

Introduction: PLEASE CLICK ON TOPICS BELOW TO LINK TO SUBJECT

This is the release packet for version 7.0F of Super Edit software. For your convenience, the information issued with the release of Super Edit software version 7.0E has been included. The v7.0E notes are marked with an asterisk. The packet consists of the following items:

- Super Edit Version 7.0F Introduction (Pages 1 & 2)
- Super Edit Version 7.0E & 7.0F Notes (Pages 3 & 4)
- Installing System Software instructions (Pages 5 - 8)
- Pre-Read Function update (Pages 9 & 10)
- New Start-Up Question (Pages 11 & 12)
- Program Play Function update (Pages 13 & 14)
- New machine protocols:
 - Grass Valley Group Model 1000 Interface (Pages 15 - 18)
 - Grass Valley Group Performer Interface (Pages 19 & 20)
 - Grass Valley Group Model 3000 Interface* (Pages 21 - 32)
 - Ampex DCT 700D Interface (Pages 33 - 36)
 - JVC BR-S525U S-VHS Interface (Pages 37 - 40)
 - JVC BR-S822U S-VHS Interface (Pages 41 - 44)
 - MXP-S390 Audio Mixer Interface (Pages 45 - 48)
 - AJ-D350 Panasonic VTR Interface (Pages 49 & 50)
- New Slaves Features* (Pages 51 - 54)
- Programmed Motion™ Enhancement* (Pages 55 - 58)
- New Assignment Page* (Pages 59 - 64)
- New Initialization Pages* (Pages 65 & 66)
- Updated Super Edit™ Menu* (Pages 67 & 68)
- D-ESAM 800 Enhancement* (Pages 69 & 70)

- Display Adjustment* (Pages 71 & 72)
- Handling Reel Names* (Pages 73 & 74)
- Archive Feature* (Pages 75 & 76)
- PEGS Auto-Off Feature* (Pages 77 & 78)

The following notes describe the changes to Super Edit software version 7.0F. Where additional information is provided, it is referred to by Note number. Note 27 through Note 36 includes information provided with the previous Super Edit software version 7.0E release. This information is provided in your Super Edit System manuals, and is duplicated here for your convenience.

Note # Description

1. Short duration edits (less than ten frames) are now accurate on all VTRs.
2. Improved operation of Extended PEGS for GVG Model 100/110 Switchers.
3. Improved operation of jog for RS-232 interfaces.
4. R-VTR Reel Names are now modifiable by all Editors.
5. Improved Programmed Motion™ for PAL VTRs.
6. Improved interface to Sony DVR-10, 18, 20, 28, 1000, 2000, and 2100.
7. VPR-3 interface for Programmed Motion updates.
8. Improved accuracy of bump-out matching and duration for Programmed Motion events.
9. Fixed M-RECORD with Ampex-type machines.
10. Improved GVG Model 1000/3000/4000 Switchers' Program and Pre-Select bus Pre-Read edit operation.
11. Improved Program Motion at zero speed for Beta-SP and Ampex devices.
12. Extended the range of Program Motion speeds for Abekas recorders.
13. An ESAM-1 Audio Interface is compatible with Century Switcher.
14. Fixed a problem with saving slave information when performing an event INSERT.
15. Installing System Software instructions. (CLICK to go to Note 1 discussion.)
16. Pre-Read commands can only be sent when a VTR is assigned as the R-VTR. (CLICK to go to Note 16 discussion.)

17. Added a new Start-up question [CONTROL][B] for selection of R-VTR cross-point display mode. (CLICK to go to Note 17 discussion.)
18. Improved operation of Program Play for Sony, BTS, Panasonic, Hitachi, and generic video tape machines. (CLICK to go to Note 18 discussion.)
19. Added a preliminary GVG Model 1000 Switcher interface, including AUX bus previewing capabilities and complete E-MEM capability. (CLICK to go to Note 19 discussion.)
20. Added a preliminary GVG Performer Switcher interface. (CLICK to go to Note 20 discussion.)
21. GVG Model 3000 Switcher interface included with the release of Super Edit Version 7.0E, and repeated here for your convenience. (CLICK to go to Note 21 discussion.)
22. Added an interface for the Ampex DCT-700D. (CLICK to go to Note 22 discussion.)
23. Added an interface for the JVC BR-S525U S-VHS. (CLICK to go to Note 23 discussion.)
24. Added an interface for the JVC BR-S822U S-VHS. (CLICK to go to Note 24 discussion.)
25. Added an interface for the Sony MXP-S390 Audio Mixer. (CLICK to go to Note 25 discussion.)
26. Enhanced AJ-D350 Panasonic VTR interface included with the release of Super Edit v7.0E, and repeated here for your convenience. (CLICK to go to Note 26 discussion.)
27. New Slaves Features (CLICK to go to Note 27 discussion).
28. Programmed Motion™ Enhancement (CLICK to go to Note 28 discussion).
29. New Assignment Page (CLICK to go to Note 29 discussion).
30. New Initialization Pages (CLICK to go to Note 30 discussion).
31. Updated Super Edit Menu (CLICK to go to Note 31 discussion).
32. D-ESAM 800 Enhancement (CLICK to go to Note 32 discussion).
33. Display Adjustment (CLICK to go to Note 33 discussion).
34. Handling Reel Names (CLICK to go to Note 34 discussion).
35. Archive Feature (CLICK to go to Note 35 discussion).
36. PEGS Auto-Off Feature (CLICK to go to Note 36 discussion).

Note 1 – Version 7.0F Software Installation Models VPE-131/141/141L/241/241L/151/251

The procedure to initially install Super Edit™ v7.0 software is as follows:

NOTE: Insure that the WRITE ENABLE/DISABLE tabs on the disks are in the WRITE ENABLE (down or closed) position.

1. Upon receipt of the Super Edit™ software, it is recommended that the UTILITIES, and PROGRAM disks be duplicated for your software library archives.
2. From the Main Menu, press [←] until the RT prompt (RT>) appears.
3. Insert the disk labeled UTILITIES into the DFØ Floppy Disk drive.
4. Enter BOO DF: and then press **[RETURN]**. This re-boots the system from the Floppy Disk and begins program installation.
5. With a VPE-131/141/141L, the system warns you that all files on the RAMDISK will be erased and prompts:

CONTINUE ?

With a VPE-151/241/241L/251, you are given a choice of either UPDATE or INSTAL.

An UPDATE only copies all files necessary to update to Super Edit™ v7.0; all other files remain untouched on the system disk. (This is the usual way to update to v7.0.)

An INSTAL erases all files on the system disk. That is, all config files, EDL files, and macros currently on the system disk will be lost. This choice is used to return the system to the state it was in from the factory. (If your system is in an unknown state, or if you prefer starting from scratch, select INSTAL. However, do remember that all files on the system disk will be erased.)

6. Perform a or b below:
 - a. If you have a VPE-131/141/141L, press **[YES]** at the **CONTINUE ?** prompt.
 - b. If you have a VPE-151/241/241L/251, select either UPDATE or INSTAL.

7. The installation process begins. During installation, various messages appear on the screen and some files are copied to the system disk. Once these files have been copied, the system boots to the system disk to complete the installation process and more files are copied to the system disk.

You will then be prompted to insert the PROGRAM disk. This disk contains the four (4) Super Edit™ files.

8. At the prompt, remove the UTILITIES disk from DFØ: and replace it with the disk labeled PROGRAM. The system prompts:

PRESS ENTER OR RET WHEN READY.

9. Press **[ENTER]** or **[RETURN]**. The Super Edit™ files are then copied to the system disk.
10. After all files have been copied, the system boots to the Main Menu. At this point, installation of v7.0 is complete and the system is ready to use. Remove program disk, and store appropriately.

NOTE: Super Edit version 7.0F software will install only in systems with the DEC-1173 microprocessor unit.

For further information regarding software installation on these models, see Appendix E, System Software Installation section, of the Installation Instruction Manual, or Appendix E of the Operator's Guide.

Model VPE-41M Software Installation

NOTE: Insure that the WRITE ENABLE/DISABLE tabs on the disks are in the WRITE ENABLE (down or closed) position.

1. Place the Diagnostics Disk in Drive Ø and boot the system. A sign-on message will be displayed followed by the RT prompt (RT>).
2. Insert a blank formatted disk in Drive 1.
3. Press **[SHIFT][ASGN]**, type **UPDATE**, and press **[RETURN]**.
4. When the UPDATE is completed, remove the Diagnostics Disk from Drive Ø.
5. Write down your Super Edit number which is on the disk label and store your disks in your software archives.
6. Remove the newly created Master Disk from Drive , place it in Drive Ø, and re-boot the system. The Main Menu is displayed.

NOTE: Super Edit version 7.0F software will install only in systems with the DEC-1173 microprocessor unit.

Model VPE-51, 51E and 51EM Software Installation

NOTE: Insure that the WRITE ENABLE/DISABLE tabs on the disks are in the WRITE ENABLE (down or closed) position.

1. From the Main Menu, press **[CLEAR]** until the RT prompt (RT>) appears.
2. Place the Diagnostics Disk in Drive Ø.
3. Press **[SHIFT][ASGN]**, type **EDL:UPDATE**, and press **[RETURN]**.
4. When the update is completed, remove the Diagnostics Disk from Drive Ø.

5. Write down your Super Edit number which is on the disk label and store the Diagnostics Disk in your software archives.
6. Re-boot the system. The Main Menu is displayed.

NOTE: Super Edit version 7.0F software will install only in systems with the DEC-1173 microprocessor unit.

To update the diagnostics on the system's hard drive, complete the following steps:

NOTE: This procedure will over-write all existing String files. Save existing ".STR" files prior to performing this procedure.

1. Select System Utilities from the Main Menu and press **[RETURN]**. The System Utilities menu appears.
2. From the System Utilities menu, select any RT-11 command and press **[RETURN]**.
3. Install the new diagnostics disk in Drive Ø. Press **[SHIFT] [ASGN]**, then type **EDL:COPYDG**.

Note 16 – Pre-Read Function Update

Pre-read is a special function of some VTRs, specifically some D2 and D3 type machines. It functions as follows: During a record, a separate play head, coupled with a frame buffer memory, allows the source material for the edit to be output from the R-VTR and routed into an effects device. After video manipulation, the material is recorded back into the R-VTR.

Pre-Read Usage

The purpose of this enhancement to Super Edit™ is to allow you to toggle this feature On or Off for the R-VTR. Pre-read is implemented as a PEGS register where:

Function = R-VTR (“A” key)
 Command = Ø (Off)
 1 (On)

The time field is always zero and therefore skipped in the PEGS dialog. As with all other PEGS, immediate mode of PEGS execution applies.

Pre-Read can also be toggled through the keyboard to immediately turn the function On/Off. For all systems except 41/51 systems, **[SHIFT][YES]** toggles it ON; **[SHIFT][NO]** toggles it OFF. For 41/51 systems, **[CTRL][Y]** and **[CTRL][N]**, respectively, toggle the function ON and OFF.

When Pre-Read is ON, **PREREAD** appears on the Edit Screen and Super Edit™ performs a check to see if the assigned R-VTR is capable of Pre-Read. (The AJ-D350, DVR-10/18/20/28, and VL-D500 are recognized by Super Edit™ as having this capability.) This check is made under any of the following conditions:

- At the completion of a PEGS entry, if the current R-VTR is not capable of Pre-Read, the newly entered PEGS register immediately becomes disabled. If trying to execute an immediate PEGS, the **FUNCTION N/A** message is displayed.
- When **[SHIFT][YES]** are pressed. If the R-VTR is not a Pre-Read machine, **FUNCTION N/A** appears.
- When a machine has been assigned as the R-VTR on the Assignment Page. If that machine is not a Pre-Read machine, the entire PEGS table is scanned and any Pre-Read PEGS are disabled.
- Changing the assignment of the R-VTR from one machine to another. If the new machine is not a Pre-Read machine, the entire PEGS table is scanned and any Pre-Read PEGS are disabled.

NOTE: *When Pre-Read PEGS have been disabled, they must be manually re-enabled. This can be done at any time, but preferably after the R-VTR has been reassigned as a Pre-Read machine.*

Additionally, Super Edit checks to see what mode the intended VTR is in (i.e., Local or Remote) just prior to transmission of a Pre-Read ON command. If in the Local mode, the command is not sent and the following appears:

OFF LINE ERROR HIT ANY KEY TO CONTINUE

When using Pre-Read, note the following:

When multiple Pre-read PEGS registers exist, and PEGS is active, only the highest numbered PEGS register will be fired.

