



*Super Edit™ Software Release ---
Version 8.1A*

SE- V8.1A.1

Date: January 01, 1998

Features, changes and enhancements contained in the Version 8.1A software release that have been added to Super Edit since Version 8.0.

1. **MULTI** - The MULTI function has been completed. You may now use MULTI for all manual device control commands, plus MULTI-SET and MULTI-TRIM.
(See Note 1 discussion)
2. **EDL FILTER** - Super Edit now includes a comprehensive filter package that allows you to filter an EDL bin by Reel, Transition type, A/V mode, R-Marks and Notes.
(See Note 2 discussion)
3. **TLC - PEGS TIME LINE CONTROL** - The PEGS function has been expanded to include new functionality and a new display that shows PEGS as events on a timeline. Events can be set to execute at an offset from a time (as before) or at a specific time on the timeline. This lays the groundwork for some exciting new features for Super Edit. (See Note 3 discussion)
4. **FRAME INCREMENT** - You can now bump a device by a specified amount of frames both forward and reverse using a keystroke as an alternative to Jog control.
(See Note 4 discussion)
5. **DMX-1000 AMEM** - AMEM's can now be stored and recalled with the EDL.
(See Note 5 discussion)
6. **DMX-1000 PITCH CONTROL** - Super Edit can now control the pitch correction feature on the DMX-1000 series mixers automatically when using motion control. (See Note 6 discussion)
7. **F1/F2 SELECT** - Super Edit can now select field 1 or field 2 switching for preview switchers, video switchers, and audio mixers. (See Note 7 discussion)
8. **GV 2200 AUX BUS PREVIEWS** - When doing AUX Bus previews on the GV2200 switcher, the switcher will now switch between the R-VTR cross-point and the cross-point selected in INIT # 74. (See Note 8 discussion)

9. **ESAM 2 PREREAD & SWAP** - The default for INIT #108 has changed for ESAM 2 protocols. It is now (-)1. Entering a minus 1 will instruct super edit to use the RVTR's currently assigned audio cross-point rather than the cross-point currently defined in INIT 108, during a pre-read. It also allows the audio cross-point to change during a swap.
10. **ESAM 2 PROGRAM MONITORING** - In the standard ESAM2 driver, the monitor output is always switched to the "source" bus regardless of whether the R-VTR or a source is selected. Only the selected source (or R-VTR) is heard. In this new variation, the monitor output is switched to the MIXER (PGM) Bus output whenever a source is selected. Thus the output of the mixer is heard, which might include any faders that may have been manually set. When the R-VTR is selected, the monitor is switched back to the source bus so only the R-VTR is heard. Ask for the E2-PGM driver.
11. **MXP S390** - Corrected a problem with the MXP S390 Mixer occasionally going to sleep. In addition, full documentation is now available for setup and operation of this mixer with the VPE editor. This is now a separate protocol from the standard ESAM2. Ask for the MXP39 driver.
12. **YAMAHA O3D DIGITAL AUDIO MIXER** – A new device driver has been added for the Yamaha O3D Digital Audio Mixer. The VPE editing system interfaces to the O3D Serial Audio Mixer with a single RS-422 control cable and O3D serial protocol. The O3D must contain the "O3D VEK" kit in order to be controlled serially via this or ESAM 2 protocol. This is an option to the O3D Mixer and needs to be installed at the Yamaha factory or customer installed using a serial terminal. Consult with your Yamaha representative. (See Note 11 discussion)
13. **EMEM** – "Include EMEM" Question. A change has been made that prevents this question from being asked when saving an EDL to disk if the EDL does not contain any disk-based EMEM data. Now, the only time this question is asked is when there is at least one disk-based EMEM in the EDL.
14. **FFORM UTILITY** – Support has been added to the floppy disk format utility, FFORM, for High Density Disks. You may use any DOS format utility or the FFORM utility available in the Super Edit Menu to format HD disks. Note that you must INITIALIZE the disks after formatting using the INIT function available under RT-11 or from the Super Edit Menu before using the HD disks with Super Edit or RT-11.
15. **SONY DVR-2100 PAL** – Improvements were made in the synchronization for this device when operated in the PAL standard.
16. **ACCOM RTD**– Improvements have been made in the driver for this device by allowing all capable speeds in 1% increments using programmed motion PEGS. This device will now pre-roll and sync at the requested speed. (See Note 15 for device Setup)
17. **ABEKAS A60, A64, A66, and A53** – Improvements have been made in the drivers for these devices by allowing all capable speeds in 1% increments using programmed motion PEGS. These devices now pre-roll and sync at the requested speed.

