



## Pinnacle TypeDeko

### Cable Information

To connect a TypeDeko's PC COM port to a VPE editor requires adapting the VPE editor's RS-422 signal to the TypeDeko's required RS-232 signal.

A B&B converter, model 422CON, with plug-in power supply is recommended.

To connect the B&B converter to the TypeDeko requires a cable configured as follows:

<u>TypeDeko</u>		<u>B&amp;B Converter</u>
PC Com Port		RS-232 side
DB-9 female		DB-25 female
2	----- Rx	3
3	----- Tx	2
5	----- Gnd	7

The cable connecting the VPE RS422 port to the B&B converter is configured as follows:

<u>B&amp;B converter</u>		<u>GVG Editor</u>
RS-422 side		RS-422 port
DB-25 male		DB-9 male
2	---/Twisted\-- Tx-	---/Twisted\-- 2
14	--\ -Pair--/-- Tx+	--\ -Pair--/-- 7
5	---/Twisted\-- Rx-	---/Twisted\-- 8
17	--\ -Pair--/-- Rx+	--\ -Pair--/-- 3
7	----- Gnd	----- 4

### Setup Information - VPE Editing system

The default configuration for the VPE Editing system provides for control of the TypeDeko using "Generic Dubner" protocol. There is a dedicated port labeled "CHAR GEN" on all VPE models except the VPE-151. The CHAR GEN port corresponds to port number 10 on the VPE Assignment Page, and is preset to the correct communication parameters (9600 baud, 8 data bits, no parity, 1 stop bit). The VPE-151 uses machine control port 12, which is preset to the correct communication parameters.

## **Setup Information - TypeDeko**

In the Windows Control Panel, select PORTS, then COM1 or COM2, then SETTINGS. Set the communication parameters to 9600 baud, 8 data bits, no parity, 1 stop bit, flow control = none. In the TypeDeko program main menu, pull down VIEW, select AUTOMATION, then at the PORT= prompt enter COM1 or COM2 (depending on which you are using). Select TYPE= PEGS, and the AUTOMATION ENABLED check box.

From the VIEW menu, select GPI Settings, set to DISABLED for the COM port being used for TypeDeko control.

## **Triggering a TypeDeko sequence using PEGS**

### **Loading a sequence manually**

Open a sequence (file with extension “.SEQ”).

Make sure that event #1 has a “pause” in the Control column.

Click on the “play” (right arrow) icon. (The pause command will be highlighted in yellow.)

Program a PEGS register as follows:

Press the PEGS key

Enter a PEGS register (1-16)

Enter function “T” (letter T on VPE qwerty keyboard)

Enter command “0” (number zero)

Enter time to trigger (offset from start of edit.)

The PEGS command will trigger the manually pre-loaded sequence at the time specified.

### **Loading a sequence with a PEGS command**

Build a sequence with a “Pause” in the first event.

Give the sequence a file name consisting of exactly four digits, starting with “9”. This sequence must be stored in the directory specified by the pathname in the OPTIONS menu, PREFERENCES submenu, PATHS selection.

Make sure the TypeDeko Sequence window is open.

Program a PEGS register to recall a stored TypeDeko sequence as follows:

Press the PEGS key

Enter a PEGS register (1-16)

Enter function “T”

Enter command “nnn” where nnn is three digits corresponding to the file name “9nnn.seq”.

Enter time to load the sequence. It is recommended that you enter a time of –2:00 (minus 2 seconds). This will give the TypeDeko time to have the sequence loaded by the beginning of the edit.

Program another PEGS register to trigger the sequence:

Enter a PEGS register (1-16)

Enter function “T”

Enter command “0” (zero)

Enter time to trigger the sequence (offset from start of edit)

The PEGS command will trigger the sequence specified in the first PEGS command at the time specified.