

SONY

SONY®

**Production
Switcher System**
DVS-9000/9000SF System (With CCP-9000 Series)

Production Switcher System

**DVS-9000/9000SF System
(With CCP-9000 Series Center Control Panel)**

User's Guide
Volume 1
2nd Edition

English

User's Guide English

Volume 1
2nd Edition

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SONY®

DVS-9000/9000SF System

(With CCP-9000 Series Center Control Panel)

User's Guide

Production Switcher System

Volume 1 English

2nd Edition

Software Version 8.00 and Later

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<Organization of This User's Guide>

The User's Guide for this system comprises Volumes 1 to 3.

Volume 1

This book. For the contents of this volume, see "Table of Contents" at the front.

- Chapter 1 DVS-9000 Functions
- Chapter 2 Menus and Control Panel
- Chapter 3 Signal Selection and Transitions
- Chapter 4 Keys
- Chapter 5 Wipes
- Chapter 6 DME Wipes
- Chapter 7 Frame Memory
- Chapter 8 Color Backgrounds, Copy and Swap, and Other Settings
- Chapter 9 Color Corrector
- Chapter 10 Special Functions
- Appendix (Volume 1)
 - Wipe Pattern List
 - DME Wipe Pattern List
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- Chapter 11 DME Operations
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- Chapter 16 Macros
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- Appendix (Volume 2)
 - SpotLighting
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Chapter 25 DIAGNOSIS

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The functions newly supported in the DVS-9000 system version 8.00 are as follows.

Functions relating to operability

Classification	Functions supported	Menu No.	See page		
			Vol.1	Vol.2	Vol.3
Router control	The source for each destination can be switched with the Router Control menu	5111	321	-	82
Snapshot	Router region is added to the regions for which you can save snapshots.	-	-	221	-

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Introduction

This manual is the User's Guide for the DVS-9000/9000SF Production Switcher system supporting the SDTV signal format only. The DVS-9000 and DVS-9000SF have different numbers of M/E banks and input/output signals, but are otherwise functionally identical.

This manual refers to these generically as the "DVS-9000 system," and describes principally the operation of the system using the CCP-9000 series of center control panels.

The User's Guide for this system comprises three volumes.

For the contents of each volume, see the section "Organization of This User's Guide" at the front of this volume.

Devices and system nomenclature

In this manual, when discussing the principal components of the DVS-9000 system, in place of the formal product names, abbreviated names characterizing the functions and features are sometimes used. When distinctions between system configurations must be drawn, the terms in the following table are used.

Principal components and naming

The formal product names of the principal components of the DVS-9000 system, and the terms used in this manual are as follows.

Formal product name	Term used in this manual
DVS-9000/9000SF Production Switcher Processor	Switcher or switcher processor
BKDS-9470 DME Board Set	DME or DME board set or BKDS-9470
MVE-8000A Multi Format DME Processor	DME or DME processor or MVE-8000A
MVE-9000 Multi Format DME Processor	DME or DME processor or MVE-9000
CCP-9000/9000A-series Center Control Panel	Control panel or center control panel
DCU-8000 (MKS-8700) Device Control Unit	DCU or MKS-8700
DCU-2000 (MKS-2700) Device Control Unit	DCU or MKS-2700

System nomenclature

The following terms are used for systems, depending on the combination of installed options, and the signal format.

System configuration and features	Term for system
A system in which the center control panel has two M/E banks	2M/E system
A system in which the center control panel has one M/E bank	1M/E system

Related manuals

The following manuals are supplied with the individual products of the DVS-9000 Production Switcher system.

DVS-9000/9000SF-C Switcher Processor Pack

- DVS-9000/9000SF-C Operation Manual
- DVS-9000/9000SF-C Installation Manual

MVE-8000A DME Processor Pack

- MVE-8000A Operation Manual
- MVE-8000A Installation Manual

BKDS-9470 DME Board Set

- BKDS-9470 Operation Manual
- BKDS-9470 Installation Manual

MVE-9000-C DME Processor Pack

- MVE-9000-C Operation Manual
- MVE-9000-C Installation Manual

CCP-9000-C Center Control Panel Pack

- CCP-9000-C Operation Manual
- CCP-9000-C Installation Manual
- CCP-9000A-C Operation Manual
- CCP-9000A-C Installation Manual

DCU-8000 Device Control Unit Pack

- DCU-8000 Operation Manual
- DCU-8000 Installation Manual

DCU-2000 Device Control Unit Pack

- DCU-2000-C Operation Manual
- DCU-2000-C Installation Manual

Features of the DVS-9000 Production Switcher System

The DVS-9000 Production Switcher system boasts extensible high performance and multifunctionality. The following are some of the principal features of this system.

System configuration flexibility

SDTV support

This system supports the SDTV signal formats 480i/59.94 and 576i/50. The format selection can be switched by a simple control panel operation.

Extensible system configuration

By suitable combination of options, the switcher can be configured with various inputs and outputs, and different numbers of M/E banks. The system offers the flexibility to change and expand as required.

Additionally, by installing the optional BKDS-9470 DME Board Set, or connecting an MVE-8000A or MVE-9000 extensible DME processor, which provides any number from one to four channels, you can obtain a maximum of four channels of DME functionality.

Powerful external device interfaces

By connecting to a Sony routing switcher or similar, a large system can be built. From the control panel, it is also possible to operate other equipment, including VTRs and disk recorders.

Powerful tally system

The complete system including routing switcher provides an all-inclusive tally system. The system can be adapted to different applications and settings, using multiple tally outputs, including both on-air and recording tallies.

Comprehensive video manipulation

M/E banks

Each mix/effects bank (M/E bank) is equipped with four keyers, and each keyer is capable not only of chroma keying, but also independent key transitions separate from the background transitions. The four keys can be freely combined, to carry out four different program outputs.

Powerful frame memory functions

The frame memory can store 444 frames, and up to eight of these can be recalled simultaneously.

Link operation with DME

Using the BKDS-9470 DME Board Set (option), a range of DME functions including DME wipes and processed keys can be handled as switcher functions.

When the BKDS-9470 is installed, you can interface to a maximum of four DME channels.

Note that the MVE-8000A and MVE-9000 can also be used with this system by connecting through an SDI interface.

Designed for use in a live broadcasting environment

High-performance user interface

The menu control block provides a large color LCD panel, with rapid touch-panel menu selection.

The source name displays have color backlit LCD displays. The signal names, and graphical representations of the patterns associated with buttons provide intuitive feedback, and allow the immediate decisions that are required in a live operating environment.

Basic Video Processing

This section introduces basic functions used for video processing on the switcher.

Transitions

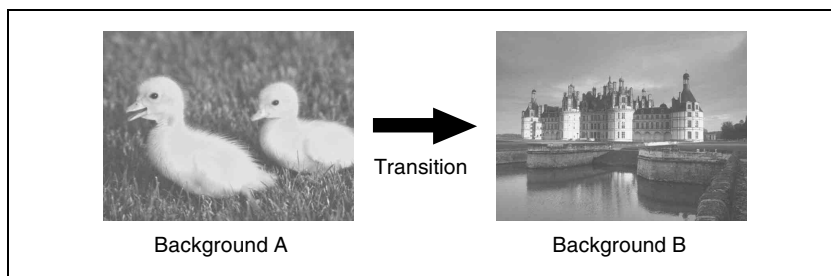
In the M/E banks and PGM/PST bank, the switch from the current video stream (appearing on the corresponding program monitor) to a new video stream is referred to as a transition.

In the M/E banks and PGM/PST bank, you can change one of the images, the background, and keys 1 to 4 (downstream keys 1 to 4 in the PGM/PST bank), and also vary combinations of these simultaneously.

The following are examples of transition.

Changing the background

A background transition switches from the video currently selected on the background A bus (the current video) to the video selected on the background B bus (the new video).

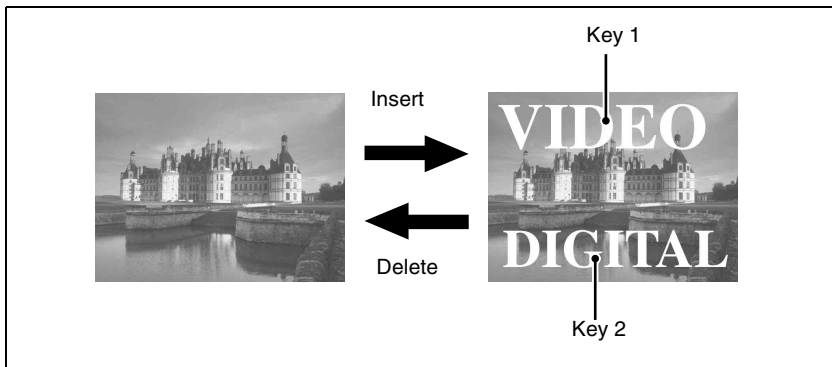


In the default selection of flip-flop mode (*see page 126*), the background always switches in the direction from the A bus to the B bus. When the transition completes, the cross-point selections on the A and B buses are interchanged.

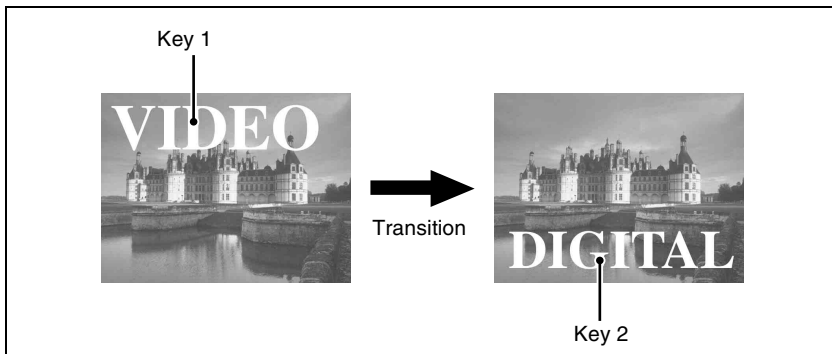


Inserting and deleting a key

You can insert one or more of the four keys (downstream keys on the PGM/PST bank).
If you select a key which is already inserted, the transition will delete the key.
A simultaneous combination of deleting and inserting keys is also possible.



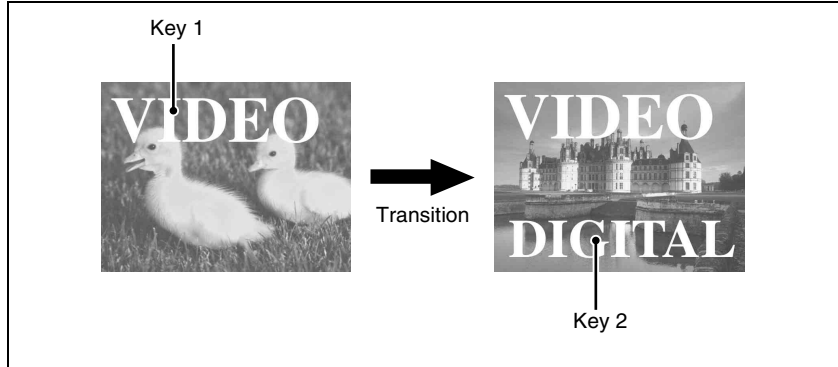
Inserting or deleting key 1 and key 2



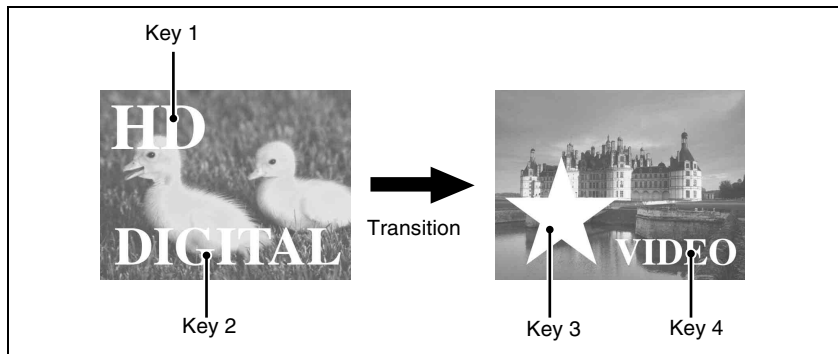
Deleting key 1 and inserting key 2

Simultaneously changing the background and keys

You can change any of the four keys (downstream keys on the PGM/PST bank) and the background at the same time.



Changing the background and key 2 simultaneously



Changing the background and keys 1 to 4 simultaneously

Selecting the transition type determines the way in which the transition occurs. The following are the transition type.

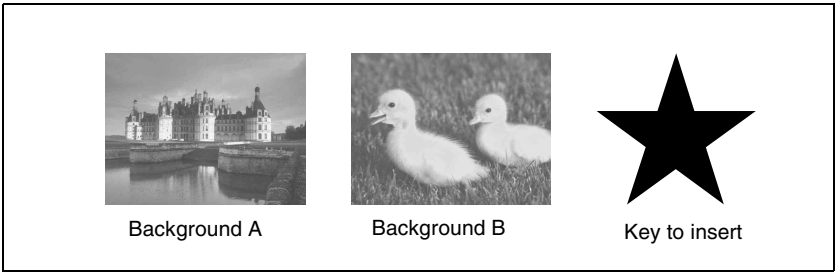
- Mix
- NAM (non-additive mix)
- Super mix
- Preset color mix (color matte)
- Wipe
- DME wipe
- Clip transition
- Cut

There are two modes for carrying out a transition: auto transitions are carried out by a button operation, and manual transitions are carried out using the fader lever. It is also possible to combine these two modes.

Independent Key Transitions

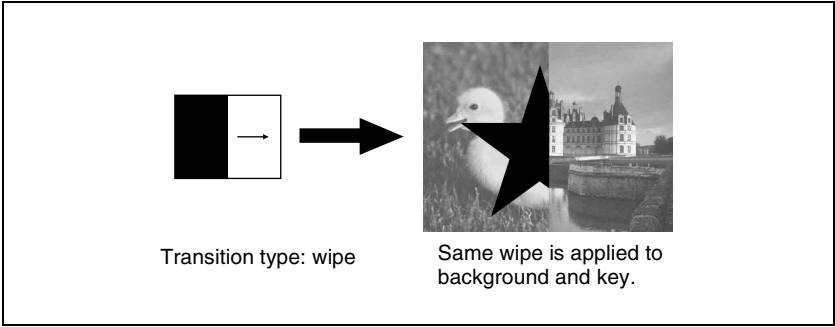
In addition to common transitions, it is possible to carry out independent transitions on the keys of the M/E banks and PGM/PST bank. These are called “independent key transitions.” By carrying out an independent key transition in combination with a common transition, different transition types can be used for the background and keys. The following description compares the independent key transition with a common transition, taking a simultaneous change of the background and key as an example.

Video used in the transition



Effect of a common transition

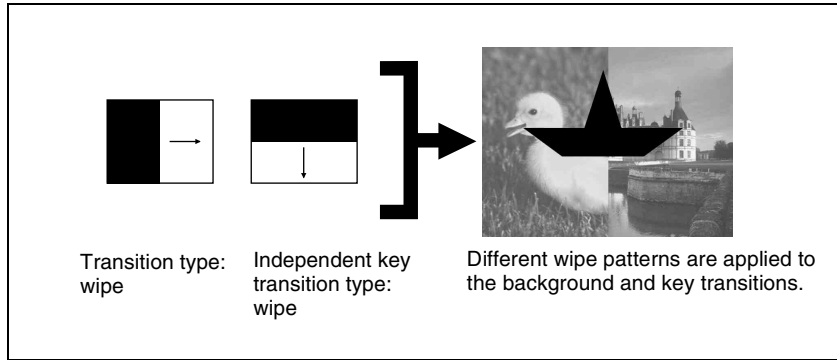
In the case shown in the previous illustration, carrying out a common transition produces the following change in the image.



Effect of a common transition

Effect of use with an independent key transition

The key is inserted with an independent key transition as the background changes with a common transition, providing the following result.



Effect of a background transition and independent key transition

For details of transitions, see Chapter 3 “Signal Selection and Transitions” (page 91).

Keys

A key is an effect in which a part of the background image is replaced by an image or superimposed text. The signal determining how the background is cut out is termed “key source,” and the signal that replaces the cut-out part is termed “key fill.” The system component responsible for processing a key is referred to as a keyer.

Each switcher bank has four keyers, each providing the same functionality.

On each switcher bank, you can use the following key types (methods of processing the key source).

- Luminance key
- Linear key
- Color vector key
- Chroma key
- Wipe pattern key
- Key wipe pattern key

Key modifiers

You can apply borders and other modifiers to the edge of the key image.

Masks

A mask allows a part of the image to be replaced by the background or a key. To prevent unwanted holes in the background, or if a key is not the desired shape, you can correct this with a mask.

Wipes

A wipe is a transition from the current video stream to a new video stream, using a wipe pattern.

Changing the background by means of a wipe is referred to as a “background wipe,” and inserting or deleting a key with a wipe is termed a “key wipe.”

There are two types of wipe: those that can be selected in a common transition, and those that can be selected in an independent key transition.

The patterns that can be used for a wipe are as follows.

- Standard wipe patterns
- Enhanced wipes
- Rotary wipes
- Mosaic wipe pattern
- Random and diamond dust wipe patterns

You can combine two selected patterns (referred to as main and “sub”) to create a new pattern (pattern mix).

You can also specify the wipe direction, or set the pattern position, applying various changes and modifiers to the selected wipe pattern.

For details, see Chapter 5 “Wipes” (page 189).

DME Wipes

A DME wipe is a wipe transition that uses a DME effect to change from one video image to the next.

There are two types of DME wipe: those which can be selected for a normal transition, and those which can be selected for an independent key transition.

The patterns that can be used for a DME wipe are as follows.

Slide, Squeeze, Split, Door, Flip tumble, Mirror, Sphere, Character trail, Wave, Ripple, Page turn, Page roll, Frame in-out, Picture-in-picture, 2D trans, 3D trans, Sparkle, Split slide, Mosaic, Defocus, Brick, and User programmable DME

You can also specify the wipe direction, or set the pattern position, applying various changes and modifiers to the selected DME wipe pattern.

For details, see Chapter 6 “DME Wipes” (page 223).

Frame Memory

Frame memory is a function for using a still image or video (frame memory clip) as material for editing.

You can create a still image by capturing a frame of input video or a clip by specifying a range of input video. The created images and clips can be written to memory for playback, editing, and output.

For details, see Chapter 7 “Frame Memory” (page 257).

Color Backgrounds

This function can be used to obtain color background video.

Two color signals generated from the dedicated generators can be switched or mixed, and then output.

For details, see “Color Background” (page 304).

Copy and Swap

This function can be used to copy and swap the settings among the M/E-1 to M/E-3, and PGM/PST banks or between keyers.

The following settings can be copied or swapped.

- Overall settings for the M/E and PGM/PST banks
- Keyer settings
- Wipe settings in a transition control block
- Wipe settings in an independent key transition control block
- DME wipe settings in a transition control block
- DME wipe settings in an independent key transition control block
- Matte data (color 1, color 2, and how to compose them)
- Color settings
- DME channel settings

For details, see “Copy and Swap” (page 308).

Video Process

The term “video process” is applied to adjustments to the gain, hue, black level of the input video signal. There are two types of adjustment; adjustment of an individual primary input signal and adjustment as image effects on a particular bus

For details, see “Video Process” (page 323).

Color Corrector

The color corrector enables video signal color correction (black balance/white balance adjustment, gamma correction, knee correction, etc.).

The color corrector includes the following adjustments.

- Input video processing
- Primary color correction
- Secondary color correction
- RGB clip
- Luminance processing
- Spot color adjustment
- Output video processing
- YUV clip

For details, see Chapter 9 “Color Corrector” (page 327).

Simple P/P Software

By installing the BZS-9250 simple P/P software in the DVS-9000/9000SF Switcher Processor, you can use the program/preset function without using M/E hardware.

For details, see “Simple P/P Software” (page 348).

Creation of Special Effects and Management of Data and Operations

This section introduces functions used for creation of special effects, control of external devices or switcher operations, and data management.

Digital Multi Effects (DME)

When used with the switcher, DME allows you to add three-dimensional effects such as image movement, rotation, magnification and shrinking, as well as a wide variety of special effects.

Each channel can be used on its own or in combination with other channels, which allows you to create advanced effects with more complexity.

The following types of DME special effects are available.

- **Edge effects:** Border, Crop, Beveled Edge, Key Border, Art Edge, Flex Shadow
- **Effects for entire image:** Defocus, Blur, Multi Move
- **Effects for video image:** Sepia, Mono, Posterization, Solarization, Nega, Contrast, Mosaic, Mask, Sketch, Metal, Dim and Fade, Glow
- **Freeze effects**
- **Nonlinear effects:** Wave, Mosaic Glass, Flag, Twist, Ripple, Rings, Broken Glass, Flying Bar, Blind, Split, Split Slide, Mirror, Multi Mirror, Kaleidoscope, Lens, Circle, Panorama, Page Turn, Roll, Cylinder, Sphere, Explosion, Swirl, Melt, Character Trail
- **Lighting effects:** Lighting, Spotlighting
- **Recursive effects:** Trail, Motion Decay, Keyframe Strobe
- **Background color**
- **Separate Sides** (effects for front and back sides)
- **Signal inversion** (Invert effect)
- **Key density adjustment**
- **Key source selection**

Global effects

Global effects are special effects created by combining the images of successive channels. The following types of global effects are available.

- Combiner
- Brick
- Shadow

For details, see Chapter 11 “DME” (Volume 2).



External Devices

In this system, you can operate while controlling the following types of external device:

- Devices supporting P-Bus (Peripheral II protocol)
- Devices supporting GPI
- VTRs
- Disk recorder (Sony disk 9-pin protocol and video disk communications protocol)
- Extended VTR (Abekas A53 protocol)

For details on the devices that can be connected, consult your Sony representative.

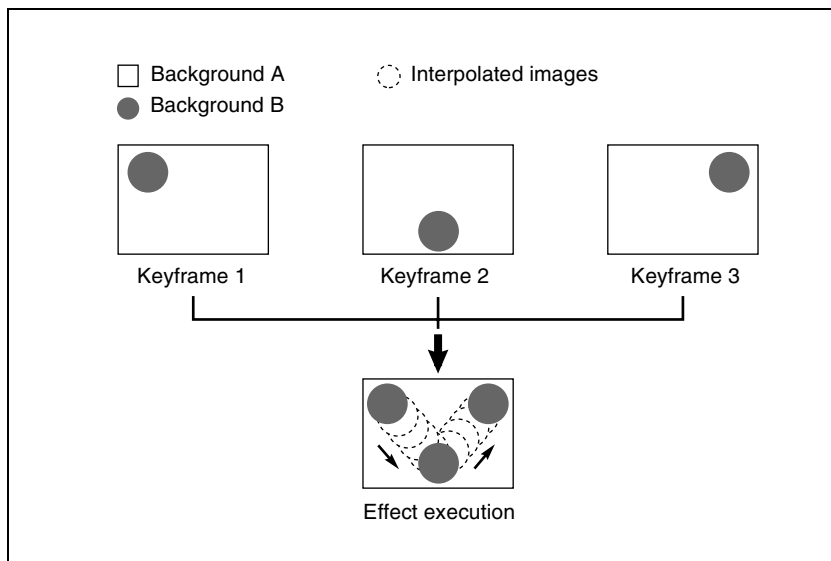
You can control an external device by previously registering timeline keyframes.

For details, see Chapter 12 “External Devices” (Volume 2).

Keyframes

A keyframe represents an instantaneous state of an image; it can be saved in a register (see “Registers” in Chapter 13 (Volume 2)) and recalled for reuse. By arranging a number of keyframes on the time axis, and interpolating between successive keyframes, you can create an effect in which there is a continuous change from each keyframe to the next.

The following figure shows three keyframes created with a wipe pattern (the circle) in different positions. This is interpolated to create the effect shown.



Example of keyframes and effect execution

You can save the sequence of keyframes representing a single effect in a register. Then by recalling this register, you can replay the same effect.

For details, see Chapter 13 “Keyframe Effects” (Volume 2).

Snapshots

The term “snapshot” refers to a function whereby the various settings required to apply a particular effect to an image are saved in a register as a set of data, for recall as required, to recover the original state.

Snapshots are divided as follows.

- Snapshots applying to a particular region (functional block of the switcher or DME)
- Master snapshot
- Key snapshot
- Wipe snapshot
- DME wipe snapshot:

An individual snapshot may also have attached special conditions relating to switcher or DME operation when the snapshot is recalled.

These conditions are called “attributes” of the snapshot, and can be added when the snapshot is saved or recalled.

For details, see Chapter 14 “Snapshots” (Volume 2).

Utility

The utility function refers to a function whereby you can assign an arbitrary action or a shortcut for frequently used menu to a particular button, then instantly recall the action or menu by pressing the button.

For details, see “Utility Execution” in Chapter 15 (Volume 2).

Shotbox

The term “shotbox” refers to a function whereby for each specified region (*see “Regions” in Chapter 13 (Volume 2)*) any snapshot or keyframe effect can be recalled simultaneously.

For details, see “Shotbox” in Chapter 15 (Volume 2).

Macros

The term “macro” refers to the function whereby a sequence of signal selections and other operations on the control panel is saved as data in memory, so that it can be recalled as required to automatically execute the same sequence of operations.

The individual control panel operations constituting a macro are termed “events.”

Macros also provide the following functions.

Menu macros

The term “menu macro” refers to the function whereby a sequence of menu operations is saved as data in memory, so that it can be recalled as required to automatically execute the same sequence of operations.

Macro timeline

By recording macro recall and execute action on a timeline, in the same way as for keyframes in an effect, you can automatically execute them in a sequence.



Macro attachment

Macro attachment is a function whereby a macro register is assigned to a control panel button or a particular position of a fader lever, linking the execution of the button function or a fader lever operation with a macro execution.

For details, see Chapter 16 “Macros” (Volume 2).

Files

You can save register data, including setup information and snapshot information, as a file on a hard disk or memory card, and recall it as required. You can operate on individual files or registers, or together in a batch. Regarding frame memory, it is possible to capture image data stored in an external device into frame memory. You can also convert the format of image data in frame memory into a different format and save it in an external device.

The following files can be saved and recalled.

- Operation mode setup data for system as a whole and individual devices
- Device status data for system startup
- Key memory setting data
- Video process memory setting data
- Keyframe effect setting data
- Snapshot setting data
- Wipe snapshot setting data
- DME wipe snapshot setting data
- Key snapshot setting data
- Shotbox setting data
- Macro setting data
- Macro attachment data
- Menu macro setting data
- Frame memory image data

For details, see Chapter 17 “Files” (Volume 2).

Setup

Various settings are required, in order to operate the switcher, control panel, DME, external devices, and so on, connected together in a single system. This is referred to as “setup,” and you can carry out the setup operations from the Engineering Setup menu.

The settings in the Engineering Setup menu are grouped under the following headings.

- **System setup (System)**

For details, see Chapter 18 “System Setup” (Volume 3).

- **Panel setup (Panel)**

For details, see Chapter 19 “Control Panel Setup (Panel)” (Volume 3).

- **Switcher setup (Switcher)**

For details, see Chapter 20 “Switcher Setup (Switcher)” (Volume 3).

- **DME setup (DME)**

For details, see Chapter 21 “DME Setup (DME)” (Volume 3).

- **DCU setup (DCU)**

For details, see Chapter 22 “DCU Setup (DCU)” (Volume 3).

- **Router/tally setup (Router/Tally)**

For details, see Chapter 23 “Setup Relating to Router Interface and Tally (Router/Tally)” (Volume 3).

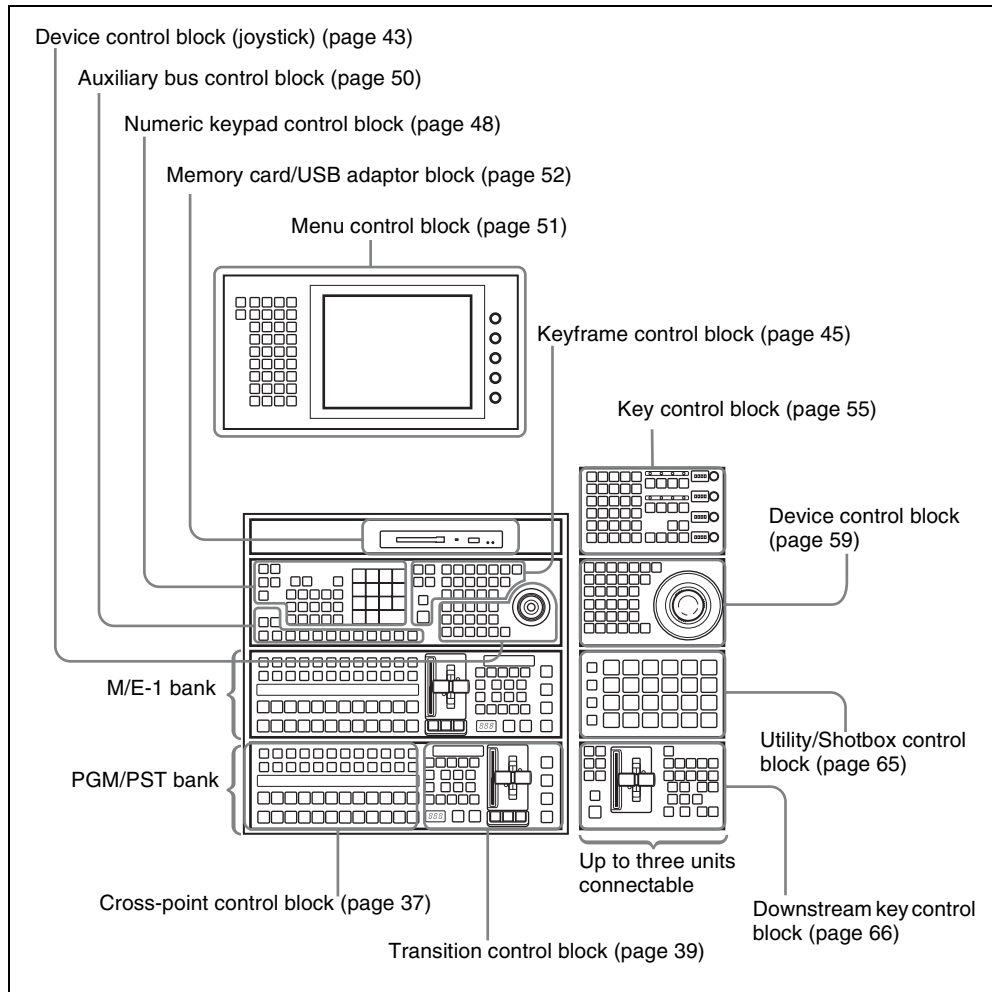


Chapter 2 Menus and Control Panel

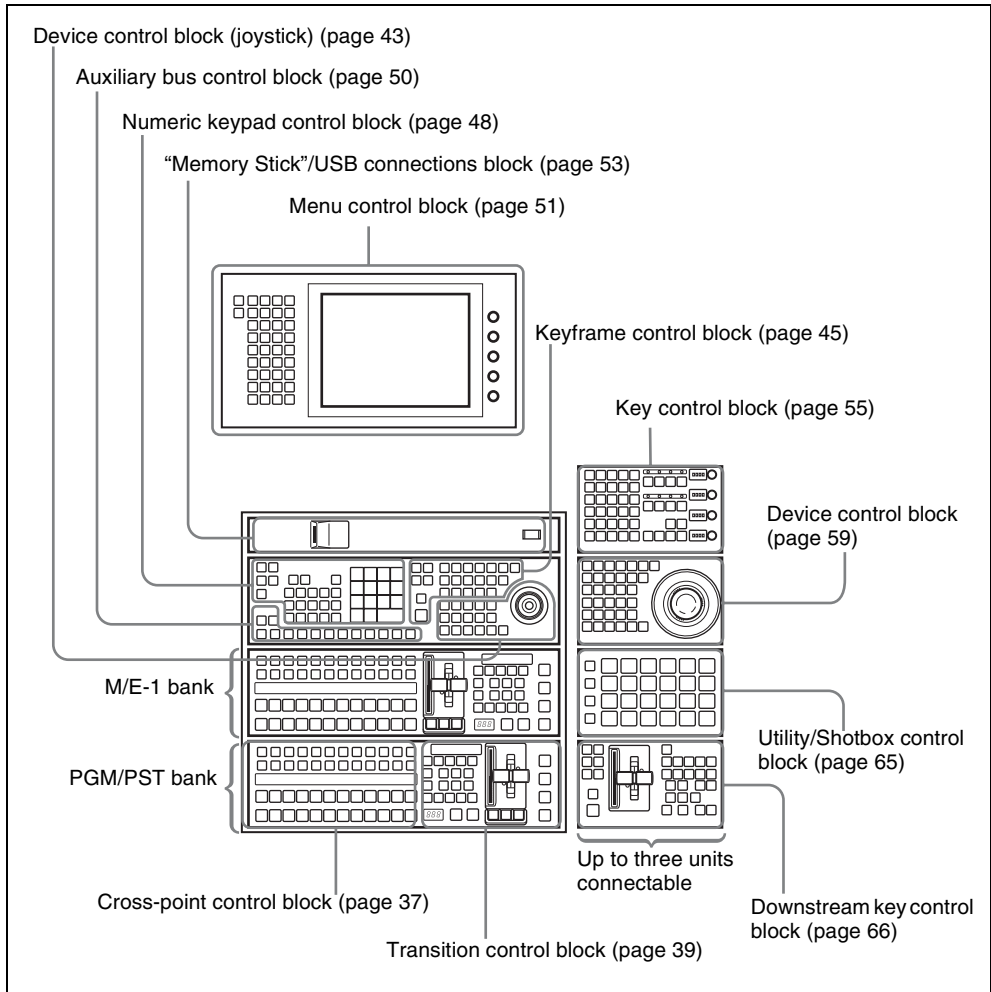
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Names and Functions of Parts of the Control Panel

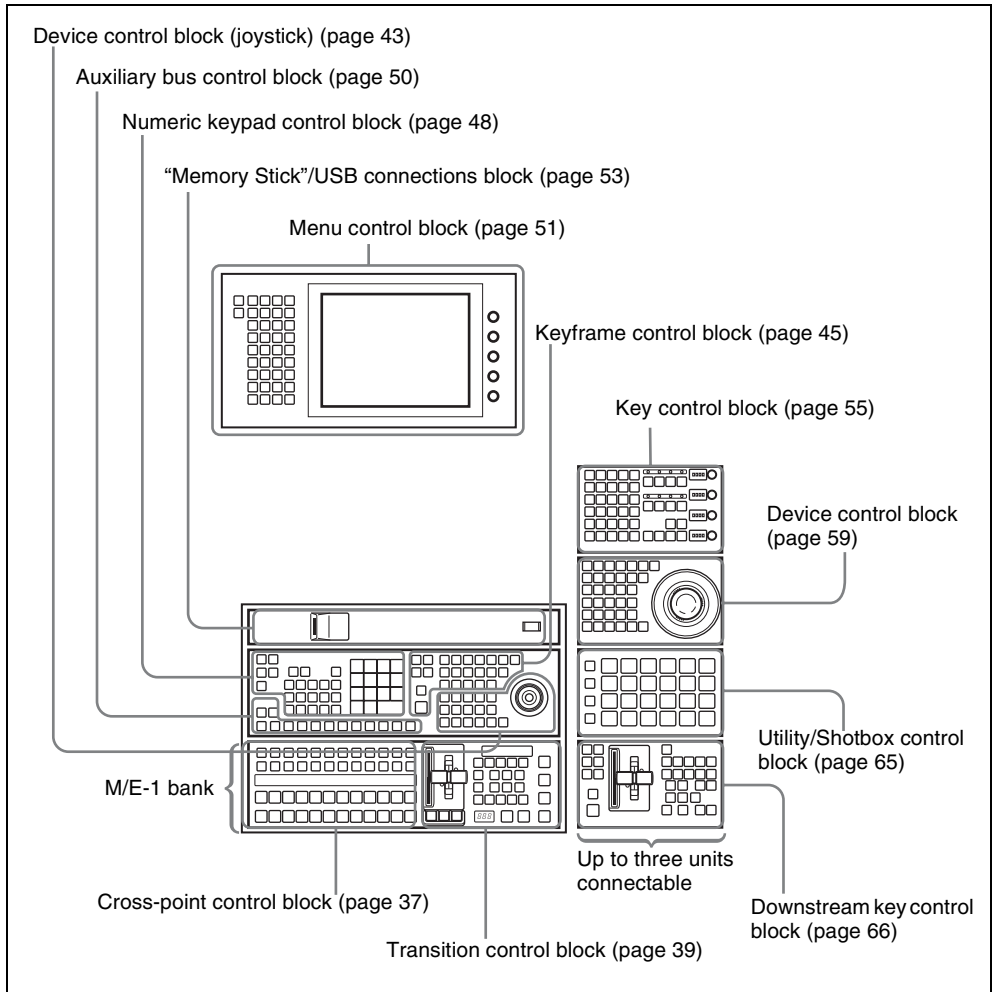
Example Control Panel Configuration



Example control panel configuration (with CCP-9000 2M/E panel)



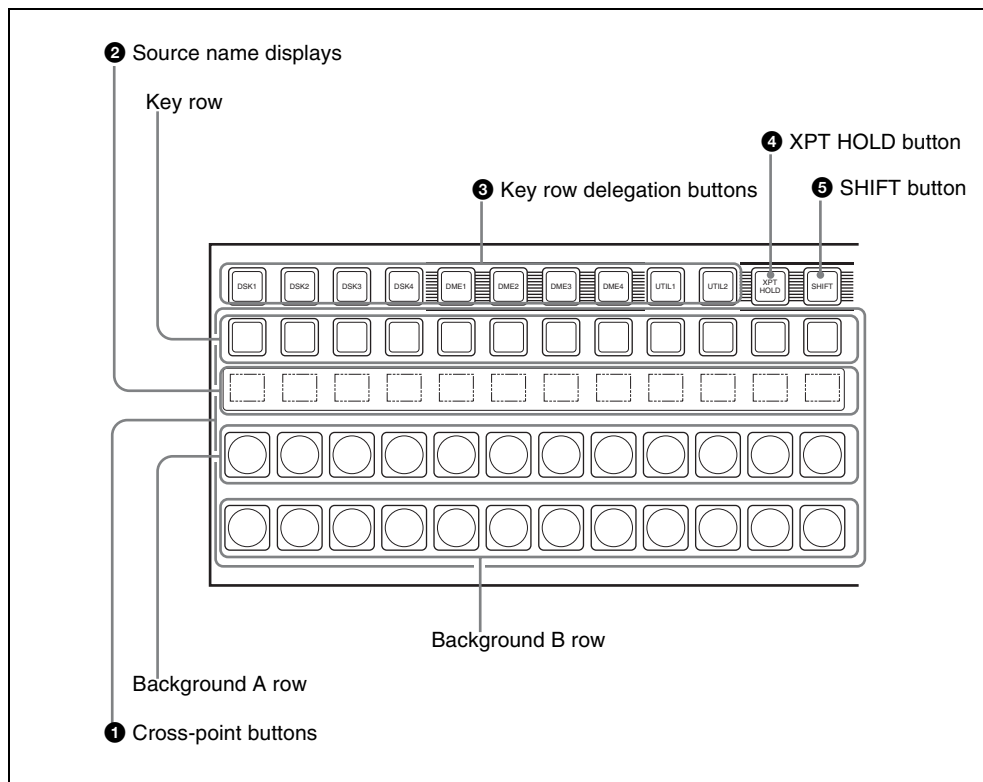
Example control panel configuration (with CCP-9000A 2M/E panel)



Example control panel configuration (with CCP-9000A 1M/E panel)

Cross-Point Control Block

In the cross-point control block, you can select the signals to be used in this M/E bank or PGM/PST bank.



1 Cross-point buttons

These buttons select the signals used for video creation on this M/E bank or PGM/PST bank. Each row of buttons corresponds to one or more signal buses within the switcher.

Key row: The buttons in this row select the bus signals specified with the key row delegation buttons ([DSK1] to [DSK4], [DME1] to [DME4], [UTIL1], or [UTIL2]) or delegation buttons in the auxiliary bus control block.

The later pressed delegation button takes precedence and the selection is reflected in the key row.

Background A row: Press the desired button to select the signal as the current background video on this M/E bank or PGM/PST bank.

Background B row: Press the desired button to select the signal as the background after the next transition on this M/E bank or PGM/PST bank.

Cross-point button numbers

Cross-point button and reentry buttons are respectively numbered.

For details, see “Cross-point button control block button numbers” (page 97).

Assigning signals to button

You can assign a signal to each button using the Setup menu.

For details on the operation, see “Cross-Point Settings (Xpt Assign Menu)” in Chapter 19 (Volume 3).

Visual indications on cross-point buttons

For details on the operation, see “Colors of lit cross-point buttons” (page 100).

2 Source name displays

These show the names of the signals which can be selected on the cross-point buttons, in two or four characters, or in auto mode. While the [SHIFT] button or the [SHIFT] button assigned to the column of cross-point buttons is enabled, the source name of the signal assigned to the column of cross-point buttons in shift mode appears. You can select green, orange, or yellow for the background color of the source name display, for each source separately. You can set the source name display mode and background color in a Setup menu.

3 Key row delegation buttons

Use these buttons to assign buses to the key row, copy keys, or assign DME to keys.

4 XPT (cross-point) HOLD button

Turning this button on enables you to recall a keyframe or snapshot while keeping the current cross-point selection unchanged. This function is valid for the background A and B rows.

By means of setup settings, you can also enable this for the following function blocks.

- Background A and B rows
- Key buses
- Utility 1 and 2 buses
- External DME bus
- DME utility 1 and 2 buses

5 SHIFT button

When this button is enabled, either the source name displays show the shifted signal names, or the shifted signals for all buses in this M/E (P/P) bank are enabled. You can select either mode in a Setup menu.

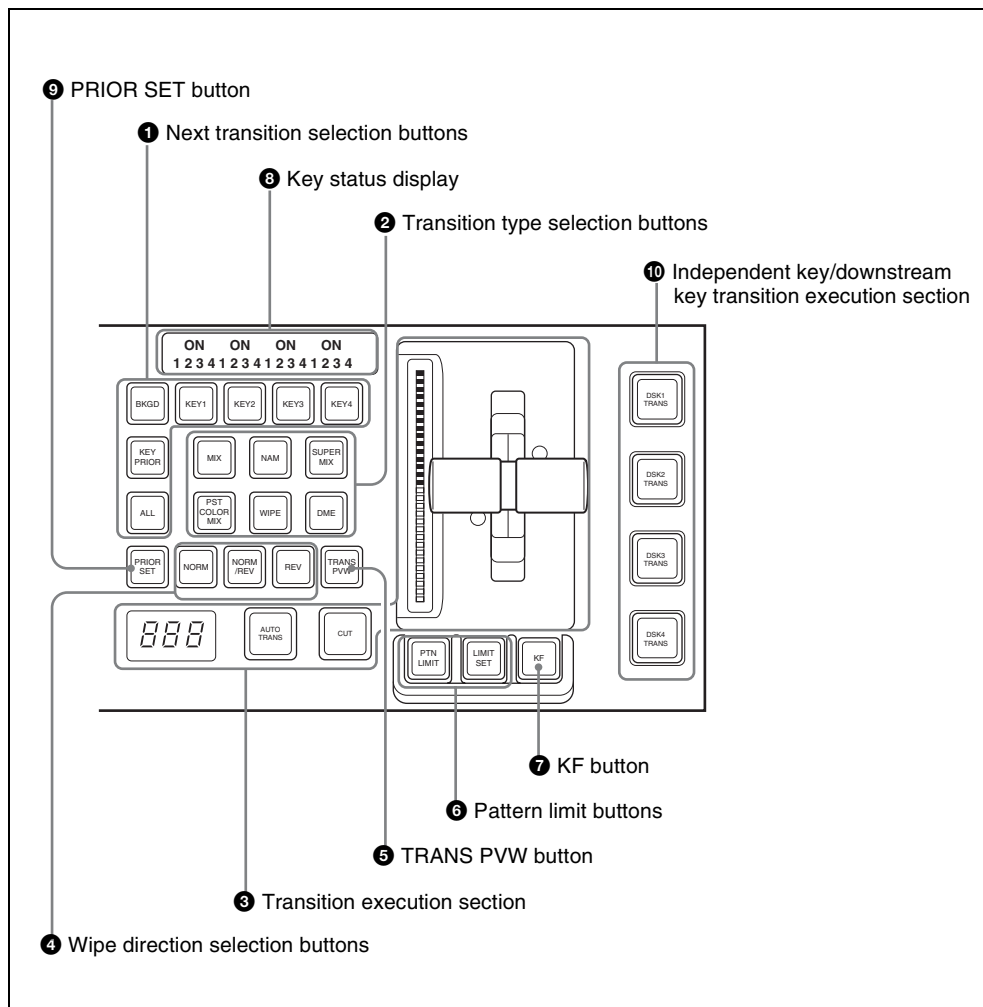
Each press of the button toggles between the enabled and disabled states.

Using a Setup menu operation, you can also make this button function as the [SHIFT] button for the whole cross-point control block inclusive of the key row and background A and B rows.

Transition Control Block

In the transition control block, you can modify the output of the M/E bank or PGM/PST bank, and perform transitions. Both

common transition and independent key transition operations are possible.



1 Next transition selection buttons
Press these buttons, turning them on, to determine what the next transition will apply to.

BKGD: Next transition changes the background.

KEY1 to KEY4 (DSK1 to DSK4 in the PGM/PST bank): Press this button, turning it on, to make the next transition insert or remove the corresponding key (keys 1 to 4). If a

key is currently inserted it will be removed, and vice versa.

In the PGM/PST bank, this inserts or removes downstream keys 1 to 4.

KEY PRIOR (priority): When this button is lit, the setting of the key priority after the next transition is enabled. The key priority after the next transition appears in the key status display.

ALL: Pressing this button turns on a preselected set of the [BKGD], [KEY1] to [KEY4], and [KEY PRIOR] buttons. Make this setting in a Setup menu.

② Transition type selection buttons

You can assign these buttons in setup to any transition type (see “Overall Control Panel Settings (Config Menu)” in Chapter 19 (Volume 3)).

Press one of these buttons, turning it on, to determine the type of the next transition. When multi-program mode is selected in the Setup menu (see “Settings for Switcher Configuration (Config Menu)” in Chapter 20 (Volume 3)), two or more of the following buttons may light.

You can also assign a function to these buttons to select whether or not the fader levers are used as keyframe faders.

MIX: In a background transition, the new video fades in as the current video fades out. During the transition, the overall signal level is maintained at 100%.

In a key transition, the key fades in (for insertion) or out (for removal).

NAM (non-additive mix): The current and new video signals are compared, and the signal with the higher luminance level is given priority in the output. The current video is maintained at 100% output for the first half of the transition as the new video increases progressively to 100%, then the current video is progressively reduced from

100% to zero in the second half while the new video is maintained at 100%.

SUPER MIX: The current video is maintained at 100% output for the first half of the transition as the new video is mixed while increasing progressively to 100%. The current video is then progressively reduced from 100% to zero in the second half while the new video is maintained at 100%.

PST (preset) COLOR MIX: In the first transition, the current video is replaced by the color matte in a mix (dissolve), then in the second transition the color matte is replaced by the new video also in a mix (dissolve).

In place of a color matte, you can select any signal on the utility 2 bus.

WIPE: The current video is replaced by the new video, using the wipe pattern selected in the Wipe menu.

DME: A wipe type of transition is carried out, using the DME effect selected in the DME Wipe menu.

FM1&2CLIP, FM3&4CLIP, FM5&6CLIP, FM7&8CLIP: A recorded clip is played back together with the transition. At this point, you can also carry out a transition (wipe or mix (dissolve)) simultaneously together with the clip.

KF (keyframe): Press this button, turning it on, to enable using the fader lever as a keyframe fader.

③ Transition execution section

Transition indicator: This comprises multiple LEDs, which show the progress of the transition.

Fader lever: Move up or down to carry out the transition. When the [KF] button or a transition type selection button to which the KF button function has been assigned is lit, you can use this as a keyframe fader.



Transition rate display: This shows the “transition rate” (the time from the beginning of a transition to its completion) set for an auto transition, in frames.

You can set the transition rate using the numeric keypad control block or menu.

AUTO TRANS (transition) button:

Pressing this button carries out an auto transition of the set transition rate (duration). The transition starts immediately, and the button lights amber. When the transition completes, the button goes off.

CUT button: Pressing this button carries out the transition as a cut (i.e. instantaneously).

4 Wipe direction selection buttons

When you have selected a wipe or DME wipe as the transition type, press one of these buttons, turning it on, to select the wipe direction.

NORM (normal): The wipe proceeds in the direction from black to white as shown on the pattern in the lists of patterns *see “Wipe Pattern List” (page 353) and “DME Wipe Pattern List” (page 359)*, or in the direction of the arrow.

When the VTR/disk recorder/frame memory operation mode is enabled in setup, pressing this button plays the tape.

REV (reverse): The wipe proceeds in the opposite direction to that when the [NORM] button is pressed. When the VTR/disk recorder/frame memory operation mode is enabled in setup, pressing this button cues the tape automatically to the start point.

NORM/REV (normal/reverse): The wipe direction alternates between normal and reverse every time a transition is executed.

When the VTR/disk recorder/frame memory operation mode is enabled in setup, pressing this button stops the tape.

5 TRANS PVW (transition preview) button

When this button is lit, you can check in advance the video changes during the transition, on the preview output from the M/E or PGM/PST bank.

During the preview, you can use the fader lever, [AUTO TRANS] button, and [CUT] button. One of the following functions of this button can be selected in a Setup mode.

- When the transition completes, the system returns to the normal mode.
- The transition preview mode is maintained while this button is pressed.
- Switching is made between the transition preview mode and normal mode every time this button is pressed.

6 Pattern limit buttons

PTN (pattern) LIMIT: Pressing this button, turning it on, enables the pattern limit function.

When the VTR/disk recorder/frame memory operation mode is enabled in setup, pressing this button plays the tape.

LIMIT SET: Use this button to set a pattern limit when the [PTN LIMIT] button is off.

Move the fader lever to the position of a particular pattern size, and stop it there, then press this button to set the pattern limit range.

When the VTR/disk recorder/frame memory operation mode is enabled in setup, pressing this button stops the tape.

7 KF (keyframe) button

When the VTR/disk recorder/frame memory operation mode is enabled in

setup, pressing this button cues the tape automatically to the start point. When not, pressing this button to turn it on allows you to use the fader lever as a keyframe fader.

8 Key status display

For each of keys 1 to 4, the corresponding ON indicator lights when the key is inserted. It also shows the priority (1 to 4) of each key.

9 PRIOR (priority) SET button

While this button is held down, you can set the key priority.

The setting mode when this button is pressed depends on whether or not the [KEY PRIOR] button is lit, as follows.

- When the [KEY PRIOR] button is off, the current key priority is set.
- When the [KEY PRIOR] button is lit, the key priority after the next transition is set.

Press the [KEY PRIOR] button as required, to switch between these two modes.

In either mode, hold down the [PRIOR SET] button, and press the button ([KEY 1] to [KEY 4]) corresponding to the key you want to bring to the front.

The following controls are used as the independent key transition control block.

10 Independent key/downstream key transition execution section

KEY1 TRANS to KEY4 TRANS (DSK1 TRANS to DSK4 TRANS in the PGM/PST bank) buttons: These correspond to keys 1 to 4 from top to bottom; press one to carry out an auto transition. The transition rate for an independent key transition can be set in the numeric keypad control block or in a menu.

The color with which buttons are lit shows the status, as follows.

Lit green: During a transition

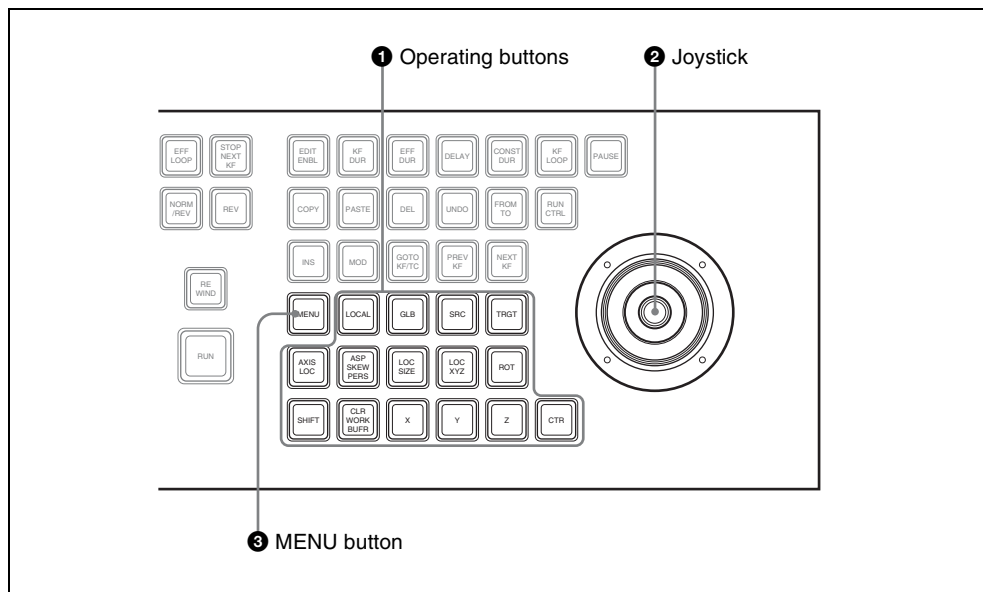
Lit amber: Key on. Not inserted into program video (final output video from the switcher).

Lit red: Key on. Inserted into program video (final output video from the switcher).

Not lit: Key off.

Device Control Block (Joystick)

The joystick type device control block is used for three-dimensional transform operations using a DME.



1 Operating buttons

The functions of these buttons are equivalent to the functions in three-dimensional transform operation mode of the operating buttons of the trackball type device control block.

Note

To select a required DME channel, use the region selection buttons in the numeric keypad control block.

Use of the SHIFT button

Pressing a button in the device control block while holding down the [SHIFT] button enables the shifted function of the button. Also, pressing a button in the keyframe control block while holding down

the [SHIFT] button enables the shifted function of the button.

About the [CLR WORK BUFR] (clear work buffer) button

When [M/E-1] or [P/P] is selected along in the numeric region selection buttons of the keypad control block, press this button twice in rapid succession to reset all parameters of the selected M/E or P/P to their initial values. When a DME channel is selected in the region selection buttons, the operation is the same as when using a trackball type device control block in the three-dimensional transform operation mode .

② Joystick

When the three-dimensional transform operation mode is enabled

By moving this, you can carry out operations in the x-, y-, and z-axes.

When the following buttons are held down, operation of the joystick is switched to a finer control. (fine mode)

- The button on the end of the joystick
- [SRC] button
- [TRGT] button

Depending on the settings made in the Setup menu, the operation speed multiple can be changed.

When the effect run control mode is enabled

By moving the joystick sideways, you can run the keyframe effect, independent of the STOP NEXT KF, EFF LOOP, and similar settings in the keyframe control block.

Move to the right to run the effect in the normal direction, and to the left for the reverse direction.

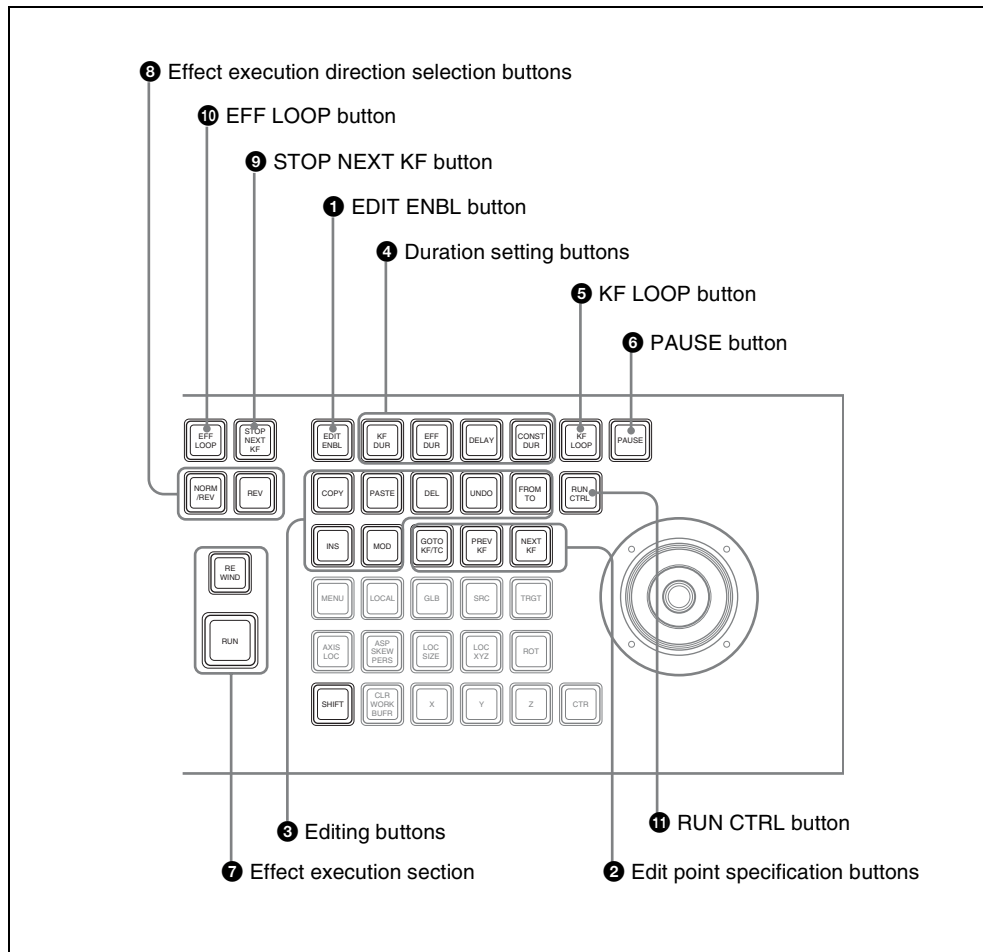
③ MENU button

The function of this button is equivalent to the function of the [MENU] button in the trackball type device control block.



Keyframe Control Block

In the keyframe control block, you can carry out effect editing and execution.



1 EDIT ENBL (edit enable) button
Press this button, turning it on, to enable effect editing operations with the keyframe control block.
When macro editing is carried out, this button lights red.

2 Edit point specification buttons
GO TO KF/TC (Go to keyframe/ timecode): Press this button, turning it on, to enter a numeric value from the numeric keypad control block, and move the edit point to the specified keyframe.



To move the edit point to the specified timecode position, hold down the [SHIFT] button in the device control block, then press this button, turning it on, and enter the desired numeric value from the numeric keypad control block. During macro editing, pressing this button moves the edit point to the event number specified by numeric entry with the numeric keypad control block.

PREV KF (previous keyframe): When this button is pressed, the edit point moves to the keyframe immediately before the current time (the position where the effect is currently stopped). During macro editing, pressing this button moves the edit point to the event immediately before the current event.

NEXT KF (next keyframe): When this button is pressed, the edit point moves to the keyframe immediately after the current time. During macro editing, pressing this button moves the edit point to the event immediately after the current event.

③ Editing buttons

FROM TO: Press this button, turning it on, to enter numeric values from the numeric keypad control block, and select a specified range of keyframes (during macro editing, the specified range of events).

INS (insert): When this button is pressed, a new keyframe is inserted after the current keyframe. Pressing this button while holding down the [SHIFT] button in the device control block inserts a new keyframe before the current keyframe.

During macro editing, pressing this button moves the edit point to the event immediately after the current event.

MOD (modify): When this button is pressed, the selected keyframe is modified with the values of the current

keyframe. When the edit point is between two keyframes, the immediately preceding keyframe is modified. You can also select multiple keyframes, and modify them in a single operation. At this time, pressing this button while holding down the [SHIFT] button in the device control block modifies all selected keyframes with the changed values taken as relative values.

During macro editing, pressing this button amends the selected event.

DEL (delete): When this button is pressed, the selected keyframe is deleted. When the edit point is between two keyframes, the immediately preceding keyframe is deleted. During macro editing, pressing this button deletes the selected event. You can also select multiple keyframes or macro events, and delete them in a single operation.

COPY: When this button is pressed, the selected keyframe (during macro editing, macro event) is copied. You can also select multiple keyframes or macro events, and copy them in a single operation.

PASTE: When this button is pressed, the deleted or copied keyframe (during macro editing, macro event) is inserted after the current keyframe (during macro editing, macro event). Pressing this button while holding down the [SHIFT] button in the device control block inserts the deleted or copied keyframe (during macro editing, macro event) before the current keyframe (during macro editing, macro event).

UNDO: When this button is pressed, the last executed keyframe (during macro editing, macro event) insertion, modification, or deletion, or paste operation is canceled.



4 Duration setting buttons

KF DUR (keyframe duration): Press this button, turning it on, to set the keyframe duration of the selected keyframe, by numeric value entry from the numeric keypad control block.

EFF DUR (effect duration): Press this button, turning it on, to set the effect duration from the numeric keypad control block.

DELAY: Press this button, turning it on, to enter a delay value from the numeric keypad control block.

CONST DUR (constant duration): Select the duration mode. When this is lit, the mode is constant duration mode, and when off, variable duration mode.

5 KF LOOP (keyframe loop) button

Press this button, turning it on, to execute the effect the specified number of times through the keyframes in the specified range.

6 PAUSE button

When this button is pressed, a pause is applied to the selected keyframe. When editing a macro, press this button, turning it on, to include a pause event in the macro. The pause length can be set in the numeric keypad control block.

7 Effect execution section

RUN: When this button is pressed, the effect is run from the first keyframe to the last keyframe. However, if a pause is set on a keyframe, the effect stops at that point. Press this button again to resume execution, and continue to the next pause point or the end of the effect.

REWIND: When this button is pressed, the currently recalled effect is rewound to the first keyframe.

8 Effect execution direction selection buttons

REV (reverse): When this button is off, effect execution runs from the first keyframe to the last keyframe. When this button is lit, effect execution runs from the last keyframe to the first keyframe.

NORM/REV (normal/reverse): Press this button, turning it on, to reverse the direction of the effect when it reaches the last keyframe or first keyframe.

9 STOP NEXT KF (stop next keyframe) button

When this button is pressed, turning it on, the effect execution range is from the current time to the next keyframe.

10 EFF LOOP (effect loop) button

When the effect reaches the last keyframe with this button on, it returns to the first keyframe and repeats.

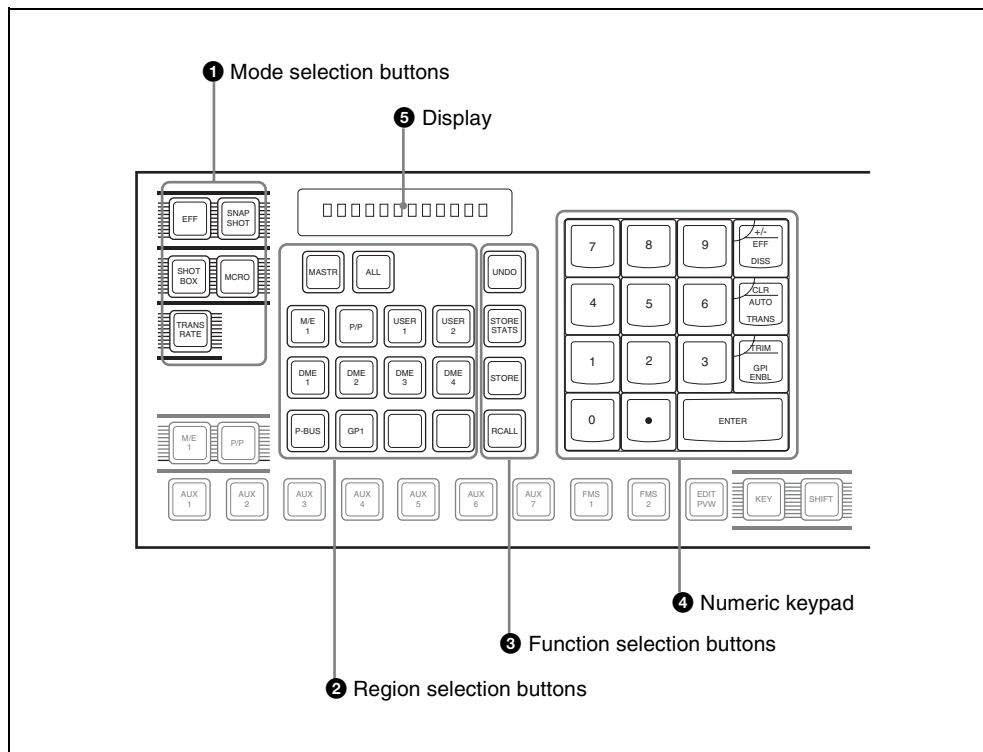
11 RUN CTRL (run control) button

When this button is on, you can execute keyframe effects without being affected by the STOP NEXT KF or EFF LOOP settings in the keyframe control block.

Numeric Keypad Control Block

The numeric keypad control block is used for region selection, for saving and recalling snapshots, effects and shotboxes,

for entering numeric values for trackball operation and keyframe operation, and for transition rate entry.



1 Mode selection buttons

EFF (effect): Press to save or recall an effect.

SNAPSHOT: Press to save or recall a snapshot.

SHOTBOX: Press to save or recall a shotbox.

MCRO (macro): Press to save, recall or edit a macro.

TRANS RATE (transition rate): Press to set the transition rate.

Hold down this button, and press one of the key row delegation buttons [KEY 1] to [KEY 4] in the cross-point control

block to set an independent key transition rate.

2 Region selection buttons

These select the functional block (“region”) of the control panel to which operations apply.

You can select more than one region at the same time.

The first button you press is taken as the reference region, and lights green, while the next pressed button lights amber.

With the exception of the [MASTER] and [ALL] buttons, you can change the region

assignment to the buttons as desired in the Setup menu.

MASTR: Press this, turning it on, to save region information in a master snapshot register or master timeline register, or to recall such region information.

ALL: Select all regions. When any region is already selected, pressing this button makes all regions unselected.

M/E 1 and P/P: Select the corresponding regions, M/E-1 and PGM/PST.

USER 1 to USER 8: Select the corresponding User regions.

P-Bus: Select the P-Bus region.

GPI: Select the GPI region.

RTR: Select the router region.

DEV1 to DEV12: Select the Device 1 to Device 12 regions respectively.

MCRO: Select the macro region.

3 Function selection buttons

UNDO: After recalling a register, press this button to return to the state before recalling the register.

STORE STATS (store status): This lights amber when data is stored in a register. After saving data to a register, hold down this button and press the [UNDO] button to return the register to the state before the data was saved.

STORE: Press this button to switch to the mode for saving a snapshot, effect, shotbox or macro in a register.

RCALL (recall): Press this button to switch to the mode for recalling a snapshot, effect, shotbox or macro from a register.

[STORE] button or [RCALL] button flashes amber when one or more of the regions assigned to the Region selection buttons are not selected by the Region Select menu.

4 Numeric keypad

In addition to the buttons for numeric input, this includes buttons for adding attributes to snapshots.

0 to 9: Used to input numeric digits.

. (period): Enters the decimal point.

When the [TRANS RATE] button is lit, enters "00." When the [EFF] button, [SNAPSHOT] button or [SHOTBOX] button is lit, this is used to find an empty register.

+/-/ EFF DISS (effect dissolve): Invert the sign, negative or positive.

When the [SNAPSHOT] button is lit, applies the effect dissolve attribute to a snapshot.

CLR/AUTO TRANS (clear/auto

transition): Clear an input value, returning to the previous state.

When the [SNAPSHOT] button is lit, applies the auto transition attribute to a snapshot.

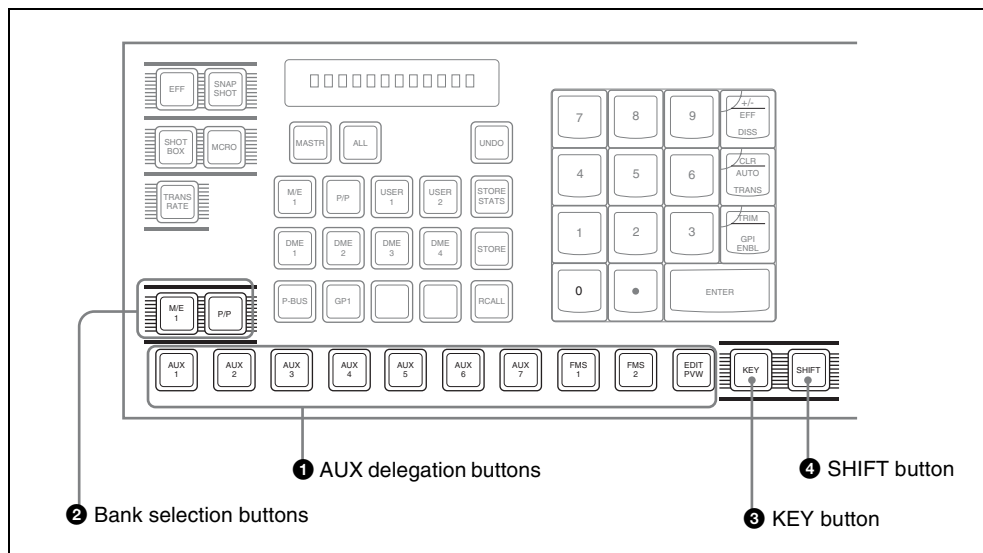
TRIM/GPI ENBL (enable): After entering a difference value to be added to an existing setting, press this button to confirm the change.

ENTER: Confirm an entered value.

5 Display

This shows the selected region name and entered numeric values.

Auxiliary Bus Control Block



1 AUX delegation buttons

Press one of these buttons, turning it on, to select the bus to assign to the key row of the bank selected with the bank selection buttons. These 10 buttons from left to right have ID numbers 1 to 10. When the [SHIFT] button is enabled, their ID numbers switch to 11 to 20. Pressing one of the buttons selects the bus assigned to the ID number. That is, you can select up to 20 buses using these AUX delegation buttons in combination with the [SHIFT] button. The assignment of buses to the ID numbers can be done in a Setup menu.

For buses that can be selected, see “Bus Selection” (page 95).

For each bank, the key row is shared between the auxiliary bus control block and cross-point control block. Priority is given to the control block in which the delegation button is last pressed. When priority is

given to the cross-point control block, all these buttons go off.

2 Bank selection buttons

These select the bank for which the AUX delegation buttons are enabled.

3 KEY button

While this button is held down, you can use the cross-point row of buttons to select key signals.

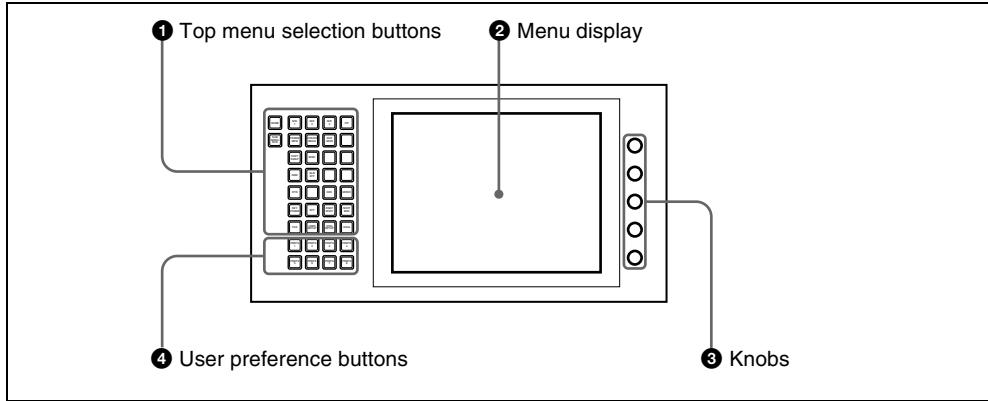
4 SHIFT button

While this button is enabled, the AUX delegation buttons have the shifted ID numbers. In a Setup menu, you can select one of the following three modes for this button.