Note 1 - New MULTI Function

The MULTI function has been completed. The MULTI function is a 2-step process. First you choose a group of devices to operate on, then you choose the function to apply to this group of devices.

How It Works the First Time

Pressing the [MULTI] key begins a dialog that allows you to specify a group of sources by pressing their assigned Green Keys. Pressing the Green Key adds the source assigned to that key to the Multi group. Pressing the same Green Key an additional time will remove that source from the group. The command line at the bottom of the screen will always show you what sources are currently in the Multi group. You can add and subtract sources until you have the group you desire. They will be listed in the command line in the order that you have entered them.

When you are finished specifying the Multi group of sources, the next keystroke must be the **FUNCTION** you want to be applied to this group. Only certain functions are valid Multi functions, and they are listed below.

How It Works the Next Time

MULTI will remember the last Multi group of sources used. This provides a shortcut for additional actions on this same group. To do so, press [MULTI], then the **FUNCTION** you desire. MULTI will re-use the last Multi group of sources until you enter a new one.

To Change the MULTI Group

To enter a new group of sources, press [MULTI] to display the current Multi group on the command line. If you next press a **GREEN KEY** instead of a **FUNCTION**, the current Multi group will be erased and start over with a new group.

Functions Available With MULTI

Slow speed 1	REW	Search to In	Set In
Slow speed 2	FFWD	Search to out	Set Out
Play	REV	Search to Constant	Trim In
Play 2X	FWD	Mark In	Trim Out
Stop	Cue	Mark Out	Set Duration

MULTI Notes

If MULTI is accessed during an edit, it will not affect any sources that are involved in the edit.

In an effort to not be annoying, MULTI will NOT switch the crosspoints of your switcher during the MULTI operation.

After a MULTI operation, it will return to your previously selected source, NOT the last source in the Multi group.

Note 2 - EDL Filter Package

Super Edit can now filter your EDL bin by various criteria that you specify. This is only a filter and does not affect your current EDL in any way other than how you see it displayed. Filter does not replace the Abridged feature.

When you Copy an EDL from bin to bin, you can pass it through the filter if you wish. If you perform a COPY with the filter on, the EDL in the FROM bin is not changed, but the EDL in the TO bin will contain only the EDL lines that were passed through the filter.

How to turn it ON and OFF

Filter can be turned on and off via **INIT #92**. When turned ON, the word FILTER will be displayed on the status line to remind you that the EDL you are viewing has been filtered. Filter is also turned on automatically when you specify new filter criteria by using the Filter dialog.

To specify a filter criteria, press **[ALT] [F]** on the **K2** keyboard, or **[SHIFT] [DSPL OPTIONS]** on the **K5** keyboard. A menu will be displayed showing you what filter criteria is currently enabled (See Figure 1).

Figure 1

0	REELS	OFF
1	A/V COMP	OFF
2	TRANS	OFF
3	R MARKS	OFF
4	NOTES	OFF
5	ENABLE	ALL
6	DISABLE	ALL

ENBL/DIS EDL FILTERS?

You may enable or disable any of the options by selecting it's corresponding number and pressing **[ENTER]**. The feature will filter the current EDL by the options that are enabled, in the order in which they appear in the menu. After enabling all desired options, press **[ENTER]** again to leave the menu and advance to the next level of dialog. Depending upon what options are enabled, you will be asked for more information about what you want to filter.

