



## *Super Edit Software Release Notes*

### *VPE-V8.7R / DPE-V2.1R*

SE- V8.7R / DPE-V2.1R

Date: Nov. 21, 2000

Changes made to Super Edit, Super Edit NT & Super Edit NLE since Version 8.6A–2.0A Releases:

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

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1. **ALL – Pixel Power Collage** – A driver for the Pixel Power Collage Character Generator has been added.
2. **ALL – Panasonic DA-7** – Editor source selection and transition control of this mixer is now available when used with the JL Cooper DAFV Midi/RS422 converter.
3. **VPE – MAV-555** – We have added a VTR like driver for the MAV-555 video server. It can be used as a recorder, a player, and a dedicated recorder at the same time. Controls are just like those for a VTR. On the VPE you must manually load clips on the ports from the MAV control panel. (See TECH NOTE 1)
4. **VPE – GVG-3K, 4K, 2.2K & DTBC** - On VPE systems with a 3K/4K/2.2K GVG switcher that also had the direct store/recall TBC feature included, a bug has been fixed that could cause a system halt when the switcher TIMELINE was assigned to a port.
5. **VPE – INIT# 151** - Corrected a problem causing INIT #51 to display random data instead of ASIGN KEYS.
6. **DPE – K6 Keyboard & Jogger** – The new K6 keyboard and J6 jogger panel are now shipping with new DPE systems. Some of the features of the K6 include 240 programmable keyboard macros, NT Function keys, and a programmable left/right J6 Jogger Panel.



For more information on the K6 and J6, visit <http://www.editware.com>.

7. **DPE – GVG Content Share** - DPE series editors now support GVG Content Share and can run the Content Share Explorer. The DPE must have IE 5.0 and SP5 to allow proper operation.
8. **DPE – MAV-555** – We have added a VTR like driver for the MAV-555 video server. It can be used as a recorder, a player, and a dedicated recorder at the same time. Controls just like those for a VTR. Includes Windows based media Management (clip loading). (See TECH NOTE 1)
9. **DPE – INIT ON/OFF** - Corrected a defect that caused intermittent program crashes, some INIT page values to change sporadically, PEGS times to change intermittently, and other strange behaviors when a user toggled an INIT page item between ON and OFF.
10. **DPE – MACROS** - Pressing [CTRL][MACRO/ESC] brings up a menu that has 3 choices: Input Macro, Output Macro, and Cancel. There is no Macro Directory necessary because NT now displays the list of macros when you choose Input.

The Tabs now work inside the macro dialog, and the accelerator shortcut keys as well. After the macro menu is up, pressing [Alt][I] selects Intput, [Alt][O] selects Output, and [Alt][C] selects Cancel. You can also use the mouse.

11. **NLE - Delayed Dissolve/Wipe** - Delayed dissolves & delayed wipes can now be done with NO Source Pre-roll.
12. **NLE – EDL / Timeline** - An EDL/Timeline can now be added to the end of the existing Timeline if the Timeline was previously saved with the EDL. Select INPUT EDL and answer NO to CLEAR BIN?. The input EDL is added to the end of the existing EDL and the input Timeline is added to the end of the existing Timeline.
13. **NLE - Wait State Errors** – “Wait State Errors” while digitizing clips in the logger mode have been eliminated.
14. **NLE – Transition Error** - A situation has been corrected where redigitizing clips during an NLE auto assembly would occasionally get a 'transition error'.
15. **NLE – Assigning Clips** - When attempting to assign clips very fast, sometimes a keystroke would be missed. This has been corrected.
16. **NLE – Alt Record** – The processing of [ALT][RECORD] has been accelerated.
17. **NLE – UNDO** - When the Automatic Save Timeline feature is enabled, (by pressing [ALT][UNDO]), the status ‘AUTO SAVE’ is now displayed.
18. **NLE – Output EDL** - When saving an EDL, Super Edit now asks whether or not to save the Timeline.
19. **NLE – Logger Mode** - Improved speed performance in the Logger mode by not updating after each clip is digitized.
20. **NLE – VME Audio Preview** - Audio previews using the internal VME switcher are now performed correctly.

21. **NLE – INIT # 159** - INIT #159 has been changed from ALT RECD - HANDLES / NO HANDLES to ALT RECD – USE / IGNORE MARKS.

