled properly.

The PRINTER/COMM port is actually the COM1 port of the Windows NT processor. You must install the printer by following the usual Windows NT procedure for installing a new printer, and designate COM1 as the printer port. Be sure and set COM1 to the same port settings such as Baud and Parity as your printer.

You are ready to begin editing! Refer to the Online Help for detailed explanations of Super Edit functions and features.

NOTE: Windows NT, Super Edit NT are certified Year 2000 compliant.