- The button takes effect while being held down.
- Every time the button is pressed, it toggles between the shifted and unshifted states for the AUX delegation buttons.

- The button does not take effect even when pressed.

Menu Control Block

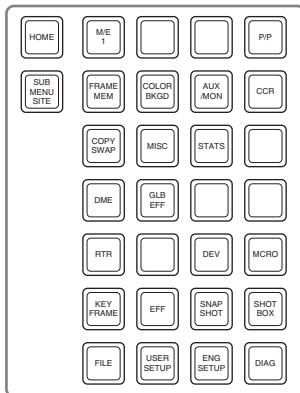


1 Top menu selection buttons

These select the menu appearing in the menu display.

It is also possible to change the assignment of these buttons in setup.

For details, see “Overall Control Panel Settings (Config Menu)” in Chapter 19 (Volume 3).



2 Menu display

This shows the menu currently in use.

3 Knobs

These adjust the parameter values appearing in the menu.

4 User preference buttons

These recall the functions or menus assigned to them in the Setup menu.

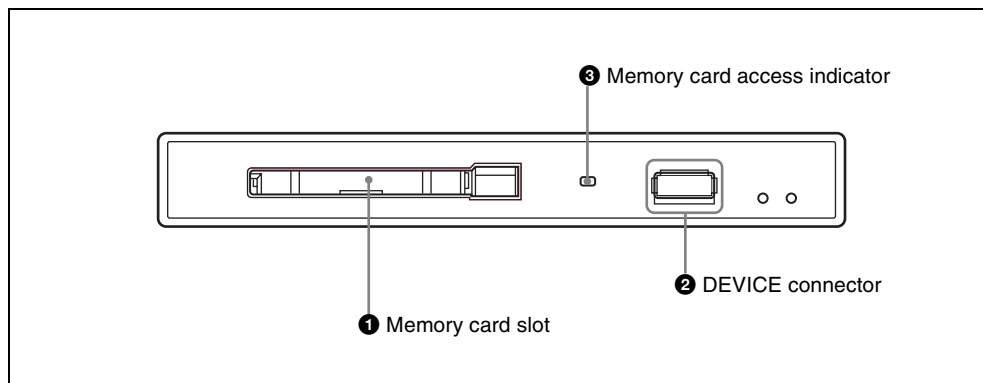
In the default setup, nothing is assigned to the [PREFS 1] to [PREFS 7] buttons.

It is also possible to change the assignment of these buttons in setup.

For details, see “Overall Control Panel Settings (Config Menu)” in Chapter 19 (Volume 3).

PREFS 8 button: When this button is on, control of an editor from the Remote1 port on the rear panel of the switcher is possible. However, even when it is off, control of the Edit PVW bus is always possible.

Memory Card/USB Adaptor Block



1 Memory card slot

This slot accepts a PCMCIA Type II compliant memory card. You can use it in software installation, and for saving and reading in data, such as snapshot, keyframe, effect, and setup data.

2 DEVICE connectors

This is a USB connector.

You can connect a device such as a mouse, keyboard, USB storage, and so on, that is equipped with a USB interface to any of these connectors.

For details on the devices that can be connected, consult your Sony representative.

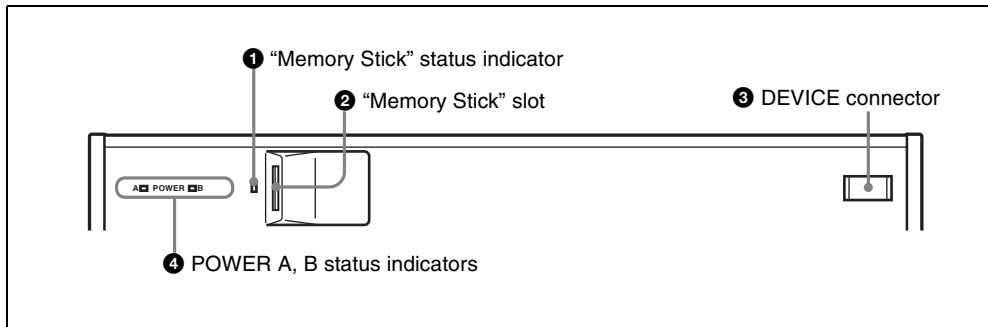
3 Memory card access indicator

This indicator lights when the memory card is accessed for reading or writing.

Note

When the indicator is lit, do not take out the memory card.

“Memory Stick”/USB Connections Block



1 “Memory Stick” status indicator
Lights in red during access to a “Memory Stick.”

Note

Do not power the unit off or remove a “Memory Stick” when the “Memory Stick” status indicator is lit.

2 “Memory Stick” slot
Insert “Memory Sticks.” You can use it in software installation, and for saving and reading data, such as snapshot, keyframe, effect, and setup data.

See the next item, “Memory Sticks” for more information about the usable “Memory Sticks” and their handling.

3 DEVICE connectors
There is a USB connector.
You can connect a device such as a mouse, keyboard, USB storage, and so on, that is equipped with a USB interface to any of these connectors.

For details on the devices that can be connected, consult your Sony representative.

4 POWER A, B status indicators
The status indicators light in green when the unit is powered on.
The POWER B status indicator does not light when the optional HK-PSU11 Power Supply Unit is not supplied in the factory configuration.

About “Memory Sticks”

Usable “Memory Sticks”

This unit has been confirmed to operate with those of the following “Memory Sticks” that have a capacity of 8 GB (gigabytes) or less. However, operation with all “Memory Sticks” is not guaranteed.

- “Memory Stick”
- “Memory Stick PRO”
- “Memory Stick Duo”
- “Memory Stick PRO Duo”

Notes

- When using a “Memory Stick PRO,” high-rate data transfer using parallel interface is not supported.
- A “MagicGate Memory Stick” can also be used, but this system does not support the MagicGate function.

- When using a “Memory Stick Duo,” be sure to use it with a “Memory Stick Duo Adaptor” (MSAC-M2 or equivalent). If you insert a “Memory Stick Duo” without using the adaptor, there is the possibility that the stick cannot be removed, resulting in a serious accident.

Handling “Memory Sticks”

When using “Memory Sticks,” pay attention to the following points.

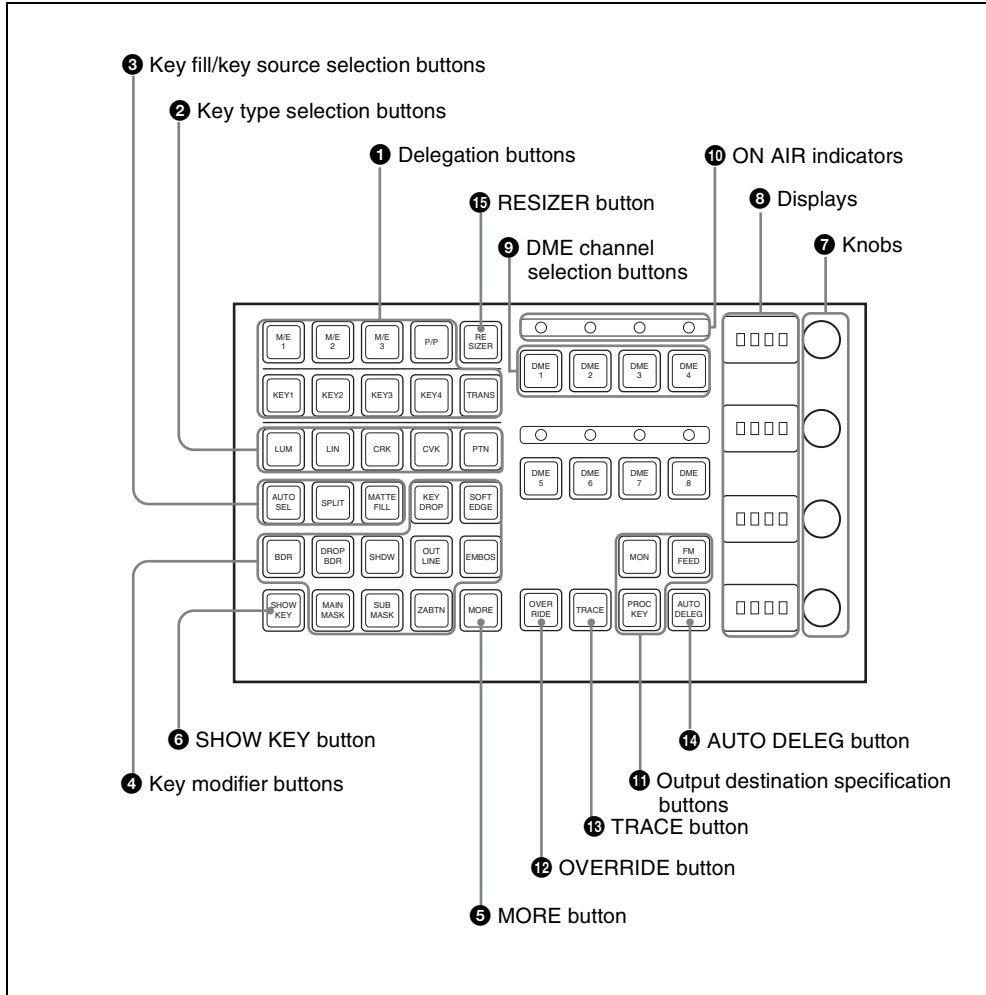
- Do not touch the connector of the “Memory Stick” with anything, including your finger or metallic objects.
- Do not attach anything other than the supplied label to the “Memory Stick” labeling position.
- Attach the label so that it does not stick out beyond the labeling position.
- Carry and store the “Memory Stick” in its case.
- Do not strike, bend, or drop the “Memory Stick.”
- Do not disassemble or modify the “Memory Stick.”
- Do not allow the “Memory Stick” to get wet.
- Do not use or store the “Memory Stick” in a location that is:
 - Extremely hot, such as in a car parked in the sun
 - Under direct sunlight
 - Very humid or subject to corrosive substances



Key Control Block (MKS-8035 Key Control Module, Option)

Each of the M/E and PGM/PST banks includes four keyers (for keys 1 to 4), and you can delegate this control block to any

desired keyer. In this control block, you can adjust and modify keys.



1 Delegation buttons

Key delegation: Press one of the [KEY1] to [KEY4] buttons to delegate the key

control block to the corresponding keyer.

M/E delegation: Press one of the [M/E 1] to [M/E 3], and [P/P] buttons to select

the bank (the M/E bank or PGM/PST bank) to which the key control block is delegated.

Notes

- When the MKS-9011 1M/E Control Panel is used, only the [P/P] is enabled. When the MKS-9012 2M/E Control Panel is used, only the [M/E-1] and [P/P] are enabled.
- With the MKS-9011/9012, you cannot directly control DME5 to DME8.

TRANS: By pressing this button, you can check the DME channel used for DME wipes on the M/E or PGM/PST bank. Also, by pressing this button, then pressing one of the DME channel selection buttons, you can preset the DME channel to be used when a DME wipe is selected as the transition type for the next transition. When presetting the DME channel for an independent key transition, hold down this button, then press one of the [KEY1] to [KEY4] buttons, turning the two buttons on, beforehand.

② Key type selection buttons

Press one of these buttons, turning it on, to select the desired key type.

Depending on the selected key type, various parameters are displayed, and you can set the values with the knobs.

The following key types can be selected.

LUM: luminance key

LIN: linear key

CRK: chroma key

CVK: color vector key

PTN: key wipe pattern key

For details, see “Key Types” (page 138).

③ Key fill/key source selection buttons

AUTO SEL (selection): Use the signal selected on the key fill bus, and the

paired key source signal. The setting of key fill and key source pairs is carried out in a Setup menu.

SPLIT: To use the signal selected on the key fill bus as key fill, and a signal separate from the signal assigned in a pair with key fill for key source, press this button, turning it on.

To use the signal selected on the key fill bus as key source (self keying), press the [AUTO SEL] button and [SPLIT] button at the same time, so that both are off.

MATTE FILL: To use a color matte from the internal generator as key fill, press this button, turning it on. You can adjust the color matte using the knobs. When this button is off, the signal selected on the key fill bus is used as key fill.

④ Key modifier buttons

To add an edge modifier to the key, press one of these buttons, turning it on.

Depending on the edge type selected, parameters appear in the displays, and you can set the values with the knobs.

KEY DROP: When the selected edge type is “normal” and soft edge is not selected or when drop border or shadow is selected, turning this button on lowers the key fill and key source position by four or eight scan lines as set in the key menu.

To select 4H or 8H, use the Key menu. When the selected edge type is “normal” and soft edge is selected or when border, outline, or emboss is selected, this button lights automatically.

BDR (border): Apply a border of a uniform thickness to the whole key.

DROP BDR (drop border): Apply a border to two sides of the key (for example, below and to the right, or below and to the left).

SHDW (shadow): Apply a shadow to two sides of the key (for example, below and to the right, or below and to the left).

OUTLINE: Use the outline of the key.

EMBOS (emboss): Apply an embossing effect to the periphery of the key.

- To select a “normal” as the edge type (that is, a plain edge), set all five of the above buttons off.
- When border, drop border, or shadow is selected, you can use a special color matte or a signal selected on the utility 1 bus for the edge.
- When emboss is selected, you can use the dedicated color matte signal for the emboss function.
- When outline is selected, the signal selected on the key fill bus is used to fill the edge.

MAIN MASK: Press this button, turning it on, to enable the key mask using the main pattern. It also enables you to set the parameters with the knobs.

SUB MASK: Press this button, turning it on, to enable the key mask using the sub pattern. It also enables you to set the parameters with the knobs.

ZABTN (zabton): When this is pressed, turning it on, a translucent pattern is inserted behind the key. With the knobs, you can adjust the color, size, density, and softness parameters.

SOFT EDGE: Soften the edge of the key.

5 MORE button

When there are more than four parameters, this button lights amber. When it is pressed, it changes from amber to green and the fifth and subsequent parameters are assigned to the knobs, allowing them to be adjusted.

6 SHOW KEY button

While this button is held down, a key processed key source signal is output from the specified output port. You can make the

output specification independently for each of edit preview and the preview of the M/E or PGM/PST bank in a Setup menu.

7 Knobs

Turn the knobs to adjust the parameter values.

8 Displays

Each display shows the initial letters of the parameter name and the parameter value (maximum three digits including a minus sign for a negative value).

9 DME channel selection buttons

Press one of these buttons, turning it on, to assign a DME channel to the keyer.

The number of valid DME channel selection buttons depends on the number of channels installed in the DME processor.

A maximum of four consecutively numbered DME channels from DME 1 to 4 can be assigned to one keyer.

A DME channel assigned to a keyer cannot be selected on another keyer. However, using the override function it is possible to allocate a channel already allocated to another keyer to the currently selected keyer. If DME channel allocations have been made in a Setup menu, these buttons cannot be used to make DME channel allocations. Using the trace function, it is possible to check which keyer a DME channel is allocated to.

10 ON AIR indicators

These light red when the corresponding DME channels are included in the final program output.

11 Output destination specification buttons

MON (DME monitor): Hold down this button and press the selection button for the DME channel you want to assign to the monitor output; you can



then monitor the output signal on the DME monitor output.

While this button is held down, the DME channel selection buttons light as follows, allowing you to check the monitor assignment.

Lit amber: DME channel that can currently be monitored

Lit green: DME channel currently assigned to the monitor output

FM FEED (frame memory feed): When you press this button, it lights momentarily amber, then for the currently selected keyer, the key processed signals are selected for frame memory sources 1 and 2. If a DME is selected on the currently selected keyer, the key fill and key source signals to which a DME effect is applied are assigned to frame memory sources 1 and 2; otherwise the key fill and key source signals are assigned. Carrying out a frame memory feed causes the [PROC KEY] button to light amber.

PROC KEY (processed key): When this button is on, the key fill/source signal subjected to key processing or signal subjected to a DME effect on the currently selected keyer can be selected as a reentry signal (PROC V or PROC K) for the M/E or PGM/PST bank, on the auxiliary bus or the like. If a DME is selected on the currently selected keyer, the key fill and key source signals to which a DME effect is applied are assigned; otherwise the key fill and key source are assigned.

12 **OVERRIDE button**

To select a DME channel already allocated to another keyer or transition to the currently selected keyer (or transition), hold down this button, and press the DME channel selection button.

13 **TRACE button**

When a DME channel is already allocated to another keyer or transition, hold down this button, and press the corresponding DME channel selection button, to switch to the state in which the keyer (or transition) to which the DME channel is allocated is currently selected.

14 **AUTO DELEG (auto delegation) button**

When this button is on, the key delegation selection state of the key control block is linked to the next transition selection state of the transition control block.

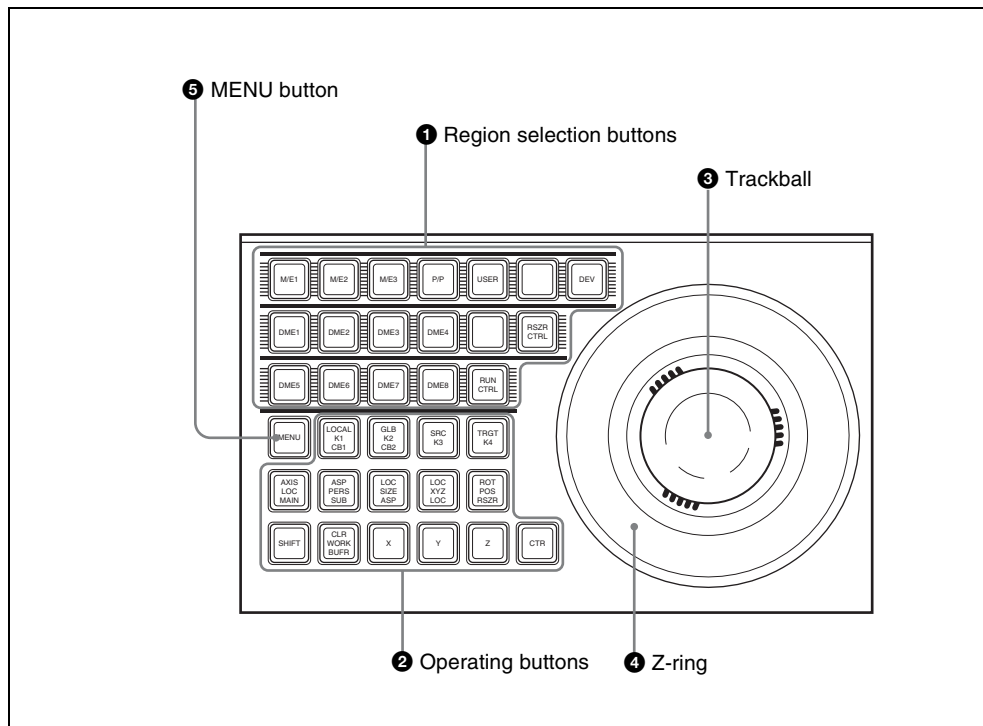
15 **RESIZER button**

Cannot be used.

Device Control Block (MKS-8031TB Trackball Module, Option)

The device control block is used for three-dimensional transform operations using a DME, for wipe pattern position setting, and

for VTR/disk recorder or frame memory clip operations.



1 Region selection buttons

The operation mode allocated to the device control block depends on the selection state of the region selection buttons.

When the [M/E 1], [M/E 2], [M/E 3], and [P/P] buttons are selected: This

enables the wipe pattern position setting (positioner) operation mode in the device control block. You can select multiple buttons simultaneously. When the MKS-9011 1M/E Control Panel is used, only the [P/P] is enabled. When the MKS-9012 2M/E Control

Panel is used, only the [M/E-1] and [P/P] are enabled.

When the [USER] button is selected: This enables pattern position setting used for color backgrounds.

When the [DME 1] to [DME 8] buttons are selected: This enables the three-dimensional transform operation mode in the device control block.

Press a button, turning it on, to select a DME channel. You can select multiple buttons simultaneously.

The number of valid buttons depends

on the number of DME processor channels installed.

With the MKS-9011/9012 control panel, you cannot directly control DME5 to DME8.

When the [DEV] button is selected: This enables the VTR/disk recorder/frame memory operation mode in the device control block. Each button functions as follows.

(From upper left to right in the above figure)

[M/E1] to [M/E3]: DEV1 (device 1) to DEV3 (device 3)

[P/P]: DEV4 (device 4)

[USER]: FM1CLIP (frame memory clip 1)

[Unused]: FM2CLIP (frame memory clip 2)

[DME1] to [DME4]: DEV5 (device 5) to DEV8 (device 8)

[Unused]: FM LOOP (frame memory loop)

[DME5] to [DME8]: DEV9 (device 9) to DEV12 (device 12)

To exit from this mode, press the [DEV] button again, turning it off.

When the [RUN CTRL] button is selected: This enables the effect run control mode in the device control block.

[RSZR CTRL] button: Cannot be used. The functions of the operation buttons, trackball, and Z-ring vary with the operation mode as follows.

② Operation buttons

When the positioner operation mode is enabled

K1 CB1: Press this button to enable wipe pattern position setting for key 1 (DSK1).

When the [USER] button is selected, pattern position setting for color background 1 is enabled.

K2 CB2: Press this button to enable wipe pattern position setting for key 2 (DSK2).

When the [USER] button is selected, pattern position setting is enabled for color background 2.

K3: Press this button to enable wipe pattern position setting for key 3 (DSK3).

K4: Press this button to enable wipe pattern position setting for key 4 (DSK4).

MAIN: Press this button to enable main wipe pattern position setting for normal transitions.

SUB: Press this button to enable sub wipe pattern position setting for normal transitions.

Among the [K1 CB1] button, [K2 CB2] button, [K3] button, [K4] button, [MAIN] button, and [SUB] button, you can select multiple buttons.

POS: Press this button to enable pattern movement in the x-axis and y-axis directions with the trackball.

When the [USER] button is selected, this enables the trackball to move the pattern in the x-axis and y-axis directions, and the Z-ring to adjust the size of the pattern.

X, Y: These restrict the axes affected by the trackball and Z-ring to the x- or y-axis.

Z: This restricts the axes affected by the trackball and Z-ring to the z-axis.

CTR (center): When this button is pressed, the pattern position returns to the center. When the [USER] button is selected, the pattern size also returns to 50.00.

SHIFT/CLR WORK BUFR: These are not used in positioner operation mode.



When the three-dimensional transform operation mode is enabled

The Buttons are used for three-dimensional DME transformations.

For details, see “Basic Operations” in Chapter 11 (Volume 2).

When the VTR/disk recorder/frame memory operation mode is enabled

The Buttons are used for VTR control or playback of frame memory clips.

For details, see “Controlling the Tape/Disk Transport” in Chapter 12 (Volume 2).

③ Trackball

When the positioner operation mode is enabled

By moving this, you can move the pattern in the x-axis and y-axis directions.

When the three-dimensional transform operation mode is enabled

Move the trackball to control the x- and y-axes in a three-dimensional transform.

When the [SRC] or [TRGT] button is held down, the trackball operation is switched to a finer control. (fine mode)

④ Z-ring

When the positioner operation mode is enabled

When the [USER] button is selected, by turning the ring you can adjust the size of the pattern.

When the three-dimensional transform operation mode is enabled

Turn this ring to control the z-axis in a three-dimensional transform.

When the [SRC] or [TRGT] button is held down, the Z-ring operation is switched to a finer control. (fine mode)

When the effect run control mode is enabled

By turning the Z-ring, you can run the keyframe effect, independent of the STOP NEXT KF, EFF LOOP, and similar settings in the keyframe control block. Turn clockwise to run the effect in the normal direction, and counterclockwise for the reverse direction.

When the VTR/disk recorder/frame memory operation mode is enabled

Turning the Z-ring controls the tape transport/disk drive/frame memory clip operations, at a speed determined by the operating buttons. Turn clockwise for the normal direction, and counterclockwise for the reverse direction.

⑤ MENU button

Press this button, turning it on, to enable adjusting the parameters allocated to the knobs in the menu using the trackball and Z-ring.

In the case of the DME menu, the operation applies to the selected DME channel.

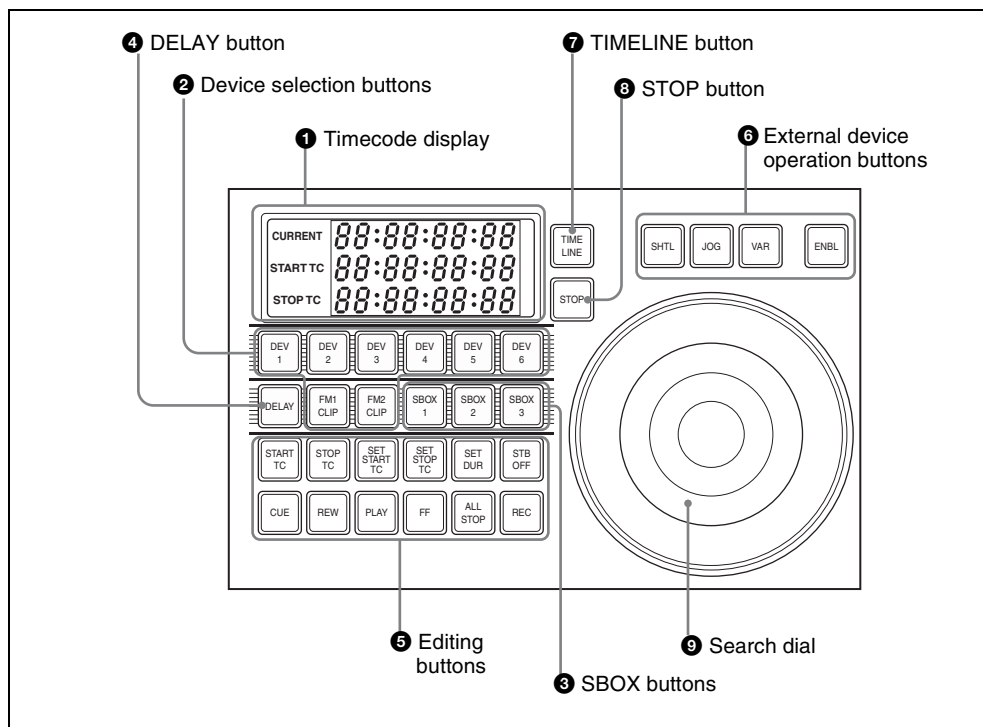
In VTR/disk recorder/frame memory operation mode, press this button, setting it to On, to make it possible to carry out timeline start/stop point setting operation for the device selected with the device selection buttons (timeline setting mode).

Device Control Block (MKS-8036A Search Dial Module, Option)

Using the device control block (MKS-8036A search dial module ¹⁾, option), you can directly operate an XDCAM, disk recorder, VTR or other external device, frame memory clip, or shotbox. The device

control block (MKS-8031TB track ball module, option) can be used together.

1) The product name of the MKS-8036A is “device control module,” but in this manual it is referred to as “search dial module” to distinguish it from the MKS-8031TB trackball module.



1 Timecode display

This shows the current time (CURRENT) and the start and stop point timecode values for the current reference device (START TC, STOP TC). When you press a device selection button, the button lights, selecting the assigned device as the reference device, and displaying its setting value. In the case of the [SBOX] buttons, the display does not change. The displayed

setting value depends on whether the [TIMELINE] button is on or off, as follows.

When the [TIMELINE] button is on:

Displays the start and stop points of the last set keyframe on the timeline. When the keyframe number is changed and the last register and keyframe change, the display also changes. (timeline setting mode)

When the [TIMELINE] button is off:

Displays the Cueup & Play (rewind action) start and stop points.

2 Device selection buttons

These buttons are used for selecting assigned external devices or frame memory clips. Each button can only be assigned to a single device. Carry out the assignment in the Setup menu (see “Overall Control Panel Settings (Config Menu)” in Chapter 19 (Volume 3)). To select an assigned device, press the corresponding button, which lights green. To select more than one device simultaneously, hold down the button for the first selection, while pressing the buttons for the other selections in turn. The second and subsequent selected buttons light amber. If you press another button without holding down the first selected button, the second button will be the reference device and light green.

DEV: Assign external devices DEV1 to DEV12.

FM CLIP: Assign frame memory clips FM1 to FM8.

Device selection buttons can be set as SBOX buttons or DELAY button in the Setup menu.

3 SBOX (shotbox) buttons

Assign a shotbox saved in registers 1 to 99. When you press a button, the assigned shotbox is selected, and executed. Carry out the assignment in the Setup menu (see “Overall Control Panel Settings (Config Menu)” in Chapter 19 (Volume 3)).

SBOX buttons can be set as device selection buttons or DELAY button in the Setup menu.

4 DELAY button

When pressed, this button lights green, the numeric keypad control block display changes to DELAY__ : , and you can set the start delay time for the selected device.

The setting range is from 00:00 to 59:29 (depends on the video format). This button goes off when another timecode setting button ([START TC], [STOP TC], [SET START TC], [SET STOP TC], or [SET DUR]) is pressed.

The DELAY button can be set as a device selection button or an SBOX button in the Setup menu. Carry out the assignment in the Setup menu (see “Overall Control Panel Settings (Config Menu)” in Chapter 19 (Volume 3)).

5 Editing buttons

These carry out Cueup & Play (rewind action) operations on material, and timeline settings. These operations are only valid while a device is selected with the device selection buttons.

START TC: When pressed, this button flashes amber, and sounds a beep, setting the timecode at that time as the device start point (on the timeline when the [TIMELINE] button is On, and Cueup & Play start point when Off). If you press once more, the timecode at that time is overwritten as a new start point.

STOP TC: When pressed, this button flashes amber, and sounds a beep, setting the timecode at that time as the device stop point (on the timeline when the [TIMELINE] button is On, and Cueup & Play stop point when Off). If you press once more, the timecode at that time is overwritten as a new stop point.

SET START TC, SET STOP TC, SET DUR: When pressed, these buttons light green, “START TC”, “STOP TC” or “DUR” appears in the numeric keypad control block display, and you can enter a timecode from the numeric keypad. If you enter a numeric value and press the [ENTER] button, the button goes off, whereas if you press



the [ENTER] button without entering a numeric value the numeric keypad control block display shows “--:--:--:--”. To exit the numeric value entry mode, either repeat pressing the same button, or press a different numeric keypad control block linked button, or a mode selection button such as the [EFF] and [SNAPSHOT] buttons in the numeric keypad control block. If the timecode has been set correctly, the entered numeric value appears in the timecode display.

STB (standby) OFF: When pressed, this button flashes amber, and the device selected with the device selection buttons exits from the standby mode. This button cannot be used for frame memory clip operations.

CUE: When pressed, this button flashes amber together with the [ALL STOP] button, and the device selected with the device selection button is cued up to the start point of the material. When more than one device is selected, the amber flashing continues until the reference device is cued up, and when the cueing up is finished, this button lights green.

REW: When pressed, this button lights amber, and material of the device selected with the device selection buttons is rewound. To stop during the rewind, press the [STOP] button or [ALL STOP] button.

PLAY: When pressed, this button lights amber, and the device selected with the device selection buttons plays. The playback stops not only if the [STOP] button is pressed, but also if any of the [STB OFF], [SHTL], [JOG], [CUE], [REW], [PLAY], [FF], and [ALL STOP] buttons is pressed. When the [VAR] button is pressed while the device is playing back, the device plays

at one times normal speed in variable mode.

FF: When pressed, this button lights amber, and the material of the device selected with the device selection buttons is fast forwarded. To stop during the fast forward, press the [STOP] button or [ALL STOP] button.

ALL STOP: When pressed, all device material playback and other operations stop. During cueing up of any of the devices, this button flashes amber, and when all cueing up operations are completed, it lights green.

REC: When pressed simultaneously with the [PLAY] button, this button lights red (the [PLAY] button lights amber), and the image from the selected device is recorded.

This button cannot be used for frame memory clip operations.

6 External device operation buttons

ENBL (enable): When this is pressed, turning it on, the search dial [VAR], [JOG], and [SHTL] button operations are enabled.

VAR (variable): Sets the search dial to variable mode.

JOG: Sets the search dial to jog mode.

SHTL (shuttle): Sets the search dial to shuttle mode.

7 TIMELINE button

Press to switch the device selected with the device selection buttons to timeline setting mode.

8 STOP button

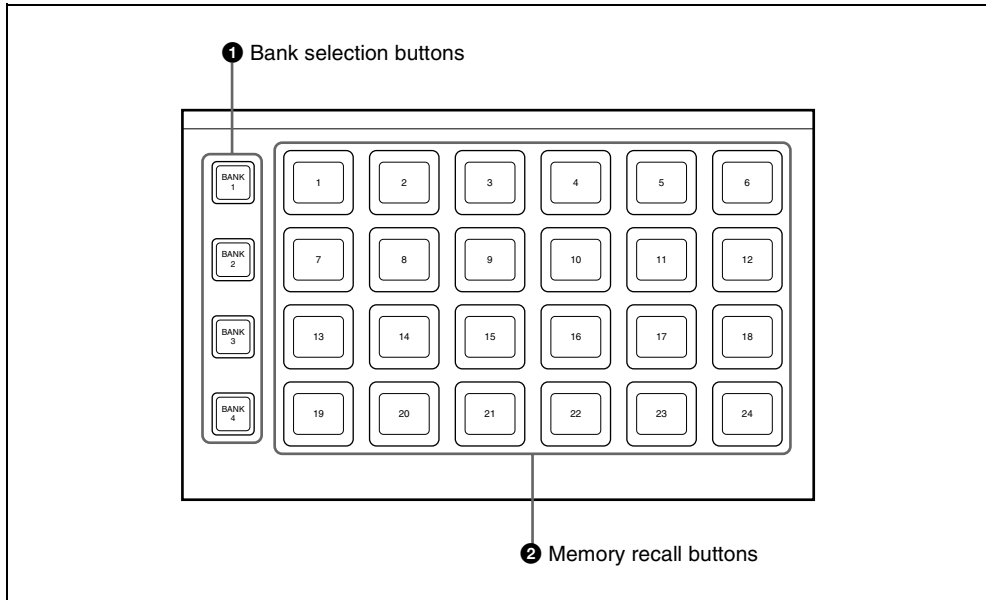
When pressed, this lights amber, and operation of the device selected with the device selection buttons stops.

9 Search dial

Use this for search and other operations on the material of an external device.

For details of the method of use, see
“Controlling Tape/Disk Transport” in
Chapter 12 (Volume 2).

Utility/Shotbox Control Block (MKS-8033 Utility/ Shotbox Module, Option)



1 Bank selection buttons

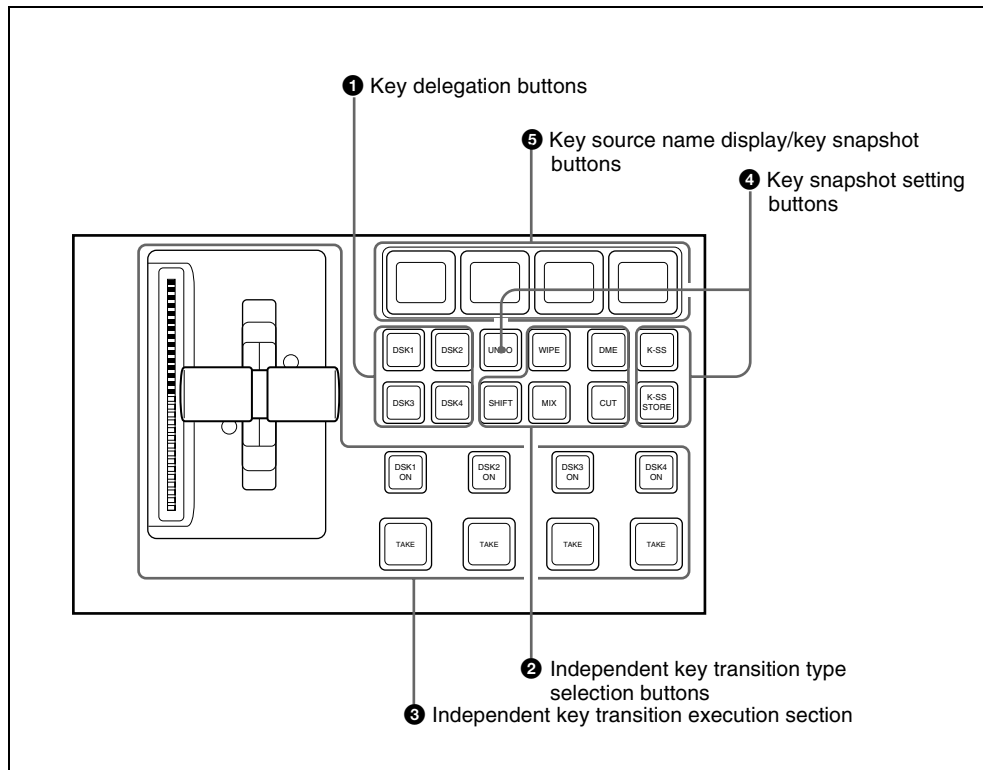
Press any of the [BANK1] to [BANK4] buttons to select a bank of 24 memory recall buttons. The selected button lights amber.

2 Memory recall buttons

You can use these buttons to recall frequently used menus, utility functions, shotbox registers, or macro registers that you have assigned. When a utility function is allocated to a button, the button lights orange (or green depending on the status), and the allocated function name appears. Pressing the button executes the allocated function. When the

function constitutes a switching on/off operation, the button lights green; otherwise, it only momentarily lights green. When a shotbox register or macro register recall is assigned to a button, the button lights orange, and the assigned register name appears. (If the register is empty, the button goes off.) In the case of a shotbox function, pressing the button executes the assigned shotbox function, and the button lights yellow. In the case of a macro register, pressing the button executes the assigned macro, and the button flashes yellow.

Downstream Key Control Block (MKS-8032 DSK Fader Module, Option)



1 Key delegation buttons

Press one of the [DSK1] to [DSK4] buttons to delegate this control block to the corresponding keyer.

When the MKS-9012 2M/E Control Panel is used, it is possible to delegate this control block to key 1 to key 4 of the M/E bank using a Setup menu.

2 Independent key transition type selection buttons

Press one of these buttons, turning it on, to select the downstream key transition type.

MIX: Carry out a dissolve with the key selected with the key delegation buttons.

WIPE: Carry out a wipe with the key selected with the key delegation buttons.

DME: This switches the key selected with the key delegation buttons, using a DME wipe.

CUT: Instantaneously insert or delete the key selected with the key delegation buttons.

SHIFT: When setting is made in the Setup menu to allow a different transition type for inserting or deleting a key, it is

possible to display and set the transition after the next transition while this button is held down.

the selected keyer, and pressing the button saves or recalls a key snapshot.

③ Independent key transition execution section

DSK1 (downstream key 1) ON to DSK4

ON buttons: Press these to instantaneously cut the downstream keys 1, 2, 3, and 4 in or, when the downstream keys are already inserted, cut them out. When the key corresponding to the button appears in the final program output, the button lights red, and otherwise lights amber.

TAKE buttons: These correspond to downstream keys 1, 2, 3, and 4 from left to right; press to execute an auto transition. The transition starts immediately, and the button lights amber. When the transition completes, the button goes off.

Fader lever: Move this to carry out a manual downstream key transition.

Transition indicator: This comprises multiple LEDs, which show the progress of the downstream key transition.

④ Key snapshot setting buttons

K-SS (key snapshot): This enables key snapshot mode.

K-SS STORE (key snapshot store): To save a key snapshot, hold down this button, and press the key source name display/key snapshot button for the register you want to save.

UNDO (key snapshot recall undo): This undoes the last key snapshot recall.

⑤ Key source name display/key snapshot buttons

These display the selected source name for each corresponding keyer. In snapshot mode, they correspond to registers 1 to 4 of



Basic Menu Operations

Menu Organization

Operations on the DVS-9000 switcher system make frequent use of menu operations. This section describes the menus and their interrelationships.

Overview

All detailed settings for basic operations such as transitions, keys, DME, or wipes, are made in menus. There are also menus for carrying out general system control, managing setting data, and initial setup.

About the Top Menu List

When the control panel is powered on, the top menu list appears as shown below. You can also display this by selecting VF1 ‘Top Menu List’ after pressing the [HOME] button at the upper left in the top menu selection button area of the menu control block.



To display the top menu

In the same way as for the top menu selection buttons in the menu control block, press each button to display the particular top menu in the menu display.

The top menu list button is the same as the default layout of the top menu selection buttons. However, even if the assignment of the top menu selection buttons is changed, this does not affect the top menu list.

To shut down the menus

Press the [Shutdown] button at the lower right.

This operation is the same as the shut down operation in the top menu window.

For details, see “Shutting down the menus” (page 86).

Accessing Menus

You can use any of the following methods to access a menu, and the initially displayed menu page depends on the method used.

- Pressing a top menu selection button in the menu control block.
This displays the page you last accessed in the particular menu. After initially powering on the system, however, the page of VF1 - HF1 of the particular menu is always selected.
- Pressing a button other than a top menu button twice in rapid succession (*see page 70*).
Depending on the button, this may

display a fixed page or the page selected last time you accessed the menu.

- Press the menu page selection button at the top left of the menu display.
The top menu window appears; press the top menu selection button for the particular menu, or enter the menu number with the numeric keypad, and press the Enter button.

For details of the VF buttons and HF buttons, see “Interpreting the Menu Screen” (page 75).

Menus accessed from a top menu selection button

Buttons	Menus	Function	See
HOME	Home	Recalling menus using the top menu list or shortcut menu	Top menu list: page 68 Shortcut menu: page 88
M/E 1	M/E-1	Transition, keys, and wipe settings for the M/E-1 bank	page 112 (transitions), page 139 (keys), page 191 (wipes)
P/P	PGM/PST	Transition, downstream key, and wipe settings for the PGM/PST bank	
FRAME MEM	Frame Memory	Frame memory settings	page 261
COLOR BKGD	Color Bkgd	Color background settings	page 304
AUX/MON	Aux/Mon	AUX bus settings	page 319
CCR	CCR	Color corrector settings	page 327
COPY SWAP	Copy/Swap	Copy and swap settings	page 308
MISC	Misc	Safe title settings	page 316
STATS	Status	Status display	page 320
DME	DME	DME special effect settings	Chapter 11 (Volume 2)
GLB EFF	Global Effect	Global effect settings	Chapter 11 (Volume 2)
RTR	Router	Destination, source and level selections	page 321
DEV	Device	Settings for external device operation	Chapter 12 (Volume 2)



Buttons	Menus	Function	See
MCRO	Macro	Macro register settings	Chapter 16 (Volume 2)
KEY FRAME	Key Frame	Keyframe settings	Chapter 13 (Volume 2)
EFF	Effect	Keyframe effect register settings	Chapter 13 (Volume 2)
SNAP SHOT	Snapshot	Snapshot register settings	Chapter 14 (Volume 2)
SHOTBOX	Shotbox	Shotbox register settings	Chapter 15 (Volume 2)
FILE	File	File settings	Chapter 17 (Volume 2)
ENG SETUP	Engineering Setup	Setup functions	Chapter 18 to Chapter 24 (Volume 3)
DIAG	Diagnosis	Status information display	Appendix (Volume 3)

Menus accessed by pressing a button twice

For relevant buttons other than the top menu selection buttons, pressing twice in rapid succession directly recalls a related menu page. The following table lists these

buttons of each control block, together with the menus they recall. (XX represents the HF menu recalled last in the VF menu.)

Cross-point control block

Buttons	Menus	See
FM1 to 8 signals assigned buttons	Frame Memory >Still >Recall	page 271
Color Bkgd1 signal assigned button	Color Bkgd >Color Bkgd1	page 304
Color Bkgd2 signal assigned button	Color Bkgd >Color Bkgd2	
CCR1 signal assigned button	CCR >CCR1 >XX	page 329
CCR2 signal assigned button	CCR >CCR2 >XX	
DME1 to DME4	DME >XX	Chapter 11 (Volume 2)
KEY1 to KEY4 (DSK1 to DSK4)	<ul style="list-style-type: none"> • M/E-1 >Key1, 2, 3, 4 >XX • PGM/PST >DSK1, 2, 3, 4 >XX 	page 145

Transition control block

Buttons	Menus	See
KEY1 (DSK1)	<ul style="list-style-type: none"> M/E-1 >Key1 >XX PGM/PST >DSK1 >XX 	page 145
KEY2 (DSK2)	<ul style="list-style-type: none"> M/E-1 >Key2 >XX PGM/PST >DSK2 >XX 	
KEY3 (DSK3)	<ul style="list-style-type: none"> M/E-1 >Key3 >XX PGM/PST >DSK3 >XX 	
KEY4 (DSK4)	<ul style="list-style-type: none"> M/E-1 >Key4 >XX PGM/PST >DSK4 >XX 	
WIPE	M/E-1, PGM/PST >Wipe >Main Pattern	page 191
DME	M/E-1, PGM/PST >DME Wipe >XX	page 235
SUPER MIX	M/E-1, PGM/PST >Misc >Transition	page 113
PST COLOR MIX	M/E-1, PGM/PST >Misc >Transition	page 114
FM1&2 CLIP, FM3&4 CLIP, FM5&6 CLIP, FM7&8 CLIP	M/E-1, 2, 3, PGM/PST >Misc >ClipTransition	page 295
PRIOR SET	M/E-1, PGM/PST >Misc >Key Priority	page 109
KEY PRIOR	M/E-1, PGM/PST >Misc >Next Key Priority	page 110

Key control block ^{a)}

Buttons	Menus	See
KEY1	<ul style="list-style-type: none"> M/E-1 >Key1 >XX PGM/PST >DSK1 >XX 	page 145
KEY2	<ul style="list-style-type: none"> M/E-1 >Key2 >XX PGM/PST >DSK2 >XX 	
KEY3	<ul style="list-style-type: none"> M/E-1 >Key3 >XX PGM/PST >DSK3 >XX 	
KEY4	<ul style="list-style-type: none"> M/E-1 >Key4 >XX PGM/PST >DSK4 >XX 	
LUM	<ul style="list-style-type: none"> M/E-1 >Key1, 2, 3, 4 >Type PGM/PST >DSK1, 2, 3, 4 >Type 	page 146
LIN		
CVK		
PTN		
CRK	<ul style="list-style-type: none"> M/E-1 >Key 1, 2, 3, 4 >Type >Chroma Adjust PGM/PST >DSK1, 2, 3, 4 >Type >Chroma Adjust 	page 151

a) The menu recalled depends on which of the M/E delegation buttons and key delegation buttons are selected in the key control block.

Numeric keypad control block

Buttons	Menus	See
EFF	<ul style="list-style-type: none"> Effect >Effect 1-99 >XX ^{b)} Effect >Master Timeline >Store ^{c)} 	Chapter 13 (Volume 2)
SNAPSHOT	<ul style="list-style-type: none"> Snapshot >Snapshot >XX ^{b)} Snapshot >Master Snapshot >Store ^{c)} 	Chapter 14 (Volume 2)
SHOTBOX	Shotbox >Register >Store/Recall	Chapter 15 (Volume 2)
MCRO	Macro >Register >XX	Chapter 16 (Volume 2)
TRANS RATE ^{a)}	Misc >Transition	page 120
STORE RCALL	Key Frame >Region Select ^{d)}	Chapter 13 (Volume 2)

- a) The menu recalled depends on which of the M/E-1 bank and PGM/PST bank the numeric control block is delegated to.
 b) When other than [MASTR] is selected with the region selection buttons.
 c) When [MASTR] is selected with the region selection buttons.
 d) When the [SNAPSHOT] button or [EFF] button is set to On, or lit green.

Downstream key control block ^{a)}

Buttons	Menus	See
DSK1	<ul style="list-style-type: none"> M/E-1 >Key1 >XX PGM/PST >DSK1 >XX 	page 145
DSK2	<ul style="list-style-type: none"> M/E-1 >Key2 >XX PGM/PST >DSK2 >XX 	
DSK3	<ul style="list-style-type: none"> M/E-1 >Key3 >XX PGM/PST >DSK3 >XX 	
DSK4	<ul style="list-style-type: none"> M/E-1 >Key4 >XX PGM/PST >DSK4 >XX 	
WIPE	<ul style="list-style-type: none"> M/E-1 >Key1, 2, 3, 4 >Transition >Wipe Adjust >Pattern Select PGM/PST >DSK1, 2, 3, 4 >Transition >Wipe Adjust >Pattern Select 	page 216
DME	<ul style="list-style-type: none"> M/E-1 >Key1, 2, 3, 4 >Transition >Wipe Adjust >Pattern Select PGM/PST >DSK1, 2, 3, 4 >Transition >DME Wipe Adjust >Pattern Select 	page 246
K-SS STORE ^{b)}	Snapshot >Key Snapshot >XX	Chapter 14 (Volume 2)

- a) The menu recalled depends on which of keys 1 to 4 the downstream key control block is delegated to.
 b) Recalling is possible only when the [K-SS] button is On.

Auxiliary bus control block

Buttons	Menus	See
FMS1, FMS2	Frame Memory >Still >Freeze/Store	page 268
FM1 to 8 signals assigned buttons	Frame Memory >Still >Recall	page 271
Color Bkgd1 signal assigned button	Color Bkgd >Color Bkgd1	page 304
Color Bkgd2 signal assigned button	Color Bkgd >Color Bkgd2	
CCR1 signal assigned button	CCR >CCR1 >XX	page 327
CCR2 signal assigned button	CCR >CCR2 >XX	

Device control block (trackball)

Buttons	Menus	See
DME1 to DME4 ^{a)}	DME >XX	Chapter 11 (Volume 2)
DEV1 to DEV12 assigned buttons	<ul style="list-style-type: none"> • Device >DDR/VTR >Cueup & Play ^{b)} • Device >DDR/VTR >Timeline ^{c)} 	Chapter 12 (Volume 2)
FM1CLIP to FM8CLIP assigned buttons	Frame Memory >Clip >Recall	page 285

- a) When the three-dimensional transformation operation mode is enabled.
b) When the [MENU] button is Off.
c) When the [MENU] button is On.

Device control block (search dial)

Buttons	Menus	See
DEV1 to DEV12	<ul style="list-style-type: none"> • Device >DDR/VTR >Cueup & Play ^{a)} • Device >DDR/VTR >Timeline ^{b)} 	Chapter 12 (Volume 2)
FM1CLIP to FM8CLIP assigned buttons	Frame Memory >Clip >Recall	page 285

- a) When the [TIMELINE] button is Off.
b) When the [TIMELINE] button is On.

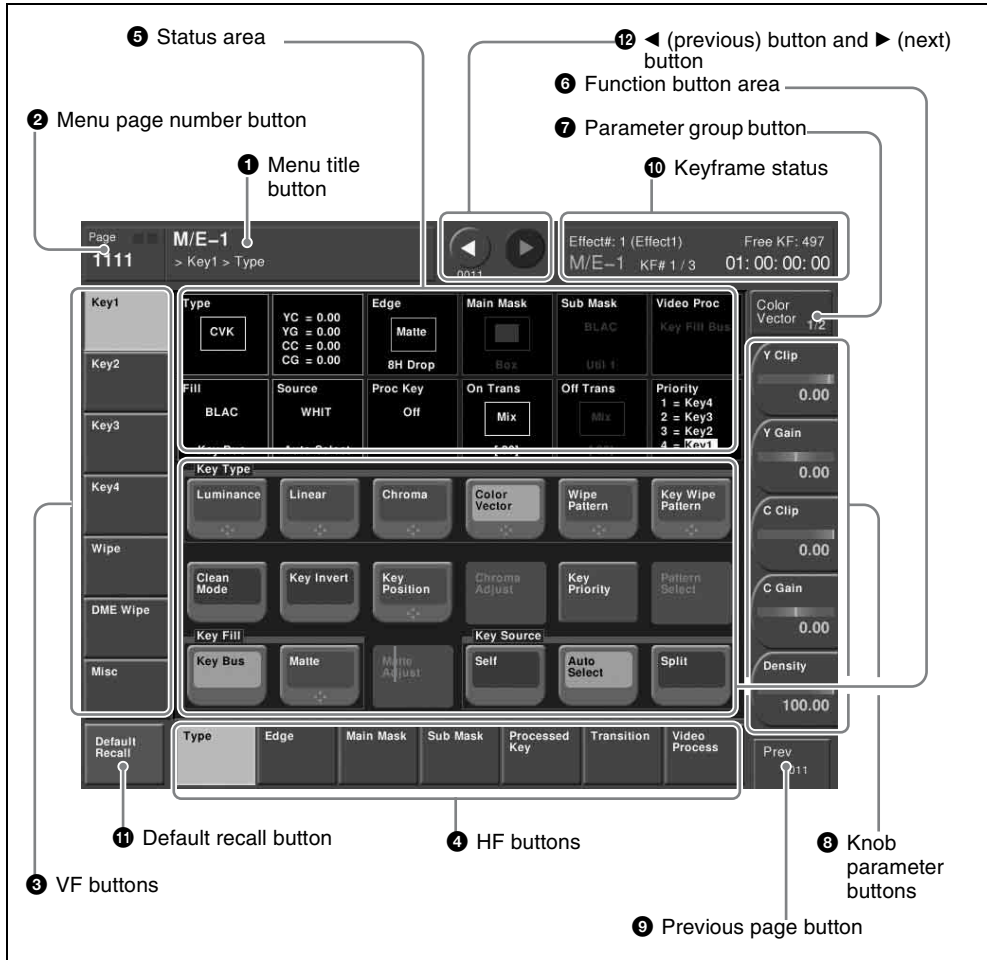
Displaying a Menu

To display, for example, the M/E-1 >Key1 >Type menu, use either of the following operations.

- Press the top menu selection button [M/E 1], then press the VF1 ‘Key1’ button and the HF1 ‘Type’ button in that order.
- Press the menu page number button in the upper left corner of the menu screen to display the top menu window, then enter

the page number of the M/E-1 >Key1 >Type menu, which is 1111, and press the [Enter] button. (For details of the menu page numbers, see “Menu Tree” (page 373).)

The M/E-1 >Key1 >Type menu appears in the menu display as follows.



M/E-1 >Key1 >Type menu

Interpreting the Menu Screen

The menu screen consists of the following principal parts.

When buttons on the screen are lit or represented in a depressed state, this indicates that the corresponding item or function is selected (set on).

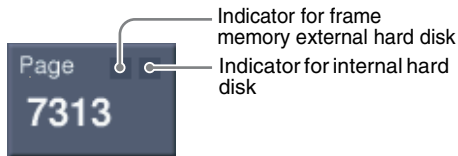
1 Menu title button

This shows the title of the menu screen. You can set different colors for the main menu site and subsidiary menu site (*see page 88*).

2 Menu page number button

This shows the menu screen page number. When you press this button, the top menu window (*see page 85*) appears. You can enter the page number for the desired menu, or press one of the top menu selection buttons in the window, to display that menu.

While the system is accessing the hard disk, the indicator lights red.



Note

When the indicator is lit, do not power off the switcher.

3 VF buttons

These indicate the larger subdivisions of this menu.

Depending on the selected item, the menu screen contents including the HF button indications change.

4 HF buttons

These indicate the items within the menu. Depending on the selected item, the menu indications change.

Depending on the function, if any one is on, the status is shown by an orange bar, as in the following figure.



5 Status area

This shows the status of the settings items controlled by the selected menu.

An orange frame appears around the parameter area relating to the displayed menu. For each of the twelve areas, pressing the display jumps to the related menu.

6 Function button area

This shows the functions which can be operated in the currently selected menu by means of buttons.

Each function button corresponds to a function which can be set in the currently selected menu. Press it to enable the function, to display a parameter group and adjust the parameters with the knobs, or to execute the function.

These buttons are in groups by function. In the screen example shown on the previous page, the [Key Bus] and [Matte] function buttons constitute the <Key Fill> group.

7 Parameter group button

This displays parameter group names for which the knobs can make adjustments, the current parameter setting page number, and the total number of the parameter setting pages. (Example: Color Vector 1/2)

When there are more than five parameters within the same parameter group, press this button to display the sixth and subsequent

parameters, which can then be controlled by the knobs.

8 Knob parameter buttons

These show the parameters currently controlled by the knobs and their values. Pressing one of these buttons displays the numeric keypad window (*see page 83*), and you can then enter a new value for the corresponding parameter with the numeric keypad.

9 Previous page button

This shows the page number of the previously displayed menu screen. Press it to go back to that page. When the indication [Parent] appears, this displays the parent directory.

10 Keyframe status

This shows the keyframe status of the reference region. Pressing this button switches the menu screen as follows.

When a menu other than the Key Frame menu is currently shown: The menu screen switches to the Key Frame menu.

When the Key Frame menu is currently shown: The menu screen switches to the menu that was on the screen immediately before the Key Frame menu.

In some parts of menus such as the File menu, this functions as a “Region selection area,” for selecting the region to which operations apply.

11 Default recall button

This only appears in those menus for which the default recall function is available. (*See “Menus allowing a return to default settings” (page 78).*)

Press this button, turning it on, then press a VF button or knob parameter button to return the settings to their default values, in the following groupings.

- Function grouping: the functions within an HF menu under the VF button
- Knob parameters (parameters currently controlled by the knobs)

12 ◀ (previous) button and ▶ (next) button

The ◀ button returns to the previous menu. Press the ▶ button to continue to the next menu.

Menu Operations

Selecting an item

1 Press the VF button (1 to 7) for the desired group of items.

The HF button (1 to 7) indications change to show the items within the selected group.

2 Press the HF button for the desired item.

The indications in the status area and function button area change, and you can now make various changes to the selected item.

Selecting a function

Press the appropriate function button within the function button area.

Shape and color of the button

Pressing the button turns it on, and it lights, showing the state.



Lit pale blue: The function is enabled, and the parameters can currently be adjusted with the knobs.

Lit orange: The function is enabled.

Lit purple: Execution button. Pressing the button immediately executes the function. (Example: [Auto Start] button in the Chroma Adjust menu)



Pressing a button of this type displays a further menu, allowing more detailed settings. (Example: [Chroma Adjust] button in the Type menu)

Setting parameters



This marking on a function button indicates that there are parameters which can be adjusted with the knobs.

Pressing this function button assigns parameters to the knobs.

You can set the parameter values by either of the following methods.

- Turn the knob (1 to 5) corresponding to the parameter, to adjust the value.
- Press the knob parameter buttons (1 to 5) corresponding to the parameter. This displays the numeric keypad window allowing you to enter the desired value.

In the description of specific setting procedures, the knob adjustment is described, as follows.

Example: When wipe pattern key is selected

Knob	Parameter	Adjustment	Setting values
1	Size	Pattern size	0.00 to 100.00
2	Soft	Edge softness	0.00 to 100.00
3	Density	Key density	0.00 to 100.00

When the [MENU] button in the device control block is lit, you can use the trackball and Z-ring to control the parameters.

- Move the trackball on the x-axis to control the parameter for knob 1 or on the y-axis to control the parameter for knob 2. Moving up or to the right increases the parameter value, and moving down or to the left decreases the parameter value.
- Use the Z-ring to adjust the parameter for knob 3. Turning clockwise increases the parameter value, and turning counterclockwise decreases the parameter value.

Going back to the previous menu

To return to the last displayed menu, press the previous page button.

Returning to default state in function groupings

- 1 Press the [Default Recall] button, turning it on.

This enters the menu default recall mode.

- 2 Press the VF button you want to return to the default state.

This returns the settings within the function grouping to the default state, and the [Default Recall] button goes off.

This returns the knob parameter value to the default state, and the [Default Recall] button goes off.

Note

The default state of the settings depends on the setting of the initial status mode, set in the Setup menu of system setup, as follows.

User: The state when [Initial Status Define] is executed.

Factory: Factory default settings

Returning knob parameters to default state

1 Press the [Default Recall] button, turning it on.

This enters the menu default recall mode.

2 Press the knob parameter button you want to return to the default state.

Notes

- In the following table, “Menus allowing a return to default settings,” the default recall function does not apply to some knob parameters.

For details, see the table, “Knob parameters to which default recall does not apply” on page 80.

- The default recall function does not return the horizontal (H) and vertical (V) position settings to their default state individually. Returning the horizontal (H) position to its default state also returns the vertical (V) position to its default state automatically, and vice versa. *For details, see the table, “Knob parameters subject to restriction on default recall” on page 82.*

Menus allowing a return to default settings

Top menu selection button name	VF number (HF number)	Menu number	Menu name
M/E1	VF1	1110-series	Key1 ^{a)}
	VF2	1120-series	Key2 ^{a)}
	VF3	1130-series	Key3 ^{a)}
	VF4	1140-series	Key4 ^{a)}
	VF5	1150-series	Wipe ^{a)}
	VF6	1160-series	DME Wipe ^{a)}
	VF7	1170-series	Misc ^{a)}



Top menu selection button name	VF number (HF number)	Menu number	Menu name
M/E2	VF1	1210-series	Key1 ^{a)}
	VF2	1220-series	Key2 ^{a)}
	VF3	1230-series	Key3 ^{a)}
	VF4	1240-series	Key4 ^{a)}
	VF5	1250-series	Wipe ^{a)}
	VF6	1260-series	DME Wipe ^{a)}
	VF7	1270-series	Misc ^{a)}
M/E3	VF1	1310-series	Key1 ^{a)}
	VF2	1320-series	Key2 ^{a)}
	VF3	1330-series	Key3 ^{a)}
	VF4	1340-series	Key4 ^{a)}
	VF5	1350-series	Wipe ^{a)}
	VF6	1360-series	DME Wipe ^{a)}
	VF7	1370-series	Misc ^{a)}
P/P	VF1	1410-series	DSK1 ^{a)}
	VF2	1420-series	DSK2 ^{a)}
	VF3	1430-series	DSK3 ^{a)}
	VF4	1440-series	DSK4 ^{a)}
	VF5	1450-series	Wipe ^{a)}
	VF6	1460-series	DME Wipe ^{a)}
	VF7	1470-series	Misc ^{a)}
COLOR BKGD	VF1	2210	Color Bkgd 1 ^{a)}
	VF2	2220	Color Bkgd 2 ^{a)}
CCR	VF1	2410-series	CCR1 ^{a)}
	VF2	2420-series	CCR2 ^{a)}
FRAME MEM	VF1	2510-series	Still ^{b)}
	VF2	2520-series	Clip ^{b)}
	VF3	2530-series	Reposition/Lock ^{b)}
	VF4	2540-series	File ^{b)}
	VF5	2550-series	Folder ^{b)}
AUX/MON	VF1	2311	Aux Bus ^{b)}

Top menu selection button name	VF number (HF number)	Menu number	Menu name
DME	VF1	4110-series	Edge ^{b)}
	VF2	4120-series	Video Modify ^{b)}
	VF3	4131	Freeze ^{b)}
	VF4	4141	Non-Linear ^{b)}
	VF5	4150-series	Light/Trail ^{b)}
	VF6	4160-series	Input/Output ^{b)}
	VF7	4170-series	Enhanced Video Modify ^{b)}
GLB EFF	VF1	4210-series	Ch1–Ch4 ^{b)}
	VF2	4220-series	Ch5–Ch8 ^{b)}
KEY FRAME	(HF3)	6113	Path ^{b)}

- a) Menu to return to the default settings for particular functions or for particular knob parameters (for the relevant knob parameters, see page 80)
- b) Menu to return to the default settings for particular knob parameters (for the relevant knob parameters, see page 80)

Knob parameters to which default recall does not apply

Menu number ^{a)}	Menu name	Button name	Knob	Parameter
1111	Type	[Luminance] and [Linear] in <Key Type> group	4	Filter
		[Color Vector] in <Key Type> group	1 2 (Parameter group [2/2])	Y Filter, C Filter
1111.1	Type >CRK Adjust	[Key Active]	5	Filter
		[Color Cancel] in <Color Cancel> group	5	Filter
1112.1	Edge >Matte	[Mix Color] in <Edge Matte> group	5	Pattern
		[Multi]	3	Invert Type
1113	Main Mask	[Pattern]	5	Pattern
		[Multi]	3	Invert Type

Knob parameters to which default recall does not apply

Menu number ^{a)}	Menu name	Button name	Knob	Parameter
1116	Transition	[Wipe] in <ON Transition Type> group	1 5	Transition Rate Pattern
		[Wipe] in <OFF Transition Type> group	1 5	Transition Rate Pattern
		[Key Blink] and [Edge Blink] in <Blink> group	1	Blink Rate
		[Mix] in <Transition Type> group	1	Transition Type
		[Wipe] in <Transition Type> group	1 5	Transition Rate Pattern
1116.1	Transition > Wipe Adjust	[Multi]	3	Invert Type
		[H] and [V] in <Pairing> group	1	Width
		[H], [V], and [Fringe] in <Modulation> group	4	Shape
1154	Edge/Direction	[Split] in <Edge> group	1	Split No
1154.1	Edge/Direction > Matte Adjust	[Mix Color] in <Edge Matte> group	3	Pattern
		[Multi]	3	Invert Type
1155	Main Modify	[H] and [V] in <Pairing> group	1	Width
		[H], [V], and [Fringe] in <Modulation> group	4	Shape
1164	Edge/Direction	[Independent Trans Rate] in <Pattern Limit Release> group	1	Transition Rate
1171	Transition	[Mix], [Nam], [Super Mix], [Preset Color Mix], [Wipe], [DME Wipe], and [FTB] in <Transition Type> group	1	Transition Rate

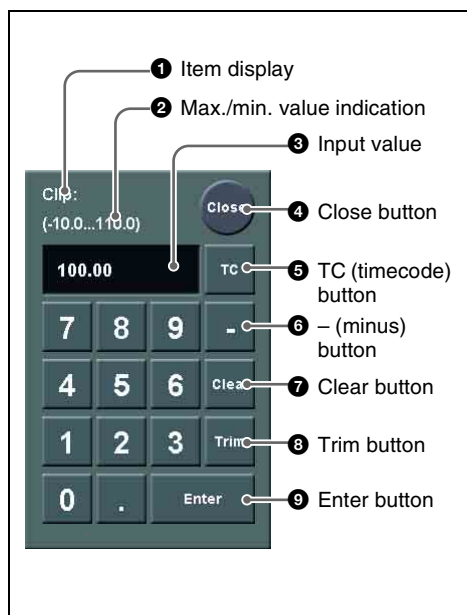
a) The menu numbers shown by way of example are those for M/E-1: the same applies for M/E-2, M/E-3, and P/P. Also, content applying to Key1 applies equally to Key2, Key3, and Key4.

Knob parameters subject to restriction on default recall

Menu number	Menu name	Button name	Knob	Parameter
1111.1 a)	Type >CRK Adjust	[Sample Mark] in the <Auto> group	1 2	Position H Position V
1112.1 a)	Edge >Matte Adjust	[Position]		
1113 a)	Main Mask	[Position]		
1116.1 a)	Transition >Wipe Adjust	[Position]		
1116.3 a)	Transition >DME Wipe Adjust	[Position]	1 2	H V
1154.1 a)	Edge Direction >Matte Adjust	[Position]	1 2	Position H Position V
1155 a)	Main Modify	[Position] in the <Position> group		
1155.1 a)	Main Modify >Multi Adjust	[Position]		
1156 a)	Sub Modify	[Position] in the <Position> group		
1156.1 a)	Sub Modify >Multi Adjust	[Position]		
2122.2	Composite >Pattern Adjust	[Position]	1 2	Position H Position V
2131	Reposition	[Normal]		
		[Black&White]		
2210	Color Bkgd1 b)	[Position]		
2412.1 c)	Primary CCR >Mask1 Adjust d)	[Position]		
4116	DME >Edge >Wipe Crop	[Position/Size]		
4127	DME >Video Modify >Mask	[Position/Size]		

- a) The menu numbers shown by way of example are those for M/E-1: the same applies to M/E-2, M/E-3, and P/P. Equally, content applying to Key1 applies equally to Key2, Key3, and Key4.
- b) The same applies to Color Bkgd2.
- c) The menu numbers shown by way of example are those for CCR1: the same applies to CCR2.
- d) The sample applies to Mask2 Adjust.

Numeric keypad window



1 Item display

This is the name of the parameter being set in the numeric keypad window.

2 Max./min. (maximum/minimum) value indication

This shows the maximum and minimum settings of the parameter.

3 Input value

This is the value being input into the numeric keypad window.

4 Close button

This closes the numeric keypad window.

5 TC (timecode) button

When the numeric keypad window is opened for a setting requiring a timecode value to be entered, this button appears in a depressed state.

You can enter a timecode value in the range that depends on the signal format (*see*

“Setting the Signal Format (Format Menu)” in Chapter 18 (Volume 3)) as follows:

00:00:00:00 to 23:59:59:nn,
where nn = (number of frames per second) – 1.

6 - (minus) button

This toggles the sign of the entered value. When it is pressed, the value is negative.

7 Clear button

This clears the input. It does not change the parameter setting.

8 Trim button

After entering the difference from the current value, press this button to confirm the numeric input.

9 Enter button

This confirms the entered value.

If correctly set, the numeric keypad window closes.

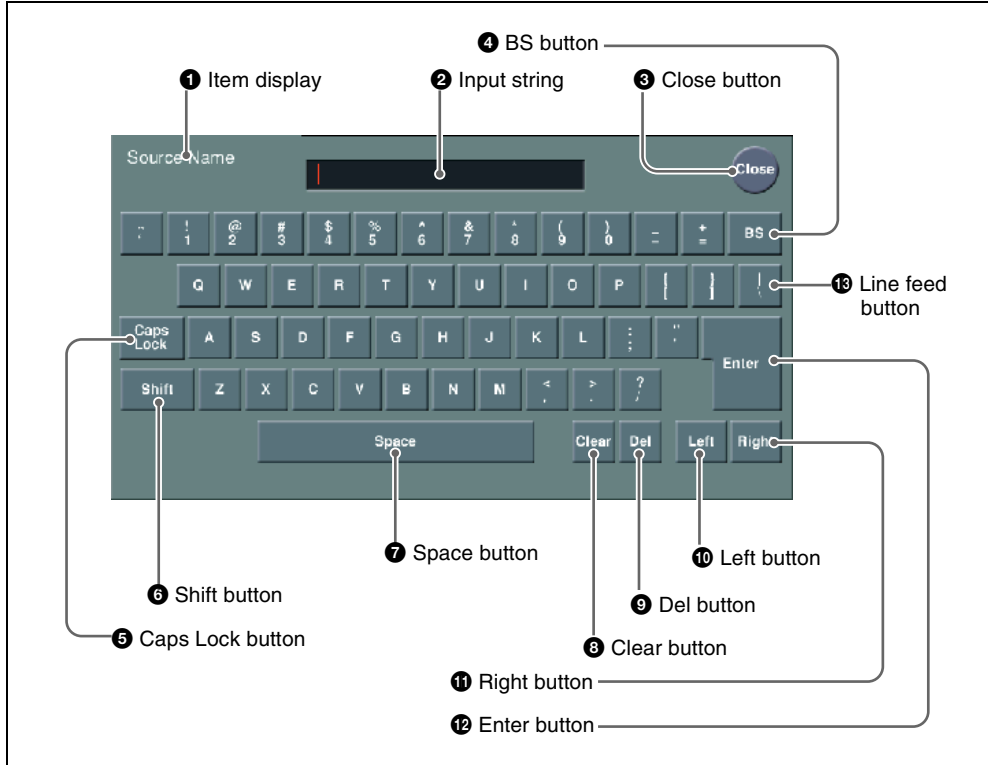
If not correctly set, the input display changes color.

Keyboard window

Note

Except when changing source names, the following characters cannot be used. The same applies to macro file editing.

space, \, /, :, ;, , (comma), . (dot), <, >, *, ?, " , |



1 Item display

This is the name of the parameter being set in the keyboard window.

