

Super Edit Software Release Notes

VPE-V8.6A / DPE-V2.0A

SE- V8.6A / DPE-V2.0A

Date: May 12, 2000

Changes made to Super Edit, Super Edit NT & Super Edit NLE since Version 8.5B-1.1B Releases:
This revision incorporates DPE V1.2A

ALL = VPE & DPE **VPE** = VPE only **DPE** = DPE only **NLE** = NLE only **409NT** = 409NT only

IMPORTANT NOTE!

Please read this document completely. This software release contains more additions than our regular maintenance updates. Thanks in part to the high volume of participants in Editware's Super Edit Users Mail List (see Editware's HOME PAGE: <http://www.editware.com>, click on "Join Group" button), we have been able to address more issues and add more features, enhancements, and new protocols than in the past. We urge you all to join. Thanks for your input!

1. **ALL – Hot Sync Roll-1** – A condition with HOT SYNC ROLL that caused the first CUT event in the EDL to have a source time of 0 has been corrected.
2. **ALL – Hot Sync Roll-2** – We have added the ability to manipulate and cut back to the original source during Hot Sync Roll.
3. **ALL – INIT # 10, 11, 12** - When you perform an INIT 10, 11 or 12 (Abridged ON/OFF, PEGS display ON/OFF, and Slave display ON/OFF) Super Edit now properly seeks to the current event.
4. **ALL – Match** – When pressing [MATCH], the function was being performed correctly, but the Match message from Automatch was being erased at the end of the function. This has been corrected.
5. **ALL – QMEM** - It is no longer required to enter a TIME in the QMEM PEGS commands. The QMEM entry does an upload to the VTR at the time that the edit is Recalled, Picked-Up, or Auto-Assembled. If you Recall an edit, change the TBC settings and press Record, the new settings are stored. Also, note that the old settings may be lost if Auto Clean is ON (INIT 24).

6. **ALL – Match Menu** – A case where remnants of the Match Menu, and possibly other Menus, would remain on the screen after they had been dismissed has been corrected.
7. **ALL – Filter** - A condition has been corrected that caused a System Halt when scrolling through an EDL that was filtered on Notes.
8. **ALL – Marks Table** - A problem that occasionally caused two sources to be selected in the Marks Table after leaving the Assignment page has been fixed.
9. **ALL – Source Advance** - Source Advance has been added for Programmed Motion Sources. In this release we have scaled Source Advance by the Programmed Motion speed over a range of 0% to 150% in full frame increments. Therefore, if Source Advance is set to 1 and the PM speed is 100%, we get a full frame of Source Advance. For a speed of 49%, however, there is no Source Advance.
10. **ALL – Sony Digital Switchers-1** - A condition wherein loading a Config File at initial startup or later would not properly set INIT 73 AUX Bus ON/OFF, has been corrected.
11. **ALL – Sony Digital Switchers-2** – Formerly, the AUX Bus Black cross-point was always set to cross-point #1 for AUX Bus previews. This has been changed to use the cross-point named in the Assignment Page Video Cross-point.
12. **ALL – Sony Digital Switchers-3** - An edit using a Sony Switcher and X-PEGS would intermittently run one frame long, and in an extreme case could freeze for up to 3 seconds at the time of an X-PEGS execution. This was due to a long delay in the switcher sending a reply to Super Edit. This has been corrected.
13. **ALL – Sony Digital Switchers-4** - A problem that caused PEGS 050, 051, 052 and 053 to act like 058 (as a FTB) has been corrected.
14. **ALL – Sony Digital Switchers-5** - In previous releases, Sony Switcher Memory System data transfers worked incorrectly on all M/Es except M/E 0. For M/E 1 memory commands (Video PEG 1xx) Super Edit was actually saving M/E 2, and for M/E 2 commands (2xx) Super Edit was trying to save M/E 4, which would fail. This has been corrected.
15. **ALL – New Sony Digital Switcher Protocol** – An enhanced protocol for Sony DVS- 2000, DVS-7200/7250, DVS-7350, DVS-8000 and BVS-3000 Digital Switchers is now available. (See **TECH NOTE 2**)
16. **ALL – New Philips DD-35 Digital Switcher Protocol** - An enhanced Native protocol for the Philips DD-35 Digital Switcher is now available. (See **TECH NOTE 3**)
17. **ALL – Ripple** - The ripple function now correctly ripples the 2nd line of the last 2-line event in a Bin.
18. **ALL – K PEGS** - If a K PEG has a time of (minus) -1 second or greater, the effect should recall and run at the appointed time. If the time is less than (minus) -1 second, it should recall but NOT run. In several recent Version 8 builds, a PEG with a time of less than (minus) -1 second erroneously recalls and runs immediately. This has been corrected.

19. **ALL – New GVG Profile Linear Protocol** - A new protocol called **NL Source** is now available for those using GVG or Tektronix Profile Video Servers with their VPE or DPE editors in the **linear** mode. This protocol allows direct access to view, create and change Profile directories, as well as to load Clips, directly from the editor. Other features for the Profile included in this protocol are selectable REW/FFWD speeds, -900% to +999% variable speeds at 1% increments, and independent disk pre-roll controls. (See **TECH NOTE 4**)
 20. **ALL – BETASP** - Programmed Motion parameters for BETASP devices (BVW65, BVW75) has been adjusted for speeds around 20% to prevent the VTRs from occasionally going to the STILL mode.
-
21. **DPE – EDL Files** - When EDL files from various other editor systems were loaded into Super Edit NT without going through 409NT, MSDOS or WRT, Super Edit would sometimes discard the last portion of the EDL file. This was due to the other editor systems not padding the file out to full 512 byte blocks as required for RT-11. Super Edit NT has now been enhanced to remedy this situation, and EDL files are no longer required to be padded out to full 512 byte blocks.
 22. **DPE – TBC Remote** – Super Edit NT now offers remote control of certain digital VTR's TBC settings that support remote control via the RS-422 control port. Control is through a Graphic Interface on the NT Desktop. These VTRs include the DNW SX series (DNW-25/50/75/100), the DVW-500 series, Sony D2 VTRs (DVR-10/18/20/28), and the Panasonic D3/D5 VTRs (AJ-D350, 360, 580). Features include Copy & Paste and Auto-TBC store without PEGS. (See **TECH NOTE 1**)
 23. **DPE – Release Notes** - The latest release notes are now online under the Super Edit **Help** Menu /**What's New**.
 24. **DPE - Clean Current EDL 1** - This function now properly handles XPEGs. Certain other combinations of PEGs and the "Clean Current EDL" feature have also been fixed.
 25. **DPE - Clean Current EDL 2** - Following a "Clean Current EDL", the display no longer goes to the top if the EDL.
 26. **DPE – Return-to-Edit** - Corrected a problem within Super Edit NT, where a Return-To-Edit was possible even when there was nothing to Return to.
 27. **DPE – [CTRL] [C]** - A [CTRL] [C] exit on a DPE now correctly exits Super Edit.
-
28. **NLE – R-VTR PEGS** - When in the NLE mode, a PEGS entry for the R-VTR is now allowed a TIME entry.
 29. **NLE – Logger Mode Exiting** - When exiting INIT # 160 LOGGER MODE and INIT # 154 HOT LOG, the EDL and Timeline are no longer automatically deleted. You are now asked if you want them deleted. If you answer **YES**, you are then asked if you want to save the EDL first. Answer **NO**, and you are taken out of Hot Log mode or Logger mode with the EDL and Timeline intact.

30. **NLE - AUTO 409NT** - has been added (INIT #152). When enabled, the current EDL will automatically be kept clean whenever an over-record is made anywhere on the Timeline. This feature has been enabled because a clean list is required when doing any form of ripple on the Profile Timeline.
31. **NLE – Ripple** – EDL Ripple irregularities have been corrected. If the EDL is kept clean (AUTO 409NT ON is recommended), then operations that ripple the list are performed correctly.

