



TECH NOTE
Super Edit™ Version 7.1D and later
Modified 1/17/2000, V1.2A / V8.6A

SONY Digital Switchers

INTRODUCTION

This document 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]**.

<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 500 through 599 and 1500 through 1599 are the Sony Switcher Effects Recall PEGS.

PEGS 500 through 599 will cause the specified Effect to **Recall and Run**.

For example: PEGS 500 will Recall and Run effects register 00, PEGS 599 will Recall and Run effects register 99.

PEGS 1500 through 1599 will cause the specified effect to **Recall 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 500 through 599, using the same register number. Registers 00 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.