2 Input string

This is the character string being input in the keyboard window.

3 Close button

This closes the keyboard window.

4 BS button

This clears the character immediately before the cursor in the input string.

5 Caps Lock button

This enables input of capital letters only.

Note

You can enter items to be displayed on the control panel LCD using lowercase letters, but these will be converted to capitals for display.

MS-DOS does not distinguish case in filenames, and therefore you are recommended to enter filenames in capital letters.

6 Shift button

This selects the characters on the shift side of the keys. The shift is released when you enter a character.

7 Space button

This enters a space character.

8 Clear button

This clears all of the characters in the input string.

9 Del button

This clears the character immediately after the cursor in the input string.

10 Left button

This moves the cursor one character to the left in the input string.

11 Right button

This moves the cursor one character to the right in the input string.

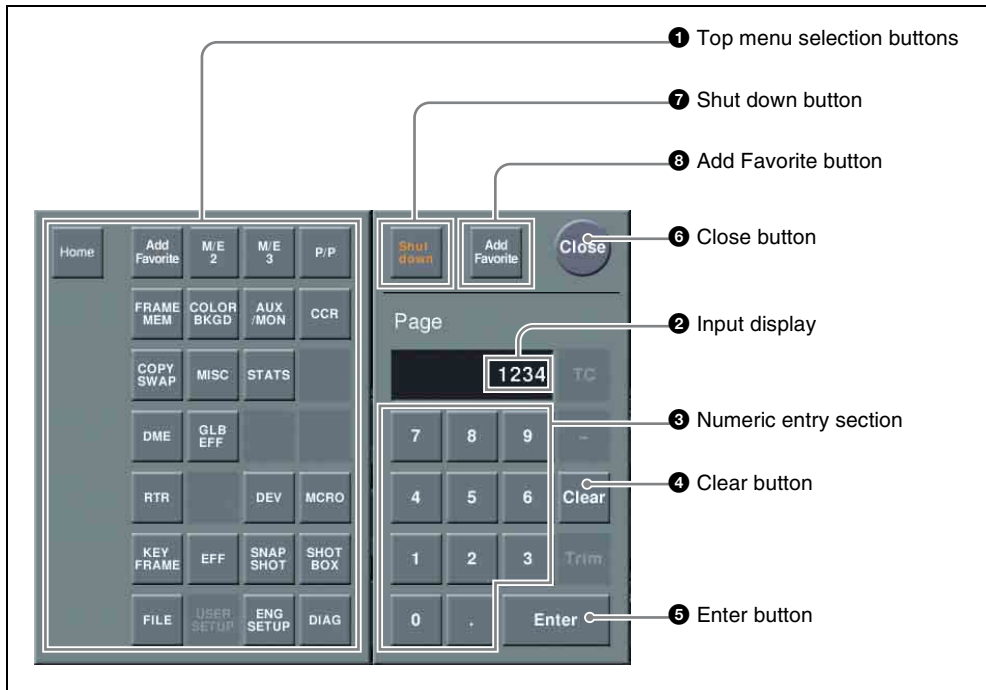
12 Enter button

This sets the input string as a parameter value, and closes the keyboard window if the value has been entered correctly. If the value has not been entered correctly, the display color changes.

13 Line feed button

After pressing the Shift button, press this button to feed a line. The input string shows “|”.

Function of the top menu window





1 Top menu selection buttons

These are the same as the top menu selection buttons in the menu control block. Pressing one of these buttons closes the top menu window and displays the selected menu in the menu display.

2 Input display

This shows the page number entered with the numeric entry section.

3 Numeric entry section

Enter a page number.

4 Clear button

Press this to clear the input display.

5 Enter button

Pressing this button without entering a page number closes the top menu window with the current menu remaining in the menu display.

If you enter a page number then press this button, this confirms the value in the input display. If it is a correct page number, the top menu window closes, and the menu display shows the new menu. If it is not correctly set, the input display changes color.

6 Close button

Press this to close the top menu window.

7 Shut down button

Shuts down the menus.

Note

Be sure to shut down the menus before powering off the control panel.

Shutting down the menus

- 1 In the menu screen, press the menu page number button to open the top menu window.

For details of the top menu window, see “Function of the top menu window” (page 85).

- 2 Press [Shut down].

A confirmation message appears.

- 3 Press [Yes].

This shuts down the menu system after a while, and the menu display changes to black. Now power off the system.

To restart menu operations

Power on the control panel once more.

8 Add Favorite button

Pressing this button allows the currently displayed menu to be registered to the Shortcut menu.

Registering a menu to the Shortcut menu

- 1 In the Home >Favorites >Shortcut menu, select the desired group.

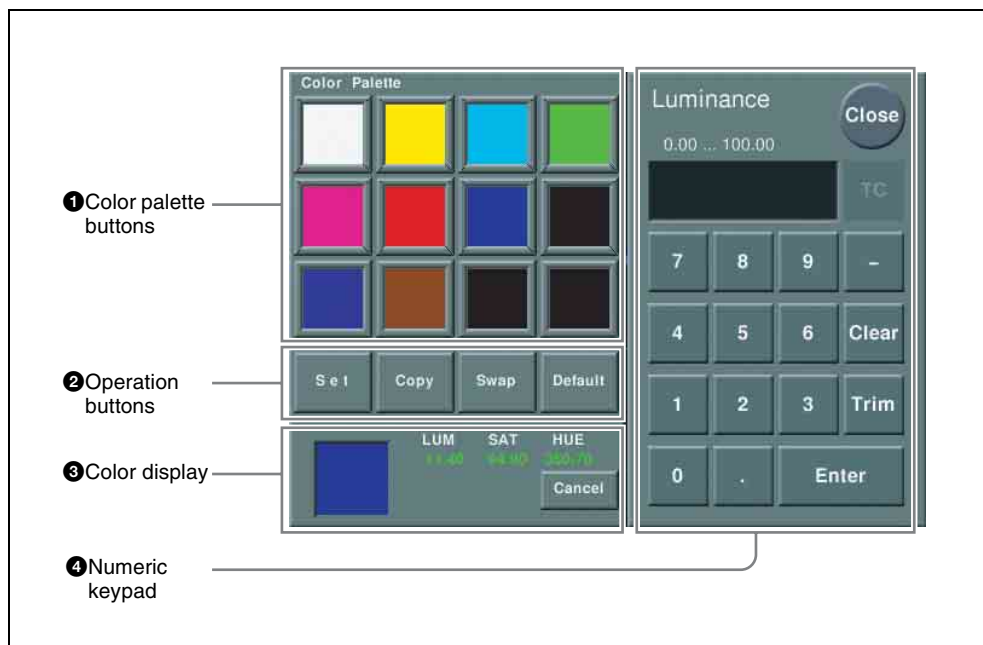
- 2 Display the menu you want to register, and then press the [Add Favorite] button.

The currently displayed menu is automatically registered to a blank button.

Use of the color palette window

When a parameter is assigned to the knobs as a combination of luminance, saturation,

and hue, pressing a knob parameter button displays a color palette window.



1 Color palette buttons

Press one of these to enter the corresponding color in the display. By default the following settings are available.

First row: white, yellow, cyan, green

Second row: magenta, red, blue, black

Third row: all black

2 Operation buttons

Set: If you press any color palette button with this button held down, the color shown in the color display is assigned to the color palette button.

Copy: If you press a color palette button with this button held down, the color is used as the source for copying. Next press a different color palette button to copy to that button.

Swap: If you press two color palette buttons in sequence with this button held down, the two colors are swapped.

Default: If you press any color palette button with this button held down, the color palette button is set to the default color.

3 Color display

This shows the setting color, and the parameters (LUM, SAT, and HUE). By adjusting the parameters with the knobs, you can create any color.

If a parameter value is outside the permitted range for RGB (0 to 255), the indication “Illegal Color” appears, and this is adjusted to a value in range.

Cancel: Pressing this button returns to the state when the color palette window was opened.

4 Numeric keypad

Use this to enter numeric values for parameters.

For details of use, see page 83.

Switching Between the Main Menu Site and Subsidiary Menu Site

For menu transitions, you can store two separate versions in the main and subsidiary menu sites.

By switching sites, and pressing the ◀ button and the ▶ button you can trace the history in each menu.

To switch the subsidiary menu site on and off

Assign [SUB MENU SITE] to a menu control block top menu selection button or user preference button. To switch to the subsidiary menu site, press this button, turning it on.

For details of the assignment operation, see “Assigning Functions to the Menu Control Block Top Menu and User Preference buttons” in Chapter 19 (Volume 3).

Shortcut Menu

Recalling a menu using the shortcut menu

- 1 In the Home menu, select VF2 ‘Favorites’ and HF1 ‘Shortcut.’

The following menu appears.



- 2 In the [Group Select] box, select the group.

The group buttons appear.

- 3 Press the button for the desired menu.

Creating a shortcut menu

Assign frequently used menus to buttons, to create a “Favorites” menu.

To create a menu group

- 1 In the Home menu, select VF2 ‘Favorites’ and HF1 ‘Shortcut.’

The following menu appears.



- 2 Press [Group Edit].

The following menu appears.



3 With the cursor, select the group name (in this case a blank button) for the operation.

4 Press [Rename].

A keyboard window appears.

5 Enter a group name (maximum 24 characters), and press Enter.

This confirms the group name.

To copy a menu group

1 In the Home >Favorites >Group Edit menu, press the button for the copy source group.

2 Press [Copy].

3 Press the button for the copy destination group.

4 Press [Paste].

This copies the menu group settings.

To delete menu group settings

1 In the Home >Favorites >Group Edit menu, select the group to be deleted.

2 Press [Clear].

A confirmation message appears.

3 Press [Yes].

This deletes the settings.

To register a menu on a button

You can register 15 buttons in one group.

1 In the Home >Favorites >Shortcut menu, press [Button Edit].



Menu No.



Button name

2 Move the cursor to the position where you want to display the button. To change the content of an already displayed button, press the button to select it.

3 Press [Page Set].

A page number input window appears.

4 Enter the page number for the menu you want to register.

5 Press [Rename].

A keyboard window appears.

6 Enter the button name (maximum 24 characters).

7 To change the button color, press [Color Set].

Button color samples appear.

8 Press the desired color.

This completes the assignment of the menu to the button.

9 Repeat steps **2** to **8** to complete the “Favorites” menu.

To copy button settings

1 In the Home >Favorites >Button Edit menu, press the copy source button to select it.

2 Press [Copy].

3 Press the copy destination button to select it.

4 Press [Paste].

This copies the button settings.

To delete button settings

In the Home >Favorites >Button Edit menu, press [Clear].

This deletes the button settings.

Note

The shortcut menu settings are handled as part of the control panel setup. You can recall and save them in the same way as setup data.

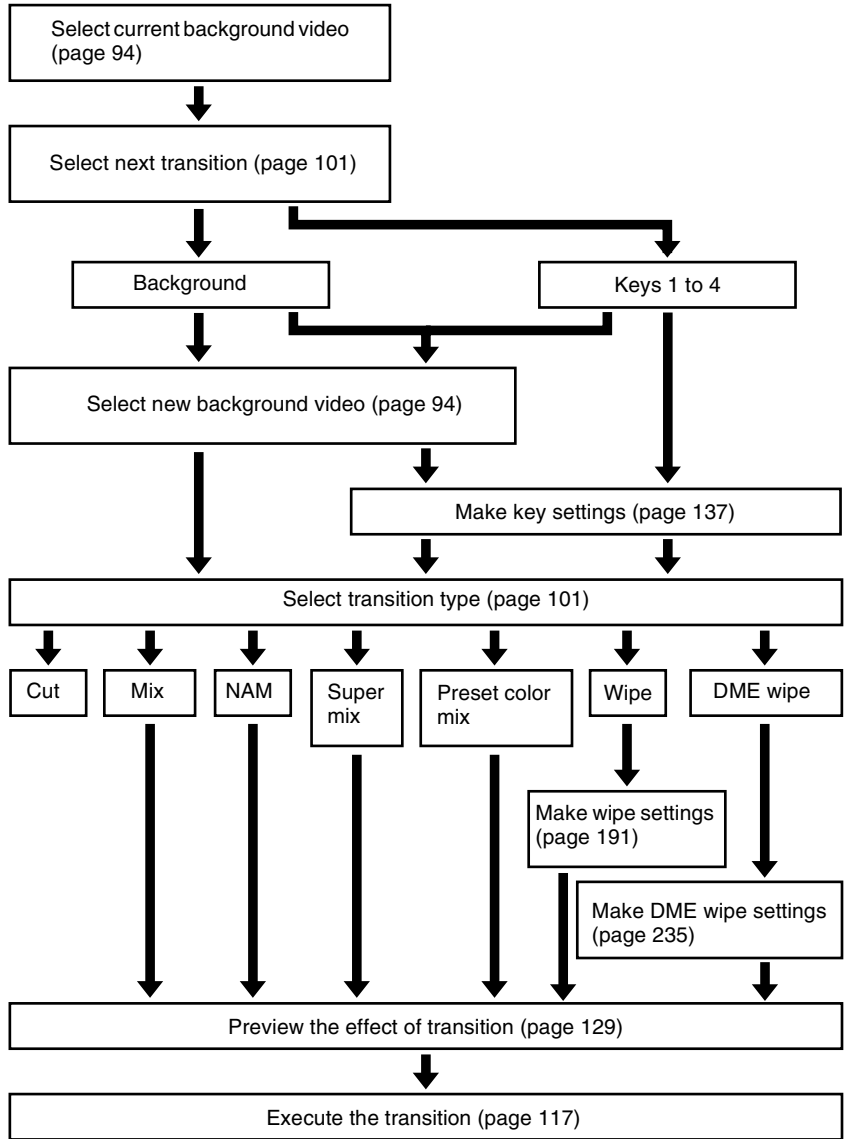
Chapter 3 Signal Selection and Transitions

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Video Processing Flow

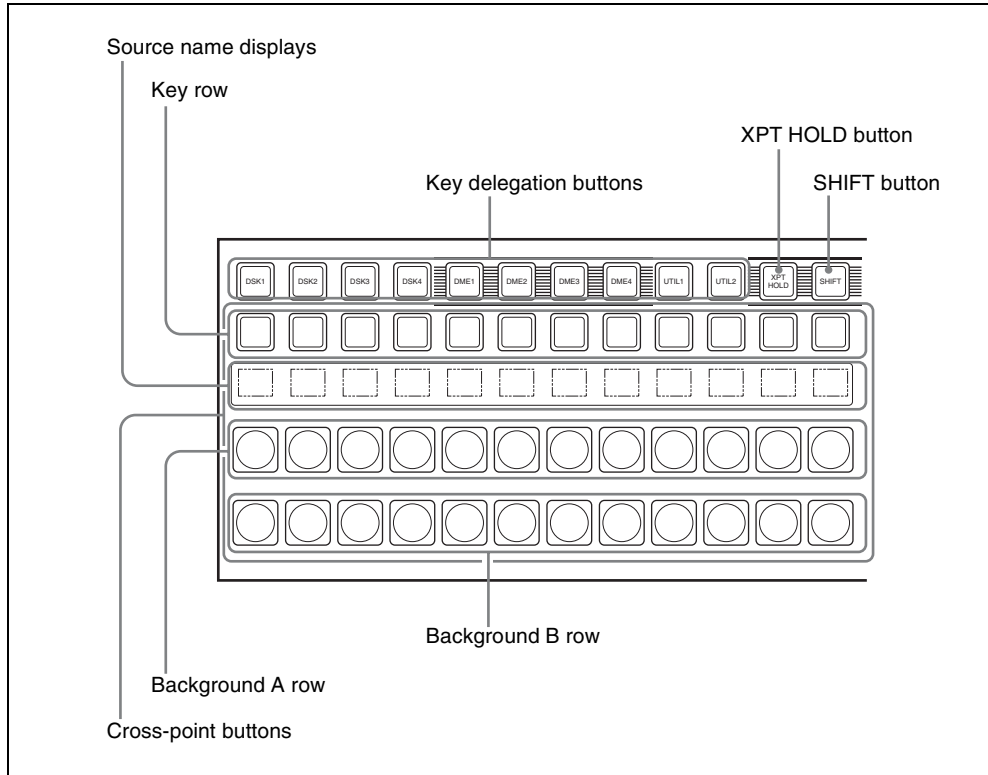
The switch from the current video stream (appearing on the corresponding program monitor) to a new video stream is referred to as a transition. The following illustration shows the flow of operations for carrying out a transition on an M/E bank or the PGM/PST bank.





Signal Selection

You carry out signal selection with the cross-point buttons in the cross-point control block of the M/E bank or PGM/PST bank, and the buttons in the auxiliary bus control block.



Basics of Signal Selection

Each of the M/E bank and auxiliary bus control block has cross-point buttons which are identified by numbers common to the bank and block, and a signal is assigned to each number.

These buttons are identified by numbers common to all of the banks and block, and a signal is assigned to each number.

The basis of signal selection is to select, in a cross-point button row, the cross-point button to which is assigned the desired signal.

Bus Selection

The key row is shared by multiple buses.

To assign a bus to the cross-point buttons in the auxiliary bus control block, press one of the AUX delegation buttons to select the bus.

The following table illustrates the correspondence between buses and cross-point button rows, and the delegation operations.

Bank	Bus name	Cross-point button row	Delegation operation
M/E-1	Background A bus	Background A row	–
	Background B bus	Background B row	–
	Key 1 bus	Key row	Turn on the [KEY1] button
	Key 2 bus		Turn on the [KEY2] button
	Key 3 bus		Turn on the [KEY3] button
Key 4 bus	Turn on the [KEY4] button		
PGM/PST	Program bus	Program row	–
	Preset bus	Preset row	–
	DSK 1 bus	DSK row	Turn on the [DSK1] button
	DSK 2 bus		Turn on the [DSK2] button
	DSK 3 bus		Turn on the [DSK3] button
DSK 4 bus	Turn on the [DSK4] button		
M/E-1 PGM/PST	Utility 1 bus	Key row	Turn on the [UTIL1] button
	Utility 2 bus		Turn on the [UTIL2] button
	DME 1 video bus		Turn on the [DME1] button ^{a)}
	DME 2 video bus		Turn on the [DME2] button ^{a)}
	DME 3 video bus		Turn on the [DME3] button ^{a)}
	DME 4 video bus	Turn on the [DME4] button ^{a)}	



Bank	Bus name	Cross-point button row	Delegation operation
Auxiliary bus control block	AUX1 to AUX48 buses	The key row of the bank selected with the bank selection buttons in the auxiliary bus control block	Turn on the appropriate buttons in accordance with the signal assignment made in the Setup menu.
	MONITOR 1 to MONITOR 8 buses		
	Frame memory source 1 and frame memory source 2 buses		
	DME 1 to DME 4 video buses		
	DME 1 to DME 4 key buses		
	Edit preview bus		
	M/E-1 UTILITY 1 and M/E-1 UTILITY 2 buses		
	P/P UTILITY 1 and P/P UTILITY 2 buses		
	M/E-1 Key 1 fill to M/E-1 Key 4 fill buses		
	M/E-1 Key 1 source to M/E-1 Key 4 source buses		
	DSK 1 fill to DSK 4 fill buses		
	DSK 1 source to DSK 4 source buses		
	M/E-1 external DME bus		
	P/P external DME bus		
DME UTILITY 1 and DME UTILITY 2 buses			

a) To turn on the [DME1] to [DME4] buttons requires one of the [KEY1] to [KEY4] and [DSK1] to [DKS4] buttons to be on.

Signal Assignment and Selection

Assigning signals to buttons

Each cross-point button has a button number, to which you assign a signal. In addition to the signals input to the PRIMARY INPUTS 1 to 80 connectors (1 to 34 connectors for the DVS-9000SF) on the rear panel of the switcher, you can also select signals generated within the switcher.

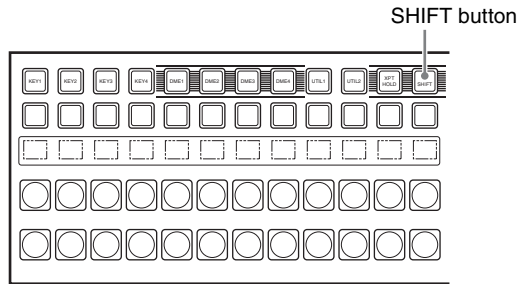
Each button has assigned to it a video signal and a key signal, forming a pair. You can set these video and key combinations in a Setup menu.

For details of Setup menu operations, see “Cross-Point Settings (Xpt Assign Menu)” in Chapter 19 (Volume 3).

Cross-point button control block button numbers

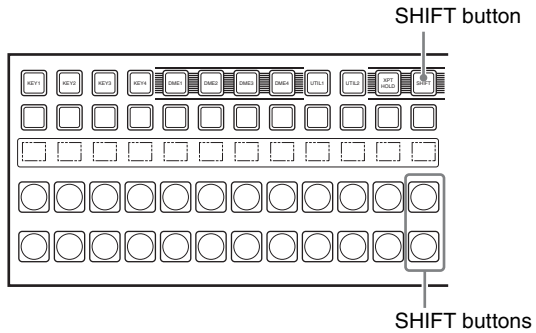
On the M/E and PGM/PST banks, each cross-point button has two button numbers, and you use the [SHIFT] button to switch between these numbers. The button numbers are as follows.

Button numbers when all 12 buttons are used as cross-point buttons.



When the SHIFT button is off:	1	2	3	4	5	6	7	8	9	10	11	12
When the SHIFT button is on:	13	14	15	16	17	18	19	20	21	22	23	24

Button numbers when the rightmost buttons (12th buttons) are used as SHIFT buttons.



When the SHIFT button is off:	1	2	3	4	5	6	7	8	9	10	11
When the SHIFT button is on:	12	13	14	15	16	17	18	19	20	21	22

Inhibiting cross-point button operations

For each cross-point button, you can temporarily inhibit operations.

Note

This setting is cleared when you reset the control panel.



Assigning a button to the function of disabling cross-point button operation

You can assign the button to be used for the operation to a user preference button, in setup. The [Inhibit All Clear] function is also assigned to this button. (See “*Setting Button Assignments (Prefs/Utility menu)*” in *Chapter 19 (Volume 3)*.)

Buses for which operations can be inhibited

This setting applies to the auxiliary bus control block and the cross-point buttons in each switcher bank.

For example, if you make the setting for one cross-point button in a switcher bank, this inhibits operation of all cross-point buttons with the same number in the following buses.

The corresponding name also disappears from the source name display.

- Background A, background B
- Keys 1 to 4
- Utility 1, Utility 2
- DME utility 1, DME utility 2
- External DME

To inhibit operation of a cross-point button

Hold down the button which “Inhibit Set” is assigned, and press the cross-point button whose operation you want to inhibit.

The button you pressed flashes amber, and this makes the operation inhibited.

Note

Even when you inhibit operation of a cross-point button, macro attachment settings are still possible (see “*Setting and Canceling a Macro Attachment*” in *Chapter 16 (Volume 2)*).

To clear a cross-point button operation inhibit setting

Hold down the button to which “Inhibit Set” is assigned, and press the button whose operation is inhibited (flashing amber).

This clears the operation inhibit setting for the button you pressed.

To clear all operation inhibit settings

Press the button to which “Inhibit Set” is assigned and the button to which “Inhibit All Clear” is assigned simultaneously.

Selection of signals linked with the audio mixer

When you select a signal in a switcher bank background A row or AUX bus control block which is set to be linked with the audio mixer, the program output of the audio mixer follows the signal selection.

For details of the setting, see “Cross-Point Settings (Xpt Assign menu)” in Chapter 19 (Volume 3).

Notes

- For details of audio mixers that can be connected, contact your Sony service or sales representative.
- When the signal is switched with a snapshot, keyframe, and so on, the audio mixer is not linked.
- When bus fixed mode is selected in setup (*see page 126*), the audio mixer program output is linked to the bus output as the background.

Signal Name Display

You can attach a name (source name) to each signal assigned to a cross-point button, with a maximum of 16 characters.

- The source name displays in the cross-point control block and auxiliary bus control block show the source names of the video signals assigned to numbers 1 to 12 (or 11).
- To display the source names for shifted numbers (13 to 24 or 12 to 22), press the [SHIFT] button to the right of the key row delegation buttons.
- To display the source names of the key signals assigned to button numbers, hold down one of the key delegation buttons [KEY1] to [KEY4] or [DSK1] to [DSK4] buttons or, for the auxiliary bus control block, hold down the [KEY] button.

Colors of lit cross-point buttons

In a particular row of cross-point buttons, only the last pressed button is effective, and lights amber or red. The amber indicates the “low tally” state, and the red indicates the “high tally” state, to indicate whether or not the selected signal appears in the final output video.

Significance of colors of lit cross-point buttons

Color	State	Significance
Amber	Low tally	Does not appear in final output video
Red	High tally	Appears in final output video



Note

This transition type is not available for an independent key transition.

Super mix

In this dissolve, the current video is maintained at 100% output for the first half of the transition as the new video is mixed while increasing progressively to 100%, then the current video is progressively reduced from 100% to zero in the second half with the new video maintained at 100% output.

For details on super mix settings, see page 113.

Note

This transition type is not available for an independent key transition.

Preset color mix

This is a two-stage dissolve, comprising two transitions, the first a dissolve to a color matte, and the second from the color matte to the new video.

In the first transition, the current video is replaced by the color matte in a mix (dissolve), then in the second transition the color matte is replaced by the new video also in a mix (dissolve).

For details on color matte settings, see page 114.

Note

This transition type is not available for an independent key transition.

Wipe

A wipe replaces the current video by the new video according to a predetermined pattern. This transition type can also be selected for an independent key transition.

For details, see “Wipes” (page 23) and Chapter 5 “Wipes” (page 189).

DME wipe

Using a DME effect, it is possible to obtain a transition to a new image from the current image, as in a wipe. You can also use this transition type as an independent key transition.



Note

To carry out DME wipes requires the BKDS-9470 DME Board Set or the MVE-8000A/9000 Multi Format DME Processor.

For details, see “DME Wipes” (page 23) and Chapter 6 “DME Wipes” (page 223).

Clip transitions

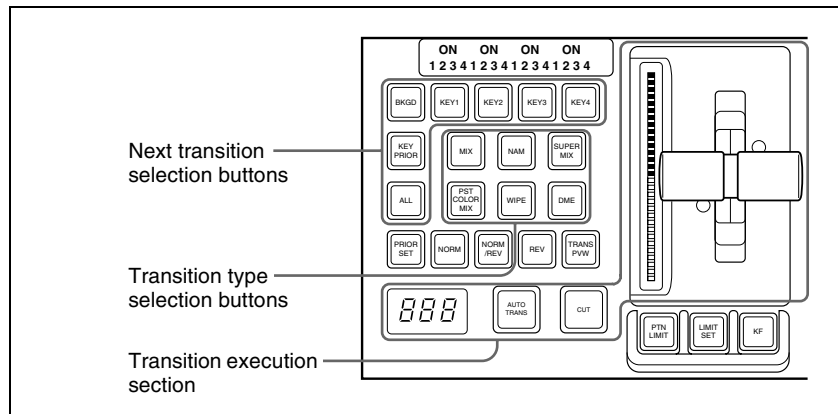
Linked to a mix (dissolve) or wipe transition, a frame memory clip (movie) is played back.

Cut

A cut switches instantaneously from the current video to the new video. When the next transition is a key transition, the key cuts in or out instantaneously.

Procedure for Basic Transition Operation

The positions of the principal buttons used for basic transition operation are as follows.



Transition control block

- 1 In the cross-point control block, select the background video with the background A row of cross-point buttons.
- 2 Select the way in which the transition will affect the image, using the next transition selection buttons in the transition control block.

For an overview, see “Selecting the Next Transition” (page 101).

To change the background: Press the [BKGD] button, turning it on.

To insert or delete a key: Press one of the [KEY1] to [KEY4] buttons (or [DSK1] to [DSK4] buttons in the PGM/PST bank), turning it on.

To enable the key priority setting, which determines the key overlay order after the transition: Press the [KEY PRIOR] button, turning it on.

You can press more than one button at the same time.

To change the keys and background presets in Setup menus simultaneously: Press the [ALL] button.

To allocate a particular next transition button to the [ALL] button function, see “Operation Settings (Operation Menu)” in Chapter 19 (Volume 3).

- 3** For the transition to change the key priority, set the priority for after the transition.

For details of the key priority setting operation, see “Key Priority Setting” (page 107).

- 4** Select the new video used for the transition.

- In the background B row of cross-point buttons, select the new background video.
- When inserting a key, select the key signal, and make any required settings.

For details of key settings, see Chapter 4 “Keys” (page 137).

To carry out a cut transition, skip to step **7**; otherwise continue to step **5**.

- 5** Select one of the transition type selection buttons in the transition control block.

To carry out a dissolve to the new video: Press one of the [MIX], [NAM], [SUPER MIX], and [PST COLOR MIX] buttons, turning it on.

To carry out a wipe: Press the [WIPE] or [DME] button, turning it on.

To carry out a transition while playing back a frame memory clip:

Press one of the buttons corresponding to the clip to be used (FM1&2CLIP, FM3&4CLIP, FM5&6CLIP, and FM7&8CLIP).

You can also use the Misc >Transition menu to select a desired transition type for the M/E or PGM/PST bank. (*See “Selecting the Transition Type by a Menu Operation” (page 112).*)

For an overview of the transition types, see “Transition Types” (page 101).

Note

The transition type selection buttons in the transition control block can be interchanged in the setup menu.

For details, see “Overall Control Panel Settings (Config Menu)” in Chapter 19 (Volume 3).

- 6** Make the required settings, according to the selected transition type.

For details of the settings, see the relevant section.

Super mix: “Super Mix Settings” (page 113)

Preset color mix: “Color Matte Settings” (page 114)

Wipe: “Basic Procedure for Wipe Settings” (page 191)

DME Wipe: “Basic Procedure for DME Wipe Settings” (page 235)

Clip transition: “Clip Transition Operations” (page 295)

Using the transition preview function (page 129), you can check the transition on the preview monitor.

7 Carry out the transition in the transition execution section.

For a gradual transition such as a mix (dissolve) or wipe: Press the [AUTO TRANS] button, or operate the fader lever.

To execute a transition by pressing the [AUTO TRANS] button, first set the transition rate (specified as the duration of the transition).

(See “Setting the Transition Rate” (page 118).)

When you have selected a wipe or DME wipe as the transition type, you can also set the transition range. (See “Pattern Limit” (page 120).)

For an instantaneous transition: Press the [CUT] button.

For details, see “Executing a Transition” (page 117).

Transition linked to the audio mixer

If the video signal selected in the background B row is linked to the audio mixer in setup, then the audio mixer sound changes with the transition. That is, pressing the [AUTO TRANS] button gives a cross fade, and pressing the [CUT] button gives an instantaneous sound switch.

For details of setup, see “Cross-Point Settings (Xpt Assign Menu)” in Chapter 19 (Volume 3).

Notes

- The audio mixer is not linked to a snapshot or key frame transition.
- The audio mixer is not linked to a transition using the fader lever.
- If the bus-fixed mode (see page 126) is selected in the setup menu, and the fader lever is in the lowest position, there is a cross fade from the audio selected on the B row to the audio selected on the A row.
- The audio mixer is not linked to a key transition.
- In the following cases, the audio and video may be out of sync.
 - When carrying out a cross fade in some DME wipes (for example, “picture in picture”)
 - When executing a preset color mix in two-stroke mode
- For details of audio mixers that can be used, Sony service or sales representative.

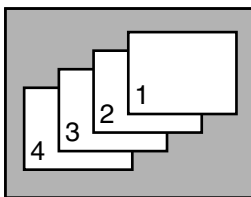


Key Priority Setting

Selecting the key priority

If a number of keys are already inserted in the current video, you can check or change the key priority, that is to say, the order in which the keys are overlaid. When a key priority ([KEY PRIOR]) is selected as the next transition, you can also change the key priority in the new video.

The key priority values go from 1 to 4, with a higher priority key being “in front” as seen on the screen.



Priority sequence on the screen

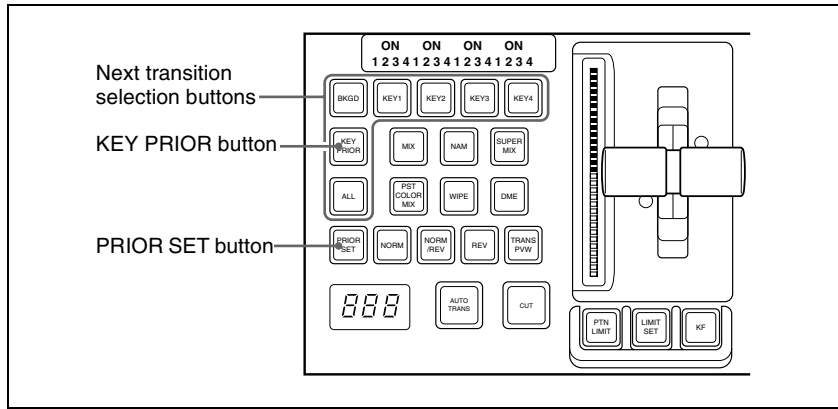
There are two ways of setting the priority: either using the [PRIOR SET] button in the transition control block, or using the Misc menu to access the Key Priority menu for the M/E or PGM/PST bank.

Note

When the operating mode is set to multi program, the key priority setting cannot be made.

Setting the Key Priority in the Transition Control Block

The positions of the buttons used for the operation are as follows.

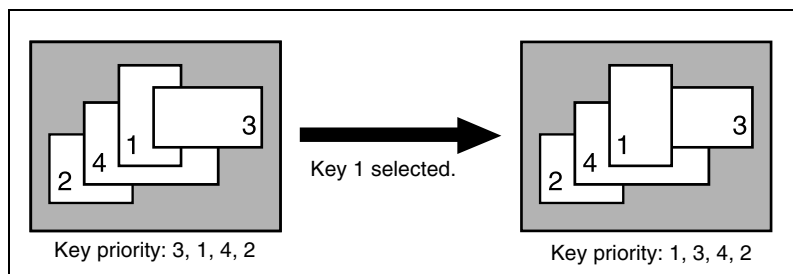


Transition control block

Changing the currently inserted key priority

- 1 If the next transition selection button [KEY PRIOR] is on, press another next transition selection button to turn the [KEY PRIOR] button off.
(When the [KEY PRIOR] button is on, the transition control block switches to the mode for changing the key priority for after the transition.)
- 2 Holding down the [PRIOR SET] button, press the one of the next transition selection buttons [KEY1] to [KEY4] ([DSK1] to [DSK4] buttons in the PGM/PST bank) for the key to appear on top.

The selected key now appears on top, on the program monitor.
The priority of keys other than the selected one does not change.



To change the priority of more than one key, repeat this operation as required.

Changing the key priority for after the transition

When executing a transition, turning on the next transition selection button [KEY PRIOR] causes the keys to be rearranged based on the set priority. To set the key priority for after the transition, use the following procedure.

- 1** In the transition control block, hold down the [PRIOR SET] button and press the [KEY PRIOR] button to turn it on. Do not release the [PRIOR SET] button before advancing to step **2**.

The [KEY PRIOR] button lights green, and it becomes possible to change the key priority setting for after the transition.

- 2** Hold down the [PRIOR SET] button, and press the one of the next transition selection buttons [KEY1] to [KEY4] ([DSK1] to [DSK4] buttons in the PGM/PST bank) for the key you want to bring to the front after the transition.

To set the priority to be the same as before the transition, press the [BKGD] button.

Note

The [BKGD] button is only effective when in the mode for changing the key priority for after the transition.

When the next transition selection button [KEY PRIOR] is on, the selected key appears on top on the preview monitor. The priority of keys other than the selected one does not change.

- 3** To change the priority of more than one key, repeat the previous operation as required.
- 4** Execute the transition.

The keys are rearranged based on the set priority.

Setting the Key Priority by a Menu Operation

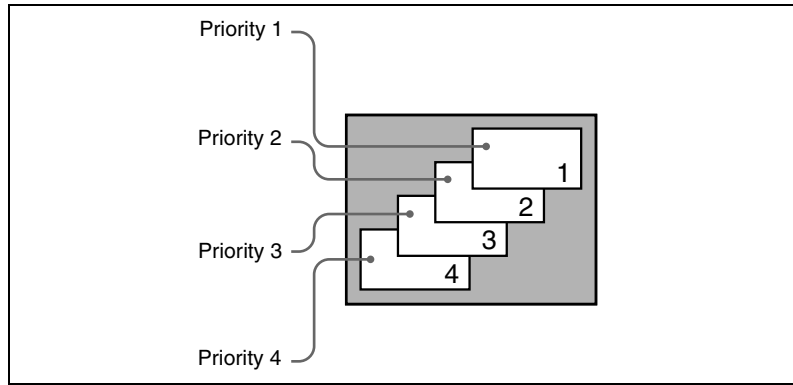
Changing the priority of the currently inserted keys

- 1** In the M/E or PGM/PST menu, select first VF7 'Misc,' then HF3 'Key Priority.'

The Key Priority menu appears.

- 2 For each of <Priority1>, <Priority2>, <Priority3>, and <Priority4>, select a key, to determine the key priority sequence.

The keys are inserted in the key priority sequence with priority 1 at the front.



Note

It is not possible to select the same key for two or more priority numbers.
The keys appear in the set order on the program monitor.

Changing the key priority for after the transition

- 1 In the M/E or PGM/PST menu, select first VF7 'Misc,' then HF4 'Next Key Priority.'
- The Next Key Priority menu appears.
- 2 For each of <Priority1>, <Priority2>, <Priority3>, and <Priority4>, select a key, to determine the key priority sequence.

For details of the key priority sequence, see the figure shown for step 2 in the previous item (see page 110).

The keys appear in the set order on the preview monitor.

- 3 Execute the transition.

The keys are rearranged in the set order on the program monitor.

Display of the Key Output Status and Key Priority

You can check whether keys are currently output, and the key priority setting, using the key status display in the transition control block of the M/E or PGM/PST bank.

The display is above the next transition selection buttons [KEY1] to [KEY4] ([DSK1] to [DSK4] buttons in the PGM/PST bank).

Display of the key output status

When a key is included in the output from the M/E or PGM/PST bank, the corresponding ON indicator lights.

Key priority display

The key priority is indicated by numerals 1 to 4 lighting.

The topmost key as seen on the program monitor is priority 1, and the keys underneath are numbered 2, 3, 4 away from the viewer (*see page 110*).

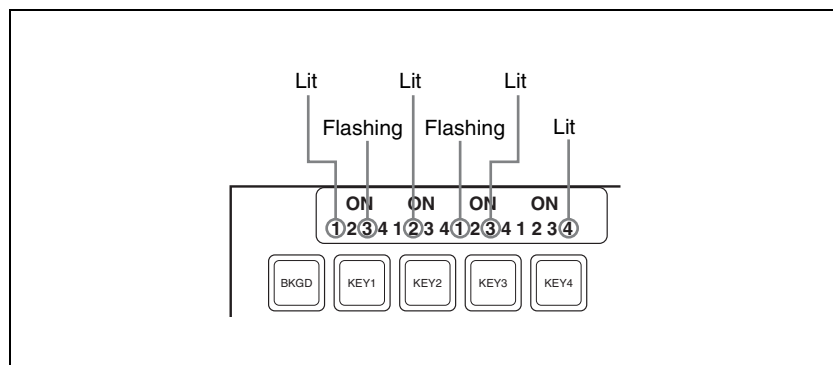
To display the key priority for after the transition, press the [KEY PRIOR] button in the transition control block, turning it on. For keys for which the priority after the transition is different from the current priority, the corresponding numerals 1 to 4 flash. For a key with the same priority, the indication remains on.

Example key status display given when the [KEY PRIOR] button is pressed:

Current key priority: 1, 2, 3, 4

Key priority after the transition: 3, 2, 1, 4

Indicators: 1, 3 (flashing), 2, 1 (flashing), 3, 4



Example key status display (showing the key priority after the transition)

Selecting the Transition Type by a Menu Operation

You can also select the required transition type by a menu operation.

- 1** In the M/E or PGM/PST menu, select first VF7 ‘Misc,’ then HF1 ‘Transition.’

The Transition menu appears.

- 2** Select the required transition type in the <Transition Type> group.

The parameter settings can now be adjusted with the knobs according to the selected transition type.

For details, see the following.

- “*Super Mix Settings*” (page 113)
- “*Color Matte Settings*” (page 114)
- “*Setting the Transition Rate*” (page 118)

Note

When multi-program mode is selected in the Setup menu (*see “Settings for Switcher Configuration (Config Menu)” in Chapter 20 (Volume 3)*), there may be cases in which two or more transition types have been selected.

Super Mix Settings

You can set the output levels of the current and new video signals at the mid-point of the transition, in the range 0 to 100%.

Note

This transition type is not available for an independent key transition.

- 1** In the M/E or PGM/PST menu, select first VF7 'Misc,' then HF1 'Transition.'

The Transition menu appears.

- 2** Select [Super Mix] in the <Transition Type> group.
- 3** Turn the knobs to adjust the output levels.

Knob	Parameter	Adjustment	Setting values
2	A Gain	Background A output level	0.00 to 100.00%
3	B Gain	Background B output level	0.00 to 100.00%

Color Matte Settings

You can specify the color matte by luminance, saturation, and hue values.

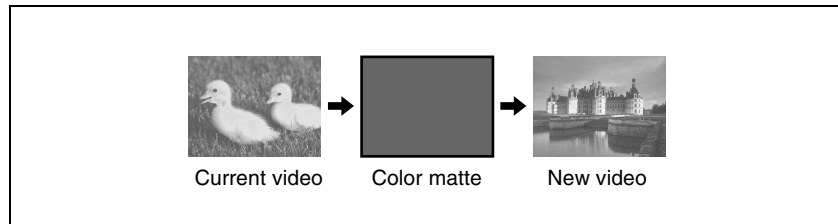
Notes

- This transition type is not available for an independent key transition.
- In the multi-program mode, you can use a preset color mix only when selecting the background for the next transition.

One-stroke mode and one-time mode

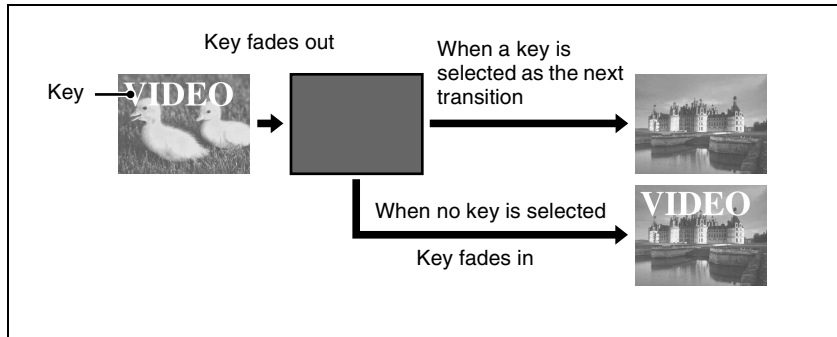
- You can make a setting such that a preset color mix is carried out in a single transition. This is called “one-stroke mode.”
When the bus fixed mode is selected with a Setup menu setting, a preset color mix is always carried out in the one-stroke mode.
- You can also make a setting such that when a preset color mix is completed, the next transition switches to the previous transition type automatically. This is called “one-time mode.”

When only the background is changed



Preset color mix (changing background only)

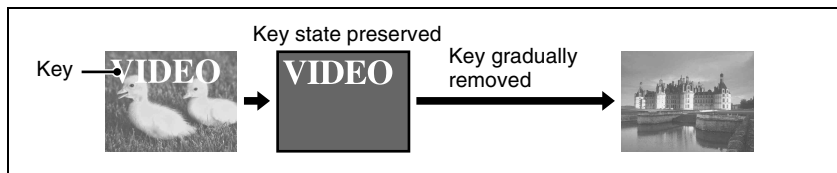
When a key is inserted



Preset color mix (transition including key)

By means of a Setup menu setting, it is possible to preserve the key state while carrying out the color matte mix.

When, with a key inserted, a key is selected in the next transition



Preset color mix (when set to preserve key state)

Setting the color matte

- 1 In the M/E or PGM/PST menu, select first VF7 ‘Misc,’ then HF1 ‘Transition.’
The Transition menu appears.
- 2 Select [Preset Color Mix] in the <Transition Type> group.
- 3 In the <Preset Color Mix Fill> group, select one of the following.
Flat Color: monochrome color matte
Utility 2 Bus: signal selected on the utility 2 bus
- 4 When “Flat Color” is selected, turn the knobs to adjust the color matte.

Knob	Parameter	Adjustment	Setting values
2	Luminance	Luminance	0.00 to 100.00

Knob	Parameter	Adjustment	Setting values
3	Saturation	Saturation	0.00 to 100.00
4	Hue	Hue	359.99 to 0.00



Executing a Transition

There are two modes of executing a transition: an auto transition by button operation or a manual transition using the fader lever.

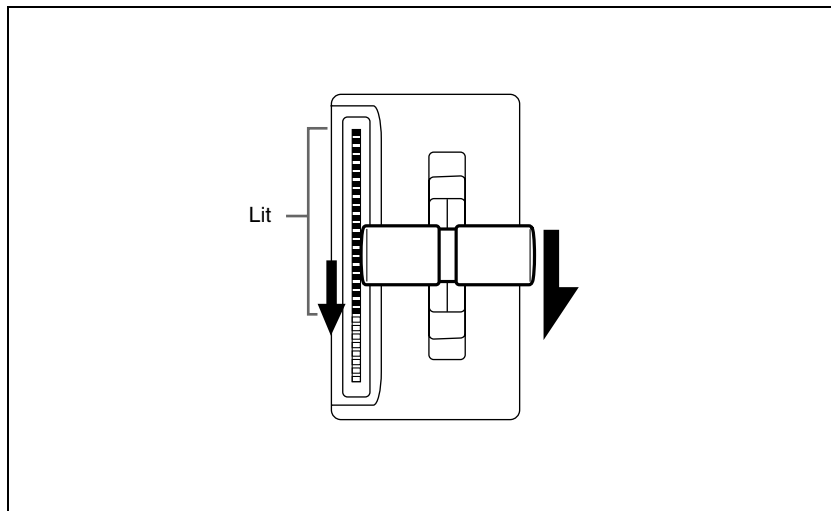
It is also possible to combine both methods, taking control with the fader lever of an auto transition which has partly completed, or complete a transition started with the fader lever as an auto transition.

By combining common transitions with independent key transitions, different transition types can be applied to the background and keys, for example allowing a key wipe combined with a background dissolve.

When the audio mixer is linked in setup, you can carry out an auto transition, and also switch the sound with the audio mixer. (See “Transition linked to the audio mixer” (page 106).)

Transition Indicator Function

In each of the M/E banks and PGM/PST bank, to the left of the fader lever is a transition indicator composed of multiple LEDs. This indicator shows the state of the transition, whether auto or manual, by which LEDs are lit.



Transition indicator

For example, in the previous illustration, it can be seen that the transition is more than half completed.

When the transition is completed, all of the LEDs go off.

Setting the Transition Rate

There are two ways of setting the transition rate: using the numeric keypad control block to enter a numeric value, or using the Misc menu to access the Transition menu for the M/E or PGM/PST bank.

You can also display the transition rate and independent key transition rate for each of the M/E and PGM/PST banks, and change the settings. (See “*Displaying a List of Transition Rates and Changing the Settings*” (page 317).)

Note

When a clip transition is selected as the transition type, it is not possible to set the transition rate.

Frame input mode and timecode input mode

For numeric input of the transition rate value, there are two modes: frame input mode and timecode input mode. The frame input mode is selected automatically when the frame display mode is selected. The timecode input mode is selected automatically when the timecode display mode is selected.

Frame input mode: The entered value is a number of frames.

Example: Entering 123 constitutes an entry of 123 frames

Timecode input mode: The entered value is a timecode value.

Example: Entering 123 constitutes an entry of 1 second 23 frames.

Note

Whereas you can enter a value of up to 999 in frame input mode, a value not smaller than 10 seconds cannot be entered in timecode input mode.

Frame display mode and timecode display mode

For the transition rate display in the transition control block, there are two modes: frame display mode and timecode display mode. You can select one of these modes in setup. (See “*Operation Settings (Operation Menu)*” in *Chapter 19 (Volume 3)*.)

Note

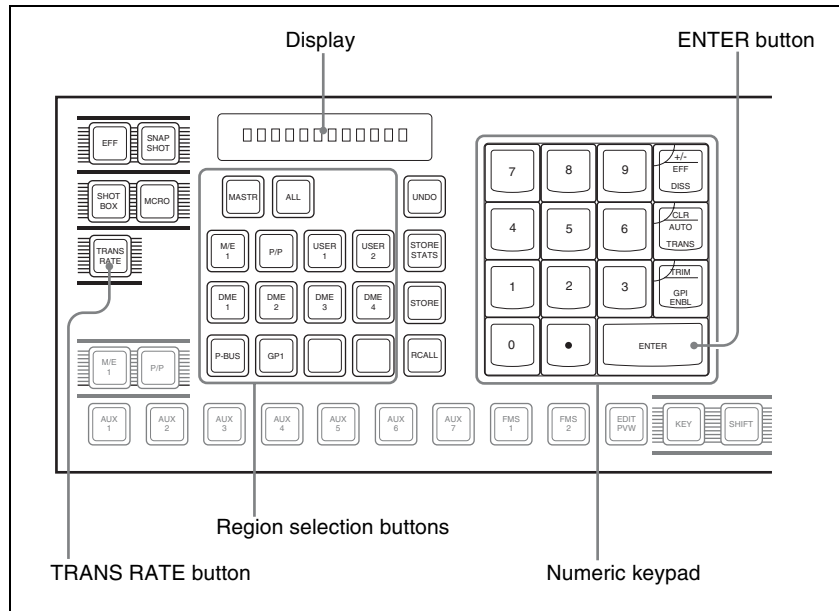
The setting is common to all banks of the switcher.

Frame display mode: Values are shown as from 0 to 999 frames. In this display mode, a value entered in timecode input mode is converted for display as a number of frames.

Timecode display mode: Values are shown as timecode values, consisting of seconds and frames. In this display mode, a value entered in frame input mode is converted for display as a timecode value. If the value consists of four or more digits, the last digit is not shown.

Example: A value of 9 seconds 23 frames appears as “9.23” and a value of 10 seconds 1 frame appears as “10.0.”

Setting the transition rate in the numeric keypad control block



Numeric keypad control block

- 1** In the numeric keypad control block, press the [TRANS RATE] button.
- 2** Press the region selection button for the M/E or PGM/PST bank for which you want to set the transition rate, turning it on.

The numeric keypad control block display now shows the selected region name and the current transition rate setting for the region.

- 3** With the numeric keypad, enter the transition rate.
 - Enter a value of up to three digits.

- To clear the entry, press the [CLR] button.

4 Press the [ENTER] button.

This confirms the entry, and the selected region name and the set transition rate appear in the numeric keypad control block display. The transition control block display of the same bank (M/E or PGM/PST) also shows the setting.

To enter a difference from the current value

After pressing the [+/-] button, enter the difference and press the [TRIM] button.

To change the sign (+ or -), press the [+/-] button.

Setting the transition rate by a menu operation

- 1** In the switcher bank, select first VF7 ‘Misc’, then HF1 ‘Transition.’
The Transition menu appears.
- 2** Select any transition type in the <Transition Type> group.
- 3** Turn the knob to set the transition rate.

Knob	Parameter	Adjustment	Setting values
1	Transition Rate	Transition Rate	0 to 999 (frame count)

Displaying the transition rates in a menu and changing the settings

For each of the M/E and PGM/PST banks, you can display the transition rate and independent key transition rate, and change the settings.

For more details, see “Displaying a List of Transition Rates and Changing the Settings” (page 317).

Pattern Limit

When a wipe or DME wipe pattern is selected for the transition, you can specify the range of movement of the wipe pattern through the course of the transition, for each bank independently.

When the pattern limit function is enabled, carrying out a transition results in the following effect for example settings.

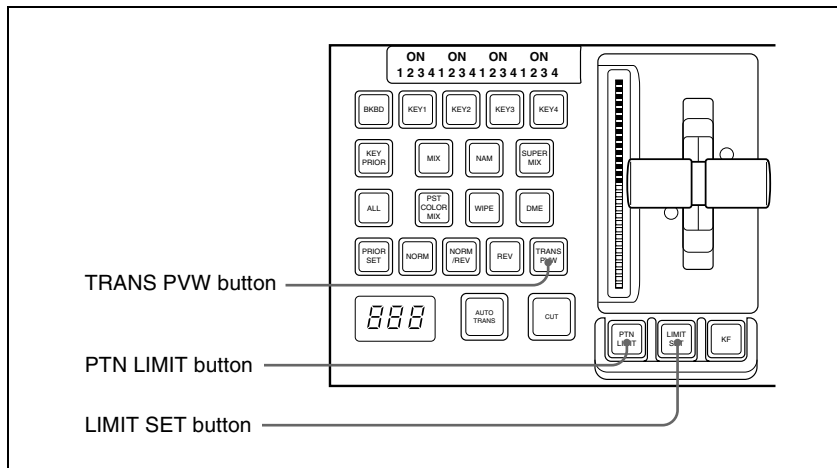


- When the limit value is set to 50%, the effect at the end of the transition is the same as when the fader lever is at the center position in the normal case (with the pattern limit function disabled); the wipe pattern does not complete.
- When the limit value is set to 0%, the wipe effect is completely disabled, and carrying out the transition produces no change in the image.
- When the limit value is set to the maximum 100%, the image changes in exactly the same way as when the pattern limit function is off, but when the transition is completed, the cross-point selections on the background A and B buses do not interchange.

There are two ways of setting a pattern limit: either by operating the fader lever to save the fader position, or by using the Wipe menu or DME Wipe menu to access the Edge/Direction menu for the M/E or PGM/PST bank.

Notes

- A pattern limit only applies when a wipe or DME wipe is selected as the transition type.
- A pattern limit cannot be applied to an independent key transition (*see page 131*).



Transition control block

Setting the pattern limit with the fader lever

- 1 Move the fader lever to the position corresponding to a particular pattern size.
 - First make sure that the [PTN LIMIT] button is off.
 - To check the pattern size on the preview monitor, first press the [TRANS PVW] button, to select the transition preview mode (*see page 129*).

- 2 Press the [LIMIT SET] button.

This sets the current fader lever position as the pattern limit.

Setting the pattern limit by a menu operation

- 1 When a wipe is selected as the transition type, in the M/E or PGM/PST menu, select first VF5 'Wipe,' then HF4 'Edge/Direction.'

When a DME wipe is selected as the transition type, in the M/E or PGM/PST menu, select first VF6 'DME Wipe,' then HF4 'Edge/Direction.'

The Edge/Direction menu appears.

- 2 Press the [Pattern Limit] button, turning it on.
- 3 Turn the knobs to adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Pattern Limit	Pattern limit	0.00 ^{a)} to 100.00% ^{b)}

a) 0.00%: Executing the transition does not change the video output at all.

b) 100.00%: The transition is the same as when no pattern limit is set, but the cross-point button selections of the background A and B buses do not interchange when the transition completes.

Executing a pattern limit transition

- 1 Press the [PTN LIMIT] button, turning it on.

The button you pressed lights amber.

- 2 Carry out the transition.

The transition progresses as far as the set pattern limit. Even if the transition completes, the cross-point button assignments of the background A and B buses do not interchange.

- 3 Carry out the transition once again.

The status before the previous transition is restored.

To cancel the pattern limit

To cancel the pattern limit after completion of step **3** in the previous procedure, press the [PTN LIMIT] button, turning it off.

If after carrying out step **2** in the previous procedure, the pattern limit has been reached, carry out the following procedure.



1 Press the [PTN LIMIT] button.

The button you pressed lights green.

2 Carry out the transition.

The [PTN LIMIT] button goes off, and the pattern limit state is released. Depending on the way in which the transition was executed, the action will be as follows.

- When you press the [CUT] button, the pattern limit is immediately released, and the image switches instantaneously.
- When you press the [AUTO TRANS] button, until the state of the next transition, the transition is carried out over the duration given by the transition rate.
- When you move the fader lever, the transition is carried out from the pattern limit state to the state before the pattern limit transition was carried out.

Moving the fader lever even a little synchronizes the fader lever position with the transition state, and you can move the fader lever either in the forward direction or in the reverse direction.

Depending on the Setup settings, the transition may be executed at the instant you press the [PTN LIMIT] button, and the button goes off. In this case, execution continues for the time specified by the dedicated transition rate in the menu setting, as far as the state of the next transition.

For details of the setting, see “Settings Relating to Keys, Wipes, Frame Memory and Color Correction (Key/Wipe/FM/CCR Menu)” in Chapter 20 (Volume 3).

To set the transition rate when the pattern limit is released

1 In the <Pattern Limit Release> group of the Edge/Direction menu, select one of the following.

Auto Trans Rate: Use the transition rate set in the transition rate control block

Independ Trans Rate: Independent transition rate

2 If you selected “Independ Trans Rate” in step **1**, adjust the following parameter.

Knob	Parameter	Adjustment	Setting values
1	Transition Rate	Independent transition rate	0 to 999 (frames)

Executing an Auto Transition

The following two modes can be used for auto transition.

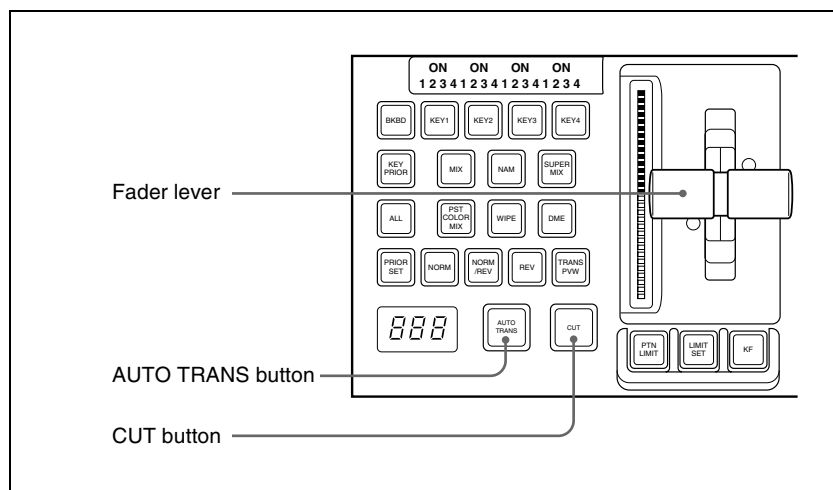
Cut

A cut switches instantaneously from the current video to the new video. When the next transition is a key transition, the key cuts in or out instantaneously.

Auto transition

The transition from the current video to the new video is carried out automatically at a constant rate, using the transition effect selected as the transition type.

You can set the transition rate in advance. (See “Setting the Transition Rate” (page 118).)



Transition control block

To execute a transition on the M/E or PGM/PST bank by a button operation, use the following procedure in the transition control block.

To carry out an instantaneous cut transition: Press the [CUT] button.

To carry out a gradual transition: Press the [AUTO TRANS] button.

This executes the transition at the preset transition rate (see page 118).

While the transition is executing, the [AUTO TRANS] button lights amber. When it completes the button goes off.

To complete a partially executed transition instantaneously: Press the [CUT] button.

The [AUTO TRANS] button goes off.



Executing a Transition With the Fader Lever (Manual Transition)

Using the fader lever, you can manually control the progress of the transition. Moving the fader lever from one end of its travel to the other completes the transition.

To execute a manual transition with the transition control block fader lever, use the following procedure.

To carry out the transition completely: Move the lever over the full range of its travel.

To pause a partly executed transition: Stop moving the fader lever.

To resume a paused transition: Resume moving the fader lever.

Combinations of Auto and Manual Transitions

Using the [AUTO TRANS] button, the [CUT] button, and the fader lever, use the following procedures.

Moving the fader lever during an auto transition

During an auto transition started by pressing the [AUTO TRANS] button, operating the fader lever immediately enables the fader lever, and the [AUTO TRANS] button goes off. Thereafter, the fader lever controls the progress of the transition.

Executing an auto transition after partly moving the fader lever

- Press the [CUT] button to instantaneously complete the transition.
- Press the [AUTO TRANS] button to complete the rest of the transition at the preset transition rate.

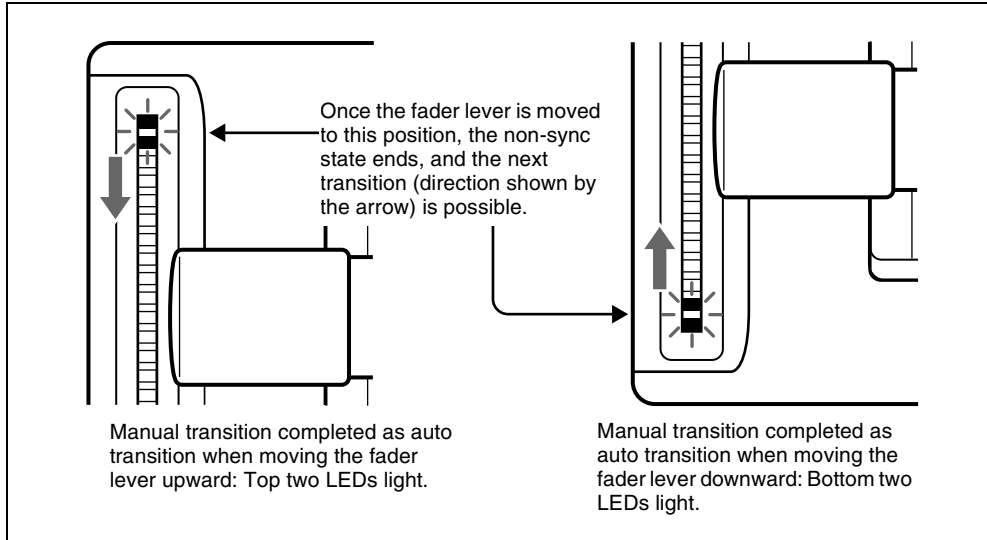
If the transition rate is set to 100 frames, and the fader lever has moved through $\frac{1}{4}$ of the transition, then the remaining $\frac{3}{4}$ of the transition is carried out in 100 frames.

Non-Sync State

If the fader lever is in an intermediate position when a transition is completed as an auto transition, then the lever position no longer agrees with the transition state. This is termed a non-sync state.

In a non-sync state, two lit LEDs indicate the position from which a normal transition can be carried out. This is either at one end position or both end positions of the fader lever travel.

Moving the fader lever toward the position of the lit LEDs does not carry out a transition, but when the fader lever reaches the end position the non-sync state is released, and it is now possible to carry out the next transition.



- If the fader lever is moved in the direction away from the lit LEDs, this carries out the next transition, over the remaining part of the fader lever travel.
- Even in a non-sync state, you can carry out an auto transition by pressing the [AUTO TRANS] button. During the auto transition, the indicators show the transition progress in the usual way, but when the transition completes, they once again indicate the non-sync state.

Fader Lever Operation in Bus Fixed Mode

Flip-flop mode and bus fixed mode

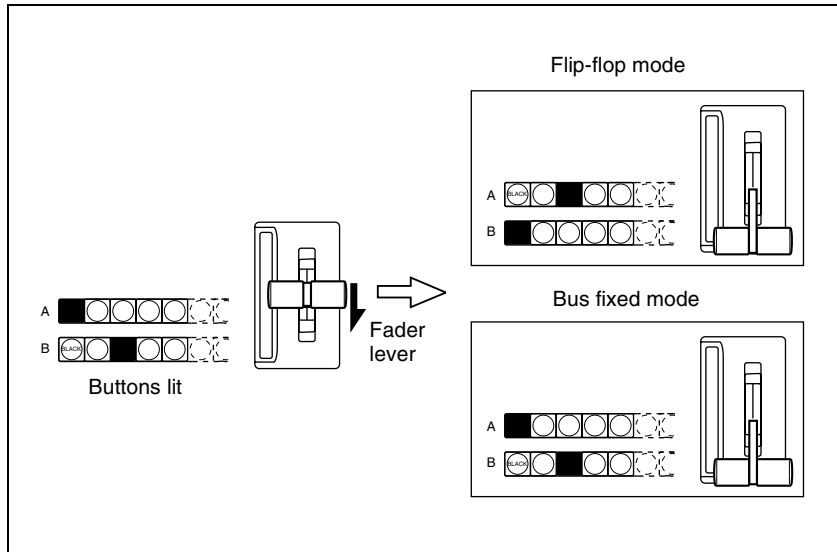
The following describes the difference between flip-flop mode and bus fixed mode, taking an M/E bank as an example; the functionality is the same, however, on the PGM/PST bank.

Normally, when a background transition is carried out on an M/E bank, the signals selected on the A and B rows of cross-point buttons are interchanged at the end of the transition. That is to say, except during a transition, the



background output is always from the background A bus. This is called “flip-flop mode.”

The alternative is known as “bus fixed mode,” in which there is no bus interchange. In this mode, when the fader lever is at the top of its travel the output from the A bus is always 100%, and when the fader lever is at the bottom of its travel the output from the B bus is 100%.



Flip-flop mode and bus fixed mode

In the bus fixed mode there is a fixed relationship between the position of the fader lever and the signal output on each bus. Depending on the direction of the transition, the fader lever must therefore always be moved in a particular direction, as shown in the following table. This does not affect an auto transition, which is executed regardless of the fader lever direction.

Fader lever operating direction in bus fixed mode

Next transition	Transition direction	Fader lever movement
Background	A → B	Downward
	B → A	Upward
Keys 1, 2, 3, and 4	On → Off (deletion)	Downward
	Off → On (insertion)	Upward

- When a transition applies to a combination of more than one of the background and keys 1, 2, 3, and 4, then the transition for all of these must be in the same direction complying with the above table.
- If as a result of an auto transition, for example, the fader lever position does not agree with the signal output, this is a non-sync state (*see page 125*) and

LEDs light at both end positions of the fader lever travel. Moving the fader lever does not carry out a transition, but when the fader lever reaches the end position the non-sync state is released, and it is now possible to carry out the next transition. If the fader lever is moved in the direction away from the lit LEDs, this carries out the next transition, over the remaining part of the fader lever travel.



Transition Preview

With the preview output of the M/E banks and PGM/PST bank, you can check the effect of a transition in advance. To carry out a transition preview, press the [TRANS PVW] button in the transition control block.

Carrying out a transition preview

- 1 In the M/E or PGM/PST bank transition control block, press the [TRANS PVW] button.

The [TRANS PVW] button lights green, and the switcher is now in the transition preview mode. At this point, the preview output is the same as the program output before the [TRANS PVW] button was pressed.

- 2 Operate the fader lever, or press the [AUTO TRANS] button or [CUT] button.

On the preview monitor, you can check the effect of the transition.

To terminate a transition preview

There are three modes for a transition preview. To terminate a transition preview, carry out the operation which depends on the mode, and press the [TRANS PVW] button, turning it off.

Lock: Toggling the [TRANS PVW] button on and off switches between the transition preview mode and the normal mode.

Hold: The preview mode obtains only while the [TRANS PVW] button is held down.

One Time: Each time a transition ends, it reverts to the normal mode. Set the transition preview mode in the following combinations.

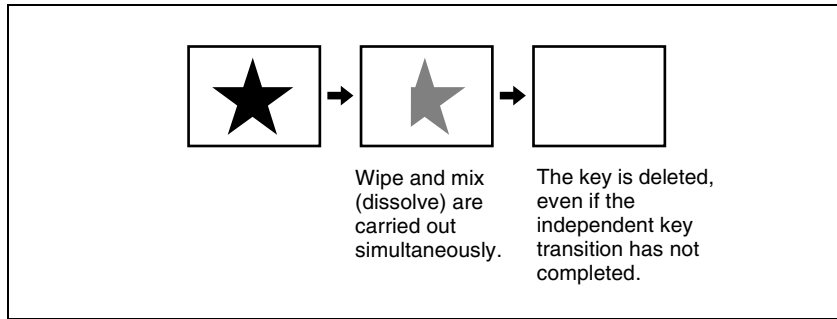
For details, see Chapter 19 “Control Panel Setup (Panel)” (Volume 3).

Transition Preview mode	Switcher setup (Transition menu) <Transition Preview> group	Panel setup (Operation >Custom Button menu) <Trans Pvw> group
Lock	Normal	Lock
Hold	Normal	Hold
One Time	One Time	—

Notes

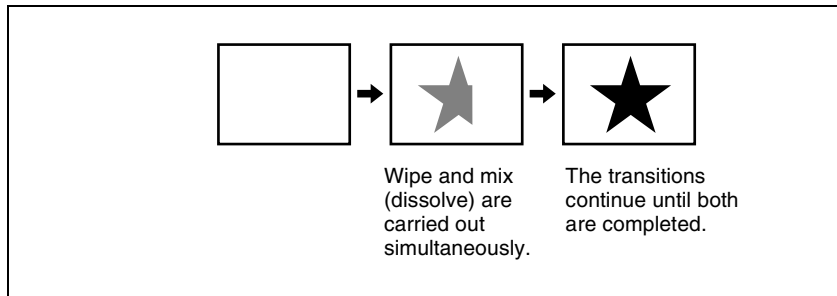
- During a transition, whether executed with the [AUTO TRANS] button or the fader lever, it is not possible to press the [TRANS PVW] button.
- In bus fixed mode (*see page 126*), transition previews are not available.





Deleting a key with simultaneous transitions

Inserting a key with simultaneous transitions: With the key not inserted, it is inserted simultaneously with the two transitions. If the common transition or independent key transition ends first, the other continues to completion.



Inserting a key with simultaneous transitions

Time offset execution

If the [AUTO TRANS] buttons for the two transitions are pressed with a time offset, the following is the result.

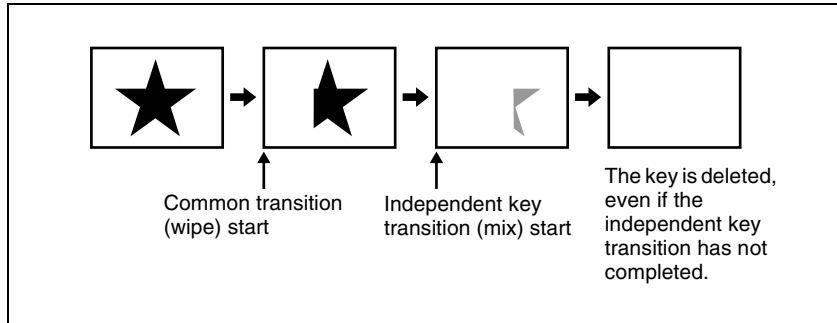
Note that in both cases the common transition is a wipe and the independent key transition is a mix (dissolve).

Time offset execution with the key inserted: With the key inserted, it is deleted with the two transitions acting with a time offset.

Whichever button is pressed first, when the common transition completes, even if the independent key transition is still not completed, the two end simultaneously.

