Editware
GRASS VALLEY, CALIFORNIA

TECH NOTE
Super Edit™ Version V2.1F/8.6F and later
7/27/2000

FOR-A MIGHTY MIX

INTRODUCTION

This document describes the interface between Super Edit and the FOR-A Mighty Mix switcher.

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 MightyMix switcher.

The following are discussed in the order given:

- Connection
- Cross-point Selection
- Aux Bus Previewing
- Wipe Codes
- Learn Memory
- Memory Transfers
- PEGS Commands

CONNECTION

A. Connect the RS422 cable from the designated port on the editor to the "**EDIT**" port on the switcher.

B. On the switcher, select the editor menu (Menu, Edit).

1. **F1** – set to **ON**.
2. **F2**(SET) – set **38400** baud, **1** SB, **ODD** Parity
3. **F3**(OPT) – set **WIPE TABLE OFF**.
   set **Handshake to NORM**.
   set **Protocol to GVG**.

CROSS-POINT SELECTION

Cross-point selections (0 through 9) are made as described in the Operator's Guide.

AUX BUS PREVIEWING

Aux Bus previewing is not available on this switcher.

WIPE CODES

Wipe codes are described in the FOR-A manuals. Standard wipe codes are 0 thru 64. For reverse wipes, add 100 to the number. For example, to do a reverse effect 050, specify number 150.

LEARN MEMORY

The Learn Memory function with the FOR-A switcher is similar to the operation described in the Operator's Guide. That is; the user may tell the FOR-A 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 000 through 015 Then press **[ENTER]** to accept the selection.

MEMORY TRANSFERS

Super Edit accesses Memory System Registers 0 through 15. To specify Memory System Commands, first select PEGS entry by pressing the **[PEGS]** key. Answer the prompts as follows:

REGISTER # ?	Enter any PEGS register 0 through 15, then press **[ENTER].**
FUNCTION= ?	Press **[VIDEO]** then **[ENTER].**
COMMAND= ?	Enter the Memory Register (0 through 15) as described above), then press **[ENTER].**
TIME=	Enter the offset from the IN point, then press **[ENTER].**

Storing registers to the editor EDL is not available on this switcher.

PROGRAMMING A PEGS EFFECT

1. Press **[PEGS]**. The system prompts:

   REGISTER # ?

2. Answer with the PEGS register you wish to store the trigger data in (1 through 16) and press **[ENTER]**. The system prompts:

   FUNCTION = ?

3. Press **[VIDEO]**, **[ENTER]**. The system prompts:

   COMMAND = ?

4. Press **[PEGS]**. The system prompts:

   REGISTER # ?

5. Answer with the PEGS register you wish to store the trigger data in (1 through 16) and press **[ENTER]**. The system prompts:

   FUNCTION = ?

6. Press **[VIDEO]**, **[ENTER]**. The system prompts:

   COMMAND = ?

7. Enter one of the Mighty Mix switcher commands listed below.

CODE	FUNCTION
0 - 15	EMEM Recall
20	Auto-Transition
22	Fade-To-Black (toggle)
50	Mix/Auto-Transition
51	Mix/Key/Auto-Transition
54	Mix/BKGD/Auto-Transition
55	Mix/BKGD/Key/Auto-Transition
60	Wipe/Auto-Transition
61	Wipe/Key/Auto-Transition
64	Wipe/BKGD/Auto-Transition
65	Wipe/BKGD/Key/Auto-Transition

8. Press **[ENTER]**. The system prompts:

   TIME =

9. Perform A, B, or C below:

   A. Enter or transfer a time for the delay between the edit IN time and the start of the effect (0 if the effect is to occur at the edit IN time) and press **[ENTER]**.

   To trigger before the edit IN time, enter a negative time (not to exceed the defined pre-roll).

   Press **[SET IN]** or **[MARK IN]** at the **TIME = ?** prompt to change an IN time while still in the PEGS dialog.

   B. Press **[MARK OUT]** to use the selected source's current tape position as the start point.

   C. Press **[SET OUT]**. The system prompts:

   END OF DELAY =

   Specify or transfer an absolute time code as the start of the effect (end of delay). The delay time is calculated.