The **PREREAD** banner disappears when the OFF command is sent to the VTR. When the banner is on the screen, it strictly reflects the message activity between the Editor and the VTR. For example, Pre-read could have been enabled at the Editor and then disabled at the VTR; the banner would still be displayed on the screen.

When PEGS is active and the ON command is sent during an edit, there are two possible actions taken when the edit ends. The Pre-read OFF command is automatically sent or the feature remains active until the user chooses to turn it off via the appropriate PEGS command.

In the case of an Open-ended edit, a bump-out of the edit using **[RECORD]** will trigger an OFF command if PRE-READ AUTO-OFF is On (i.e., a **[1]** is entered). Also note that aborting an edit with **[SPACEBAR]** (Allstop) will not turn Pre-read off regardless of the On/Off status of Init #56 on the Init Page #2.

In E-E mode, the preview monitor will only show the output of the R-VTR at any time during an edit. This is not the image being recorded. The recorded image is the output of the effects device and a separate monitor is required to show that image. In Preview Switcher mode (using a GVG Model 8465 or 8466 Preview Switcher), the preview monitor will show the output of the effects device beginning at the edit IN-point and ending at the edit OUT-point.

Note 17 – New Start-Up Question [CONTROL][B]

On the Super Edit™ Systems 151, 241, and 251, a third Start-up question is displayed when you answered **[NO]** to the first two Start-up questions. The third question allows Super Edit to select the crosspoint previously assigned on the Assignment Page for the R-VTR as the true crosspoint selected on your switcher.

RVTR XPNT SEL OFF ?

A **[YES]** causes the selection to remain OFF, and in the OFF state, your switcher switches to black. A **[NO]** causes the crosspoint selection to toggle ON. In the ON state, when you select the green R-VTR key, the switcher switches to the crosspoint currently shown for the R-VTR on the Super Edit Assignment Page.

Note 18 – Program Play Commands

The existing Program Motion feature has been enhanced to provide higher resolution around play speed through the use of Program Play commands on applicable video tape machines. This results in better operation of the Super Edit Fill feature, and allows certain digital machines to recover audio at non-play speeds. Super Edit uses Program Play speeds on the following machine interfaces:

SONY DVR-10/18/20, BVH-2000/3000, PCM-7030

BTS DCR-100

PANASONIC AU-650, AU-660, AU650B, AJD-350

HITACHI VL-D500

GENERIC MCP1

For machines that use these commands, Super Edit will accept any response to the **CMD = ?** prompt between 85 and 115 (i.e., from 85% to 115% of PLAY speed). The Fill feature will also produce these numbers if the durations in the Mark Table indicate a speed within this range.

To provide a higher resolution of control, additional PEGS numbers have been activated providing 0.1% resolution between 90.2% and 109.9% of play speed. For Program Motion, these speeds use the play speed synchronize parameters, sending the actual speed frames before the In Point. These speeds are indicated by the PEGS numbers from 902 to 1099; which will be displayed in the speed column of the Mark Table. Note that within this range are the Freeze On/Off commands which use the values 990 and 991. These commands are still applicable and work in the same manner. Below are some examples of speeds and the corresponding PEGS Command:

Speed%	PEGS Command
90.2%	902
93.2%	932
96.2%	962
99.6%	996
101.3%	1013
104.5%	1045
106.3%	1063
109.7%	1097

Note 19 – GVG Model 1000 Interface

Introduction

This describes the preliminary interface between Super Edit™ Editors and the GVG Model 1000 Video Switcher. The following are discussed in the order given:

- Crosspoint selection
- Wipe patterns
- AUX Bus previewing
- E-MEM™ transfers
- Learn E-MEM™
- PEGS Commands

Crosspoint Selection

Crosspoints are selectable in the range of 0 to 18 where XPTs 0 - 9 are selected as usual and pressing the rightmost XPT plus 0 - 9 selects XPTs 10 - 18. Note that XPTs 0 and 10 share the same (leftmost) position on the panel.

Wipe Patterns

There are 20 Wipe patterns available (1 - 20). Select the desired pattern based on the numbering scheme on the Model 1000 panel. Super Edit™ Wipe number 1 gives you Model 1000 Wipe number 1. To reverse a Wipe direction, add 100 to the Wipe number.

AUX Bus Previewing

There are two AUX buses on the Model 1000 and this interface allows use of either bus as a preview switcher. Note however, that if a DVE is connected to the switcher, both AUX Buses are dedicated to the DVE and AUX Bus previewing is disabled.

To enable AUX Bus previewing, access Initialization Page #3 and select Init #73. You will be prompted to enter which AUX Bus to preview on (i.e., 1 or 2). Note that entering a 0 disables the function. 0, 1, or 2 are the only valid entries at the prompt; all others are ignored.

Once enabled, the selected AUX Bus behaves as a video only preview switcher (i.e., switching between the R-VTR XPT and the PGM OUT XPT). Note that the Model 1000 does not have an explicit PGM OUTPUT XPT. Init page item #74 allows the user to enter PGM OUT crosspoint selection. Valid entries are between 1 and 18. The default setting is 9.

The SWAP VTR feature of Super Edit will interact with the AUX Bus as a preview preselector. The R-VTR crosspoint assignment on the AUX Bus will follow any changes made with the SWAP function.

E-MEM Transfers

The E-MEM transfer function with the Model 1000 Switcher is the same as with all other GVG switchers. Note however that the EDL display is different in that there are three entries for each E-MEM saved in the list.

Learn E-MEM

The Learn E-MEM function with the Model 1000 Switcher is the same as with the GVG Model 100 Switcher. That is, the user may tell the Model 1000 to learn an E-MEM register and pressing **[SHIFT][L]** prompts the user for the register number to learn.

PEGS Commands

A table of PEGS command codes is shown below. Note that PEGS command codes 58 and 68 are uniquely defined for the Model 1000. Also note that E-MEM™ Recall register Ø serves a special function.

MODEL 1000 PEGS COMMAND CODES

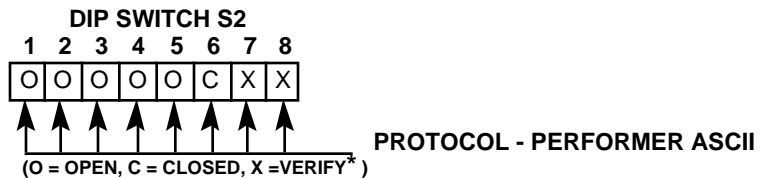
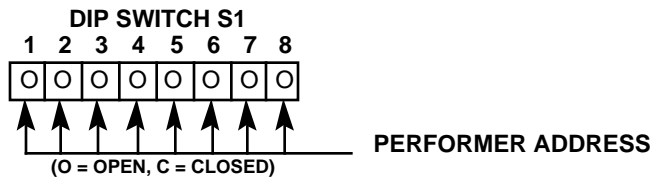
Code	Function
Ø	E-MEM RECALL (special use - reset switcher to default startup state)
1 - 20	E-MEM RECALL (digit specifies register number)
21	AUTO TRANS
22	DSK MIX
23	FADE-TO-BLACK
50	MIX/AUTO TRANS
51	MIX/KEY1/AUTOTRANS
52	MIX/KEY 2/AUTO TRANS
53	MIX/KEY 1 & 2/AUTO TRANS
54	MIX/BKGD/AUTO TRANS
55	MIX/BKGD/KEY 1/AUTO TRANS
56	MIX/BKGD/KEY 2/AUTO TRANS
57	MIX/BKGD/KEY 1 & 2/AUTO TRANS
58	EFFECTS SEND ON
60	WIPE/AUTOTRANS
61	WIPE/KEY1/AUTOTRANS
62	WIPE/KEY 2/AUTO TRANS
63	WIPE/KEY 1 & 2/AUTO TRANS
64	WIPE/BKGD/AUTO TRANS
65	WIPE/BKGD/KEY 1/AUTO TRANS
66	WIPE/BKGD/KEY 2/AUTO TRANS
67	WIPE/BKGD/KEY 1 & 2/AUTO TRANS
68	EFFECTS SEND OFF

Note 20 – GVG Performer Interface

Introduction

Performer is a 10X1 routing switcher. This interface will control it as a Preview Switcher with essentially the same functionality as an 8465 and as a preselector with the same functionality as a 10XL.

Switcher Setup



* Refer to Performer Manual for switch settings specific to your application.

Crosspoints

Performer has 10 crosspoints. As a preview switcher, one crosspoint is assigned as the Record VTR (R-VTR) and another is assigned as Program Out (PGM OUT). The default settings in Super Edit have the R-VTR on crosspoint 1 and PGM OUT on crosspoint 10.

You may change these assignments via the column for preselector crosspoints on the Machine Assignment page. The PGM OUT crosspoint assignment is stored in the preselect column of the AUX device.

***NOTE:** If you enter a crosspoint number greater than 10 for either field, Super Edit will update the display but will not recognize a number greater than 10 in interaction with the Performer.*

Preselector

The Swap VTR feature of Super Edit will interface with Performer as a Preselector.

1. Select the VTR in the Marks Table to swap with the Record VTR and press **[SHIFT][A-VTR]**.
2. Press **[YES]** at the query to perform the Swap. Do not swap with a VTR whose crosspoint assignment exceeds 10. See the above note.

Note 21 – Grass Valley Model 3000/4000 Interface

Introduction

The operational features of the Model 3000 or Model 4000/Grass Valley Editor interface described here are currently implemented in Super Edit™. The descriptions assume that the user is familiar with the basic operation of Super Edit™. They include the Model 3000 or Model 4000/Editor interface and connections, Switcher and Editor Setup Requirements, and Operations and Aux Bus Previewing.

The Interface

The interface is based on the Model 200/300/Editor interface. The command set is essentially the same as the Model 200/300 protocol command set with two exceptions.

One is that the addressing of push buttons (as opposed to crosspoints) has been changed from a one (1) byte address to a two (2) byte address. For example, the commands for the Auto Transition pushbutton on each Switcher are:

Model 200 = 03 xx FB 1B
Model 300 = 03 xx FB 1B
Model 3000/4000 = 04 xx FB 02 02

The other exception is that although selection of crosspoints uses identical messages, the 3000/4000 start addressing from crosspoint one (1) while other Grass Valley Switchers (except the Model 200) start from crosspoint zero (Ø).

NOTE: *The Model 3000/4000 has an internal delay of five (5) frames which is compensated for by the Editor.*

Switcher-To-Editor Connections

The Editor controls the Switcher through a cable with a 9-pin D connector attached to the Editor Serial port, J6, on the back of the Model 3000 electronics frame.

On the Model 4000, the Editor interface is through a 9-pin D connector attached to the Editor Serial port, J3, on the back of the electronics frame.

Switcher Setup Requirements

The Model 3000/4000 setup requirements are as follows:

- Protocol Selection
- Status of the Editor Enable push button
- Crosspoint mapping

Protocol Selection

The Model 3000/4000 may be controlled using RS-422 protocol at 38.4K baud or RS-232 protocol at 9600 baud. Most Super Edit programs run at RS-422. However, older systems (41/51) using an 8465 Preview Switcher must communicate with RS-232. On those systems, the Switcher port is shared with the 8465, which restricts communication to RS-232.

