editware
GRASS VALLEY, CALIFORNIA
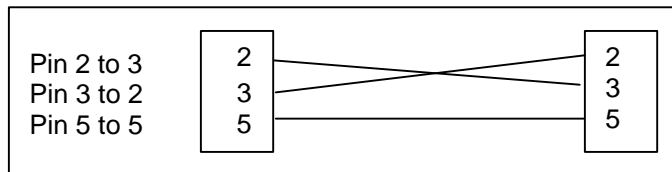
PINNACLE TYPE DEKO CG

CABLE CONNECTIONS

The Deko has two (2) RS232 Com ports labeled **COM 1** and **COM 2.**

It is possible to connect to the Fastrack using one of following two methods:

METHOD 1

Connect from the Deko COM 1 or COM 2 to the Fastrack chassis COMM 1 or COMM 2 using a RS-232 Null Modem Crossover Cable.

RS-232 Null Modem Crossover Cable

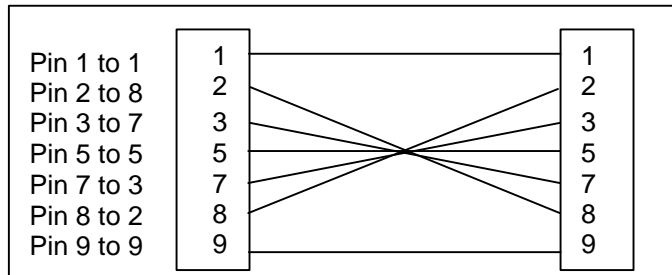|	
Pin 2 to 3	2 2
Pin 3 to 2	3 3
Pin 5 to 5	5 5

METHOD 2

Connect from the Deko Com 1 or Com 2 to the Fastrack RS-422 Breakout Panel using a RS-232 to RS-422 converter such as the Model 422LP9R from B&B Electronics.

Connect the RS-232 end to the Deko and the RS-422 end to a RS-422 Crossover Cable.

RS-422 Crossover Cable.

Pin 1 to 1	1 1
Pin 2 to 8	2 2
Pin 3 to 7	3 3
Pin 5 to 5	5 5
Pin 7 to 3	7 7
Pin 8 to 2	8 8
Pin 9 to 9	9 9

Connect the other end of the RS-422 Crossover Cable to the Fastrack RS-422 Breakout Panel at an available port.

ASSIGNING THE DEKO ON THE FASTRACK

In the Assignment Page choose the Track where you wish the Deko to appear.

Track	On	Name	Class	Device	Auto	Port	Pool	V-Switcher Video	AudioMixer Start	Count
1	☒	Profile 1	PROFILE	PDR	☒	B021390:1	profile	1	1	
2	☒	Profile 2	PROFILE	PDR	☒	B021390:2	profile	2	2	
3	☒	Profile 3	PROFILE	PDR	☒	B021390:3	profile	3	3	
4	☒	Profile 4 Rec	PROFILE	PDR	☒	B021390:4	profile	4	4	
5	☒	DVC1	VTR	DVCPRO	☐	P3	VTR	8		
6	☒	DVC	VTR	DVCAM	☐	P1	VTR	7		
7	☒	Deko	CHARGEN	Deko	☐	P6	CGEN	13		
8	☐	d3-b	VTR	AJ-D750	☐	none	d3	14		

ASSIGN DIALOG

Record / Preview Mode
☐ Linear SE Mode   ☐ BlackProgramBlack
☐ Record Off   ☐ Monitor Preset
Record Track .none.
Monitor Mode Switch Program

Video Switcher
☑ Auto Extend Events
Enabled ☑   ☐ Only on ME1
Type DFS_700-2.SWI
Connection P8

Audio Mixer
Get Assignment
Send Assignment
Enabled ☑
Type .NONE
Connection P7

1. Choose a **name** e.g. **Deko.**
2. Under **Class** Choose **CHARGEN.**
3. Under **Device** Choose **Deko.**
4. Under **Port** select the Port you connected to in either Method 1 or Method 2.
5. Under **Pool** choose a Pool name such as CharGen, CGEN, CG, etc.
6. Choose a **Video** Crosspoint.
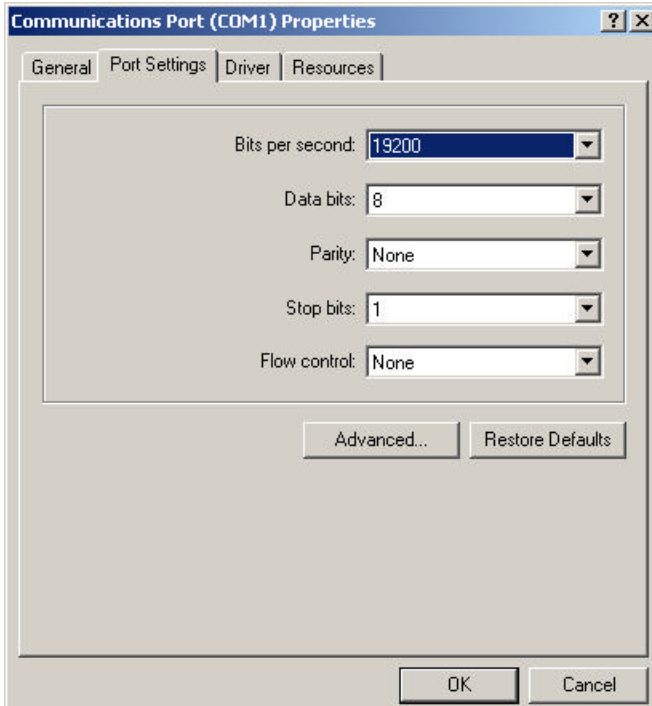7. Click "**On**" to attach the Deko.