Restrictions concerning mixing V-only, A-only, and A/V edits have been eliminated.

The basic rule to remember is that if an edit was made as an A/V edit, both the Audio and Video will be rippled together. For example, inserting (with Ripple) a Video-only edit (edit 'A') ahead of an A/V edit (edit 'B') will cause both the Video and Audio (edit 'B') to move together.

Whenever it is necessary to leave a 'gap' in the EDL, it is done in the form of a CUT to "BLACK".

32. **NLE – [ALT][INSERT] & [ALT][DELETE]** have been enhanced to operate with the same conditions and rules applied above for Ripple.
33. **NLE – R-VTR Ripple** - If you started a show at the TL start time of 59:30:00 (for example), and wanted to make room for bars & slate, you might ripple the current list to start at 1:00:00:00. You would not get any error messages but nothing rippled. This has been corrected.
34. **NLE – SAVE EDL** - When you save an EDL, the Timeline for that EDL is automatically saved using the same name as the EDL. For example: if you save an EDL as **BOB1.EDL**, the Timeline is automatically saved in the current work directory as **BOB1=MOV11**. If you later load that EDL, the Timeline is automatically loaded along with it. (This currently does not apply to APPENDING an EDL).
35. **NLE – UNDO - [UNDO]** now quickly recalls the previous Timeline along with the previous EDL without having to Auto-Assemble each Clip onto the Timeline.
36. **NLE – BINS** – You can now have different Timelines running in different Bins. When changing BINS, the Timeline and EDL last used in that BIN are automatically loaded. When leaving a BIN, they are automatically saved. If the WORK DIRECTORY for the EDL & Timeline is different than the current directory, the work directory (INIT # 151) will automatically be changed to match the EDL & Timeline.
37. **NLE – Logger Mode utilization of disk space** - When logging in the Logger mode (not Hot Log) and using the optimization mode, the original Clip was not getting shortened properly and was thus using excess disk space on the Profile. This has been corrected.
38. **NLE – Load Config** - Fixed a problem that occurred if the user [RESET] out of the LOAD CONFIG dialog at the "LOAD MACROS?" prompt. It was causing the Profile NLE configs not to load and the AUX and BLK Marks Table sources to not be displayed under certain circumstances

39. **NLE – Logger Mode synchronization** – In the Logger mode, if the source VTR failed to synchronize on the first try, and then digitized on a subsequent try, the time-code for that Clip was digitized incorrectly. This has been corrected.
40. **NLE – Logger Mode Clip Name** - When digitizing Clips in the Logger mode, all Clips must have a Clip Name. If an event does not have a Clip Name, the process will now stop and prompt with a message that one is required.
41. **NLE – Space Remaining** - When the recordable disk space remaining on Profile falls below 10 minutes the follow displays will turn **RED** as a warning.
- A. INIT # 167. The word **REMAINING** turns red.
 - B. In **LOGGER** or **HOT LOG** mode, the **'R'** in the Mark Table display of Disk Space Remaining turns red.
 - C. When not in **LOGGER** or **HOT LOG**, the **'T'** in the Mark Table display of Total Show Time turns red.
42. **NLE – V ONLY Clip** – A problem where V ONLY Clips were sometimes being changed to A/V Clips has been found and corrected.
43. **NLE - Work Directory** - Work Directory notes are now automatically put into the EDL along with the TL START notes. This allows you to identify the Work Directory on Profile that was used for the EDL. When Auto Assembling, Super Edit first goes through the EDL and finds the first Work Directory note and compares it to the current Work Directory. If they are the same, then the Auto Assembly continues. If the Directories are different, you are asked if you want to switch Directories. If you answer **YES**, then NLE automatically changes INIT #151 and switches to the correct Directory and proceeds with the Auto Assembly. (You must still have only one Work Directory per EDL).
44. **NLE – Lost Clips** - A problem with the Profile not being able to archive certain Clips created by Super Edit has been found and corrected.
45. **NLE - STILL FIELD/FRAME** - A preliminary feature for allowing a Freeze to either a STILL FIELD, or to a STILL FRAME has been added. Prior to performing an edit, SEARCH to the freeze frame in question, and press **[ALT][FR]** to toggle between STILL FIELD and STILL FRAME. The edit will be made based on the current setting.
46. **NLE – Missing Clip Message** – An error message has been added at the end of an auto assembly if there was a missing Clip (either a standard Clip or a Temp Clip). The message says **'EVENTS WITH NO R MARK HAVE MISSING CLIP'**. It is then up to the user to go to each event with a missing R Mark and determine what needs to be done. i.e. load a Reel and re-digitize just that event, re-digitize an original Clip, or leave a black hole.
47. **NLE – Delayed Dissolve** - In the NLE mode, delayed dissolves to the R-VTR will now Auto Assemble correctly. (See **TECH NOTE 4** “Delayed dissolve rules in NLE & Pre-read”)
48. **NLE – [ALL STOP]** - A problem that made it difficult to All Stop out of a Profile NLE Auto-assembly or Logger Mode assembly has been corrected. A single **[ALLSTOP]** command will now properly interrupt an NLE Auto Assembly or Logger Mode operation even while VTRs are cueing or pre-rolling.

49. **NLE – NL Source SWAP** - If you are in the NLE mode and you change the R-VTR from NATIVE to a VTR using **[SHIFT][ASGN]**, Super Edit will automatically switch modes from NLE to **NL SRC** if you use the arrow key **[→]** to get to the MODEL column.

If you are in NL SRC mode and you change the R-VTR to a NATIVE source using the arrow keys to get to the MODEL column, Super Edit will automatically switch from NL SRC to NLE.

50. **409NT – XPEGS** – Processing an EDL containing XPEGS will no longer strip the XPEGS from the list.
51. **409NT – NLE Clips** – 409NT has been improved to take CLIP notes into consideration when cleaning NLE lists.
52. **409NT – 2 Lined Events** - 409NT no longer makes 2 events of a 2-line event at end of EDL.
53. **VPE REMINDER– Y2K** – Editware and the manufacturers of the RT-11 Operating System have recently completed the Year 2000 (Y2K) Operating System upgrade option for VPE editors. With the Y2K option, RT-11 and Super Edit now display and use 4 digit years and are fully compliant with BSI DISC PD2000-1 through the year 2099. They are also compliant with ISO 8601:1988 and ANSI X3.30 standards with the exception of date presentation. Both Super Edit and RT-11 present their dates as DD-MMM-YYYY. This option is not automatically supplied with V8.6A upgrades, as a third party license is required. Please contact Editware at 530-477-4300 for more information on this option.

TECH NOTE 1 - VTR TBC Control Panel on DPE Editor

Introduction

Some Models of Digital VTRs allow for the remote sensing and restoration (store & recall) of the internal TBC settings between the VTR and Super Edit. As a separate feature, in a separate Tech Note, QMEM, EMEM-like store and recall of such TBC data is described.

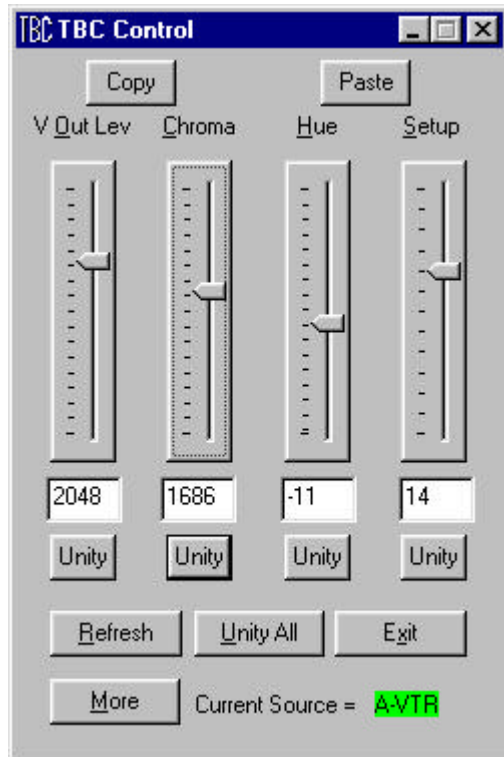
Available for the DPE series editor is a new application that runs under NT and allows the display, adjustment, and setting to default values of the internal TBC of these specified VTRs. This NT application icon is called simply **TBC**. Super Edit must be configured to be able to communicate with the TBC application. As part of this configuration, store and recall of TBC EMEM data is enabled.