Model 3000 Protocol Selection

Protocol selection is accomplished by jumpers on the Control Processor Board (see Figure 1). To set up the Model 3000 for the appropriate protocol, perform the following:

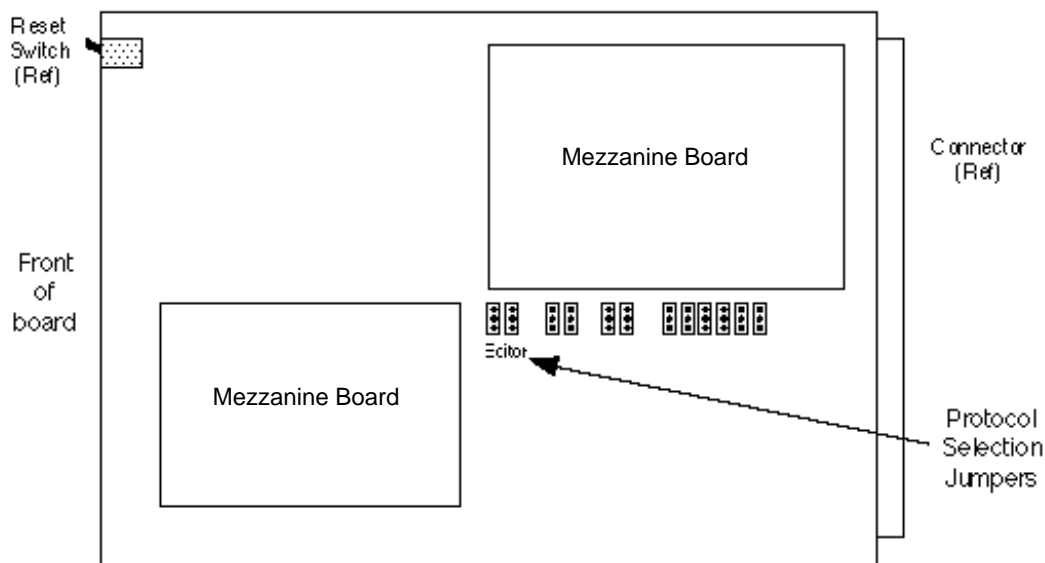


Figure 1. Model 3000 Protocol Selection Jumpers

1. Remove the Control Processor Board from the electronics frame and place on a flat, level, static free surface. (This board is the one on the right in the middle row of three rows of vertically mounted boards.)
2. Referring to Figure 1, jumper the upper two pins of both EDITOR jumpers for RS-422 protocol or the lower two pins for RS-232 protocol.
3. Replace the Board. Proceed to Switcher Setup.

Model 4000 Protocol Selection

1. Remove the Control Processor II Board from the electronics frame and place on a flat, level, static free surface. (There are two Control Processor Boards in the Signal Frame. The Control Processor II

board is the second module from the far left in the top row of modules.)

2. Referring to Figure 2, jumper the upper two pins of both EDITOR jumpers for RS-422 protocol or the lower two pins for RS-232 protocol.
3. Replace the Board. Proceed to Switcher Setup.

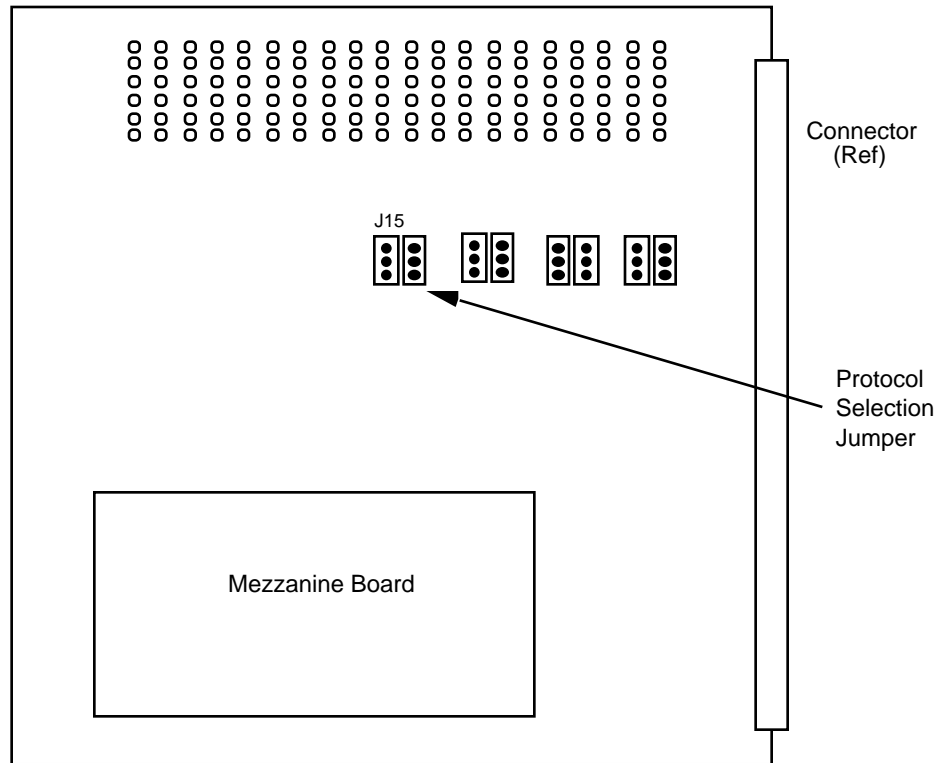


Figure 2. Model 4000 Protocol Selection Jumpers

Switcher Setup

1. On the Menu Display of the Switcher's Control Panel, push the **[CONFIG]** menu selection (left of the display).
2. From the function buttons below the display, push **[EXTERNAL I/F]**, then push **[EDITOR I/F]**. Selections for Baud rate, **[BAUD]**, and **[PARITY]**, appear. (Parity for both RS-422 and RS-232 is ODD.)
3. Select 38.4K baud for RS-422 or 9600 for RS-232.
4. Press **[RESET]** on the Control Processor Board.

Editor Enable Pushbutton

The **[EDIT]** pushbutton is used to enable/disable control of the Switcher from the Editor. It is in the External I/F section on the 3000/4000 Control Panel. The push button is On when enabled and Off when disabled.

Crosspoint Mapping

Crosspoint mapping assigns the type of signal wired to the associated input jack to each crosspoint. Assignment is from the Main Menu on the Control Panel as follows:

1. Press the **[CONFIG]** pushbutton (left of the display). The Configuration menu appears.
2. Press **[INPUTS]**. The Inputs Selection menu appears.
3. Press **[MAP INPUTS]**. A box appears in the center of the screen showing the currently selected XPT. To change the selection, press the desired XPT on the Preset Bus.
4. Using the top three (3) knobs to the right of the display, adjust the Video Input, Key Input, and Chroma Key Input values associated with the selected XPT.

Assignments are taken immediately by the 3000/4000; resetting the Switcher is not necessary. Note that the user must assign BLACK to crosspoint 1.

Editor Setup Requirements

Editor setup requirements, discussed below, consist of crosspoint assignments and transition delay adjustments.

Crosspoint Assignment

Crosspoint assignments are made the same as with other Grass Valley Switchers; through either the Start Up dialogue (for Super Edit v6.0 and previous) or the Assignment Page (Super Edit v7.0). Note again that the 3000/4000 begins crosspoint assignments with one (1) instead of zero (Ø). The user may assign M/E re-entry crosspoints to a VTR by entering: 101 for M/E 1; 102 for M/E 2; and 103 for M/E 3.

Transition Delay Adjustments

For Super Edit™ v7.0 and later, these adjustments are made during the Initialization Pages dialog INIT item #72. Default is -5 frames.

Additionally, the default values for two (2) other delay adjustments have been changed. The defaults, listed below, are for E-MEM™ triggers and transition start times for dissolves and wipes.

	<u>WASIS</u>	
E-MEM triggers	-2	-4
Diss/Wipes	-2	-5

NOTE: *A new Configuration question has been added to Super Edit v6.0. This new question allows the user to adjust the transition start time for this type of PEGS.*

Editor/Switcher Control Operations

Operating control of the Model 3000/4000 by the Editor consists of the following:

- Shift/Reset - Allstop
- Switcher Black
- Crosspoint Selection
- Transition Mode Selection
- Dissolve/Wipe Rate Selection
- Programming Auto Transitions via PEGS
- Programming E-MEM™ trigger via PEGS

Shift/Reset - Allstop Sequence

The Allstop Sequence is a string of commands sent to wake up the 3000/4000 and/or put it into a fixed known state. This occurs with a **[SHIFT][RESET]**, anytime **[SPACEBAR]** (Allstop) is pressed at the end of an edit, and after completion of data initialization through the Init Pages or Configuration dialogs. Depending on previous conditions, the result of sending this string of commands is one of the following:

Select the current M/E re-entry pushbutton on the PGM bus.

On the M/E, select the crosspoint assigned to the currently selected VTR on the Edit Screen.

On the M/E, select background as the transition mode and the Mix push button as the transition type.

Any titles on-air are taken off-air (M/E only).

NOTE: *This string of commands will have no effect on the Down Stream Keyer portion of the Control Panel (e.g., DSK1 and/or DSK2 ON AIR remain that way after an Allstop or [SHIFT][RESET]).*

Switcher Black

BLACK for BVB and VBV previews is assumed to be on the first crosspoint of the M/E. To use this feature properly, the user must assign BLACK to that crosspoint (i.e., it is not done automatically in the Video Switcher). Black in previews is from the PGM/PST bus (until Preview Switching is moved onto the AUX bus).

Crosspoint Selection

Either M/E 1 or 2 can be selected in the normal way. Super Edit will not currently select the M/E 2 crosspoint on M/E 1 or the M/E 1 crosspoint on M/E 2. On the Assignment page, enter into the Video XPT column any of these three items:

101 = M/E 1
102 = M/E 2
103 = M/E 3

Subsequent selection of a Green key with one of these numbers assigned as the Video XPT will select the associated reentry XPT on the current switcher bank. Crosspoints are automatically selected for edits and previews.

Transition Mode Selection

This is functional and works similar to other Grass Valley Video Switchers. There are no known problems with Wipes or Mixes in Super Edit™.

Dissolve/Wipe Rates

This is functional and works similar to other Grass Valley Video Switchers. There are no known problems with specifying a Dissolve/Wipe rate.

Programming Auto-Transitions Via PEGS

To specify other than E-MEM™ transitions on the 3000/4000, specify **FUNCTION = X** instead of **FUNCTION = V** (as on other Grass Valley Video Switchers.) The PEGS code is similar to that used on the Model 200 series Video Switchers. However, Background B and Key Priority keys have not been implemented at this time.

The buttons on the 3000/4000 M/E and Downstream Keyer panels are assigned numeric values. These values are used in combinations at the **COMMAND = ?** prompt of the PEGS dialog to select areas and/or functions of the Video Switcher when programming an Auto-Transition via PEGS.

The first digit of the 3-digit PEGS command code designates the area of the Video Switcher which is to be used in the Auto-Transition. The values and corresponding areas are listed in Table 1.

Table 1. PEGS CODE - 1ST DIGIT

Code No.	Description
∅	PGM/PST Bus
1	M/E 1
2	M/E 2
3	M/E 3
4	DSK

NOTE: *Only M/E 1, M/E 2, and DSK are implemented at this time.*

The second digit selects the type of Auto-Transition. The values and corresponding types listed in Table 2.

Table 2. PEGS CODE - 2ND DIGIT

Code No.	Description
50	Mix
60	Wipe (M/E 1 & M/E 2)

The third digit selects the source(s) of the transition (Key, Bkgd, etc.). The values and corresponding sources are listed in Table 3.

Table 3. PEGS CODE - 3RD DIGIT

M/E 1 & M/E 2 Code No.	Description	DSK* Code No.	Description
1	KEY 1	1	DSK 1
2	KEY 2	2	DSK 2
4	BKGD A	4	BKGD
8	PST BLK		
9	KEY PRIOR		

* The Transition Panel between PGM/PST & DSK

The following are examples of how the PEGS Command codes may be used.

Code Command

153 M/E 1, MIX, KEY 1 & KEY 2

265 M/E 2, WIPE, BKGD & KEY 1

Note that command x58, Enable Fade-to-Black/PST Black, is always done as a Mix. Also note that the 3000/4000 has another type of transition mode, Background B. However, this mode cannot be controlled by the Editor.

Also note that when attempting to control the transition mode on the DSKs, bank 4 must be used instead of bank Ø. For example, to enable Key 1 on the DSK, use X-PEG command 451 instead of Ø51. This also applies to command x58 (Enable PST Black).

Programming E-MEM™ Triggers Via PEGS

To specify E-MEM™ triggers on the 3000/4000, press **[VIDEO][ENTER]** at the **FUNCTION = ?** prompt. At the **COMMAND = ?** prompt, specify the E-MEM™ register. These registers are identified according to the area of the Video Switcher (similar to Auto-Transitions).

The first digit of the 3-digit PEGS command identifies the area of the Video Switcher. The second and third digits specify the register (ØØ through 99). There are 100 E-MEM registers assigned to each bank in the Model 3000 and there are no shifted registers.