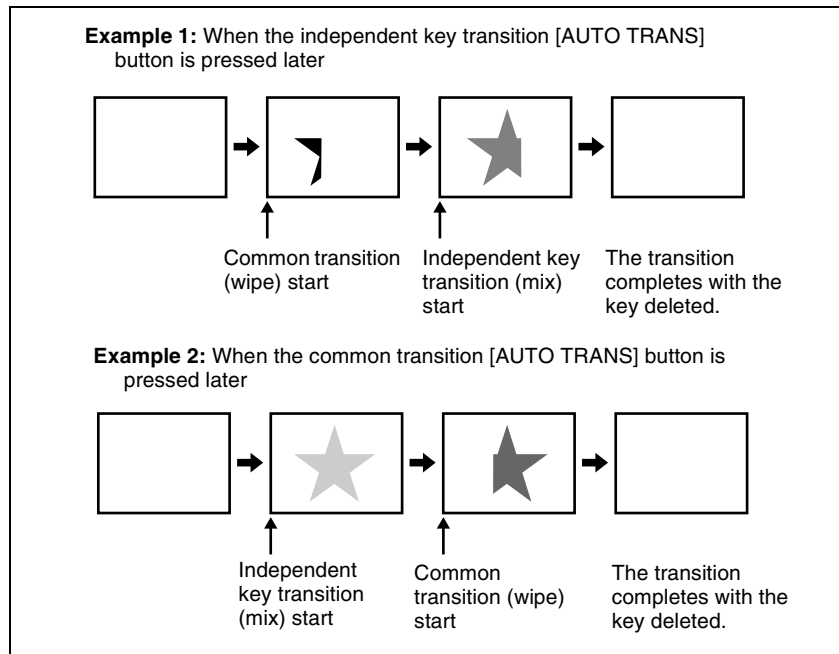


Example: When the independent key transition [AUTO TRANS] button is pressed later
is pressed later



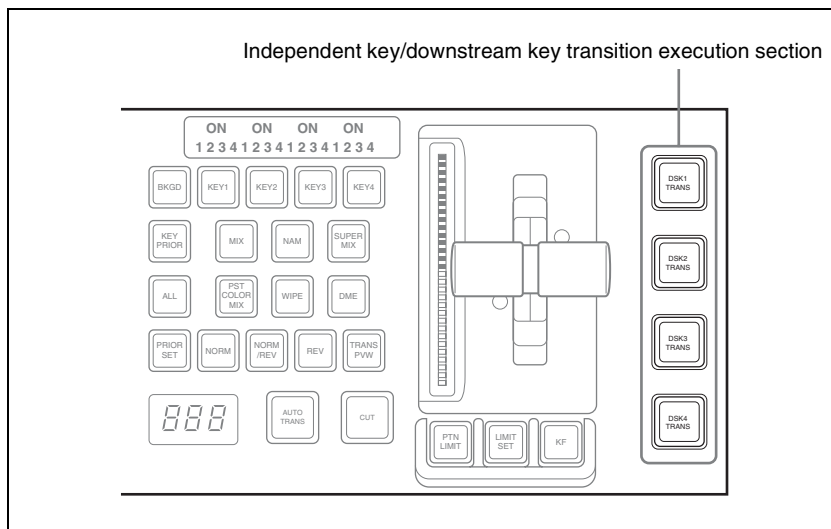
Time offset execution with the key inserted

Time offset execution with the key not inserted: With the key not inserted, it is inserted with the transition whose [AUTO TRANS] button is pressed first. Since the key is then in the inserted state, with the transition whose [AUTO TRANS] button is pressed later, the key is deleted. When the key is completely deleted, both transitions complete.



Time offset execution with the key not inserted

Basic Independent Key Transition Operations



Transition control block

You can set independent transitions for the keys on the M/E or PGM/PST bank.

To execute an independent key transition, press the appropriate button in the independent key/downstream key transition execution section of the transition control block.

The color with which buttons are lit shows the status, as follows.

Lit green: During a transition

Lit amber: Key inserted

Lit red: Key inserted into final output video

Not lit: Key not inserted

To select the transition type and set the transition rate, use a menu operation.

Note

In an independent key transition, the pattern limit function is not available.

Setting the Independent Key Transition Type by a Menu Operation

You can also select the required independent key transition type by a menu operation.

- 1** In the M/E or PGM/PST menu, select first the desired one from VF1 ‘Key1’ to VF4 ‘Key4,’ then HF6 ‘Transition.’

The Transition menu for the selected appears.

- 2** Select the required transition type in the <Transition Type> group.

If, in the Setup menus, you set insertion/deletion as independent modes, make the settings for insertion in the <On Transition Type> group, and the settings for deletion in the <Off Transition Type> group.

Setting the Independent Key Transition Rate

There are two ways of setting the transition rate: using the numeric keypad control block to enter a numeric value, or using the Key menu to access the Transition menu for the M/E or PGM/PST bank.

You can also display the transition rate and independent key transition rate for each of the M/E and PGM/PST banks, and change the settings. “*Displaying a List of Transition Rates and Changing the Settings*” (page 317).

When the setup selection is for separate transition rates for inserting or deleting a key, you can set both rates independently. For example, with the system in the state with the key not inserted, the transition rate setting applies to key insertion.

Setting the independent key transition rate in the numeric keypad control block

- 1** In the numeric keypad control block, hold down the [TRANS RATE] button, and in the independent key transition control block, press the delegation button [KEY1] to [KEY4] ([DSK1] to [DSK4] in the PGM/PST bank) for the key for which you want to set the transition rate.

The numeric keypad control block changes to the mode for inputting the independent key transition rate, and its display now shows the corresponding region name and the current transition rate set for the region.

2 With the numeric keypad, enter the transition rate.

- Enter a value of up to three digits.
- To clear the entry value, press the [CLR] button.

For details of frame input mode and timecode input mode, see page 118.

3 Press the [ENTER] button.

This confirms the entry, and the selected region name and the set transition rate appear in the numeric keypad control block display.

To enter a difference from the current value

After pressing the [+/-] button, enter the difference and press the [TRIM] button.

To change the sign (+ or -), press the [+/-] button.

Setting the independent key transition rate by a menu operation

1 In the M/E or PGM/PST menu, select first the desired one from VF1 'Key1' to VF4 'Key4,' then HF6 'Transition.'

The Transition menu for the selected key appears.

2 Select any transition type in the <Transition Type> group.

If, in the Setup menus, you set insertion/deletion as independent modes, make the settings for insertion in the <On Transition Type> group, and the settings for deletion in the <Off Transition Type> group.

3 Turn the knob to set the transition rate.

Knob	Parameter	Adjustment	Setting values
1	Transition Rate	Transition rate	0 to 999 (frame count)

Displaying the independent key transition rates in a menu and changing the settings

For each of the M/E and PGM/PST banks, you can also display the transition rate and independent key transition rate, and change the settings.

For more details, see "Displaying a List of Transition Rates and Changing the Settings" (page 317).



Chapter 4 Keys

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Overview

A key is an effect in which a part of the background image is replaced by an image or superimposed text. The signal determining how the background is cut out is termed “key source,” and the signal that replaces the cut-out part is termed “key fill.”

The system component responsible for processing a key is referred to as a keyer.

Each M/E bank and the PGM/PST bank has four keyers, and all of these keyers provide the same functions.

Key Types

The key type indicates the manner in which the key source signal is used to cut out the background. In each bank, you can use the following key types. You can select the key type using the key type selection buttons in the key control block, or by a setting in the Type menu for the keyer. (See “Key Type Setting” (page 146).)

Luminance key

The background is cut out according to the luminance (Y) of the key source signal, and at the same time the key fill signal is cut out and then added to the background signal.

Linear key

This is a type of luminance key, but there is a reduced variability in gain, allowing more precise adjustment.

Color vector key

The key signal is created from a combination of the luminance and chrominance components of the key source signal. When perfect keying is not possible with a luminance key, this allows a key signal to be created even if the luminance level is low, provided that the colors have high saturation.

Clean mode

In a luminance key, linear key or color vector key, you can enable the clean mode. When the clean mode is on, the key source does not affect the key fill, which is added unchanged to the background. This improves the keyed image



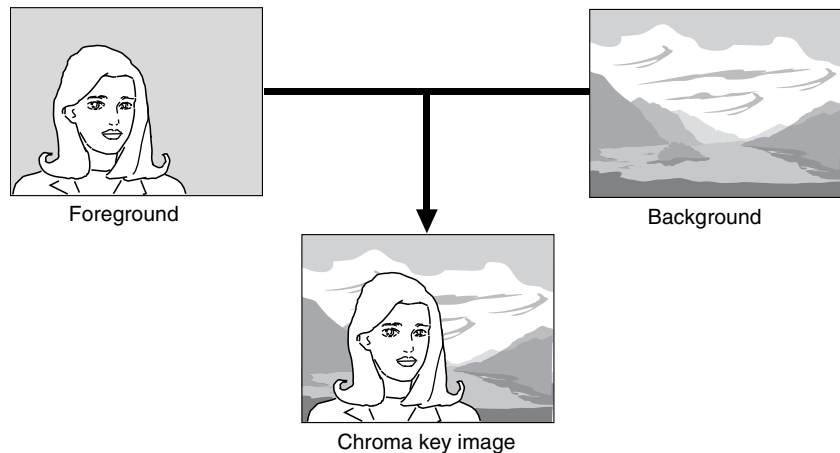
quality, but means that the part of the key fill signal which is not to be inserted must be completely black, or it will color the background. You set the clean mode with the Type menu of the respective keyer. (See “*Setting the key type in a menu*” (page 146).)

Note that in the following situations, the clean mode goes off, and cannot be turned on.

- When the key type is a pattern key
- When key inversion is on
- When the key fill is a matte
- When the key edge is an outline
- When the key edge is normal with soft edge being on
- When fine key is on
- When the key positioner is on

Chroma key

A key signal based on a particular color is used to cut out the background, and the key fill is then inserted. The inserted signal is also referred to as the foreground, and the composite image is called a chroma key image.



For details of chroma key composition, see “*Chroma Key Composition*” (page 148). For details of video adjustment operations and the adjustment items, see “*Chroma Key Adjustments*” (page 149).

Wipe pattern key

This uses the wipe pattern selected for a transition as the key source.

Key wipe pattern key

This uses the wipe pattern selected for an independent key transition as the key source.

Note on wipe pattern modifiers


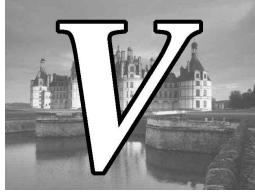
In a wipe pattern key or key wipe pattern key, you can apply various modifications, depending on the pattern used, and the modifiers in common with a wipe.

However, modifiers which relate to the wipe direction and edge are not reflected.

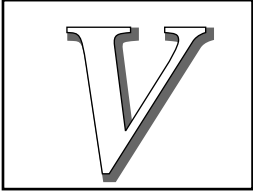
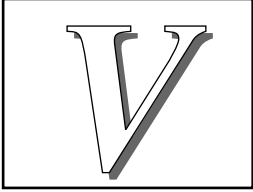

Key Modifiers

Edge modifiers

You can apply borders and other effects to the edge of the key. (See “Key Edge Modifications” (pages 158 and 179).)

Name	Effect	Image
Normal	This is the state with no key edge modifiers applied.	
Border	This applies a uniform width border to the edge of the key. You can adjust the border width and density. You can also enable the separate edge function, and adjust the top, bottom, left, and right border widths separately.	



Name	Effect	Image
Drop border	This applies a border below and to the right for example, of the key. You can adjust the border width, position, and density.	
Shadow	This applies a shadow below and to the right for example, of the key. You can adjust the shadow width, position, and density.	
Outline	This uses the outline of the original key as the key. You can adjust the width and density of the outline. You can also enable the separate edge function, and adjust the top, bottom, left, and right outline widths separately.	
Emboss	This applies an embossing effect to the outline of the key. You can adjust the width and position of the embossing, and the density. You can adjust the density separately for key fill and key edge. When embossing is on, the Fine Key and zabton functions go off.	-
Soft edge	This softens the edge of the key.	-
Zabton	This inserts a translucent pattern behind a key. You can adjust the pattern size, softness, density and color.	-

Edge type and key fill/key source position

The key edge modification function has two modes: a mode (“key drop ON mode”) in which the key fill/key source position moves downward, and a mode (“key drop OFF mode”) in which it does not move downward.

Key drop ON mode: The key fill/key source position moves downward by eight scan lines or four scan lines. When a drop border or shadow is selected, it is possible to apply a border to the top edge of the key.

Key drop OFF mode: The key fill/key source position does not move. When a drop border or shadow is selected, it is not possible to apply a border to the top edge of the key.

In the key drop ON mode, a menu setting selects between the mode (“4H mode”) in which the key fill/key source position is lowered by four scan lines, and the mode (“8H mode”) in which the key fill/key source position is lowered by eight scan lines.

When Fine Key is on, the edge width is forced to the range 0.00 to 4.00.

Note that in the following situations, the key drop mode is forcibly turned on.

- When the edge type is border, outline, or emboss
- When the edge type is normal with soft edge being on
- When Fine Key is on

Edge fill

When a border, drop border, or shadow modifier is selected, you can select a signal to fill these edge effects.

The edge fill may be either the signal from the dedicated color matte generator, or the signal currently selected on the utility 1 bus.

In the case of an outline, there is no edge fill signal selection, because the key fill signal fills the outline, and the rest of the image remains as the background. For the emboss effect, in place of the edge fill signal, the emboss fill matte 1 and emboss fill matte 2 signals are used.

Masks

A mask is used to inhibit the effect of a key over a part of the image. This allows parts of the background which would otherwise be keyed to be protected, or to correct the key if it is not of the desired shape.

For details of masking operations, see “Masks” (pages 165 and 183).

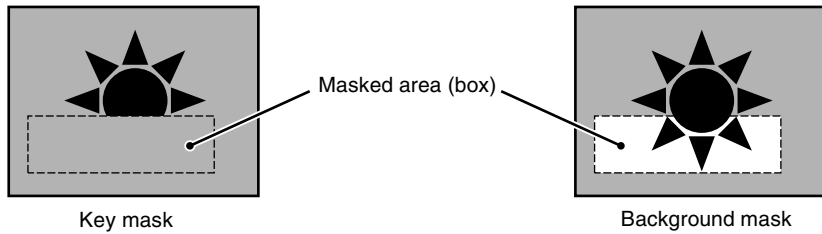
Key mask and background mask

There are two types of mask: a key mask and a background mask.

Key mask: This masks out a part of the key, which will result in the background appearing.



Background mask: This masks out a part of the background, which will result in the key fill appearing.



Main mask and subsidiary (“sub”) mask

Each keyer allows two masks to be used simultaneously, and these are referred to as the main mask and the sub mask. The signal that determines the mask shape and size is termed the mask source, and different sources are used for the main mask and sub mask.

Main mask: This uses the signal from the dedicated box generator provided on each keyer, or the signal from the dedicated pattern generator as the mask source.

When the box generator is selected, a rectangular mask is formed. You can adjust the positions of the four sides of the box separately.

When the pattern generator is selected, you can select the pattern and apply modifiers.

Sub mask: This uses the wipe generator signal or the signal selected on the utility 1 bus, as the mask source.

When the wipe generator is selected, the patterns and the pattern modifiers are the same as in a wipe transition.

Key Memory

The key memory function allows the keyer settings on each cross-point button to be automatically stored, so that the next time the same cross-point button is selected these settings are recalled automatically.

There are two modes for key memory: simple mode and full mode.

The parameters stored in each mode are as follows.

Simple mode: key type, clean mode (including the plane setting for chroma keying), key position, key inversion, and adjustment values for the particular key type (Clip, Gain, Density, Filter, etc. This includes color vector key, wipe pattern key, key wipe pattern key, and chroma key. However, in the case of a chroma key, it excludes color cancel, Y balance, foreground CCR, window, and shadow.)

Full mode: All settings except transition (the same parameters as simple mode, Fine Key, key modifiers, main and sub mask settings, chroma key detailed settings, and so on)

For the settings for these modes, see “Settings Relating to Keys, Wipes, Frame Memory and Color Correction (Key/Wipe/FM/CCR Menu)” in Chapter 20 (Volume 3).

Key Default

With a simple operation you can return the key adjustment values to their defaults.

The adjustment values which can be returned to their default values are as follows.

- Adjustment values for the particular key type (Clip, Gain, Density, Filter, etc.)
In the case of chroma keying, all adjustment values return to their default values.
- Key position
- Key inversion
- Clean mode

For details, see “Returning the key adjustment values to their defaults” (page 186).

For the menu operation to return the key adjustment values to their defaults, see “Returning to default state in function groupings” (page 77).



Key Setting Operations Using Menus

There are two ways of making key settings: either using menus, or using the key control block.

This section describes basic procedures for making key settings using the menus, taking the M/E-1 >Key1 menu as an example.

Operations in the Key menus are the same for all banks (M/E-1 to M/E-3 and PGM/PST).

For details of the method of using the key control block, see “Key Setting Operations With the Key Control Block” (page 175).

Key Setting Menu

The key setting menus for each bank (M/E-1 to M/E-3 and PGM/PST) are as follows.

Bank	Keys set	Menus
M/E-1	Keys 1 to 4	M/E-1 >Key1 to 4
PGM/PST	Downstream keys 1 to 4	PGM/PST >DSK1 to 4

Accessing a key setting menu

For example, to access the M/E-1 >Key1 menu, carry out any of the following procedures.

- In the menu control block, select the top menu selection button [M/E 1], then press VF1 ‘Key1.’
- In the M/E-1 bank transition control block, press the KEY1 next transition selection button twice in rapid succession.
- Press the [KEY1] button in the key delegation row of the M/E-1 bank twice in rapid succession.
- In the key control block, press the M/E delegation button [M/E1], then press the key delegation button [KEY1] twice in rapid succession.

Any of the above operations displays the M/E1 >Key1 menu.

Note that you can access the DSK menus by pressing the button for the corresponding key in the downstream key control block twice in rapid succession.

Key Type Setting

Setting the key type in a menu

- 1 In the M/E-1 >Key1 menu, select HF1 'Type.'

The Type menu appears.

- 2 In the <Key Type> group, select the key type.

Luminance: luminance key

Linear: linear key

Chroma: chroma key

Color Vector: color vector key

Wipe Pattern: wipe pattern key

Key Wipe Pattern: key wipe pattern key

For the selected key type, you can now set the parameters.

For an overview of the key types, see "Key Types" (page 138).

- 3 Carry out the following settings as required, depending on the key type selected in step 2.

To enable clean mode (see page 138) for a luminance key, linear key or color vector key: Select [Clean Mode] so that it is set on.

When clean mode is enabled, key fill is added to the background without cutting out with key source.

When chroma key is selected: Select [Chroma Adjust] to access the Chroma Adjust menu (see page 151), and make the required settings.

When a wipe pattern key is selected: In the M/E-1 >Wipe menu (see page 191), select the pattern and set any modifiers, then return to the M/E-1 >Key1 menu.

When a key wipe pattern key is selected: In the M/E-1 >Key1 > Transition >Wipe Adjust menu (see page 216), carry out pattern selection and modifier setting, then return to the M/E-1 >Key1 >Type menu.

Note

For a wipe pattern selected for a wipe pattern key or key wipe pattern key, the [Edge] and [Direction] modifier settings are not available.

- 4 Set the parameters.



• **When a luminance key or linear key is selected**

Knob	Parameter	Adjustment	Setting values
1	Clip	Reference level for generating the key signal	+109.59 to -7.31
2	Gain	Key sensitivity	-100.00 to +100.00
3	Density	Key density	0.00 to 100.00
4	Filter	Filter coefficient	1 to 9 ^{a)}

a) Setting this value to 1, produces the “through” state in which no filter is applied. The larger the value, the more strongly the filter applies.

• **When a chroma key is selected**

Knob	Parameter	Adjustment	Setting values
3	Density	Key density	0.00 to 100.00

• **When a color vector key is selected**

Parameter group [1/2]

Knob	Parameter	Adjustment	Setting values
1	Y Clip	Reference level for creating luminance signal	+109.59 to -7.31
2	Y Gain	Luminance signal sensitivity	-100.00 to +100.00
3	C Clip	Reference level for creating chrominance signal	100.00 to 0.00
4	C Gain	Chrominance signal sensitivity	-100.00 to +100.00
5	Density	Key density	0.00 to 100.00

Parameter group [2/2]

Knob	Parameter	Adjustment	Setting values
1	Y Filter	Luminance signal filter coefficient	1 to 9
2	C Filter	Chrominance signal filter coefficient	1 to 9

• **When a wipe pattern key or key wipe pattern key is selected**

Knob	Parameter	Adjustment	Setting values
1	Size	Pattern size	0.00 to 100.00
2	Soft	Degree of edge softness	0.00 to 100.00
3	Density	Key density	0.00 to 100.00

5 Make the following settings as required.

To invert the black and white sense of the key source: Press [Key Invert], turning it on.

To adjust the horizontal position or key source width for a luminance key, linear key, or chroma key: Press [Key Position], turning it on, and set the parameters.

Knob	Parameter	Adjustment	Setting values
1	H Phase	Key horizontal position	-4.00 to +4.00
2	Left	Key left edge position	-4.00 to +4.00
3	Right	Key right edge position	-4.00 to +4.00

To set the key priority: Press [Key Priority] or select VF7 ‘Misc’ and HF3 ‘Key Priority’ to access the Key Priority menu.
For details, see “Setting the Key Priority by a Menu Operation” (page 109).

Chroma Key Composition

Normal mix and additive mix

In creating a chroma key image, either a normal mix or an additive mix can be used. To select which, use the Type >Chroma Adjust menu for the keyer.

Normal mix: The foreground is cut out with the key signal, and then combined with the background, which has also been cut out with the key signal.

Additive mix: The background, which has been cut out with the key signal, is combined with the unshaped foreground. This is effective for a natural-looking composite when the scene includes glass or other translucent objects.

Plane function

In an additive mix, the foreground is not shaped by the key signal, and variations in the (blue) background appear in the composite image. To prevent this, it is possible to set a particular luminance level for the background, and any parts below this level are cut forcibly.

Composing an image by chroma keying

There are two types of composition for chroma keying: normal mix, and additive mix.

- 1** In the M/E-1 >Key1 menu, select HF1 ‘Type.’
- 2** Select [Chroma] in the <Key Type> group.

It becomes possible to adjust the key density (*see page 147*).



3 Select [Chroma Adjust].

The Chroma Adjust menu appears.

4 Carry out auto chroma key adjustments.

Also carry out manual adjustments if necessary to obtain an optimum chroma key image.

For the adjustment procedures, see page 149.

5 In the <Mix Mode> group, select [Normal Mix] or [Additive Mix] depending on the desired type of chroma key composition.

When using an additive mix for chroma keying, the (typically blue) background parts of the foreground video must be converted to black. For this, use the color cancel function (*see page 152*).

Using the plane function

In an additive mix, since no key is applied to the foreground, any variations in the (typically blue) background may appear in the composite image. To avoid this, a particular luminance level can be set for the (blue) background, and regions of lower luminance forcibly cut.

1 In the Chroma Adjust menu, set [Plane] on.

2 Adjust the following parameter.

Knob	Parameter	Adjustment	Setting values
1	Luminance	Luminance level	0.00 to 100.00

Chroma Key Adjustments

Methods of adjusting the composite obtained from chroma keying include automatic adjustment with the auto chroma key function, and manual adjustment carrying out the necessary processing separately. The optimum results will be obtained by first carrying out adjustments with the auto chroma key function, then making any fine adjustments as required. The following manual adjustments are possible.

Key active

When this function is off, only the foreground is output and you can make adjustments of color cancel (*see the next paragraph*).

Color cancel

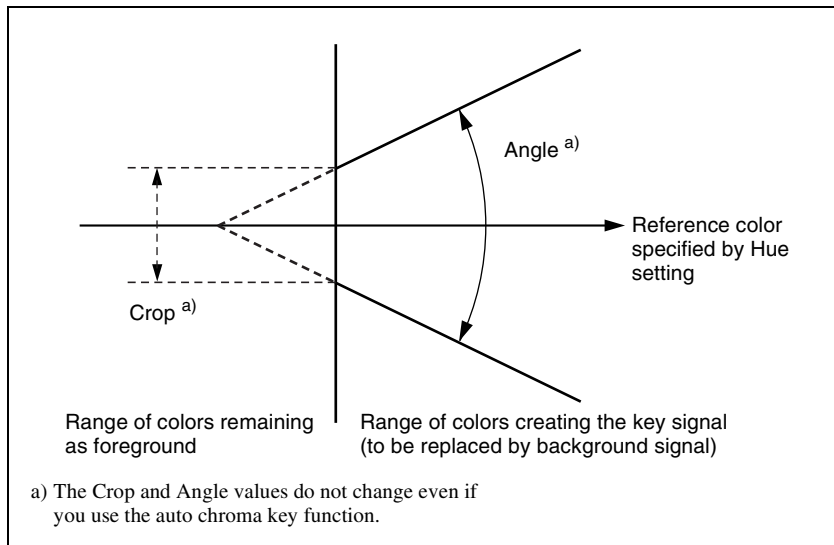
If the foreground image includes shades of the background color, turn this function on to remove the color from the foreground image.

Chroma key window

You can adjust the range over which the key signal is determined as matching the specified hue. When this adjustment is off the default ranges are used.

Chroma keying generates a key signal based on a particular color (reference color) in the foreground (typically a plain blue background), and the “window” refers to the range of colors which are regarded as matching this specified reference color to create the key signal.

As seen on a vectorscope (that is, in the hue-saturation color space), the range for this matching corresponds to a truncated sector. This range is specified by two parameters: the “Angle” parameter, which determines the range of the hue parameter, and the “Crop” parameter, which determines the degree of truncation (*see the following figure*).



Window adjustment

Y balance

In normal chroma keying, the key signal is based on the chrominance component only, and all elements of the foreground with the same hue are replaced by the background. Using the Y balance function, you can specify a luminance level range within which the key is active, and replace the specified part by the background.

You can use the Y balance function independently on the key signal for the composition and the key signal for the color cancel function. When applied to the key signal for the composition, this produces the foreground with the color cancel effect applied. This can therefore be used to provide an impression of smoke, for example.

When the Y balance function is applied to the color cancel key, the relevant part is output in its original color without canceling, and therefore it is possible to combine colors which are the same color as the background (i.e. typically blue) in the foreground.

Chroma key shadow

This function provides a more realistic treatment when the shadow of an object in the field of view falls on the blue background. Since parts of the blue background darker than a specified intensity are treated as shadows, there is no effect on cutting out of the foreground.

Video signal adjustment

You can vary the foreground signal gain, or change the hue. There are separate adjustments for the gain of the overall video signal, and Y and C components.

Making auto chroma key adjustments

Auto chroma key is an automatic adjustment function which allows you to specify a part of the foreground video (for example, the blue background color) and use it as a reference for creating the chroma key image.

- 1** In the M/E-1 >Key1 menu, select HF1 'Type,' then select [Chroma] in the <Key Type> group.
- 2** Select [Chroma Adjust].
The Chroma Adjust menu appears.
- 3** Select [Sample Mark] in the <Auto> group.
The foreground video only appears on the monitor, with a white box-shaped sample selector.
- 4** Adjust the position and size of the sample selector, to specify the color to be used as the basis of chroma keying (typically a blue background).

Knob	Parameter	Adjustment	Setting values
1	Position H	Horizontal position	-100.00 to +100.00 ^{a)}
2	Position V	Vertical position	-100.00 to +100.00 ^{a)}
3	Size	Size	1.00 to 100.00



a) The setting ranges depend on the signal format, screen aspect ratio, and size settings.

5 Select [Auto Start] in the <Auto> group.

This executes an auto chroma key based on the color specified by the sample selector, and displays the composite image on the monitor.

Making key active adjustments

When the key active function is on, the composite image is output to the monitor, and you can watch the monitor while manually adjusting the keying. When the key active function is off, only the foreground image appears. Set this off when manually adjusting color cancel (*see the next section*).

1 In the Chroma Adjust menu, set [Key Active] on.

2 Adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Clip	Chroma key reference level	0.00 to 100.00
2	Gain	Key gain	-100.00 to +100.00
3	Hue	Hue	359.99 to 0.00
4	Density	Density	0.00 to 100.00
5	Filter	Filter coefficient	1 to 9

Making color cancel adjustments

If the background color is leaking into the foreground video, turning the color cancel function on allows you to eliminate this leakage.

1 In the Chroma Adjust menu, turn [Key Active] off.

Only the foreground image appears on the monitor.

2 In the <Color Cancel> group, set [Color Cancel] on.

3 Adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Luminance	Luminance	0.00 to 100.00
2	Saturation	Saturation	0.00 to 100.00
3	Hue	Hue	359.99 to 0.00
5	Filter	Filter coefficient	1 to 9



4 Set [Key Active] on.

The chroma key composite image now appears in the monitor.

Making key signal adjustments for color cancel

When the color cancel function is set on, you can adjust the key signal for color cancel.

1 In the <Color Cancel> group of the Chroma Adjust menu, set [Color Cancel] on.

2 In the <Color Cancel> group, set [Cancel Key] on.

The cancel key is now on, and you can now adjust the key signal for color cancel.

Knob	Parameter	Adjustment	Setting values
1	Clip	Color cancel key reference level	0.00 to 100.00
2	Gain	Color cancel key gain	-100.00 to +100.00

3 Make the following settings, as required, in the <Color Cancel> group.

- **When setting [Key Position] on and adjusting the color cancel key edge position**

Knob	Parameter	Adjustment	Setting values
1	H Phase	Move left and right edges of the color cancel key simultaneously	Left edge position value shown
2	Left	Move left edge of the color cancel key	-3.00 to +3.00
3	Right	Move right edge of the color cancel key	-3.00 to +3.00

- **When setting [Window] on and adjusting the detection range of the color cancel key**

Knob	Parameter	Adjustment	Setting values
1	Crop	Crop value	100.00 to 0.00
2	Angle	Angle value	180.00 to 0.00

For details of the crop and angle parameters, see “Chroma key window” (page 150).

- When setting [Y Balance] on and adjusting the ratio in which Y balance is added to the color cancel key

Knob	Parameter	Adjustment	Setting values
1	Mixture	Ratio of Y balance key	0.00 to 100.00

Adjusting the window

Setting the window function on allows you to adjust the detection range used to determine the key signal. When this function is off, the default range is used for the key.

For an overview of the window, see “Chroma key window” (page 150).

After making sure that the values of Clip, Gain, and Hue are adjusted appropriately, use the following procedure to make the window adjustment.

- 1 In the Chroma Adjust menu, set [Window] on.
- 2 Adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Crop	Crop value	100.00 to 0.00
2	Angle	Angle value	180.00 to 0.00

Adjusting the Y balance

Setting the Y balance on allows you to specify that, even if the hue is the same, only portions of a particular luminance will be replaced by the background.

For an overview of the Y balance, see “Y balance” (page 150).

- 1 In the Chroma Adjust menu, set [Y Balance] on.
- 2 Adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Clip	Luminance range	0.00 to 100.00
2	Gain	Key gain	-100.00 to +100.00
3	Luminance	Luminance	0.00 to 100.00

Adjusting the chroma key shadow

This function allows a shadow falling on the (typically blue) background color to be rendered more realistically. Since portions of the (blue) background of



less than a certain luminance are treated as shadows, there is no effect on cutting out of the foreground.

1 In the Chroma Adjust menu, set [Shadow] on.

2 Adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Luminance	Reference luminance for shadows	0.00 to 100.00
2	Gain	Shadow key gain	-100.00 to +100.00
3	Density	Shadow opacity	0.00 to 100.00
4	Soft	Shadow softness	0.00 to 100.00

Note

When chroma key shadow is on, key edge is changed to normal, and soft edge is switched off.

Adjusting the video signal

You can change the gain of the foreground signal, or vary the Hue. There are separate adjustments for the gain of the whole video signal, or Y and C individually.

1 In the Chroma Adjust menu, set [FRGD CCR] on.

2 Adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Video Gain	Overall gain of video signal	-100.00 to +100.00
2	Y Gain	Y signal gain	-100.00 to +100.00
3	C Gain	C signal gain	-100.00 to +100.00
4	Hue	Hue offset amount	-180.00 to +180.00

Selecting Key Fill and Key Source

Selecting key fill and key source

To select key fill and key source for key 1 on the M/E-1 bank, use the following procedure.

1 In the M/E-1 >Key1 menu, select HF1 'Type.'

The Type menu appears.

- 2** In the <Key Fill> group, select either of the following for use as key fill.

Key Bus: signal selected on the key 1 fill bus

Matte: signal from the dedicated color matte generator

- 3** If you selected [Key Bus] in step **2**, press the key delegation button [KEY1] in the cross-point control block and select the key fill signal in the key row.

- 4** If you selected [Matte] in step **2**, in the same Type menu, press the [Matte Adjust] button to display the Matte Adjust menu, then adjust the single-color or two-color combination color matte. Select whether to use a single-color matte or a two-color combination in the <Fill Matte> group.

Flat Color: Adjust color 1 with the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Luminance	Luminance	0.00 to 100.00
2	Saturation	Saturation	0.00 to 100.00
3	Hue	Hue	359.99 to 0.00

Mix Color: Carry out a color mix. Adjust color 1 and color 2, and select a mix pattern (*see the next section*).

- 5** In the <Key Source> group, specify the key source selection mode.

Self: The key fill bus signal is automatically selected as the key source.

When the key type is selected as chroma key, select [Self].

Auto Select: The signal allocated, being paired with the key fill bus signal, to a cross-point button is automatically selected as the key source. The setting of key fill and key source pairs is carried out in the Setup menu. (*See “Cross-Point Settings (Xpt Assign Menu)” in Chapter 19 (Volume 3).*)

Split: You can select a key source signal independently of the key source automatically selected in Auto Select mode.

- 6** When [Split] was selected in step **5**, hold down the [KEY1] button and press the appropriate button in the key row to select the key source signal.

To select the video signal assigned to the button, turn off the [KEY] button in the AUX bus control block, and to select the key signal, turn on the [KEY] button before pressing the button in the key row.



Notes

- Carrying out a [KEY] button operation in the AUX bus control block requires the [KEY] button operating mode (Key Source Bus Select Mode) to be set. With the factory default setting (Key), the [KEY] button is always off, and it is only possible to select a key signal assigned to a button as the key source signal.

For details, see “Operation Settings (Operation Menu)” in Chapter 19 (Volume 3).

- When [Split] is selected, the key memory function (*see page 143*) is disabled.

To select a video signal assigned to a cross-point button

By selecting the key source bus with an auxiliary bus control block AUX delegation button, and pressing the cross-point button, it is possible to select the video signal assigned to the cross-point button.

(If you press the cross-point button with holding down [KEY], the key signal assigned to the cross-point button.)

Note

In the above operation, the following settings must have been made.

- Assigning the key source bus to an AUX delegation button

For details, see “Auxiliary Bus Control Block Settings (Aux Assign Menu)” in Chapter 19 (Volume 3).

- Setting the [KEY] button operating mode

For details, see “Operation Settings (Operation Menu)” in Chapter 19 (Volume 3).

Carrying out a color mix for key fill

When [Matte] is selected for key fill, you can combine color 1 and color 2. For the combination, you can use not only a key wipe generator pattern, but also the dedicated pattern for key edge color mix.

- 1** In the <Key Fill> group of the Type menu, select [Matte] and press [Matte Adjust].

The Matte Adjust menu appears.

- 2** Select [Mix Color] in the <Fill Matte> group.

- 3** Adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Size	Pattern size	0.00 to 100.00
2	Soft	Softness of the edge of the pattern	0.00 to 100.00

- 4** Select the combining pattern in the <Mix Pattern> group.

Key Wipe: The wipe pattern selected for an independent key transition is used for combination. You can change this pattern by pressing [Pattern Select] to open the menu for key wipe pattern selection (Pattern Select menu), and make adjustments by pressing [Pattern Adjust] to open the menu for pattern adjustment (Wipe Adjust menu).

Key Edge Pattern: Combine using the dedicated pattern selected for the color mix in the key edge fill. You can change this pattern by pressing [Pattern Select] to open the menu for edge color mix dedicated wipe pattern selection (Mix Pattern Select menu), and make adjustments by pressing [Pattern Adjust] to open the menu for pattern adjustment (Matte Adjust menu).

For details, see “Carrying out a color mix for the key edge fill matte” (page 162).

- 5** In the Type menu, adjust color 1 and color 2.

To adjust color 1, select [Color1], and to adjust color 2, select [Color2], then adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Luminance	Luminance	0.00 to 100.00
2	Saturation	Saturation	0.00 to 100.00
3	Hue	Hue	359.99 to 0.00

- 6** To interchange color 1 and color 2, press the [Color Invert] button, turning it on.

Key Edge Modifications

To modify the key edge of key 1 on the M/E-1 bank, use the following procedure.

- 1** In the M/E-1 >Key1 menu, select HF2 ‘Edge.’

The Edge menu appears.



2 Select the edge type in the <Edge> group.

For an overview of the key edge modifications, see “Edge modifiers” (page 140).

Normal: unadorned edge

Border: edge with border applied

Drop Border: edge with drop border applied

Shadow: edge with shadow applied

Outline: edge used as outline

Emboss: embossing effect applied to edge

If you select [Normal], skip to step 7.

3 Set the border width and other parameters.

When border or outline is selected: The setting parameters depend on the key type and whether the separate edge function is enabled or not. To enable the separate edge function, press [Separate Edge], setting it on.

• Separate edge off

Knob	Parameter	Adjustment	Setting values
1	Width	Width	0.00 to 8.00 ^{a)} (0.00 to 100.00) ^{b)}
3	Density	Density	0.00 to 100.00

a) In the “4H mode” and when [Fine Key] (page 161) is on, the setting value range is 0.00 to 4.00.

b) When a wipe pattern key or key wipe pattern key is selected as the key type

• Separate edge on

The left, right, top, and bottom border or outline widths can be adjusted independently. The separate edge function is only valid when a luminance key, linear key, or chroma key is selected as the key type.

Knob	Parameter	Adjustment	Setting values
1	Top	Top edge width	0.00 to 8.00 ^{a)}
2	Left	Left edge width	0.00 to 8.00 ^{a)}
3	Right	Right edge width	0.00 to 8.00 ^{a)}
4	Bottom	Bottom edge width	0.00 to 8.00 ^{a)}
5	Density	Density	0.00 to 100.00

a) In the “4H mode” and when [Fine Key] (page 161) is on, the setting value range is 0.00 to 4.00.

When drop border or shadow is selected: The setting parameter values depend on the on/off setting of key drop and the selection of 4H mode/8H mode (see page 141).

• **“Key drop OFF” mode**

Knob	Parameter	Adjustment	Setting values
1	Width	Width	0.00 to 8.00
2	Position	Position	359.99 to 180.00
3	Density	Density	0.00 to 100.00

• **“Key drop ON” mode**

Knob	Parameter	Adjustment	Setting values
1	Width	Width	0.00 to 8.00 ^{a)}
2	Position	Position	359.99 to 0.00
3	Density	Density	0.00 to 100.00

a) In the “4H mode” and when [Fine Key] (page 161) is on, the setting value range is 0.00 to 4.00.

When emboss is selected:

Knob	Parameter	Adjustment	Setting values
1	Width	Width	0.00 to 4.00
2	Position	Position	359.99 to 0.00
3	Density ^{a)}	Density	0.00 to 100.00

a) The Density adjustment only affects the key edge. This can be adjusted separately from Key Density, and if Key Density is set to 0.00, the embossed edge effect only can be applied.

To make edge fill adjustments, carry out the settings in step 6.

4 Select the edge fill signal in the <Edge Fill> group.

Utility 1 Bus: signal selected on the utility 1 bus

Matte: signal from dedicated color matte generator.

It becomes possible to adjust color 1.

Knob	Parameter	Adjustment	Setting values
1	Luminance	Luminance	0.00 to 100.00
2	Saturation	Saturation	0.00 to 100.00
3	Hue	Hue	359.99 to 0.00



When the edge type is outline, in place of the edge fill signal, the selected key fill signal fills the outline, and elsewhere remains as the background.

5 Carry out the following operation, depending on the selection in step 4.

When [Utility 1 Bus] is selected: Press the key delegation button [UTIL1], turning it on, and select the signal in the key row.

When [Matte] is selected: Press [Matte Adjust] in the same EDGE menu, to display the Matte Adjust menu, and adjust a single color or two-color combination color matte.

You can select whether to use a single color matte or a two-color combination color matte in the <Edge Matte> group.

For the color mix operation, see “Carrying out a color mix for the key edge fill matte” (page 162).

6 When emboss is selected for the edge type, adjust the color in the <Emboss Fill> group.

To adjust matte 1 press [Matte1], and to adjust matte 2 press [Matte2], then adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Luminance	Luminance	0.00 to 100.00
2	Saturation	Saturation	0.00 to 100.00
3	Hue	Hue	359.99 to 0.00

7 To make the edge soft, press [Soft Edge] to set it on, and adjust the softness.

Knob	Parameter	Adjustment	Setting values
1	Soft	Edge softness	0.00 to 100.00

For a normal edge, when [Soft Edge] is enabled, [Key Drop] is kept on.

8 To make separate fine adjustments to the positions of the left, right, top, and bottom of the source edge, press [Fine Key], to set it on, and adjust the following parameters.

Parameter group [1/2]

Knob	Parameter	Adjustment	Setting values
1	Top	Key top edge position	-2.00 to +2.00
2	Left	Key left edge position	-2.00 to +2.00
3	Right	Key right edge position	-2.00 to +2.00

Parameter group [1/2]

Knob	Parameter	Adjustment	Setting values
4	Bottom	Key bottom edge position	-2.00 to +2.00

Parameter group [2/2]

Knob	Parameter	Adjustment	Setting values
1	H Phase	Key horizontal position	Left edge position value shown
2	V Phase	Key vertical position	Top edge position value shown

Note

In the emboss function it is not possible to set [Fine Key] on.

- When the edge type is normal, drop border or shadow, enabling the [Fine Key] function keeps [Key Drop] on.
- When applying a border to the key edge, enabling the [Fine Key] function halves the border width setting range.

Carrying out a color mix for the key edge fill matte

When you select ‘Matte’ for the edge fill of a border, drop border, or shadow, you can create a combination of color 1 and color 2 using a wipe pattern generated by the dedicated pattern generator.

- 1** In the <Edge Fill> group of the Edge menu, select [Matte], then press [Matte Adjust].

The edge fill Matte Adjust menu appears.

- 2** In the <Edge Matte> group, select [Mix Color], turning it on.

- 3** Adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Size	Pattern size	0.00 to 100.00
2	Soft	Softness of pattern edge	0.00 to 100.00
3	Pattern	Pattern number	1 to 24 ^{a)}

a) The patterns are the same as standard wipes. (For details, see “Wipe Pattern List” in (page 353).)

To select the pattern, display the Mix Pattern Select menu by pressing [Mix Pattern] in the edge fill Matte Adjust menu. After selecting one of the



patterns (standard wipe patterns 1 to 24) displayed in the Mix Pattern Select menu, you can adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Size	Pattern size	0.00 to 100.00
2	Soft	Softness of pattern edge	0.00 to 100.00

4 Adjust color 1 and color 2.

To adjust color 1 press [Color 1], and to adjust color 2 press [Color 2], turning it on respectively, and adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Luminance	Luminance	0.00 to 100.00
2	Saturation	Saturation	0.00 to 100.00
3	Hue	Hue	359.99 to 0.00

5 If required, set the pattern modifiers.

- When turning [Position] on and setting the pattern position

Knob	Parameter	Adjustment	Setting values
1	Position H	Horizontal position	-200.00 to +200.00 ^{a)}
2	Position V	Vertical position	-200.00 to +200.00 ^{a)}

a) See page 204.

- When turning [Multi] on and replicating the pattern

Knob	Parameter	Adjustment	Setting values
1	H Multi	Number of repetitions of pattern horizontally	1 to 63
2	V Multi	Number of repetitions of pattern vertically	1 to 63
3	Invert Type	Replication layout	1 to 4 ^{a)}

a) See page 209.

- When turning [Aspect] on and setting the aspect ratio of the pattern

Knob	Parameter	Adjustment	Setting values
1	Aspect	Aspect ratio	-100.00 to +100.00 ^{a)}

a) See page 208.

- When turning [Angle] on in the <Rotation> group and inclining the pattern

Knob	Parameter	Adjustment	Setting values
1	Angle	Angle of pattern rotation	-100.00 to +100.00 ^{a)}

a) See page 206.

- When turning [Speed] on in the <Rotation> group and rotating the pattern at a constant speed

Knob	Parameter	Adjustment	Setting values
1	Speed	Rotation rate of pattern	-100.00 to +100.00 ^{a)}

a) See page 206.

- 6 To interchange color 1 and color 2, press [Color Invert], turning it on.

Applying the zabton effects

- 1 In the Edge menu, press [Zabton], turning it on.
- 2 Adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Size	Pattern size	0.00 to 100.00
2	Soft	Pattern edge softness	0.00 to 100.00
3	Density	Density	0.00 to 100.00

Note

If in the pattern selection described below you select “Mask Pattern,” and “Box” for the main mask, the “Size” parameter here cannot be adjusted. Set “Size” in the Main Mask menu.

- 3 To adjust the pattern and color, press [Zabton Adjust].
The Zabton Adjust menu appears.
- 4 In the <Zabton Pattern> group, select the pattern.

Key Wipe: Use a key wipe.

You can change this pattern by pressing [Pattern Select] to open the menu for key wipe pattern selection (Pattern Select menu), and make adjustments by pressing [Pattern Adjust] to open the menu for pattern adjustment (Wipe Adjust menu).



Key Edge Pattern: Use a color mixing pattern for key edge.

You can change this pattern by pressing [Pattern Select] to open the menu for edge color mix dedicated wipe pattern selection (Mix Pattern Select menu), and make adjustments by pressing [Pattern Adjust] to open the menu for pattern adjustment (Matte Adjust menu).

Mask Pattern: Use the main mask Box or Pattern.

You can also press [Pattern Select], and in the corresponding pattern adjustment menu, change the pattern.

- 5** To adjust the color, press [Zabton Color] and adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Luminance	Luminance	0.00 to 100.00
2	Saturation	Saturation	0.00 to 100.00
3	Hue	Hue	359.99 to 0.00
4	Density	Density	0.00 to 100.00

Masks

There are two masks, which can be used to mask off unneeded parts of a key or background, or to remove defects, and these are known as the main mask and subsidiary mask. You can either use the main mask and subsidiary mask independently, or at the same time.

Using the main mask

For example, to use the main mask for key 1 on the M/E-1 bank, use the following procedure.

- 1** In the M/E-1 >Key1 menu, select HF3 'Main Mask.'

The Main Mask menu appears.

- 2** In the <Mask Type> group, select the mask type.

Key Mask: Masks a part of a key.

Bkgd Mask: Masks a part of a background.

- 3** In the <Mask Source> group, select the mask source.

Box: signal from the dedicated box generator

Pattern: signal from the dedicated pattern generator

4 Set the mask source parameters.

• When a box is selected

Knob	Parameter	Adjustment	Setting values
1	Top	Top position	-100.00 to +100.00
2	Left	Left position	-100.00 to +100.00
3	Right	Right position	-100.00 to +100.00
4	Bottom	Bottom position	-100.00 to +100.00
5	Soft	Box softness	0.00 to 100.00

• When a pattern is selected

Knob	Parameter	Adjustment	Setting values
1	Size	Pattern size	0.00 to 100.00
2	Soft	Edge softness	0.00 to 100.00
5	Pattern	Pattern number	1 to 24 ^{a)}

a) The pattern is the same as a standard wipe. (See “Wipe Pattern List” in Appendix (Volume 1) (page 353).)

To select the pattern, display the Mask Ptn Select menu by pressing the [Mask Ptn Select] button in the Main Mask menu.

After selecting one of the patterns (standard wipe patterns 1 to 24) displayed in the Mask Ptn Select menu, you can adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Size	Pattern size	0.00 to 100.00
2	Soft	Edge softness	0.00 to 100.00

5 To invert the black and white sense of the mask source, press the [Mask Invert] button, turning it on.

6 When a pattern is selected as the mask source, set the pattern modifiers as required.

• When turning [Position] on and setting the pattern position

Knob	Parameter	Adjustment	Setting values
1	Position H	Horizontal position	-200.00 to +200.00 ^{a)}
2	Position V	Vertical position	-200.00 to +200.00 ^{a)}

a) See page 204.

• **When turning [Multi] on and replicating the pattern**

Knob	Parameter	Adjustment	Setting values
1	H Multi	Number of repetitions of pattern horizontally	1 to 63
2	V Multi	Number of repetitions of pattern vertically	1 to 63
3	Invert Type	Replication layout	1 to 4 ^{a)}

a) See page 209.

• **When turning [Aspect] on and setting the aspect ratio of the pattern**

Knob	Parameter	Adjustment	Setting values
1	Aspect	Aspect ratio	-100.00 to +100.00 ^{a)}

a) See page 208.

• **When turning [Angle] on in the <Rotation> group and setting the angle of the pattern rotation**

Knob	Parameter	Adjustment	Setting values
1	Angle	Pattern angle	-100.00 to +100.00 ^{a)}

a) See page 206.

• **When turning [Speed] on in the <Rotation> group and setting the rate of pattern rotation**

Knob	Parameter	Adjustment	Setting values
1	Speed	Rate of pattern rotation	-100.00 to +100.00 ^{a)}

a) See page 206.

Using the subsidiary mask

For example, to use the subsidiary mask for key 1 on the M/E-1 bank, use the following procedure.

1 In the M/E-1 >Key1 menu, select HF4 ‘Sub Mask.’

The Sub Mask menu appears.

2 In the <Mask Type> group, select the mask type.

Key Mask: Masks a part of a key.

Bkgd Mask: Masks a part of a background.

3 In the <Mask Source> group, select the mask source.

Wipe: wipe pattern selected for a transition

If you select [Wipe], select the pattern and make modifier settings in the M/E-1 >Wipe menu (*see page 191*), then return to this M/E-1 >Key1 menu.

In the case of a wipe pattern selected for a mask, the modifier [Edge] and [Direction] settings are not available.

Utility 1 Bus: signal selected on the utility 1 bus

When you selected [Utility 1 Bus], press the key delegation button [UTIL1], turning it on, in the M/E-1 bank and select the signal in the key row.

4 Set the mask source parameters.

• **When wipe is selected**

Knob	Parameter	Adjustment	Setting values
1	Size	Pattern size	0.00 to 100.00
2	Soft	Edge softness	0.00 to 100.00

• **When utility 1 bus is selected**

Knob	Parameter	Adjustment	Setting values
1	Clip	Reference level for creating mask signal	+109.59 to -7.31
2	Gain	Gain	-100.00 to +100.00

5 To invert the black and white sense of the mask source, press the [Mask Invert] button, turning it on.

Applying a DME Effect to a Key

Note

For one M/E bank, DME effects (including DME wipes) can be used in up to two places on the dedicated interface and in only one place on the SDI interface simultaneously.

When combining the SDI interface with the dedicated interface, you can apply DME effects to a maximum of three keys. (Requires a setting in setup.)

For details, see “Interfacing With External Devices (Device Interface Menu)” in Chapter 19 (Volume 3).

Assigning a DME to a key

- 1** In the M/E-1 >Key1 menu, select HF5 'Processed Key.'
The Processed Key menu appears.
- 2** In the <DME Select> group, select the DME channel (DME1 to DME4) to be used.
The lit colors of [DME1] to [DME4] indicate the DME assignment.
Lit green: Shows the DME assigned to the currently selected key.
Lit amber: Shows the DME assigned to a key other than the currently selected key.
Off: DME is not assigned.

Note

When assigning two to four DME channels to one key, the selected DME channels must be successive.

To select a DME being used by another keyer

Press [Override], turning it on, then select the DME channel.
The later selection is valid, and the button lights green.

You can check the DME operating status in the Status menu (*see page 320*).

Selecting the video signal for the DME assigned to a key

For the operating procedure, see "Selecting the video signal for a DME assigned to a key" (page 174).

Assigning a DME output signal as a monitor signal

- 1** In the Processed Key menu, press [Monitor].
The Monitor menu appears.
- 2** Press [Monitor Set], turning it on.
- 3** In the <DME Select> group, select the DME channel (DME1 to DME4) to be used.
This assigns the selected DME output to DME MON V and DME MON K. The colors with which [DME1] to [DME4] are lit show the key assignment status.
Lit green: DME currently being monitored
Lit amber: DME that can be monitored

Specifying the Key Output Destination

Using the key processed keyer signals (external processed key)

To select the key processed keyer key fill and key source signals on the AUX bus or edit preview bus, press [Ext Proc Key] turning it on, in the Processed Key menu.

This assigns the key fill and key source signals for M/E-1 key 1 to reentry signals PROC V and PROC K.

When a DME is selected on the keyer, the key fill and key source signals to which a DME effect is applied are assigned.

Note

You cannot select the PROC V and PROC K signals using the cross-point selection buttons of the M/E or PGM/PST bank.

Using the key processed keyer signals or signals to which a DME effect is applied in frame memory (frame memory feed)

To use the key processed keyer key fill and key source signals on the frame memory source buses, in the Processed Key menu, press [FM Feed]. [Ext Proc Key] turns on, and the key fill and key source signals processed on the currently selected keyer are automatically assigned to frame memory source buses 1 and 2. When a DME is selected on the keyer, the key fill and key source signals to which a DME effect is applied are assigned.

Key Modify Clear

A simple button operation or a menu operation returns the key settings to the initial status settings.

Press [Default Recall] at the lower left of the menu display, turning it on, then press the corresponding VF button (VF1 to VF4) to return the key settings to their initial status.

For details of the initial status, see “Selecting the State After Powering On (Start Up Menu)” in Chapter 18 (Volume 3).

For the menu operation to return the key state to that set in initial status, see “Returning to default state in function groupings” (page 77).

Blink Function

With the blink function, you can obtain the following effects.

Key blink: The key is alternately inserted and deleted at regular intervals. You can set the period of blinking, and the proportion of each cycle for which the key is inserted.

Edge blink: The key fill and key edge fill signals are interchanged at regular intervals. You can set the period of blinking, and the proportion of each cycle for which the original state holds.

The blink settings are in the Transition menu for each key.

Using the blink function

For example, to make the required settings for key 1 on the M/E-1 bank, use the following procedure.

1 In the M/E-1 >Key1 menu, select HF6 'Transition.'

The Transition menu appears.

2 In the <Blink> group, select [Key Blink] or [Edge Blink] to set it on.

3 Set the blink parameters.

• **When key blink is selected**

Knob	Parameter	Adjustment	Setting values
1	Blink Rate	Length of blink cycle	1 to 100
2	Duty	Proportion of cycle for which key inserted	0.00 to 100.00

• **When edge blink is selected**

Knob	Parameter	Adjustment	Setting values
1	Blink Rate	Length of blink cycle	1 to 100
2	Duty	Proportion of cycle for which original state holds	0.00 to 100.00

Video Processing

You can adjust the luminance and hue of the selected key fill signal.

For example, to apply video processing to the signal selected on the M/E-1 bank key 1 fill bus, use the following procedure.

- 1** In the M/E-1 >Key1 menu, select HF7 'Video Process.'
The Video Process menu appears.
- 2** Press [Video Process], turning it on.
- 3** Adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Video Gain	Video gain	-200.00 to +200.00
2	Y Gain	Luminance gain	-200.00 to +200.00
3	C Gain	Chrominance gain	-200.00 to +200.00
4	Hue Delay	Hue delay	-180.00 to +180.00
5	Black Level	Luminance black level	-7.31 to +109.59

To return adjustment values to their defaults
Press [Unity].



Key Setting Operations With the Cross-Point Control Block

You can make a key signal selection using the cross-point control block of the M/E-1 or PGM/PST bank including the relevant key.

Applying a DME Effect to a Key

Checking the DME status

As an example, to check the DME status for M/E1 key 1, hold down the key row delegation button [KEY1] in the M/E1 bank.

While the button is held down, the [DME1] to [DME4] buttons light, and the colors with which they light indicate the status, as follows.

Lit green: A DME is assigned to M/E1 key 1. In the M/E1 independent key transition and transition control blocks, the transition type for KEY1 is set to a DME wipe.

Lit amber: A DME is assigned to an M/E1 key other than key 1.

In the independent key transition and transition control blocks, the transition type for other than key 1 of M/E-1 is set to a DME wipe.

Not lit: No DME is assigned, or a DME wipe is not selected.

You can check the DME operating status in the Status menu (see page 320).

Assigning DMEs to a key

As an example, to assign DME1 and DME2 to key 1, in the cross-point control block, hold down the key row delegation button [KEY1] and press the buttons ([DME1] to [DME4]) for the DME channels to be used.

In this case, press [DME1], followed by [DME2].

The buttons pressed ([DME1] and [DME2]) light green and the DMEs are assigned to key 1.

Notes

- If the DME is selected on another key, the later selection takes precedence and the button lights green.
By a setting in the Setup menu (see “Operation Settings (Operation menu)” in Chapter 19 (Volume 3)), you can make the first selection take precedence.

- For one M/E bank, DME effects (including DME wipes) can be used in up to two places on the dedicated interface and in only one place on the SDI interface simultaneously.

Ending a DME assignment

As an example, to end the assignment of a DME to key 1, in the cross-point control block, hold down the key row delegation button [KEY1] and press the DME button ([DME1] to [DME4]) that is lit green. The button goes off, and this ends the assignment.

Selecting the video signal for a DME assigned to a key

When using the dedicated interface, proceed as follows.

- 1** In the cross-point control block, press the key row delegation button [KEY1].
The assigned DME button lights amber.
- 2** Press the DME button (one of [DME1] to [DME4]) lit amber, which then lights green.
- 3** To select the video signal for the side of the DME image that is currently visible, make the signal selection in the key row.
- 4** To select the video signal for the side of the DME image that is currently not visible (the back side), hold down the DME button (one of [DME1] to [DME4]) and make the signal selection in the key row.

When two or more DME channels are assigned, select the video signal for each DME in the same way.

When using the SDI interface

For keyer channels 3 and 4, select the video signals on the AUX bus assigned in a Setup menu (Engineering Setup >Switcher >Device Interface >DME Setting >DME SDI Interface).

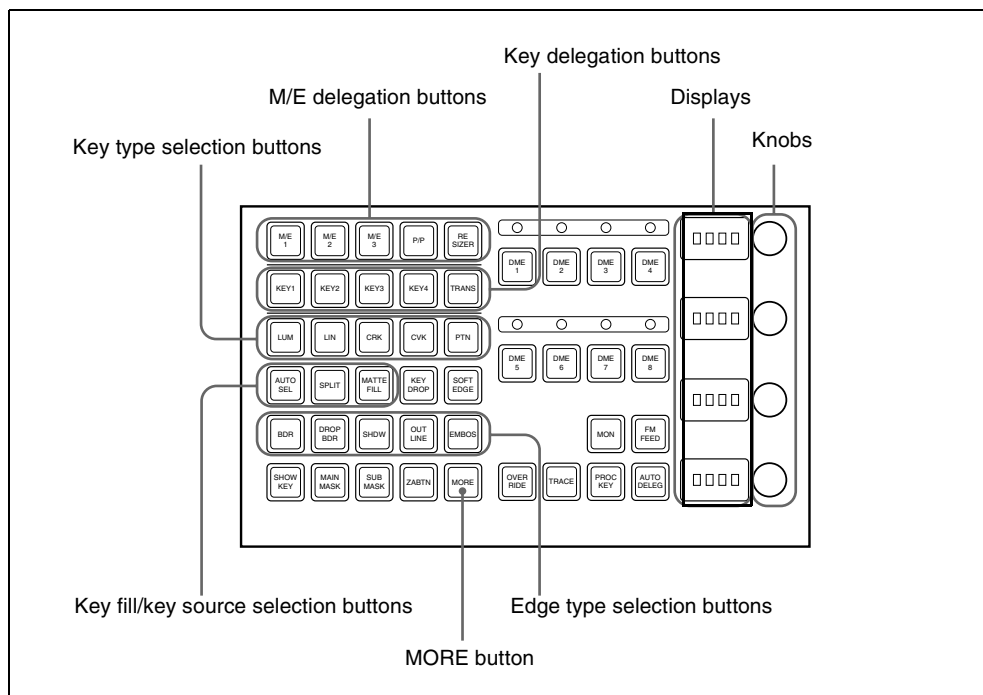
In setup (Engineering Setup >Switcher >Device Interface menu), if “Up to 3Keys” is selected, the second channel video signal is also selected on the AUX bus.

For details, see “Interfacing With External Devices (Device Interface Menu)” in Chapter 19 (Volume 3).



Key Setting Operations With the Key Control Block

This section describes the basic procedures for key settings using the key control block.



Key control block

Operations in the Key Control Block

Parameter adjustment with the knobs

When the button for a function requiring parameter settings is pressed (that is, on), you can set the parameters with the four knobs. If there are more than four values to be assigned to the knobs, the [MORE] button lights amber. At this point, press the [MORE] button, which turns green, to assign the fifth and subsequent parameters to the knobs, so that the parameter settings can be made.

Selecting the bank and keyer

To make key settings, first select the bank (from M/E-1 to M/E-3 and PGM/PST) and keyer, then assign them to the key control block.

For example, to set key 1 on M/E-1 with the key control block, use the following procedure.

- 1 Using the M/E delegation buttons in the key control block, press the [M/E1] button, setting it on.
- 2 Using the key delegation buttons in the key control block, press the [KEY1] button, setting it on.

This assigns the key control block to M/E-1 key 1.

Selecting the key type

To select the key type, press one of the key type selection buttons in the key control block.

[LUM] button: luminance key

[LIN] button: linear key

[CRK] button: chroma key

[CVK] button: color vector key

[PTN] button: key wipe pattern key

When using a wipe pattern key as the key type, in the <Key Type> group of the Type menu for the keyer, select [Wipe Pattern] and make the settings.

For an overview of the key types, see “Key Types” (page 138).

The button you pressed lights green, and you can now adjust the parameters with the knobs. The display beside each knob shows the first letter of the parameter name and the three-digit setting value.

• When the [LUM] or [LIN] button is lit green

Knob	Parameter	Adjustment	Setting values
1	Clip	Reference level for generating the key signal	+109 to -7
2	Gain	Key sensitivity	-100 (shown as -00) to +100
3	Density	Key density	0 to 100
4	Filter	Filter coefficient	1 to 9



• When the [CRK] button is lit green

Knob	Parameter	Adjustment	Setting values
1	Clip	Chroma key reference level	0 to 100
2	Gain	Key sensitivity	-100 (shown as -00) to +100
3	Hue	Hue	0 to 359
4	Density	Key density	0 to 100

- When [Key Active] is off, only the parameters Hue and Density are displayed.
- When both [Key Active] and [Color Cancel] are off, only the parameter Density is displayed.

• When the [CVK] button is lit green

Parameter group [1/2]

Knob	Parameter	Adjustment	Setting values
1	Y Clip	Reference level for Y signal	+109 to -7
2	Y Gain	Y signal sensitivity	-100 (shown as -00) to +100
3	C Clip	Reference level for chrominance signal	100 to 0
4	C Gain	Chrominance signal sensitivity	-100 (shown as -00) to +100

Parameter group [2/2]

Knob	Parameter	Adjustment	Setting values
1	Y Filter	Y signal filter coefficient	1 to 9
2	C Filter	Chrominance signal filter coefficient	1 to 9
4	Density	Key density	0 to 100

• When the [PTN] button is lit green

Knob	Parameter	Adjustment	Setting values
1	Size	Pattern size	0 to 100
2	Soft	Edge softness	0 to 100
3	Density	Key density	0 to 100

Selecting key fill

Select whether to use a color matte as key fill, or the signal on the key fill bus.

When using a color matte: Press the [MATTE FILL] button, setting it on. The button lights green, and you can now set the parameters with the knobs.

Knob	Parameter	Adjustment	Setting values
1	Luminance	Color 1 luminance	0 to 100
2	Saturation	Color 1 saturation	0 to 100
3	Hue	Color 1 hue	359 to 0

When [Mix Color] is selected in the key fill Matte Adjust menu, you can further adjust color 2.

When [Mix Color] is on, and the [MORE] button is lit amber

Knob	Parameter	Adjustment	Setting values
1	Luminance	Color 1 luminance	0 to 100
2	Saturation	Color 1 saturation	0 to 100
3	Hue	Color 1 hue	359 to 0
4	Size	Pattern size	0 to 100

When [Mix Color] is on, and the [MORE] button is lit green

Knob	Parameter	Adjustment	Setting values
1	Luminance	Color 2 luminance	0 to 100
2	Saturation	Color 2 saturation	0 to 100
3	Hue	Color 2 hue	359 to 0
4	Soft	Edge softness	0 to 100

When using the key fill bus signal: Press the [MATTE FILL] button, turning it off.

To select the key fill signal, use the key bus buttons in the cross-point control block.

Selecting key source

- To use the key source paired with the key fill signal selected on the key fill bus, press the [AUTO SEL] button, turning it on. The pairing of the cross-point buttons for key fill and key source is carried out in the Setup menu. (*See “Cross-Point Settings (Xpt Assign Menu)” in Chapter 19 (Volume 3).*)
- To select key source independently of the key fill signal selected on the key fill bus and paired with key source, hold down the key delegation button [KEY1], then press the desired key row button in the cross-point control block.
- To use as key source the same signal as the key fill signal selected on the key fill bus, select the SELF mode by pressing the [AUTO SEL] button and [SPLIT] button simultaneously so that both are off. When chroma key is selected as the key type, select the SELF mode.



Key Edge Modifications

To apply a modification to the key edge, press one of the edge type selection buttons in the key control block.

[BDR] button: border

[DROP BDR] button: drop border

[SHDW] button: shadow

[OUTLINE] button: outline

[EMBOS] button: emboss

For an overview of the edge modifications, see “Edge modifiers” (page 140).

The pressed button lights green, and you can now adjust the parameters with the knobs. The display beside each knob shows the first letter of the parameter name and the three-digit setting value.

Setting the border parameters

When the [BDR] button is lit green, the parameter settings depend on the key type and whether the separate edge function is active. To activate the separate edge function, press [Separate Edge], setting it on, in the Edge menu for the key.

• Separate edge off

Knob	Parameter	Adjustment	Setting values
1	Width	Border width	0 to 8 ^{a)} (0 to 100) ^{b)}
4	Density	Border density	0 to 100

a) In the “4H mode” and when [Fine Key] (page 161) is on, the setting value range is 0 to 4.

b) When a wipe pattern key or key wipe pattern key is selected as the key type

• Separate edge on

The border width settings can be made independently for left, right, top, and bottom sides. The separate edge function is only available when luminance key, linear key, or chroma key is selected as the key type.

Knob	Parameter	Adjustment	Setting values
1	Top	Top edge width	0 to 8 ^{a)}
2	Left	Left edge width	0 to 8 ^{a)}
3	Right	Right edge width	0 to 8 ^{a)}
4	Bottom	Bottom edge width	0 to 8 ^{a)}

a) In the “4H mode” and when [Fine Key] (page 161) is on, the setting value range is 0 to 4.

To adjust the edge fill color

When [BDR] is selected, the [MORE] button lights amber. Pressing the [MORE] button to turn it green then allows you to adjust the edge fill color parameters with the knobs.

Knob	Parameter	Adjustment	Setting values
1	Luminance	Luminance	0 to 100
2	Saturation	Saturation	0 to 100
3	Hue	Hue	359 to 0
4	Density	Density	0 to 100

Setting the drop border or shadow parameters

When the [DROP BDR] or [SHDW] button is lit green, the parameter settings differ between the “key drop OFF” and “key drop ON” modes (*see page 141*) as shown below. Switching between these two modes is made by turning the [KEY DROP] button on or off.

• “Key drop OFF” mode

Knob	Parameter	Adjustment	Setting values
1	Width	Width	0 to 8 ^{a)}
2	Position	Position	359 to 180
4	Density	Density	0 to 100

a) In the “4H mode” and when [Fine Key] (page 161) is on, the setting value range is 0 to 4.

• “Key drop ON” mode

Knob	Parameter	Adjustment	Setting values
1	Width	Width	0 to 8 ^{a)}
2	Position	Position	359 to 0
4	Density	Density	0 to 100

a) In the “4H mode” and when [Fine Key] (page 161) is on, the setting value range is 0 to 4.

To adjust the edge fill color

When [DROP BDR] or [SHDW] is selected, the [MORE] button lights amber. Pressing the [MORE] button to turn it green then allows you to adjust the edge fill color parameters with the knobs.

Knob	Parameter	Adjustment	Setting values
1	Luminance	Luminance	0 to 100



Knob	Parameter	Adjustment	Setting values
2	Saturation	Saturation	0 to 100
3	Hue	Hue	359 to 0
4	Density	Density	0 to 100

Setting the outline parameters

When the [OUTLINE] button is lit green, the parameter settings depend on the key type and whether the separate edge function is active. To activate the separate edge function, press [Separate Edge], setting it on, in the Edge menu for the key.

• Separate edge off

Knob	Parameter	Adjustment	Setting values
1	Width	Outline width	0 to 8 ^{a)} (0 to 100) ^{b)}
4	Density	Outline density	0 to 100

a) In the “4H mode” and when [Fine Key] (page 161) is on, the setting value range is 0 to 4.

b) When a wipe pattern key or key wipe pattern key is selected as the key type

• Separate edge on

The outline width settings can be made independently for left, right, top, and bottom sides. The separate edge function is only available when luminance key, linear key, or chroma key is selected as the key type.

Knob	Parameter	Adjustment	Setting values
1	Top	Top edge width	0 to 8 ^{a)}
2	Left	Left edge width	0 to 8 ^{a)}
3	Right	Right edge width	0 to 8 ^{a)}
4	Bottom	Bottom edge width	0 to 8 ^{a)}

a) In the “4H mode” and when [Fine Key] (page 161) is on, the setting value range is 0 to 4.

When [Outline] is selected with separate edge on, the [MORE] button lights amber. Pressing the [MORE] button to turn it green then allows you to adjust the key fill density parameter with a knob.

Knob	Parameter	Adjustment	Setting values
4	Density	Outline density	0 to 100

Setting the embossing parameters

When the [EMBOS] button is lit green, adjust the following parameters.

Knob	Parameter	Setting values
1	Width	0 to 4
2	Position	359 to 0
4	Density	0 to 100

Selecting a normal edge

When all five edge type selection buttons are off, a normal edge is selected. If one of the buttons is lit, press it, turning it off.

Softening the edge

Press the [SOFT EDGE] button, turning it on. The button lights green, and you can now adjust the softness with the knob.

Knob	Parameter	Adjustment	Setting values
1	Soft	Edge softness	0 to 100

- For a normal edge, when [SOFT EDGE] is enabled, “Key Drop” mode turns on.
- When a luminance key or linear key is selected as the key type, and clean mode is enabled, enabling [SOFT EDGE] ends the clean mode.

Applying the zabton effects

When the [ZABTN] button is lit green, adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Size	Pattern size	0 to 100
2	Soft	Pattern edge softness	0 to 100

Press the [MORE] button lit amber, changing it to green, then adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Luminance	Luminance	0 to 100
2	Saturation	Saturation	0 to 100
3	Hue	Hue	359 to 0
4	Density	Density	0 to 100



Masks

Using the main mask

In the key control block, press the [MAIN MASK] button, turning it on. The parameter settings depend on the mask source selected as [Box] or [Pattern] in the <Mask Source> group of the Main Mask menu for the key.

- **When box is selected**

Knob	Parameter	Adjustment	Setting values
1	Top	Top position	-100 (shown as -00) to +100
2	Left	Left position	-100 (shown as -00) to +100
3	Right	Right position	-100 (shown as -00) to +100
4	Bottom	Bottom position	-100 (shown as -00) to +100

When box is selected and the [MORE] button is lit amber, there are more settings. Press the [MORE] button, so that it changes from amber to green to make the extra setting.

Knob	Parameter	Adjustment	Setting values
1	Soft	Box softness	0 to 100

- **When pattern is selected**

Knob	Parameter	Adjustment	Setting values
1	Size	Pattern size	0 to 100
2	Soft	Edge softness	0 to 100
3	Pattern	Pattern number	1 to 24 ^{a)}

a) The pattern is the same as a standard wipe. (See “Wipe Pattern List” (page 353).)

Using the subsidiary mask

In the key control block, press the [SUB MASK] button, turning it on. The parameter settings depend on the mask source selected as [Wipe] or [Utility 1 Bus] in the <Mask Source> group of the Sub Mask menu for the key.