Filtering Reels

You will be asked to enter a reel name. Entering a reel name will cause all events that contain that reel name to be displayed and all events with different reel names will be filtered out. Currently the filter works on one reel name at a time.

Filtering on A/V Components.

You will be asked to enter the A/V mode to filter upon. The A/V dialog works exactly like the A/V dialog used to set up an edit in the mark table. Once you have chosen an A/V mode you are asked "**EXCLUSIVE?**" Answering **YES** to this question will cause only those event lines that **MATCH** your chosen A/V mode exactly to be displayed. Answering **NO** to this question will allow all events that **CONTAIN** your chosen A/V component(s) to be displayed. For example, if you have chosen "V" for the A/V mode filter component, and answered YES to the EXCLUSIVE question, only events with "V" will be displayed. If you answered NO to the EXCLUSIVE question, all events that contain a "V" component will be displayed, such as A12V, A1V, V, A1234V, etc.

Filtering on Transition Type

You will be asked to pick a transition type. You can do so by pressing the CUT, DISS, WIPE, or KEY buttons on the keyboard. Only events that contain your chosen transition type will be displayed. If you filter on CUT, Super Edit will only display single line CUT events and split edits. The CUT line of a two line event such as a WIPE will only be displayed if you filter on that type of transition.

Filtering on R Marks

You can set the filter to show you only recorded events or only un-recorded events, depending upon your answer to the R Marks question during the filter dialog.

Filtering on Notes

You will be asked to enter the string of characters to filter on. Super Edit will only display those events that contain a note that **BEGINS** with the string of characters entered. Super Edit considers a NOTE to belong to the event immediately preceding it in the EDL bin. If an event contains a note that matches, Super Edit will display that whole event and all associated notes.

At the present, only notes that BEGIN with the string of characters entered are recognized.

Enable/Disable All

These two choices either turn ON all filter components or turn them OFF. If you turn them all ON, you will be asked to specify further criteria for every filter type as detailed above.

Note 3 – TLC - PEGS Time Line Control

The current mode of entering PEGS events is still available, and Super Edit now offers a new way to interact with the PEGS feature. It is called TLC (Time Line Control). TLC provides the user with the full current complement of PEGS features and additional functionality that is new, but feels familiar. With TLC, all PEGS registers are displayed as events on a timeline. You can easily add, edit, and UNDO events using this new user interface while viewing them in the order of their execution. Super Edit shows you not only the Time Line time, but the actual IN time for each event. You have the option of entering a Time Line time or an IN time, both for existing PEGS and new ones.

For more in depth information on the original PEGS functions, see the Super Edit manual.

How to access TLC

Pressing the PEGS key still activates the PEGS dialog in the usual manner and has not changed. To access TLC, press **[SHIFT] [PEGS]**.

Note that the old **[SHIFT] [PEGS]** function, which was used to toggle PEGS on and off on the K5 keyboard is no longer available. You must now substitute the key sequence of **[PEGS], [PEGS]** to turn PEGS OFF, and **[PEGS], [ENTER]** to turn PEGS ON. This is now identical to the way it works on the K2 keyboard.

To exit the TLC display press **[RESET]** and you will be returned to the Mark Table.

The TLC Display

The TLC display shows you all available information regarding events on the Time Line. A sample display is shown below. For each individual PEG, either the Time Line Time or the In Time will be displayed in green, indicating which one is hard set (Green, shown **BOLD**) and which one is calculated (White).