The values and corresponding areas of the Video Switcher are:

- Ø = PGM/PST Bus**
- 1 = M/E 1**
- 2 = M/E 2**
- 3 = M/E 3**
- 4 = DSK - DSK 1 & DSK 2 + DSK Panel (including PST BLK.)**
- 5 = BKGD & MATTES**
- 6 = Misc - PVW + MASK + PREVIEW.**
- 7 = DPM-1**
- 8 = DPM-2**
- 9 = DPM-3**
- 10 = DPM-4**
- 11 = M.E-MEM**

NOTE: *Master E-MEM has not been implemented at this time.*

Examples of PEGS command codes for E-MEM™ triggers:

- 105 - triggers the M/E 1 portion of E-MEM 05 (Bank 0 register 5)
- 210 - triggers the M/E 2 portion of E-MEM 10 (Bank 1 register 0)
- 499 - triggers the DSK portion of E-MEM 99 (Bank 9 register 9)

Note the following items:

- The Master E-MEM function is not addressed by Super Edit™ at this time.
- E-MEM data is not stored in the EDL at this time.
- E-MEM data is not sent from the Editor to the Video Switcher at this time.
- Only the selected register in the Video Switcher is triggered.

With the above in mind, there are no known problems with E-MEM triggers from the Editor.

AUX Bus Previewing

One of the features of the 3000/4000 is the capability of previewing on its AUX Buses. This feature is supported by Super Edit™ and discussed as listed below.

- AUX Bus & E-E/8465 Previewing
- AUX Bus Selection
- Preview Pre-Selection
- AUX Bus Control
- Configuration File Handling

AUX Bus & E-E/8465 Previewing

When enabled, previewing video on the AUX Bus of the 3000/4000 replaces the Super Edit type of previewing. Audio previewing continues to take place at the Audio Mixer through the interface built into the program (e.g., AMX-170, Graham-Patten, etc.)

Because the user can disable previewing on the AUX Bus, subsequent previews would be handled by whichever method is built into the program. Super Edit™ with E-E previewing and 8465/8466 Previewing are discussed below.

Super Edit™ & E-E Previewing

E-E previewing is disabled when previewing on the AUX Bus. Thus, the output of the R-VTR remains locked to its off-tape video during green key (source) selection on the Editor.

When AUX Bus previewing is disabled, green key selection forces the R-VTR into the E-E preview mode and the output of the 3000/4000 can be seen on the monitor. When AUX Bus previewing is enabled, the user must select Audio Mixer preview in the Init Page/Control-B dialog to hear the audio switch during preview.

Super Edit™ & 8465/8466 Previewing

This type of previewing remains unchanged. But the user must connect the Editor to the Preview Switcher instead of to the 3000/4000. Not doing so prevents the [SHIFT] [RESET] sequence from waking up the 3000/4000.

AUX Bus Selection

For AUX Bus selection, there are setups on both the Model 3000/4000 and the Editor.

Model 3000 - AUX Bus Selection Setup

The Model 3000 has delegation buttons on the Control Panel for AUX Bus 1 through 6 and a row of AUX Bus crosspoints. (AUX Bus 7 is intended to be controlled from a remote location and is not included in Front Panel delegation.)

The delegation buttons are used to assign control of an AUX Bus (AUX Bus 1 through AUX Bus 6) to the row of AUX Bus crosspoints. Note however, that they are not involved in selection of AUX Bus control by the Editor.

Model 4000 – AUX Bus Selection Setup

The Model 4000 has delegation buttons on the Control Panel for AUX Bus 1 through 9 and a row of AUX Bus crosspoints. However, you may only delegate Aux bus 1 through 6 from the Control Panel (same as the Model 3000).

The delegation buttons are used to assign control of an AUX Bus (AUX Bus 1 through AUX Bus 9) to the row of AUX Bus crosspoints. Note however, that they are not involved in selection of AUX Bus control by the Editor.

Editor - AUX Bus Selection Setup

There are 14 possible AUX Buses available for use as preview switchers; 1A through 7A (video bus only); and 1B through 7B (video or key bus). Selection is made through the Init Pages which accepts only the following:

- Ø Disable previewing on the AUX Bus and enable E-E or 8465/8466 previewing.
- 1 - 7 **A** side of selected AUX Bus
- 11 - 17 **B** side of selected AUX Bus

NOTE: *All other values are illegal and will not be accepted.*

Preview Pre-Selection

This feature is handled the same as a 10 x 1 Switcher (i.e., the user may choose a source machine as the record machine. Changing the record machine to a different source machine is accomplished with the SWAP function of the Editor.

AUX Bus Control

AUX Bus control, as discussed below, consists of green key selection and previewing.

Green Key Selection

Selecting the R-VTR (green key) on the Editor switches the AUX Bus to the crosspoint (XPT) assigned to that VTR. Selecting any other green key except the R-VTR switches the AUX Bus to the PGM OUT button. (The actual XPT associated with any given green key is switched on the currently selected M/E.)

Previewing

Crosspoint (XPT) selection on the AUX Bus during video previews follows the sequences for the given types as listed in Table 4.

Table 4. VIDEO PREVIEWS SEQUENCE

XPT Selected			
Preview Type	Cue point	In Point	Out Point
VVV	R-VTR	PGM OUT	R-VTR
BVB	Black	PGM OUT	Black
VBV	R-VTR	Black	R-VTR

Crosspoint (XPT) selection on the AUX Bus during audio only previews follows the sequences for the given types as listed in Table 5.

Table 5. AUDIO PREVIEWS SEQUENCE

XPT Selected			
Preview Type	Cue point	In Point	Out Point
VVV	R-VTR	R-VTR	R-VTR
BVB	Black	Black	Black
VBV	R-VTR	R-VTR	R-VTR

Note that when previewing with R-VTRs that have confidence heads, such as the Sony BVH-2000, the output signal of the confidence head does not meet the input specification for the 3000/4000. When the 3000/4000 re-inserts its internal sync at its output, the preview monitor has a bar across the video approximately 1/3 of the way down from the top of the screen.

Configuration File Handling

Saving a Super Edit setup to a Configuration file preserves two new features of the interface. The first is the current AUX Bus selection. The second is the type of previewing associated with that selection. When the saved selection is zero, previewing takes place through the method in the program (i.e., E-E or 8465/8466).

With any other selection, previewing takes place on the AUX Bus. As with other versions of Super Edit™, the Configuration file also saves the start time adjustments associated with the PEGS registers and Dissolves and Wipes.

Note the following limitation. Because the internal timing of the 3000/4000 differs from other Grass Valley Switchers, Configuration files created with the Super Edit/Model 3000 interface will not be compatible with Super Edit for other Grass Valley Switchers.

The addition of the X-PEG feature is the deciding factor for this limitation. However, Configuration files created with the Super Edit/Model 3000/4000 interface are compatible with other Super Edits that contain the Model 3000/4000 interface.

Note 22 – Ampex DCT 700D Interface

TBC	Frame Store
Latest Revision	3/88
NTSC/PAL	NTSC/PAL
Control	Direct
VTR Options Required	None
Special Modifications	None
VTR Address	SETUP - REMOTE, REMOTE 1 address - 1, INTERFACE - RS-422
Cable Requirements	Component Digital Video
Edit Frame Accuracy	98% of edits are frame accurate if machine and system are timed to GVG recommendations and Editor QC is set to nominal.
Edit Timing Accuracy	Nominal with current VTR software. Super Edit™ can adjust IN and OUT times. Audio/video times are trimmed with a single adjustment.
Inverted Color Frame Picture Shift	None
Color Frame Reference	N/A
Edit Field Select	F1/F2

Edit Modes	Insert/Assemble
Audio Track Section	A1 - A4 Analog, AES Audio, CUE channel
Sync Control Reference	Time Code
Alt TC Ref Selectable	Yes
Motion Control Functions	Jog: ± 4 frames per revolution of Jogger control. Variable: From -100% to +200% of Play Speed.
Programmed Motion	[SLOW] key: Learn current variable speed into [SLOW] key with [SHIFT][SLOW] .
VTR PROM Level	V1.1
Super Edit™ Software	V7.0F or later
Record VTR E-E Monitoring	Nominally correct with current software. IN and OUT times are adjustable within Super Edit. Audio and video times can be trimmed with a single adjustment.

Ampex DCT 700D Setup

RS-422 REMOTE 1/REMOTE 2 interface ports, located on the back panel, assist the system communication. Use the procedures below to set up the DCT 700D.

RS-422 Communications Setup

1. Press SETUP function button.
2. Press REMOTE soft key
3. SCROLL or DOWN & CHANGE
4. REMOTE (1 or 2) PROTOCOL - asmpete "VPR300"
5. REMOTE (1 or 2) ADDRESS - 1
6. REMOTE (1 or 2) INTERFACE - rs422
7. REMOTE (1 or 2) PROTOCOL - 38.4k
8. EDIT FIELD SELECT - F1 or F2

Edit Optimize

To ensure proper recordings, use the following Edit Optimize procedure before recording.

1. Press the SETUP function button.
2. Press the EDIT soft key to select EDIT SETUP parameters.
3. Use SCROLL or DOWN until INS/ASM PREROLL AUTO OPTIMIZE is highlighted.
4. Press the CHANGE softkey to set it ON.

Output SC/H Phase/Horizontal Phase

Adjust OUTPUT SC/H-PHASE and HORIZONTAL PHASE to enable correction and match the leading edge of horizontal sync and the Subcarrier Phase to the House source.

Note 23 – JVC BR-S525U S-VHS Interface

TBC	Internal
NTSC/PAL	NTSC
Control	Direct
VTR Options Required	Time Code Reader/Generator Board SA-R22U
Special Modifications	None
VTR Address	Not applicable
Cable Requirements	EXT REF, 1Vp-p Reference
Edit Frame Accuracy	98% of edits are frame accurate if machine and system are timed to GVG recommendations and Editor QC is set to nominal.
Edit Timing Accuracy	Nominal with current VTR software. Super Edit™ can adjust IN and OUT times. Audio/video times are trimmed with a single adjustment.
Inverted Color Frame Picture Shift	Not applicable
Color Frame Reference	No
Edit Field Select	F1
Edit Modes	Source only

Audio Track Section	Normal CH1 (L), CH2 (R). Note: CH2 playback LTC-recorded tape. Hi Fi LEFT, RIGHT
Sync Control Reference	Time Code
Alt TC Ref Selectable	Time Code/Control Timer
Motion Control Functions	Jog: +3 frames per revolution of Jogger control. Variable: From -100% to +200% of Play Speed.
Programmed Motion	[SLOW] key: Learn current variable speed into [SLOW] key with [SHIFT][SLOW] .
VTR PROM Level	SYS CON ROM Ver. 03 MECHACON ROM Ver. 08 OPERATION ROM Ver. 10 SLOT ROM Ver. 00 AVM/OS ROM Ver. 13
Super Edit™ Software	V7.0F or later
Record VTR E-E Monitoring	Not applicable

JVC BR-S525U S-VHS Setup

JVC-BR-S525U System Timing

Use the front subpanel located in the TBC section to adjust the following settings:

S.C. Phase
 Video Phase
 System Phase

To adjust Video, Chroma, Black Levels and Chroma Phase set the select switches to VAR and adjust to house reference.

JVC-BR-S525U Playback Settings

Using the VTR with an external editor is not generally covered in the manufacturer's operating manual. Setup of the VTR in the following modes is recommended to provide optimum performance when using a GVG video tape editor. Controls not mentioned have no effect on editor operations or should be set at the user's discretion in accordance with the JVC operating manual.

Set up as indicated below:

<u>FRONT PANEL CONTROLS</u>	<u>SETTING</u>
Counter	TC
Remote	9 PIN
<u>FRONT SUB-PANEL CONTROLS</u>	<u>SETTING</u>
PB HEAD	NORM
<u>TC GENERATOR READER SWITCHS</u>	<u>SETTING</u>
VITC	OFF
DIF/NDF	User Preference
FREE/RECORD	RECORD
PRESET/REGEN	REGEN
AUTO/LTC/VITC	AUTO

Menu

Menu Settings:

1. Set the Menu Switch to ON on the sub-panel.
2. Turn the Jog knob to locate item number. Press **[PLAY]** to change setting, and press **[MENU SET]** to store the setting.