When **USE MARKS** is selected, and you do an **[ALT] [RECORD]**, it uses the MARK IN and OUT times and HEAD and TAIL HANDLES. It no longer does an automatic MARK IN.

When **IGNORE MARKS** is selected, it does the same as it used to with **NO HANDLES** selected...that is; it does an automatic MARK IN, begins digitizing immediately and does not cue up.

22. **NLE – Auto Assembly** - When doing an **[AUTO ASSEMBLE] [A]** ll, Super Edit now asks if you want the Timeline reset (that is; erased) prior to re-assembling all events.

If you answer **YES**, the timeline is erased. This is useful for cases in which there is media on the Timeline that does not match the EDL.

If you answer **NO**, the timeline is not erased. Any existing events on the timeline are just 'over recorded' by the events in the EDL.

If the EDL is **filtered**, only the events that are displayed will be recorded to the Timeline.

Note that if you answer **YES** to "**Reset the timeline?**" and the EDL is **filtered**, you will most likely have black holes on the Timeline where the undisplayed events would be.

23. **NLE – VME Split Edits** - Previews of split edits using the internal VME switcher are now performed correctly.

24. **NLE – Pre-read Delete**- A case where some pre-read events were not correctly deleted when using **[ALT][DELETE]** has been corrected.

25. **NLE – Pre-read Ripple**- When rippling pre-read events, the source time now ripples correctly.

26. **NLE – [ALT][RECORD]** - Previously assigning a clip after doing a **[ALT][RECORD]** to digitize it, left the clip in an incorrect state. This has been corrected.

27. **NLE – HOT LOG MODE** - In HOT LOG MODE, if a VTR is selected and INIT# 159 = **USE MARKS**, then the VTR will be cued, and the digitizing will start at the IN time minus the Head Handle. It no longer does an automatic MARK IN.

If INIT# 159 = **IGNORE MARKS**, it will do an automatic MARK IN, begin digitizing immediately, and not cue up.

The OUT time is never used in HOT LOG MODE to end the digitizing process. Digitizing must be stopped by pressing **[ALT][RECORD]** again or the **[ALLSTOP]** key.

The operation for Non-VTR sources remains unchanged.

28. **409NT – Duplicate Clip Names** - A problem with automatically generating duplicate clip names has been corrected. Latest version is V1.02.0x1, Dated Oct 14, 2000.

## TECH NOTE 1 - MAV-555

<b>CONTROL:</b>	Direct
<b>PRE-READ:</b>	Only MAV-555 V2.1 or later.
<b>CAPACITY:</b>	About 9 hours, 40 minutes at 30Mbps with 16-bit audio on 18GB drives.
<b>VTR OPTIONS REQD:</b>	BKMA-505 control panel. BKMA-510 I/O processor board, which allows the unit to function as one dedicated recorder for ingesting material along with one recorder and one player for editing.
<b>CABLES REQD:</b>	Black Reference or BARS to REF IN
<b>EDIT MODES:</b>	Insert / Assemble
<b>AUDIO SELECTION:</b>	A1, A2, A3 and A4.
<b>MOTION CONTROL:</b>	<b>Jog:</b> Approximately 2 frames per revolution of jogger. <b>Var:</b> From -314% to +314% of play speed from editor.
<b>PROGRAMMED MOTION:</b>	Yes. Program motion provides higher resolution near play speed through program Play. The standard 1% increment using Program Play is available from 85% through 115% range of play speeds through PEGs.
<b>E-E PREVIEW:</b>	With appropriate settings on the MAV, allows internal E-E switching.
<b>VTR PROM LEVEL:</b>	V2.0 or greater
<b>SUPER EDIT SW:</b>	V8.7A (VPE), V2.1A (DPE) or later.
<b>CONNECTIONS:</b>	Connections can be made for the <b>BVE</b> mode or the <b>PANEL</b> mode (MAV menu item #19).  In the <b>BVE</b> mode, to control the R1P1 record/playback pair, connect a 9-pin RS-422 control cable from the IN2 (P1) on the MAV to the desired record or playback port on the editor. To control the P2 player, connect a 9-pin RS-422 control cable from the IN4 (P2) on the MAV to the proper playback port on the editor.  In the <b>PANEL</b> mode, connect both IN2 (P1) and IN4 (P2) to playback ports on the editor.  The two 9 pin ports IN1 and IN3 are not currently used for editor control.