- **When wipe is selected**

Knob	Parameter	Adjustment	Setting values
1	Size	Pattern size	0 to 100
2	Soft	Edge softness	0 to 100

- When utility 1 bus is selected

Knob	Parameter	Adjustment	Setting values
1	Clip	Reference level for creating mask signal	+109 to -7
2	Gain	Gain	-100 (shown as -00) to +100

Applying a DME Effect to a Key

Note

For one M/E bank, DME effects (including DME wipes) can be used in up to two places on the dedicated interface and in only one place on the SDI interface simultaneously.

When combining the SDI interface with the dedicated interface, you can apply DME effects to a maximum of three keys. (Requires a setting in setup.)

Assigning a DME to a key

- 1 In the key control block, press the delegation buttons [M/E1] and [KEY1].
- 2 Using the DME channel selection buttons, select the DME channel (DME1 to DME4) for applying the effect.

The lit colors of the [DME1] to [DME4] buttons indicate the DME assignment.

Lit green: Shows the DME assigned to the currently selected key.

Lit amber: Shows the DME assigned to a key other than the currently selected key.

Off: DME is not assigned.

Note

When assigning two to four DME channels to one key, the selected DME channels must be successive.

To select a DME being used by another keyer

Press [Override], turning it on, then select the DME channel.

The later selection is valid, and the button lights green.

You can check the DME operating status in the Status menu (*see page 320*).



Selecting the video signal for the DME assigned to a key

For the operating procedure, see “Selecting the video signal for a DME assigned to a key” (page 174).

Assigning the DME output signal to a monitor signal

- 1 Holding down the output destination specification button [MON] in the key control block, use the DME channel selection buttons to select the DME channel (DME1 to DME8) you want to use.

The selected DME output is assigned to DME MON V and DME MON K.

- 2 To check the DME assignment status, hold down just the [MON] button.

While it is held down, the lit color of the [DME1] to [DME4] buttons shows the key assignment status.

Lit green: Shows the DME currently being monitored.

Lit amber: Shows a DME which can be monitored.

Off: DME is not assigned.

Other Key Setting Operations

Using an external processed key

You can select and use the key processed keyer key fill and key source signals on the AUX buses.

- 1 Select the keyer to be allocated.
- 2 In the key control block, press [PROC KEY], turning it on.

The button lights amber, and on the currently selected keyer, the key fill and key source are assigned to reentry signals PROC V and PROC K.

When a DME is selected on the currently selected keyer, the key fill and key source signals to which the DME effect is applied are assigned to PROC V and PROC K.

Note

You cannot select the PROC V and PROC K signals using the cross-point selection buttons of the M/E or PGM/PST bank.

Using a frame memory feed

When you press the [FM FEED] button in the key control block, it lights momentarily amber, then the key fill and key source signals processed in the currently selected keyer are assigned to frame memory sources 1 and 2.

If a DME is selected on the currently selected keyer, then the key fill and key source signals to which a DME effect is applied are assigned to frame memory sources 1 and 2.

Carrying out a frame memory feed causes the [PROC KEY] button to light amber.

Using the show key function

While the [SHOW KEY] button is held down, the key-processed key source signal appears on the specified output. (Show key mode)

Even when the [SHOW KEY] button is released, for a preset time the show key mode is maintained. You can specify the output to which the show key function is applied and set the time for which the show key mode is maintained after releasing the button in a Setup menu.

For details see “Settings Relating to Keys, Wipes, Frame Memory and Color Correction (Key/Wipe/FM/CCR Menu)” in Chapter 20 (Volume 3).

Using the auto delegation function

To couple the selection in the key delegation buttons of the independent key transition control block so that the key control block delegation selection is automatically switched, in the key control block press the [AUTO DELEG] button, turning it on.

Returning the key adjustment values to their defaults

Holding down a key type button ([LUM], [LIN], [CRK], [CVK], or [PTN]) recalls the key default values (*page 144*).

Key modify clear

When an M/E delegation button is held down, holding down a key delegation button together returns the key settings to the initial status settings.

For details of the initial status, see “Selecting the State After Powering On (Start Up Menu)” in Chapter 18 (Volume 3).

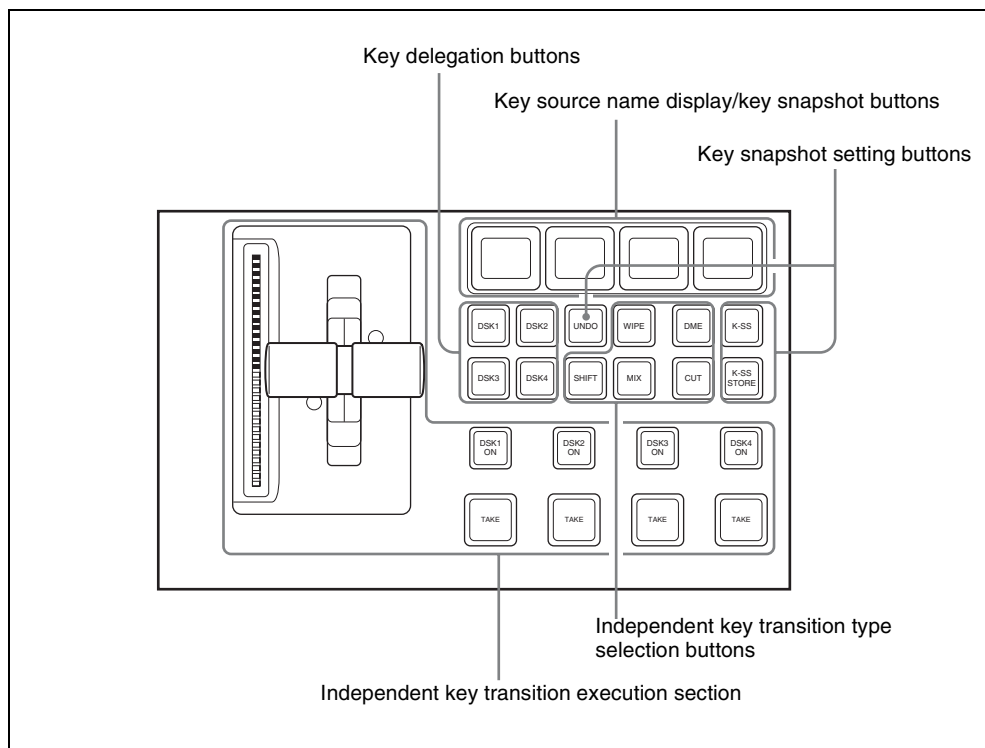


Key Snapshots

Key settings other than the key on/off status and the key priority can all be instantaneously saved in a dedicated register, for recall when required. A key snapshot comprises three values: a cross-point button number, key memory full mode, and independent key transition, and can be called in any combination. There are four key snapshot registers for each keyer.

Key Snapshot Operations

Key snapshot operations are carried out in the downstream key control block (MKS-8032 DSK Fader Module). Each keyer is provided with four dedicated key snapshot registers.



Independent key transition control block (MKS-8032)

Saving a key snapshot

For example, the following procedure saves the state of the DSK1 settings.

1 Press the key delegation button [DSK1], turning it on.

2 Press the [K-SS] button, turning it on.

The system switches to key snapshot mode, and the key source name display/key snapshot buttons show the status of registers 1 to 4 for DSK1.

Off: Nothing is saved in the register.

Lit orange: Settings are saved in the register.

For a register holding a snapshot, the register name is shown as up to eight characters.

3 Hold down the [K-SS STORE] button, and press the key source name display/key snapshot button corresponding to the register in which you want to save the snapshot.

The key source name display/key snapshot button which you pressed lights yellow.

Note

If you save a key snapshot in a register for which the button is lit orange or yellow, the existing contents of the register are overwritten.

Recalling a key snapshot

For example, the following procedure recalls the state of the DSK1 settings.

1 Press the key delegation button [DSK1], turning it on.

2 Press the [K-SS] button, turning it on.

3 Press the key source name display/key snapshot button corresponding to the register you want to recall.

The button you pressed lights yellow, and this recalls the key snapshot. To cancel the recall, press the [UNDO] button.



Chapter 5 Wipes

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Overview

A wipe is a transition from the current video stream to a new video stream, using a wipe pattern.

Changing the background by means of a wipe is referred to as a “background wipe,” and inserting or deleting a key with a wipe is termed a “key wipe.”

There are two types of wipe: those that can be selected in a common transition, and those that can be selected in an independent key transition.

For details of independent key transitions, see page 131.

Types of Wipe Pattern

The patterns that can be used for a wipe are divided into a number of groups, as follows. Note that only the standard wipe patterns can be used for an independent key transition.

For wipe patterns, see “Wipe Pattern List” in Appendix (Volume 1) (page 353).

Standard wipe patterns

Patterns consisting of straight lines vertically, horizontally, or diagonally, and circular patterns.

Enhanced wipes

More complex shapes such as hearts, stars, and round corners.

Rotary wipes

These patterns involve rotation of the image about a point.

Mosaic wipe pattern

This divides the image into small tiles.

Random and diamond dust wipe patterns

These patterns consist of small random tiles, or fine particles.

Basic Procedure for Wipe Settings

You carry out wipe setting operations principally using the Wipe menu for each of the M/E-1 to M/E-3 and PGM/PST banks.

This section describes the basic procedures for wipe settings, taking the M/E-1 >Wipe menu as an example.

For details of independent key transition wipe settings, see “Wipe Settings for Independent Key Transitions” (page 216).

Wipe Settings Menu

Accessing the wipe settings menu

To access the M/E-1 >Wipe menu, use either of the following operations.

- In the menu control block, select the top menu selection button [M/E 1], and press VF5 ‘Wipe.’
- In the transition control block of the M/E-1 bank, press the transition type selection button [WIPE] twice in rapid succession.

Any of the above operations displays the M/E-1 >Wipe menu.

Wipe Pattern Selection

Selecting a wipe pattern by a menu operation

- 1** In the M/E-1 >Wipe menu, select HF1 ‘Main Pattern.’

The Main Pattern menu appears.

- 2** Select the wipe pattern group with the pattern group selection button.

Standard: standard wipes

Enhanced: enhanced wipes

Rotary: rotary wipes

Mosaic1 to Mosaic3: mosaic wipes

Random/Dust: random/diamond dust wipes

The patterns from the selected pattern group appear on the screen.

For details of wipe patterns, see “Types of Wipe Pattern” (page 190) and “Wipe Pattern List” (page 353).

3 Press the button to select the desired pattern.

4 The parameters change according to the selected pattern, and you can adjust the pattern.

• **When a polygon wipe is selected** (pattern number 49)

Knob	Parameter	Adjustment	Setting values
1	No	Number of points	3 to 64
2	Star Rate	Angularity of star	-100.00 to +100.00 ^{a)}

a) A value of -100.00 completely removes the star “rays,” leaving a circle; at +100.00 the “rays” are at their sharpest.

• **When a mosaic wipe is selected** (pattern numbers 200 to 203, 206 to 213, 224 to 247, 250 to 257, 260 to 269)

Knob	Parameter	Adjustment	Setting values
1	H Tile No	Number of tiles horizontally	2 to 36
2	V Tile No	Number of tiles vertically	2 to 18

• **When a karaoke wipe is selected** (pattern numbers 220 to 223)

Knob	Parameter	Adjustment	Setting values
1	Start	Position of start tile	-100.00 to +100.00 ^{a)}
2	Row No	Number of rows of tiles	1 to 36
3	Phase	Delay for next row	-100.00 to +100.00 ^{b)}

a) At -100.00 tiles appear from the top (or left edge) of the screen; at +100.00 from the bottom (or right edge) of the screen.

b) At -100.00 all rows appear simultaneously; at +100.00 until one row of tiles is completely displayed, the next row does not start to appear.

• **When a random wipe is selected** (pattern number 273)

Knob	Parameter	Adjustment	Setting values
1	H Size	Tile width	0.00 to 100.00
2	V Size	Tile height	0.00 to 100.00
3	Volatility	Rate of tile generation	0.00 to 100.00

• **When a diamond dust wipe is selected** (pattern number 274)

Knob	Parameter	Adjustment	Setting values
1	H Size	Particle width	0.00 to 100.00
2	V Size	Particle height	0.00 to 100.00
3	Flash Rate	Rate of generation of particles	0.00 to 100.00

Note

When Flash Rate is set to 0.00, you cannot change the pattern. In this state, adjusting H Size or V Size has no effect on the pattern.

For details of a pattern mix, see the next section.

For details of applying pattern modifiers, see “Setting Wipe Modifiers” (page 198).

Pattern Mix

You can create a new pattern by combining two selected patterns (main and “sub”).

Note

It is not possible to apply a pattern mix to an independent key transition.

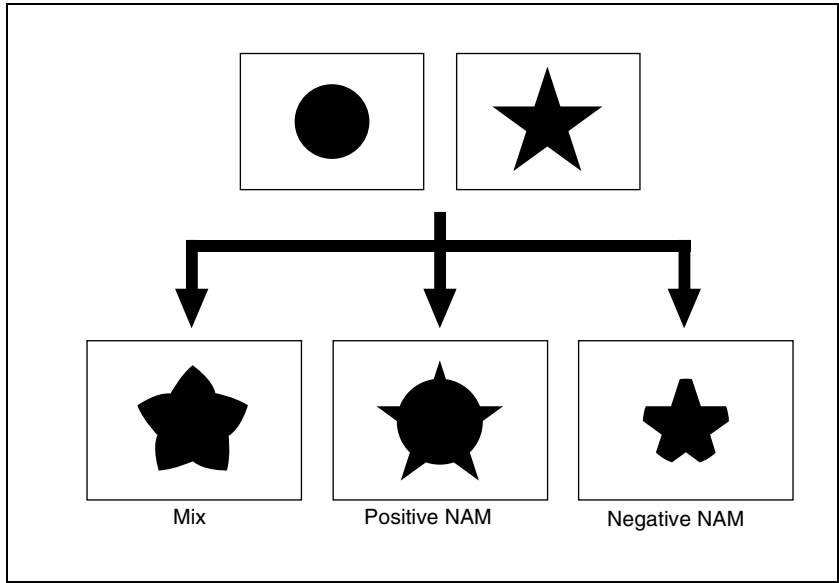
Types of pattern mix

There are four ways in which patterns can be combined in a pattern mix, as follows.

Mix: The effect of the sub pattern is applied to the main pattern, modifying the outline or nature of the main pattern.

Positive NAM (+Nam): Creates a pattern with an outline which contains all points within the outlines of either of the main pattern and the sub pattern.

Negative NAM (–Nam): Creates a pattern with an outline which contains all points within the outlines of both of the main pattern and the sub pattern.



Morphing: As the transition progresses, the pattern morphs from the main pattern, through the “mix” combination, to the sub pattern.



Main and sub modifier link function

When carrying out a pattern mix, it is possible to link the modifier settings for the main pattern and sub pattern. There are two modes for this function.

FULL LINK (fully linked) mode

In this mode, all modifier settings are the same for the main pattern and sub pattern.

Changing the modifier settings for one pattern automatically changes the settings for the other.

SEMI LINK (semi-linked) mode

Only the parameter settings of the modifiers are linked. The modifier on/off settings are not linked. When the parameter values for the modifiers of the main pattern and sub pattern are different, then after this link mode is selected, changing the value of a parameter for one pattern changes the value of the parameter for the other pattern to maintain the same difference between the two.

Note

When carrying out a wipe transition using a pattern mix, it is recommended that you set the modifier link function to “FULL LINK” mode.

If the link function is off, or SEMI LINK mode is selected, the desired effect may not be obtained at the start or end of the transition.

Combining two patterns

You can combine two selected patterns (referred to as main and “sub”) to form a new pattern. Select a main pattern in the Main Pattern menu, then use the following procedure.

- 1** In the M/E-1 >Wipe menu, select HF3 ‘Sub Pattern.’

The Sub Pattern menu appears.

- 2** In the same way as for the main pattern, select the sub pattern.

The patterns that can be selected for the sub pattern depend on the pattern selected for the main pattern (*see the following table*).

Possible combinations of main pattern and sub pattern

Yes: Combination possible **No:** Combination not possible

Main pattern	Sub pattern				
	Standard	Enhanced	Rotary	Mosaic	Random/diamond dust
Standard	Yes	Yes	No	Yes	Yes
Enhanced	Yes	Yes	No	Yes	Yes
Rotary	No	No	No	No	No
Mosaic	Yes	Yes	No	No	Yes
Random/diamond dust	Yes	Yes	No	Yes	No

3 Select HF2 ‘Pattern Mix.’

The Pattern Mix menu appears.

4 In the <Pattern Mix> group, select the type of pattern mix.

Mix: mix

+Nam: positive Nam

-Nam: negative Nam

Morphing: morphing

For an overview of types of pattern mix, see “Types of pattern mix” (page 193).

5 Depending on the selection in step 4, set the following parameters.

- **When mix, positive Nam, or negative Nam is selected**

Knob	Parameter	Adjustment	Setting values
1	Mix Ratio	Proportion of sub pattern to the main pattern	0.00 to 100.00

- **When morphing (see page 194) is selected**

Knob	Parameter	Adjustment	Setting values
2	Start	Point in transition at which main pattern is at 100%	-50.00 to +150.00
3	End	Point in transition at which sub pattern is at 100%	-50.00 to +150.00

6 In the <Main/Sub Link> group, make the main/sub modifier link function settings. (See “Main and sub modifier link function” (page 196).)

Full: fully linked mode

Semi: semi-linked mode

Applying the effect of a diamond dust wipe to the selected pattern (Dust mix)

- 1 In the Pattern Mix menu, press [Dust Mix], turning it on.
- 2 Set the following parameters as required.

Knob	Parameter	Adjustment	Setting values
1	Mix Ratio	Proportion of diamond dust pattern in mix	0.00 to 100.00
2	H Size	Particle width	0.00 to 100.00
3	V Size	Particle height	0.00 to 100.00
4	Flash Rate	Rate of generation of particles	0.00 to 100.00

You can also apply the dust mix function to the pattern generated by a pattern mix.

Note

When a random/diamond dust wipe (pattern numbers 270-274) is selected, the dust mix function is not available.

Setting Wipe Modifiers

You can apply various modifiers to the wipe pattern: setting the wipe direction, pattern position, and so on.

Note that the available modifiers may depend on the pattern you are using. For details, see “Possible combinations of wipe patterns and modifiers” (page 215).

Main pattern and sub pattern modifiers

You can make independent settings of the modifiers for the main pattern and sub pattern.

- To set the modifiers for the main pattern, in the M/E-1 >Wipe menu, select HF5 ‘Main Modify,’ and make the settings in the Main Modify menu.
- To set the modifiers for the sub pattern, select HF6 ‘Sub Modify,’ and make the settings in the Sub Modify menu.

Operations in the Main Modify menu and Sub Modify menu are the same.

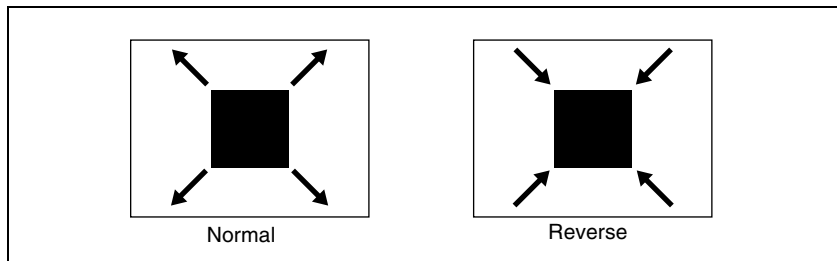
Independently set modifiers for the main pattern and sub pattern

- Positioner
- Rotation
- Aspect ratio
- Pattern replication (MULTI)
- Pairing
- Modulation
- Spring
- Spiral

The following sections show examples of modifying the main pattern.

Specifying the wipe direction (Direction)

You can specify the direction of the wipe: the regular direction is referred to as “normal,” and the other direction as “reverse.” You can also select alternating directions each time the transition is completed (normal/reverse mode).



To specify the wipe direction in a menu

- 1** In the M/E-1 >Wipe menu, select HF4 ‘Edge/Direction.’

The Edge/Direction menu appears.

- 2** In the <Direction> group, specify the wipe direction.

Normal: regular direction

Normal/Reverse: alternate between regular and reverse for each transition

Reverse: reverse direction to normal

To specify the wipe direction with a button in the transition control block

In the transition control block of each of the M/E-1 to M/E-3 and PGM/PST banks, press the following direction selection buttons.

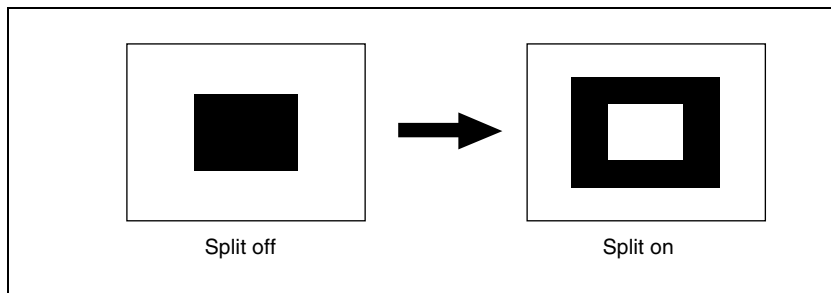
NORM: Normal

NORM/REV: Normal/reverse

REV: Reverse

Splitting the wipe pattern (Split)

This splits the pattern, making the parts of the wipe move in opposite directions.



The parameter Split No specifies the number of splits.
The parameter Spacing specifies the spacing between adjacent patterns.

- 1** In the M/E-1 >Wipe menu, select HF4 'Edge/Direction.'
The Edge/Direction menu appears.
- 2** Press [Split], turning it on.
- 3** Set the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Split No	Number of splits	1 to 4 (integer)
2	Spacing	Spacing between adjacent patterns	0.00 to 100.00

Modifying the wipe pattern edge (Edge)

You can apply a border to the pattern, soften the edges, or soften the applied border.



Border: You can adjust the border width.

Soft: You can adjust the edge softness.

Soft border: You can adjust the border width, and the softness of the inner and outer edges of the border.

When a border or soft border is selected, the signal filling the border is called edge fill. For the edge fill, you can use a matte generated by the dedicated color matte generator, or the signal selected on the utility 2 bus. A matte can include color 1 and color 2, and a combination of the two colors (a “color mix”).

1 In the M/E-1 >Wipe menu, select HF4 ‘Edge/Direction.’

The Edge/Direction menu appears.

2 In the <Edge> group, select the edge type.

Border: border

Soft: soft edge

Soft Border: soft border

3 Set the parameters according to the selection in step 2.

• **When border is selected**

Knob	Parameter	Adjustment	Setting values
1	Width	Border width	0.00 to 100.00

• **When soft edge is selected**

Knob	Parameter	Adjustment	Setting values
1	Soft	Edge softness	0.00 to 100.00

• **When soft border is selected**

Knob	Parameter	Adjustment	Setting values
1	Width	Border width	0.00 to 100.00
2	Inner Soft	Border inner softness	0.00 to 100.00
3	Outer Soft	Border outer softness	0.00 to 100.00

4 When you selected border or soft border, select the edge fill signal in the <Edge Fill> group.

Utility 2 Bus: signal selected on the utility 2 bus

Matte: signal from the dedicated color matte generator

5 Depending on the operation in step 4, carry out the following operation.

When ‘Utility 2 Bus’ is selected: Press the key delegation button [UTIL2], turning it on, and select the signal in the key row.

When ‘Matte’ is selected: In the same Edge/Direction menu, press [Matte Adjust] to display the Matte Adjust menu, then adjust the single-color or two-color combination color matte. Select whether to use a single-color matte or a two-color combination in the <Edge Matte> group.
Flat Color: Adjust color 1 with the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Luminance	Luminance	0.00 to 100.00
2	Saturation	Saturation	0.00 to 100.00
3	Hue	Hue	359.99 to 0.00

When you select [Mix Color] for a two-color combination, see the next paragraph.

Carrying out a color mix for the edge fill matte

When you selected [Matte] for the border or soft border edge fill, you can combine color 1 and color 2.

For the combination, you can use not only a normal wipe generator pattern, but also the dedicated color mix pattern.

- 1 In the <Edge Fill> group of the Edge/Direction menu, select [Matte], and press [Matte Adjust].

The Matte Adjust menu appears.

- 2 In the <Edge Matte> group, select [Mix Color], turning it on.

- 3 In the <Mix Pattern> group, make one of the following selections.

Wipe: Use the wipe pattern selected for the transition.

Pattern: Use the dedicated pattern.

- 4 Depending on the selection in step 3, set the following parameters.

- **When Wipe is selected**

Knob	Parameter	Adjustment	Setting values
1	Size	Pattern size	0.00 to 100.00
2	Soft	Edge softness	0.00 to 100.00

- **When Pattern is selected**

Knob	Parameter	Adjustment	Setting values
1	Size	Pattern size	0.00 to 100.00
2	Soft	Edge softness	0.00 to 100.00

Knob	Parameter	Adjustment	Setting values
3	Pattern	Pattern number	1 to 24 ^{a)}

a) The patterns are the same as for a standard wipe. See “Wipe Pattern List” (page 353).

If you selected Pattern, you can also carry out the pattern selection by pressing the [Mix Ptn Select] button in the Matte Adjust menu, to display the Mix Ptn Select menu. Select any pattern appearing in the Mix Ptn Select menu (wipe patterns 1 to 24) by pressing the appropriate button, and you can then adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Size	Pattern size	0.00 to 100.00
2	Soft	Edge softness	0.00 to 100.00

5 If you selected Pattern in step 4, if required, the following modifiers can be added. After selecting a wipe mix, skip to step 6.

• **When turning [Position] on and setting the pattern position**

Knob	Parameter	Adjustment	Setting values
1	Position H	Horizontal position	-200.00 to +200.00 ^{a)}
2	Position V	Vertical position	-200.00 to +200.00 ^{a)}

a) See page 204.

• **When turning [Multi] on and using replications of the same pattern**

Knob	Parameter	Adjustment	Setting values
1	H Multi	Number of repetitions of pattern horizontally	1 to 63
2	V Multi	Number of repetitions of pattern vertically	1 to 63
3	Invert Type	Replication layout	1 to 4 ^{a)}

a) See page 209.

• **When turning [Aspect] on and setting the aspect ratio of the pattern**

Knob	Parameter	Adjustment	Setting values
1	Aspect	Aspect ratio	-100.00 to +100.00 ^{a)}

a) See page 208.

- When turning [Angle] on in the <Rotation> group and slanting the pattern

Knob	Parameter	Adjustment	Setting values
1	Angle	Angle of pattern rotation	-100.00 to +100.00 ^{a)}

a) See page 206.

- When turning [Speed] on in the <Rotation> group and rotating the pattern at a constant rate

Knob	Parameter	Adjustment	Setting values
1	Speed	Rotation rate of pattern	-100.00 to +100.00 ^{a)}

a) See page 206.

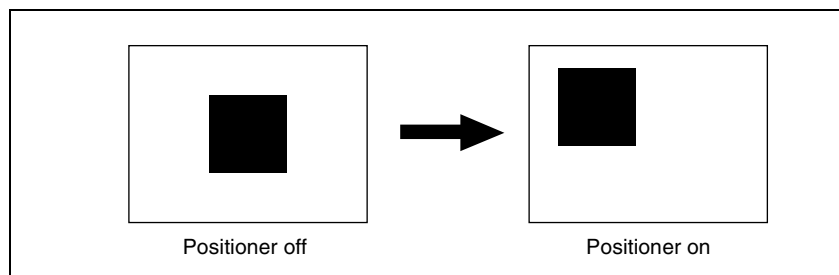
- 6** To adjust color 1, set [Color 1] on, and to adjust color 2 set [Color 2] on, then adjust the parameters.

Knob	Parameter	Adjustment	Setting values
1	Luminance	Luminance	0.00 to 100.00
2	Saturation	Saturation	0.00 to 100.00
3	Hue	Hue	359.99 to 0.00

- 7** To interchange color 1 and color 2, press the [Color Invert] button, turning it on.

Setting the wipe position (Positioner)

When you turn on this function, you can move the wipe pattern to any position.



- The parameter H Position controls the horizontal position of the pattern. A negative value moves the pattern to the left, and a positive value moves the pattern to the right.
- The parameter V Position controls the vertical position of the pattern. A negative value moves the pattern down, and a positive value moves the pattern up.

You can set the position independently for the main pattern and sub pattern.

- 1** In the M/E-1 >Wipe menu, select HF5 ‘Main Modify.’

The Main Modify menu appears.

- 2** In the <Position> group, press [Position], turning it on, and set the pattern position.

Knob	Parameter	Adjustment	Setting values
1	Position H	Horizontal position	-200.00 to +200.00
2	Position V	Vertical position	-200.00 to +200.00

To return the pattern position to the center of the screen

In the <Position> group, press [Center].

To move the pattern from its current position to the center through the course of a transition

In the <Position> group, press [Auto Center], turning it on.

To set the wipe position using the trackball

You can also set the wipe position using the trackball in the device control block.

- 1** In the device control block, press the [M/E1] or [P/P] button, turning it on.

The buttons in the device control block are assigned to the wipe position setting as follows.

Table 1: Buttons and assigned settings

Button name	Setting
MAIN	Wipe position for common transition (main pattern)
SUB	Wipe position for common transition (sub pattern)

Table 2: Buttons assigned to functions

Button name	Function
POS	Toggle Position on or off.
X, Y	Fix the operating direction.
CTR	Return the pattern position to the center of the screen.

- 2** Press the [MAIN] button or [SUB] button, turning it on.

- 3** Press the [POS] button, turning Position on.

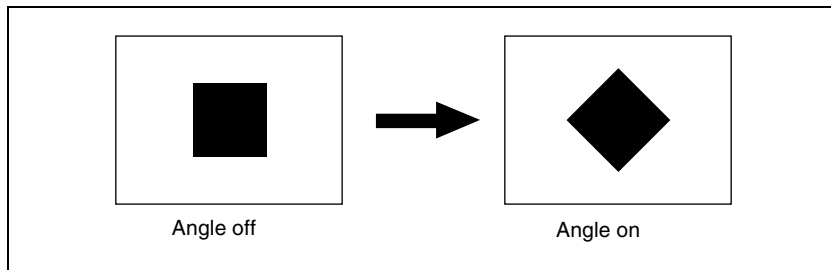
- 4 Move the trackball or joystick, to set the wipe position. By pressing the [X] button, turning it on, you can restrict movement to the horizontal direction, and by pressing the [Y] button, turning it on, you can restrict movement to the vertical direction.

Rotating the wipe pattern (Rotation)

You can rotate the pattern. There are three rotation modes, as follows.

Angle

This carries out a wipe with the pattern in a fixed angle.

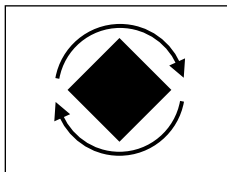


The parameter Angle determines the angle of pattern rotation. A value of -100.00 of the parameter Angle corresponds to one whole turn counterclockwise; a value of $+100.00$ corresponds to one whole turn clockwise.

With a value of 0.00 there is no rotation.

Speed

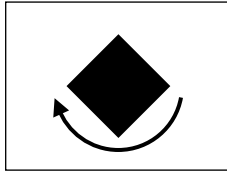
Through the course of the transition the wipe pattern rotates at a fixed specified speed.



The parameter Speed determines the speed of pattern rotation. A value of -100.00 of the parameter Speed corresponds to one turn per second counterclockwise; a value of $+100.00$ corresponds to one turn per second clockwise. With a value of 0.00 the pattern is stationary.

Magnitude

Through the course of the transition the wipe pattern rotates through the specified angle.



The parameter Angle determines an angle of pattern inclination at the beginning of the transition.

- A value of -100.00 corresponds to the angle rotated one whole turn counterclockwise.
- A value of $+100.00$ corresponds to the angle rotated one whole turn clockwise.
- With a value of 0.00 the pattern is stationary.

The parameter Magnitude determines an angle of pattern rotation through the course of the transition.

- A value of -200.00 corresponds to a rotation of two turns counterclockwise.
- A value of $+200.00$ corresponds to a rotation of two turns clockwise.
- With a value of 0.00 the pattern is stationary.

You can apply rotation independently to the main pattern and sub pattern.

- 1 In the M/E-1 >Wipe menu, select HF5 'Main Modify.'

The Main Modify menu appears.

- 2 In the <Rotation> group, select the rotation type.

Angle: Incline the pattern through a fixed angle.

Speed: Rotate at a fixed rate.

Magnitude: Rotate through a particular angle during the course of the transition.

- 3 According to the selection in step 2, set the following parameters.

- **When Angle is selected**

Knob	Parameter	Adjustment	Setting values
1	Angle	Angle of pattern rotation	-100.00 to $+100.00$

• **When Speed is selected**

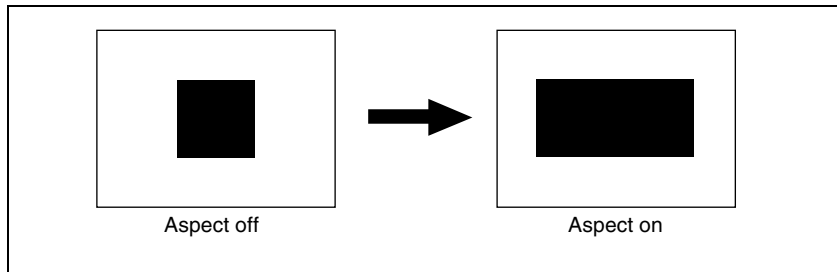
Knob	Parameter	Adjustment	Setting values
1	Speed	Rotation rate of pattern	-100.00 to +100.00

• **When Magnitude is selected**

Knob	Parameter	Adjustment	Setting values
1	Angle	Angle of pattern rotation at start of transition	-100.00 to +100.00
2	Magnitude	Angle of rotation through course of transition	-200.00 to +200.00

Setting the wipe pattern aspect ratio (Aspect ratio)

You can freely change the aspect ratio of the pattern.



A negative value of the parameter Aspect stretches the pattern vertically; a positive value stretches the pattern horizontally.

You can set the aspect ratio independently for the main pattern and sub pattern.

1 In the M/E-1 >Wipe menu, select HF5 'Main Modify.'

The Main Modify menu appears.

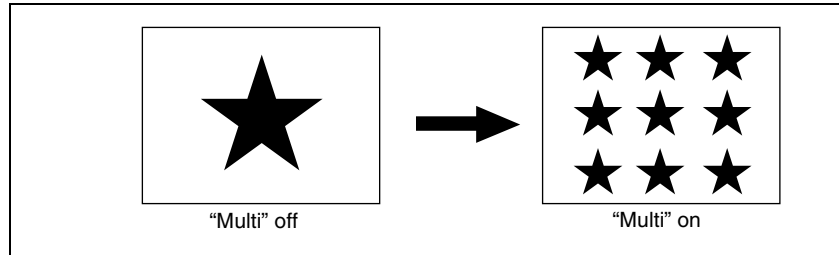
2 Press [Aspect], turning it on.

3 Set the following parameter.

Knob	Parameter	Adjustment	Setting values
1	Aspect	Aspect ratio	-100.00 to +100.00

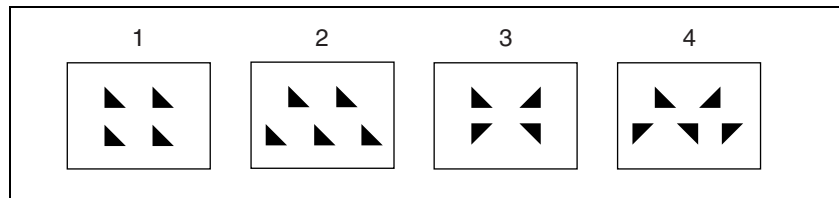
Setting the wipe pattern replication (Multi)

The same pattern can be repeated horizontally and vertically or both, up to 63 times. You can also change the orientation of alternate copies, or change the position.



- The parameter H Multi determines the number of pattern replications horizontally, and the parameter V Multi determines the number of pattern replications vertically.
- The parameter Shift determines the manner of replication.
At a value of -100.00 , the pattern of the adjacent odd-numbered column on the left lines up with the central coordinate horizontally.
At a value of $+100.00$, the pattern of the adjacent odd-numbered column on the right lines up with the central coordinate horizontally.

For an independent key transition wipe, you can use the “Invert Type” parameter to select from the following four types of replication pattern.



- 1: All replications in the same orientation
- 2: Even-numbered rows staggered
- 3: Even-numbered columns and rows inverted
- 4: Even-numbered columns and rows inverted, and even-numbered rows staggered

You can set pattern replication independently for the main pattern and sub pattern.

- 1 In the M/E-1 >Wipe menu, select HF5 ‘Main Modify.’

The Main Modify menu appears.

2 Press the [Multi] button, turning it on.

3 Set the following parameters.

Knob	Parameter	Adjustment	Setting values
1	H Multi	Number of repetitions of pattern horizontally	1 to 63
2	V Multi	Number of repetitions of pattern vertically	1 to 63
3	Shift	Replication layout	-100.00 to +100.00

4 To make more adjustments, press the [Multi Adjust] button.

The Multi Adjust menu appears.

5 Make the following settings, as required.

H Invert: When this is on, alternate tiles are inverted left-to-right.

V Invert: When this is on, alternate tiles are inverted top-to-bottom.

Non-Mask: When this is on, even if the positioner function is used to move the pattern position, the pattern is always present on the screen.

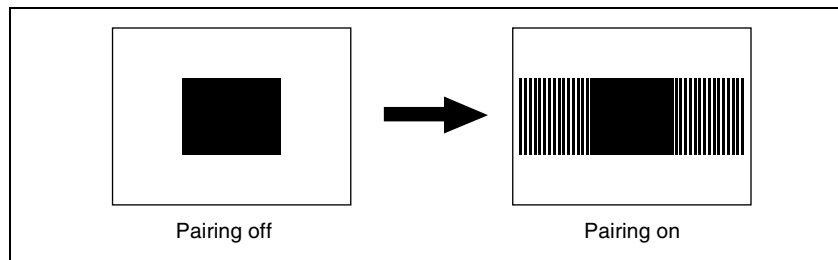
Position: By adjusting the following parameters, move the pattern position within the divisions determined in step **3**.

Knob	Parameter	Adjustment	Setting values
1	Position H	Horizontal position of pattern	-200.00 to +200.00 ^{a)}
2	Position V	Vertical position of pattern	-200.00 to +200.00 ^{a)}

a) See page 204.

Making a wipe pattern like a Venetian blind (Pairing)

This slits the pattern into multiple strips, making it like a venetian blind.



H: Create slits in the horizontal direction.

V: Create slits in the vertical direction.

- The parameter Width determines the width of the slits.

- The parameter H Offset determines the spacing in the horizontal direction. If a negative value is set, the even-numbered pairs of strip and slit move to the left, and the odd-numbered pairs move to the right. (The value -100.00 represents the maximum movement.)
If a positive value is set, the even-numbered pairs of strip and slit move to the right, and the odd-numbered pairs move to the left. (The value +100.00 represents the maximum movement.)
- The parameter V Offset determines the spacing in the vertical direction. If a negative value is set, the even-numbered pairs of strip and slit move upward, and the odd-numbered pairs move downward. (The value -100.00 represents the maximum movement.)
If a positive value is set, the even-numbered pairs of strip and slit move downward, and the odd-numbered pairs move upward. (The value +100.00 represents the maximum movement.)

1 In the M/E-1 >Wipe menu, select HF5 'Main Modify.'
The Main Modify menu appears.

2 In the <Pairing> group, select the slit direction.
H: Create slits in the horizontal direction.
V: Create slits in the vertical direction.

3 Set the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Width	Width of the slits	1 to 128 (integer)
2	H Offset	Spacing in the horizontal direction	-100.00 to +100.00
3	V Offset	Spacing in the vertical direction	-100.00 to +100.00

Applying modulation to the wipe pattern (Modulation)

The pattern signal can be modulated, giving waves on the horizontal or vertical edges, or radially.

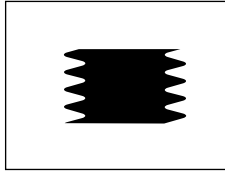
The parameter Shape determines the form of the modulation.

1: sine wave, 2: triangular wave, 3: rectangular wave



Horizontal modulation

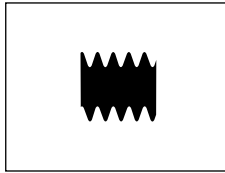
This modulates the pattern, applying waviness in the horizontal direction to edges.



The parameter Speed determines the speed of waves. A value of -100.00 generates the maximum downward speed of waves, and a value of $+100.00$ the maximum upward speed.

Vertical modulation

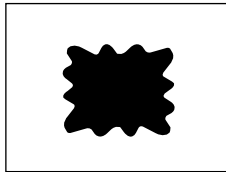
This modulates the pattern, applying waviness in the vertical direction to edges.



The parameter Speed determines the speed of waves. A value of -100.00 generates the maximum leftward speed of waves, and a value of $+100.00$ the maximum rightward speed.

Fringe

This modulates the pattern, applying waviness in the radial direction to edges.



The parameter Speed determines the speed of waves. A value of -100.00 generates the maximum counterclockwise speed of waves, and a value of $+100.00$ the maximum clockwise speed.

You can apply modulation independently to the main pattern and sub pattern.

1 In the M/E-1 >Wipe menu, select HF5 'Main Modify.'

The Main Modify menu appears.

2 Depending on the desired effect, in the <Modulation> group select one of the following.

H (Horizontal modulation): Modulate the pattern, applying waviness in the horizontal direction to edges.

V (Vertical modulation): Modulate the pattern, applying waviness in the vertical direction to edges.

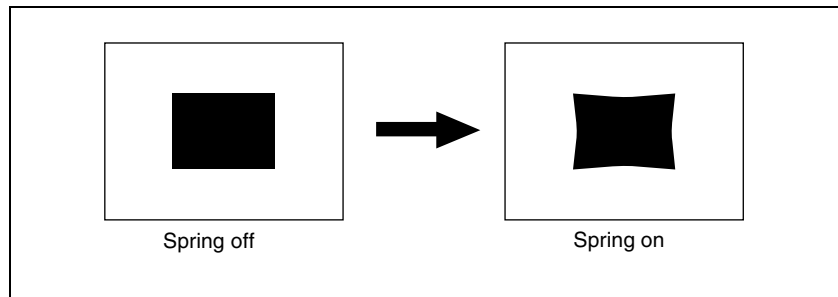
Fringe (Radial modulation): Modulate the pattern, applying waviness in the radial direction to edges.

3 Set the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Amplitude	Amplitude of modulation	0.00 to 100.00
2	Frequency	Frequency of modulation	0.00 to 100.00
3	Speed	Speed of waves	-100.00 to +100.00
4	Shape	Form of the modulation	1 to 3

Applying barrel or pincushion distortion to the edge of the wipe pattern (Spring)

As the transition progresses, the edge of the pattern is subjected to barrel or pincushion distortion.



A negative parameter value produces pincushion distortion, and a positive value produces barrel distortion.

You can set the spring function independently for the main and sub patterns.

1 In the M/E-1 >Wipe menu, select HF5 'Main Modify.'

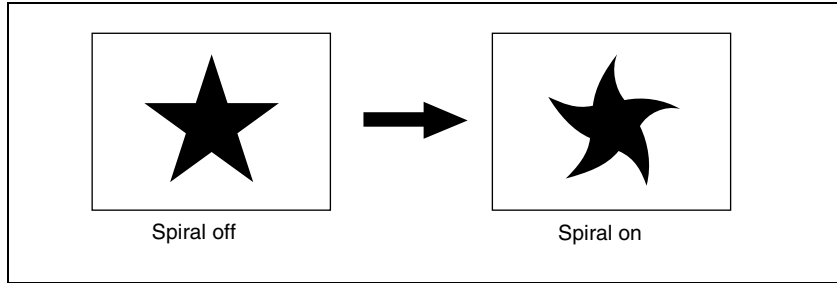
The Main Modify menu appears.

- 2** Press [Spring], turning it on.
- 3** Set the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Gain	Degree of barrel distortion	-100.00 to +100.00

Applying a spiral effect to the wipe pattern (Spiral)

This deforms the pattern spirally.



- The parameter Magnitude determines the size and direction of the spiral. A value of -100.00 represents the maximum movement in the counterclockwise direction, and a value of +100.00 represents the maximum movement in the clockwise direction.
- The parameter Wave Speed determines the speed of the lateral waves. A value of -100.00 represents the maximum speed to the left, and a value of +100.00 represents the maximum speed to the right.

You can set the spiral function independently for the main and sub patterns.

- 1** In the M/E-1 >Wipe menu, select HF5 'Main Modify.'
The Main Modify menu appears.
- 2** Press [Spiral], turning it on.
- 3** Set the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Magnitude	Size and direction of the spiral	-100.00 to +100.00
2	Wave Speed	Speed of the lateral waves	-100.00 to +100.00

Possible combinations of wipe patterns and modifiers

Yes: Can be used **No:** Cannot be used

Modifiers	Type of wipe				
	Standard	Enhanced	Rotary	Mosaic	Random/ diamond dust
Direction	Yes	Yes	Yes	Yes	Yes
Split	Yes	Yes	No	Yes	No
Edge	Yes	Yes	Yes	Yes	Yes
Positioner	Yes ^{a)}	Yes ^{b)}	Yes ^{c)}	No	No
Rotation	Yes	Yes	Yes ^{c)}	No	No
Aspect ratio	Yes ^{d)}	Yes	No	No	No
Pattern replication	Yes	Yes	Yes	Yes ^{e)}	No
Pairing	Yes ^{f)}	Yes	No	No	No
Modulation (H/V)	Yes	Yes	Yes	No	No
Modulation (Fringe)	No ^{g)}	Yes	No	No	No
Spring	No ^{g)}	Yes	No	No	No
Spiral	No ^{h)}	Yes	No	No	No

a) Not patterns 1 to 16, 19, and 20

b) Not patterns 300 to 303

c) Not patterns 100 to 103, 150, 151, 516, 518, 604, and 606

d) Not patterns 1 to 8, 17, and 18

e) Not patterns 220 to 223

f) Not patterns 19 and 20

g) But patterns 21, 23 and 24 are possible

h) But patterns 21 and 23 are possible

Wipe Modify Clear

Press [Default Recall] at the lower left of the menu display, turning it on, then press VF5 'Wipe' to return the wipe settings to their initial status.

For details of the menu operation to return the wipe state to that set in initial status, see "Returning to default state in function groupings" (page 77).

Wipe Settings for Independent Key Transitions

You carry out independent key/downstream key transition wipe setting operations using the Wipe Adjust menu for each keyer.

For an overview of independent key transitions, see “What is an independent key transition?” (page 131).

This section describes the independent key transition wipe settings, taking the M/E-1 >Key1 >Transition >Wipe Adjust menu as an example.

Basic Procedure for Independent Key Transition Wipe Settings

Accessing the independent key transition wipe settings menu

As an example, to access the M/E-1 >Key1 >Transition >Wipe Adjust menu, carry out the following operation.

- In the menu control block, select the top menu selection button [M/E 1] and select VF1 ‘Key1’ and HF6 ‘Transition’ to display the Transition menu for key 1, then press [Wipe Adjust].

Carrying out the above operation displays the M/E-1 >Key1 >Transition >Wipe Adjust menu (which will be referred to below as simply the Key1 Wipe Adjust menu).

Selecting the independent key transition wipe pattern

You select the independent key wipe pattern from the list of patterns displayed in the menu.

Note

In an independent key transition, you can only use the standard wipe patterns (pattern numbers 1 to 24).

To select a wipe pattern for independent key1 on the M/E-1 bank, use the following procedure.

- 1** In the Key1 Wipe Adjust menu, select [Pattern Select].

The Pattern Select menu appears.

- 2 Press the button for the desired pattern.

Setting Independent Key Transition Wipe Modifiers

Available modifiers

You can use the following modifiers with an independent key transition wipe. Note that the available modifiers may depend on the pattern you are using.

- Direction
- Edge
- Positioner
- Rotation
- Aspect ratio
- Pattern replication

Setting the wipe direction (Direction)

In the <Direction> group of the Key1 Wipe Adjust menu, make any of the following selections.

Normal: regular direction

Normal/Reverse: alternate between regular and reverse for each transition

Reverse: reverse direction to normal

Softening the wipe pattern edge (Soft edge)

- 1 Press [Soft] in the Key1 Wipe Adjust menu, turning it on.

- 2 Set the following parameter.

Knob	Parameter	Adjustment	Setting values
1	Soft	Edge softness	0.00 to 100.00

Setting the wipe position (Positioner)

There are two methods of setting the wipe position: using the device control block, or in a menu.

To set the wipe position using the trackball

You can also set the wipe position using the trackball in the device control block.

- 1 In the device control block, press the [M/E1] or [P/P] button, turning it on.
The buttons in the device control block are assigned to the wipe position setting as follows.

Table 1: Buttons and assigned settings

Button name	Setting
K1 CB1	Wipe position for independent key 1 transition
K2 CB2	Wipe position for independent key 2 transition
K3	Wipe position for independent key 3 transition
K4	Wipe position for independent key 4 transition

Table 2: Buttons assigned to functions

Button name	Function
POS	Toggle Position on or off.
X, Y	Fix the operating direction.
CTR	Return the pattern position to the center of the screen.

- 2 Press one of the buttons in Table 1 above, to select the wipe position to which the operation applies. Multiple selection is possible.
- 3 Press the [POS] button, turning Position on.
- 4 Move the trackball or joystick, to set the wipe position. By pressing the [X] button, turning it on, you can restrict movement to the horizontal direction, and by pressing the [Y] button, turning it on, you can restrict movement to the vertical direction.

To set the wipe position by a menu operation

- 1 Press [Position] in the Key1 Wipe Adjust menu, turning it on.
- 2 Set the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Position H	Horizontal position	-200.00 to +200.00 ^{a)}
2	Position V	Vertical position	-200.00 to +200.00 ^{a)}

a) See page 204.

To move the pattern from its current position to the center through the course of a transition

Press [Auto Center] in the <Position> group, turning it on.

Rotating the wipe pattern (Rotation)

- 1 In the <Rotation> group of the Key1 Wipe Adjust menu, select the rotation type.

Angle: Incline the pattern through a fixed angle.

Speed: Rotate at a speed rate.

Magnitude: Rotate the pattern through a fixed angle during the course of the transition.

- 2 According to the selection in step 1, set the following parameters.

- When Angle is selected

Knob	Parameter	Adjustment	Setting values
1	Angle	Angle of pattern rotation	-100.00 to +100.00 ^{a)}

a) See page 206.

- When Speed is selected

Knob	Parameter	Adjustment	Setting values
1	Speed	Rotation rate of pattern	-100.00 to +100.00 ^{a)}

a) See page 206.

- When Magnitude is selected

Knob	Parameter	Adjustment	Setting values
1	Angle	Angle of pattern rotation at start of transition	-100.00 to +100.00 ^{a)}
2	Magnitude	Angle of rotation through course of transition	-200.00 to +200.00 ^{a)}

a) See page 207.

Setting the wipe pattern aspect ratio (Aspect ratio)

- 1 Press [Aspect] in the Key1 Wipe Adjust menu, turning it on.
- 2 Set the following parameter.



Knob	Parameter	Adjustment	Setting values
1	Aspect	Aspect ratio	-100.00 to +100.00 ^{a)}

a) See page 208.

Replicating the wipe pattern (Multi)

- 1** Press [Multi] in the Key1 Wipe Adjust menu, turning it on.
- 2** Set the following parameters.

Knob	Parameter	Adjustment	Setting values
1	H Multi	Number of repetitions of pattern horizontally	1 to 63
2	V Multi	Number of repetitions of pattern vertically	1 to 63
3	Invert Type	Replication layout	1 to 4 ^{a)}

a) See page 209.

Wipe Snapshots

You can snapshot and save a wipe pattern together with the current settings of its modifiers and pattern limit in a dedicated register for recall when required. There are 10 wipe snapshot registers on each M/E bank and the PGM/PST bank.

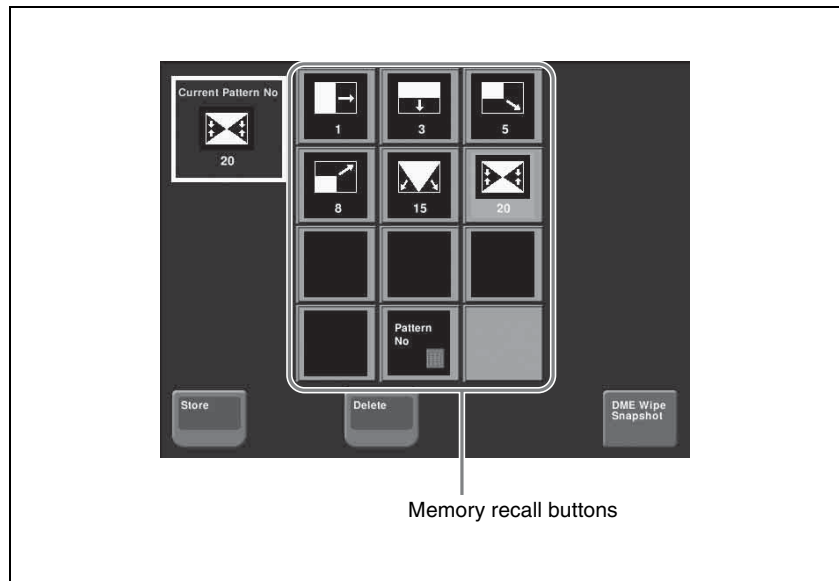
Use the menu to save and recall wipe snapshots.

Wipe Snapshot Operations With the Menus

Menus used

As an example, when operating on M/E-1, select M/E-1 >Wipe >Wipe Snapshot.

The Wipe Snapshot menu appears.



Button displays

In setup you can select whether the memory recall buttons show the pattern number or register name.

See “Operation Settings (Operation Menu)” in Chapter 19 (Volume 3).



Saving a wipe snapshot from the menu

- 1** Set up the wipe you want to save.
- 2** In the Wipe Snapshot menu, press [Store], lighting it amber.
- 3** Press the memory recall button for the register in which you want to save.

Notes

- If you press a button which is already lit, this overwrites the contents of the register.
- When both the main pattern and sub pattern are selected for a pattern mix, the button in the memory recall section shows only the main pattern.

Recalling a wipe snapshot from the menu

In the Wipe Snapshot menu, press the memory recall button for the wipe snapshot you want to recall.

This recalls the wipe snapshot, and the button you pressed lights amber.

In the upper left is shown the currently recalled register name or number.

Note

The Flexi Pad and menu settings are linked.

A setting in setup determines whether register names or pattern numbers appear.

Deleting a wipe snapshot from the menu

- 1** In the Wipe Snapshot menu, press [Delete].
- 2** Press the memory recall button for the wipe snapshot you want to delete.
This deletes the wipe snapshot.

Chapter 6 DME Wipes

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Overview

A DME wipe is a wipe transition that uses a DME effect to change from one video image to the next.

There are two types of DME wipe: those which can be selected for a normal transition, and those which can be selected for an independent key transition.

For details of independent key transitions, see page 131.

Note

To carry out DME wipes requires the BKDS-9470 DME Board Set or the MVE-8000A/9000 Multi Format DME Processor.

Types of DME Wipe Pattern

The patterns used for a DME wipe fall into two broad classes.

Preset patterns: predetermined fixed patterns

User programmable DME patterns: patterns which you can create using keyframe effects

DME wipe execution mode and pattern numbers that can be used

There are three DME wipe execution modes, depending on the number of DME channels available: one-channel mode, two-channel mode and three-channel mode. The pattern numbers that can be used in these modes are as follows.

Execution mode	Preset pattern numbers that can be used	User programmable DME pattern numbers that can be used
One-channel mode	1000 series	1901 to 1999
Two-channel mode	2000 series	2901 to 2999
Three-channel mode	3000 series	3901 to 3999

DME wipe pattern groups

The patterns used in DME wipes fall into the following groups.

For each group (excluding user programmable DMEs), for schematic patterns and numbers, see “DME Wipe Pattern List” in Appendix (Volume 1) (page 359). The black part of the pattern represents the old video, and the white part the new video, with the wipe taking place in the direction of the arrow.



- Slide:** The new video slides in over the old video.
(Pattern numbers: 1001 to 1008 (one-channel mode), 2601 to 2608 (two-channel mode))
- Squeeze:** The new video appears squeezed over the old video, and progressively expands to cover it.
(Pattern numbers: 1021 to 1031 (one-channel mode), 2621 to 2628 (two-channel mode))
- Split:** The old video splits, and the new video appears in the gap.
(Pattern numbers: 1011 to 1013 (one-channel mode))
- Door:** The new video moves like a door closing, and progressively covers the old video.
(Pattern numbers: 1041 to 1048 (one-channel mode))
- Flip tumble:** The old video rotates about an axis and is replaced by the new video. During the transition, the signal from the utility 2 bus of the M/E bank appears as the background.
(Pattern numbers: 1101 to 1104, 1109, 1110, 1121, 1122, 1124, 1131 to 1133, 1135 (one-channel mode))
- Mirror:** The new video appears over the old video as a mirror effect slides in all four directions.
(Pattern numbers: 1355 to 1358 (one-channel mode))
- Sphere:** The new video appears wrapped around a sphere over the old video, then returns to the original video while unwrapping.
(Pattern number: 1365 (one-channel mode))
- Character trail:** The new video appears with a trail over the old video. Next this gradually returns to the original from the periphery.
(Pattern numbers: 1371, 1372 (one-channel mode))
- Wave:** The new video appears with a wave-like effect over the old video. Next this returns to the original video as the effect reduces.
(Pattern numbers: 1378, 1379 (one-channel mode))
- Ripple:** The new video appears over the old video like outwardly moving ripples.
(Pattern number: 1381 (one-channel mode))
- Page turn:** The old video moves like a page turning, and the new video appears behind it.
(Pattern numbers: 1301 to 1313, 1315 to 1318, 1341 to 1345 (one-channel mode), 2701 to 2713, 2715 to 2718, 2741 to 2745 (two-channel mode))
- Page roll:** The new video unrolls like a scroll over the old video. This is a type of page turn.
(Pattern numbers: 1321 to 1333, 1335 to 1338, 1346 to 1350 (one-channel mode), 2721 to 2733, 2735 to 2738, 2746 to 2750 (two-channel mode))
- Frame in-out:** Completed in two transitions. In the first transition, the new video appears, then on the second transition the new video goes out and the old video returns.
(Pattern numbers: 1201 to 1208, 1221 to 1224 (one-channel mode), 2851 to 2854, 2861 to 2864 (two-channel mode))



Picture-in-picture: The one-channel mode and two-channel mode differ as follows.

In one-channel mode, this completes in two transitions. In the first transition, the old video shrinks, and the new video appears behind it. In the second transition, the old video expands again until it is its original size.

(Pattern number: 1251 (one-channel mode))

In two-channel mode, in the first half of the transition, the old video shrinks, and the new video appears. In the second half of the transition, the new video expands, and the old video disappears. You can move the pattern from the current position by a relative amount. During the transition, the signal from the utility 2 bus of the M/E bank appears as the background.

(Pattern numbers: 2651 and 2652 (two-channel mode))

2D trans: The new video appears over the old video, while undergoing expansion, two-dimensional rotation and translation.

(Pattern numbers: 1051 to 1058, 1061 to 1064, 1068 (one-channel mode))

3D trans: In one-channel mode, the new video appears over the old video, while undergoing expansion, three-dimensional rotation and translation. (Pattern numbers: 1071, 1072, 1074, 1076, 1077, 1088, 1091 to 1094 (one-channel mode))

In two-channel mode, the old video changes to the new video while both undergo expansion, three-dimensional rotation and translation.

(Pattern numbers: 2631 to 2634, 2642, 2644 (two-channel mode))

Sparkle: The new video appears over the old video with a nonlinear effect applied, such as broken glass, explosion, or melt. Next this returns to the original video as the effect gradually reduces.

(Pattern numbers: 1391, 1393, 1394, 1396, 1398, 1399 (one-channel mode))

Split slide: The new video appears in strip form while sliding interleaved in the opposite direction over the old video.

(Pattern numbers: 1384 to 1389 (one-channel mode))

Mosaic: In the first half of the transition, a mosaic is gradually applied to the old video, then at the 50% point the inner image changes to the new video. In the second half, the mosaic effect on the new video is gradually reduced, returning to the original image at 100%.

(Pattern number: 1701 (one-channel mode))

Defocus: In the first half of the transition, the old video is gradually defocused, then at the 50% point the inner image changes to the new video. In the second half, the defocusing effect on the new video is gradually reduced, returning to the original image at 100%.

(Pattern number: 1702 (one-channel mode))

Brick: In two-channel mode, a brick such that the side surface is visible slides in over the old video, then rotates so that the new video can be seen.

(Pattern numbers: 2801 to 2804, 2811 to 2814 (two-channel mode))

In three-channel mode, a brick appears over the old video as the image is expanding and rotating, and switches to the new video.

(Pattern number: 3601 (three-channel mode))

User programmable DME: Using a DME keyframe effect created with a keyframe operation, this executes a DME wipe.

(Pattern numbers: 1901 to 1999 (one-channel mode), 2901 to 2999 (two-channel mode), 3901 to 3999 (three-channel mode))

For details of creating keyframe effects, see “Creating User Programmable DME Patterns” (page 251).

Note

In an independent key transition, the following patterns can be used.

Execution mode	DME wipe patterns that can be used
One-channel mode	Slide, split, squeeze, door, 2D trans, 3D trans, frame in-out, page turn, page roll, mirror, sphere, character trail, wave, ripple, split slide, sparkle, user programmable DME
Two-channel mode	Page turn, page roll

User programmable DME in transition mode

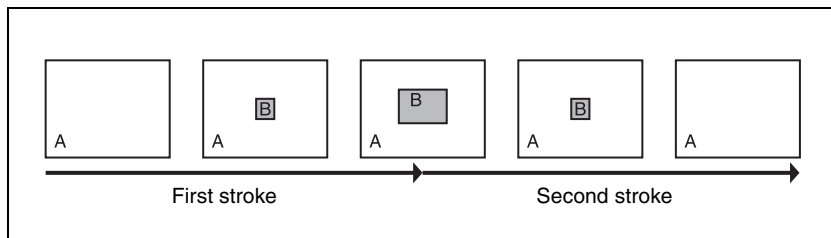
For the transition mode set when creating a keyframe effect for a user programmable DME pattern, the following can be used.

- **Single:** single transition mode
- **Flip tumble (Flip Tumble):** flip tumble transition mode
- **Dual:** dual transition mode
- **Picture-in-picture (PinP):** one-channel and two-channel picture-in-picture transition mode
- **Compress:** a type of picture-in-picture, in which the new image is the background, and the currently visible image shrinks, and then expands to its original size. (See example in the next item.)
- **Frame in-out (Frame I/O):** frame in-out transition mode. When the first transition completes, if you move the position of the image, you can move it both horizontally and vertically.
- **Frame in-out H (Frame I/O H):** a type of frame in-out mode, which is specified when creating a transition effect in the horizontal direction. The image movement is reflected at both the transition start point and end point. (See page 229.)
The operation is carried out according to DME wipe patterns 1202, 1203, or 1204.
- **Frame in-out V (Frame I/O V):** a type of frame in-out mode, which is specified when creating a transition effect in the vertical direction. The image movement is reflected at both the transition start point and end point. (See page 230.)

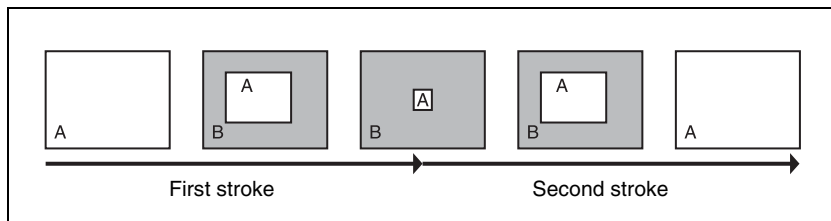
Transition mode “Compress”

The change in the image when the transition mode is set to “Compress” is as follows, in comparison to the case of “Picture-in-picture.”

- **Example of the image change in the transition mode “Picture-in-picture” (one-channel mode)**



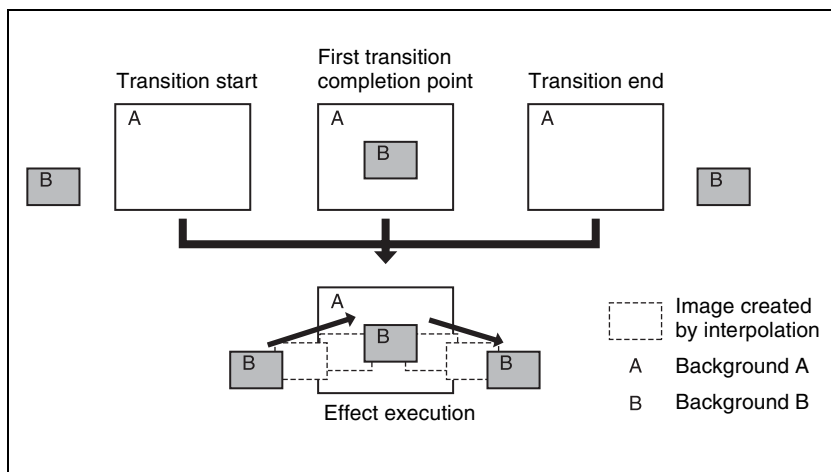
- **Example of the image change in the transition mode “Compress”**



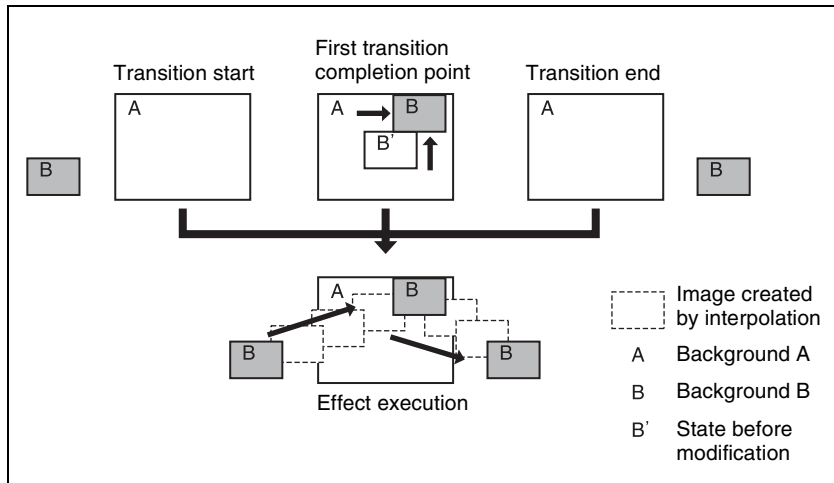
Transition mode “frame in-out”

In this mode, when the first transition has completed, you can move the image with the positioner in both horizontal and vertical directions, but the image position at the transition start point and end point does not change.

The description is of an example of creating an effect such as the following.



At the first transition completion point, if you move the image with the positioner, the transition appears as in the following figure.

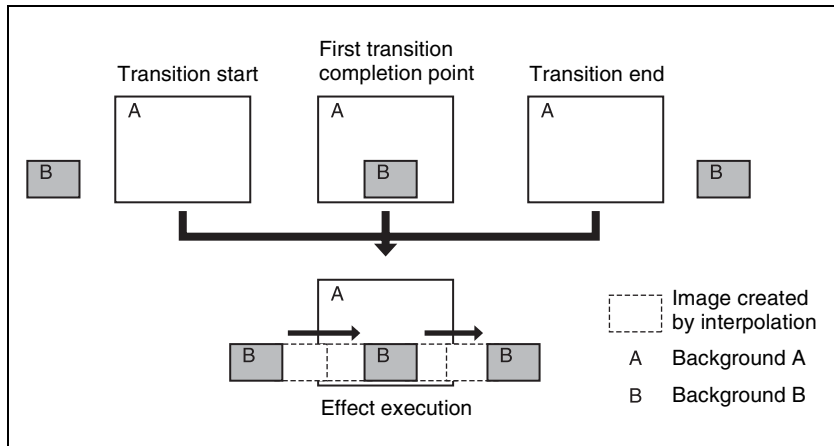


Transition mode "frame in-out H"

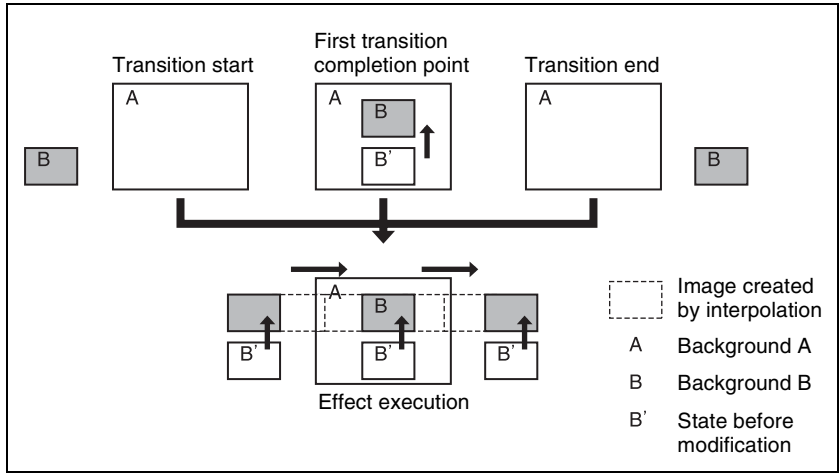
This mode is specified when creating a transition effect in the horizontal direction.

In this mode, when the first transition has completed, you can move the image with the positioner in both horizontal and vertical directions. The image at the transition start point and end point also moves.

The description is of an example of creating an effect such as the following.



At the first transition completion point, if you move the image with the positioner, the transition appears as in the following figure.

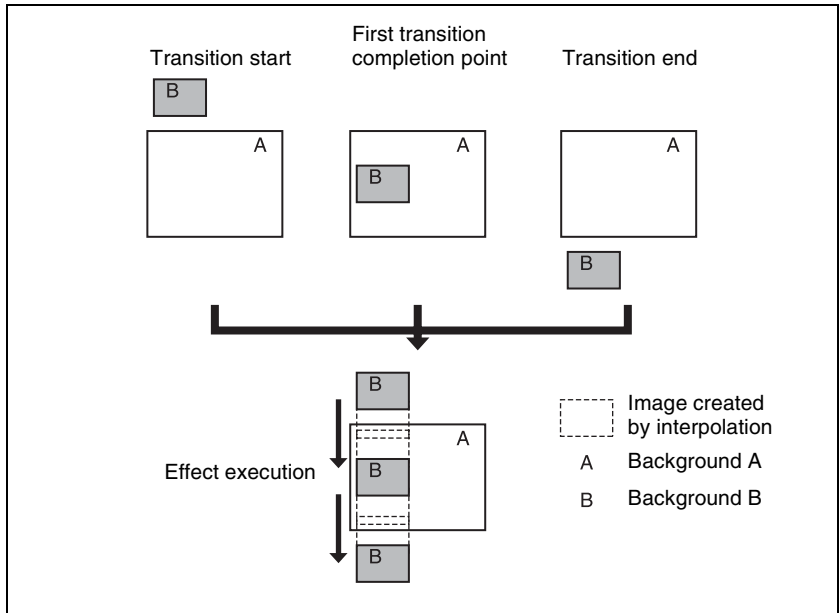


Transition mode “frame in-out V”

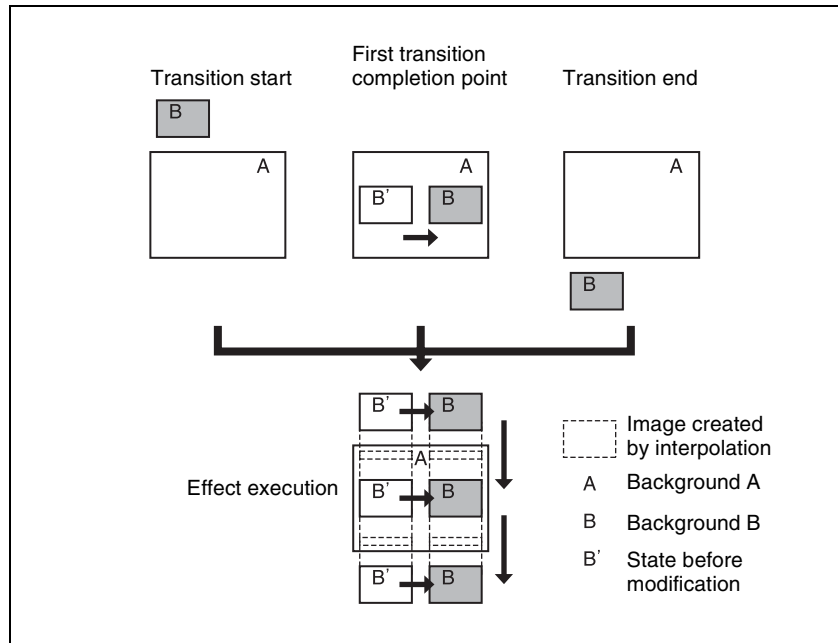
This mode is specified when creating a transition effect in the vertical direction.