<u>Item No.</u>	<u>Value</u>
206 AUD-2/LTC	[01] - playback LTC record tape.
600 TBC FREEZE	[01] - outputs 'freeze' still pictures from TBC's field memory while in play.

Freeze Command

Control of FREEZE command to the JVC-BR-S525U is implemented as a PEGS command with the following format:

FUNCTION = A-VTR - F-VTR (any VTR except the R-VTR)
COMMAND = 990 (FREEZE OFF)
 991 (FREEZE ON)
TIME = The same input as with other PEGs

Immediate mode of PEGs execution applies as with all other PEGS types.

Note 24 – JVC BR-S822U S-VHS Interface

TBC	Optional SA-T22U
NTSC/PAL	NTSC
Control	Direct
VTR Options Required	Time Code Reader/Generator Board SA-R22U
Special Modifications	None
VTR Address	Not applicable
Cable Requirements	Video In, Line 1Vp-p Video Input: Ext Ref, 1Vp-p Reference signal (with the option TBC SA-T22U)
Edit Frame Accuracy	98% of edits are frame accurate if machine and system are timed to GVG recommendations and Editor QC is set to nominal.
Edit Timing Accuracy	Nominal with current VTR software. Super Edit™ can adjust IN and OUT times. Audio/video times are trimmed with a single adjustment.
Inverted Color Frame Picture Shift	Not applicable
Color Frame Reference	No
Edit Field Select	F1 only
Edit Modes	Insert/Assemble

Audio Track Section	Normal CH1 (L), CH2 (R). Note: Audio signals are recorded on the normal audio 1 track. LTC is recorded on the normal audio 2 track by selecting Menu item #206 setting to a [01] level. To record a mix of audio 1/audio 2, select Menu item @205 and set to [01] level. Hi Fi LEFT, RIGHT. Note: Hi Fi audio records on the video track.
Sync Control Reference	Time Code
Alt TC Ref Selectable	Time Code/Control Timer
Motion Control Functions	Jog: +3 frames per revolution of Jogger control. Variable: 8 x play speed in forward or reverse.
Programmed Motion	[SLOW] key: Learn current variable speed into [SLOW] key with [SHIFT][SLOW] .
VTR PROM Level	SYS CON ROM Ver. 11 MECHACON ROM Ver. 04 OPERATION ROM Ver. 07
Super Edit™ Software	V7.0F or later
Record VTR E-E Monitoring	Use standard single monitor preview VTR. VTR allows E-E operations for source switching.

JVC BR-S822U S-VHS Setup

JVC-BR-S822U System Timing

An optional TBC SA-T22U is required for set-up purposes see the JVC-BR-S822U instruction manual.

JVC-BR-S822U Record and Playback Settings

Using the VTR with an external editor is not generally covered in the manufacturer's operating manual. Setup of the VTR in the following modes is recommended to provide optimum performance when using a GVG video tape editor. Controls not mentioned have no effect on editor operations or should be set at the user's discretion in accordance with the JVC operating manual.

Set up as indicated below:

<u>FRONT PANEL CONTROLS</u>	<u>SETTING</u>
Counter	TC
Remote	9 PIN
<u>FRONT SUB-PANEL CONTROLS</u>	<u>SETTING</u>
Sync	EXT
Video AGC	ON
<u>TC GENERATOR READER SWITCHS</u>	<u>SETTING</u>
VITC	OFF
DIF/NDF	User Preference
FREE/RECORD	RECORD
PRESET/REGEN	REGEN
AUTO/LTC/VITC	AUTO

Menu

Menu Setting:

1. Set the Menu Switch to ON on the sub-panel.
2. Turn the Jog knob to locate item number. Press **[PLAY]** to change setting, and press **[REC]** to store the setting.

<u>Item No.</u>	<u>Value</u>
206 AUD-2/LTC	[01] - playback LTC recorded tape
403 TCG REGEN MODE	[01] - records time code data in Regen mode and user bitS in Preset mode.

Note 25 – MXP-S390 Audio Mixer

Introduction

The MXP-S390 Serial Audio Mixer interfaces to the editing system with a single RS-422 control cable and ESAM-II serial protocol. The MXP-S390 serial interface is a machine based system; therefore, no distinction is made between channels 1, 2, and multi-channel commands.

Mixer Setup

1. Connect the control cable from the editing system to the 9 pin Serial port on the rear of the MXP-S390 console. Protocol - ESAM II.
2. Connect composite sync or a composite video reference signal to the REF VIDEO INPUT connector.
3. The MXP-S390 mixer communication parameters are set on the Serial Interface IF-355 board, located inside the serial interface panel.

Set DIP switch A (S4) as follows:

<u>DIP SWITCH SETTING</u>	<u>DISCRIPTION</u>
Switch 1 OFF	REC MON I switch OFF enables any recorder assignment from the editor (free recorder)
	REC MON I switch ON enables the Recorder selection on the REC MONI thumbwheel switched (Fixed recorder)
Switch 2 OFF	Self Diagnosis
Switch 3 OFF	Selective Tests
Switch 4 OFF	Production Test only
Switch 5 OFF	Memory Test
Switch 6 —	
Switch 7 —	
Switch 8 —	

Set DIP switch B (S3) as follows:
 (1bit, odd parity, 8 data bits, 38.4K baud)

<u>DIP SWITCH SETTING</u>	<u>DISCRIPTION</u>
Switch 1 OFF	STOP BITS
Switch 2 ON	STOP BITS 1
Switch 3 OFF	PARITY
Switch 4 ON	EVEN PARITY
Switch 5 ON	CHARACTER LENGTH
Switch 6 ON	CHARACTER LENGTH (8 data bits)
Switch 7 ON	BAUD RATE
Switch 8 OFF	BAUD RATE 38.4K

4. At the MPX-S390 control panel, enable the following buttons (lamp ON):
 - a. On the Serial Interface panel set Mode switch to EDITOR.
 - b. On the Monitor Source panel select EDIT.

These buttons enable editor control of source selection, transitions, and preview monitoring respectively.

5. Select a VTR configuration (A–P) by pressing the VTR configuration switch (labeled VTR). See MPX-S(P)390 operational manual for configuration chart.
6. Set the PREVIEW PRESET switches (behind control panel at each channel input) for each of the input channels to the selected VTR configuration. Refer to the MPX-S(P)390 operational manual for configuration chart. Note that the MASTER channel PREVIEW PRESET switches are not used with serial interface.
7. Select Audio Crosspoints via Super Edit™. Depending upon the configuration selected at the MPX-S390 mixer, the crosspoints assigned in the Assignment Page of Super Edit will select the mixer inputs.

Editing Features

Input programming (see MXP-S390 Operational Manual) requires you to configure the inputs to be selected on the Program and Monitor buses. The version below has these features as of July 16, 1993 (SIF Version 1.00)

SWAP

The MXP-S390 allows identification of the Record VTR. During the editor start-up Super Edit provides an **A-MIX SWAP ON/OFF ?** parameter. The system identifies each Mark Table source (including the R-VTR, AUX, BLK, and unassigned machines) when three things occur: the SWAP selection is set to ON, each time **[SHIFT][RESET]** is pressed, and when new audio crosspoint assignments are made.

Then with each SWAP, the MXP-S390 is updated with information regarding which source is the current R-VTR. This extra communication allows the MXP-S390 to always select the correct source on its control panel. When multiple sources are assigned to the same crosspoint, the MXP-S390 monitors them both as if they were the same machine. Selecting either machine in the editor's Mark Table results in both machines being monitored by the MXP-S390.

Record Operations

The MXP-S390 has a monitoring bus that can be remotely controlled as a preview bus; therefore, all audio previews are done in both the preview switcher system and the E-E preview system in the MXP-S390.

For a dissolve edit, "from" the mixer channels corresponds to the selected VTR that will be active. This is indicated by the red A/B LEDs being lit on the appropriate mixer channels. The "to" defines which VTR will be faded to during a crossfade. This is indicated by the green A/B LEDs on the MXP-S390 panel. At the edit point the transition is started between the two active VTRs; the MXP-S390 cannot set separate durations for each channel. If a transition is aborted with an ALL STOP command, the mixer's crossfade is reset to the previous values set before the last transition.

Cut edits are done by selecting the "to" source. There is no transition. The program output of the mixer is fed to the R-VTR.

Monitor Operations

The audio monitor outputs the source between the mixer line out and the R-VTR (preview bus). The VTR selected by the green key source selection will be placed on the preview bus.

VVV

R-VTR P.B. – MIXER – R-VTR P.B.: The preview is switched from the R-VTR to the mixer line out.

BVB

BLACK – MIXER – BLACK: “Black” or Audio OFF is selected instead of the R-VTR and the preview proceeds.

VBV

R-VTR – BLACK – R-VTR: The re-entry is not selected and switching occurs between the R-VTR and Audio OFF.

In preview as well as record, the switch sequence starts at preroll cue point. At the end of the edit, the sources are returned to the selections present before operation. In a preview, if the transition is aborted, the monitor output is reset to the mixer’s preview bus (Recorder VTR).

Note 26 – AJ-D350 Additions

Introduction

Super Edit Version 7.0 adds a new feature and two new interfaces for the Panasonic AJ-D350 VTR. The new feature is a Freeze command. The new interfaces insure proper control of the VTR.

Interfaces

Recent changes in the software for the AJ-D350 has altered its servo characteristics. These changes require two interfaces for the AJ-D350: AJ123 and AJ132. The AJ123 interface must be used to control an AJ-D350 with servo version 1.23 and earlier and the AJ132 interface must be used to control an AJ-D350 with servo version 1.32.

Freeze Command

This feature allows Super Edit to toggle the freeze frame function of the AJ-D350. The function is implemented as a PEGS command per the following:

FUNCTION =	A-VTR – F-VTR (any VTR except the R-VTR)
COMMAND =	990 (FREEZE Off) 991 (FREEZE On)
TIME =	The same input as with other PEGS

Immediate mode of PEGS execution applies as with all other PEGS types.

Note 27 – New Slaves Features

You may now have multiple sets of slaves. They are numbered, not necessarily contiguously, beginning with Ø. Note, however, that Ø is reserved for the set including the R-VTR and that R is a synonym for Ø (see below). The number of the set for any given VTR is displayed to the left (where > might otherwise be). This replaces the old plus (+) sign. The old pound (#) sign (for the selected slave VTR) has been replaced by its number in reverse video. This allows you to see what set it is in.

Most Slaves operations are provided through **[SHIFT][SLVS]**. Once sets have been defined, they may be toggled On/Off with **[SLVS]**. This toggles the set (if any) which includes the currently selected VTR. When a set is OFF, it is remembered, but not displayed. Such a set may be referred to as an inactive slave set.

Defining A Slave Set

Defining a slave set is the same as with previous versions of Super Edit™ (i.e., pressing **[SHIFT][SLVS]**, then **[(green keys)]**, and then **[ENTER]**). At the **LINKS = ?** prompt, you can define a set or use some special keystrokes, such as the following:

[YES] – Turns On all currently defined slave sets

[NO] – Turns Off all currently defined slave sets

[DEL] – Permanently kills all slave sets. They cannot be recovered and must be set up all over again.

[RESET] – Quits the dialog without changing anything

Defining A Slave Set Including The R-VTR

If you define a slave set that includes the R-VTR, instead of the M-RECD OFF? question, you are prompted with RECD ON RVTR AND. This is a Green key dialog just like the slave assignment dialog. VTRs asked for here become recorders and, instead of a Ø, they will have an R next to them. They will then default to recording the A/V channels in effect when the set is created (see below). Any VTRs requested that are not in the newly-defined slave set are ignored. The following special keystrokes can be used:

[YES] – Makes all VTRs recorders

[NO] (or **[RESET]**) – Makes only the R-VTR a recorder; all other VTRs are play only. (**[RESET]** also quits the dialog.)

Slaves With Multiple Recorders

When you have multiple recorders, they can record different A/V channels. They can be of different types and still record frame accurately. The A/V channels for the currently selected VTR (if it is a recorder) or those of the R-VTR (if you are not currently on a recorder) are displayed and can be changed the same as with previous versions of Super Edit™.