TBC control is supported for the following Sony and Sony-interface-style VTRs:

DVR-10	DVW-500	DNW-25/220	AJ-D350 (D3)
DVR-18	DVW-510	DNW-30	AJ-D360 (D3)
DVR-20		DNW-50/45	AJ-D580 (D5)
DVR-28		DNW-75	
		DNW-100	

The TBC control panel is divided into two sections, available by toggling the More/Less button. The top four controls are:

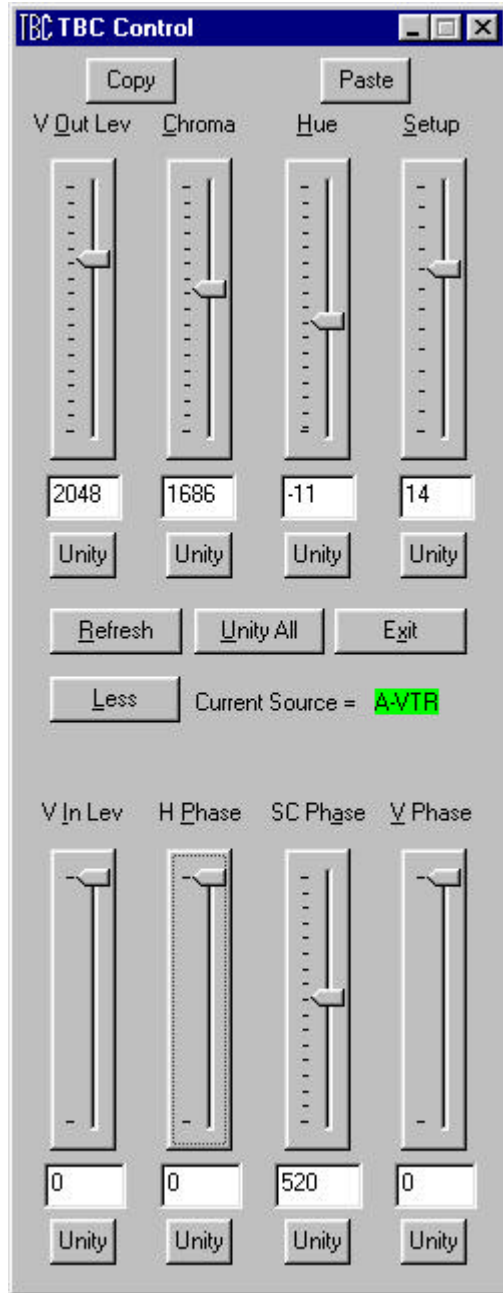
- V Out Lev: Video Output Level
- Chroma: Video Output Chroma
- Hue: Video Output Hue
- Setup: Video Output Setup Level (See note below re: PAL systems)



TBC Control Panel
“Less” View

The bottom four controls are:

- V In Lev: Video Input Level
- H Phase: Video Output Horizontal Phase
- SC Phase: Video Output Sub-Carrier Phase
- V Phase: Video Output Vertical Phase.



TBC Control Panel
“More” View

TBC control is available for the Type 0 TBC data for DVR (D2), DVW (Digital Beta-Cam), and Panasonic AJ-D VTRs (both D3 and D5). The DNW family of SX machines uses Type 1 data. Type 0 and type 1 are described below. Type 0 and Type 1 have the same meaning as QMEM xx0 and xx1 described in the QMEM Tech Note. Values that are set using the TBC panel can be stored and recalled using QMEMs.

Type 0 TBC data contains values for: **Output Video Level, Output Chroma Level, Output Video Hue, Output Setup Level, Video Input Level, Output Horizontal Phase, Output SC Phase, and Output Video Phase.**

These settings affect ALL the VTRs inputs and outputs (composite, SDI, and component analog, if so equipped).

Note that for **PAL** systems, the **SETUP** settings are used for PAL Black Level, and the **CHROMA PHASE** settings are used for PAL Burst Chroma Phase.

Type 1 TBC data contains values for **Composite Output Level, Composite Output Chroma Level, Composite Output Hue, Composite Output Setup Level, Composite Output System H Phase, Composite Output System SC Phase, and Composite Output Video.** These adjustments affect only the composite inputs and/outputs. Please note that the **Video Input Level** is not adjustable on these VTRs. Additionally, on the DVR500/510 VTRs, **Video Phase** is likewise not accessible.

The TBC application is *pointed* to the currently selected Super Edit source. This currently selected source is shown in the TBC field “**Current Source = A-VTR**” (or whichever VTR is currently selected). If the VTR name is “??????” then the VTR either does not support internal TBC communication, the currently selected source is not a VTR (AUX, BLK), or the currently selected VTR does not have a port or VTR type assigned to it.

If the background is **RED** then the TBC panel is aware that the displayed information is not current. In this case, the TBC panel enters an accelerated data-gathering mode and will update all eight possible controls in approximately one-half second. When the background is **GREEN**, the TBC panel believes its data is current and is in a slow data update loop, updating one control per ¼ second so that the entire panel is updated every two seconds.

During Preview and Record operations, TBC panel communication is locked out (it is necessary to give priority to the VTRs involved in the edit). During the edit or preview, therefore, the “Current Sources” field shows RED, indicating that the display is not current.

At any time (except during a preview or edit), the operator can click on the **Refresh** button and force an immediate (less than one second) refresh of all eight TBC panel items.

If an edit containing a QMEM is recalled, or a change is made to the selected VTR on the VTR’s local TBC control panel, the TBC application is not immediately aware of this change, but will update in approximately 1 second. Clicking on the Refresh button will cause an immediate update of the entire panel.

Clicking on **Unity** will set that control to the manufacturer’s stated unity level setting. Clicking anywhere in a controls’ area except on the slider or on the slider track will give mouse and NT keyboard control of that control. When selected for control, each tick of the mouse thumbwheel will increment or decrement the displayed value by one unit.

The NT Keyboard [**Home**] and [**End**] keys drive the selected control to its minimum or maximum limit. [**Pg Up**] and [**Page Dn**] will increment or decrement the slider one line (there are 16 lines for

most of the controls). The **Up** [↑] or **Down** [↓] arrow will increment or decrement the slider 1/16th of a line.

Clicking on the control bar will give mouse drag control. Clicking in the control bar track will increment or decrement the slider as if either the [Pg Up] or [Pg Dn] key was tapped.

The current value for each control bar is shown in the window below the control. These windows are editable. Values entered in these windows are immediately dispatched to the TBC.

NOTE: It is neither necessary nor desirable to use the ENTER key upon changing a value. The ENTER key is connected through Windows NT as the “Exit This Program” default key!

Copy and Paste

TBC values can be transferred from one VTR to another using the **COPY** and **PASTE** functions at the top of the TBC controller window.

Use the dark green source keys to select the VTR that the TBC data will be copied **from**. Press **Copy** at the top left of the TBC controller window.

Use the dark green source keys to select the VTR that the TBC data will be copied **to**. Press **Paste** at the top right of the TBC controller window.

The following error messages may appear after a Paste has been attempted:

- Paste Failed: Nothing has been copied.
- Paste Failed: This VTR does not support TBC Control.
- Paste Failed: Sources have different TBC types.

Auto-TBC

For the DPE-series of editors, a fully automatic store and recall interface NOT requiring the use of the PEGS dialog is now available. Enabling and disabling individual sources is done through a pop-up dialog menu accessed by pressing [SHIFT][VIDEO]^{K2} or [SHIFT][U4]^{K5}.

