Fastrack Release Notes □ Version 4.3
This document covers changes made to Fastrack since 4.2.R

Due to the descriptive graphics included, these TechNotes are best displayed and printed in color. Thanks to all who reported problems, and to those who suggested improvements or new ideas.

Added 4.3.x3 – 05/30/06

1. **IMPROVED! ALL – EVS Servers–** We have added the ability to specify starting Timecode for an EVS server recording (from Fastrack), and the ability to add and display UmID, ID LSM, and 12 character descriptive clip names directly from Fastrack. See **TechNote #1** later in this document for additional information.

2. **FIXED!** – **ALL** – **Overlapping Clips** – A problem where clips could be dragged inadvertently under other clips has been found and fixed.

Added 4.3.x1 – 05/23/06

3. **NEW! LINEAR MODE – Open-End** – In the Linear Mode, pressing "open-end" ([SHIFT][DUR]) now applies to the current 'Hot Event" rather than the last Event on a Track.

   If there are <u>multiple Events</u> on a Track, pressing **[SHIFT][DUR]** will "open-end" (extend) the current hot Event to the beginning of the next Event encountered on the Track. If there is just one Event on the Track, then it is hot by default and it will "open-end" to the end of the Record Track.

   If Ripple is ON, the [SHIFT][DUR] command will be ignored.

TechNote #1 - EVS Server Control

INTRODUCTION - The following are discussed in the order given:

- EVS Server & Fastrack Cable Connections
- EVS Server Setup
- Fastrack Setup - Assignment Dialog and Crosspoint Selection
- Loading an EVS Server PB Clip Onto a Fastrack Track
- Creating an EVS Server Record Event Onto a Fastrack Track
- Pre-setting Timecode for a new Record Event on the Fastrack

CONNECTION

1. For each EVS server channel to be controlled, connect a separate RS422 cable from any port, P1 through P6, on the rear of the server chassis, to any available port on the Fastrack Port Expansion Panel(s).

2. Connect audio, video, and sync reference as required per EVS documentation.

EVS SERVER SETUP

3. After the EVS has finished booting, press **[F9]** on the EVS keyboard to display the **Maintenance** menu. Select **Channel (P)arameters**. Press **[Enter]**. The **Applications** menu opens.

4. Select an **Application**. Press **[Enter]**. The **Channels Config** menu opens.

5. Press **[F3]** to select the **Ctrl** settings. Set the **Ctrl** option to **VDCP** for all channels to be controlled by Fastrack. Note which video and audio Outputs are assigned to each channel.

6. Press **[Alt][Q]** to continue.

7. From the **Applications** menu select your Application. Press **[Enter]** to load the Application.

8. From the running Application, press **[Shift][F2]** to display the **Setup Configuration**. Tab to the last entry **RS422 Protocols** and select **ID LSM** or **UmID**.

FASTRACK SETUP

9. On the Fastrack K6 keyboard, press **[SHIFT][ASIGN]** and setup the EVS Server channels as shown in the examples below.

   <u>**Device Name**</u> – The first number encountered in the Device Name for a **PB** channel must be the number of the server channel, i.e., **1** for Server Output **1**, **2** for Server Output **2**, etc. Record channels must have a minus sign (**-**) preceding the channel number, for example, **EvsRec-1** for the first record channel.

   <u>**Class**</u> – Select **VDCP_D**

   <u>**Device**</u> – Select **EVS-8**

   <u>**Port**</u> – Select the Fastrack **port number** connected to the specified EVS server channel.

On – **Enable communication** to the specified server channel.

LOADING AN EVS SERVER PB CLIP ONTO A FASTRACK TRACK

Once communication is established between the Fastrack and the EVS Server, clips resident on the server can be mounted onto their assigned Fastrack Tracks.

10. Select a Track with a server **PB** channel assigned to it. Press **[ASIGN]** on the K6 keyboard to open the **Server Directory Dialog**. The clip list will be displayed. The example below is of the EVS UmID.

ID – The **ID** column displays the EVS file ID in the EVS selected format, **ID LSM** or **UmID** (see **EVS SERVER SETUP**, item **# 8** above).

Name – The **Name** column displays the name of the file as entered in the EVS or into the Name field of the Server Directory Dialog when creating a new Record Event (see CREATING AN EVS SERVER RECORD EVENT ON THE FASTRACK later in this document).

Duration – The **Duration** column displays the duration of the entire selected clip.

SOM – The **SOM** column (**S**tart **O**f **M**essage) displays the timecode associated with the start of the selected clip.

If the Duration column displays all durations as "**0**", this indicates that the clip information coming from the EVS is still refreshing. Please be patient.

11. **[Double Click]** on the Clip to be loaded, or use the UP and DOWN Arrow keys to select the Clip and then press **[ENTER]**. The Clip will be mounted in its entirety as an Event, at the CTI, on the Current Track.

While the Clip is loading, the Status Area for this Track should display the following status sequence: **IDLE, LOAD, BUSY** and **STOP.**
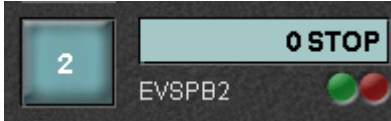

If after loading a Clip it does not play, return to the Fastrack Assignment Page and disable & re-enable the Track.

12. Once loaded, **[PREVIEW]** the Event and assure that the CPI is properly centered. If not, change the **Play Delay** setting in the **EVS-8.dev file**. <u>Do not</u> use "Frames Offset" in the INIT Dialog if timing adjustment is required. Once set, this procedure should not need to be repeated.

CREATING AN EVS SERVER RECORD EVENT ON THE FASTRACK

To create a Record Event on a server Track:

13. Select the Track with the Server **Record** channel assigned to it. Press **[ASSIGN]** on the K6 keyboard to open the Server Directory Dialog. The Clip list will be displayed.

14. In the **New** text field, enter the name for the new Clip in the format selected at the EVS.

15. In the **Dur**: text field, enter the duration for the new Clip. Press **[ENTER]** or select the **[F-key]** labeled **New**. The Record Event will be Automatically mounted on the current Track.

16. In the **Name** text field, enter a descriptive name.
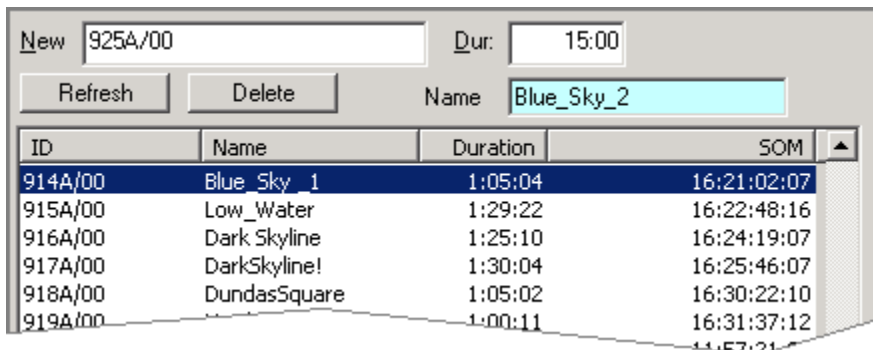
PRESETTING TIMECODE FOR A NEW RECORD EVENT ON THE FASTRACK

To define the starting timecode on the New Record Event:

17. **[SET IN]** a number into the Record Event prior to recording.

Note: At the end of a recording, you currently must remove the Record Event from the Record Track and reload the new Clip on a PB Track in order to play it. <u>Do not</u> use [ALT][EVENT] to change a Server Record Event to a Play Event.