If you have selected a recorder other than the R-VTR, the changes are in effect only for that VTR. If you have selected the R-VTR, or a VTR which is not a recorder, the display (and any changes) are for the R-VTR. Note that for other than looking at the selected VTR pointer, there is no indication as to which VTR A/V channels you are seeing or changing.

Slave Clashes

When you are defining a new link set, you are not allowed to take an active VTR from another slave set. If you try to do so, the system prompts the following for each VTR:

- 1 TAKE**
- 2 LEAVE**
- 3 ABORT**

B-VTR Slave Clashes

Selections and their results are as follows:

- [1]** – The VTR selected is removed from its old slave set and used in the new one.
- [2]** – The VTR selected is left alone and removed from your request.
- [3]** – The links assignment function is aborted with no changes and a **SLAVE CLASH ERROR** message appears on the screen.

However, there is now a Initialization Page dialog to set up a default for the above situation. It appears as follows:

- 1 TAKE**
- 2 LEAVE**
- 3 ABORT**
- 4 ASK**

WHEN SLAVE CLASH

Selections and their results are as follows:

- [1] – Always take the selected VTR and ignore that it may be in an active set. This allows you to quickly re-define link sets on the fly.
- [2] – Disallows taking VTRs from active link sets, but other VTRs will be granted.
- [3] – Disallows taking of an active slave VTR, but allows you to toggle the intended VTR Off first and then take it.
- [4] – Defer the selection to individual clashes per the previous. This is the default.

Note that **[ENTER]** and **[RESET]** cause no change. Once the above functions are complete, the system goes through and picks out any viable sets (i.e., those with at least two members) and identifies them.

If there is more than one recorder, Multi-Record comes on and is shown at the top in its normal position. If any VTRs in your new set had been in another set, but toggled Off, or if TAKE was chosen in either of the above menus and one or more was taken from another set, the message **TOOK VTR(S)** appears at the bottom of the screen.

Slaves In The List

The slave note has been changed. It now appears similar to the following:

SLV 001 00:18:12:34 0 A1234V A12V

```

      |   \   \
      A   B   C
    
```

Field A is the Slave Set number (range is 0 - n, with no Rs); field B is the A/V mode in a Cut edit or the second half of a Split edit; and field C is the IN-point A/V mode of a Split edit. Field B and/or C may be blank. That is, B appears if the VTR is a recorder and blank otherwise; C appears only during Split edits. In addition, the R-VTR does not get a slave note, but instead takes its A/V channel from the actual edit line.

Miscellaneous Slaves Items

Note the following additions to the Slaves function:

- Edit REEL ID now applies to Slaves
- On RECALL, Slaves are properly prompted for
- In Auto-Assembly, Slaves are properly prompted for

Additionally:

Multi-Record operates as it did, but A/V channels now go into the list and there is individual control over which VTR records.

SWAP is not allowed for any linked VTR.

Recalling a list from an older system assigns all slaved VTRs to slave set \emptyset .

Note 28 – Programmed Motion™ Enhancement

This enhancement to Programmed Motion™ only applies to Programmed Motion™ with PEGS (i.e., a function of A - F). Note the following:

- Reel names are now associated with Programmed Motion PEGS.
- The new PEGS are compatible with both previous PEGS and previous versions of Super Edit™. When the new Programmed Motion™ PEGS is loaded into an older version of Super Edit, the REEL name still appears in the list (but won't automatically load during RECALL).
- The new PEGS works with and follows all the rules associated with Reels. That is:
 - Edit REEL ID works on them.
 - If you recall an event, the program looks to see if the reel is assigned.
 - If the reel is assigned, the program loads PEGS and makes sure that the function points to that reel.
 - If the reel is not assigned, the program asks the user to assign the reel and then loads PEGS accordingly.
- The reel assignment is stored with PEGS both on disk and out to the printer. It shows up in both as well as in the list as:

PEG A 050 00:00:00 REELNM

A note of Caution: When a list is loaded in Super Edit™, PEGS will show both the function and the REEL name. But this may or may not be relevant to the current Marks Table. For example, if PEGS has function A and a REEL name of BOZOS, that is what shows in the list. However, the Marks Table may not have a BOZOS reel loaded, or BOZOS may be on a VTR other than A. Reconciliation with the Marks Table occurs when that event is recalled (i.e., the REEL name takes over and the original function is replaced in the PEGS register, not the list).

Programmed Motion™ Operation

This enhancement of Programmed Motion™ includes: changes in the way Super Edit handles VTR speeds; speed synchronization; changes in Programmed Motion as it relates to the EDL; and an adaptation of the FILL function. Each part of the enhancement is discussed below.

Programmed Motion™ and VTR Speeds

Initially (at the **PEGS FUNCTION = ?** prompt), Super Edit checks a list of speeds the specified VTR is capable of to see if a valid speed has been requested. If that VTR is not capable of the requested speed, the user is asked to select between the closest faster and slower speeds available for that VTR. (The speeds displayed by Super Edit are the results of measurements made on aligned machines.)

At the **CMD = ?** prompt, pressing [-] (dash) selects the closest slower speed and pressing [+] (plus) or **[ENTER]** selects the closest faster speed. (With a valid speed, no prompt appears.) If a speed is requested that is faster than the maximum forward or reverse speed capabilities of the specified machine, the maximum speed is automatically selected.

For the generic Machine Control Protocol interface (and in case a particular VTR was not available to test), a generic table is used. This table uses the speed-to-data relationship derived by the following calculation:

$$\text{Tape Speed} = 10^{(N/32 - 2)}$$

where Tape Speed is a percent of PLAY speed and N is decimal speed data.

Programmed Motion™ and Speed Synchronization

A PEGS time of 00:00:00 activates Programmed Motion™ synchronize. If a time is entered, machines will not be synchronized via Programmed Motion™ and speeds will execute as specified in previous versions of Super Edit™.

Synchronization is not always accomplished at the requested speed. During synchronization, machines may not roll at the exact speed requested at the IN-point but will switch to the requested speed prior to the IN-point. The variable speed range is divided into groups of speeds, with each group having a single synchronize speed. (Depending on the capabilities of the specified machine, the variable speed range is from approximately 3X forward to 1X reverse.)

A machine will CUE to a point based on the speed used during synchronize. That is, with an IN-point close to 50%, on a machine with the ability to roll at a stable speed of 50%, that machine will CUE to the IN-point minus 1/2 the Preroll. Reverse PEGS entries will CUE to the IN-point, plus the speed-based Preroll, and roll in the reverse direction.

Note that all variable speed parameters are based on measurements completed on machines that were properly aligned. Therefore, if a machine with misaligned servos is used for a Programmed Motion™ synchronize, the instabilities of that machine may have an adverse effect on the ability of Super Edit™ to control the machine in a predictable manner.

Programmed Motion™ in the EDL

A Programmed Motion™ event now goes into the EDL with the REEL number included. (See the list of enhancements on the first page of this Note.) As PEGS are machine-specific, a different tape on a different machine may not have the same speed capabilities.

For example, if an EDL is off-lined on a BVU-820 and moved to an on-line session with a D2 machine, the speeds in the EDL may not be available on the D2 machine. If the EDL is then Auto Assembled, the D2 machine will perform Programmed Motion™ events at the closest speed available to the original **PEGS CMD** = entry.

Programmed Motion and the FILL Function

The FILL function has been adapted to use the new Programmed Motion™ capabilities. If the calculated speed is not available on the specified machine, FILL now automatically selects the closest speed.

Programmed Motion™ Notes

The accuracy of Programmed Motion™ depends on machines operating in a similar manner as other machines of the same model. There may be machines which do not respond in a predictable manner due to either software versions in the machine or adjustment of the tape transport.

The QC value can be changed to try to deal with problems of this nature. A QC value of 3 usually ensures rigid synchronization of all peripherals. Decreasing the value to 1 or 2 may allow the edit to occur, but due to relaxed synchronization requirements, the machine may not be frame accurate at the IN-point.

NOTE: *A QC of 1 or 2 does not mean the machine will not be accurate; it does remove the guarantee of accuracy.*

With regards to QC, note the following:

- If QC is set to \emptyset , the machine receives a motion command to initiate and gets no further attention from Super Edit™.
- In Super Edit™ v7.0, a QC value of -1 is allowed. This value tells Super Edit™ 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. The edit will occur and, based on the machine assignment, Super Edit™ will attempt to have the source properly positioned for the event.

Note 29 – New Assignment Page

The new Assignment Page contains the information required to set up communications to all peripheral devices. That is, the **[VTR ASGN]** and **[SHIFT][VTR ASGN]** (on the 151 Keyboard), and **[SHIFT][ASGN]** (on the K2 Keyboard) functions have been combined. Pressing either combination of keys brings up the new Assignment Page, an example of which is shown below. Note that for 41/51 systems (with extended memory only), the Assignment page does not have borders. (Click on table below for better view)

LABEL	REEL	PORT	MODEL	QC	YDIS	AUDI	PSLI	CEPH	TYPES AVAILABLE
B-YTR	001	01	—	03	000	000	01	00	00 = BETA-SP 01 = VTR3 02 = AJD350
A-YTR	002	02	—	03	001	001	02	00	
B-YTR	003	03	—	03	002	002	03	00	
C-YTR	---	--	—	—	---	---			
D-YTR	---	--	—	—	---	---			
E-YTR	---	--	—	—	---	---			
F-YTR	---	--	—	—	---	---			
A01	A01				007	007			
BLK	BLK				000	000			
PTNSN	8466	PORT	09	38.4	000				
WINSN	676100	PORT	09	38.4	000				
MIXER	AM1170	PORT	08	38.4	000				
ERSEL	6710XL	PORT	--						
RENIF	HOME	PORT	--						
CHGSH	HOME	PORT	--						
ASGN=GREEN KEYS OR ALLSTP NO=DEASGN SCROLL=ARROWS RESET=EXIT									

This page is outlined by green graphics which separate the sections on the screen. The labels for the columns of the Source Assignment Section are at the top left of the screen and the label for the Model Types Section is at the top right. The sections, discussed below, are:

- Source Assignment
- Model Types Available
- Peripherals Assignment

The window at the bottom of the Assignment Page is the Instruction window. Brief prompts for available functions, error messages, and other information is displayed in this window. Below the window, outside the Assignment Page, is one line that can be used for dialog entry. It is blank until you begin assigning parameters.

Source Assignment Section

The Source Assignment Section consists of nine columns, seven of which are always available. The two right-most columns only appear if the corresponding option is enabled. The columns are identified and briefly described as follows:

LABEL – This column lists the names of all available sources as they are referenced by a Green Key on the Keyboard. The list is the same for all products except the VPE-131 which, in addition to the usual AUX and BLK, can only have four devices (R-VTR, A-VTR, B-VTR, and C-VTR).

REEL – This column consists of the assigned reel names for each source. Note that all sources are given default names to begin with. Reel names are always associated with source names and this column must always contain entries.

PORT – This column shows the port assignment of each source. By default, three ports are assigned to the first three sources. To enable a source, a port must first be assigned and then a model type for the protocol. All VTR ports are set to communicate at 38.4K baud, 8 bits, ODD parity, unless the RS-232 model type is selected where 9600 baud is set for you. This cannot be changed.

MODEL – This column shows the protocol which is assigned to each port. There are no default protocols assigned and, therefore, you must assign a protocol to a port for it to be an active port. Note that although you use the sequence number from the Model Type Section to assign a protocol, the model name actually appears in this column. Since models follow the ports, you must first assign a source to a port and then assign a model.

QC – This column shows the QC value for each port. It indicates how closely each source is monitored for synchronization during an edit. A default value of 3 is entered for the three default ports. The QC value is tagged to the port with which it is associated.

VIDX – This column contains the assigned crosspoint on the Video Switcher (Vision Mixer) for each source. When you press a Green key corresponding to the source name in the LABEL column, the Video Switcher selects the crosspoint number shown in this column.

The crosspoint does not follow the port, but is tagged to the source. It is not necessary to have a source assigned to a port or model to have a video crosspoint assigned. As long as a source has a video (or audio) crosspoint, it will appear in the Marks Table.

AUDX – This column provides the same function as the VIDX column except it refers to the crosspoints for the Audio Mixer (assuming one was available).

PSLX – This column only appears on the screen if the software contains the SWAP option. With the SWAP option, you may preview any source as a recorder without changing cables. This is accomplished by using a Preview-Preselector, such as the GVG Performer, for switching the various source video outputs into the Preview Switcher. You may assign crosspoints to these as you wish by using this column. Any such assignments are tagged to the source only.