In this mode, in the state at completion of the first transition, you can move the image with the positioner in both horizontal and vertical directions. The image at the transition start point and end point also moves.

The description is of an example of creating an effect such as the following.



At the first transition completion point, if you move the image with the positioner, the transition appears as in the following figure.



Signals forming part of the background for a DME wipe

For a two-channel mode page turn, page roll, brick, frame in-out, and so on, the part of the pattern shown in gray (*see page 367*) is filled with the signal selected on the DME external video bus.

For three-channel mode brick, the part of the pattern shown in dark gray is filled with the DME external video signal, and the light gray portion with the signal selected as follows.

For a DME dedicated interface

The signal selected on the utility 1 bus.

For an MVE-8000A or MVE-9000 SDI interface

Signal selected on the AUX bus assigned in the Engineering Setup >Switcher >Device Interface >DME Type Setting >DME SDI interface menu. (The AUX bus is determined by which DME channel is being used.)

Note

For the SDI interface on the MVE-8000A or MVE-9000, in some cases the AUX bus is used in place of the DME external bus.

DME Wipe Pattern Variation and Modifiers

You can modify the selected DME wipe pattern in the same way as an ordinary wipe pattern, as follows.

For the setting operations, see “Setting DME Wipe Modifiers” (page 238).

Direction: You can set the DME wipe direction to normal, reverse, or alternating normal/reverse (see page 238), except for a key transition, which is always in normal/reverse mode. However, a key transition can only be specified when the following patterns are selected, and when other patterns are selected, this is fixed, as normal/reverse.

Patterns: 1204, 1207, 1221 to 1224

Edge: You can apply a border or soft border (see page 239).

In the case of those user programmable DME patterns for keys in which an edge has already been applied to the effect, the behavior is as follows.

- When the DME wipe edge setting is on, only part of the edge applied in the effect is enabled, and that portion can be adjusted (page 239).
- When the DME wipe edge setting is off, the edge applied in the effect is enabled as is.

Positioner: You can move the DME wipe pattern or center of the effect to an arbitrary position. Using the position select function, you can also instantaneously move the pattern.

- 1031
When this pattern number is selected, with the progress of the transition the pattern center automatically moves initially from the set position toward the center of the screen (see page 240). In other words, the effect obtained is the same as in a normal wipe with the positioner set to “AUTO CENTER”.
- 1201 to 1208, 1221 to 1224, 1251
When these pattern numbers are selected, you can set the pattern position when the first transition completes.
- 1381, 1391, 1393, 1394, 1396
When these pattern numbers are selected, you can set the center of the transition effect.
- 2651, 2652
When these pattern numbers are selected, you can move the pattern for each channel, or with values relative to the current position the two channels simultaneously.
- 2801 to 2804, 2811 to 2814
When these pattern numbers are selected, you can set the vertical position as the brick slides in.

- 2851 to 2854, 2861 to 2864

When these pattern numbers are selected, you can set the pattern position for each channel setting when the first transition completes.

Pattern limit: You can restrict the range of the transition as desired. However, this is not available for a DME wipe in the independent key transition control block.

For more details, see “Pattern Limit” (page 120).

Size: This can only be used when one of the following pattern numbers is selected.

- 1201 to 1208, 1221 to 1224, 1251
- 2651, 2652, 2851 to 2854, 2861 to 2864

You can set the size of the image.

Crop: You can crop the image. It is also possible in 16:9 mode to crop both sides, to convert the image to a 4:3 aspect ratio. For the execution of a DME wipe crop transition, you can select from the following three possibilities.

- Cut
- Last 5%
- Linear

When [Last 5%] is selected, you can set the [Release Transition] as follows.

- Last 30%
- Last 5%
- Off

Note

When pattern numbers 1701 and 1702 are selected, crop cannot be used.

Relation Between DME Wipes and Other Effects

The relations between DME wipes and other effects are as follows.

Relation to ordinary wipes

- DME wipes do not use the wipe generator built into the switcher. Therefore, during the execution of a DME wipe, you can still use a pattern produced by the wipe generator as the source for a pattern key or mask.
- A DME wipe pattern cannot be used as the source for a pattern key or mask.

Relation to processed keys

When using the DME for a processed key, if you select a DME wipe, an available DME is automatically allocated to the DME wipe. If all of the DME channels are in use, then it is not possible to select a DME wipe.

If in a Setup menu a setting has been made for DME allocation, that Setup menu setting takes precedence (see “*Setting the assignments of DME channels to use on the individual M/E banks*” in Chapter 20 (Volume 3)).

Number of DME wipes that can be used simultaneously on a single M/E bank

DME wipes can be used in five places, including the four independent key transitions.

When the DME dedicated interface is used, a maximum of two DME wipes can be used simultaneously, and when the SDI interface is used, only one DME wipe can be used at one time.

Note

When combining the SDI interface with the dedicated interface, it may be possible to use up to three wipes simultaneously.

For details, see “Interfacing With External Devices (Device Interface Menu)” in Chapter 19 (Volume 3).



Basic Procedure for DME Wipe Settings

You carry out DME wipe setting operations principally using the DME Wipe menu for each bank.

This section describes the basic procedures for DME wipe settings, taking the M/E-1 >DME Wipe menu as an example.

For details of independent key transition DME wipe settings, see “DME Wipe Settings for Independent Key Transitions” (page 246).

Notes

- To carry out DME wipes requires the BKDS-9470 DME Board Set or the MVE-8000A/9000 DME Processor.
- For one M/E bank, DME effects (including external processed keys) can be used in up to two places on the DME dedicated interface and in only one place on the SDI interface simultaneously.

DME Wipe Settings Menu

Accessing the DME Wipe menu

To access the M/E-1 >DME Wipe menu, use either of the following operations.

- In the menu control block, select the top menu selection button [M/E 1], and press VF6 ‘DME Wipe.’
- In the transition control block of the M/E-1 bank, press the transition type selection button [DME] twice in rapid succession.

Either of the above operations displays the M/E-1 >DME Wipe menu.

DME Wipe Pattern Selection

Selecting a DME wipe pattern by a menu operation

- 1** In the M/E-1 >DME Wipe menu, select HF1 ‘1ch’ for one-channel mode, HF2 ‘2ch’ for two-channel mode or HF3 ‘3ch’ for three-channel mode.
- 2** Select the desired DME wipe pattern group with one of the following buttons.
 - **Slide/Squeeze:** slide and squeeze



- **Split/Door:** split and door
- **Flip Tumble:** flip tumble
- **Mirror/Sphere:** mirror and sphere
- **Character Trail:** character trail
- **Wave/Ripple:** wave and ripple
- **Page Turn/Roll:** page turn and page roll
- **Frame I/O/P in P:** frame in/out and picture-in-picture
- **2D Trans/3D Trans:** 2D trans and 3D trans
- **Sparkle/Split Slide:** sparkle and split slide
- **Mosaic/Defocus:** mosaic and defocus
- **Brick:** brick
- **User Program:** user programmable DME

Selectable DME wipe pattern groups in one-channel mode: All of the above groups except for Brick.

Selectable DME wipe pattern groups in two-channel mode: Slide/Squeeze, Page Turn/Roll, Frame I/O, PinP, 3D Trans, Brick and User Program.

Selectable DME wipe pattern groups in three-channel mode: User Program and Brick.

For details of DME wipe patterns, see “Types of DME Wipe Pattern” (page 224) and “DME Wipe Pattern List” (page 359).

The patterns from the selected pattern group appear on the screen.

3 Press the button to select the desired pattern.

Note

For a key transition, the page turn, page roll and picture-in-picture cannot be used.

Adjusting DME wipe pattern parameters

Of the DME wipe patterns, the following have parameters that can be adjusted.

When Brick (for two channels) is selected (pattern numbers 2801 to 2804, 2811 to 2814)

Knob	Parameter	Adjustment	Setting values
1	Side V Size X	Horizontal magnification	0.01 to 8.00
2	Side V Size Y	Vertical magnification	0.01 to 8.00
3	Height	Height of brick	0.01 to 100.00
4	Center X	Horizontal center position	-100.00 to +100.00 ^{a)}
5	Center Y	Vertical center position	-100.00 to +100.00 ^{b)}

- a) The horizontal center position of the video pasted on Side V. At -100.00 the center is at the left edge of the screen, and at +100.00 the center is at the right edge of the screen.
- b) The vertical center position of the video pasted on Side V. At -100.00 the center is at the bottom edge of the screen, and at +100.00 the center is at the top edge of the screen.

When Frame in-out (for two channels) is selected

• **Pattern numbers 2851 to 2854**

Knob	Parameter	Adjustment	Setting values
5	Delay	Timing for video selected on a utility bus to appear on the screen	-100.00 to +100.00

• **Pattern numbers 2861 to 2864**

Knob	Parameter	Adjustment	Setting values
1	Rot X	Rotation about the Y axis (horizontal direction)	-100.00 to +100.00
2	Rot Y	Rotation about the X axis (vertical direction)	-100.00 to +100.00
3	Rot Z	Rotation about the Z axis	-100.00 to +100.00
5	Delay	Timing for video selected on a utility bus to appear on the screen	-100.00 to +100.00

When Brick (for three channels) is selected (pattern number 3601)

Parameter group [1/2]

Knob	Parameter	Adjustment	Setting values
1	Side V Size X	Side V horizontal magnification	0.01 to 8.00
2	Side V Size Y	Side V vertical magnification	0.01 to 8.00
3	Height	Height of brick	0.01 to 100.00 ^{a)}
4	Side V Center X	Side V horizontal center position	-100.00 to +100.00 ^{b)}
5	Side V Center Y	Side V vertical center position	-100.00 to +100.00 ^{c)}

- a) Shared with knob 3 for parameter group 2
- b) The horizontal center position of the video pasted on Side V. At -100.00 the center is at the left edge of the screen, and at +100.00 the center is at the right edge of the screen.
- c) The vertical center position of the video pasted on Side V. At -100.00 the center is at the bottom edge of the screen, and at +100.00 the center is at the top edge of the screen.

Knob	Parameter	Adjustment	Setting values
1	Side H Size X	Side H horizontal magnification	0.01 to 8.00
2	Side H Size Y	Side H vertical magnification	0.01 to 8.00
3	Height	Height of brick	0.01 to 100.00 ^{a)}
4	Side H Center X	Side H horizontal center position	-100.00 to +100.00 ^{b)}
5	Side H Center Y	Side H vertical center position	-100.00 to +100.00 ^{c)}

- a) Shared with knob 3 for parameter group 1
b) The horizontal center position of the video pasted on Side H. At -100.00 the center is at the left edge of the screen, and at +100.00 the center is at the right edge of the screen.
c) The vertical center position of the video pasted on Side H. At -100.00 the center is at the bottom edge of the screen, and at +100.00 the center is at the top edge of the screen.

Setting DME Wipe Modifiers

You can apply various modifiers to the DME wipe pattern: setting the DME wipe direction, pattern position, and so on.

For an overview of the DME wipe modifiers, see “DME Wipe Pattern Variation and Modifiers” (page 232).

Specifying the DME wipe direction (Direction)

You can specify the DME wipe direction (normal/reverse).

To specify the DME wipe direction in a menu

- 1 In the M/E-1 >DME Wipe menu, select HF4 ‘Edge/Direction.’

The Edge/Direction menu appears.

- 2 In the <Direction>group, specify the DME wipe direction.

Normal: regular direction

Normal/Reverse: alternate between regular and reverse for each transition

Reverse: reverse direction to normal

To specify the DME wipe direction with a button in the transition control block

In the transition control block of each of the M/E-1 to M/E-3 and PGM/PST banks, press the following direction selection buttons.

NORM: Normal

NORM/REV: Normal/Reverse

REV: Reverse

Modifying the DME wipe pattern edge

- 1 In the M/E-1 >DME Wipe menu, select HF4 'Edge/Direction.'

The Edge/Direction menu appears.

- 2 Depending on whether the selected pattern is in one-channel mode or two-channel mode, proceed as follows.

For a pattern in one-channel mode: press [1st Ch], turning it on.

For a pattern in two-channel mode: from the <Ch Select> group, select the corresponding channel. You can select more than one channel at the same time.

- 3 In the <Edge> group, select the edge type.

Border: border

Soft Border: soft border

- 4 Set the parameters according to the selection in step 3.

- **When border is selected**

Knob	Parameter	Adjustment	Setting values
1	Width	Border width	0.00 to 100.00
3	Luminance	Luminance	0.00 to 100.00
4	Saturation	Saturation	0.00 to 100.00
5	Hue	Hue	359.99 to 0.00

- **When soft border is selected**

Knob	Parameter	Adjustment	Setting values
1	Width	Border width	0.00 to 100.00
2	Inner Soft	Border inner softness	0.00 to 100.00
3	Luminance	Luminance	0.00 to 100.00
4	Saturation	Saturation	0.00 to 100.00
5	Hue	Hue	359.99 to 0.00

Display indications when multiple channels are selected at the same time

The indications on the knobs show the settings of the lowest-numbered channel. When you turn the knobs to adjust the settings, this changes the settings on the other channels by the same amount.

Setting the DME wipe position (Positioner)

- 1** In the M/E-1 >DME Wipe menu, select HF5 'Modify.'
The Modify menu appears.
- 2** Depending on whether the DME wipe pattern is in one-channel mode or two-channel mode, proceed as follows.

For a pattern in one-channel mode: press [1st Ch], turning it on.
For a pattern in two-channel mode: from the <Ch Select> group, select the corresponding channel. You can select more than one channel at the same time.
- 3** In the <Position> group, press [Position], turning it on.
- 4** Set the following parameters.

Knob	Parameter	Adjustment	Setting values
1	H	Horizontal position	-200.00 to +200.00
2	V	Vertical position	-200.00 to +200.00

Display indications when multiple channels are selected at the same time

The indications on the knobs show the settings of the lowest-numbered channel. When you turn the knobs to adjust the settings, this changes the settings on the other channels by the same amount.

To return the DME wipe pattern position to the center of the screen
In the <Position> group, press [Center].

Displaying and moving the position of the DME wipe pattern (position select)

- 1** In the M/E-1 >DME Wipe menu, select HF5 'Modify.'
The Modify menu appears.

In the <Position Select> group, the one of the [Top Left], [Top Right], [Bottom Left], and [Bottom Right] buttons that is on indicates the current display position of the DME wipe pattern.

- 2** In the <Position> group, press [Position], turning it on.
- 3** Depending on whether the DME wipe pattern is in one-channel mode or two-channel mode, proceed as follows.
 - In one-channel mode:** press [1st Ch], turning it on.
 - In two-channel mode:** from the <Ch Select> group, select the corresponding channel. You can select more than one channel at the same time.
- 4** To move the position of the DME wipe pattern, press the button where you want to move to, turning it on.

The DME wipe pattern displayed on the screen moves to the position of the specified button.

Setting relative positions to move the DME wipe pattern

In two-channel mode, use the following procedure.

- 1** In the M/E-1 >DME Wipe menu, select HF5 'Modify.'
The Modify menu appears.
- 2** In the <Ch Select> group, select the target channels.
- 3** Press [Position] in the <Position> group, turning it on.
- 4** Set the following parameters.

Knob	Parameter	Adjustment	Setting values
4	Relative H	Relative movement in the horizontal direction	-400.00 to +400.00
5	Relative V	Relative movement in the vertical direction	-400.00 to +400.00

For details of the method of DME wipe pattern selection, see “DME Wipe Pattern Selection” (page 235).

Setting the DME wipe pattern size (Size)

- 1** In the M/E-1 >DME Wipe menu, select HF5 'Modify.'



The Modify menu appears.

- 2 Depending on whether the selected pattern is in one-channel mode or two-channel mode, proceed as follows.

For a pattern in one-channel mode: press [1st Ch], turning it on.

For a pattern in two-channel mode: from the <Ch Select> group, select the corresponding channel. You can select more than one channel at the same time.

- 3 Press [Size], turning it on.

- 4 Set the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Size	Set size of effect	0.00 to 200.00 ^{a)}

a) The effect size when [Size] is off is taken as 100.00%.

Display indications when multiple channels are selected at the same time

The indications on the knobs show the settings of the lowest-numbered channel. When you turn the knobs to adjust the settings, this changes the settings on the other channels by the same amount.

Adjusting the DME wipe pattern cropping

Note

When pattern numbers 1701 and 1702 are selected, crop cannot be used.

- 1 In the M/E-1 >DME Wipe menu, select HF5 'Modify.'

The Modify menu appears.

- 2 Depending on whether the selected pattern is in one-channel mode or two-channel mode, proceed as follows.

For a pattern in one-channel mode: press [1st Ch], turning it on.

For a pattern in two-channel mode: from the <Ch Select> group, select the corresponding channel. You can select more than one channel at the same time. Some patterns need no selection which is fixed in the <Ch Select> group.

- 3 In the <Crop Mode> group, press [Crop], turning it on.

- 4 Set the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Top	Crop the top of the image	-100.00 to +100.00
2	Left	Crop the left of the image	-100.00 to +100.00
3	Right	Crop the right of the image	-100.00 to +100.00
4	Bottom	Crop the bottom of the image	-100.00 to +100.00

Display indications when multiple channels are selected at the same time

The indications on the knobs show the settings of the lowest-numbered channel. When you turn the knobs to adjust the settings, this changes the settings on the other channels by the same amount.

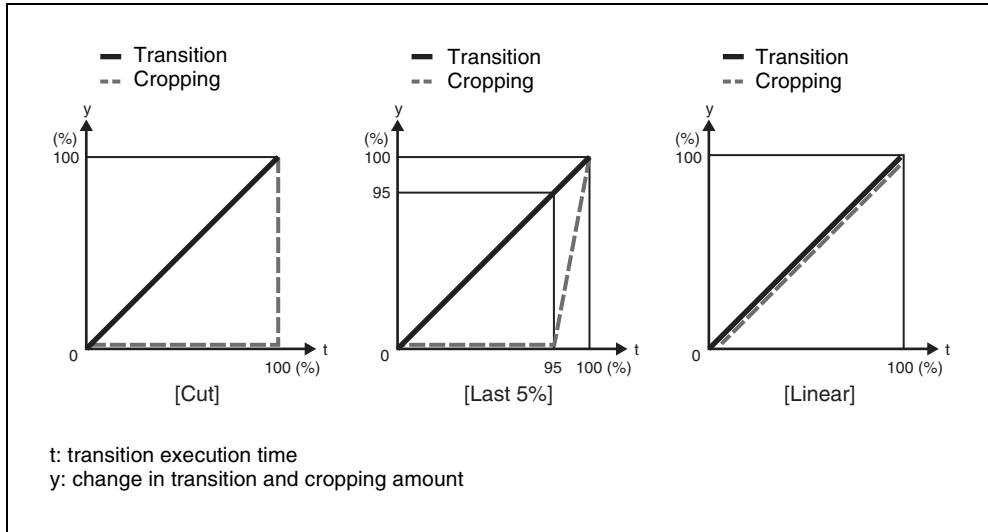
In 16:9 mode, to crop to 4:3 aspect ratio

In the <Crop Mode> group, press [4:3], turning it on.

To set the action when a DME wipe crop transition is executed

- 1 In the M/E-1 >DME Wipe menu, select HF5 'Modify.'
The Modify menu appears.
- 2 Depending on whether the selected pattern is in one-channel mode or two-channel mode, proceed as follows.
 - For a pattern in one-channel mode:** in the <Ch Select> group, press [1st Ch], turning it on.
 - For a pattern in two-channel mode:** from the <Ch Select> group, select the corresponding channels. You can select more than one channel at the same time.
- 3 In the <Crop Mode> group, press [Crop] or [4:3 Crop] (to crop from 16:9 to 4:3 aspect ratio), turning it on.
- 4 In the <Crop Mode> group, press [Remove From Begin].
The Remove From Begin menu appears.
- 5 In the <Crop Transition> group, select the execution mode for the DME wipe crop transition.
 - Cut:** Cut mode. The cropping does not change during the transition, but at the end point of the transition the cropping is removed (enlarges).
 - Last 5%:** The cropping is maintained for the first 95% of the transition, and is progressively removed during the last 5% of the transition (enlarges).

Linear: The cropping is removed linearly through the whole course of the transition (enlarges).



Setting the timing of transition completion

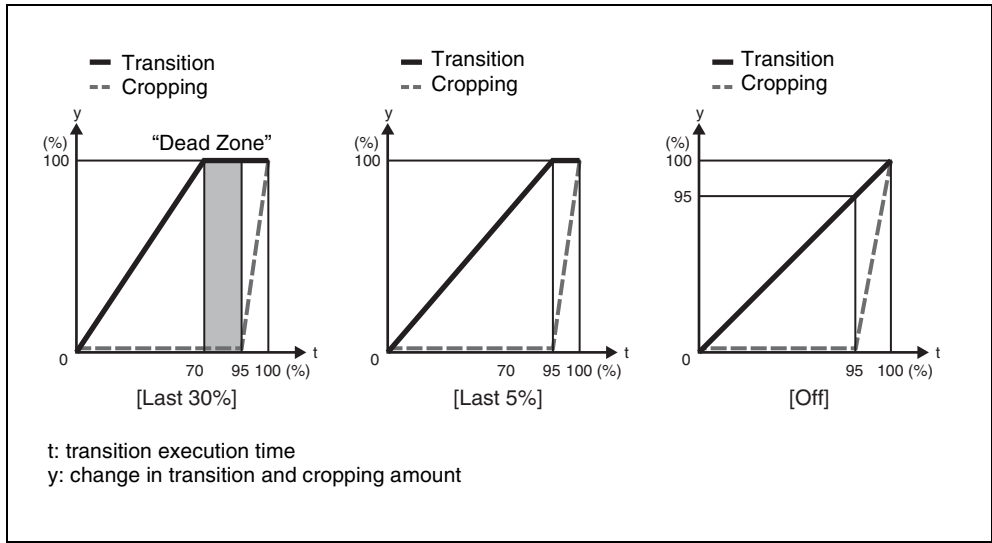
When the execution mode for a DME wipe crop transition is set to [Last 5%], you can select the timing of transition completion from 70% ([Last 30%]), 95% ([Last 5%]), and 100% ([Off]).

- 1** In the M/E 1 >DME Wipe menu, select HF5 'Modify'.
The Modify menu appears.
- 2** In the <Crop Mode> group select [Remove From Begin].
The Remove From Begin menu appears.
- 3** In the <Release Transition> group, select the timing of transition completion.

Last 30%: The transition completes at the end of 70% of the transition execution time. The transition has a dead zone from 70% to 95% of the transition time.

Last 5%: The transition completes at the end of 95% of the transition execution time. When the transition completes, the cropping is removed during the last 5%.

Off: The transition completes at the end of the transition execution time. During the last 5% of the transition, the transition and cropping removal proceed together.



DME Wipe Modify Clear

Press [Default Recall] at the lower left of the menu display, turning it on, then press VF6 'DME Wipe' to return the DME wipe settings to their initial status.

For details of the menu operation to return the DME wipe state to that set in initial status, see "Returning to default state in function groupings" (page 77).

DME Wipe Settings for Independent Key Transitions

You carry out independent key/downstream key transition DME wipe setting operations using the DME Wipe Adjust menu for each keyer.

For an overview of independent key transitions, see page 131.

This section describes the independent key transition DME wipe settings, taking the M/E-1 >Key1 >Transition >DME Wipe Adjust menu as an example.

Basic Procedure for Independent Key Transition DME Wipe Settings

Accessing the independent key transition DME wipe settings menu

As an example, to access the M/E-1 >Key1 >Transition >DME Wipe Adjust menu, carry out the following operation.

- In the menu control block, select the top menu selection button [M/E 1], and select VF1 'Key1' and HF6 'Transition' to display the Transition menu for key 1. Next, press [DME Wipe Adjust].

Carrying out the above operation displays the M/E-1 >Key1 >Transition >DME Wipe Adjust menu (which will be referred to below as simply the Key1 DME Wipe Adjust menu).

Selecting the independent key transition DME wipe pattern

You select the independent key DME wipe pattern from the list of patterns displayed in the menu.

To select a DME wipe pattern for independent key 1 on the M/E-1 bank, use the following procedure.

- 1** In the <Pattern Select> group of the Key1 DME Wipe Adjust menu, press [1ch] for one-channel mode or [2ch] for two-channel mode.

The Pattern Select menu appears.

- 2** Select the desired DME wipe pattern group with one of the following buttons.

In two-channel mode, only Page Turn and Page Roll are selectable.

- **Slide/Squeeze:** slide and squeeze
- **Split/Door:** split and door
- **Mirror/Sphere:** mirror and sphere
- **Character Trail:** character trail
- **Wave/Ripple:** wave and ripple
- **Page Turn/Roll:** page turn and page roll
- **Frame I/O:** frame in/out
- **2D Trans/3D Trans:** 2D Trans and 3D Trans
- **Sparkle/Split Slide:** sparkle and split slide
- **User Program:** user programmable DME

For details of DME wipe patterns, see “Types of DME Wipe Pattern” (page 224) and “DME Wipe Pattern List” (page 359).

The patterns from the selected pattern group appear on the screen.

- 3** Press the button to select the desired pattern.

Setting Independent Key Transition DME Wipe Modifiers

You can add modifiers such as pattern position and size for an independent key transition DME wipe.

For introductory information, see “Setting the DME wipe position (Positioner)” (page 240) and “Setting the DME wipe pattern size (Size)” (page 241).

Setting the DME wipe position (Positioner)

For applicable pattern numbers, *see page 232.*

- 1** In the <Position> group of the Key1 DME Wipe Adjust menu, press [Position], turning it on.
- 2** Set the following parameters.

Knob	Parameter	Adjustment	Setting values
1	H	Horizontal position	-200.00 to +200.00
2	V	Vertical position	-200.00 to +200.00

To return the DME wipe pattern position to the center of the screen
In the <Position> group, press [Center].

Setting the DME wipe pattern size (Size)

For applicable pattern numbers, *see page 233*.

- 1 In the Key 1 DME Wipe Adjust menu, press [Size], turning it on.
- 2 Set the following parameter.

Knob	Parameter	Adjustment	Setting values
1	Size	Set size of effect	0.00 to 200.00 ^{a)}

a) The effect size when [Size] is off is taken as 100.00%.

Cropping a key DME wipe

- 1 In the <Crop Mode> group of the Key1 DME Wipe Adjust menu, press [Crop], turning it on.
- 2 Set the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Top	Cropping of the top of the image	-100.00 to +100.00
2	Left	Cropping of the left of the image	-100.00 to +100.00
3	Right	Cropping of the right of the image	-100.00 to +100.00
4	Bottom	Cropping of the bottom of the image	-100.00 to +100.00

To crop to 4:3 in 16:9 mode

In the <Crop Mode> group, press [4:3 Crop], turning it on.

To set the operation for DME wipe crop transition execution

- 1 In the <Crop Mode> group of the Key1 DME Wipe Adjust menu, press [Crop], turning it on.
- 2 In the <Crop Mode> group, press [Crop] or [4:3 Crop] (to crop to 4:3 in 16:9 mode), turning it on.
- 3 In the <Crop Mode> group, press [Remove From Begin].

The Remove From Begin menu appears.

For subsequent operations, see step 5 of “To set the action when a DME wipe crop transition is executed” (page 243).

To set the timing of transition completion

- 1** In the <Crop Mode> group of the Key1 DME Wipe Adjust menu, press [Crop], turning it on.
- 2** In the <Crop Mode> group, press [Remove From Begin].

For subsequent operations, see “Setting the timing of transition completion” (page 244).

Applying a border to a key DME wipe

In the <Edge> group of the Key1 DME Wipe Adjust menu, press [Border], turning it on.

For subsequent operations, use the same process as in step 4 of “Modifying the DME wipe pattern edge” (page 239).



DME Wipe Snapshots

You can snapshot and save a DME wipe pattern together with the current settings of its modifiers and pattern limit in a dedicated register for recall when required.

There are 10 DME wipe snapshot registers for each of the M/E and P/P banks. Use the menu to save and recall these registers

DME Snapshot Operations With the Menus

In the same way as for wipe snapshots, you can save, recall, and delete DME snapshots.

For details of the operating procedures, see “Wipe Snapshot Operations With the Menus” (page 221).

Creating User Programmable DME Patterns

With a user programmable DME, you can use DME effects created through the use of keyframes for a transition on the switcher system.

Note the following points when creating a keyframe effect for use as a user programmable DME pattern.

Register numbers and pattern numbers

When saving a keyframe effect as a user programmable DME pattern, specify the register number that corresponds to the pattern number as shown in the following table.

Execution mode	Register number	Pattern number
One-channel mode	101 to 199	1901 to 1999
Two-channel mode	201 to 299	2901 to 2999
Three-channel mode	301 to 399	3901 to 3999

For details of registers and keyframe effects, see Chapter 13 “Keyframe Effects” (Volume 2), respectively.

Keyframe effects in the global channel

When the effect with the same number as the reference channel is present on the DME global (GLBL) channel, executing the user programmable DME will also execute the effect on the global channel simultaneously.

When executing a user programmable DME, take note of whether the effect is present on the global channel.

User Programmable DME Transition Mode

To create a user programmable DME, it is necessary to set the transition mode (the way in which the effect moves). To set the transition mode, use the Key Frame >DME User PGM menu.

For details of the operating procedures, see “Transition Mode Settings for User Programmable DME” in Chapter 13 (Volume 2).

The following transition modes are available.

Channels	Transition mode	Effect group
One-channel mode	Single transition mode	Slide, Split, Door, Page turn, Page roll, Squeeze, Mirror, Sphere, Character Trail, Wave, Ripple, 2D Trans, 3D Trans, Sparkle, Split Slide
	Flip Tumble	Flip Tumble, Mosaic, Defocus
	Frame in-out	Frame in-out
	Frame in-out H ^{a)}	Frame in-out
	Frame in-out V	Frame in-out
	Picture-in-picture ^{b)}	Picture-in-picture
	Compress ^{c)}	Picture-in-picture
Two-channel mode	Dual transition mode	Slide, Squeeze, 3D Trans
	Two-channel picture-in-picture	Picture-in-picture

a) Transition according to DME wipe patterns 1202, 1203, or 1204

b) Transition according to DME wipe pattern 1201

c) Transition according to DME wipe pattern 1251

For details, see “Overview” (page 224).

Note

For the following group of effects available in two-channel mode, no user programmable DME wipe patterns can be created.

Page turn, Page roll, Frame in-out, Brick

Notes on creating keyframe effects

When creating a keyframe effect to be used as a user programmable DME pattern, note the following, depending on the transition mode used.

Notes on single transition mode (one-channel mode)

- Either create the first keyframe image outside the screen area, or set the image size to zero so that it cannot be seen within the screen.
- Create the last keyframe to be a full-size image.
- In the <Transition Mode> group of the Key Frame >DME User PGM menu, select [Single].

Notes on flip tumble (one-channel mode)

- Create the first keyframe image at full size. In the <Back> group of the DME >Input/Output >Video/Key menu, depending on the direction of the rotation you want during the transition, press [H Invert] or [V Invert], turning it on.



- Create the last keyframe with the image inverted so the back side is visible, and with the size at full size.
- In the <Transition Mode> group of the Key Frame >DME User PGM menu, select [Flip Tumble].

Notes on frame in-out (one-channel mode)

Create a minimum of three keyframes.

- Either create the first keyframe image outside the screen area, or set the image size to zero so that it cannot be seen within the screen.
- Create the first transition to end such that the image can be seen within the screen. At this point, press the [PAUSE] button in the keyframe control block, turning it on, to set a pause for the keyframe.
- Either create the last keyframe image outside the screen area, or set the image size to zero so that it cannot be seen within the screen.
- In the <Transition Mode> group of the Key Frame >DME User PGM menu, select [FRAME I/O].

Notes on Frame in-out H (one-channel mode)

Create a minimum of three keyframe points.

- Either create the first keyframe image outside the screen area, or set the image size to zero so that it cannot be seen within the screen.
- As the state after completion of the first transition, move the image horizontally to make it visible within the screen. At this time, press the [PAUSE] button in the keyframe control block, turning it on, to set a pause for the keyframe.
- For the last keyframe move the image horizontally to place it outside the screen area or set the image size to zero, so that the image is not visible within the screen.
- In the <Transition Mode> group of the Key Frame >DME User PGM menu, select [FRAME I/O H].

Notes on frame in-out V (one-channel mode)

Create a minimum of three keyframe points.

- Either create the first keyframe image outside the screen area, or set the image size to zero so that it cannot be seen within the screen.
- As the state after completion of the first transition, move the image vertically to make it visible within the screen. At this time, press the [PAUSE] button in the keyframe control block, turning it on, to set a pause for the keyframe.
- For the last keyframe move the image vertically to place it outside the screen area or set the image size to zero, so that the image is not visible within the screen.
- In the <Transition Mode> group of the Key Frame >DME User PGM menu, select [FRAME I/O V].

Notes on picture-in-picture (one-channel mode)

Create a minimum of three keyframes.



- Either create the first keyframe image outside the screen area, or set the image size to zero so that it cannot be seen within the screen.
- Create the first transition to end such that the image can be seen within the screen. At this point, press the [PAUSE] button in the keyframe control block, turning it on, to set a pause for the keyframe.
- Either create the last keyframe image outside the screen area, or set the image size to zero so that it cannot be seen within the screen.
- In the <Transition Mode> group of the Key Frame >DME User PGM menu, select [P In P].

Notes on compress (one-channel mode)

Create a minimum of three keyframe points.

- Create the first keyframe with the image at full size.
- In the state at completion of the first transition, create the image to be visible within the screen. At this time, press the [PAUSE] button in the keyframe control block, turning it on, to set a pause for the keyframe.
- For the last keyframe, once again set the image size to full size.
- In the <Transition Mode> group of the Key Frame >DME User PGM menu, select [Compress].

Notes on dual transition mode (two-channel mode)

- Create the first keyframe for each channel as follows.
Channel 1: create the image full-size.
Channel 2: either create the image outside the screen area, or set the image size to zero so that it cannot be seen within the screen.
- Create the last keyframe for each channel as follows.
Channel 1: either create the image outside the screen area, or set the image size to zero so that it cannot be seen within the screen.
Channel 2: create the image full-size.
- In the <Transition Mode> group of the Key Frame >DME User PGM menu, select [Dual].

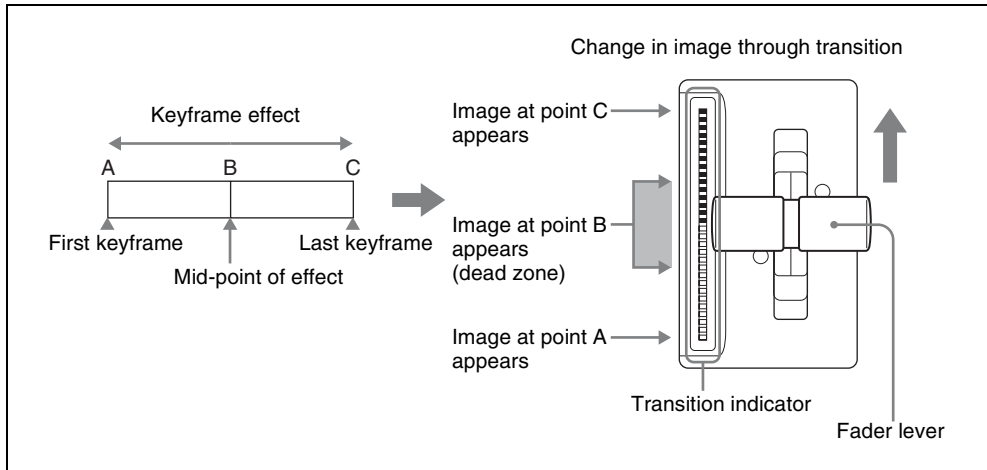
Notes on picture-in-picture (two-channel mode)

Create a minimum of three keyframes.

- Create the first keyframe for each channel as follows.
Channel 1: create the image full-size.
Channel 2: since the priority is low, it will not be visible on the screen, so no particular restrictions apply.
In the Global Effect >Ch1 to Ch4 >Combiner menu, when setting the priority of channel 1 and channel 2, set the channel 1 priority higher.
- In the intermediate part of the transition, create the two images so that both are visible within the screen. In the Global Effect >Ch1 to Ch4 >Combiner menu, when setting the priority of channel 1 and channel 2, set the channel 2 priority higher.

It is recommended to make the priority settings at a keyframe point at which the two images are not overlapping.

- During the course of a transition, there is a “dead zone” corresponding to the intermediate point of the whole effect (*see following figure*), during which the image does not change. Therefore, it is necessary to create the effect so that the image in the intermediate part of the transition is the keyframe for the mid-point of the whole effect. The range of this “dead zone” corresponds to the central one-third of the range of the transition indicator. This also applies to an auto transition.



- Create the last keyframe for each channel as follows.
 - Channel 1:** since the priority is low, it will not be visible on the screen, so no particular restrictions apply.
 - Channel 2:** create the image full-size.
- In the <Transition Mode> group of the Key Frame >DME User PGM menu, select [P In P].



Chapter 7 Frame Memory

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Overview

Frame memory is a function whereby a frame of input video can be frozen and written to memory, for further use as material for editing. You can also play recorded frame memory clips (movies).

Frame capacity

The memory capacity for freeze images is a maximum of 444 frames.

For details of operating procedures, see “Still Image Operations” (page 261).

Types of image and terminology used

The following types of image are handled in frame memory.

Freeze image: An input image that has been frozen, but not saved to memory.

Still image: A freeze frame that has been saved to memory as a file. Each file (still file) holds just one still image.

Frame memory clip: A clip consists of a sequence of still images, which appears as a movie on playback. In this manual this is also referred to simply as a “clip.” The files (still files) constituting clips are referred to as a “clip file.”

When the above distinctions are not being made, an image is simply referred to as an “image.”

Use of frame memory

There are eight frame memory channels, FM1 to FM8, and each channel independently allows a freeze image to be saved or recalled.

By allocating FM1 to FM8 to cross-point buttons you can use the still image output or clip output from each channel as input material.

Correspondence between input and output

There are two buses for capturing frame memory material: the frame memory source 1 bus and the frame memory source 2 bus.

These input buses are used by allocation to one of the pairs of output, FM1&2, FM3&4, FM5&6, and FM7&8. You can freeze a frame in each channel separately, or freeze in the two channels simultaneously.

The source buses allocated to FM1 to FM8 are as follows.



Input	Frame memory source bus 1	Frame memory source bus 2
Output	FM1	FM2
	FM3	FM4
	FM5	FM6
	FM7	FM8

Pair mode

By enabling the pair mode, you can link FM1 and FM2, FM3 and FM4, FM5 and FM6, and FM7 and FM8. For example, when a freeze or image processing is carried out on FM1, the same operation is carried out on FM2. The same applies to the other pairs. When a pair of images are captured in pair mode, the image frozen in FM1 (3, 5, or 7) is referred to as the main file and the other frozen in FM2 (4, 6, or 8) is referred to as the sub file.

Pair files and single files

A file that can be recalled in pair mode is termed a “pair file.” A pair file can be created by setting pair mode and capturing an image, or by using the coupling function (*see page 298*) to combine two single files.

A file other than a pair file is termed a “single file.” A single file can be created by switching off pair mode and capturing an image, or by using the separation function (*see page 299*) to split a pair file.

Operation modes

The frame memory has the following operation mode.

V/K mode: When the pair mode is active, the key signal is automatically selected on frame memory source bus 2. This is convenient for handling the video and key signals together in frame memory. For example, when you select a video signal on frame memory source bus 1, the key signal assigned to it is automatically selected on frame memory source bus 2. You can also use the signal automatically selected on frame memory source bus 2 as a key signal when processing keyframe memory 1.

To change the pair mode or operation mode, use the Frame Memory menu.

Frame memory folders

Still images and clips can be managed in a maximum of twelve groups. Such a group is called a “frame memory folder.” Folders can be added or deleted, and can be given a name of up to 8 characters.

Notes

- When the system is powered off, the folder names are deleted. The folder names need to be saved on media.
- The following names cannot be used for folders.
Flash1, Flash2
CON, PRN, AUX, CLOCK\$, NUL, COM0, COM1, COM2, COM3,
COM4, COM5, COM6, COM7, COM8, COM9
LPT0, LPT1, LPT2, LPT3, LPT4, LPT5, LPT6, LPT7, LPT8, LPT9
A folder named “Default” is provided, and this folder cannot be renamed or deleted.
- Still images and clips in different frame memory folders cannot have the same name.



Still Image Operations

The frame memory functions provides the following still image file functions.

- Freezing an input image
- Saving a still image
- Recalling a still image
- Processing an image
- Image output
- Continuously capturing images (record)
- Recalling a continuous sequence of images (animation)

For an overview of frame memory concepts, see “Overview” (page 258).

Note

During playback of a frame memory clip of the pair assigned to either of the target FM selection buttons (*see page 287*), frame memory operations may not be performed properly. Carry out frame memory operations after stopping clip playback.

Preparations

Allocating the frame memory outputs (FM1 to FM8) to cross-point buttons

To output a frame memory image to a monitor, for example, the output signal from the frame memory (FM1 to FM8) must be allocated to a cross-point button. Carry out this allocation in the Setup menu.

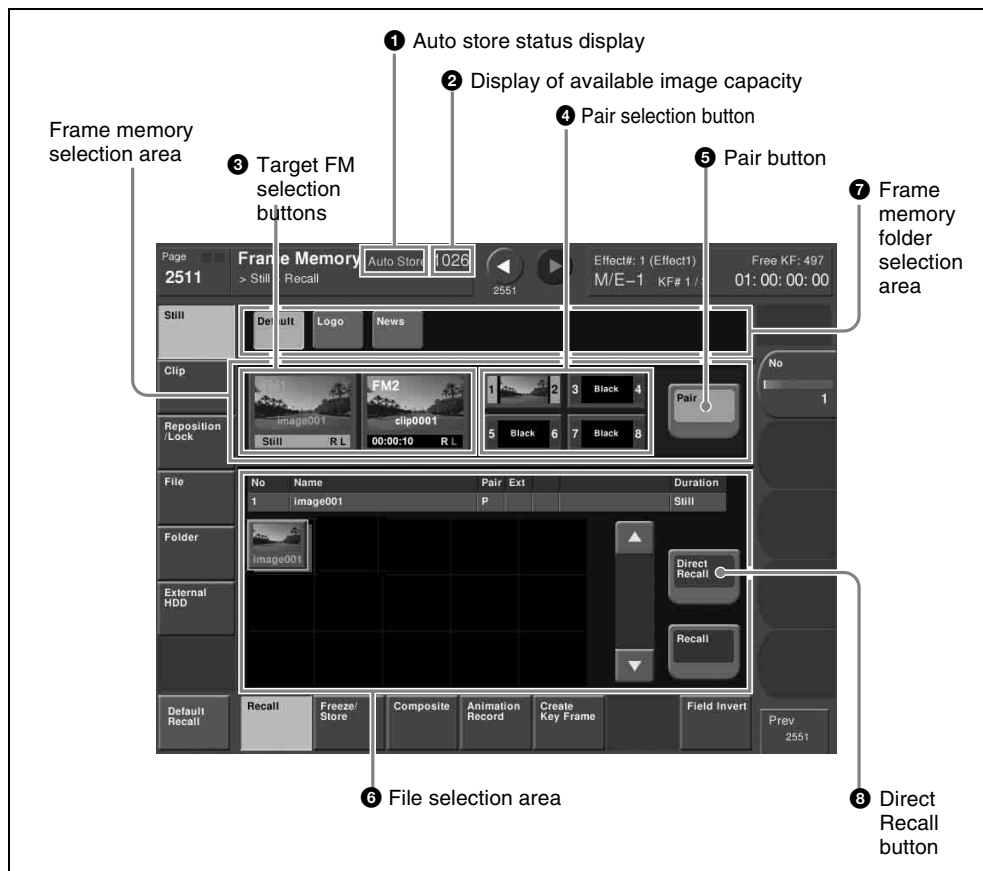
Accessing the Frame Memory menu

Most frame memory operations are carried out using the Frame Memory menu. To access the Frame Memory menu, use either of the following procedures.

- In the menu control block, select the top menu selection button [FRAME MEM].
- Press the cross-point button to which the frame memory output is allocated twice in rapid succession.

Interpreting the Frame Memory Menu

The menu screen consists of the following principal parts.
The frame memory selection area display is the same for all except the Pattern Adjust/Pattern Select/Field Invert/File (excluding Pair Recombination menu)/Folder/External HDD menus.



Frame Memory menu

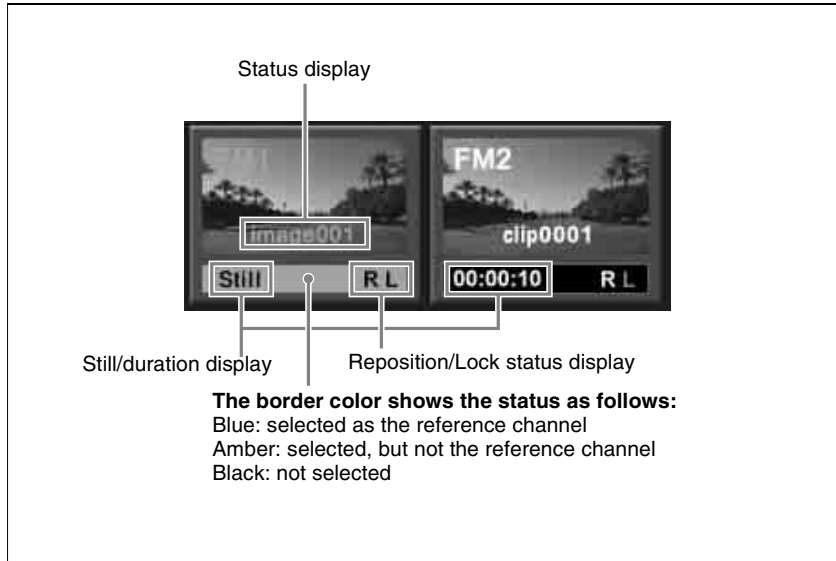
1 Auto store status display

Depending on the setup settings, this appears when the auto store function is enabled.

② Display of available image capacity

This shows the remaining number of frames. When no more frames can be stored, in pair mode “1” or “0” appears in red, and in single mode “0” appears in red.

③ Target FM selection buttons



Press one of these to select which of the selected outputs (FM1 and FM2 in the example shown) the operation applies to.

The following information appears on the button.

Status display

File name (e.g. image001) and thumbnail: when a file is output

Black: when a black signal is output

Through: when the input image is output

Freeze: when a freeze is output

Composite: when a composite image is processed

Record: when continuously capturing images (record)

Still/duration display

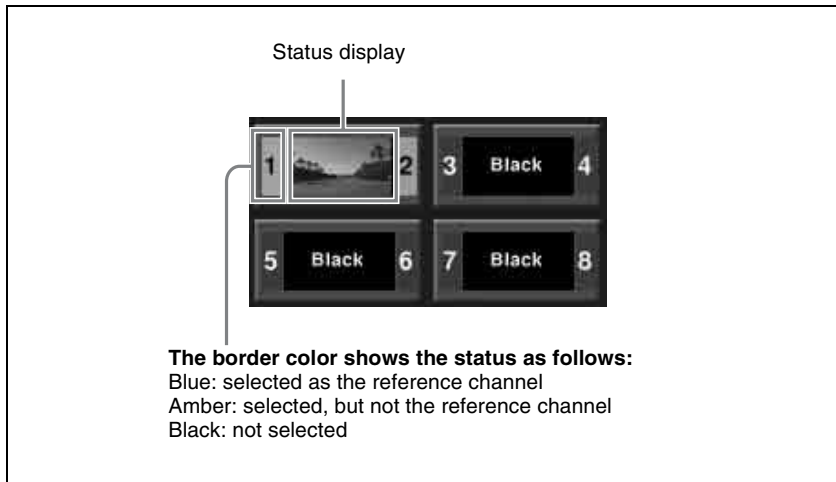
When a still image is selected, “Still” is shown. When a clip is selected, a duration indication such as “00:00:10” is shown.

Reposition/Lock status display

This shows “R” when the reposition function (*see page 278*) is on, and shows “L” when the lock function (*see page 279*) is on.

4 Pair selection button

Select the pair to be displayed in the target FM selection buttons.
(in the following figure, the pair of FM1 and FM2 is selected.)



The following information appears on the button.

Status display

For a pair, shows the status for the reference.

Thumbnail: when a file is output

Black: when a black signal is output

Through: when the input image is output

Freeze: when a freeze is output

Compos: when a composite image is processed

Record: when continuously capturing images (record)

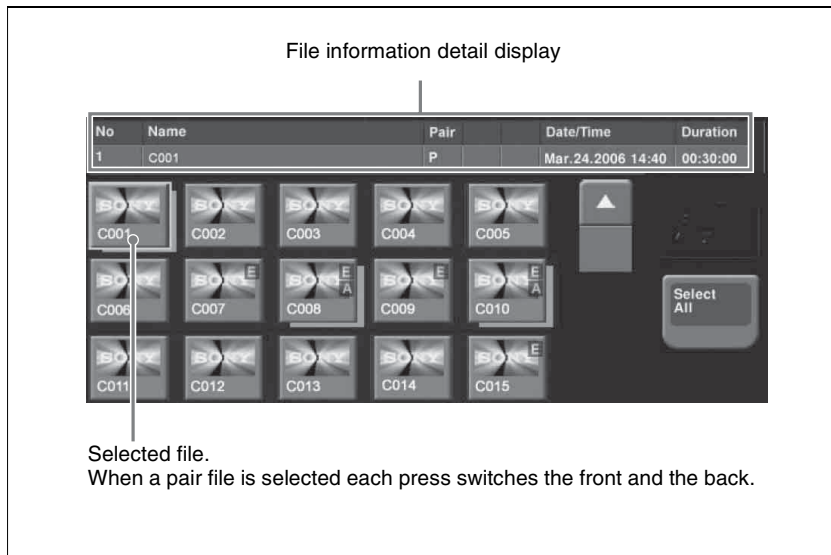
5 Pair button

Press this button, turning it on, to enable pair mode.

6 File selection area

You can select from the displayed still image files or clip files.





Thumbnail indications

Still image files and clip files: Still image files are displayed as gray buttons and clip files are displayed as yellow buttons.

Single files and pair files: Single files are displayed with shadow and pair files are displayed with no shadow.

Selected file: Pale blue border. When more than one file is selected, only the first is pale blue, and the remainders are amber. If the pair file was selected, each press switches the front and the back.

File information detail display

For the selected file, this shows the file name, “P” if a pair file, and the duration.

7 Frame memory folder selection area
Select the frame memory folder to be displayed.

8 Direct Recall button
Toggle on and off the direct recall mode in which pressing a thumbnail immediately recalls the file.

Selecting an Input Image

For the input image to frame memory, you can use either the signal selected on one of the two frame memory source buses or a dedicated color matte signal.

When using the signal on frame memory source bus 1 or 2 for the input image, select the signal as described below.

For the method of using a color matte signal, see “Freezing an image and writing it to memory” (page 268).

Selecting the signal on a frame memory source bus

As an example, to select a signal on frame memory source bus 1, use the following procedure.

- 1** Using the bank selection buttons in the auxiliary bus control block, select the desired bank.
- 2** In the auxiliary bus control block, press the AUX delegation button to which frame memory source bus 1 is allocated, turning it on.

For allocation of buses to the AUX delegation buttons, see “Assigning a Bus to an AUX Delegation Button” in Chapter 19 (Volume 3).

- 3** In the key row of the bank selected in step **1**, select the signal to be used for the input image.

To select a signal with a key or DME effect applied on the frame memory source bus

In the key control block or in the M/E-1 >Key1 >Processed Key menu, press the [FM FEED] button.

This automatically assigns the key fill and key source signals being keyed by the currently selected keyer to frame memory source buses 1 and 2.

When DME is selected on the keyer, the key fill and key source signals to which a DME effect is applied are assigned.

Selecting Outputs and Target Frame Memory

Selecting outputs (FM) and target frame memory

The following description applies to the case of settings for FM1&2, but the procedures are similar for the other cases.

- 1** In the Frame Memory menu, press one of VF1 to VF4, and select the required HF menu.

The current status of frame memory appears. (*See page 262.*)

- 2 From the pair selection buttons, press the buttons corresponding to FM1 and FM2.

This assigns the signals to FM1 and FM2.

To the right of the target FM selection buttons, the FM1 and FM2 output status appears (*see page 263*).

- 3 If required, press [Pair], to select the FM operation mode (pair mode).

On: Operate on FM1(3, 5, 7) and FM2(4, 6, 8) as a pair.

Off: Operate on FM1(3, 5, 7) and FM2(4, 6, 8) individually.

For more details, see “Pair mode” (page 259).

Note

In the Pair Recombination menu, the [Pair] operation is not possible.

- 4 Press the target FM selection button [FM1] or [FM2] (*see page 263*) to select the FM operations apply to.

When [Pair] is On: Whichever of FM1 and FM2 you press, the pair is selected.

When [Pair] is Off: One of the targets must be selected. However, in the Clip >Play menu you can also select both FM1 and FM2.

Selecting a frame memory folder

Press a button in the frame memory folder selection area (*see page 265*).

By pressing [More] to switch the display, you can select from a maximum of 12 folders.

Thumbnails of the files within the selected folder appear.

Capturing and Saving an Input Image

As the input material for the frame memory, you can use the signal selected on the frame memory source bus. For this signal you can use video processing (video levels or hue value adjustment) or masking.

Allocating a frame memory source bus signal to one of FM1 to FM8, then carrying out a freeze captures a still image in the corresponding frame memory output image, and saves it in temporary memory.

For a freeze, an image can be captured either as video frame (a “frame freeze”) or a video field (“field freeze”).

Note

When the system is powered off, any freeze images written to temporary memory are lost.

Freezing an image and writing it to memory

To freeze the signal selected as input material, and write it to memory, use the following procedure.

- 1** In the Frame Memory menu, select VF1 'Still' and HF2 'Freeze/Store.'

The Freeze/Store menu appears.

- 2** Select the target frame memory.

For the procedure, see "Selecting outputs (FM) and target frame memory" (page 266).

- 3** To enable V/K mode, press [V/K Mode] turning it on.

- 4** Press a button in the frame memory folder selection area, to select the folder to hold the freeze image.

For details of the selection method, see page 267.

Note

The folder selected here is the destination folder for writing the freeze image.

It is not possible to change the selection of this folder after the following step **5**.

An orange bar appears on the selection button for the destination folder.

- 5** Press [Freeze Enable], turning it on.

The signals of frame memory source buses 1 and 2 are assigned to the pair of FMs selected in step **2**, a freeze is now possible.

- 6** If necessary, make the video process settings (*see page 270*) or mask settings (*see page 271*) for application to the selected signal.

- 7** In the state in which you want to freeze, press one of the following in the <Freeze> group, to write the freeze image to temporary memory.

Frame: Freeze one frame.

Field: Freeze one field.

Off: Release the freeze, and delete the recorded freeze image.

After carrying out the freeze, to return to the state immediately before the freeze, press [Undo] in the <Freeze> group.

Notes

- All freeze images written to temporary memory are lost when the system is powered off.
- If you change the frame memory to use as in step **2** before saving the freeze images written to temporary memory, all the freeze images in temporary memory are lost, unless the auto store function has been enabled in setup. With the auto store function enabled, the freeze images written to temporary memory are saved automatically when the frame memory selection is changed.

Saving a freeze image (Store)

You can save an image in temporary memory which has been placed with the freeze function as a file in memory. You can save a single image in a single file and apply a name of up to eight characters to the file.

Note

When the system is powered off, all the files saved in memory are erased.

To save a captured still image in a file, use the following procedure in the Still >Freeze/Store menu.

- 1** Press [Store].
The keyboard window (*see page 84*) appears.
- 2** In the keyboard window, enter the file name (maximum 8 characters).

Note

The following names cannot be used:

CON, PRN, AUX, CLOCK\$, NUL, COM0, COM1, COM2,
COM3, COM4, COM5, COM6, COM7, COM8, COM9
LPT0, LPT1, LPT2, LPT3, LPT4, LPT5, LPT6, LPT7, LPT8,
LPT9

- 3** In the keyboard window, press the [Enter] button.

This saves the still image file in memory.

The destination folder is the folder selected in step **4** of “Freezing an image and writing it to memory.”

If the entered folder name already exists, a message to confirm overwriting appears.

When the system is powered off, the file saved in memory is erased.

When the system is powered off, the file saved in memory is erased. However, you can recall a backed up file in the Frame Memory menu.

For details, see “File Backups” (page 301), and “Restoring backed up files” (page 302).

To carry out a freeze and store simultaneously (Freeze and Store)

Press [Freeze & Store], turning it on.

In this state, if you press [Frame] or [Field], this carries out a freeze, and simultaneously stores in a still image file.

Setting video processing

To set video processing for the signal selected on a frame memory source bus, use the following procedure in the Still >Freeze/Store menu.

- 1** In the <Video Process> group, press [Video Process], turning it on.
- 2** Use the knobs to adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Video Gain	Overall gain of the video signal	-200.00 to +200.00
2	Y Gain	Y signal gain	-200.00 to +200.00
3	C Gain	Chrominance signal gain	-200.00 to +200.00
4	Hue Delay	Hue delay	-180.00 to +180.00
5	Black Level	Y signal black level	-7.31 to +109.59

To return the settings to the default values, press [Unity] in the <Video Process> group.

Note

When a pair setting is active, it is coupled to the video process on/off setting, but the above parameter settings are only valid for frame memory source bus 1. The pair setting cannot be used to set the frame memory source bus 2. If you want to set video process for frame memory source bus 1 only with the pair setting when old settings for frame memory source bus 2 remain, return the frame memory source bus 2 settings to their default values. When setting video process for the frame memory source bus 2, disable the pair setting.



Setting a mask

Masks can be set separately for frame memory source buses 1 and 2. To apply a mask to the signal selected on frame memory source bus 1, for example, use the following procedure in the Still >Freeze/Store menu.

- 1 Press [Box Mask] turning it on.
- 2 Use the knobs to adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Top	Top position	-100.00 to +100.00
2	Left	Left position	-100.00 to +100.00
3	Right	Right position	-100.00 to +100.00
4	Bottom	Bottom position	-100.00 to +100.00

- 3 To link the masks on frame memory source buses 1 and 2, press [Mask Link], turning it on.

Recalling Still Images

You can recall an image file saved in memory, and allocate to any of the FM1 to FM8 outputs.

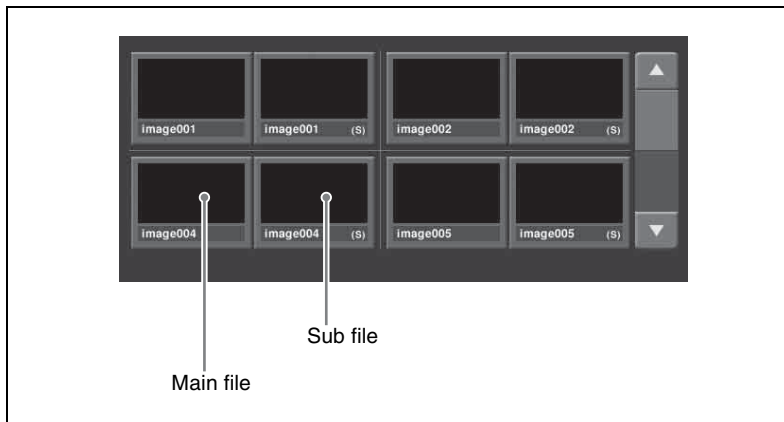
Recalling a still image

To recall a still image file saved in memory using the thumbnails, and assign it to an FM output, use the following procedure.

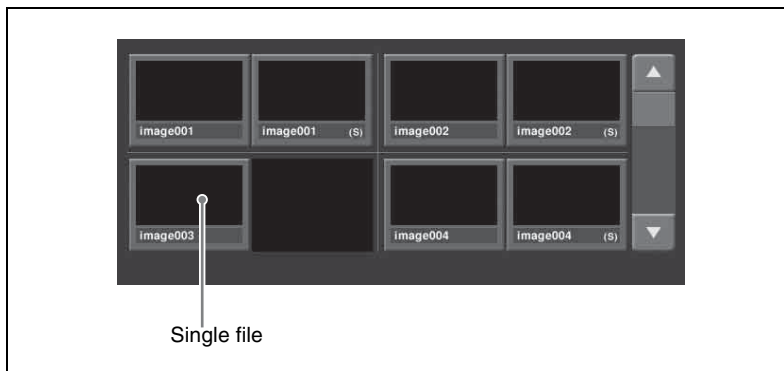
- 1 In the Frame Memory menu, select VF1 'Still' and HF1 'Recall.'

The Recall menu appears.

- When [Pair] is on, only pair files (pairs of main file and sub file) are displayed.



- When [Pair] is off, both single files and pair files appear.



- 2** In the frame memory selection area, select the FM to be assigned. (*See page 267.*)
- 3** If [Direct Recall] is on, press and turn it off.
- 4** Select the desired folder in the folder selection area.
By pressing [More] to switch the display, you can select from a maximum of 12 folders.

Thumbnails of the files within the selected folder appear.
- 5** Using the arrow keys or turning the knob, scroll the file thumbnail display.

Knob	Parameter	Adjustment	Setting values
1	Scroll	Thumbnail display scrolling	1 and upwards

6 Press the thumbnail of the clip you want to recall.

7 Press [Recall].

This recalls the still image file, which is assigned to the FM you selected in step **2**.

To recall in direct recall mode

Direct recall means that pressing a thumbnail immediately recalls the file. In this mode, only the front thumbnail file is recalled.

1 In step **7** above, instead of pressing [Recall], press [Direct Recall].

2 Press the thumbnail for the file you want to recall.

This immediately recalls the file.

To display the subsidiary file in front

With the direct recall mode on, press [Sub Display], turning it on.

Image Processing

You can combine the background image (a still image file allocated to any of FM1 to FM8, a freeze image written to temporary memory, or a black signal) and the input signal.

The following types of processing are available.

Pattern key: Using the signal from a dedicated pattern generator, you can cut out the background image and insert the signal selected on the frame memory source bus or a color matte signal. You can adjust the size and position of the pattern, and add modifiers.

External key: When processing an image in FM1 (3, 5, 7), you can use the signal selected on the frame memory source bus 2 to cut out the background image, and fill with the signal selected on the frame memory source bus 1, or a color matte signal.

When processing an image in FM2 (4, 6, 8), you can use the signal selected on the frame memory source bus 2 to cut out the background image, and fill with a color matte signal (always white).

Note

An external key can only be used when the pair mode is enabled (*see page 259*).

MIX: Mix the background image with the signal selected on the frame memory source bus or color matte signal. The mix ratio can be set.

NAM: Non-additive mix the background image with the signal selected on the frame memory source bus or color matte signal.

Combining the background image and input signal

- 1** In the Frame Memory menu, select VF1 'Still' and HF3 'Composite.'

The Composite menu appears.

- 2** In the frame memory selection area, select the FM to be assigned. (*See page 267.*)

- 3** To select V/K mode, press [V/K Mode], turning it on.

- 4** Press a button in the frame memory folder selection area, to select the folder to hold the freeze image.

For details of the selection method, see page 267.

Note

The folder selected here is the destination folder for writing the freeze image.

It is not possible to change the selection of this folder after the following step **5**.

An orange bar appears on the selection button for the destination folder.

- 5** Press [Edit Enable], turning it on.

The signals of frame memory source buses 1 and 2 are assigned to the pair of FMs selected in step **2**, and the combining of the background signal (the signal providing the background for combination) and the input signal (the signal providing the foreground for combination) is now possible.

Note

The input signal is lowered by one line, but when you apply a freeze, the freeze image is returned to the correct position.

- 6** To use a color matte signal for the input signal, press [Frgd Color], turning it on.

Even when pair mode is enabled, you can make separate settings for each FM.

- 7** Turn the knobs to adjust the following parameters.



Knob	Parameter	Adjustment	Setting values
1	Luminance	Luminance	0.00 to 100.00
2	Saturation	Saturation	0.00 to 100.00
3	Hue	Hue	359.99 to 0.00

- 8** If you turned [Frgd Color] off in step **6**, if required press [Input Adjust] to display the Input Adjust menu, and make the video process (*see page 270*) and mask (*see page 271*) settings for the input signal.
- 9** To set the background signal to black, press [Bkgd Black], turning it on.

Notes

- When the background signal is originally black, [Bkgd Black] remains on.
- When the background signal is a freeze image (an image frozen, but not saved), turning [Bkgd Black] on erases the unsaved freeze image and, as a result, [Bkgd Black] remains on.

10 In the <Type> group, set the type of combination (*see page 276*).

11 In the state in which you want to freeze, press one of the following in the <Freeze> group, to write the freeze image to temporary memory.

Frame: Freeze one frame.

Field: Freeze one field.

Off: Release the freeze, and delete the recorded freeze image.

After carrying out the freeze, to return to the state immediately before the freeze, press [Undo] in the <Freeze> group.

Notes

- All freeze images written to temporary memory are lost when the system is powered off.
- If you change the frame memory to use as in step **2** before saving the freeze images written to temporary memory, all the freeze images in temporary memory are lost, unless the auto store function has been enabled in setup. With the auto store function enabled, the freeze images written to temporary memory are saved automatically when the frame memory selection is changed.

Saving a processed freeze image

To save a processed freeze image as a file, in the Still >Composite menu use the following procedure.

- 1 Press [Store].
The keyboard window appears.
- 2 In the keyboard window, enter the file name (maximum eight characters).
- 3 In the keyboard window press [Enter].
This saves the freeze image as a still image file in memory.
The destination folder is the folder selected in step 4 of “Combining the background image and input signal” (page 274).
If the entered folder name already exists, a message to confirm overwriting appears.

Selecting the way in which images are combined

To select the way in which the background image and input signal are combined (see page 273), use the following procedure.

- 1 In the <Type> group of the Still >Composite menu, select one of the following methods of combination.
 - **Pattern Key:** pattern key
 - **Ext Key:** external key
(This can only be selected when the pair mode is enabled. The signal selected on the frame memory source 2 bus is used as the key signal.)
 - **Mix:** mix
 - **Nam:** non-additive mix
 If none of the above is selected, image combination is not carried out.

- 2 Depending on the selection in step 1, set the following parameters.

- **When [Pattern Key] is selected**

Knob	Parameter	Adjustment	Setting values
1	Size	Size of pattern	0.00 to 100.00
2	Soft	Edge softness of pattern	0.00 to 100.00
3	Pattern	Pattern number	1 to 24 ^{a)}

a) The patterns are the same as for a standard wipe. See “Wipe Pattern List” in Appendix (Volume 1) (page 353).

- **When [Ext Key] is selected**

Knob	Parameter	Adjustment	Setting values
1	Clip	Reference level for key signal generation	+109.59 to -7.31
2	Gain	Key sensitivity	-100.00 to +100.00



- When [Mix] is selected

Knob	Parameter	Adjustment	Setting values
1	Mix Rate	Mix proportion	0.00 to 100.00

3 When you selected a pattern key, press [Pattern Adjust].

The Pattern Adjust menu appears. In the menu, set the pattern modifiers as required.

- When turning [Position] on and setting the pattern position

Knob	Parameter	Adjustment	Setting values
1	Position H	Horizontal position	-100.00 to +100.00 ^{a)}
2	Position V	Vertical position	-100.00 to +100.00 ^{a)}

a) See page 204.

- When turning [Multi] on and replicating the pattern

Knob	Parameter	Adjustment	Setting values
1	H Multi	Number of repetitions of pattern horizontally	1 to 63
2	V Multi	Number of repetitions of pattern vertically	1 to 63
3	Invert Type	Replication layout	1 to 4 ^{a)}

a) See page 209.

- When turning [Aspect] on and setting the aspect ratio of the pattern

Knob	Parameter	Adjustment	Setting values
1	Aspect	Aspect ratio	-100.00 to +100.00 ^{a)}

a) See page 208.

- When turning [Rotation Angle] on and inclining the pattern

Knob	Parameter	Adjustment	Setting values
1	Angle	Angle of pattern rotation	-100.00 to +100.00 ^{a)}

a) See page 206.

To select the pattern, display the Pattern Select menu by pressing [Pattern Select] in the Pattern Adjust menu. You can change the pattern selected in step 2 here. After selecting one of the patterns (wipe patterns 1 to 24) displayed in the Pattern Select menu, you can adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Size	Pattern size	0.00 to 100.00
2	Soft	Edge softness	0.00 to 100.00

- 4 When you selected a pattern key or external key, if required press [Key Invert] in the Still >Composite menu to invert the key.

Image Output

There are two functions related to image output: the reposition function for moving the output image, and the lock function for fixing the output image.

Moving the output image (reposition function)

For up to two channels of FM1 to FM8 (one from FM1, FM3, FM5 and FM7 and the other from FM2, FM4, FM6 and FM8), you can move the output image with respect to the screen. The area of the screen around the image that has been moved is filled with black. There are two ways of carrying out this repositioning.

Normal mode: Movement in the horizontal direction is in two-pixel increments.

Black and white mode: Movement in the horizontal direction is in one-pixel increments, and for each pixel moved the color is inverted.

Note

It is not possible to save an image moved with the reposition function directly to frame memory.

- 1 In the Frame Memory menu, select VF3 'Reposition/Lock' and HF1 'Reposition.'
The Reposition menu appears. In this menu, you can also enable the V/K mode (*see page 268*).
- 2 In the frame memory selection area, select the FM output (*see page 267*).
- 3 In the <Reposition> group, select the movement mode.
Normal: Move in normal mode.
Black&White: Move in black & white mode.
- 4 With the knobs, adjust the parameters to move the image.



Knob	Parameter	Adjustment	Setting values
1	Position H	Move in horizontal direction	-200.00 to +200.00 ^{a)}
2	Position V	Move in vertical direction	-200.00 to +200.00 ^{a)}

a) See page 204.

The surroundings of the moved image on the screen are filled with black.

- 5 To return the image moved by the reposition function to the center position, in the <Reposition> group press [Center].

Fixing the output image selection (lock function)

For the output of each of FM1 to FM8, this fixes the image at the current output. When this lock is enabled, even if the output is recalled in a snapshot or keyframe, the images output to FM1 to FM8 are preserved.

- 1 In the Frame Memory menu, select VF3 'Reposition/Lock' and HF2 'Lock.'

The Lock menu appears.

- 2 In the frame memory selection area, select the FM output. (*See page 267.*)

- 3 Press [Lock], turning it on.

