

SONY DVS-9000 & MVS-8000 **Digital Video Switchers**

INTRODUCTION

This document describes the interface between Fastrack and the Sony DVS-9000 & MVS-8000 Digital switchers.

Detailed operating instructions for Fastrack are in the Fastrack Operator's Guide and online help files. This Technical Note discusses only those features that are unique to these Sony switchers.

The following are discussed in the order given:

- Connection and setup
- Assign Dialog and Crosspoint Selection
- Aux Bus Previewing
- Video Effects: Cut, Wipe, Dissolve, Key, DME
 - Wipe Patterns
 - DME Commands
- Learn / Recall Memory

CONNECTION

Connect an RS422 serial 9-pin cable between any available serial port on a Fastrack Serial Break-out Panel to the "**Remote 1**" serial port on the board in **slot #2** of the Sony switcher (the same board that has "Ref In"). Other editors or remote controllers can use other switcher ports, but it is suggested to use "Remote 1" (default) with Fastrack.

SWITCHER ENGINEERING SETUP

Use the following menu path to the **Remote Assign Dialog** in the **Engineering Setup**:

Eng Setup / Switcher / Device Interface / Remote Assign

Select "**Editor A**" for control of Remote 1. *(Sony's page 7337.1 in the menu dialog)*

FASTRACK ASSIGNMENT DIALOG

The **Fastrack Assign Dialog** is accessed by pressing **[SHIFT] [ASGN]** on the **K6** keyboard.

Assign Video Crosspoints

Once the dialog is open, assign the **Video crosspoints** for each source. Note that Black is crosspoint "0" on these switchers.

Select Switcher Type

The Video Switcher model is also assigned and enabled in the Assign Dialog. In the **Settings** Dialog under **Video Switcher** select **DVS-9000.swi** in the Device File drop-down box (alphabetically sorted).

Assign Port

Assign the **Port** number that corresponds to the port number on the Serial Breakout Panel (P1-P8, P9-16, P17-24).

Set Timing

Trans Delay of 2, **Mem Delay** of 4, and **F1** (field one) for the command to trigger effects are the defaults for this switcher.

Enable Switcher

Ensure that the **Enabled** check box is checked in the STATUS area of the Video Switcher Settings in order to have control of the video switcher. This setting is duplicated on the main screen of Fastrack with the VSWR On/Off toggle (yellow indicates selected, meaning OFF).

A press of **[SHIFT][RESET]** is recommended after any serial device assignment or changes. This sends a break command (wake up call) to all serial devices.

Select Preview Mode

The most common **Preview Mode** is **"EE and Swr Prgm"** in the drop-down dialog box. This allows "E-E" previewing/monitoring with the Record VTR and also switching of the video switcher during an edit. Aux Busses may also be used for previewing. See below or the special Technical Note on Aux Bus previewing for more details.

AUX BUS PREVIEWING

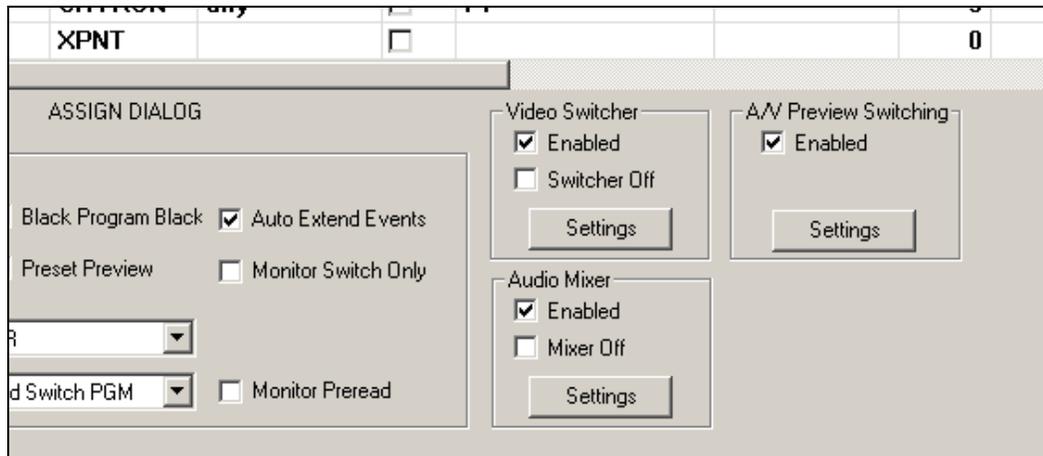
Setting up Aux Bus Previewing

Aux Bus previewing is valid when the **Preview Mode** includes **"Swr Prgm"** ("**Swr Prgm**" or **"EE and Swr Prgm"**) in the drop-down dialog box (ignored in **"None"** and **"E-E"** preview modes).