Note that even if the Deko is not physically connected, the Fastrack will still highlight the Track and Name.

SETTING UP THE DEKO

It is necessary for the Deko port you are using to be set to a Baud Rate of 19200. (Note that some Deko documentation tells you to set a baud rate of 9600. Ignore this.). To do this you must change the rate and settings under Windows, since the Deko application has no utility for this.

Close the Deko application. From Windows, select "**Start**" … **Settings** ... **Control Panel**.... **System**.... **Hardware**.... **Device Manager,** then select (double-click) **Ports (COM & LPT).**

Select (double-click) **Communications Port COM1** or **COM2** depending on the port you chose earlier, and change the Port Settings to read as shown in Diagram below.

After changing the Windows settings and clicking on **OK,** you may go back to the Deko Desktop and Start the Deko application.

For the Deko to receive commands from the Fastrack, it is necessary to open the **Automation Box**. This can be found under the Deko menu view

The automation settings should be changed to look like the example below.

Once you click on **Automation Enabled**, you will see that it says **Connection established**. However, this only means that it is talking with it's COM port and not necessarily with the Fastrack. It is still possible to have a wiring problem or an incorrect setting on the Fastrack and still get the "Connection established" prompt.

TALKING TO THE DEKO FROM THE FASTRACK

The Fastrack will send a command to the Deko using the Reel ID field in the EVENT DIALOG.

To send a command to the Deko, pick the Track you have the Deko on, press **ASGN**, and then click on **Create**. This will Create a 10 second event on the timeline. (The time can be changed using the mouse or Trim + or Trim -)

With the event Hot press "**EVENT**" on the Fastrack keyboard. The following Dialog will open

In the Reel ID field, enter the following data, with MYFILE being replaced by the file name. In the example above, the file "EDITWARE" has been entered. This command will load the file EDITWARE if it is found in the currently assigned Deko directory.

   K\file_open MYFILE.dko
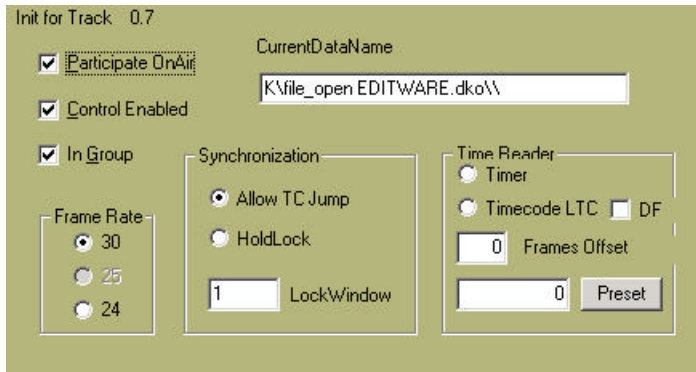
Some rules to remember:

1. The "**K**" MUST be a **UPPER CASE**.
2. The **\file_open** are necessary and should be **lower case**.
3. **MYFILE** should be replaced by a file that is in the assigned directory on the Deko.
4. The **.dko** does not seem to be necessary, but all Deko documentation show it.
5. The **** at the end represents a **CR LF** and are necessary.
6. On the Deko it is possible to have the active page be Windows, the Preview Channel, or the Output channel. IT IS NECESSARY FOR THE CORRECT PAGE TO BE ACTIVE FOR THE DEKO TO ACCEPT COMMANDS FROM THE FASTRACK OR ANY AUTOMATION DEVICE.

When you have successfully communicated with the Deko, the automation box will show that it received the command from the Fastrack.

FINAL NOTES

There are several commands that the Deko can receive from automation; at this time Editware has only implemented the **K\file_open** commands. Since the command language that the Deko uses is quite extensive, Editware cannot guarantee that any of the other commands will have the desired effect.

The delay in which the Deko calls up the page is not consistent, and depends upon the complexity of the page. The **Frames Offset** box in the **INIT Dialog** for the Deko's Track may be adjusted to compensate for the delay.

For more information on the "K" and other commands go to the Deko website at www.pinnaclesys.com. Then go through "On Air", "Support", "FXDeko II" and "Check out Automation Manuals".