00	R-VTR	OFF
01	A-VTR	OFF
02	B-VTR	OFF
03	C-VTR	OFF
04	D-VTR	OFF
05	E-VTR	OFF
06	F-VTR	OFF
07	ENABLE	ALL
08	DISABLE	ALL

ENBL / DIS TBC STORAGE TO EDL

On some switchers (GV2200, GV3000, GV4000, Ross Synergy, Sony Digital, BTS DD35, etc.), an Effects Level Menu will pop-up first. Pressing **[ENTER]** will then display the Auto-TBC Menu.

Any or all sources can be enabled or disabled for Auto-TBC save. **INIT# 23 AUTO EMEM** must be **ON** to enable automatic saves. A manual save can be done using **INIT# 22 STORE EMEM**. In all cases, Auto-TBC save will only be effective if the VTR currently assigned to the selected source supports TBC save and restore, and if it is a part of the current event.

Unlike QMEM TBC save, which restores TBC settings for only the source key that it was saved for (F-VTR, for example), Auto-TBC settings are restored by Reel name. If the Reel is not currently mounted, pressing **[RECALL]** or **[AUTO ASSEMBLY]** will prompt for the Reel to be mounted (unless a B-Mode Auto-Assembly is in progress).

The Auto-TBC line in the EDL shows the Reel name. For example, if the reel name is TAKE01, the Auto-TBC entry will be:

TBC TAKE01

These Reel names can be changed through **INIT# 18 EDIT REEL ID**.

In the cases of wishing to recall an event without recalling the TBC data associated with that event, or wishing to recall data from only specific VTRs in an event, individual TBC entries in the EDL can be temporarily disabled (and re-enabled) using the – (minus) key. A temporarily disabled TBC entry will show magenta in color.

For those cases where TBC control on a source-by-source basis is still desired, the original QMEM interface is still available through PEGS.

Installation

The TBC application is installed automatically with the Super Edit Program, and a Shortcut labeled **TBC** is placed onto the desktop.

Double-click on the shortcut to begin execution of the TBC application. Do not attempt to run more than one copy of TBC. The TBC application is configured to only look at the currently selected VTR, and if two or more are running they each will be looking at the same source.

TECH NOTE 2 – Enhanced Sony Digital Switcher Protocol

Introduction

This describes the interface between Super Edit and the Sony Digital switcher families:

DVS 2000
DVS 7200/7250
DVS 7350
DVS 8000
BVS 3000

Detailed operations instructions for Super Edit are given in the Operator's Guide. This Setup Guide discusses only those features that are unique to the Sony switchers.

The following are discussed in the order given:

Connection
Cross-point Selection
AUX Bus Previewing
Learn Memory
Memory Transfers
PEGS Commands

Connection

- a. Connect the RS422 cable from the designated port on the editor to the "EDITOR A" port on the switcher.
- b. Select "STANDARD SONY PROTOCOL" on the switcher.
- c. Set the configuration for 38.4 k baud, Odd parity.

Field Dominance

Field Dominance of switcher commands is determined by the switcher's field dominance setting, accessible as "Switch Timing" soft key. Normally this would be set to "F1".

Cross-point Selection

Cross-point selections are made as described in the Operator's Guide except for the Black cross-point. Some Sony Switchers have a "special" cross-point number for Black that may be used – cross-point 65. On the Super Edit Assignment page ([SHIFT][ASGN]), enter 65 in the VIDX field for the BLK source. Other models use the traditional cross-point #0.

AUX Bus Previewing and Pre-selector

AUX Bus previews can be accomplished on the Sony switchers. Operation is similar to that described in the Super Edit Operator's Guide.

To enable AUX Bus previewing, access Initialization Page #3 on Super Edit.

INIT #73. PVW AUX BUS :

ON - Enables previewing on the AUX Bus. This is the default condition.

OFF - Disables previewing on the AUX Bus. Previewing will be done on the alternate preview device (i.e. E-E, 8466, Performer, etc., depending on the system).

INIT #74. PGM OUT XPT:

Once enabled, the selected AUX Bus behaves as a video only preview switcher (i.e. switching between the R-VTR cross-point and the PGM OUT cross-point. INIT page item #74 on Super Edit allows the user to enter PGM OUT cross-point selection. Set this to the AUX Bus cross-point number assigned to Program Out. The default value is cross-point 45.

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

Aux-bus preview uses the cross-point identified as BLK in the assignment page for the black in BVB or VBV AUX Bus previews.

Learn Memory

The Learn Memory function with the Sony switchers is similar to the operation described in the Operator's Guide. That is; the user may tell the Sony Switcher to learn a memory register by pressing **[SHIFT][L]**. The user is then prompted for the register number to learn:

LEARN EMEM *nnn* ?

nnn can be any number from 001 through 399, and 601 through 699. The hundreds digit is the M/E. For example, to learn register 10 of M/E 1, enter "110". Then press **[ENTER]** to accept the selection.

Memory Learn, trigger and save of several or all M/Es is now available using a pop-up menu and video PEGS in the range of 601...699. Press **[SHIFT] [VIDEO]^{K2}** or **[SHIFT] [U4]^{K5}** to access this menu, which allows the enable/disable of all or selected M/Es.

Memory Transfers

The Memory Transfer function with the Sony switcher is similar to the operation described in the Operator's Guide. Super Edit accesses Memory System Registers 1 through 99 for each M/E. To specify Memory System Commands, first select PEGS entry by pressing the **[PEGS]** key. Answer the prompts as follows:

REGISTER # ? Enter any PEGS register 1 through 16, then press **[ENTER]**.

FUNCTION= ? Press **[VIDEO]** then **[ENTER]**.

COMMAND= ? Enter the Memory Register (n01 through n99) as described above), then press **[ENTER]**.

TIME= Enter the offset from the IN point, then press **[ENTER]**.

When stored to EDL, each Memory System Command register may take up to 16 EDL lines. The transfer of Memory System Command Data is initiated in the same manner that GV switchers transfer EMEM data.

If the Video Memory is in the range of 601 through 699, the pop-up M/E enable/disable menu map is used to enable/disable the storing of Memory data on a M/E by M/E basis.

Recall of Memory data from the EDL to the Switcher for an event recall or an auto-assembly, transfers all available Memory data packages to the switcher without regard to the *current* setting of the pop-up M/E enable/disable menu map. The *recall* of these Memory registers, however, is controlled by the *current* pop-up M/E enable/disable menu map settings.

X-PEGS Commands

Some of the buttons on the M/E and the DSK panel are assigned numeric values. Table 1 below shows these values. The hundreds digit indicates the M/E, with the DSK being indicated as M/E 0. To select these functions on the Sony switchers, specify **FUNCTION= X** instead of **FUNCTION= V** (VIDEO) when entering the PEGS command. I.e. Select [**PEGS**] and answer the prompts as follows:

REGISTER # ? Enter any PEGS register 1 through 16, then press [**ENTER**].

FUNCTION= ? Press [**X**], then [**ENTER**].

COMMAND= ? Enter the Memory Register (n01 through n69 as described above), then press [**ENTER**].

TIME= Enter the offset from the IN point, then press [**ENTER**].

A table of X-PEGS command codes is shown below.