The Aux Bus to be used for previewing should have the controlled M/E (M/E1, 2, 3, 4 or P/P) as a re-entry crosspoint and the Aux Bus' output going to your preview monitor. This re-entry crosspoint is the **"PGM Reentry"** number required in the A/V Preview Switching dialog (see below).

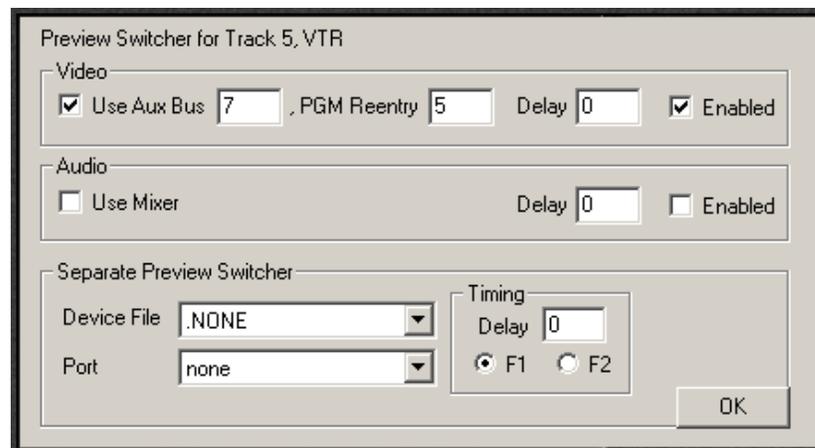
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Fastrack Assign Dialog



Ensure the "Enabled" check box is checked under **A/V Preview Switching** and then select "Settings" and the A/V Preview Switching dialog will open.

Fastrack A/V Preview Switching Dialog



This example shows Aux Bus 7 with the M/E re-entry at crosspoint 5. Note the two checked boxes in the **Video** section: **Use Aux Bus** and **Enabled**. Currently, Fastrack controls Aux Busses 1-7 for Preview Switching.

To confirm the Aux Bus is controlled for previewing, select the Aux Bus controlled by Fastrack on the video switcher. Select any source on the K6 keyboard and toggle between that source and the current Record Track. The Aux Bus will switch between the crosspoint of the Record Track and the M/E re-entry crosspoint whenever any source is selected. Likewise, the output to the preview monitor will show the Record VTR and other sources as you select between those two tracks.

VIDEO EFFECTS

Cut, Dissolve, Wipe and Keys are all accessible by **[right-clicking]** on an Event and selecting **"Video Effects"** or by pressing either the **[CUT]**, **[DISS]**, **[WIPE]** or **[KEY]** keys. Once the Video Effects Dialog is open, you can select any of the available video effects.

Dissolves

Dissolves are a "MIX" with the Transition being the length of the dissolve. The Dissolve Dialog and icon stay with an Event wherever and whenever it is moved, so that it always remains the "TO" source in a dissolve.

Keys

Video Keys are accessed by pressing **[SHIFT][WIPE]**, or by **[right clicking]** Video Effects. Under **Keyers**, select **Key Bus 1** and any of the four available Keys (Key 1, 2, 3, 4). On the switchers P/P bus these are labeled **DSK 1, 2, 3, 4**, but the Fastrack key Dialog refers to them as Key 1-4. A transition rate is needed for any effect other than Cut. If you wish to have the key "over" background video, ensure that the "Bkgd A" check box is **OFF**. If ON, the key image will be taken full.

Wipes

Pressing the **[WIPES]** key will bring up bit-map icons representing the various wipes available on this switcher. Simply click on the desired wipe pattern icon or enter the wipe pattern number into the dialog field. These patterns include Standard, Enhanced, Rotary, Mosaic 1, Mosaic 2, Mosaic 3, and Random Dust patterns. Normal, Reverse and N/R are available options for each wipe.

DME Effects

DME Effects are specially coded wipe patterns that fall into five categories:

Slide/Squeeze: 1001-1008, 1021-1031

Split/Door: 1011-1013, 1041-1044

Flip/Tumble: 1101-1102

Page Turn/Roll: 1301-1313, 1321-1333

Frame I/O / PinP: 1201, 1251

LEARN and RECALL MEMORY

Enter the Video Effects Dialog by pressing any of the **[CUT]**, **[DISS]**, **[WIPE]** or **[KEY]** keys, or by **[right clicking]** **"Video Effects"**.

Learn an effect into memory

Set up the switcher M/E you are controlling as desired. Enter any available Memory number and then select **"Learn"**. The M/Es current setting will have a 'snap shot' stored.

Recall an effect from memory

Enter the number of the memory desired and select **"Recall."** The Memories are assigned to Events with an **"M"** representing a memory recall on the Event dialog line. Transitions may be recalled by selecting "Add Transition" and defining a dissolve, wipe or key in the dialog. "User Select" controls the entire switcher when checked, else just the primary M/E or P/P.