TL TIME	FUNC	CMD	REEL	IN TIME	REG	NOTE
00:00:00:00	AVTR	150	BVW-75	01:00:00:00	01	*CARS ZOOMING BY
00:00:10:00	AVTR	100	BVW-75	01:00:10:00	03	*SLOW DOWN TO NML SPD
00:00:15:10	VIDEO	1205		02:00:15:10	02	*FIRE SWR EFFECT
00:00:15:10	AUDIO	20		02:00:15:10	04	*FIRE SWOOSH SOUND

The first column shows the **Time Line Time** of the corresponding event. This is shown as an offset from the Record In Time. It corresponds exactly to the PEGS time displayed in the old PEGS display. The Time Line number can be entered directly as before, or it can be automatically calculated by Super Edit if you chose to enter an actual IN time for the PEG. If the PEG is for a green key source, Super Edit will take into account the motion control speeds of all previous PEGS for that source in the calculation. If you enter a Time Line number, it will be displayed in green, indicating you want the Time Line Time to have precedence over the In Time.

The next column shows the **FUNCTION** of the PEG. This has previously been shown in the PEGS display as a single character. TLC shows the function in an expanded format that is easier to understand.

The CMD column corresponds directly to the **COMMAND** function of a PEG. It is still shown as a number corresponding to the desired command. If the PEG is a green key source PEG, it corresponds to a motion control speed, as before.

The next column is the **REEL NAME**. If the PEG is a green key source PEG, it will have a reel name associated with it and that name will be displayed here. If not, it will be blank.

The **IN TIME** column shows the In Time of the PEG. If the PEG is a green key source PEG, this number will correspond to the actual IN TIME for the PEG on the source tape. Super Edit will take into account the motion control speeds of all previous PEGS for that source in the calculation of this time. If the PEG is not a source PEG, the time shown will be the actual IN TIME of the PEG on the record tape. This number can be entered directly as an IN TIME by using the [SET IN] key. If you set an IN TIME for a PEG, Super Edit will display the IN TIME in green and calculate the actual Time Line Time automatically based on any previous PEGS, along with motion control speeds if applicable. The Time Line Time will be shown in white. If an In Time is displayed in green, it tells you this In Time will not change, rather the Time Line Time will be automatically adjusted to keep this PEG at that particular In Time.

The next column shows the PEGS **REGISTER NUMBER**. Note that the register numbers may not be in chronological order, as shown in the example. This is because Super Edit keeps the PEGS sorted according to Time Line Time. The PEGS register number is also used to indicate the current cursor bar location. A register number with a cyan background indicates this PEG is the currently selected PEG.

The last column is for attaching a short **NOTE** to the PEG if so desired. The note can be up to 20 characters long. If **INIT 93, "STORE PEG NOTES"** is turned **ON**,

Super Edit will automatically store this note immediately above the usual PEG note when that PEG is stored into the EDL. The note will consume 1 line of storage in your EDL. If **INIT 93** is turned **OFF**, PEG notes will **NOT** be stored with the PEG in the EDL.

At the bottom of the display is an information line containing just a few of the keyboard commands available. The first four indicate what function is associated with a particular key. Following those are three other available keys. These are not equated to a function as they are self-explanatory. In addition, there are many other function keys available. All of the available functions are explained later under **TLC Operation**.

ENTER=EDIT PEGS=NEW VVV=PVW Y/N=ON/OFF DELETE UNDO SET IN

The TLC Cursor Bar

A cyan cursor bar is always displayed in the register column indicating the selected PEG register. If there are no PEGS, the cursor bar is located at the top of the display. You can move the cursor bar by using the up and down arrow keys. Move the cursor bar to select which existing PEG you want to interact with.

TLC Operation

When the TLC display is active, there are many commands available from the keyboard to make entering a PEG fast and easy.

PEGS - Pressing the [**PEGS**] key will begin a dialog that will allow you to enter a new PEG. The dialog is almost identical to the old PEGS dialog including available shortcuts such as TRIM IN. You will be asked the following in sequential order:

REGISTER, FUNCTION, COMMAND, TIME, and NOTE.

If at the **REGISTER** prompt instead of entering a register number you press [**ENTER**], the next available PEGS register will be chosen for you automatically.

