



*Super Edit™ Software Release ---  
Version 8.3B BETA*

SE- V8.3B B

Date: Oct. 16, 1998

---

Changes made since Version 8.3A Beta:

**1. Profile Version 2.4 Compatibility - NLE is now Profile V2.4 compatible with the following notes:**

Version 2.4 of Profile software has a very useful "Scrub Audio" feature, but this feature does not come without a price. In operation, the audio-processing channel seems to be sensitive to audio rate (speed) changes. We observe that when changing speed from **variable play speeds to full play speed**, the audio pitch varies for up to one second. We also notice that when changing **from shuttle speeds to full play speed**, the audio pitch varies for up to five seconds. The one to five seconds must elapse while Profile is in full speed playback mode. Therefore there are the following suggestions on the use of editor speed control and Profile V2.4 software:

- a. If it is desired to have "Profile Scrub Audio" active, then you should minimize the use of shuttle speeds. Shuttle speeds are activated for the Fast Forward and Rewind keys if **INIT # 156 REW/FF SPEED =** is set to anything other than **000X or 001X**.
- b. If it is desired to use the Shuttle Rewind and Shuttle Fast Forward options where **INIT # 156 REW/FF SPEED =** is set to **002X through 032X**, then we recommend that Scrub Audio be disabled on Profile. Using the Profile Configuration Manager, select "System Audio Config" and Disable Scrub Audio.

**1. Drop Frame Timeline - Drop Frame timecode for the NLE Timeline has been added.**  
INIT # 170 "**TL START 00:58:30:00**" defaults to NDF (Non Drop Frame timecode). If you wish to set the Timeline to DROP FRAME:

- a. Select **INIT # 005**.  
Select **DROP FRAME**
- b. Select **INIT #170**  
At the **ENTER TL START =** prompt, enter the desired TL START TIME.  
It will be entered in **DROP FRAME**.
- c. Select **INIT #005**  
Select **SMPTE CODE**

3. **FF/REW Speed Selection** – The ability to select the rate of Fast Forward and Rewind shuttle speeds has been added to **INIT # 156 REW/FF SPEED = 032X** –

This option defines how many times Play speed the *Profile* channel will shuttle when REW and FF are pressed. If set to **0**, pressing [REW] will send the disk to the first frame. Pressing [FF] will send the disk to the last frame.

If set to **1**, the disk will shuttle forward and reverse at **PLAY** speed. **32X** (32 times Play speed) is the maximum shuttle speed.

4. **Ripple Fixes and Rules** – The RIPPLE function now works in the following way...

**Background** - When inserting material into an existing edited piece or extending an existing edit, it is necessary to decide whether the material following the inserted material will be pushed out or over-recorded. Likewise, when deleting material from within an edited piece or shortening an existing edit, it is necessary to decide whether to pull up the following edits or to leave a black/silent hole. The process of pulling up or pushing out, when referring to the edit decision list (EDL) is called "RIPPLE". Rippling becomes complicated when we consider which elements (audio and video tracks) should be pulled up or pushed out. Usually, the intent of the ripple is that the same elements be rippled that are in the event being inserted, deleted, extended or shortened. The MOVE function is a special case involving simultaneous DELETE and INSERT of edits.

### How it works

The Ripple **components** are defined as those A/V tracks in the edit which is being inserted, deleted, extended or shortened.

The **range** is defined as:

All edits in the list with a record IN time greater than the IN time of the edit which is being inserted, deleted, extended or shortened.

The **conditions** for a valid ripple command are met when:

The range of edits affected by the ripple contain no edits which combine A/V components which are to be rippled with A/V components which are not to be rippled. When these conditions are not met, an error message is displayed and no events are rippled.

In other words, the range may only contain edits that meet one of these criteria:

- Components are the same as the ripple components - these edits will be rippled
- Components are a subset of the ripple components - these edits will be rippled
- None of the components is a ripple component - these edits will not be rippled.

A future enhancement is planned for defining the range of a MOVE function. The range will only include those edits between the old position of the MOVED edit and its new position.

5. **Rippling Split Edits** - Fixed several difficulties with deleting and rippling split edits.
6. **[DELETE] [A]** - Delete-All with “No Ripple” no longer leaves clips on the timeline.
7. **Replay** - When REPLAYing from first event (beginning of timeline) the EDL no longer jumps to the end of the timeline.
8. **R-VTR Assign** – Can no longer accidentally assign a clip to the R-VTR.
9. **[ALT] [INSERT] and [ALT] [DELETE]** – Improvements have been made to Alt/Insert and Alt/Delete with Ripple.
10. **Rename Clip** – The ability to rename a Clip ([ALT] [NOTE]) is now active only in the Logger mode.
11. **[ALT][RECORD]** - In Alt/Record (Digitize on-the-fly), the edit is now always open-ended, and no longer ended by the R-VTR Out time.

**The following three items are all related.**

12. **Clear BIN** – Clearing a bin no longer resets the Marks Table or clears assigned Clips when you say NO to RESET REEL ID?.
13. **Undo Timeline** –Undoing or resetting the timeline no longer resets the Marks Table or clears assigned Clips.
14. **Auto Assembly** – Ending an Auto Assembly no longer resets the Marks Table or clears assigned Clips.
15. **Logger Mode** - Exiting the Logger mode now clears the EDL as it should.
16. **PEGS** – A problem with PEGS was fixed where any PEGS except those at time 0 would not execute if the timeline was Drop Frame.
17. **ESAM2 MIXER OFF Previews** – Previews now work on ESAM2 audio boards even with MIXER OFF set at the editor. Please note that in software that uses the PGM output as monitor (such as ESAM2 / MON PGM) you will not hear the source switch.
18. **ESAM2 MIXER OFF PEGS** - We now allow Mixer PEGS transition commands (e.g. 103, 115) to be sent even with MIXER OFF set at the editor.
19. **Profile VME Wipes** – We have reversed the direction of wipes 1,2 and 7, so they match the standard direction for GV Switchers such as the 3000.
20. **Profile VME Wipes** – Fixed a problem where, on some systems, the Profile VME switcher wipes 4 through 15 would be partially transparent.

**21. Profile Program Play Speeds** – We have enabled Programmed Motion play speeds for the *Profile* (in NLE mode) in increments of **.1%**, for speeds ranging from **90.1 through 109.9**.

To enter Program Play Speeds for the *Profile*:

Press [**PEGS**]

**FUNCTION** = A-VTR through F-VTR (R-VTR is allowed only in Pre-read)

**COMMAND** = enter the desired speed based on the following examples, where:

<b>901</b>	<b>is</b>	<b>90.1</b>	<b>% of play speed</b>
<b>914</b>	<b>is</b>	<b>91.4</b>	<b>% of play speed</b>
<b>1009</b>	<b>is</b>	<b>100.9</b>	<b>% of play speed</b>
<b>1087</b>	<b>is</b>	<b>108.7</b>	<b>% of play speed</b>

**TIME** = enter the time to trigger the PEG.

Please note that speeds **99.0** and **99.1** cannot be used, as commands **990** and **991** were previously assigned for **TBC FREEZE ON** and **OFF** for VTRs with that capability.

**22. Pre-read** – Fixed a problem where pre-read on *Profile* would not work, and INIT # 107 and 108 were not available, if your protocol list did not contain another device that was also capable of doing pre-read.