<i>Code</i>	<i>Function</i>
050 - 057	N/A
058	DSK FTB Transition.
059 - 067	N/A
150/250/350	Auto Trans Start.
151/251/351	Key1, Mix mode & Auto Trans.
152/252/352	Key2, Mix mode & Auto Trans.
153/253/353	Key1, Key2, Mix mode & Auto Trans.
154/254/354	BKGD, Mix mode & Auto Trans.
155/255/355	Key1, BKGD, Mix mode & Auto Trans.
156/256/356	Key2, BKGD, Mix mode & Auto Trans.
157/257/357	Key1, Key2, BKGD, Mix mode & Auto Trans.
158/258/358	DSK FTB Transition (Same as 058)
159/259/359	Pst Pgm Mix On & Auto Trans

160/260/360	Pst Pgm Mix Off
161/261/361	Key1, Wipe mode & Auto Trans.
162/262/362	Key2, Wipe mode & Auto Trans.
163/263/363	Key1, Key2, Wipe mode & Auto Trans.
164/264/364	BKGD, Wipe mode & Auto Trans.
165/265/365	Key1, BKGD, Wipe mode & Auto Trans.
166/266/366	Key2, BKGD, Wipe mode & Auto Trans.
167/267/367	Key1, Key2, BKGD, Wipe mode & Auto Trans.

Effects Run & Recall PEGS Commands

VIDEO PEGS 501 through 599 and 1501 through 1599 are the Sony Switcher Effects Recall PEGS.

PEGS 501 through 599 will cause the specified Effect to **Recall, Rewind and Run**.

For example: PEGS 501 will Recall and Run effects register 01, PEGS 599 will Recall and Run effects register 99.

PEGS 1501 through 1599 will cause the specified effect to **Recall and Rewind ONLY**.

The effect will not run. If it is desired to have the effect run at a time after the recall, then add a V-PEG 501 through 599, using the same register number. Registers 01 through 99 are supported as mentioned above.

For example: to Recall but not run effect #10 at time -2:00 and have it begin to run at time +2:00, enter the following two Video PEGS commands:

Register =1, Function =V, Command =1510, Time = -2:00
Register =2, Function =V, Command = 510, Time = 2:00

Note: To operate the Preset Black Mix Special Transition mode (which fades the Program source to black then fades the Preset source from black), two PEGS are required; Use a PEG 159/259/359 to initiate the Fade To Black (of the Program source) and use a PEG 150/250/350 to initiate the Fade From Black of the Preset source.

Note: The Native Sony Switcher protocol does not support a “press the auto-trans button”. In order to begin an auto-trans with an X-PEG, Super Edit needs to know the desired transition rate. In response to this issue, Super Edit now asks the switcher for the transition rates for any M/E that is found to have X-PEGs *before* the edit begins to roll. This solves the timing indeterminacy but cannot help if a Memory is recalled during the edit that has a different rate. There are two possible solutions: an auto-trans can be fired using a GPI trigger (GPI triggers can be set up in the switcher for any or several M/Es). The other solution is to learn the Memory with the auto-trans flag enabled, causing an auto-trans to be triggered at Memory recall. Also note that an auto-trans triggered by an Immediate Mode Preview from Super Edit (answering [VVV] or [I] to the REGISTER =? or TIME =? prompt) will always transition at the default rate of 30 frames.

TECH NOTE 3 – Philips DD-35 Native Digital Switcher Protocol

Introduction

This describes the interface between Super Edit and the Philips DD35 Digital switcher using Philips DD35 Native protocol.

Detailed operations instructions for Super Edit are given in the Operator's Guide. This Setup Guide discusses only those features that are unique to the Philips DD35 switcher.

Connection to Editor

Editor control is accomplished via RS-422. The following instructions are for the DD35 Editor control #2 using port #2.

Connect the RS-422 cable from the designated port on the editor to the E-Box Port 2 connector on the switcher.

Using the Install / E-Box / Editor menus on the switcher, check box for Editor 2. Select "port 2" and "dd35" protocol.

Ensure the editor configuration in Super Edit is set for 38.4 k baud, Odd parity.

Field Dominance

Field Dominance of switcher commands is determined by the switcher's field dominance setting, accessible under Config / E-Box / Global. Selections available are "Field 1", "Field 2" and "Any Field". Normally this would be set to "Field 1".

Cross-point Selection

Cross-point selections are made as described in the Super Edit Operator's Guide. The following are the valid cross-point numbers:

0	Black
1 through 62	Video Inputs 1 through 62
128	Video Store
129	Montage Processor channel 1
130	Montage Processor channel 2
144	Color BGD 1
145	Color BGD 2
146	Color BGD 3
193	M/E 1 layered key
194	M/E 2 layered key
195	M/E 3 layered key
224 through 239	Virtual Inputs
240	White

AUX Bus Previewing and Pre-selector

AUX Bus previews are supported on any of the 15 AUX Busses numbered 1 through 15. Operation is similar to that described in the Super Edit Operator's Guide.

To enable AUX Bus previewing, access Initialization Page #3 on Super Edit.

INIT #73 PVW AUX BUS :

1 through 15	Enables previewing on the defined AUX Bus
0	Disables previewing on the AUX Bus. Previewing will be done on the alternate preview device (i.e. E-E, 8466, Performer, etc., depending on the Super Edit configuration).

INIT #74 PGM OUT XPT:

Once enabled, the selected AUX Bus behaves as a video-only preview switcher, switching between the R-VTR cross-point and the PGM OUT cross-point. INIT page item #74 on Super Edit allows the user to enter PGM OUT cross-point selection. Set this to the AUX Bus cross-point number assigned to Program Out. The default value is cross-point 161.

The default values for the PGM out cross-point will be one of the following:

160	Main Out (PGM/PST Bus)
161	M/E 1 Out
162	M/E 2 Out
163	M/E 3 Out

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

Aux-bus preview uses the cross-point identified as BLK in the assignment page for the black in BVB or VBV AUX Bus previews.

Memory interface.

The DD35 switcher supports a panel memory capability variously called T-Memo or TiM/E-Memo, and previously called EXTRA.

These memories can either be Snapshots or Timelines. A Snapshot is a single switcher state (called a "status" by Philips). A Timeline can contain a number of Snapshots along with duration and transition information.

From the editor user view, recalling and triggering of memories is similar, regardless of whether they are Snapshots or Timelines. An M/E can have 100 Snapshots or Timelines in any combination.

Learn Memory

The Learn Memory function is similar to the operation described in the Super Edit Operator's Guide with the additional capability of multiple M/E selection as discussed below.

To learn a memory register into the switcher from the editor, press **[SHIFT][L]**. The user is then prompted for the register number to learn:

LEARN EMEM *nnn* ?

nnn can be any number from 000 through 699. The hundreds digit is the M/E. For example, to learn register 10 of M/E 1, enter "110". Then press **[ENTER]** to accept the selection.

The ranges are:

000 through 099	Register 0 through 99 of PGM/PST Bus
100 through 199	Register 0 through 99 of M/E 1
200 through 299	Register 0 through 99 of M/E 2
300 through 399	Register 0 through 99 of M/E 3
600 through 699	Learn all registers 0 through 99 of all selected M/Es

The M/Es named by a 600-series video PEGS are selected by a pop-up selection menu. This menu is activated by pressing **[SHIFT][VIDEO]**. This menu allows you to enable or disable all M/Es, or to selectively enable/disable M/Es.

Timelines are built (learned) on the Switcher panel using its editing tools.

Memory Recall and Trigger

Memories, either Snapshots or Timelines, can be recalled and triggered using the video PEGS dialog as described in the Super Edit Operator's Guide. The 3-digit number 000 through 699 as described above is the base video Memory number. An optional recall modifier is specified as the thousands digit, so video memory 101 and 1101 are identical except for the recall method, discussed next.

To specify Memory System Commands, first select a PEGS entry by pressing the **[PEGS]** key. Answer the prompts as follows:

- REGISTER # ? Enter any PEGS register 1 through 16, then press **[ENTER]**.
- FUNCTION= ? Press **[VIDEO]** then **[ENTER]**.
- COMMAND= ? Enter the Memory Register n001 through n699 as described above, then press **[ENTER]**.
- TIME= Enter the trigger time, and then press **[ENTER]**.

Multiple M/Es can be recalled and triggered using a memory number of 600 through 699 and the pop-up M/E selection menu.

Snapshot memories are normally Recalled and Cut to the PGM bus. This case is specified by no thousands digit. Use the video memory number of 000 through 699.