This fixes the currently selected frame memory output image.
To release the lock, set [Lock] to off.

Continuously Capturing Still Images (Record)

You can continuously capture (freeze) a sequence of input video frames and store the sequence of the still images over a specified time interval.

The name of each image recorded in this way consists of a first character string followed by a second string.

First character string: A common part of name assigned to all the still images captured in one record operation. This string includes a maximum of four characters, which can be specified using a menu before carrying out the capture. The first string is automatically used as the clip name when the images are treated as a frame memory clip.

Second character string: A four-digit number (0000 or greater), which is incremented each time a still image is captured.

Note

When using the record function to continuously capture frames, it is not possible to use the mask function.

Continuously freezing input images and writing to memory

- 1** In the Frame Memory menu, select VF1 'Still' and HF4 'Animation Record.'

The Animation Record menu appears.

- 2** Select the desired frame memory.

For details of the operating procedures, see "Selecting outputs (FM) and target frame memory" (page 266).

- 3** To use V/K mode, press [V/K Mode], turning it on.

- 4** Press a button in the frame memory folder selection area, to select the folder to hold the freeze image.

For details of the selection method, see page 267.

Note

The folder selected here is the destination folder for writing the freeze image.

It is not possible to change the selection of this folder after the following step **5**.

An orange bar appears on the selection button for the destination folder.

- 5** Press [Record Enable], turning it on.

The signals of frame memory source buses 1 and 2 are assigned to the pair of FMs selected in step **2**, the recording function is now possible.

- 6** Input the file name if required.

Pressing [File Name] displays the keyboard window and you can enter the first character string (up to four characters) of the file name.

- 7** Set the recording time if required.

Pressing [Duration] displays the numeric keypad window, in which you can enter the recording time in the form of timecode.

If you set the recording time to zero, this uses all frame memory in which storing is possible for recording.

8 If required, set video processing for the selected signal.

For details of the operating procedures, see “Setting video processing” (page 270).

9 Press [Record], to start recording.

When the recording time is set, recording stops once the time has elapsed.

10 Press [Stop] to stop recording.

Even if the recording time is set, you can still stop recording before the set time has elapsed.

Recalling a Continuous Sequence of Still Images (Animation)

You can use a continuous sequence of images captured with the record function as keyframes to create an effect. By executing this effect you can recall the continuous sequence (animation).

Notes

- For example, to create an effect using FM1, FM1 must be assigned to a user region.
- To execute the effect, you must assign the user region to which FM1 is assigned to a region selection button in the numeric keypad control block. *(For details of assigning to region selection buttons, see Chapter 19 “Control Panel Setup (Panel)” (Volume 3).)*

In the Frame Memory menu, effect creation follows the image file names. Of the eight characters in the file names, if files have the same characters except for the last three characters they are treated as an image file group, and the effect is created with the last three (numeric) characters in sequence.

Note

When creating the effect in pair mode (*see page 259*), the files used must be main files and sub files with the same last three (numeric) characters in the file name.

To recall a continuous sequence of still images, create an effect in the user region with the still image files as a keyframe, and run the created effect.

Creating an effect with still image files as a keyframe

- 1 In the Frame Memory menu, select VF1 'Still' and HF5 'Create Key Frame.'

The Create Key Frame menu appears.

- A thumbnail appears for each group of files having the same characters, except for the last three characters, in the file name.
- When [Pair] is on, only pair files (each pair comprising a main file and a sub file) appear.
- When [Pair] is off, both single files and pair files all appear.

- 2 In the frame memory selection area, select the frame memory to be assigned.

This creates the effect in the user region to which the selected frame memory is assigned.

For details of the operating procedures, see "Selecting outputs (FM) and target frame memory" (page 266).

- 3 Select the desired folder in the folder selection area.
By pressing [More] to switch the display, you can select from a maximum of 12 folders.

Thumbnails of the files within the selected folder appear.

- 4 Turn the knob to select the register number in the user region.

Knob	Parameter	Adjustment	Setting values
5	Register	Effect register number	1 to 99

Note

To search for an empty register in the user region, use the numeric keypad control block (*see step 3 of "Recalling a Register" in Chapter 13 (Volume 2)*).

- 5 Use the arrow keys or turn the knobs to scroll the thumbnail display of the files.

Knob	Parameter	Adjustment	Setting values
1	Scroll	Thumbnail display scrolling	1 and upwards

- 6 Select the thumbnail of the files to be used for the keyframe.

- 7 If necessary, turn the knob to check the animation effect in the thumbnail display.

Knob	Parameter	Adjustment	Setting values
3	Viewer	Animate thumbnail display of files	00:00:00 and upwards

- 8 Using the region selection buttons in the numeric keypad control block or the Multifunction Flexi Pad control block, select one of the regions (User1 to User8) to which the frame memory output signals have been assigned.

- 9 Carry out either of the following.

- To clear the effect register selected in step 4, and create a new effect: press [Create Key Frame].
- To add to the end of the effect register selected in step 4, press [Append Key Frame].

A confirmation message for creating the effect appears.

If there is an inappropriate condition for creating the effect, an error message appears.

For details of error messages, see “Error Messages” in the Appendix (Volume 3).

- 10 Press [OK].

This creates the effect in the selected user region register.

To cancel creating the effect

Press [Cancel].

Notes

- The effect is built with the selected files, in increasing order of the last three characters of the file name. If you do not want to include some of these files in the effect, first delete or rename them.
- A maximum of 99 keyframes can be included in a single effect.

Recalling a sequence of still images

Run the effect created by the foregoing procedure.

The procedure for doing this is the same as for any other effect.

For details, see “Executing Effects” in Chapter 13 (Volume 2).

Frame Memory Clip Function

What is a “frame memory clip”?

Movies can be read into frame memory, and recalled and played back. A movie held in frame memory is called a “frame memory clip.”

A frame memory clip can be named using up to four characters. (*For details of frame memory clip names, see “Continuously Capturing Still Images (Record)” (page 279).*)

Frame memory clip settings

For frame memory clips, you can make the following settings using a menu or device control block (trackball/search dial/joystick).

- Start point
- Stop point
- Loop On/Off

The above settings can be saved in a snapshot register as snapshot attributes, and recalled.



Frame Memory Clip Operations

For an overview of frame memory clip concepts, see “Frame Memory Clip Function” (page 284).

Note

During playback of a frame memory clip of the pair assigned to either of the target FM selection buttons (*see page 287*), frame memory operations may not be performed properly. Carry out frame memory operations after stopping clip playback.

Preparations for Operation

The preparations for using a frame memory clip (hereafter, a “clip”) are the same as for a still image operation. *See “Preparations” (page 261) and “Selecting Outputs and Target Frame Memory” (page 266).*

Recalling Clips

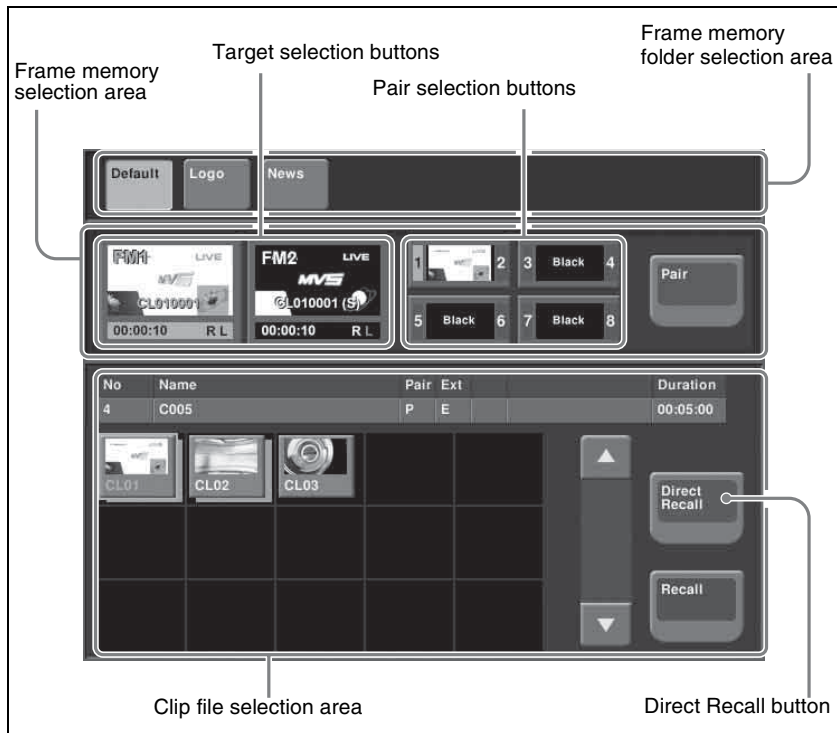
Recalling a clip

You can recall a clip from each of frame memories 1 to 8.

- 1** In the Frame Memory menu, select VF2 ‘Clip’ and HF1 ‘Recall.’

The Recall menu appears. (*See following figure*)

- When [Pair] is set to On, only pair files (sets of main file and sub file) are shown.
- When [Pair] is set to Off, both of single files and pair files are shown.



- 2** In the frame memory selection area, select an assigned target FM. (See page 266)
- 3** If [Direct Recall] is on, press the button, turning it off.
- 4** In the folder selection area, select the desired folder.

By pressing [More] to switch the displays, you can select from a maximum of 12 folders.

Thumbnails of the files within the selected folder appear.

- 5** Using the arrow keys or turning the knob, scroll the file thumbnail display.

Knob	Parameter	Adjustment	Setting values
1	Scroll	Thumbnail display scrolling	1 and upwards

- 6** Press the thumbnail of the clip you want to recall.
- 7** Press [Recall].

This recalls the clip file, which is assigned to the FM you selected in step 2. In pair mode, if a clip is selected, the main file is output to FM1, and the sub file to FM2. In single mode, when only one of FM1 and FM2 is selected, the front file on the thumbnail is output.

To recall in direct recall mode

Direct recall means that pressing a thumbnail immediately recalls the file. In this mode, only the front thumbnail file is recalled.

1 In step 7 above, instead of pressing [Recall], press [Direct Recall].

2 Press the thumbnail for the file you want to recall.

This immediately recalls the file.

To display the subsidiary file in front

With the direct recall mode on, press [Sub Display], turning it on.

Clip Playback

You can play a recalled clip by a menu operation or by using the device control block.

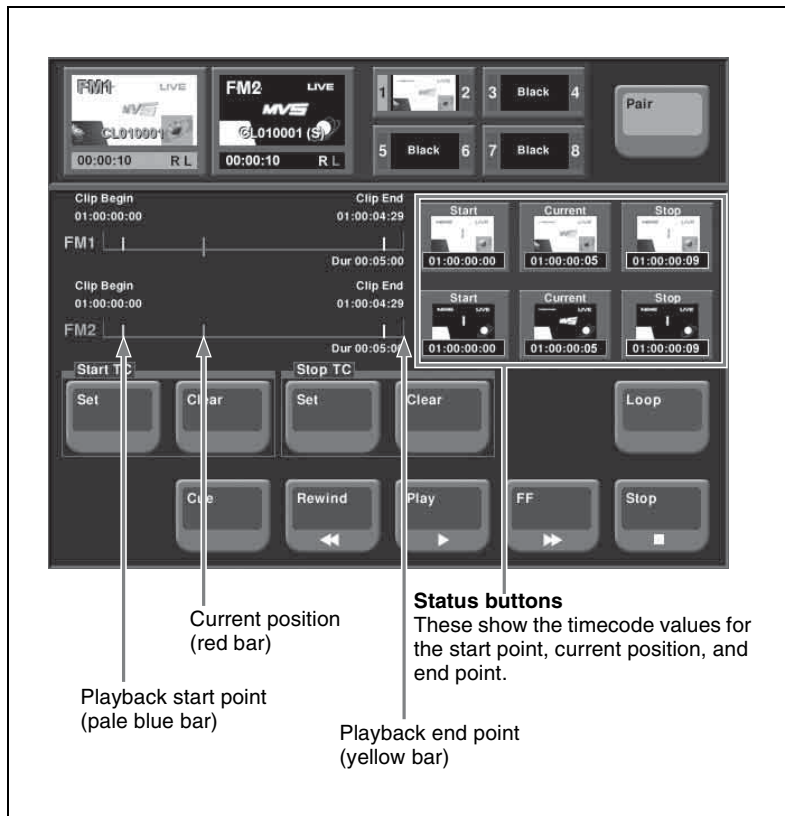
Note

With a pair file recalled, it is possible to set [Pair] to Off and carry out a single file operation, but if you then set [Pair] to On again, the output of frame memory may be black. In such cases it is necessary to recall the pair file once more.

Playing a clip using the menu

1 In the Frame Memory menu, select VF2 'Clip' and HF2 'Play.'

The Play menu appears. The status of the clip shown in the current target FM selection buttons appears here.



- 2** When [Pair] is Off, press a target FM selection button to select the target.
- 3** To set loop playback, press [Loop], turning it on.
- 4** To start playback, press [Play]. During playback, to stop, press [Stop].

To cue up

Press [Cue].

To play the image at the beginning of the clip (Clip Begin)

Press [Rewind].

To play the image at the end of the clip (Clip End)

Press [FF].

To specify the playback start point

To set the current position as the playback start point, in the <Start TC> group, press [Set]. To set a different position, press the [Start] status button, and enter a timecode value from the numeric keypad window.

To specify the playback stop point

Start playback, and at the desired position press the [STOP] button to stop playback, then in the <Stop TC> group, press [Set]. To set to any position, press the [Stop] status button, and enter a timecode value from the numeric keypad window.

To change the current position

To change the current position, press the [Current] status button, and enter a timecode value from the numeric keypad window.

Using the device control block (MKS-8036A Search Dial Module, option) to play back clips

Note

A frame memory clip must first be recalled with a menu operation.

- 1 With the device selection buttons, select the frame memory clip to be played (FM1 CLIP to FM8 CLIP).

If the pair mode is on, both main and subsidiary FMs light.

- 2 Press the [PLAY] button, turning it on.

To stop playback, press [STOP] or any of the [SHTL], [JOG], [CUE], [REW], [FF], and [ALL STOP] buttons.

For details of the buttons in the device control block (MKS-8036A search dial module, option), see “Device Control Block (MKS-8036A Search Dial Module, Option)” (page 62) in Chapter 2.

To specify the playback start point

To make the current position the playback start point, press the [START TC] button. To set a different position, press the [SET START TC] button, then enter the timecode from the numeric keypad control block.

To specify the duration

Press the [SET DUR] button, and enter a timecode from the numeric keypad control block. If the playback start point is already set, this automatically sets the playback stop point. If the playback stop point is already set, this

automatically sets the playback start point. (The duration setting is not displayed in the device control block.)

To specify the playback stop point

Start playback, and at the desired position press the [STOP] button to stop playback, then press the [STOP TC] button. To set to any position, press the [SET STOP TC] button, and enter a timecode from the numeric keypad control block.

To carry out the variable speed playback

Use the search dial.

For details on using the search dial, see “Controlling the Tape/Disk Transport” in Chapter 12 (Volume 2).

To apply a loop to a frame memory clip

Press the [LOOP] button.

Using the device control block (MKS-8031TB trackball module, option) to play back clips

Note

A frame memory clip must first be recalled with a menu operation.

- 1** Press the [DEV] button in the region selection buttons, and select the frame memory clip for playback (FM1 CLIP to FM8 CLIP).

If the pair mode is on, both main and subsidiary FMs light.

- 2** Press the [PLAY] button, turning it on.

To stop playback, press [STOP] or any of the [SHTL], [JOG], [CUE], [REW], [FF], and [ALL STOP] buttons.

For details of the buttons in the device control block (MKS-8031TB trackball module, option), see “Device Control Block (MKS-8031TB Trackball Module, Option)” (page 59) in Chapter 2.

For details of the playback start point, stop point, and duration settings, see the previous item, “Using the device control block (MKS-8036A Search Dial Module, option) to play back clips” (page 289).

To carry out the variable speed playback

Press any of the [SHTL], [JOG], and [VAR] buttons, then turn the Z-ring or move the joystick. The image changes in the forward direction when you turn the Z-ring clockwise, and in the reverse direction when you turn it

counterclockwise. Move the joystick to the right for the forward direction and to the left for the reverse direction.

When you pressed the [JOG] button: Playback is at a speed corresponding to the turning speed of the Z-ring or the movement speed of the joystick.

When you pressed the [SHTL] button: Playback is at a speed corresponding to the rotation angle of the Z-ring or amount of movement of the joystick.

When you pressed the [VAR] button: Playback is at a speed corresponding to the rotation angle of the Z-ring or amount of movement of the joystick, in the range -1 to +3 times normal speed.

Clip Creation

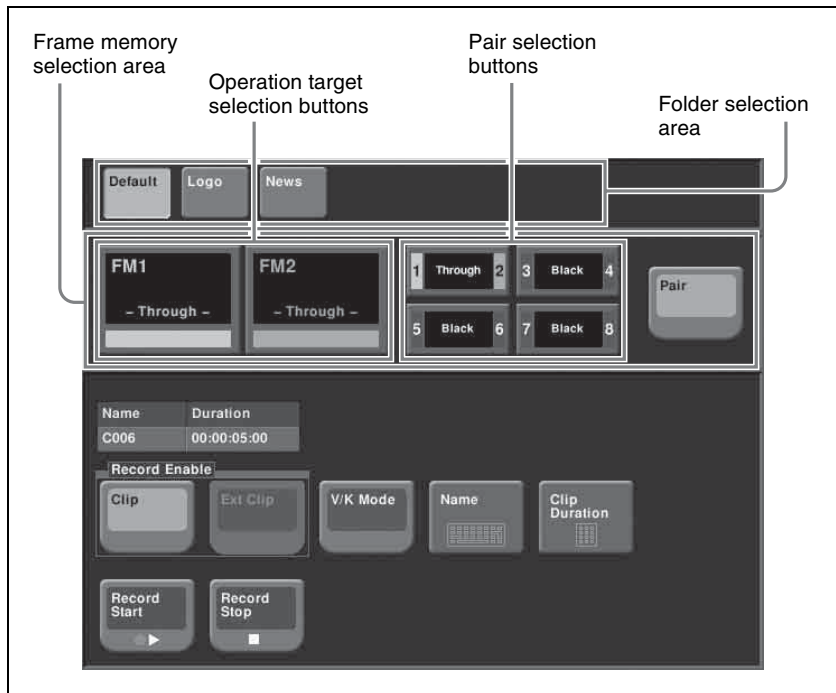
You save a movie as a clip.

Note

If the number of frame memory clips exceed 100 single files (50 pair files), an error appears.

Using the menu to record clips

- 1 In the Frame Memory menu, select VF2 'Clip' and HF3 'Record.'
The Record menu appears.



- 2** With [Pair] off, press the operation target selection button, to select the operation target.
- 3** In the folder selection area, select the folder containing the clip to be recorded.
- 4** To set the clip name, press [Name].
A keyboard window appears.
- 5** Enter the clip name, and press Enter.
- 6** To start recording, press [Record Start].
- 7** To end recording, press [Record Stop].

To set the clip duration

- 1** Press [Clip Duration].
A numeric keypad window appears.
- 2** Enter a timecode value or number of frames, and press Enter.

This confirms the clip duration.

Creating and Handling Frame Memory Folders

You can create, rename, and delete frame memory folders.

Creating a new folder

- 1 In the Frame Memory menu, select VF5 'Folder.'

The Folder menu appears. The status area shows a list of the current folder settings.

- 2 Select [New].

A keyboard window appears.

- 3 Enter the folder name, and press Enter.

This confirms the folder name.

Changing the folder name

- 1 In the Frame Memory >Folder menu, select the folder with the arrow keys or by turning the knobs.

Knob	Parameter	Adjustment	Setting values
1	No.	Folder selection	1 to 12
2	Num	Number of files to select consecutively from selected file	1 to 12

- 2 Press [Rename].

A keyboard window appears.

- 3 Enter the new folder name, and press Enter.

Note

The following names cannot be used for folders:

Default, Flash1, Flash2
CON, PRN, AUX, CLOCK\$, NUL, COM0, COM1, COM2,
COM3, COM4, COM5, COM6, COM7, COM8, COM9
LPT0, LPT1, LPT2, LPT3, LPT4, LPT5, LPT6, LPT7, LPT8,

This changes the folder name.

Deleting a folder

- 1 In the Frame Memory >Folder menu, select the folder with the arrow keys or by turning the knobs.

Knob	Parameter	Adjustment	Setting values
1	No.	Folder selection	1 to 12
2	Num	Number of files to select consecutively from selected file	1 to 12

To select all folders, select [All].

- 2 Press [Delete].
A confirmation message appears.
- 3 To carry out the deletion select [Yes], and to cancel the deletion select [No].

Note

It is not possible to delete the default folder (named “Default”).

Clip Output

As for still image operation, you can use the reposition and lock functions.
For details of the operation, see “Image Output” (page 278).



Clip Transition Operations

A frame memory clip (movie) is played back, linked to a transition using a mix (dissolve) or wipe.

The following restrictions apply to the use of a clip transition.

- Key frame capture is not possible.
- It is not possible to apply a pattern limit.
- Transitions executed in two strokes, such as a preset color mix with the stroke mode set to Normal, or a DME wipe with a picture-in-picture pattern, will not execute correctly.
- It is not possible to vary the transition rate of a clip transition.
- Transition preview cannot be used.
- No instantaneous state of a clip transition can be saved as a snapshot.
- When recalling a snapshot including a clip transition during executing another clip transition, the follow-on transition does not operate properly. Be sure to complete the transition before recalling a snapshot.

Note

When a clip transition is selected as the transition type, if one of the wipe direction selection buttons in the transition control block is lit, it indicates the direction of clip playback.

Setting a clip transition

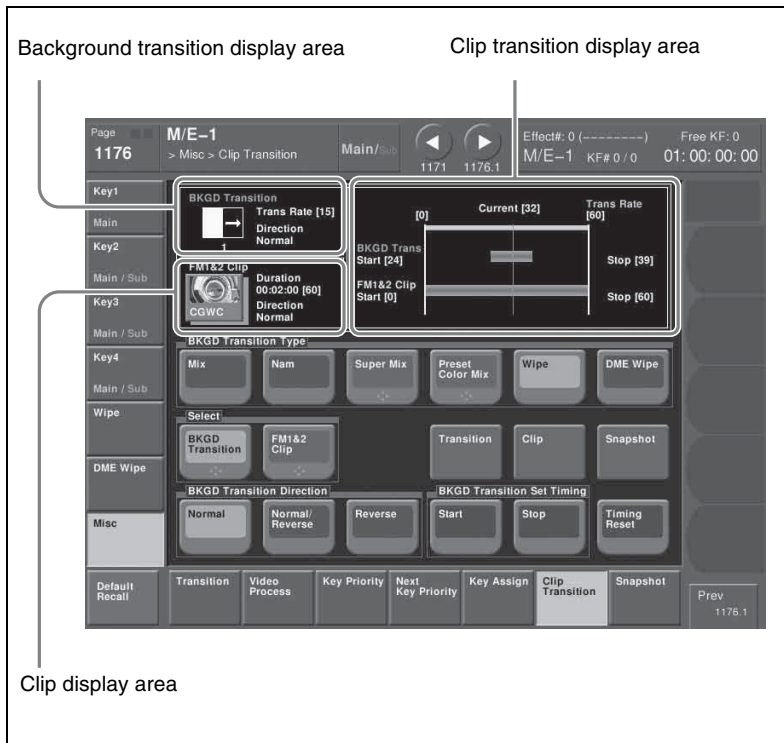
The following example describes the case of a clip transition using FM 1&2 Clip on the M/E-1 bank.

Note

To use a clip transition effectively, the image from the frame memory clip being played back during the clip transition should be seen in the M/E-1 program output. For example, inserting a key using frame memory output 1 and frame memory output 2.

- 1** Display the M/E-1 >Misc >Transition menu, and in the <Transition Type> group select “FM1&2 Clip.”
- 2** Press [Clip Transition].

The Clip Transition menu appears.



- 3 Press the [Clip] button.
The Clip menu appears, and the status area shows a list of clips.
- 4 Select the clip to use in the clip transition.
- 5 Return to the Clip Transition menu, and in the <BKGD Transition Type> group, select the background transition type.

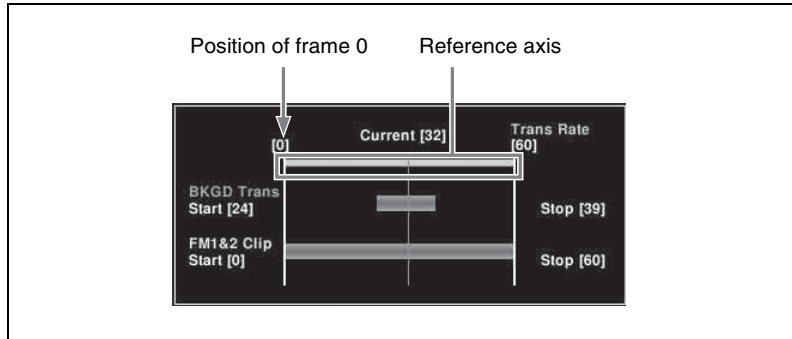
Note

For details of the background transition selected here, see the various adjustments in the M/E-1 >Misc >Transition menu.

- 6 In the <Select> group, press [BKGD Transition].
- 7 Use either of the following methods to set the background transition start point independently of the clip playback timing.
 - Move the fader lever to the desired position, and in the <BKGD Transition Set Timing> group press [Start].



- Turn knob 1 to set the number of frames. (The left end of the reference axis (see following figure) is the position of frame 0.)



- 8** Using either of the following methods, set the end point of the background transition.
 - Move the fader lever to the desired position, and in the <BKGD Transition Set Timing> group press [Stop].
 - Turn knob 2 to set the number of frames.
- 9** If Wipe or DME Wipe is selected in the <BKGD Transition Type> group, in the <BKGD Transition Direction> group, select the background transition direction.
- 10** In the <Select> group, press [FM 1&2 Clip].
- 11** Using either of the following methods, set the start point of the clip.
 - Move the fader lever to the desired start point, and in the <Clip Transition Set Timing> group press [Start].
 - Turn knob 1 to set the number of frames. (The left end of the reference axis (see previous figure) is the position of frame 0.)

Note

It is not possible to set the end point.

- 12** In the <Clip Transition Direction> group, select the playback direction of the clip.

To reset the start point and end point

Press [Timing Reset].

The background transition start point and end point, and the clip start point are all reset.

Image Data Management

You can carry out the following operations on the files in which images are saved.

- Pair file processing
- Move
- Delete
- Rename
- Backup
- Restore

Note

During playback of a frame memory clip of the pair assigned to either of the target FM selection buttons (*see page 287*), frame memory operations may not be performed properly. Carry out frame memory operations after stopping clip playback.

Pair File Processing

You can create a pair file from two single files. In the reverse direction, you can split a pair file into two single files.

Couple: You can create a pair file from two single still image files or clip files.

Separate: You can also separate a pair file into two single still image files or clip files.

Creating a pair file from two single files

Note

Carrying out the following operation automatically switches [Pair] to On.

The following description applies to the case of FM1&2, but the procedures are similar for the other cases.

- 1** In the Frame Memory >Still >Recall menu or Frame Memory >Clip >Recall menu, recall the two single files you want to convert to a pair file, to FM1 and FM2.
- 2** In the Frame Memory menu, select VF4 'File' and HF1 'Pair Recombination.'

The Pair Recombination menu appears.

3 Press [Couple].

This converts the files output to FM1 and FM2 to a pair.

Splitting a pair file into two single files

Note

Carrying out the following operation automatically switches [Pair] to Off.

The following description applies to the case of FM1 and FM2, but the procedures are similar for the other cases.

1 In the Frame Memory >Still >Recall menu or Frame Memory >Clip >Recall menu, recall the pair file.

2 Select the folder in which the file to be moved is stored.

3 In the Frame Memory menu, select VF4 'File' and HF1 'Pair Recombination.'

The Pair Recombination menu appears.

4 Press [Separate].

The FM1 and FM2 pair file is split into separate single files.

Moving Files

1 In the Frame Memory menu, select VF4 'File' and HF5 'Move.'

The Move menu appears. The status area shows files to be moved in the upper area, and destination files in the lower area.

2 Select the folder which contains the file to be moved.

3 Using any of the following methods, select the file to be moved.

- Press the arrow keys to scroll the display.
- Press directly on the thumbnail in the status area.
- Turn the knobs.

Knob	Parameter	Adjustment	Setting values
1	No	File selection	1 and upwards

Knob	Parameter	Adjustment	Setting values
2	Num	Selection of number of files in sequence	1 and upwards

- 4** Select the destination folder and file.
- 5** Press [Move].
- 6** To confirm the move press [Yes], and to cancel press [No].

Deleting Files

- 1** In the Frame Memory menu, select VF4 'File' and HF5 'Delete.'

The Delete menu appears. In the status area, whether pair mode is on or off, all of the saved files appear as thumbnails.

- 2** Select the folder which contains the file to be deleted.
- 3** Using either of the following methods, select the file to be deleted. If necessary, press the arrow keys to scroll the display.
 - Press directly on the thumbnail in the status area.
 - Turn the knobs.

Knob	Parameter	Adjustment	Setting values
1	No	File selection	1 and upwards
2	Num	Selection of number of files in sequence	1 and upwards

- To delete all files, press [Select All], turning it on.
- When a clip thumbnail is selected, the still image files making up the clip are also selected for deletion.

- 4** If necessary, turn the knob to check the contents of the frame memory clip through the thumbnail display.

Knob	Parameter	Adjustment	Setting values
3	Viewer	For a movie, the current frame position. For a still image, no effect.	00:00:00 and upwards

- 5** Press [Delete].
A message for confirming the deletion appears.
- 6** To confirm the deletion press [Yes], and to cancel press [No].



Renaming Files

- 1 In the Frame Memory menu, select VF4 'File' and HF6 'Rename'
The Rename menu appears. In the status area, whether pair mode is on or off, all of the saved files appear as thumbnails.
- 2 Using either of the following methods, select the file to be renamed. If necessary, press the arrow keys to scroll the display.
 - Press directly on the thumbnail in the status area.
 - Turn the knobs.

Knob	Parameter	Adjustment	Setting values
1	No	File selection	1 and upwards

- 3 If necessary, turn the knob check the contents of the frame memory clip through the thumbnail display.

Knob	Parameter	Adjustment	Setting values
3	Viewer	For a movie, the current frame position. For a still image, no effect.	00:00:00 and upwards

- 4 Press [Rename].
A keyboard window appears.
- 5 Enter the new name, then press [Enter] in the keyboard window.

Note

The following names cannot be used:

CON, PRN, AUX, CLOCK\$, NUL, COM0, COM1, COM2, COM3,
COM4, COM5, COM6, COM7, COM8, COM9
LPT0, LPT1, LPT2, LPT3, LPT4, LPT5, LPT6, LPT7, LPT8, LPT9

This renames the file.

File Backups

To back up a file saved in memory to hard disk, use the following procedure.

- 1 In the Frame Memory menu, select VF4 'File' and HF7 'Backup/Restore.'
The Backup/Restore menu appears.

2 Press [Backup].

This backs up the saved file.

Restoring Files

Restoring backed up files

To recall files backed up on the hard disk, use the following procedure.

1 In the Frame Memory menu, select VF4 'File' and HF7 'Backup/Restore.'

The Backup/Restore menu appears.

2 Press [Restore].

This recalls the backed up file.



Chapter 8 Color Backgrounds, Copy and Swap, and Other Settings

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Color Background

The dedicated generators generate color signals, and these can be used as color backgrounds in video effects.

Color background selection

There are two color backgrounds, color background 1 and color background 2, which you use by assigning to cross-point buttons.

Color combinations (“color mix”)

The color generators can output the result of combining two colors, which are color 1 and color 2.

Using a pattern from a dedicated pattern generator, color 1 and color 2 can be combined in the boundary region, forming a color gradation. This is referred to in the menu system as “color mix.”

You can also apply modifiers to the selected pattern.

When the “color mix” function is not used, the result is a flat color, and color 1 is always output.

You carry out color background settings in the Color Bkgd menu. This section describes the settings menu for color background 1 as an example.

Color Background Settings Menu

Accessing the Color Bkgd1 menu

Use either of the following operations.

- In the menu control block, select the top menu selection button [COLOR BKGD], and press VF1 ‘Color Bkgd1.’
- Press a cross-point button assigned to color background 1 twice in rapid succession.

The above operation displays the Color Bkgd1 menu.

Basic Color Background Setting Operations

Making a single-color matte (Flat Color)

If you are not using the “color mix” function to combine two colors, use the following procedure.



- 1 In the <Matte> group of the Color Bkgd 1 menu, press [Flat Color], turning it on.
You can now adjust color 1.
- 2 Set the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Luminance	Luminance	0.00 to 100.00
2	Saturation	Saturation	0.00 to 100.00
3	Hue	Hue	359.99 to 0.00

Making a color combination (color mix)

To combine color 1 and color 2, use the following procedure.

- 1 In the <Matte> group of the Color Bkgd 1 menu, press [Mix Color], turning it on.
- 2 Set the following parameters as required.

Knob	Parameter	Adjustment	Setting values
1	Size	Pattern size	0.00 to 100.00
2	Soft	Degree of softening of edge	0.00 to 100.00
5	Pattern	Pattern number	1 to 24 ^{a)}

a) The patterns are the same as for a standard wipe. See “Wipe Pattern List” (page 353).

You can also carry out the pattern selection by pressing the [Mix Ptn Select] button, to display the Mix Ptn Select menu. Select any pattern appearing in the Mix Ptn Select menu (standard wipe patterns 1 to 24), and you can then adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Size	Pattern size	0.00 to 100.00
2	Soft	Edge softness	0.00 to 100.00

- 3 To adjust color 1, set [Color 1] on, and to adjust color 2 set [Color 2] on, then adjust the parameters.

Knob	Parameter	Adjustment	Setting values
1	Luminance	Luminance	0.00 to 100.00
2	Saturation	Saturation	0.00 to 100.00



Knob	Parameter	Adjustment	Setting values
3	Hue	Hue	359.99 to 0.00

4 If required, set the pattern modifiers.

- **When turning [Position] on and setting the pattern position**

Knob	Parameter	Adjustment	Setting values
1	Position H	Horizontal position	-200.00 to +200.00 ^{a)}
2	Position V	Vertical position	-200.00 to +200.00 ^{a)}

a) See page 204.

- **When turning [Multi] on and using replications of the same pattern**

Knob	Parameter	Adjustment	Setting values
1	H Multi	Number of repetitions of pattern horizontally	1 to 63
2	V Multi	Number of repetitions of pattern vertically	1 to 63
3	Invert Type	Replication layout	1 to 4 ^{a)}

a) See page 209.

- **When turning [Aspect] on and setting the aspect ratio of the pattern**

Knob	Parameter	Adjustment	Setting values
1	Aspect	Aspect ratio	-100.00 to +100.00 ^{a)}

a) See page 208.

- **When turning [Pairing] on and making a wipe pattern like a Venetian blind**

Knob	Parameter	Adjustment	Setting values
1	Width	Width of the slits	1 to 128 (integer)

- **When turning [Angle] on in the <Rotation> group and slanting the pattern**

Knob	Parameter	Adjustment	Setting values
1	Angle	Angle of pattern rotation	-100.00 to +100.00 ^{a)}

a) See page 206.

- When turning [Speed] on in the <Rotation> group and rotating the pattern at a constant rate

Knob	Parameter	Adjustment	Setting values
1	Speed	Rotation rate of pattern	-100.00 to +100.00 ^{a)}

a) See page 206.

- When selecting H (horizontal) or V (vertical) in the <Modulation> group and applying waviness to the pattern
(The modulation is always a sine wave.)

Knob	Parameter	Adjustment	Setting values
1	Amplitude	Amplitude of modulation	0.00 to 100.00
2	Frequency	Frequency of modulation	0.00 to 100.00
3	Speed	Speed of waves	-100.00 to +100.00

- 5** To interchange color 1 and color 2, press the [Color Invert] button, turning it on.

Copy and Swap

You can copy and swap the settings among the M/E-1 and PGM/PST banks or between keyers.

The following settings can be copied or swapped.

- Overall settings for the M/E-1 to M/E-3, and PGM/PST banks
- Keyer settings
- Wipe settings in a transition control block
- Wipe settings in an independent key transition control block
- DME wipe settings in a transition control block
- DME wipe settings in an independent key transition control block
- Matte data (color 1, color 2, and how to compose them)
- Color settings
- DME channel settings

You can carry out copy operations with a simple button operation. Swap operations, and copy operations on DME data can only be done with a menu operation.

M/E copy and M/E swap

You can copy and swap the overall bank settings between the M/E-1 and PGM/PST banks.

Target bank	Target data
M/E-1 PGM/PST	Bank settings excluding the following data items: <ul style="list-style-type: none">• Setup data• Snapshots• Keyframe effects• Key snapshots• Key memory

Note

If a DME is being used on the source M/E bank, then if for example there are insufficient DME channels, it may not be possible to select the DME. There are no such restrictions on a swap.

Keyer copy and keyer swap

You can carry out copy and swap operations among the keyers listed in the following table.

Target bank	Target keyer	Target data
M/E-1	Keys 1 to 4	Key settings excluding the following data items: <ul style="list-style-type: none"> • Setup data • Key snapshots • Key memory
PGM/PST	Downstream keys 1 to 4	

Note

If a DME is being used on the source keyer for a copy or either keyer for a swap, then if for example there are insufficient DME channels, or the limit on using DME channels within an M/E bank is exceeded, it may not be possible to select the DME.

Wipe copy and wipe swap

You can copy and swap the wipe settings between the banks.

Target bank	Target data
M/E-1 PGM/PST	Wipe settings. It is not, however, possible to carry out copy or swap involving independent key transition wipe settings.

Wipe copy and wipe swap in the independent key transition control block

You can copy and swap the wipe settings among the keyers listed in the following table.

Target bank	Target keyer	Target data
M/E-1	Keys 1 to 4	Wipe settings in the independent key transition control block.
PGM/PST	Downstream keys 1 to 4	

DME wipe copy and DME wipe swap

You can copy and swap the DME wipe settings between the banks listed in the following table.

Target bank	Target data
M/E-1 PGM/PST	DME wipe settings. It is not, however, possible to carry out copy or swap involving independent key transition DME wipe settings.

DME wipe copy and DME wipe swap in the independent key transition control block

You can copy and swap the DME wipe settings among the keyers listed in the following table.

Target bank	Target keyer	Target data
M/E-1	Keys 1 to 4	DME wipe settings in the independent key transition control block.
PGM/PST	Downstream keys 1 to 4	

Matte data copy and swap

You can copy or swap the matte data among the color generators listed in the following table.

Target bank	Target keyer and data	
M/E-1 PGM/PST	<ul style="list-style-type: none"> Keys 1 to 4 Downstream keys 1 to 4 	<ul style="list-style-type: none"> Matte data for key fill Matte data for key edge fill
	Matte data for wipe border edge	
Color background	<ul style="list-style-type: none"> Matte data for color background 1 Matte data for color background 2 	

Color data copy and swap

You can copy or swap the color data among the color generators listed in the following table.

Target bank	Target keyer and data	
M/E-1 PGM/PST	<ul style="list-style-type: none"> Keys 1 to 4 Downstream keys 1 to 4 	<ul style="list-style-type: none"> Colors 1 and 2 for key fill Colors 1 and 2 for key edge fill “Zabton” color data
	Colors 1 and 2 for wipe border	
	Color data for preset color mix	
Color background	<ul style="list-style-type: none"> Colors 1 and 2 for color background 1 Colors 1 and 2 for color background 2 	
Frame memory	<ul style="list-style-type: none"> FM1 color FM2 color 	
DME ch1 to ch4	<ul style="list-style-type: none"> Background Border Sepia Light Shade Drop shadow (other than DME ch4) Trail 	

DME channel copy and swap

You can copy and swap the channel data among DME channels 1 to 4.



Copy and Swap Operations

Copy and Swap Menu Operations

Accessing the Copy/Swap menu

In the menu operation section top menu selection buttons, press the [Copy/Swap] button, then press VF1 ‘Copy/Swap.’ The Copy/Swap menu appears. Here a copy/swap operation on wipe data is described by way of example, using the Copy/Swap >Wipe menu, but the same general procedure applies to all of the following menus.

- M/E: Copying and swapping M/E data
- Key: Copying and swapping key data
- Wipe: Copying and swapping wipe data
- DME Wipe: Copying and swapping DME wipe data
- Matte: Copying and swapping matte data
- Color: Copying and swapping color data
- DME: Copying and swapping data by DME channels

*For an overview of the concepts involved, see “Copy and Swap” (page 308).
For details of color corrector copy and swap, see Chapter 9 “Color Corrector” (page 327).*

Note

To use DME requires the BKDS-9470 DME Board Set or the MVE-8000A/9000 Multi Format DME Processor.

Copying and swapping wipe data

As an example, to copy or swap wipe data, use the following procedure.

- 1** In the Copy/Swap menu, select HF3 ‘Wipe.’

The Copy/Swap >Wipe menu appears.

The status area shows lists for the copy/swap source on the left, and the copy/swap destination on the right.

- 2** In the <Data Select> group, select either of the following.

Wipe: The operation applies to wipes in the transition control block.

Key Wipe: The operation applies to wipes in the independent key transition control block.

3 Using any of the following methods, select the data to be copied or swapped.

- Press directly on the list in the status area.
- Press the arrow keys to scroll the reverse video cursor.
- Turn the knobs to make the setting.

Knob	Parameter	Adjustment	Setting values
1	Left No	Select data for copy/swap source	1 to 4 ^{a)} 1 to 16 ^{b)}
2	Right No	Select data for copy/swap destination	1 to 4 ^{a)} 1 to 16 ^{b)}

a) Transition control block wipe data

b) Independent key transition control block wipe data

For details of the data affected, see “Copy and Swap” (page 308).

4 To copy, press [Copy], and to swap, press [Swap].

This carries out the copy or swap.

To undo a copy or swap

Press [Undo], to return to the state before the copy or swap was carried out.

Copy by Button Operation

You can copy key data by a simple button operation.

Basic button operation

The basic button operation is to hold down the copy source button, then press the destination button.

You can undo the last operation using [Undo] in the menu (*see page 313*).

Keyer copy button operation

Use the key delegation buttons in the respective banks.

To copy from M/E-1 key 1 to P/P downstream key 2

Hold down the M/E-1 key delegation button [KEY1] and press the P/P key delegation button [DSK2].

Misc Menu Operations

In the Misc menu, you can carry out the following operations.

- Enabling and disabling operation from an external device, System Manager, or an editing keyboard.
- Switching the safe title function on or off for each switcher output.
- Displaying the transition rate, independent key transition rate, and fade-to-black transition rate for each of the M/E and PGM/PST banks, and changing the settings.

Port Settings for Control From an External Device

Enabling or disabling control from an external device

- 1** In the menu control block, press the top menu selection button [MISC], then select VF1 'Enable' and HF1 'Port Enable.'

The Misc >Enable >Port Enable menu appears with the status area showing the settings of the following ports.

- Switcher Remote 1 to Remote 4 ports (RS-422A, D-sub 9-pin)
- Switcher GPI port (parallel, 25-pin)
- DME1/DME2 Editor ports (RS-422A, D-sub 9-pin)
- DME1/DME2 GPI ports (parallel, 25-pin)

- 2** In the <Switcher> or <DME> group, press on the name of the port for which you want to disable control from an external device, turning it off. To re-enable control for the port, press on its name once more.

Notes

- It is not necessary to make any settings for DME2.
- For the AUX bus operation from the Remote1 to Remote4 ports of the switcher, the setting (Enable/Disable/Manual) in the Setup menu takes precedence. Only when the setting is "Manual," the settings made in the Port Enable menu apply.

For details, see "Interfacing With External Devices (Device Interface Menu)" in Chapter 19 (Volume 3).

DME override

- 1 In the menu control block, press the top menu selection button [MISC], then select VF1 'Enable' and HF1 'Port Enable.'

The Misc >Enable >Port Enable menu appears.

- 2 In the <DME Override> group, select the DME override mode.

DME Override: When a switcher snapshot or effect using a DME is recalled, forcibly select the DME that was used when saving.

On Air Protect: The operation is the same as the DME override function, except that a DME being used by an M/E bank or P/P bank that is on air will not be forcibly selected.

Note

If effects using the same DME channel are selected simultaneously in two or more regions, the DME is selected with the order of precedence P/P >M/E1 >M/E2 >M/E3.

Enabling or disabling control from System Manager

By installing the BZPS-8000 System Management Software (System Manager), you can use a computer connected on a network for management of some switcher data and control operations.

To enable or disable this function, use the following procedure.

- 1 In the menu control block, press the top menu selection button [MISC], then select VF1 'Enable' and HF1 'Port Enable.'

The Misc >Enable >Port Enable menu appears.

- 2 Press [System Manager].

Each time you press the button toggles between enable and disable.

Editing Keyboard Settings

Note

The following operations are only possible when a license for the BZS-8050 Editing Control Software is activated. *For details of license registration, see "Installation and Device Setup (Install/Unit Config Menu)" in Chapter 18 (Volume 3).*

Enabling or disabling control from the editing keyboard

- 1 In the menu control block, press the top menu selection button [MISC], then select VF1 'Enable' and HF2 'Plug-In Editor.'

The Misc >Enable >Plug-In Editor menu appears.

- 2 In the <Control From Plug-In Editor> group, press [Editor Enable].

Each time you press the button toggles between enable and disable.

To enable control of the preview bus only

When control from the editing keyboard is disabled (when [Editor Enable] is set to Disable), to enable control of the preview bus only, press [PVW Bus Enable] in the <Control From Plug-In Editor> group.

Safe Title Settings

Switching the safe title function on or off

- 1 In the menu control block, press the top menu selection button [MISC] and select VF2 'Safe Title.'

The Misc >Safe Title menu appears.

- 2 Using any of the following methods, select the signal to which the settings apply.

- Directly press the list in the status area.
- Press the arrow keys to scroll the reverse video cursor.
- Turn the knob to make the setting.

Knob	Parameter	Adjustment	Setting values
1	Output	Signal to which the settings apply	1 to 48

Notes

- It is not possible to change the setting for the output for which the safe title is set off in a Setup menu.
- The safe title function cannot be used for output signals for which through mode is set to Enable in a Setup menu.

For more information about the Setup menu settings referred to above, see "Signal Input Settings (Input Menu)" and "Signal Output Settings (Output Menu)" in Chapter 20 (Volume 3).

3 Press [Safe Title] to set it on or off.

Displaying a List of Transition Rates and Changing the Settings

In the Transition menu, for each bank you can display a list of the M/E (or PGM/PST) transition rates and independent key (or DSK) transition rates, and change the settings.

These settings are linked to the other transition rate setting operations.

Displaying the Transition menu

In the menu control block, press the top menu selection button [MISC], then select VF3 'Transition.'

The Misc >Transition menu appears.

About the Transition menu display

The display of the independent key transition rate in the Misc >Transition menu depends on the selection in the <Key Transition> group of the Engineering Setup >Switcher >Transition menu for each of the M/E and PGM/PST banks.

When [Same] (On direction and Off direction settings the same) is selected in the <Key Transition> group: Only "Key" (or "DSK" in the PGM/PST bank) appears.

When [Independ] (On direction and Off direction settings independent) is selected in the <Key Transition> group: "Key(On)" and "Key(Off)" each appear. In the case of the PGM/PST bank, "DSK(On)" and "DSK(Off)" appear.

For more details, see "Settings Relating to Video Switching (Transition Menu)" in Chapter 20 (Volume 3).

Setting the transition rate in the Transition menu

For example, to make the settings for the M/E-1 bank, use the following procedure.

To set the M/E transition rate

- 1** In the <M/E-1 Transition Rate> group of the Misc >Transition menu, press [Transition].
- 2** Turn the knob to set the number of frames.

Knob	Parameter	Adjustment	Setting values
1	Transition Rate	Transition rate	0 to 999 (frames)

Note

When a clip transition is selected as the transition type, it is not possible to change the transition rate in this menu.

To set the independent key transition rate

- 1** In the <M/E-1 Transition Rate> group of the Misc >Transition menu, press [Key].
To set the key On direction or Off direction independently, press Key(On) or Key(Off).
- 2** Turn the knobs to set the number of frames.

Knob	Parameter	Adjustment	Setting values
1	Key1 Trans Rate	Key 1 transition rate	0 to 999 (frames)
2	Key2 Trans Rate	Key 2 transition rate	0 to 999 (frames)
3	Key3 Trans Rate	Key 3 transition rate	0 to 999 (frames)
4	Key4 Trans Rate	Key 4 transition rate	0 to 999 (frames)

To set the fade-to-black transition rate in the Transition menu**Note**

This function is not available with the CCP-9000.

- 1** In the Misc >Transition menu, press [FTB].
- 2** Turn the knob to set the number of frames.

Knob	Parameter	Adjustment	Setting values
1	Transition Rate	Transition rate	0 to 999 (frames)

AUX Menu Operations

AUX Bus Settings

Making video process settings for an AUX bus

- 1** In the Aux/Mon >Aux Bus menu, using any of the following methods, select the AUX bus to which the settings apply.
 - Directly press the list in the status area.
 - Press the arrow keys to scroll the reverse video cursor.
 - Turn the knob to make the setting.

Knob	Parameter	Adjustment	Setting values
1	AUX Bus	AUX bus selection	1 to 48

- 2** Press [Video Process], turning it on.
- 3** Adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Video Gain	Video signal gain	-200.00 to +200.00
2	Y Gain	Luminance signal gain	-200.00 to +200.00
3	C Gain	Chrominance signal gain	-200.00 to +200.00
4	Hue Delay	Hue delay	-180.00 to +180.00
5	Black Level	Black level	-7.31 to +109.59

To return adjustment values to their defaults, press [Unity].

Status Menu

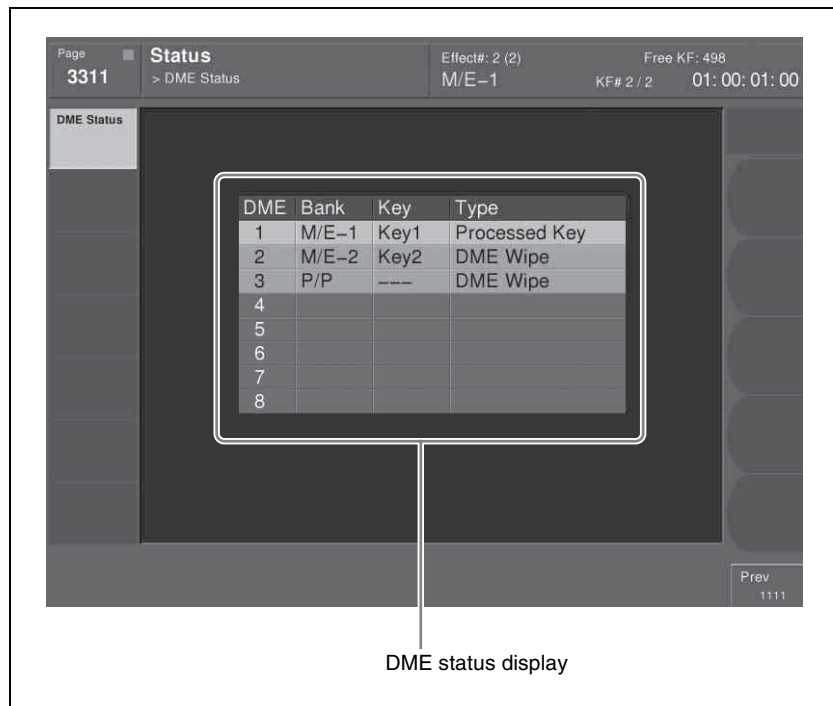
The Status menu shows the following information.

- Operating status of the DME

Viewing the DME operating status

To view the DME operating status, press the top menu selection button [STATS] in the menu control block.

This selects VF1 'DME Status' and the Status menu appears.



For each DME channel, you can see how the DME is being used in the corresponding operation block.

The display background color also indicates the following differences in the way in which a DME is being used.

Blue: The DME is currently being used in other than the final program output.

Red: The DME is currently being used in the final program output.



Router Control Menu Operations

Using the Router >Router Control >Router Control menu, you can carry out router switching operations.

Checking the List of Inputs for Each Destination

You can check the list of signals currently input for each destination.

In the menu control block, press the top menu selection button [RTR], then select VF1 'Router Control' and HF1 'Router Control.'

The following menu appears, and the left side of the status area shows a list for destination assignments.



If in the Assign >RTR Mode Setting menu, [Inhibit] is set to On for a destination, the corresponding line appears in gray. Also, if [PROT] (protect) is set to ON for a source, using a BKSr3xxx or R1xxx series Router remote control, a padlock icon appears.

The right side of the status area shows the level assignment status to the Level 1 to Level 4 buttons.

Selecting the level

In the Level Button No group at the lower right in the above illustration, press the selected level for switching.

Switching the Source for Each Destination

You can switch the source for each destination with a menu operation.

For the assignment of destinations and sources to buttons, use the Setup >Panel >Aux Assign >RTR Mode Setting menu. For details, refer to “Using the Auxiliary Bus Control Block for Router Control” in Chapter 19 (Volume 3).

1 Press [Change Xpt].

The Router >Router Control >Router Control >Change Xpt menu appears. Destination Select buttons appear in groups of 16. Source Select buttons appear by group (maximum 24 buttons).

2 Press one of the Destination Select buttons, to select the destination for which you want to switch the source.

To change the group

Press one of the [1-16], [17-32], [33-48], and [49-64] buttons.

3 Press one of the Source Select buttons, to select the source you want to switch.

To change the group

Press one of the [1-24], [25-48], ... [97-120], and [121-128] buttons.



Video Process

The term “video process” is applied to adjustments to the luminance and hue of the input video signal.

There are two types of adjustment, depending on the application:

- Adjustment of an individual primary input signal
- Image effects on a particular bus

Note

These types of adjustment may be carried out independently. However, since they are implemented by the same hardware, if the same signal is subjected to processing twice, there may be limitations on the range of effects obtained in the final result.

Video Process Adjustments of a Primary Input Signal

For each of primary inputs 1 to 80, you can switch video process adjustments on or off, and can adjust the parameters (Video Gain, Y Gain, C Gain, Hue Delay, and Black Level) in the Setup menu. The adjustments do not, however, apply to the output video on the MON (monitor) bus.

For details of the settings, see “Signal Input Settings” in Chapter 20 (Volume 3).

Video Process Adjustments on a Particular Bus

Buses to which the adjustments apply

For each of the following buses, you can switch video process adjustments on or off, and adjust the parameters.

- Following buses in the M/E-1 and PGM/PST banks
 - Key fill buses for keys 1 to 4
 - Background A and background B buses
 - Utility 1 and utility 2 buses
- Frame memory source 1 and frame memory source 2 buses
- Aux 1 to 48 buses

These settings also apply to keyframes and snapshots.

Making the adjustments

Adjust VIDEO GAIN, Y GAIN, BLACK LEVEL, C GAIN, and HUE DELAY in the following menus.

Applicable bus		Menu used for operation	See page
M/E-1 bank	Key fill buses for keys 1 to 4	M/E-1 menu	page 171
	Background A and B buses	Video Process menu	page 325
	Utility 1 and 2 buses		
PGM/PST bank	Key fill buses for DSK1 to DSK4	PGM/PST menu	page 171
	Background A and B buses	Video Process menu	page 325
	Utility 1 and 2 buses		
Frame memory source 1 and 2 buses		Frame Memory menu	page 270
Aux 1 to 48 buses		AUX/MON menu	page 319

Video Process Memory

When using video process adjustments for an image effect on a bus, this function saves the final values for each pair number for the signals. The video process on/off setting is not saved.

When you change the adjustments the values are automatically saved, and these last values are recalled when the pair number is selected.

In other words, by switching video process memory on, regardless of the video process information for each bus, you can carry out video process adjustments for each input signal.

The parameters saved are as follows.

VIDEO GAIN, Y GAIN, BLACK LEVEL, C GAIN, HUE DELAY

Switch the video process memory on or off in the Setup menu.

For details of setting operations, see “Settings Relating to Keys, Wipes, Frame Memory and Color Correction (Key/Wipe/FM/CCR Menu)” in Chapter 20 (Volume 3).

Video Process Settings

This section describes operations on the M/E-1 and PGM/PST background A and B buses, and utility buses 1 and 2.

For these operations, use the Misc >Video Process menu in the respective operating bank.

For video process settings on other buses, see the following.

- *Settings for a particular input signal: “Signal input settings” in Chapter 20 (Volume 3)*
- *Key fill bus settings: “Video Processing” (page 171)*
- *Settings for frame memory source buses 1 and 2: “Setting video processing” (page 270)*
- *Settings for Aux 1 to 48 buses: “Making video process settings for an AUX bus” (page 319)*
- *Overview of video process: “Video Process” (page 323)*

This section describes an example on the background A bus of the M/E-1 bank. For the background B bus or utility bus 1 or 2, make the adjustment with a similar procedure.

Making video process settings for each bus

- 1 In the menu control block, press the top menu selection button [M/E1] and select VF7 ‘Misc’ and HF2 ‘Video Process.’
- 2 In the <Bkgd-A> group, press [Video Process], turning it on.
- 3 Adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Video Gain	Video signal gain	-200.00 to +200.00
2	Y Gain	Luminance signal gain	-200.00 to +200.00
3	C Gain	Chrominance signal gain	-200.00 to +200.00
4	Hue Delay	Hue delay	-180.00 to +180.00
5	Black Level	Black level	-7.31 to +109.59

To return the parameter settings to the defaults, press [Unity] in the <Bkgd-A> group.



Chapter 9 Color Corrector

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Preparations

The color corrector enables video signal color correction (black balance/white balance adjustment, gamma correction, knee correction, etc.).

Note

To use the color corrector, the BZS-9420 Color Corrector Software is required. To use the software, you need to obtain a further installation key.

For details on obtaining an installation key, see “Making Settings Required to Use the Software” in Chapter 18 (Volume 3).

Assigning the color corrector input buses to AUX delegation buttons

There are two inputs for capturing material to the color corrector: the CCR1 bus and the CCR2 bus.

For details of the input assignment operation, see “Auxiliary Bus Control Block Settings (Aux Assign Menu)” in Chapter 19 (Volume 3).

Selecting the color correction input signal

After assigning CCR1 and CCR2 to AUX buses, use the following procedure.

- 1 Press the AUX delegation buttons assigned to CCR1 (or CCR2).
- 2 In the cross-point button row, select the signal to which you want to apply color correction.

Note

The signals you can select on the CCR1 and CCR2 buses are limited to the primary inputs and frame memory outputs (FM1 to FM8). However you can make all the internal signals of the switcher selectable by a setting in the Setup menu.

For details, see “Selecting the Bank to Make the Settings” in Chapter 20 (Volume 3).

Selecting the color corrector output signal

By assigning the signal output from the color corrector to a cross-point button, you can make that signal available on that button.

For details of the assignment process, see “Cross-Point Settings (Xpt Assign Menu)” in Chapter 19 (Volume 3).

Accessing the CCR menu

For color correction operations, use the CCR menu.

To access the CCR menu, in the menu control block, press the top menu selection button [CCR].

The following description uses CCR1 as an example. To apply color correction to CCR2, replace VF1 ‘CCR1’ by VF2 ‘CCR2,’ and follow the same procedure.



Overall Color Corrector Operations

Enabling Color Corrector

To enable the functions of color corrector 1, for example, use the following procedure.

- 1** In the CCR menu, press VF1 ‘CCR1’ and any HF.
- 2** In the <CCR> group, press [CCR], turning it on.
This enables the functions of color corrector 1.

Returning all color corrector settings to their defaults

- 1** In the <CCR> group, press [Unity].
A confirmation message appears.
- 2** Press [Yes].
This returns all color corrector settings to their defaults, whether [CCR] is on or off.

Copy and Swap Operations

Copying color corrector data

- 1** In the CCR menu, press VF3 ‘Copy/Swap.’
The Copy/Swap menu appears.
The status area shows a copy source list on the left and a copy destination list on the right.
- 2** Using any of the following methods, select the copy source data and copy destination data.
 - Press directly on the list in the status area.
 - Press the arrow keys to scroll the reverse video cursor.
 - Turn the knobs.

Knob	Parameter	Adjustment	Setting values
1	Left No	Select copy source data	1 or 2
2	Right No	Select copy destination data	1 or 2

3 Press [Copy].

This carries out the copy.

Swapping color corrector data

Refer to the procedure described in the previous item “Copying color corrector data.” In step **3**, press [Swap] instead of [Copy].

To undo copy or swap

In the Copy/Swap menu, press [Undo].

The state before carrying out the copy or swap is restored.



Color Corrector Functions

This section describes the color corrector functions. For each of the following operations, it is possible to copy or swap data between two color correctors (CCR1 and CCR2).

Input Video Processing Operations

Carry out the following corrections to a YUV signal before conversion to an RGB signal.

- Overall gain adjustment of the video signal
- Gain adjustment of the Y signal
- Gain adjustment of the C signal
- Hue delay
- Black level adjustment

To apply input video processing effects, use the following procedure.

- 1** In the CCR menu, press VF1 'CCR1' and HF1 'Input Process.'
The Input Process menu appears.
- 2** In the <Input Process> group, press [Input Process], turning it on.
- 3** Adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Video Gain	Video signal gain	-200.00 to +200.00
2	Y Gain	Y signal gain	-200.00 to +200.00
3	C Gain	Chrominance signal gain	-200.00 to +200.00
4	Hue Delay	Hue delay	-180.00 to +180.00
5	Black Level	Black level	-116.90 to +116.90

To return the parameters to their default settings

Press [Unity] in the <Input Process> group.

Primary Color Correction Operations

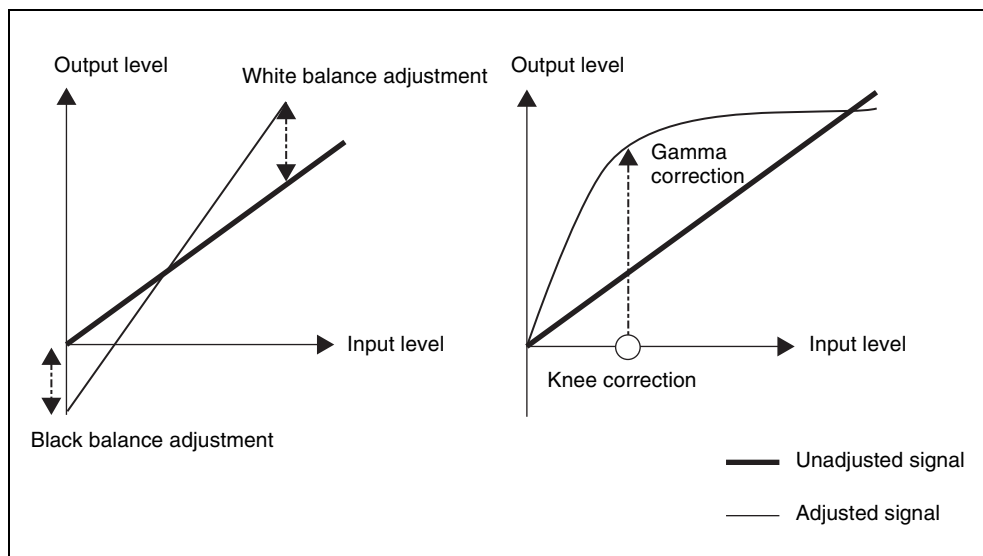
Carry out the following corrections to each of the R, G, and B signals.

Black balance adjustment: setting the output level for a 0% level input signal.

White balance adjustment: setting the output level for a 100% level input signal.

Gamma correction: adjusting the curvature of the gamma curve.

Knee correction: adjusting the position of the maximum point of the gamma curve.



It is also possible to mask part of the region to be corrected.

Applying primary color correction

- 1** In the CCR menu, press VF1 'CCR1' and HF2 'Primary CCR.'
The Primary CCR menu appears.
- 2** In the <Primary CCR> group, press [Primary CCR], turning it on.
- 3** In the <Primary CCR Adjust> group, select the setting item.

Black: black balance adjustment

White: white balance adjustment

Gamma: gamma correction

Knee: knee correction

4 Depending on the selection in step **3**, adjust the following parameters.

• **When Black or Gamma is selected**

Knob	Parameter	Adjustment	Setting values
1	Red	Red signal adjustment	-100.00 to +100.00
2	Green	Green signal adjustment	-100.00 to +100.00
3	Blue	Blue signal adjustment	-100.00 to +100.00
4	All	Simultaneous RGB adjustment	Red value is shown

• **When White is selected**

Knob	Parameter	Adjustment	Setting values
1	Red	Red signal adjustment	0.00 to 200.00
2	Green	Green signal adjustment	0.00 to 200.00
3	Blue	Blue signal adjustment	0.00 to 200.00
4	All	Simultaneous RGB adjustment	Red value is shown

• **When Knee is selected**

Knob	Parameter	Adjustment	Setting values
1	Red	Red signal adjustment	20.00 to 75.00
2	Green	Green signal gain	20.00 to 75.00
3	Blue	Blue signal gain	20.00 to 75.00
4	All	Simultaneous RGB adjustment	Red value is shown

To return the parameters to their default settings

In the <Primary CCR> group, press [Unity].

Masking a part of the primary color correction

Here the procedure for mask 1 operation is described by way of example. You can carry out mask 2 operation in a similar way.

1 In the <Primary Mask> group of the Primary CCR menu, press [Mask1], turning it on.

2 Press [Mask1 Adjust].

The Mask1 Adjust menu appears.

3 In the <Mask Source> group, select the mask source.

Box: signal from dedicated box generator

Pattern: signal from dedicated pattern generator



4 Depending on the selection in step **3**, adjust the following parameters.

• **When Box is selected**

Knob	Parameter	Adjustment	Setting values
1	Top	Top position	-100.00 to +100.00
2	Left	Left position	-100.00 to +100.00
3	Right	Right position	-100.00 to +100.00
4	Bottom	Bottom position	-100.00 to +100.00
5	Soft	Degree of softness of box	0.00 to 100.00

• **When Pattern is selected**

Knob	Parameter	Adjustment	Setting values
1	Size	Pattern size	0.00 to 100.00
2	Soft	Degree of softness of pattern edge	0.00 to 100.00
5	Pattern	Pattern number	1 to 24

For the pattern selection, you can also press [Mask Ptn Select] in the Mask1 Adjust menu, then use the Mask Ptn Select menu. Press any of the displayed patterns (standard wipe patterns 1 to 24) to select it, then you can adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Size	Pattern size	0.00 to 100.00
2	Soft	Degree of softness of pattern edge	0.00 to 100.00

5 When selecting the pattern as a mask source, set the pattern modifiers as required.

• **When turning [Position] on and setting the pattern position**

Knob	Parameter	Adjustment	Setting values
1	Position H	Horizontal position	-200.00 to +200.00 ^{a)}
2	Position V	Vertical position	-200.00 to +200.00 ^{a)}

a) See “Setting the wipe position (Positioner)” (page 204).

• **When turning [Multi] on and replicating the same pattern**

Knob	Parameter	Adjustment	Setting values
1	H Multi	Number of repetitions of pattern horizontally	1 to 63



Knob	Parameter	Adjustment	Setting values
2	V Multi	Number of repetitions of pattern vertically	1 to 63
3	Invert Type	Replication layout	1 to 4 ^{a)}

a) See “Setting the wipe pattern replication (Multi)” (page 209).

- **When turning [Aspect] on and setting the aspect ratio of the pattern**

Knob	Parameter	Adjustment	Setting values
1	Aspect	aspect ratio	-100.00 to +100.00 ^{a)}

a) See “Setting the wipe pattern aspect ratio (Aspect ratio)” (page 208).

- **When turning the [Angle] on in the <Rotation> group and slanting the pattern**

Knob	Parameter	Adjustment	Setting values
1	Angle	Angle of pattern rotation	-100.00 to +100.00 ^{a)}

a) See “Angle” (page 206).

- **When turning [Speed] on in the <Rotation> group and rotating the pattern at a fixed rate**

Knob	Parameter	Adjustment	Setting values
1	Speed	Rotation rate of pattern	-100.00 to +100.00 ^{a)}

a) See “Speed” (page 206).

6 To invert the mask source, return to the Primary CCR menu and press [Mask Invert], turning it on.

Note

The mask function is common to the primary color correction, secondary color correction luminance processing, and spot color adjustment functions. For example, if in primary color correction you set mask 1 to a box, then in secondary color correction set mask 1 to a pattern, this also changes the setting in primary color correction to the pattern.

Secondary Color Correction Operations

For the six colors R (red), G (green), B (blue), Y (yellow), C (cyan), and M (magenta), adjust the luminance and saturation, and also the hue within a range of ± 30 degrees of the center value for each color.

You can mask a part of the region to be corrected.

Note

When spot color adjustment is enabled in the setup settings, this function is disabled.

For details, see “Switching the Color Correction Function” in Chapter 18 (Volume 3).

Applying secondary color correction

- 1 In the CCR menu, select VF1 ‘CCR1’ and HF3 ‘Secondary CCR.’
The Secondary CCR menu appears.
- 2 In the <Secondary CCR> group, press [Secondary CCR], turning it on.
- 3 In the <Secondary CCR Adjust> group, select the color for which you want to make the setting.
- 4 Adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Luminance	Luminance	-100.00 to +100.00
2	Saturation	Saturation	0.00 to 200.00
3	Hue Delay	Hue delay	-180.00 to +180.00

To return the parameter settings to their default values

In the <Secondary CCR> group press [Unity].

Masking a part of the secondary color correction

In the <Secondary Mask> group, press [Mask1] or [Mask2], turning it on, then carry out the same operation as described under “Masking a part of the primary color correction” (page 334).

RGB Clip Operations

For each of the R, G, and B signals, you can make dark clip and white clip adjustments.

Making RGB clip adjustments

- 1 In the CCR menu, press VF1 ‘CCR1’ and HF4 ‘RGB Clip.’
The RGB Clip menu appears.
- 2 In the <RGB Clip> group, press [RGB Clip], turning it on.
- 3 In the <RGB Clip Adjust> group, select the item you want to adjust.
Dark: dark clip adjustment
White: white clip adjustment
- 4 Adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Red	Red signal adjustment	-50.00 to +149.99 ^{a)} -49.99 to +150.00 ^{b)}
2	Green	Green signal adjustment	-50.00 to +149.99 ^{a)} -49.99 to +150.00 ^{b)}
3	Blue	Blue signal adjustment	-50.00 to +149.99 ^{a)} -49.99 to +150.00 ^{b)}
4	All	Simultaneous RGB adjustment	Red value is shown

- a) When Dark is selected
b) When White is selected

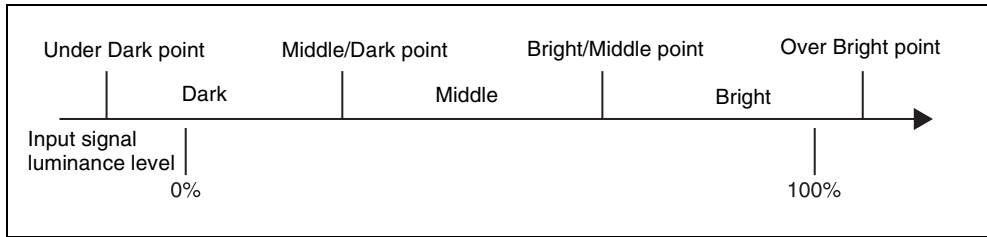
To return the parameters to their default settings

In the <RGB Clip> group, press [Unity].

Luminance Processing Operations

After converting a signal to which RGB color correction has been applied to a YUV signal, divide the luminance levels into three regions, referred to as Dark, Middle, and Bright, and apply video signal adjustments to these regions.