If at the **TIME** prompt you press [**SET IN**], Super Edit will assume you want to directly SET IN a time for this PEG. Enter the desired time code number and Super Edit will calculate the appropriate Time Line Time automatically. The IN TIME will then be displayed in green. If at the **TIME** prompt you enter a **time code number**, Super Edit will assume this is a Time Line Time and will calculate an In Time. The Time Line Time will then be displayed in green.

When asked for a **NOTE**, either enter a note of up to 20 characters or press [**ENTER**] or [**RETURN**] to skip the entry. At the conclusion of the dialog, Super Edit will enter the PEG information into the PEGS registers and re-sort the PEGS according to Time Line Time.

UP/DOWN ARROW - Pressing the **UP** or **DOWN ARROW** keys will move the cursor to allow you to select an existing PEG to interact with. It will wrap at the top and bottom of the list of existing PEGS.

ENTER - Pressing the **ENTER** key will begin a dialog that will allow you to edit an existing PEG. You will be asked the following in sequential order:

FUNCTION, COMMAND, TIME, and NOTE.

To keep the existing entry for a PEG, skip the prompt by pressing [**ENTER**] or [**RETURN**]. As with entering a new peg, you can press [**SET IN**] at the **TIME** prompt to enter an **IN TIME** rather than a **Time Line Time**. Note that when you edit a PEG, Super Edit will assume you are going to enter a Time Line Time, regardless of the state of the original PEG. If you want the PEG to be at a **specific In Time**, you must use the [**SET IN**] key before entering a time code number.

SET IN - Pressing [**SET IN**] while a PEG is highlighted by the cursor bar, will begin a SET IN dialog that allows you to directly SET IN a time code for an existing PEG. Super Edit will re-calculate the PEGS Time Line Time, taking into account all previous pegs and motion control commands if applicable, and then re-sort the PEGS according to Time Line time. The In Time will be displayed in green to remind you it is a fixed time.

TRIM IN - This key will cause a TIME dialog to begin where you can enter a trim value to trim the selected PEG. Move the cursor bar to the desired PEG register and press [**TRIM IN**]. Enter the trim value and press [**ENTER**]. The selected PEG Time Line time will be trimmed by that amount if the PEG is Time Line fixed, or the In Time will be trimmed if it is In Time fixed.

ALT-TRIM (K2) / SHIFT-TRIM (K5) - This key is similar to the TRIM IN key, except it will trim the Time Line Time or In Time of all active PEGS registers by the entered amount, depending upon which time is fixed for each PEG.

VVV - By moving the cursor bar to an existing PEG and pressing the [**VVV**] key, you can fire a PEG command to immediately preview its action. Upon doing so, "SENT" will be briefly displayed at the bottom of the screen indicating the PEG command was sent to the appropriate device at that time.

UNDO - While the TLC display is active, pressing the [**UNDO**] key will UNDO the last change you made to the PEGS registers. There is only one level of undo, and it does not toggle as with the EDL UNDO function. The PEGS SAVE register 0 is used for the UNDO register.

Note that saving PEGS into register 0 using the new PEGS SAVE feature will overwrite the UNDO register.

On all VPE models that have battery backed CMOS RAM, the contents of the UNDO register is saved at all times, even when you exit Super Edit. Each time you run a Super Edit V8.1, if you want to recall the PEGS registers as they existed the last time you ran a V8.1 Super Edit, go to the TLC display and press **[UNDO]** before any other key. The contents of the PEGS SAVE register 0 will be recalled to the active PEGS registers automatically.

DELETE - You can delete a PEG easily by moving the cursor bar to the desired PEG and pressing **[DEL]**. The PEG is immediately deleted. If you deleted a PEG in error, press the **[UNDO]** key to get it back.

SHIFT/RESET MARKS - As with the old PEGS function, this key will delete or clear out all PEGS registers. They are all immediately cleared. If you do this in error, press the **[UNDO]** key to get it back.