Timeline memories are Selected and then passed an Operation. These memories should be recalled with video memory numbers containing a thousands value. These values are:

1000 through 1699	Select, and operation STOP	Recalls but does not run
2000 through 2699	Select, and operation CUT	Recalls and runs using the durations specified in the memory keyframes
3000 through 3699	Select, and operation AUTO	Recalls and runs using the total duration specified as the switchers AUTO time on the panel
4000 through 4699	Select, and operation FADE.	N/A

X-PEGS Commands

Some of the buttons on the M/E and the DSK panel are assigned numeric values. The table below shows these values. The hundreds digit indicates the M/E, with the PGM/PST being indicated as M/E 0.

To select these functions, specify **FUNCTION= X** rather than **FUNCTION= V** when entering the PEGS command. I.e. Select **[PEGS]** and answer the prompts as follows:

REGISTER # ? Enter any PEGS register 1 through 16, then press **[ENTER]**.

FUNCTION= ? Press **[X]**, then **[ENTER]**.

COMMAND= ? Enter the Memory Register then press **[ENTER]**.

TIME= Enter the start time, then press **[ENTER]**.

Numeric values are sum additive, and are as follows:

- Key 1 has a value of **1**
- Key 2 has a value of **2**
- Key 1 & Key 2 have a combined value of **3**
- Bkgnd has a value of **4**
- Bkgnd & Key 1 have a combined value of **5**
- Bkgnd & Key 2 have a combined value of **6**
- Bkgnd & Key 1 & Key 2 have a combined value of **7**
- FTB has a value of **8**

A table of the PEGS command codes is shown below.

<i>Code</i>	<i>Function</i>
<i>DSK Mix</i>	
<i>050</i>	Auto Trans Start
<i>051</i>	DSK Key 1, Mix mode & Auto Trans.
<i>052</i>	DSK Key 2, Mix mode & Auto Trans.
<i>053</i>	DSK Key 1, Key 2, Mix mode & Auto Trans.
<i>054</i>	BKGD, Mix mode & Auto Trans.
<i>055</i>	DSK Key 1, BKGD, Mix mode & Auto Trans.
<i>056</i>	DSK Key 2, BKGD, Mix mode & Auto Trans.
<i>057</i>	DSK Key 1, Key 2, BKGD, Mix mode & Auto Trans.
<i>058</i>	DSK FTB Transition.

<i>M/E1, 2, 3 Mix</i>	
<i>150/250/350</i>	Auto Trans Start.
<i>151/251/351</i>	Key 1, Mix mode & Auto Trans.
<i>152/252/352</i>	Key 2, Mix mode & Auto Trans.
<i>153/253/353</i>	Key 1, Key 2, Mix mode & Auto Trans.
<i>154/254/354</i>	BKGD, Mix mode & Auto Trans.
<i>155/255/355</i>	Key 1, BKGD, Mix mode & Auto Trans.
<i>156/256/356</i>	Key 2, BKGD, Mix mode & Auto Trans.
<i>157/257/357</i>	Key1, Key 2, BKGD, Mix mode & Auto Trans.
<i>158/258/358</i>	DSK FTB Transition (Same as 058)

<i>DSK Wipe 1</i>	
<i>060</i>	Auto Trans Start
<i>061</i>	DSK Key1, Wipe_1 mode & Auto Trans.
<i>062</i>	DKS Key2, Wipe_1 mode & Auto Trans.
<i>063</i>	DSK Keys1,2, Wipe_1 mode & Auto Trans.
<i>064</i>	BKGD, Wipe mode_1 & Auto Trans.
<i>065</i>	DSK Key1, BKGD, Wipe_1 mode & Auto Trans.
<i>066</i>	DSK Key2, BKGD, Wipe_1 mode & Auto Trans.
<i>067</i>	DSK Keys1,2, BKGD, Wipe_1 & Auto Trans.

<i>M/E1, 2, 3 Wipe 1</i>	
<i>160/260/360</i>	Auto Trans Start.
<i>161/261/361</i>	Key1, Wipe_1 mode & Auto Trans.
<i>162/262/362</i>	Key2, Wipe_1 mode & Auto Trans.
<i>163/263/363</i>	Key1, Key2, Wipe_1 mode & Auto Trans.
<i>164/264/364</i>	BKGD, Wipe mode_1 & Auto Trans.
<i>165/265/365</i>	Key1, BKGD, Wipe_1 mode & Auto Trans.
<i>166/266/366</i>	Key2, BKGD, Wipe_1 mode & Auto Trans.
<i>167/267/367</i>	Key1, Key2, BKGD, Wipe_1 & Auto Trans.

<i>M/E1, 2, 3 Wipe 2</i>	Same as above, but with a “7” in the 10ths position
---------------------------------	---

Note: To operate the Preset Black Mix Special Transition mode which fades the Program source to Black then fades the Preset source from Black, two PEGS are required; Use a PEG 159/259/359 to initiate the Fade to Black (of the Program source) and use a PEG 150/250/350 to initiate the Fade From Black of the Preset source.

Re-establishing communications with the switcher

To re-establishing communications with the switcher, or to remove any active Keys on the currently controlled M/E, press **[SHIFT][RESET]**. This will also clear an active FTB on M/E 0. (Also see “PGM/PST Bus re-entry”)

PGM/PST Bus re-entry

If INIT #42 SWR REENTRY ON/OFF is ON, then a **[SHIFT][RESET]** will set the re-entry cross-point of the PGM/PST Bus to the current working M/E as set by INIT #39 EFFECTS ADDR =. If this INIT item is OFF, then performing a **[SHIFT][RESET]** will not affect the PGM/PST Bus cross-point. (Also see “Re-establishing communications with the switcher”)

DD35 Software Version:

The Software level of the DD35 switcher can be found under the Install / Diagnose menu.

For development of this interface the version was 2.01, shown as follows:

Version: DS0203.201
Side Panel.202
OcxControls.200
OcxPopup.200
OcxExtra.200

TECH NOTE 4 – NL Source Protocol – Profile Version

Document Overview

The NL SOURCE protocol for control of the GVG *Profile*™ provides instant random access control of Source Clips, as well as Clip loading and Directory access directly from Super Edit.

This document covers Super Edit features that pertain to the *Profile* NL SOURCE application. Please consult the NLE PART 1 – Installation & Set-up document for setup information. Also consult the Super Edit operations manual for more detailed information on Super Edit functions and the Tektronix *Profile* PDR manual for more detailed information on the *Profile*.

This document will take you through the steps needed to operate Super Edit in the NL SOURCE mode. Although you may have already done some or all of these procedures, please read through this entire document.

This feature is not available for systems configured for a VME (*Profile* internal) Video Switcher.

Setup Initialization Page Options

There are certain Initialization Options in Super Edit that must be defined before you can operate in the NL SOURCE mode;

Non-Linear Control ON/OFF	(INIT 100)
VTR.CFG assignment	(INIT 173, 174, 175)
<i>Profile</i> Directory selection	(INIT 151)

Access to most of the parameters for the random access options in NL Source are on Initialization Page # 6. This page is not displayed until INIT #100 is turned on. However, you can go directly to INIT Page # 6 by selecting INIT # 120 - NLE INIT PG.