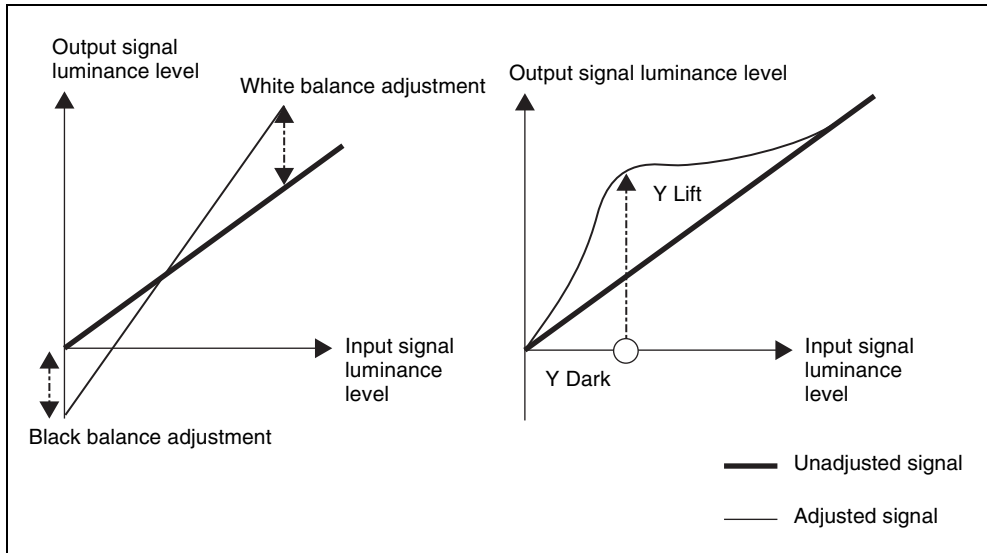
There are three modes for luminance processing, as follows.

Tint mode: adding a specified color to the original video signal.

Color Modify mode: adjusting the original video signal.

Y Modify mode: adjusting the output levels of the input luminance signal.

- White balance adjustment: setting the output level for an input luminance signal at the 100% level.
- Black balance adjustment: setting the output level for an input luminance signal at the 0% level.
- Y lift correction: adjusting the curvature of the curve.
- Y dark correction: adjusting the position of the maximum point of the curve.



It is also possible to mask part of the region to be corrected.

Applying luminance processing

- 1 In the CCR menu, press VF1 'CCR1' and HF5 'Luminance Process.'

The Luminance Process menu appears.

- 2 In the <Luminance Process> group, press [Luminance Process], turning it on.
- 3 In the <Mode> group, specify the adjustment mode.

Tint: add a specified color to the original video signal.

Color Modify: adjust the original video signal.

Y Modify: adjust the output levels of the input luminance signal.

When tint mode or color modify mode is selected, skip to step 4.

When Y modify mode is selected, adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	White	White balance adjustment	0.00 to 200.00
2	Black	Black balance adjustment	-100.00 to +100.00
3	Y Lift	Curvature of curve	-100.00 to +100.00
4	Y Dark	Position of maximum point of curve	-7.31 to +109.59

- 4 In the <Bound> group, make the settings for the three regions (Dark, Middle, and Bright).

- **[Level] parameters:** set the boundaries of the three regions.

Knob	Parameter	Adjustment	Setting values
1	Over B Level	Luminance level of the Over Bright point	50.00 to 150.00
2	Mid B Level	Luminance level of the Bright/Middle point	10.00 to 120.00
3	Dark Mid Level	Luminance level of the Middle/Dark point	-20.00 to +90.00
4	Under D Level	Luminance level of the Under Dark point	-50.00 to +50.00

- **[Soft] parameters:** set the degree of boundary softness of the three regions.

Knob	Parameter	Adjustment	Setting values
1	Over B Soft	Degree of softness at Over Bright point	15.00 to 70.00
2	Mid B Soft	Degree of softness at Bright/Middle point	15.00 to 42.50
3	Dark Mid Soft	Degree of softness at Middle/Dark point	15.00 to 42.50



Knob	Parameter	Adjustment	Setting values
4	Under D Soft	Degree of softness at Under Dark point	15.00 to 70.00

5 In the <Luminance Process Adjust> group, press [Dark], [Mid], or [Bright], and adjust the following parameters for the three regions.

• **In tint mode**

Knob	Parameter	Adjustment	Setting values
1	Luminance	Luminance	-100.00 to +100.00
2	Saturation	Saturation	0.00 to 100.00
3	Hue	Hue	359.99 to 0.00

• **In color modify mode**

Knob	Parameter	Adjustment	Setting values
1	Luminance	Luminance	-100.00 to +100.00
2	C Gain	Chrominance signal gain	0.00 to 200.00
3	Hue Delay	Hue delay	-180.00 to +180.00

To return the parameters to their default settings

In the <Luminance Process> group, press [Unity].

Masking a part of luminance processing

In the <Luminance Mask> group, press [Mask1] or [Mask2], turning it on, then carry out the same procedure as in “*Masking a part of the primary color correction*” (page 334).

Spot Color Adjustment

You can change the color of a specified color region to a different color, without affecting other regions. You can also mask part of such a region. Then for the region other than the region whose color you have changed, you can make the following corrections.

- Video signal overall gain adjustment
- Y signal gain adjustment
- Y signal offset adjustment
- C signal gain adjustment
- C signal hue adjustment

Note

When secondary color correction is enabled in the setup settings, this function is disabled.

For details, see “Switching the Color Correction Function” in Chapter 18 (Volume 3).

Adjusting the color of the specified region (key)

- 1** In the CCR menu, press VF1 ‘CCR1’ and HF6 ‘Spot CCR/Output.’
The Spot CCR/Output menu appears.
- 2** In the <Spot CCR> group, press [Spot CCR], turning it on.
- 3** In the <Auto> group, press [Sample Mark], turning it on.

Note

When [Sample Mark] is on, the effects of color adjustment outside the region of spot color adjustment (*see page 343*) and output video processing (*see page 344*) are temporarily disabled.
Turning [Sample Mark] off restores the former state.

- 4** Adjust the parameters so that the color you want to change is included within the sample mark.

Knob	Parameter	Adjustment	Setting values
1	Position H	Horizontal position	-100.00 to +100.00
2	Position V	Vertical position	-100.00 to +100.00
3	Size	Size	1.00 to 100.00

- 5** In the <Auto> group, press [Auto Start], to adjust the key automatically.

Note

This automatic adjustment does not carry out key gain adjustment. If required, adjust the key gain as shown in step **6**.

- 6** Press [Key Adjust], and adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Luminance	Luminance	-7.31 to +109.59
2	Saturation	Saturation	0.00 to 100.00



Knob	Parameter	Adjustment	Setting values
3	Hue	Hue	359.99 to 0.00
4	Gain	Key gain	-100.00 to +100.00

- 7** Press [Window], turning it on, to adjust the key detection range for spot color adjustment.

Knob	Parameter	Adjustment	Setting values
1	Luminance	Luminance	0.00 to 100.00
2	Saturation	Saturation	0.00 to 100.00
3	Hue	Hue	0.00 to 100.00

- 8** In the <Spot CCR> group, press [Spot CCR] to display the parameters, and adjust the replacement color.

Knob	Parameter	Adjustment	Setting values
1	Luminance	Luminance	0.00 to 100.00
2	Saturation	Saturation	0.00 to 100.00
3	Hue	Hue	359.99 to 0.00

To return the parameters to their default settings

In the <Spot CCR> group, press [Unity].

Masking a part of the spot color adjustment

In the <Spot CCR Mask> group, press [Mask1] or [Mask2], turning it on, then carry out the same procedure as in “*Masking a part of the primary color correction*” (page 334).

Adjusting the color outside the spot color adjustment region

- 1** In the Spot CCR/Output menu, press [Outer Out Proc] in the <Outer Out Proc> group, turning it on.
- 2** Adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Video Gain	Video signal gain	-200.00 to +200.00
2	Y Gain	Y signal gain	-200.00 to +200.00
3	C Gain	Chrominance signal gain	-200.00 to +200.00
4	Hue Delay	Hue delay	-180.00 to +180.00

Knob	Parameter	Adjustment	Setting values
5	Black Level	Black level	-116.90 to +116.90

To return the parameters to their default settings

In the <Outer Out Proc> group, press [Unity].

Output Video Processing Operations

Carry out the following corrections are available on the YUV signal.

- Video signal overall gain adjustment
- Y signal gain adjustment
- Y signal offset adjustment
- C signal gain adjustment
- C signal hue adjustment

Applying output video processing effects

- 1** In the CCR menu, press VF1 ‘CCR1’ and HF6 ‘Spot CCR/Output.’
The Spot CCR/Output menu appears.
- 2** In the <Output Process> group, press [Output Process], turning it on.
- 3** Adjust the following parameters.

Knob	Parameter	Adjustment	Setting values
1	Video Gain	Video signal gain	-200.00 to +200.00
2	Y Gain	Y signal gain	-200.00 to +200.00
3	C Gain	Chrominance signal gain	-200.00 to +200.00
4	Hue Delay	Hue delay	-180.00 to +180.00
5	Black Level	Black level	-116.90 to +116.90

To return the parameters to their default settings

In the <Output Process> group, press [Unity].

YUV Clip Operations

For each of the luminance and color difference signals, the following processing is available.



White clip: setting the maximum level of the luminance signal.

Dark clip: setting the minimum level of the luminance signal.

Positive clip: setting the maximum amplitude in the positive direction of the color difference signal.

Negative clip: setting the maximum amplitude in the negative direction of the color difference signal.

Applying YUV clip processing

1 In the CCR menu, press VF1 'CCR1' and HF7 'YUV Clip.'

The YUV Clip menu appears.

2 In the <YUV Clip> group, press [YUV Clip], turning it on.

3 In the <YUV Clip Adjust> group, select the target for adjustment.

Luminance: settings for the luminance signal.

Chroma: settings for the color difference signal.

4 Depending on the selection in step **3**, adjust the following parameters.

• When Luminance is selected

Knob	Parameter	Adjustment	Setting values
1	White Clip	White clip adjustment	-6.85 to +109.13
2	Dark Clip	Dark clip adjustment	-6.85 to +109.13

• When Chroma is selected

Knob	Parameter	Adjustment	Setting values
1	U Posi Clip	Positive clip adjustment for U signal	-113.39 to +113.39
2	U Nega Clip	Negative clip adjustment for U signal	-113.39 to +113.39
3	V Posi Clip	Positive clip adjustment for V signal	-113.39 to +113.39
4	V Nega Clip	Negative clip adjustment for V signal	-113.39 to +113.39

To return the parameters to their default settings

In the <YUV Clip> group, press [Unity].



Chapter 10 Special Functions

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Simple P/P Software

Overview

By installing the BZS-9250 Simple P/P Software in the DVS-9000/9000SF Switcher Processor, you can use a separate program/preset function without using the M/E hardware.

Getting access to the software

To use the Simple P/P Software, you are required to enter an install key which validates the software. (If the software has been factory installed, the install key is not required.)

For the method of obtaining an install key, contact your Sony representative. On that occasion, you may be required to submit the unique device ID of the switcher you are using. You can check the unique device ID in the Install menu of the switcher. *For details of operating procedures, see “Installation and Device Setup (Install/Unit Config Menu)” in Chapter 18 (Volume 3).*

Restrictions on Use

Since this software is a simple version of the program/preset function, there are some restrictions on use. The following lists the points at which operation is different from a normal program/preset function. For details of the normal operations, set the relevant sections of this manual.

Restrictions on using a downstream key

- DSK3 and DSK4 cannot be used.
For the key priority, set priority 1 or priority 2.
- The following downstream key types cannot be used.
 - Chroma key
 - Color vector key
 - Wipe pattern key
 - Key wipe pattern key
- When using a matte as the key fill for a downstream key, a mix color cannot be used.
- It is not possible to modify a downstream key edge. The edge blink also cannot be used.
- For a downstream key, main mask and sub-mask cannot be used.

- A processed key cannot be used. Therefore, it is not possible to apply a DME effect to a downstream key.
- As an independent key transition type, wipe and DME wipe cannot be used.

Restrictions on executing transitions in the transition control block

- DME wipes cannot be used.
- Wipes can be used, but there are restrictions on use. *For details, see the next item, “Restrictions when using wipes.”*

Restrictions when using DME wipes

- The wipe patterns that can be used are standard wipes (pattern numbers 1 to 24) only.
- A pattern mix cannot be used.
- A split (splitting the wipe pattern) cannot be used.
- When a border or soft border is selected for a wipe edge, the signal to be inserted in the edge (edge fill) is restricted as follows.
 - The utility 2 bus cannot be selected.
 - When using a matte, a mix color cannot be used.
 - Even if the wipe border width is set to the same numeric value for M/E and Simple P/P, the same image is not obtained.
- The following wipe modifiers cannot be used:
 - Replication “Shift” and Multi Adjust menu adjustments
 - Pairing
 - Modulation
 - Spring
 - Spiral
- Changing modifier parameter settings changes the wipe pattern size.

Restrictions on utility buses

The utility 1 and utility 2 buses cannot be used.

Assignment of signals to output connectors

Connectors to which the P/P row output signal assignment is fixed

The assignment of the following signals to output connectors OUT17 to OUT22 is fixed.

Output connector	Fixed assigned outputs		
	Standard mode	Multi-program mode	DSK mode ^{a)}
OUT17	Program	P/P OUT1 ^{b)}	Program 1
OUT18	Program	P/P OUT1 ^{b)}	Program 2

Output connector	Fixed assigned outputs		
	Standard mode	Multi-program mode	DSK mode ^{a)}
OUT19	Preview	P/P OUT2 ^{b)}	Key preview 1
OUT20	Clean	P/P OUT3 ^{b)}	Key preview 2
OUT21	Key preview	P/P OUT4 ^{b)}	Clean 1
OUT22	Preset	Preset	Clean 2

- a) In DSK mode, the backgrounds that can be selected in the PGM Config menu are restricted to background 1 and background 2.
b) Depends on the setting in the Engineering Setup >Switcher >Config >M/E Output Assign menu. OUT5 and OUT6 cannot be used.

Connectors for which a P/P row output signal can be selected

For an edit preview bus or AUX bus assigned to output connector OUT23 or OUT24, you can select a P/P row output signal.

If these buses are assigned to other than OUT23 or OUT24, then it is not possible to select a P/P row output signal. (Assigning these buses to the two connectors is recommended.)

Output connector	Assignable bus
OUT23	Edit preview bus
OUT24	AUX bus

Logical assignment of the physical PGM/PST

In the Engineering Setup >Switcher >Config >Logical M/E Assign menu, it is not possible to assign the physical PGM/PST as a logical PGM/PST.

In the <Logical M/E to Physical P/P> group, you can select from M/E-1, M/E-2, and M/E-3.

Configuration of the switcher bank outputs

If Multi Program mode is selected in setup (M/E Config in the Switcher >Config menu), then for Bkgd in the PGM Config menu, it is only possible to select Clean.




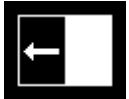





















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Wipe Pattern List

Standard Wipes

1		2		3		4	
5		6		7		8	
9		10		11		12	
13		14		15		16	
17		18		19		20	
21		22		23		24	

Enhanced Wipes

26		27		29		49	
300		301		302		303	
304							



Rotary Wipes

100		101		102		103	
104		105		106		107	
150		151		156		158	
160		162		516		518	
604		606		624		661	



Mosaic Wipes

200		201		202		203	
206		207		208		209	
210		211		212		213	
220		221		222		223	
224		225		226		227	
228		229		230		231	
232		233		234		235	



236		237		238		239	
240		241		242		243	
244		245		246		247	
250		251		252		253	
254		255		256		257	
260		261		262		263	
264		265		266		267	
268		269					

Random/Diamond Dust Wipes









270		271		272		273	
274							




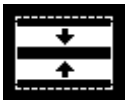

DME Wipe Pattern List

DME Wipe Patterns Available in One-Channel Mode









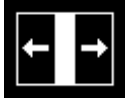


Slide

1001		1002		1003		1004	
1005		1006		1007		1008	









Split

1011		1012		1013	
------	---	------	---	------	---

Squeeze














1021		1022		1023		1024		
1025		1026		1027		1028		
1029		1030		1031				

Door











1041		1042		1043		1044	
1045		1046		1047		1048	



2D trans

1051		1052		1053		1054	
1055		1056		1057		1058	
1061		1062		1063		1064	
1068							

3D trans

1071		1072		1074		1076	
1077		1088		1091		1092	
1093		1094					

Flip tumble

1101		1102		1103		1104	
1109		1110		1121		1122	
1124		1131		1132		1133	
1135							























Frame in-out

1201		1202		1203		1204	
1205		1206		1207		1208	
1221		1222		1223		1224	























Picture-in-picture







Page turn

1301		1302		1303		1304	
1305		1306		1307		1308	
1309		1310		1311		1312	
1313		1315		1316		1317	
1318		1341		1342		1343	
1344		1345					

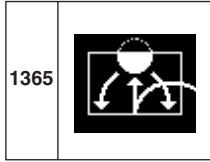
Page roll

1321		1322		1323		1324	
1325		1326		1327		1328	
1329		1330		1331		1332	
1333		1335		1336		1337	
1338		1346		1347		1348	
1349		1350					

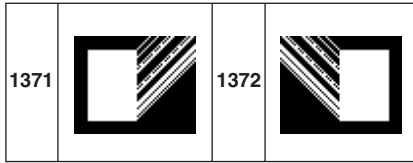
Mirror

1355		1356		1357		1358	
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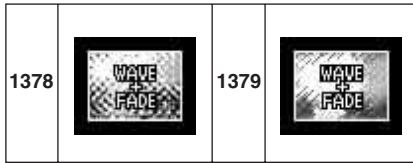
Sphere



Character trail



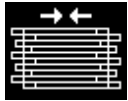
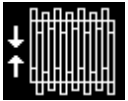




Wave







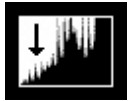
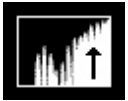
Ripple




Split slide

1384		1385		1386		1387	
1388		1389					


Sparkle

1391		1393		1394		1396	
1398		1399					

Mosaic

1701	
------	---

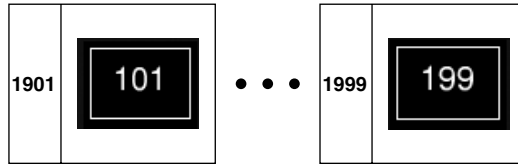
Defocus

1702	
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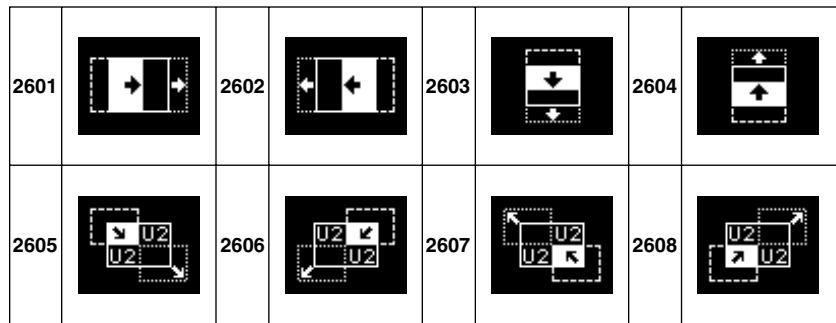
User programmable DME

The illustrations for patterns 1901 to 1999 show an effect register number or register name.

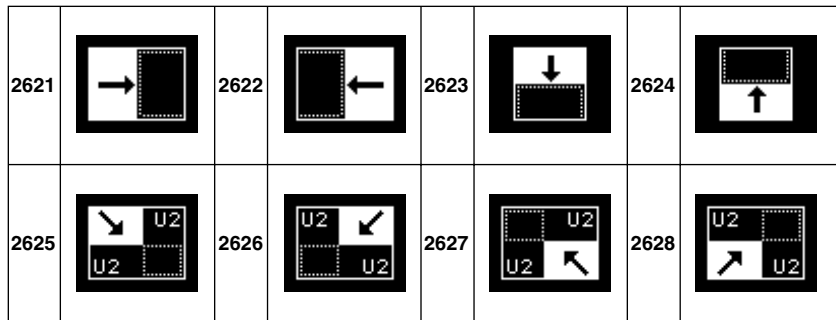


DME Wipe Patterns Available in Two-Channel Mode

Slide



Squeeze



3D trans



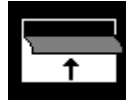
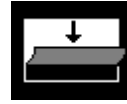


















2631		2632		2633		2634	
2642		2644					

Picture-in-picture























2651		2652	
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Page turn

2701		2702		2703		2704	
2705		2706		2707		2708	
2709		2710		2711		2712	
2713		2715		2716		2717	
2718		2741		2742		2743	
2744		2745					


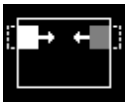
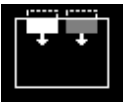





Page roll

2721		2722		2723		2724	
2725		2726		2727		2728	
2729		2730		2731		2732	
2733		2735		2736		2737	
2738		2746		2747		2748	
2749		2750					

Brick



2801		2802		2803		2804	
2811		2812		2813		2814	

Frame in-out

2851		2852		2853		2854	
2861		2862		2863		2864	

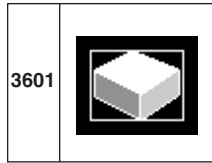
User programmable DME

The illustrations for patterns 2901 to 2999 show an effect register number or register name.

2901		...	2999	
------	---	-----	------	---

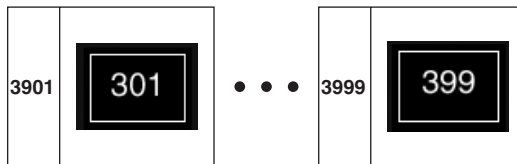
DME Wipe Patterns Available in Three-Channel Mode

Brick



User programmable DME

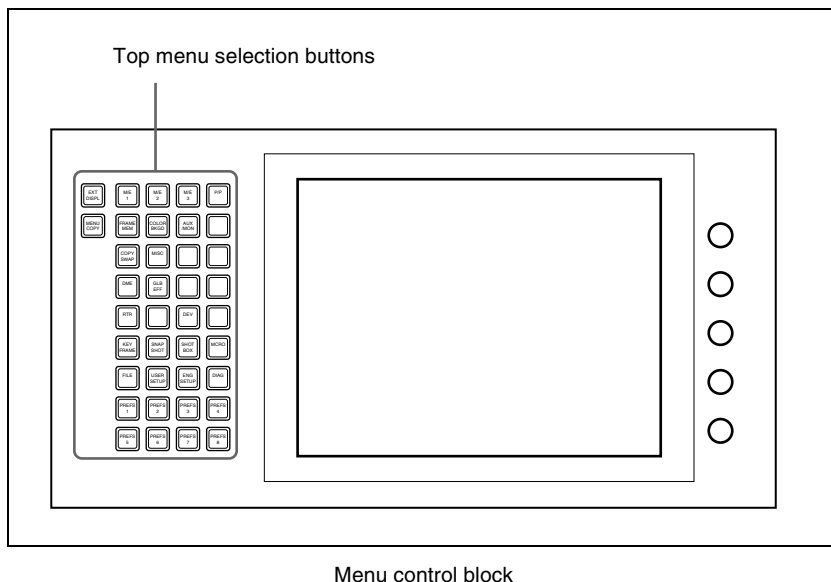
The illustrations for patterns 3901 to 3999 show an effect register number or register name.



Menu Tree

Recalling Menus

This section details the menu structure, and shows the top menu selection buttons in the menu control block which are used to access the menus.



Some menus can also be accessed by pressing other buttons twice in rapid succession.

For more details, see “Menu Organization” (page 68).

Note

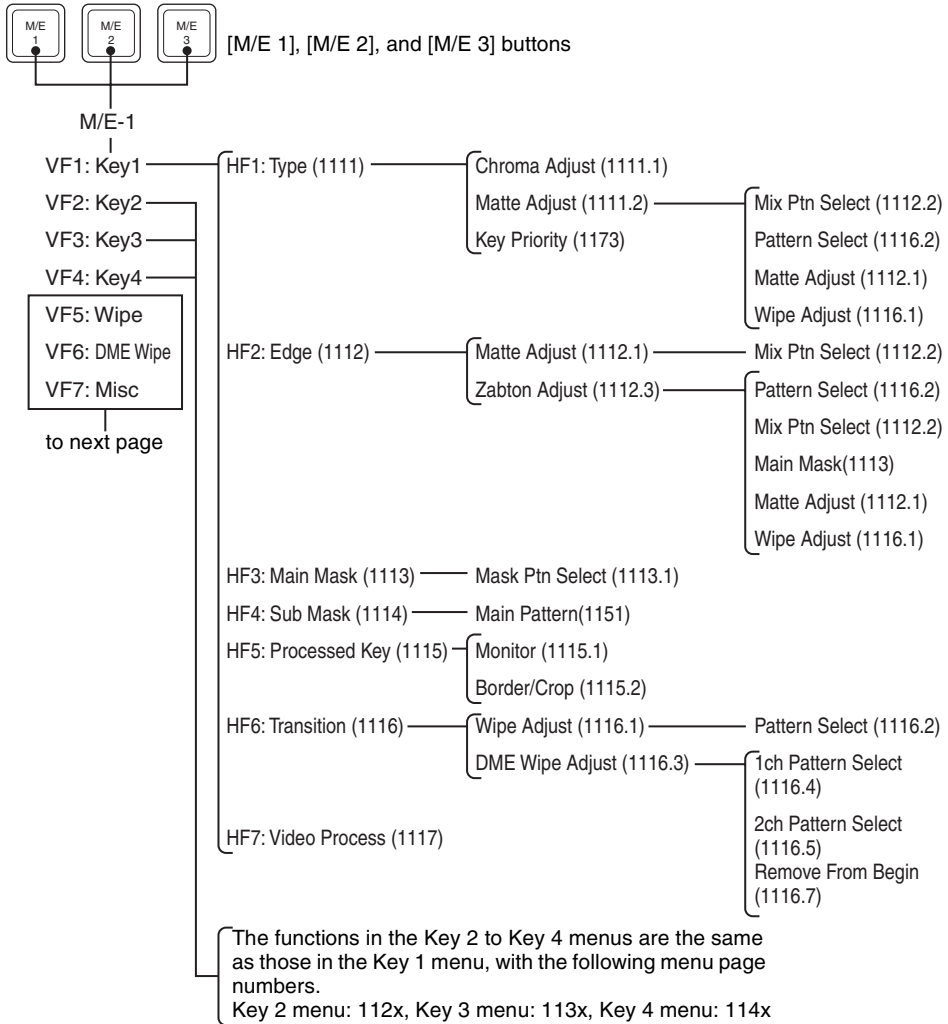
Some menus may not appear, depending on the model.

M/E-1 to M/E-3 Menus

The functions in the M/E-1, M/E-2, and M/E-3 menus are the same, but the menu page numbers are distinguished as follows.

M/E-1 menus: 11xx, M/E-2 menus: 12xx, M/E-3 menus: 13xx

In this section, the numbers for the M/E-1 menus are given as examples.





[M/E 1], [M/E 2], and [M/E 3] buttons

M/E-1

- VF1: Key1
- VF2: Key2
- VF3: Key3
- VF4: Key4

to previous page

VF5: Wipe

HF1: Main Pattern (1151)

HF2: Pattern Mix (1152)

HF3: Sub Pattern (1153)

HF4: Edge/Direction (1154) — Matte Adjust (1154.1) ———— Mix Pattern Select (1154.2)

HF5: Main Modify (1155) — Multi Adjust (1155.1)

HF6: Sub Modify (1156) — Multi Adjust (1156.1)

HF7: Wipe Snapshot (1157)

VF6: DME Wipe

HF1: 1ch (1161)

HF2: 2ch (1162)

HF3: 3ch (1163)

HF4: Edge/Direction (1164)

HF5: Modify (1165) ———— Remove From Begin (1165.1)

HF7: DME Wipe Snapshot (1167)

VF7: Misc

HF1: Transition (1171)

HF2: Video Process (1172)

HF3: Key Priority (1173)

HF4: Next Key Priority (1174)

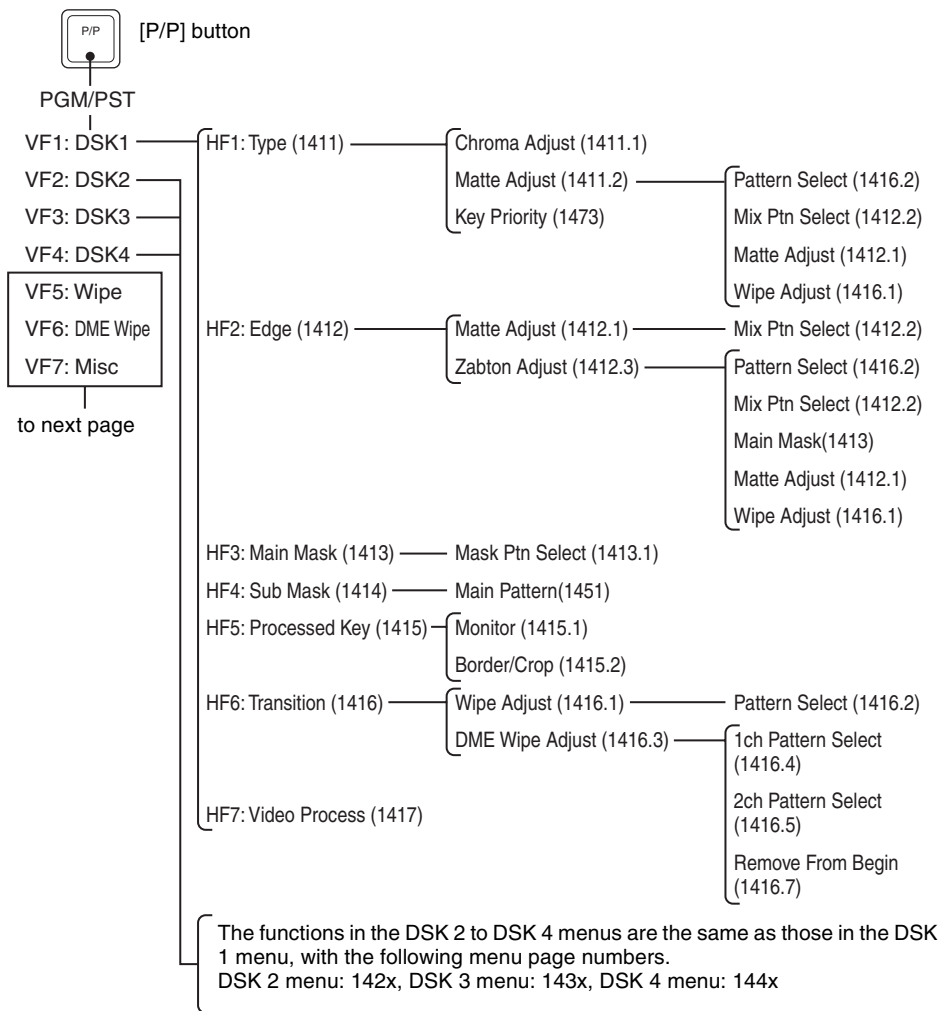
HF5: Key Assign (1175)

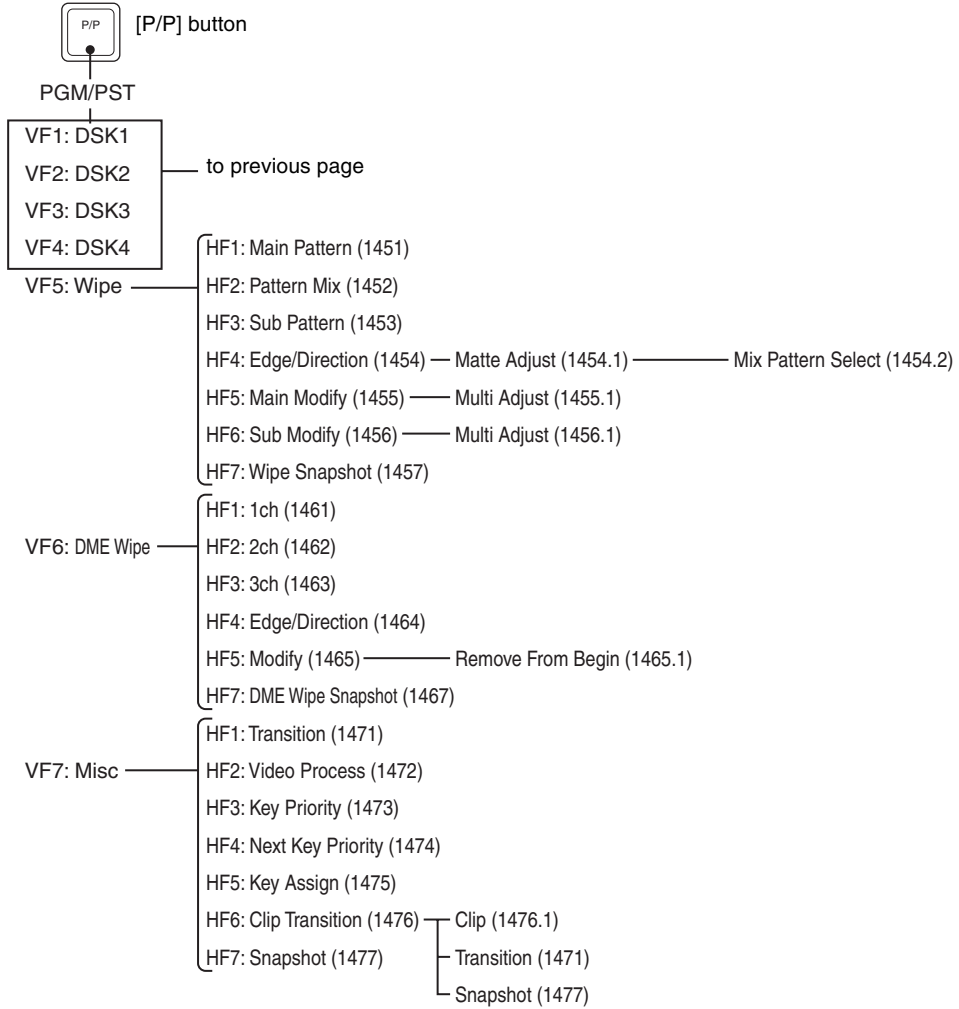
HF6: Clip Transition (1176) — Clip (1176.1)

HF7: Snapshot (1177) — Transition (1171)

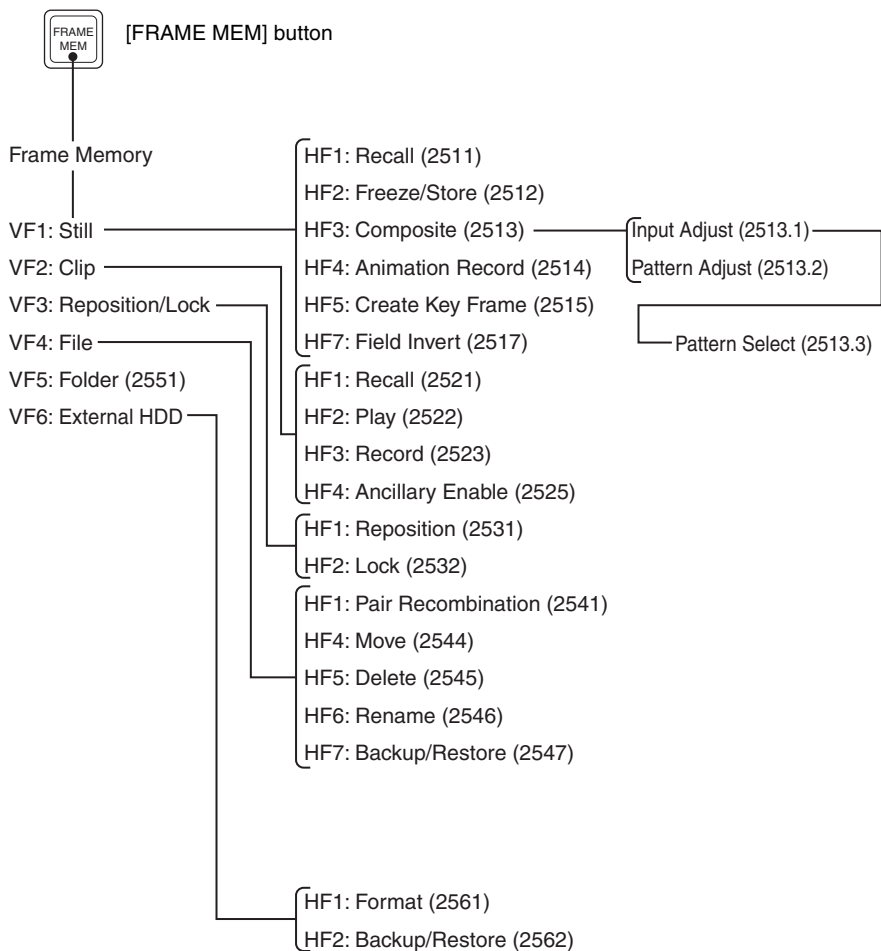
Snapshot (1177)

PGM/PST Menu

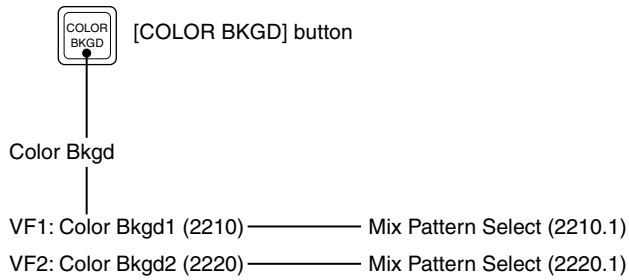




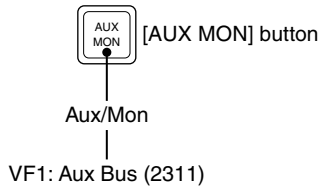
Frame Memory Menu



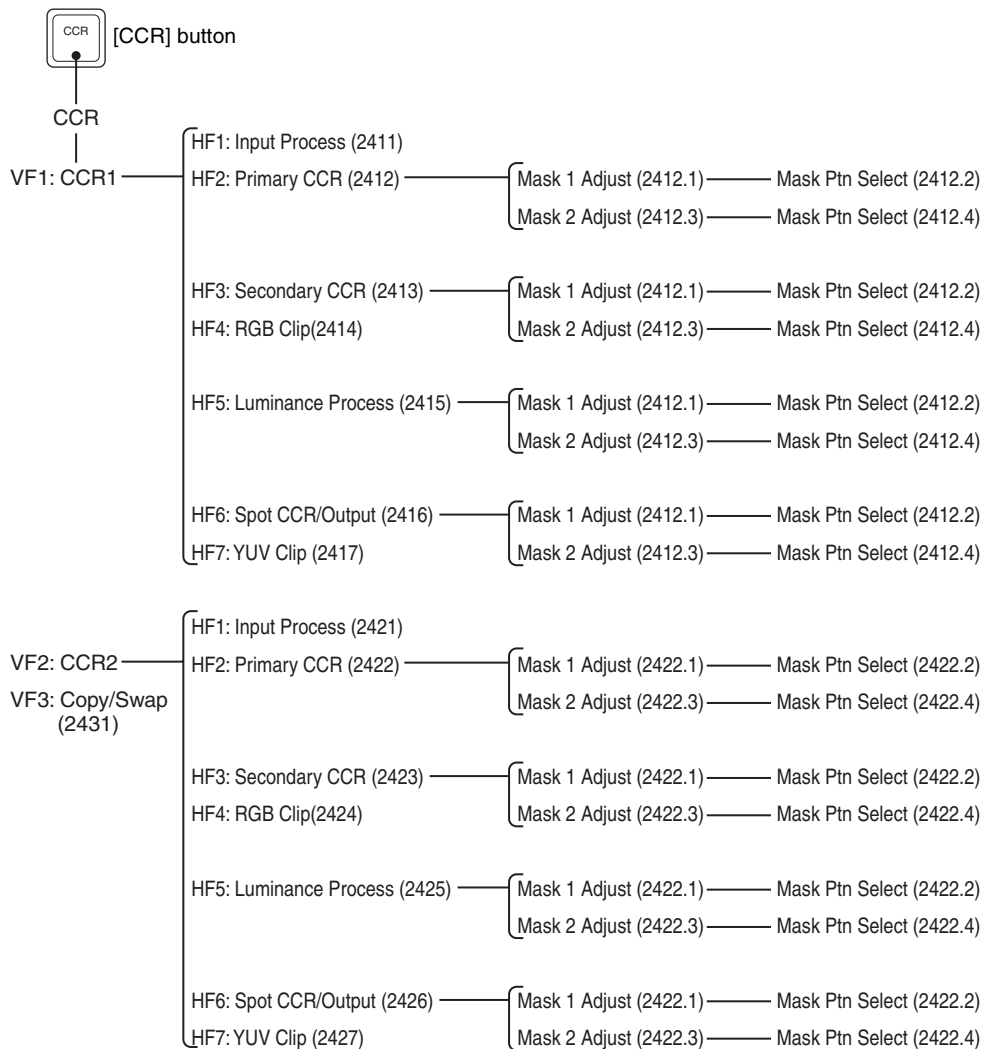
Color Bkgd Menu



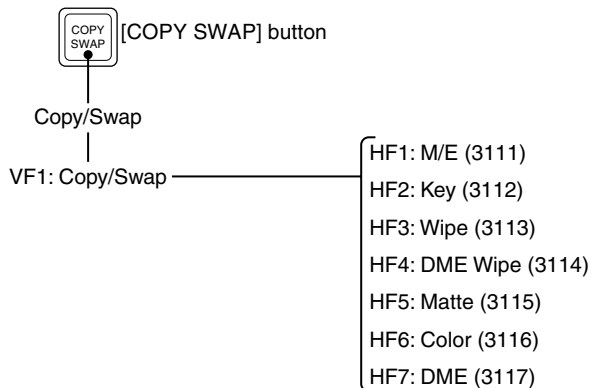
AUX/MON Menu



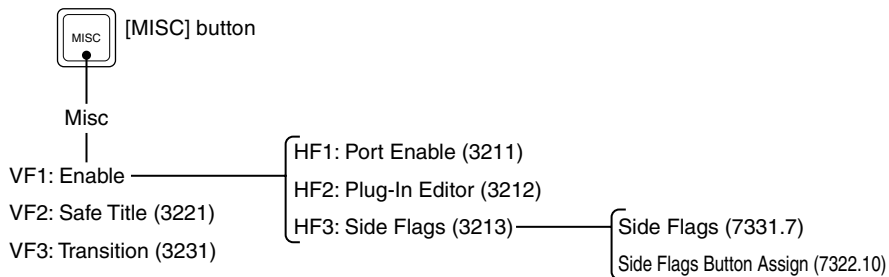
CCR Menu



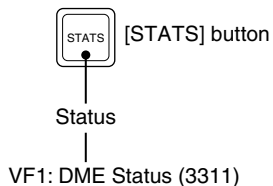
Copy/Swap Menu



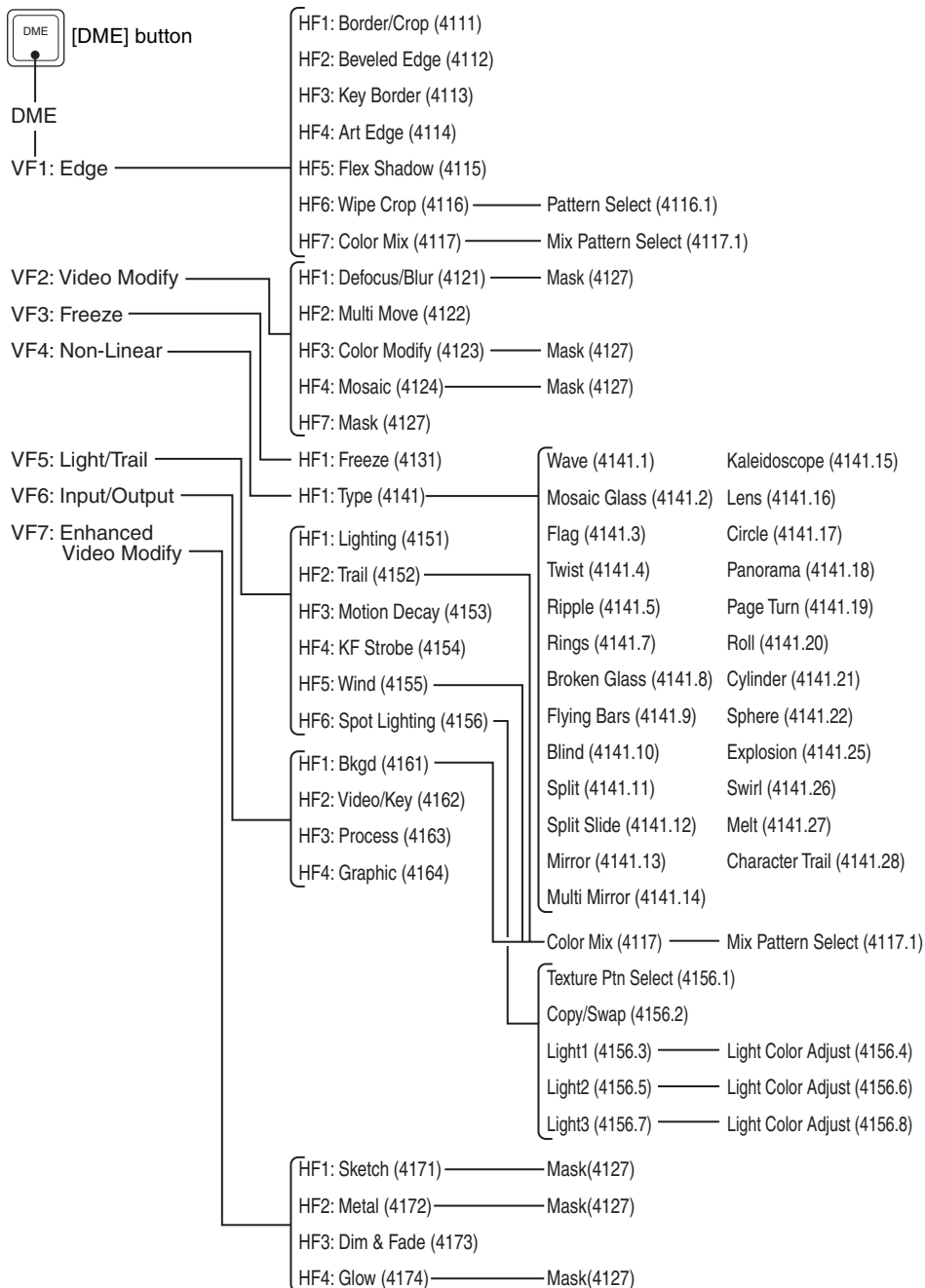
Misc Menu



Status Menu

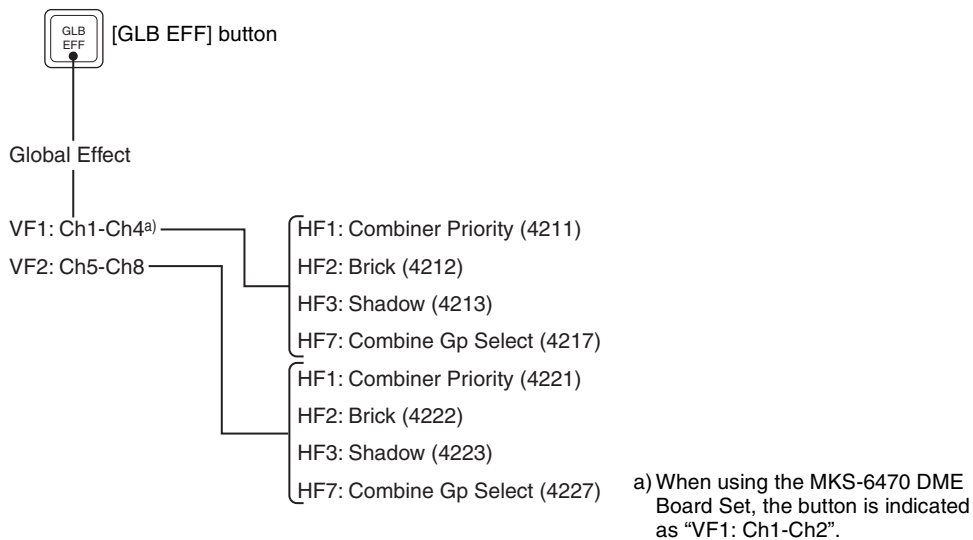


DME Menu

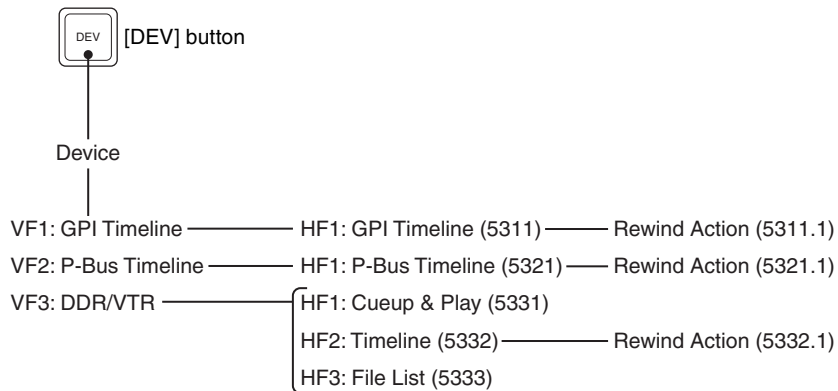


Appendix (Volume 1)

Global Effect Menu



Device Menu

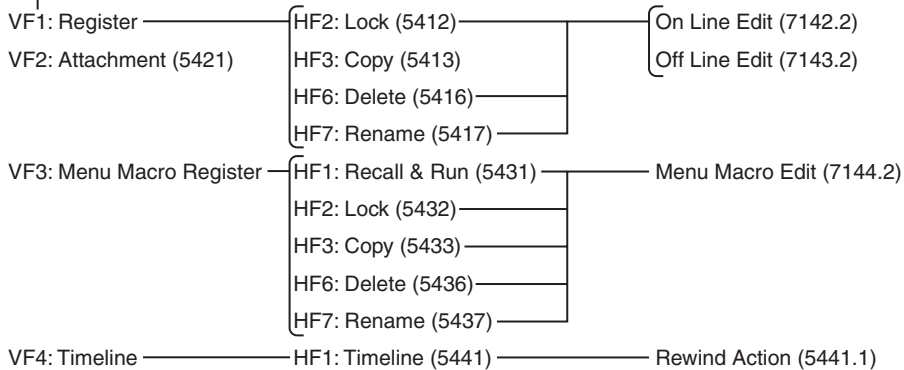


Macro Menu



[MCRO] button

Macro



Key Frame Menu



[KEY FRAME] button

Key Frame

HF1: Time Line (6111)

HF3: Path (6113)

HF4: DME User PGM (6114)

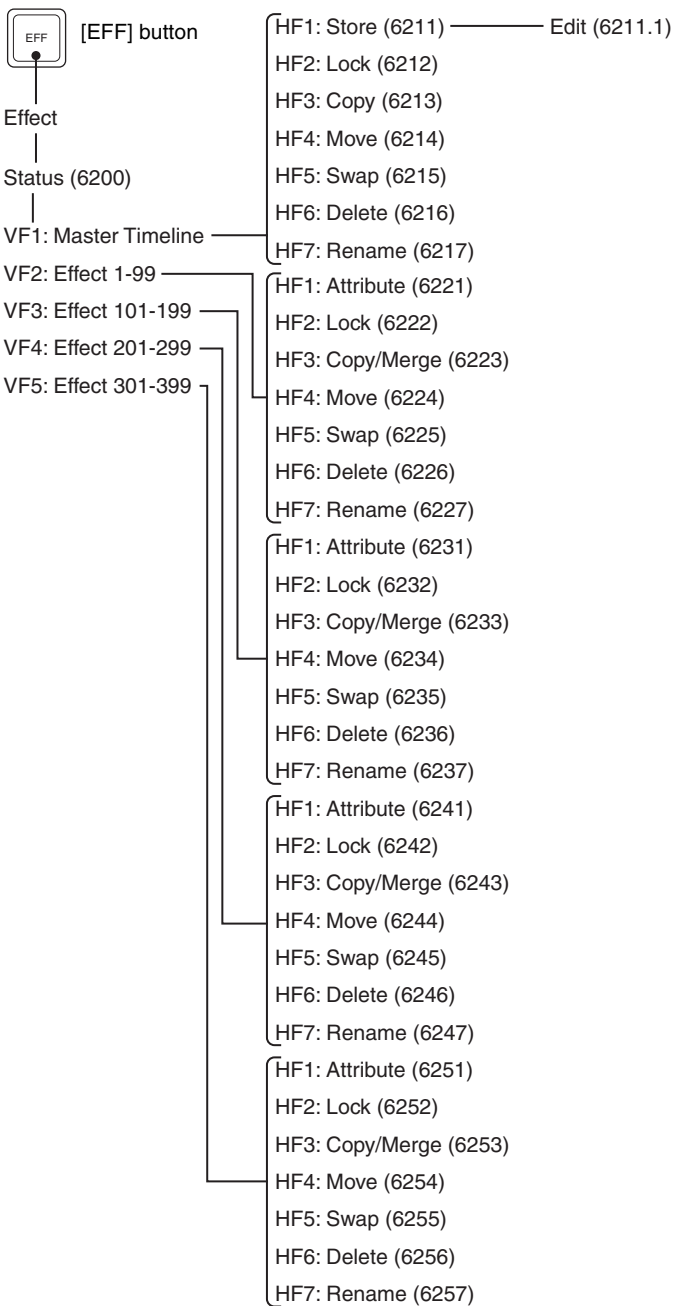
HF5: Timeline Assign (6115)

HF7: Region Select (6117)

- M/E-1 (6113.1)
- M/E-2 (6113.2)
- M/E-3 (6113.3)
- P/P (6113.4)
- User1 (6113.5)
- User2 (6113.6)
- User3 (6113.7)
- User4 (6113.8)
- User5 (6113.9)
- User6 (6113.10)
- User7 (6113.11)
- User8 (6113.12)
- DME 3D Trans Local (6113.13)
- DME 3D Trans Global (6113.14)
- DME Effect (6113.15)
- DME Global Effect (6113.16)

10 Key Region Assign (7321.7)

Effect Menu



Snapshot Menu



[SNAPSHOT] button

Snapshot

Status (6300)

VF1: Master Snapshot

VF2: Snapshot

VF3: Wipe Snapshot

VF4: DME Snapshot

VF5: Key Snapshot

HF1: Store (6311) ————— Edit (6311.1)

HF2: Lock (6312)

HF3: Copy (6313)

HF4: Move (6314)

HF5: Swap (6315)

HF6: Delete (6316)

HF7: Rename (6317)

HF1: Attribute (6321) ————— Xpt Hold (6321.1)

HF2: Lock (6322)

HF3: Copy (6323)

HF4: Move (6324)

HF5: Swap (6325)

HF6: Delete (6326)

HF7: Rename (6327)

HF2: Lock (6332)

HF3: Copy (6333)

HF4: Move (6334)

HF5: Swap (6335)

HF6: Delete (6336)

HF7: Rename (6337)

HF2: Lock (6342)

HF3: Copy (6343)

HF4: Move (6344)

HF5: Swap (6345)

HF6: Delete (6346)

HF7: Rename (6347)

HF1: Attribute (6351)

HF2: Lock (6352)

HF3: Copy (6353)

HF4: Move (6354)

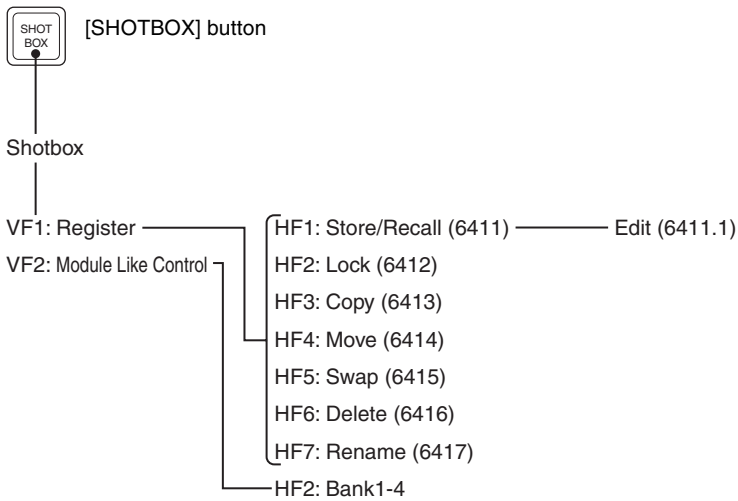
HF5: Swap (6355)

HF6: Delete (6356)

HF7: Rename (6357)

Clip Event (6321.2)

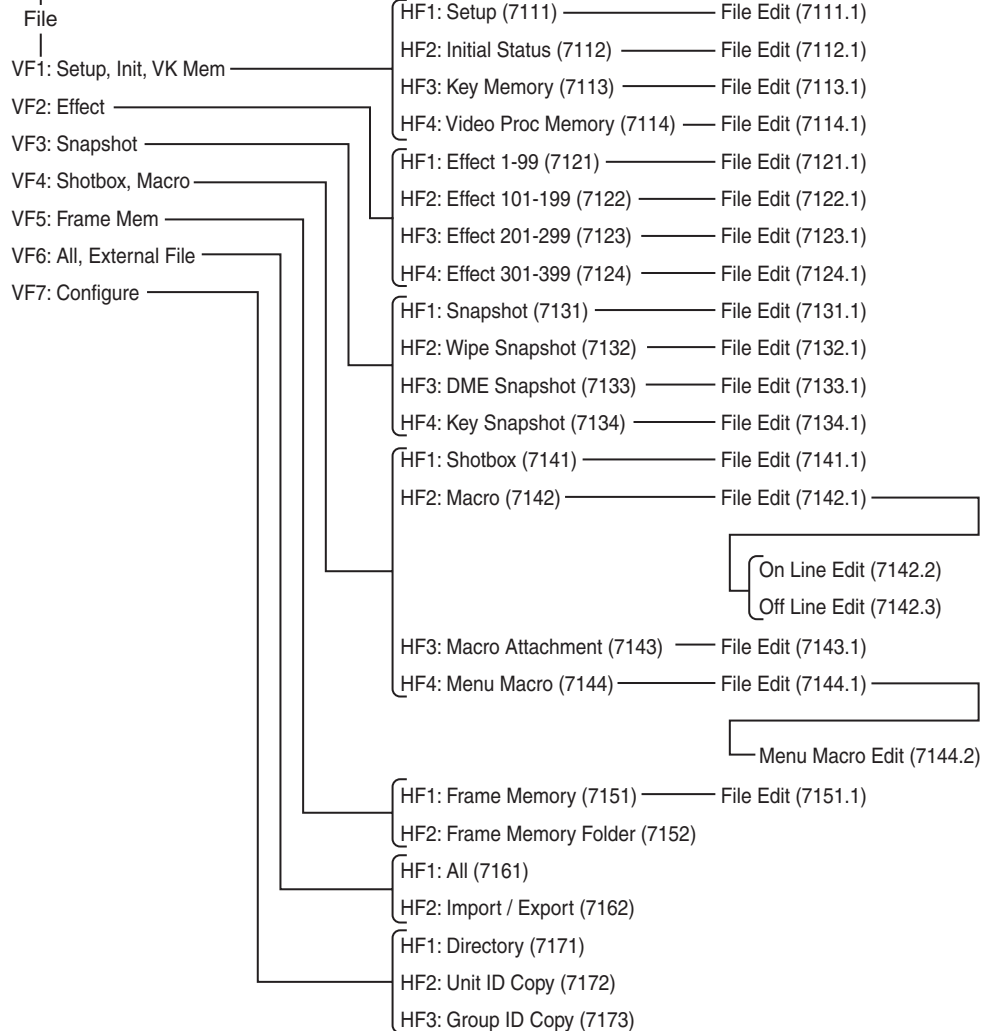
Shotbox Menu



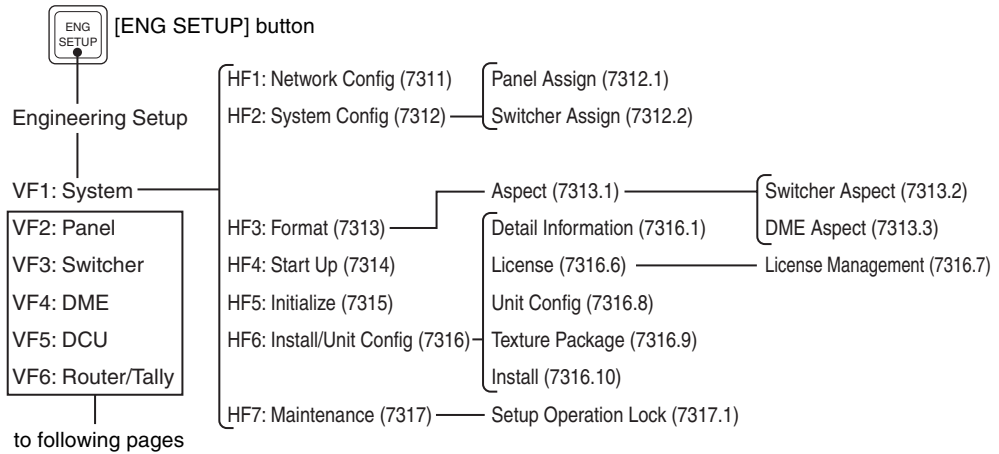
File Menu

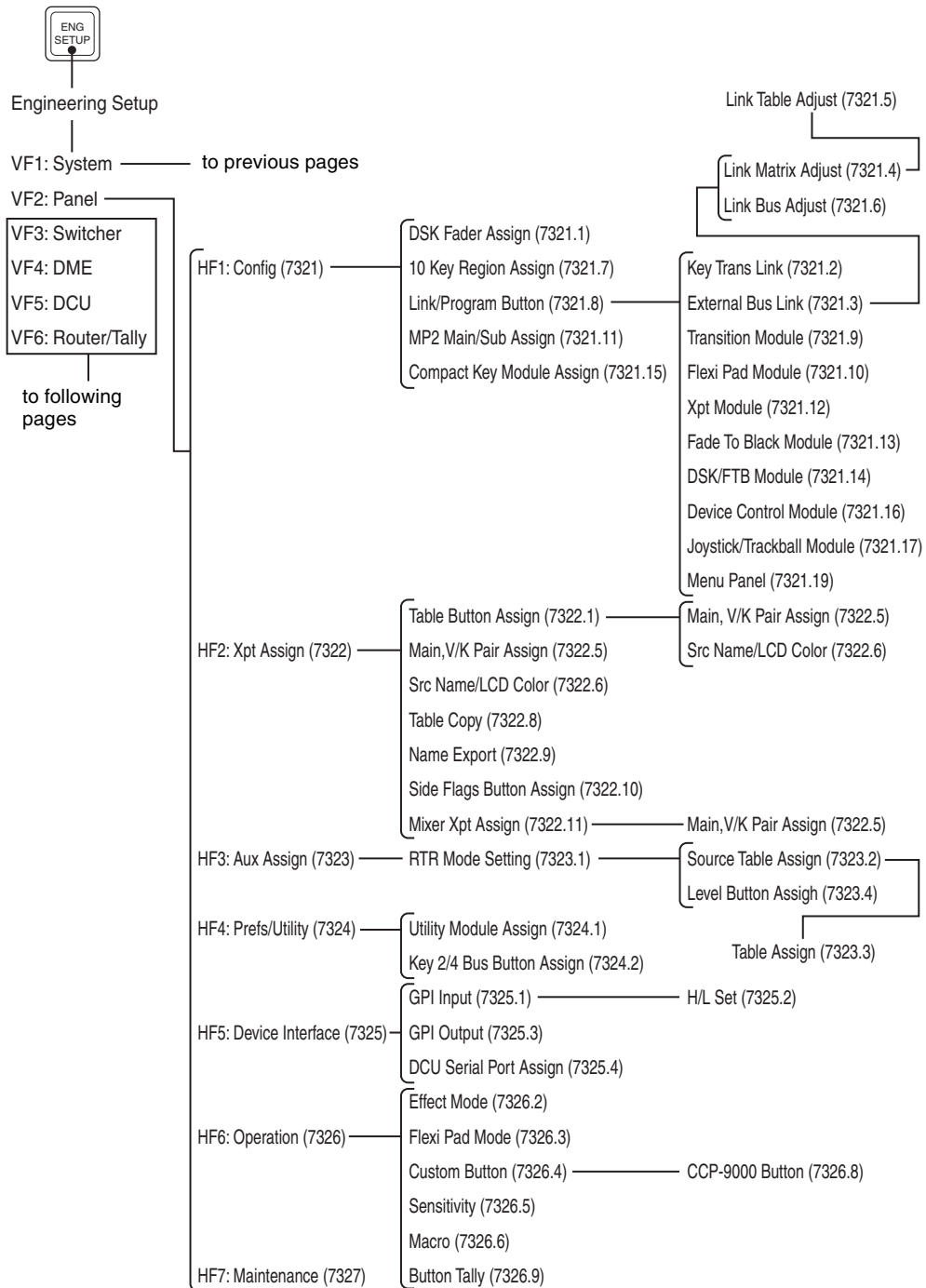


[FILE] button



Engineering Setup Menu







[ENG SETUP] button

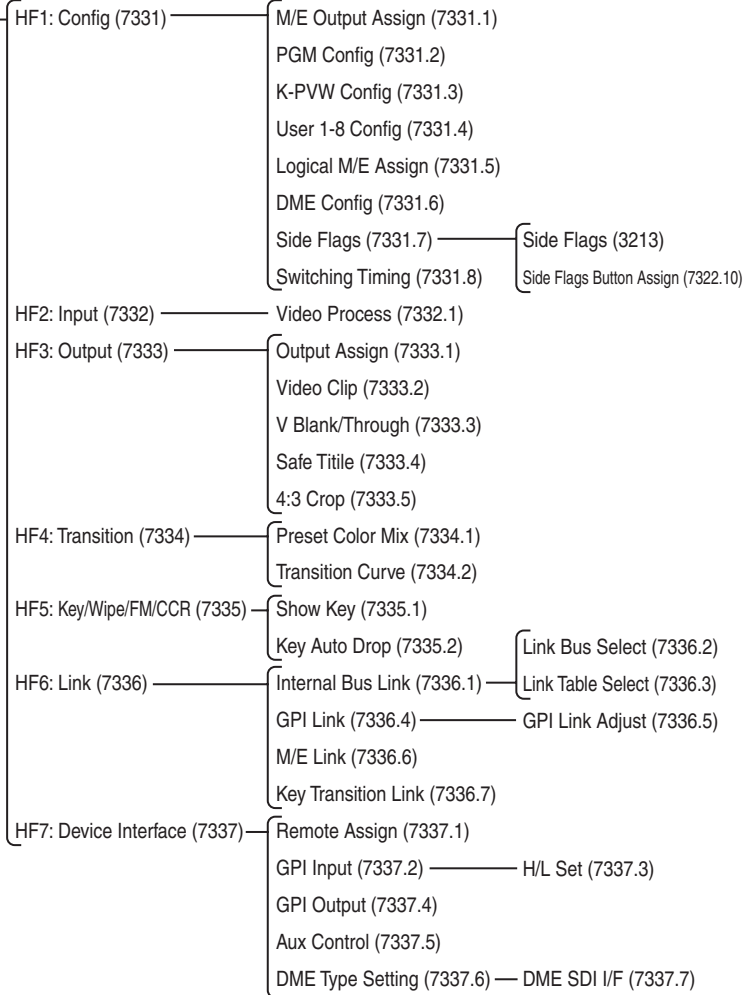
Engineering Setup

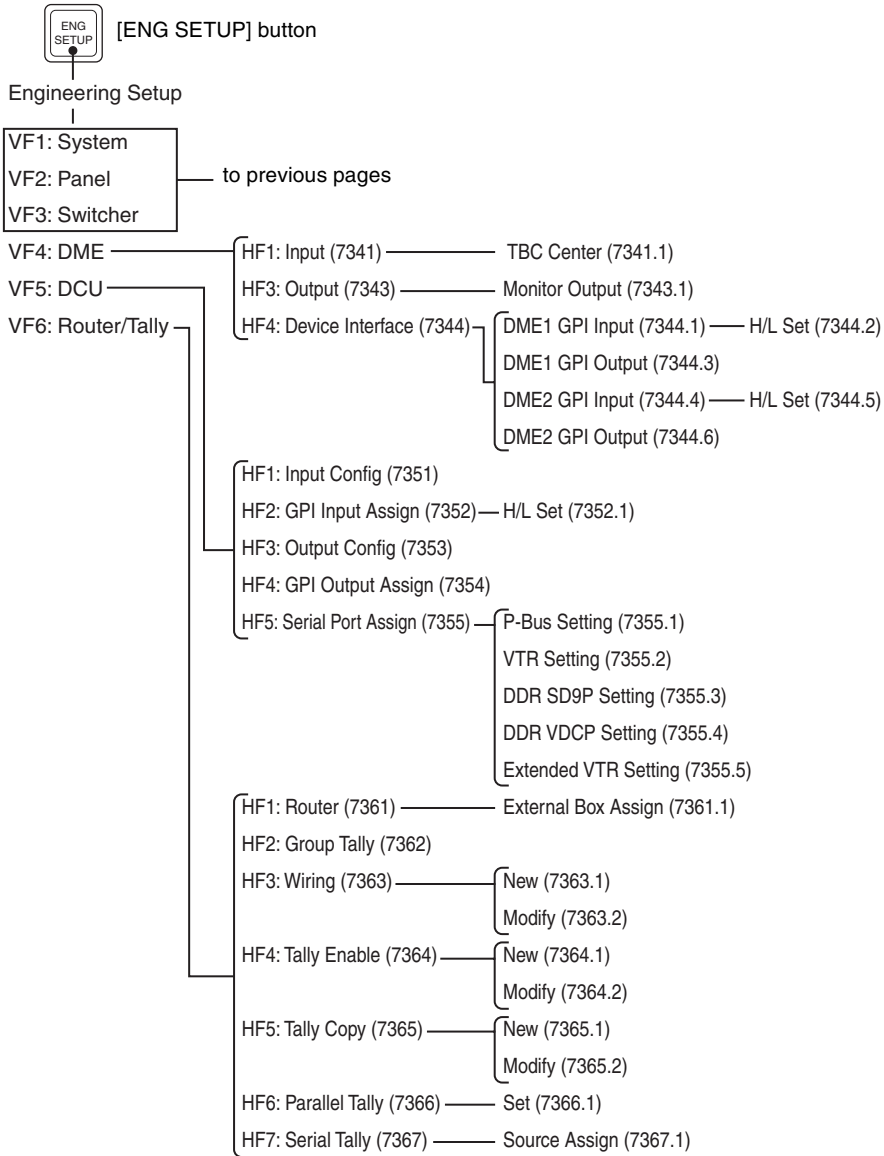
VF1: System
VF2: Panel

to previous pages

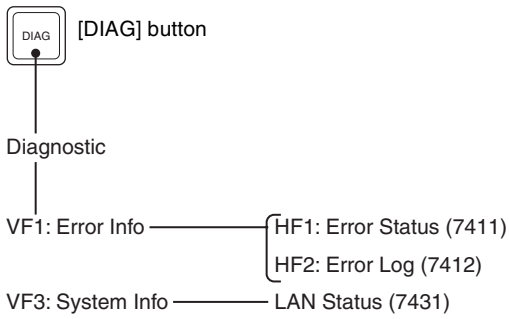
VF3: Switcher
VF4: DME
VF5: DCU
VF6: Router/Tally

to next page





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