Y/N (YES/NO) - The **[YES]** and **[NO]** keys can be used to enable and disable a PEGS register. Move the cursor bar to the desired PEG register and press **[YES]** to **enable** or **[NO]** to **disable** the PEG. Disabled PEGS are displayed as Yellow, while enabled PEGS are displayed in white. Note that disabling a PEG does not affect its position on the Time Line. It keeps its place, but is not executed with an event.

GREEN KEYS - Pressing any GREEN key while in TLC is a short cut to entering a new PEG if you do not care what register the new PEG is stored in. When a GREEN key is pressed, Super Edit will pick the next available PEGS register and use the GREEN key pressed as the FUNCTION. The dialog will begin with COMMAND, so all you have to enter is the COMMAND, the TIME, and the NOTE if desired. If you DO care what register is used, use the PEGS command directly.

VIDEO, AUDIO, SHIFT/T, K, P, R-VTR, X - These keys are all valid FUNCTION keys for the old PEGS dialog and TLC. In addition, if any of these keys are pressed prior to entering a PEGS dialog they operate just like a GREEN key shortcut. Super Edit will pick the next available PEGS register and use the key pressed as the FUNCTION. The dialog will begin with COMMAND, so all you have to enter is the COMMAND, the TIME, and the NOTE if desired.

RECORD / ALLSTOP - Like with the old style PEGS display, TLC allows you to start and stop a recording while viewing the PEGS display. Press **[RECORD]** to begin a recording. Unlike the old PEGS, you can stop or end the recording by pressing **[RECORD]** or **[ALLSTOP]**. ALLSTOP is active during TLC, and will perform as expected.

Note 4 - Frame Increment

The new Frame Increment feature lets you manually bump a machine by a specified amount of frames using the keyboard rather than the jogger. Frame Increment is not active while performing a Preview or Record.

On the **K2** keyboard, hold down the [**ALT**] key and press [**<**] for reverse jog and [**>**] for forward jog. If you continue to hold down the keys, it will repeat after a few seconds. On a **K5** keyboard, hold down the [**SHIFT**] key, and press [**REV**] for reverse jog or [**FWD**] for forward jog. The repeat function is not available on the K5 keyboard.

Adjustments can be made to the amount the machines are bumped by selecting **INIT #105**. The default value for this adjustment is 8. Values between 0 and 100 are allowed. For example, if you prefer to bump the machine more than 1 frame, or if it appears a particular device requires a stronger bump, increase the value until you find one that works well. If it appears the machine is being bumped more than required, decrease the value. Please note this single adjustment applies to all machines.

Note 5 - Zaxcom AMEM Transfers

The Zaxcom DMX-1000 memory registers can now be stored in the Super Edit EDL using standard PEGS operations. The register can later be sent back to the mixer to restore the setup.

To transfer Mixer AMEMS, specify **FUNCTION= M (AUDIO)** when entering the PEGS command. i.e. Select PEGS and answer the prompts as follows:

REGISTER # ? Enter a PEGS register (1 through 16), then press [ENTER].

FUNCTION= ? Press [AUDIO] then [ENTER]. This is displayed as an 'M'

COMMAND= ? Enter either [1] or [2], then press [ENTER].
Where: 1 = Panel Memory
 2 = Configuration Memory

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

Note 6 - Zaxcom Pitch Control

The pitch correction feature of the Zaxcom DMX-1000 Audio Mixer can now be controlled automatically from Super Edit. Super Edit sends a pitch control command to the Zaxcom mixer whenever it executes a Programmed Motion PEGS command within the range of **85% and 115%**. Pitch control must be enabled at the Zaxcom mixer.

In the Zaxcom select **AUX**, then set **PITCH = ON**.

In Super Edit, set the **audio crosspoint** for the VTR being controlled to **11**.

Note: The Pitch correction uses the Z-Channel of the mixer. Refer to the Zaxcom operator's manual for details. Also note that you must have the latest software installed in your Zaxcom mixer. Contact Zaxcom Audio for details.