1. INIT #100 - **NON LINEAR MODE ON/OFF** - Note that the default is OFF. To enable the NL Source mode, toggle this function to ON. When you exit the INIT Page, **NL SRC** will be displayed in the status line of Super Edit. When NL Source mode is ON, INIT page # 6 will always appear first when [**INIT**] is pressed, allowing you to directly access the *Profile* related INIT items. Turn this item OFF to relinquish control of the *Profile* ports. Note that several set-up steps on the *Profile* and in Super Edit are necessary to successfully enable the NL Source mode.
2. Assign the 3 VTR.CFG files to the A-VTR, B-VTR, and/or C-VTR. This is done through INIT #s 173, 174, 175. The default example follows:

```
173 AVTR CFG = VTR2
174 BVTR CFG = VTR3
175 CVTR CFG = VTR4
```

3. INIT #151 - On a **PDR 100, DIR = INT:/DEFAULT/**
On a **PDR 200, DIR = INT1:/DEFAULT/**

One of these is usually the default name of the directory on the *Profile* that will contain the source Clips. Other possibilities may begin with the “file system” name **INT2**, **EXT1**, or **EXT2**. The applicable directory path can be determined using the *Profile*’s MEDIA MANAGER. To change this directory select **INIT #151**. Super Edit prompts:

PROFILE DIRECTORY =

A menu similar to the menu shown below will appear:

DIRECTORY

001 <NEW>
002 **default**
003 **FIRE**
004 **defaultTEMP**

SPACE BAR FOR NEXT PAGE

You may type in any directory name that already exists on *Profile* as long as the complete directory name is less than 32 characters long. If you enter a directory name that does not yet exist (<NEW>), it will be created automatically when the system attempts to output to that directory.

The format of the directory name is very important and must be followed exactly. The format must be a “file system” identifier followed by a colon (:), and a forward slash (/). Subsequent directories must each be followed by a forward slash. The path name must end with a forward slash. If you do not add the trailing forward slash, Super Edit will do it for you automatically. The directory that you specify will apply to all further operations. The directory name is CASE SENSITIVE, so it must be **UPPER CASE**.

Examples: INT:/DEFAULT/
 INT1:/MYCLIPS/
 EXT1:/WILDSHOT/

NOTE that the “file system” identifier in *Profile* must be **UPPER CASE** (INT1:/, EXT1:/, etc.).

Having completed the above steps, you are ready to begin editing with any clips that are already stored on the *Profile*.

Error Messages & System Prompts

If you get the message “**UPDATING**” after selecting INIT #100, all is well.

If you get a message such as:

**A-VTR PORT: NOT CONNECTED OR PROLINK NOT OPEN ERROR
PRESS ANY KEY TO CONTINUE**

The editor was unable to establish initial communication with the *Profile*.

Check that the VPE port assigned to the VTR that failed to connect is in fact connected to the *Profile*.

Ensure that the ProLink for that *Profile* channel is running.

Ensure that INIT # 173-175 for this VTR is set correctly.

It is possible that the RS-422 port on either the VPE or *Profile* is defective or that the RS-422 control cable is bad.

If you get a message such as:

**R-VTR PORT: BAD PROFILE CONFIG OR PROLINK RESET ERROR
PRESS ANY KEY TO CONTINUE**

The profile port was opened, but opened in error. The two most common causes for this are:

Either the configuration file on *Profile* that was configured with PRCCFG has an output resource that is used in another channel or by a VDR Panel.

If this is not the case but the VDR Panel is open, terminate (close) the panel and reset the ProLink configs by closing and reopening each ProLink.

NOTE: For the **PRESS ANY KEY TO CONTINUE** message for the above two errors, if any key except the **[RESET]** key is pressed, the ports will be closed and the VPE will not enter the NL SOURCE mode.

If the **[RESET]** key is pressed, then the NL SOURCE mode, as far as it has been initialized to this point, can be run.

Clip Naming Conventions

Clip names used by Super Edit can be up to 32 characters long. Upper and lower case are allowed, but unlike the file system name (INT:, EXT1:, etc.) are not recognized as being different by *Profile*. Most symbols may be used, but do not use spaces, back-slash (\), front-slash (/), or periods (.) in the Clip name or the source VTR Reel name.

If you plan to use the full NON LINEAR EDITING (NLE) option in the future, you may wish to follow the Clip naming convention used by the NLE. The only NLE requirements are that the Clip names on *Profile* contain the 6 character Reel ID of the original tape footage, and that the original time-code be maintained. The Clip name must be in the format: **CLIP_NAME=REELID**.

For example, Clip name “ISO_SHOT_SCENE2=REEL3” indicates that the original footage is on a reel of tape named REEL3. Refer to section “Conforming Reels” below.

Special Reserved Names – In addition to the standard Clip name described above, there are other names that have been reserved for special functions within NLE. They use the special IDs – HOT, MOVIE, TEMP, and *TMP. You should not use these names as normal Reel IDs.

Clip name = **HOT** -This identifies a HOT Clip.

Clip name = **MOVIE** -This identifies a saved Timeline.

Clip name = **TEMP** -This identifies a Clip in the Temp directory.

Clip name = ***TMP** -This identifies a Clip in the Working directory that points to a Temp Clip.

Displaying the List (directory) of Profile Clips on Super Edit

To display a list of Clips, select a source in the MARK TABLE assigned to NATIVE, and press [ALT][ASGN]^{K2} or [U4] [VTR ASGN]^{K5}. Super Edit will retrieve the list of Clips in the current directory from *Profile* and display them on the edit screen. The first (mark-in) frame of a video Clip is automatically displayed on the timeline picture monitor. The following is a typical display.

	CLIP	LONG CLIP NAME	REEL I.D.
001	I_DONT	I_DONT_THINK_WE'RE_STILL_IN_KS	EXT-01
002	HELP_M	HELP_ME_I_AM_LOST	EXT-02
003	SUPE01	SUPERIOR_SHOT_OF_FOREST	WOODS
004	SUPE02	SUPER_EDIT_SECOND_CUT	CUTO2

SPACE BAR FOR NEXT PAGE

FILE 004?

NOTE (under CLIP) that only the first 6 characters from the LONG CLIP NAME are used for the Clip name in Super Edit. This is the name that is used as the “Reel ID” in the Mark Table and in the EDL. If more than one LONG CLIP NAME contain the same first six characters, then the Clip name will only use the first four characters and append to them an incrementing numeric ID (i.e. 01, 02, etc.). The Long Clip Name (the Clip as named in the *Profile*) is used by Super Edit when communicating with *Profile*.

Pressing [ALT][↑] or [ALT][↓]^{K2} or [U4][↑] or [U4][↓]^{K5} moves up or down the list of Clips automatically displaying the first (mark-in) frame of the Clip.

Assigning Profile Clips to Green Keys

With the *Profile* NL Source interface, you assign Clips to the Green Keys and then manipulate them just as you would on a VTR, only faster. **Note** that only the Clips that are in the *Profile* directory specified in INIT # 151 can be assigned to the Green keys.

To assign a Clip as a source:

1. First select the Green Key (A-VTR, B-VTR, C-VTR)
2. Press [ASGN] to see the list of Clips or press [ALT][ASGN]^{K2} [U4] [VTR ASGN]^{K5} to refresh the list of Clips from *Profile* and display them on the VPE.
3. At the “FILE nnn?” prompt enter the corresponding number and press [ENTER] or scroll through the Clips using [ALT][↑] or [ALT][↓]^{K2} or [U4][↑] or [U4][↓]^{K5}. The first (mark-in) frame of the Clip is automatically displayed on the timeline picture monitor.
4. Press [ENTER] to load the desired Clip.

The selected Clip is assigned to the Green Key you have selected and appears in the Mark Table. You can assign the same Clip to multiple sources.

Note that you cannot assign a Clip to the R-VTR nor to a non-NATIVE source.

NL Source Specific Keyboard Functions

Most linear Super Edit keystroke functions apply to NL SOURCE. There are, however, many keystroke functions that apply only or specifically to NL SOURCE.