CFRM – This column only appears with PAL systems. It provides a way for you to set the color frame offset for each source so that Super Edit™ can keep track of color framing for you.

Model Types Available Section

The Model Types Section shows the name of all protocols available with the software. Each one is tagged with a sequence number that is used to assign sources in the Source Assignment Section. There is a limit of 16 different protocols.

Switcher Assignment Section

The Switcher Assignment Section is in the lower left corner of the Assignment Page. The LABEL column contains a descriptive name for each type of device available. The REEL name column contains the actual model type of the Switcher as built into the software. If the software has none, it says so.

The next column to the right shows what port the device is assigned to and the next two columns show the baud rate and parity of that port. The port is, of course, assignable; the baud rate is restricted to either 9600 or 38.4K; parity may be EVEN, ODD, or none; and the number of bits is fixed at 8.

The available devices are:

- PVWSW – A Preview Switcher, such as a GVG Model 8466
- VIDSW – A Video Switcher (Vision Mixer), such as a GVG Model 3000
- MIXER – An Audio Mixer, such as a GVG Model AMX-170
- PRSEL – A Preview Preselector, such as a GVG Performer

- PERIF – A peripheral device, such as a ZAXCOM TBC Controller
- CHRGN – A Character Generator, such as a GVG Graphics Factory

Assignment Page Usage

To begin, you have two choices: to assign a REEL name or to assign other parameters.

Assign A Reel

The REEL assignment function is the same as it was in previous versions of Super Edit™. You can assign a REEL name without going into the Assignment Page by pressing either **[ASGN]** on the K2 Keyboard or **[REEL ASGN]** on the 151 Keyboard.

You can also assign a REEL name from the Assignment Page by moving the blue cursor to the desired source and then pressing **[ASGN]** or **[REEL ASGN]**. Use **[↑]** and **[↓]** to move the cursor, which wraps at the top and bottom. The dialog for Reel Assignment appears at the bottom of the Assignment Page and, when completed, the Page is updated with the new REEL name.

Assign Other Parameters

If you want to assign parameters to a source, you can select the source by either scrolling the cursor to the desired source or pressing the desired Green key. Pressing the Green key is faster because the cursor moves immediately to that source and you may begin the assignment dialog.

If you use the arrow keys to manually position the cursor, you must press **[SPACEBAR]** (the ALLSTOP key) to begin the assignment dialog. For Switchers, which have no corresponding Green key, you must manually position the cursor to the desired device and press **[SPACEBAR]**.

Assignment Page Dialog

All dialog in the Assignment Page has the following in common:

- You may enter numbers or text, as required, and press **[ENTER]** or **[RETURN]** to complete the dialog.
- If you enter a number that is out of the range available, or if you enter text when a number is required, an error message is displayed in the information window and you are prompted to try again.

- You may skip a dialog, with no changes to it, by pressing **[ENTER]** or **[RETURN]**.
- When assigning a port number, a **[N]** or **[NO]** de-assigns that port and entries for **MODEL**, **PORT**, and **QC** are changed to “---”.
- You may exit the Assignment Page by pressing **[RESET]**.

Source Assignment Dialog

This dialog asks you to, in turn, assign a value for **PORT**, **MODEL**, **QC**, **VIDX**, and **AUDX** to the source pointed to by the cursor. With the Preview Preselector option, it also asks for a **PSLX** value and for a **PAL** system, it asks for a **CFRM** value. You must either enter a value or skip each one as it is asked. If you make a mistake, complete the sequence and start over. The sequence is as follows:

PORT – Enter the port number to which you wish to assign the source. Entering **[N]** or **[NO]** de-assigns the port and the dialog skips to the video crosspoint assignment. Note that it is possible to assign more than one **VTR** to the same port. However, this is not desirable as it will cause unpredictable results and, although a warning is given, port number assignment can be completed.

MODEL – Enter the sequence number corresponding to the protocol you desire for this port (from the list of protocols in the **TYPES AVAILABLE** window). With entry of a valid number, the name of the chosen protocol appears in the model slot for that source.

QC – Enter the **QC** value for that source, nominally 3.

VID XPT – Enter the Video Switcher crosspoint you want to be associated with that source.

AUD XPT – Enter the Audio Mixer crosspoint you want to be associated with that source.

PRSEL XPNT – Enter the Preview Preselector crosspoint you want to be associated with that source.

SRC COLOR FRM – Enter the color frame offset for that source.

Assignment Page Notes

The following describes additional features and/or requirements when using the new Assignment Page.

Video Switcher/Audio Mixer Dialogue

If you position the cursor at a device in the Switcher section and press **[SPACEBAR]**, the Switcher dialog begins. It asks for port number, baud rate, and parity, in that order. You are not allowed to change the port number for the Video Switcher or the Audio Mixer. These are dedicated ports and must remain as is.

Preview Switcher Connection

If the Preview Switcher port is the same as the Video Switcher, you must use a GVG Model 8466 Preview Switcher. You must connect the 8466 to VIDEO port on the Editor and connect the Video Switcher to the SWITCHER port on the 8466. This allows the 8466 to pass Editor switcher commands on to the Video Switcher.

VPE-151 Port Assignments

For the VPE-151, some ports are assigned using a negative number. This is because VPE-151 ports are numbered differently. On all other Editors, a negative number (e.g., -1) indicates an unassigned port.

Fast Column Data Entry

The Assignment Page also provides a fast mode of entering data by column. 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 either **[→]** or **[←]** and pressing **[ENTER]**. You may now enter data vertically in the selected column. To go from one line to the next in the column, either after entering data or to skip a line, press **[ENTER]**.

There are two ways to terminate the column mode. One is to press **[ENTER]** at the bottom of the column after the last entry. The other, which is a fast way of terminating the column mode, is by pressing either **[→]** or **[←]** while in the column.

Note 30 – New Initialization Pages

Introduction

There are now three (3) Initialization Pages instead of one (1). These pages, examples of which are shown below, allow for faster set up and change. (Click on Init Page below for higher resolution view)

INITIALIZATION PAGE # 1		2001 EDIT LINES LEFT
01 FRENOLL = 150	02 POSRENOLL = 125	16 SHOW START 00:00:00:00
03 PRI TC = LONG TC	04 ALT TC = TIMER 1	17 PRINT DIR
05 SMPLE CODE	06 SET SOURCE CF	18 EDIT REEL ID
07 BOT-KEY = OFF	08 STORE IN EVENT SEQ	19 NEXT EVENT # 001
09 DISPL REC OFF	10 ABRIDGED OFF	20 R-MARKS
11 REG DISPL OFF	12 SLY DISPL OFF	21 REMOVED EVENTS
13 REG STORE ON	14 SLY STORE ON	22 STORE EMEM
15 RECALL R-OUT ON		23 AUTO-EMEM OFF
		24 AUTO CLEAN OFF
		25 INSERT
		26 MODE A ASMBL
		27 CUE AHEAD OFF
		28 M-RECD ASMBL OFF
		29 CLEAR BIN
		30 EML DRIVE = DEF:

INIT NUMBER ?

NOTE: For detailed information on using the InitializationPages, see the Super Edit V7.0 Operator's Guide.

INITIALIZATION PAGE # 2		2001 EDIT LINES LEFT
31 LINEAR JOG	46 DIG PRSEL ON BUS 002	T0038:33
32 LOCK JOG OFF	47 PRINTER/COM BAUD = 1200	
33 VPR80 USE SHUTL FWD	48 COE CHAN REC ON	
34 PRINT OFF	49 AUD 3,4 MAPPING (TO 1,2) = OFF	
35 QUEST RECHECK ON	50 SLAVE STEAL = ASK	
36 OPEN-END PROTECT ON	51 REASGN KEYS	
37 EDIT TIMER ON	52 DEFINE MACRO	
38 SOFT LOAD OFF	53 MAINT	
39 LEARN EMEM	54 FILM MODE	
40 MONITOR ON SWR OUT OFF	55 REC ABOUT ON	
41 SRC ADVANCE OFF	56 PRE-READ AUTO-OFF = OFF	T0038:33
42 SWR REENTRY OFF	57 PEGS AUTO-OFF = ON	
43 FVB SYNC HEAD OFF	58 AUTO ARC = ON	
44 R-YER AUD PFM	59 AMPER CTRM OFF	
45 A-MIX SWAP OFF	60 ALLSTOP = STOP	

INIT NUMBER ?

INITIALIZATION PAGE # 3		2001 EDIT LINES LEFT
61 REACTION = 000 FRAMES	76 VID EDIT IN = 000	T0038:33
62 IN MATCH TRIM= 000	77 AUD EDIT IN = 000	
63 SPLIT EDIT = 000	78 VID EDIT OUT = 000	
64 TRIMS START = -001	79 AUD EDIT OUT = 000	
65 KSCOPE = -004	80 FVB VID PFM IN = 000	
66 GPI = -002	81 FVB AUD PFM IN = 000	
67 EMEM = -002	82 FVB VID PFM OUT = 000	
68 CHGEN = -002	83 FVB AUD PFM OUT = 000	
69 FVB2000 EDIT FIELD 001	84 VVV VID PFM IN = 000	
70 DE ADJ. -2	85 VVV AUD PFM IN = 000	
71 RECORD CF= 000	86 VVV VID PFM OUT = 000	T0038:33
72 I-NEG = 000	87 VVV AUD PFM OUT = 000	
73 PFM AUX BUS = 000	88 HOT-PONE SRC = 000	
74	89 HOT-PONE A/V = 000	
75 MON V SIZE (3-15) = 007	90 ON-THE-FLI EDIT OUT = 000	

INIT NUMBER ?

Note 31 – Updated Super Edit™ Menu

Introduction

The Main Menu has been updated to allow selection of disk drives and to make booting easier. Note that this update does not apply to 41 or 51 systems.

Drive Selection

With a VPE-151 or a VPE-251, some operations on the Super Edit™ Main Menu require the user to select the EDL drive which will be used by that operation. Previously, only the Floppy Disk drives (DFØ and DF1) were available as selections. The dialog has been modified to include the Hard Disk drives (DHØ and DH1) as possible selection. In order, the choices are DFØ, DF1, DHØ, and DH1.

When an operation which requires a drive selection is selected, the system prompts with the first choice:

EDL DRIVE = DFØ ?

If this is the drive you want, press **[YES]**; otherwise press **[NO]**. With each **[NO]**, the system prompts for the next selection, cycling through the four possibilities. Note that the following functions will now be allowed to access EDL files on the Hard Disk drives:

- Super Edit™ directory of the EDL drive
- RT directory of the EDL drive
- Erase EDL files
- Squeeze the EDL drive
- Transfer EDL files (XFR)
- Translate EDL files (XEDL)

Also note that the following functions are NOT allowed to access EDL files on the Hard Disk drives:

- Format the EDL drive
- Initialize the EDL drive
- Search a disk for EDL, MAC, or CFG files (LOOK)
- Search and recover EDL, MAC, or CFG files on a disk (LOOK)

Booting

A new item has been added to the middle column on the Main Menu: **Boot from DFØ**. This change is effective for all Editors (VPE-131/141/141L/151/241/241L/251/252 and IPS-100, IPS-110, and IPS-110/2). It does NOT apply to the 41 and 51 systems.

When this item is selected, the system prompts:

```
INSERT THE UTILITIES DISK INTO DRIVE DFØ  
HIT ANY KEY TO CONTINUE
```

Super Edit™ installation then proceeds from the Utilities disk. Note that once this operation begins, there is no stopping except by manually pressing the BOOT switch on the SBC III or by powering down and restarting the Editor.

Note that the **Install SE from disk** item, which was on the VPE-131/141 and IPS-100 has been removed.

Note 32 – D-ESAM 800 Enhancement

Introduction

Super Edit™ now uses PEGS to push E-MEM™ triggers and the Auto-Trans button on the D-ESAM 800 Audio Mixer. As with PEGS for the AMX-170, press **[AUDIO]** on the Editor keyboard in response to the **FUNCTION = ?** prompt. The E-MEM and Auto-Trans usage are discussed below.

E-MEM™ Triggers

This feature allows you to select registers 0 - 99, where you enter the register number in response to the **COMMAND =?** prompt.