Note 7 - Field 1 or Field 2 Switching

You can now define whether your preview switcher, video switcher, or audio mixer will switch on field 1 or field 2 of the specified frame. This feature does NOT affect R-VTR F1/F2 selection. From **INIT Page #4**, select one of the following options:

- 102** PVW SWR CTRL ON FIELD 001
 - 103** VID SWR CTRL ON FIELD 001
 - 104** AUD MXR CTRL ON FIELD 001
-

Note 8 – GV 2200 M/E Selection

When doing AUX Bus previews on the GV2200 switcher, the switcher will now switch between the R-VTR cross-point and the cross-point selected in **INIT # 74**.

The default cross-point is the output of M/E 1 (cross-point 049)

i.e. INIT #74 “AUX M/E XPT=049”

To change this to M/E2, select INIT #74 and change the cross-point from 049 to 050.

Note 11 – Yamaha O3D Digital Audio Mixer

The VPE editing system interfaces to the O3D Serial Audio Mixer with a single RS-422 control cable and O3D serial protocol. The O3D must contain the “O3D VEK” kit in order to be controlled serially. The O3D serial interface is a virtual machine based system, therefore no distinction is made between channels 1, 2, and multi-channel commands.

Mixer Setup

ESAM II protocol is an option to the O3D Mixer and needs to be installed at the Yamaha factory or customer installed using a serial terminal. Consult with your Yamaha representative.

1. Connect the control cable from the VPE to the 9 pin “**TO EDITOR**” serial port on the rear of the O3D console.
2. At the O3D control panel “**SETUP**” section (top, left of the mixer), repeatedly

press the [UTILITY] button until the “MIDI / HOST” tab is selected.

3. In the “HOST INTERFACE” section of the “MIDI / HOST” tab, use the cursor buttons under the PARAMETER wheel to select, and press the [ENTER] button to accept the following:

- A. Select “EDITOR” and select **OK** or press [ENTER].
- B. Set the “TO EDITOR” parameter to “ENABLE”.
- C. Set the “FRAME TYPE” (ND, DF, 25 OR 24).
- D. Set the “PARITY FLAG” to “ODD”.
- E. Set the “FADER MODE” to:
 - a. “ABSOLUTE” : the input level can be adjusted manually.
 - b. “FROM-TO” : the faders indicate transitions but cannot be manually adjusted except when “DISABLE” is ON.

4. Press the [AUTOMIX] button until the “MACHINE” tab is selected. Assign input

channels to the virtual machines using the cursor keys. Select A through H, and press the [SEL] buttons above the faders for the appropriate input channels to the virtual machine; set the REC machine by pressing [ENTER]. All sources need to be assigned, including AUX and BLK, or green key selection will default to the RECORD machines E-E signal.

When assigning the audio cross-points from the Assignment Page in Super Edit to the 03D setup;

AUDX 001 corresponds with (virtual) Machine A
AUDX 002 corresponds with (virtual) Machine B
AUDX 003 corresponds with (virtual) Machine C
AUDX 004 corresponds with (virtual) Machine D
AUDX 005 corresponds with (virtual) Machine E
AUDX 006 corresponds with (virtual) Machine F
AUDX 007 corresponds with (virtual) Machine G
AUDX 008 corresponds with (virtual) Machine H

There is no AUDX 000 in the 03D panel setups and no silence for BLK. Assign BLK to an unused audio cross-point.

5. Assign the input channels of the virtual Machines in the “FROM ASSIGN” and “TO ASSIGN” to the Bus Outputs by repeatedly pressing the [AUTOMIX] button until the “From-To” tab is selected.

Use the cursor keys to select Bus 1 through 4 in “FROM ASSIGN”. Press the [SEL] buttons above the faders for the appropriate output channels of the virtual machines.

Use the cursor keys to select Bus 1 through 4 in “TO ASSIGN”. Press the [SEL] buttons above the faders for the appropriate output channels of the virtual

machines.