## SETUP MENU SETTINGS

There are many settings that may need to be changed depending upon how the device is used. The settings listed below affect editor control. Settings listed with “as required” should be made according to individual preferences.

MENU #	DESCRIPTION	SETTING
12	DF MODE	As required
13	PB/EE SEL P1	<b>PB</b> or as required
14	PB/EE SEL P2	<b>PB</b> or as required
19	OPE CONFIG	<b>BE</b> or <b>PANEL</b>
102	SHUTTLE MODE	<b>Mode1</b> or as required
105	SYNCHRONIZE	<b>OFF</b>
106	MAX SHTL SPD	<b>X32</b>
107	MAX JOG SPD	<b>X4</b>
108	AUTO EE SEL	<b>STOP</b> or as required
109	ENFORCED EE	<b>ON</b> or as required
110	REMOTE EE	<b>ENABLE</b> or as required
317	PANEL R PORT	<b>R1/P1</b> or as required
352	REC INHI R1	<b>OFF</b> or as required
353	REC INHI R2	<b>OFF</b> or as required
401	AFTER CUE UP P1	<b>STILL</b>
402	AFTER CUE UP P2	<b>STILL</b>
404	AFTER ULOAD P1	<b>BLACK</b>
405	AFTER ULOAD P2	<b>BLACK</b>
633	TCG MODE R1	As required
634	TCG MODE R2	As required
636	VITC SEL R1	<b>OFF</b> or as required
637	VITC SEL R2	<b>OFF</b> or as required
642	TC REPLAC P1	<b>OFF</b> or as required
643	TC REPLAC P2	<b>OFF</b> or as required
670	LTC SEL R1	<b>SysTC</b> or as required
671	LTC SEL R2	<b>SysTC</b> or as required
797	V EDIT PREV	<b>INT</b> or as required
824	A EDIT PREV	<b>INT</b> or as required

## OPERATION

Operation of the MAV-555 with VPE editors is similar to a VTR. The MAV will function as a VTR would, including jogging and slow motion.

On DPE editors, assigning a MAV555 protocol to a source will activate special functionality. **Double clicking** on the source in the Mark Table, or selecting the source in the Mark Table and pressing [ASSGN] on the keyboard (normally assigns a reel name), will bring up a Clip selection dialog.

All Clips currently available on the MAV will be listed in the dialog. If a Clip is currently loaded on that channel of the MAV, it will be highlighted in the dialog. The statistics for the selected Clip are displayed at the bottom of the dialog. You can select a different Clip in the usual manner such as by using the mouse or the arrow keys. Doing so will immediately unload the previous Clip and load the newly selected Clip. The dialog sends a still command upon loading new Clip to allow viewing of the first frame of the Clip.

At the very bottom of the dialog are transport buttons you can use to browse the currently loaded Clips when you load them. Rewind, Stop, Play and FFwd are available.

Pressing the [**Rename**] button will bring up a dialog that allows you to rename the currently selected Clip. Clip names can be any name up to 23 characters long. The first 6 characters of the Clip name will be used as the reel name in Super Edit, so be sure to name your Clips accordingly. *Do not use spaces in the name.*

Pressing the [**OK**] button will cause the currently selected Clip to remain loaded on the MAV and the first 6 characters of the Clip name will be used to create a reel name in Super Edit. This reel name is loaded into the Mark Table for you.

Pressing the [**Cancel**] button will cause an abort of the dialog. If a Clip was loaded on the MAV when the dialog was called up, the currently loaded Clip will be unloaded and the original Clip will be loaded on that channel. If no Clip was loaded, no Clip will remain loaded when the dialog is aborted.

## RECALLING EVENTS

When you RECALL an event to a MAV source in the Mark Table, and the MAV reel is not currently loaded, Super Edit will automatically search the MAV channel for a Clip name that has the same first 6 characters as the reel name being assigned to that source. If one is found, it will automatically load it onto the MAV channel. If not found, an error message is displayed which says, "No Clip name matched this reel name."