The D-ESAM 800 standard release only has 20 registers, 1 - 20. (It does use register 0, but only in a special mode which can be set on the D-ESAM 800 front panel.) With the extended memory option of the 800, there are more than 100 registers. However, Super Edit™ only allows access to the first 100 registers.

If a register number that has not been previously saved is sent to the D-ESAM 800, an error message appears on the D-ESAM 800 front panel. Register 0 produces this error message.

Auto-Trans Trigger

In response to the **COMMAND = ?** prompt, the user would enter a PEGS command which identifies the bit pattern representing the audio channels 1 - 4) to be included in the transition. The table below lists the 15 possible combinations of audio channels 1 through 4, the corresponding bit patterns, and the appropriate PEGS command. Note that 0 is not a possible combination.

AUTO-TRANS PEGS COMMANDS

Audio Channel(s) Desired	Bit Pattern				PEGS Command
	8	4	2	1	
ATrans CH1				X	101
ATrans CH2			X		102
ATrans CH12			X	X	103
ATrans CH3		X			104
ATrans CH13		X		X	105
ATrans CH23		X	X		106
ATrans CH123		X	X	X	107
ATrans CH4	X				108
ATrans CH14	X			X	109
ATrans CH24	X		X		110
ATrans CH124	X		X	X	111
ATrans CH34	X	X			112
ATrans CH134	X	X		X	113
ATrans CH234	X	X	X		114
ATrans CH1234	X	X	X	X	115

Note 33 – Display Adjustment

Introduction

This is Init #75 on the new Initialization Page #3.

Adjusting the Display

This feature allows you to move the display up or down in the event that lines on the display might not otherwise be visible. Selections are from 3 to 15. Note that default is 7. To move the display:

1. Press **[INIT]**. Initialization Page #1 appears.
2. Press **[7][5]** and then press **[ENTER]**. The system prompts:

MON V SIZE = n ?

where n is the current position.

3. Enter a number either from **[3]** to **[6]** to move the display up or from **[8]** to **[1][5]** to move the display down and then press **[ENTER]**. The display moves according to your entry and the system prompts:

MON V SIZE = n ?

where n is the position you selected.

4. Press **[ENTER]** to accept the new position or repeat Steps 2 - 4 until the desired position is reached.

Note 34 – Handling Reel Names

Introduction

Super Edit™ has been improved in the way it handles Reel Names. Instead of one Reel Name table of up to 200 entries, Super Edit™ now has a separate Reel Name table of up to 340 entries associated with each Bin. (For example, a VPE-251 now has space for up to 2,720 Reel Names.) The table is stored with the list in battery-backed up RAM for those systems that have that feature.

Reel Name Considerations

Because Super Edit™ now keeps EDL memory intact from one program session to another, and now that there are Reel Name tables stored with each EDL bin, there are some special Reel Name handling features to be aware of. These features are discussed below.

Reel Name Storage

Super Edit™ will now store the Reel Names for each EDL bin separately (rather than collectively). This allows you to store many more Reel Names than you were previously able to. Also, each EDL bin is retained in memory, even if you run a new Super Edit™.

Loading Reel Names With a New Super Edit™

If there is no EDL bin in memory when you run a new Super Edit™, the program loads default Reel Names from its internal default Configuration file. Also, if there is a default Configuration file on the system disk, the program loads the Reel Names contained in it to the Mark Table and adds them to the Reel Name table for the main bin.

This means the standard Reel Names (001, 002, etc.) will be present plus the ones from any Configuration file that was loaded.

Loading Reel Names With a Previous Super Edit™

If there is a previous Super Edit™ v7.0 EDL bin in memory when you run another, the Reel Names currently stored with that EDL bin are retained. The Mark Table will contain the Reel Names that were previously stored as the default Reel names for the EDL bin. (These are almost always the standard 001, 002, etc. Reel Names that were stored as discussed above.) Also, if there is a default Configuration file on the system disk, Reel Names in it are loaded into the EDL bin and the Mark Table.

This means the Reel Name table will then contain all the Reel Names previously stored in the EDL bin plus the Reel Names which were in any Configuration file that was loaded.

Reel Names When Clearing a Bin

When you clear a specified bin (or all bins), Super Edit™ will reset the Reel Name table for that bin and will then add back the Reel Names currently in the Mark Table.

Note that if a bin becomes corrupted, it is possible that the Reel Names stored in that bin are also corrupted. You can repair the EDL portion of the bin by clearing the bin(s). However, if the Reel Name table for the bin is also corrupted, those corrupted Reel Names will be added back to the Reel Name table and, therefore, the Mark Table would continue to have corrupted Reel Names.

New Clear Bin(s) Feature

A new feature for v7.0 is an additional question during the Clear Bin(s) dialog. This question gives you the option of resetting the Reel Names in the Mark Table. After the ARE YOU SURE ? question, the system asks:

RESET MARK TBL REELS ?

A **[NO]** causes the current Reel Names in the Mark Table to be added to the newly reset Reel Name table for each bin. A **[YES]** loads the Mark Table with the default Reel Names that are currently stored in the internal Configuration file. If no Configuration file has been loaded since the program was run, the standard Reel Names (001, 002, etc.) will be loaded. If a Configuration file has been loaded, the Reel Names associated with that file will be loaded into the Mark Table.

This Feature is also a useful tool which can be used to return the Mark Table to the default Reel Names when clearing a bin without having to re-load a Configuration file or manually entering Reel Names.

Note 35 – Archive

Introduction

This is Init #58 on the new Initialization Page #2.

Using Archive

The Archive feature saves the current bin to a file named BINx.EDL on either the system disk or the EDL disk (depending on the type of system). The x is the current bin number. Note that on 1 Bin systems, x will always = 1. The same file name for each bin is always used, which reduces file name clutter on the disk.

On a VPE-131/141/241, the BINx.EDL file is saved to floppy disk and on a 51M or VPE-151/251, it is saved to the hard disk. The feature may be activated either manually or automatically as described below:

Manual Archive

Manual Archiving is by keystroke(s). On older systems, press **[ALT][CONST]**; with a K2 Keyboard, press **[ALT][ENTER]**; or with a 151 Keyboard, press **[SHIFT][ENTER]**. A window appears that says:

```

ARCHIVING  LIST
          WORKING . . .

```

When storing the list is complete, the system prompts BINx CLOSED and the window disappears.

Automatic Archive

Automatic Archiving is toggled from one state to the other by Init #58 on Initialization Page #2. Note that AUTO ARC = ON is the default. When On, the list is automatically archived and the BINx.EDL file then closed at the completion of any of the following functions: Copy; Delete; Manual E-MEM; Move; Note; Ripple; or Record.

To toggle the function from its current state to the other:

1. Press **[INIT]**. Initialization Page #1 appears.

2. Press **[ENTER]**. Initialization Page #2 appears and at the bottom, the system prompts:

INIT # ?

3. Press **[5][8]** and then press **[ENTER]**. Initialization Page #2 returns and, depending on the previous state, the text area for Init #58 now shows either:

AUTO ARC = ON

or

AUTO ARC = OFF

List Recovery

To recover an archived list, go to a directory and look for the BINx.EDL file you want. Note that when the list gets large, the Archive feature will be slow.

Note 36 – PEGS AUTO-OFF Feature

Introduction

This is Init #57 on the new Initialization Page #2.

Using PEGS AUTO-OFF

This item is used as a toggle for automatically turning PEGS On or Off after each edit. Note that default is On. When On, PEGS is turned off after each edit; when Off, PEGS associated with an edit remain in force after the edit has been completed.

To toggle the function from the displayed state to the other, from any Initialization Page, press **[5][7]** and then press **[ENTER]**. Initialization Page #2 returns and the text area for Init #57 now shows either:

PEGS AUTO-OFF = ON

or

PEGS AUTO-OFF = OFF

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LABEL	REEL	PORT	MODEL	QC	VIDX	AUDX	PSLX	CFRM	TYPES AVAILABLE
R-VTR	001	01	--	03	000	000	01	00	00 = BETA-SP 01 = VPR3 02 = AJD350
A-VTR	002	02	--	03	001	001	02	00	
B-VTR	003	03	--	03	002	002	03	00	
C-VTR	---	--	--	--	---	---			
D-VTR	---	--	--	--	---	---			
E-VTR	---	--	--	--	---	---			
F-VTR	---	--	--	--	---	---			
AUX	AUX				007	007			
BLK	BLK				000	000			
PVSW	8466	PORT	09	38.4	ODD				
VIDSW	GVG100	PORT	09	38.4	ODD				
MIXER	AMX170	PORT	08	38.4	ODD				
PRSEL	GV10XL	PORT	--						
PERIF	NONE	PORT	--						
CHRGN	NONE	PORT	--						

ASGN=GREEN KEYS OR ALLSTP NO=DEASGN SCROLL=ARROWS RESET=EXIT

INITIALIZATION PAGE # 1

2001 EDIT LINES LEFT

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01 PREROLL = 150
02 POSTROLL = 125
03 PRI TC = LONG TC
04 ALT TC = TIMER 1
05 SMPTE CODE

16 SHOW START 00:00:00:00
17 PRINT DIR
18 EDIT REEL ID
19 NEXT EVENT # 001
20 R-MARKS

06 SET SOURCE CF
07 HOT-KEY = OFF
08 STORE IN EVENT SEQ
09 DISPL REC OUT
10 ABRIDGED OFF

21 RENUMBER EVENTS
22 STORE EMEM
23 AUTO-EMEM OFF
24 AUTO CLEAN OFF
25 INSERT

11 PEG DISPL OFF
12 SLV DISPL OFF
13 PEG STORE ON
14 SLV STORE ON
15 RECALL R-OUT ON

26 MODE A ASMBL
27 CUE AHEAD OFF
28 M-RECD ASMBL OFF
29 CLEAR BIN
30 EDL DRIVE = DF0:

INIT NUMBER ?

INITIALIZATION PAGE # 2		2001 EDIT LINES LEFT
31 LINEAR JOG	46 DIG PRSEL ON BUS 002	
32 LOCK JOG OFF	47 PRNTR/COM BAUD = 1200	
33 VPR80 USE SHUTL FWD	48 CUE CHAN REC ON	
34 PRINT OFF	49 AUD 3,4 MAPPING (TO 1,2) = OFF	
35 QUEST RECHECK ON	50 SLAVE STEAL = ASK	
36 OPEN-END PROTECT ON	51 REASGN KEYS	
37 EDIT TIMER ON	52 DEFINE MACRO	
38 SOFT LOAD OFF	53 MAINT	
39 LEARN EMEM	54 FILM MODE	
40 MONITOR ON SWR OUT OFF	55 REC ABORT ON	
41 SRC ADVANCE OFF	56 PRE-READ AUTO-OFF = OFF	
42 SWR REENTRY OFF	57 PEGS AUTO-OFF = ON	
43 BVH SYNC HEAD OFF	58 AUTO ARC = ON	
44 R-VTR AUD PVW	59 AMPEX CFMER OFF	
45 A-MIX SWAP OFF	60 ALLSTOP = STOP	

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INIT NUMBER ?

INITIALIZATION PAGE # 3	2001 EDIT LINES LEFT
61 REACTION = 000 FRAMES 62 PM MATCH TRIM= 000 63 SPLIT EDIT = 000 64 TRANS START = -001 65 KSCOPE = -004	76 VID EDIT IN = 000 77 AUD EIDT IN = 000 78 VID EDIT OUT = 000 79 AUD EDIT OUT = 000 80 BVB VID PVW IN = 000
66 GPI = -002 67 EMEM = -002 68 CHRGEN = -002 69 BVH2000 EDIT FIELD 001 70 DF ADJ. -2	81 BVB AUD PVW IN = 000 82 BVB VID PVW OUT = 000 83 BVB AUD PVW OUT = 000 84 VVV VID PVW IN = 000 85 VVV AUD PVW IN = 000
71 RECORD CF= 000 72 X-PEG = 000 73 PVW AUX BUS = 000 74 75 MON V SIZE (3-15) = 007	86 VVV VID PVW OUT = 000 87 VVV AUD PVW OUT = 000 88 HOT-MODE SRC = 000 89 HOT-MODE A/V = 000 90 ON-THE-FLY EDIT OUT = 000

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INIT NUMBER ?