NL Source Functions – K2 Keyboards

[ALT] [ASGN]- Refreshes & displays Clips in the current *Profile* directory defined in INIT # 151.
[ASSGN]- Displays the Clips in the current *Profile* directory defined in INIT # 151.
[ALT] [↑]- Scrolls up through the list of Clips displaying the first (mark-in) frame of the Clip.
[ALT] [↓]-Scrolls down through the list of Clips displaying the first (mark-in) frame of the Clip.
[REW] - INIT #156 set to 0X - Instantly goes to the beginning of the Clip.
[REW] - INIT #156 set 1X through 32X - Simulates VTR Rewind to beginning of Clip.
[FF] - INIT #156 set to 0X - Instantly goes to the end of the Clip.
[FF] - INIT #156 set 1X through 32X - Simulates VTR Fast Forward to the end of the Clip.
[ALT][REW] Instantly goes to the beginning of the clip regardless of init #156.
[ALT][FF] Instantly goes to the end of the clip regardless of init #156.
[SRCH] - Instantly goes to the MARK IN point on the Clip.
[SHIFT][SEARCH] - Instantly goes to the MARK IN point minus the pre-roll time.
[ALT][SEARCH] - Instantly goes to the MARK OUT point on the Clip.
[ALT][FRM] - Field/Frame still selection when enabled.
[ALT][<] - Step increments the selected Clip or timeline in the reverse direction (See INIT #105).
[ALT][>] - Step increments the selected Clip or timeline in the forward direction (See INIT #105).

NL Source Functions – K5 Keyboards

[U4] [VTR ASGN]- Refreshes the current *Profile* directory defined in INIT # 151.
[VTR ASGN]- Displays the Clips in the current *Profile* directory defined in INIT # 151.
[U4] [↑]- Scrolls up through the list of Clips displaying the first (mark-in) frame of the Clip.
[U4] [↓]-Scrolls down through the list of Clips displaying the first (mark-in) frame of the Clip.
[REW] - INIT #156 set to 0X - Instantly goes to the beginning of the Clip.
[REW] - INIT #156 set 1X through 32X - Simulates VTR Rewind to beginning of Clip.
[FF] - INIT #156 set to 0X - Instantly goes to the end of the Clip.
[FF] - INIT #156 set 1X through 32X - Simulates VTR Fast Forward to the end of the Clip.
[U4][REW] Instantly goes to the beginning of the clip regardless of init #156.
[U4][FF] Instantly goes to the end of the clip regardless of init #156.
[SRCH] - Instantly goes to the MARK IN point on the Clip.
[SHIFT][SEARCH] - Instantly goes to the MARK IN point minus the pre-roll time.
[U5] - Instantly goes to the MARK OUT point on the Clip.
[SHIFT][FR] - Field/Frame still selection when enabled.
[SHIFT][REV] - Step increments the selected Clip or timeline in the reverse direction (See INIT 105).
[SHIFT][FWD] -Step increments the selected Clip or timeline in the forward direction (See INIT 105).

ENTERING TIMES IN SUPER EDIT

You enter edit times for a Clip the same way you would for a VTR, using the MARK IN, MARK OUT, SET IN, SET OUT, TRIM IN, TRIM OUT and SET DUR keys.

“0” LENGTH PRE-ROLL - If a Clip is to be used from a point closer to the beginning of the Clip than the time defined in INIT# 157, the disk pre-roll will be added to the in-time of the source making the edit times invalid. Setting INIT#158 to SOURCE PREROLL OFF will allow *Profile* sources to be used without applying a pre-roll to them. If PEGS are active, and any PEG has a non 00:00 execution time, then *Profile* sources are pre-rolled.

NOTE: that with “0” pre-roll or SOURCE PREROLL OFF selected, the first frame of Profile audio may be heard ramping, and audio “pops” may be heard in the audio.

PROGRAMMED MOTION SPEEDS (SLO-MO) – The variable speed ranges available through PEGS for the *Profile* NLE is –999 (-9.99 X play speed) to +3200 (+32 X play speed). If you attempt a speed higher than 32X or lower than –9.99X, the speed reverts to play speed (100%)

DELETING CLIPS ON PROFILE - To **PERMANENTLY** remove a Clip from *Profile*, display the list of Clips by pressing [ALT][ASGN]^{K2} or [U4] [VTR ASGN]^{K5}. Type the number of the Clip to be deleted preceded by a minus sign, then press [ENTER]. I.e. to delete Clip 005, press [-] [5] then [ENTER]. Note that this deletes the original Clip and it can no longer be used on the Timeline.

MOVING CLIPS ON PROFILE - To **MOVE** a clip from one directory on *Profile* to another, use the MEDIA MANGER on the *Profile*. You may use the standard Windows conventions such as CUT & PASTE or CLICK & DRAG, but it must be done in the *Profile* MEDIA MANAGER. Clips moved via Windows EXPLORER or other utility program will corrupt both the Clip and the Directory. On a DPE-500 series editor, the *Profile* MEDIA MANAGER can be run on the editor Desktop.

SWAP – An NL SOURCE Clip can not be swapped with the RVTR. The NLE option is required when using the RVTR as a non-linear timeline.

STILL FIELD/FRAMES SELECTION - Pressing [ALT][FRAMES]^{K2} or [SHIFT][FR]^{K5} toggles a still video between Still Frame and Still Field when enabled.

INIT Page 6 Definitions

This initialization page contains all the features for both NLE and NL SOURCE. The yellowed items are for NLE and are not active for NL SOURCE. Only items 151, 152, 156, 157, 158, 173, 174, and 175 are functional.

INITIALIZATION PAGE # 6		2001 EDIT LINES	
151 WORK DIR = INT1:/DEFAULT/		166 CAPACITY = : : :	
152 AUTO 409NT OFF		167 REMAINING = : : :	
153 SLAVE DIGITIZE ON		168 AUTO ASMB DIGITIZE OFF	
154 HOT LOG MODE OFF		169 FULL VIEW RECD ON	
155 AUTO-HANDLES OFF		170 TL START	
156 REW/FF SPEED = 032X		171 VIDEO OUT = 002	
157 DISK PREROLL = 030		172 RVTR CFG = VTR1	
158 SOURCE PREROLL ON		173 AVTR CFG = VTR2	
159 ALT/RECD = NO HANDLES		174 BVTR CFG = VTR3	
160 LOGGER MODE OFF		175 CVTR CFG = VTR4	
161 CLIP NAME = MY_CLIP		176	
162 HEAD HANDLE = 180 FRAMES		177 VME KEY SETUP	
163 TAIL HANDLE = 180 FRAMES		178 AUTO SCROLL EDL ON	
164 CLIP JOIN TIME = 180 FRAMES		179 PDR ROLL TRIM = 000	
165 TC FROM GEN		180 PDR RECD TRIM = -001	

151 DIR = INT1:/ - Defines the current or working directory on the *Profile*, where Super Edit will store and retrieve Clips. The file system designations can be INT, INT1, INT2, EXT, EXT1 or EXT2. The file system designation must always be followed by a colon (:) and a front slash (/). The directory can consist of up to 32 characters, and must be followed by a front slash (/). If the user does not put a front slash at the end of the directory name, one will be inserted automatically by Super Edit. If a directory name is defined that does not exist, it is created automatically when an attempt is made to store data there.

NOTE that the “file system” identifier in *Profile*, INT:, EXT1:, etc., **must be in UPPER CASE** .

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.

157 DISK PREROLL = 030 – This setting defines the pre-roll length for *Profile* sources when used in the NL Source mode. VTR pre-rolls are still set with INIT# 1.

158 SOURCE PREROLL ON/OFF – This setting defines whether the pre-roll specified in INIT #157 will be applied to Profile sources.

This item should be set to **OFF** when the marked In-point of a Clip and the physical beginning of that Clip is less than the DISK PREROLL specified in INIT #157. If left **ON**, a timeline error offset in the amount of the difference between the two will result.

NOTE that with “0” pre-roll or SOURCE PREROLL OFF selected, the first frame of Profile audio may be heard ramping, and audio “pops” may be heard in the audio.

172 AVTR CFG = VTR2 – This is the Profile configuration file that is assigned to Codec 2.

173 BVTR CFG = VTR3 – This is the Profile configuration file that is assigned to Codec 3.

174 CVTR CFG = VTR4 – This is the Profile configuration file that is assigned to Codec 4.