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

AMEM™ Triggers

The 03D has 50 Scene Memories that can be saved and recalled through PEGS. Scene Memory 00 (PEGS register 0) recalls all mix settings to their initial factory default values.

If a register number that has not been previously saved is sent to the 03D, the 03D acknowledges the command, but sends no Scene Memory response.

To learn an AMEM into the 03D from the VPE keyboard, press **[SHIFT][O]^{K2}** or **[SHIFT][U2]^{K5}**. The system will prompt:

LEARN AMEM nnn ?.

Enter the desired memory register (1 through 50) and press **[ENTER]**.

To recall an AMEM stored in the 03D, press **[PEGS]**

REGISTER?	Enter a PEGS register # 1-16 . Press [ENTER]
FUNCTION?	Press [AUDIO] . Press [ENTER] . Function shows "M".
COMMAND?	Enter the number for the 03D Memory you wish to recall. Press [ENTER]
TIME?	Enter the desired trigger time for the recall. Press [ENTER]

RECORD OPERATIONS

The 03D has a monitoring bus that can be remotely controlled as a preview bus; therefore, all audio previews can be done on either the preview switcher in the 03D or the E-E (audio) preview in the R-VTR.

For a dissolve edit, the "from" mixer channels correspond to the selected VTR that will be active. The "to" defines which VTR will be faded to during a crossfade. Both are indicated by the red LEDs on the 03D panel. At the edit point the transition is started between the two active VTRs; the 03D 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.

AMEM™ is a registered trademark of Tektronix, Inc.

Note 15 – Accom RTD

This is the improved motion control driver for the Accom RTD real time disk recorder. This driver permits PEGS speed control in increments of **1% from -999% to 900%** of play speed. Complete setup instructions for the RTD are included in this document.

TBC:	None
STANDARD:	NTSC/PAL
CONTROL:	Direct, RS-422. SMPTE: 38.4Kbaud rate 1 Start bit 8 Data bits Odd Parity 1 Stop bit.
ADDRESS:	0x80a2 (see system setup below)
EDIT FIELD:	Field selectable on the RTD Recorder
EDIT MODES:	Insert
SYNC CONTROL:	Reference
MOTION FUNCTIONS:	Jog, Shuttle, Variable, Play, Fast Forward and Rewind.
SYNC QC:	Super Edit: On the Assignment page, set the QC = 3. (As with any device, if difficulty is experienced with synchronization, set the QC = -1.)
MINIMUM PRE-ROLL:	3:00 (no post-roll required)
RECORDER SW:	2.01 2/13/97 16:34
SYSTEM SETUPS:	On the RTD keyboard, Press Normal Play switch , then press the Setup I/O switch .

Select "**Remote Setup**" from the menu.

1. Set the desired RS422 port as follows:

Enable	-	ON
Protocol	-	SMPTE
Baud	-	38.4K

Fld-Dom - f1

For example: if **port #1** is selected, the display should look like this: **RS422 #1A ON SMPTE 38.4K f1**

2. Select “**CONFIG**” from the **Remote Setup menu**.

Set the configuration parameters as shown below:

<u>Parameter</u>	<u>Set to</u>	<u>(default value)</u>
Edit Delay	4 fields	(default 8)
Edit On Adjust	0	(default 0)
Edit Off Adjust	0	(default 0)
Field Reporting (TC)	OFF	(default ON)
Park Offset (Play)	0	(default 0)
Park Offset (Record)	0	(default 0)
Prod ID	128 (0x80) : RTD	(default is same)
Roll Delay (Play)	2 fields (0 fields)	
Roll Delay (Record)	4 fields (0 fields)	
SMPTE Address	1:0x80a2	(default is same)
Time Code Offset	0	0
Transport Delay	0	0

Note: For use as a source, it is very important to set the Roll Delay (Play) to 2 fields for accurate synchronization.