Section 7 – Software Control Panel Suite

The Software Control Panel Suite ("Graphical User Interface") consists of seven routing switcher and machine control applications plus a configuration application. Only one of the applications can be activated at a time.

> Note 1: Activation of the Software Control Panel Suite requires a license floppy disk provided by Thomson. For more information, please refer to the Field Engineering Bulletin supplied with the Jupiter software.

> Note 2: Some of the panels may not be available, depending on which packages have been purchased. For more information, see page 1–31.

> Note 3: Systems that include one or more of the original BCS 3000 controller boards[†] may not be able to operate GUI machine control panels properly.

The software operates on a PC using the Jupiter Network Suite (JNS) software, which provides the interface to the Jupiter Control system through the Jupiter LAN. The Software Control Panels are designed for mouse or touchscreen operation.[§] The panels can be run on the Jupiter file server, on one or more separate PCs on the Jupiter LAN, or on both.

The control panels obtain configuration set information from the Jupiter control system file server, allowing the user to maintain a central configuration control point even with multiple control panel PCs operating on the LAN. The software provides a means for licensing and operation of multiple copies of the control panel software on a single Jupiter system.

Software Installation

Software installation is described in the Field Engineering Bulletin supplied with the software.

Jupiter Table Entries

If the software panels are to be used for *switcher control only*, no Jupiter table entries are required. However, the panels will require the use of existing CP Level, Input, and Output sets.

> Note 4: These sets are ***not*** assigned to the suite using the MPK Devices table directly. Instead, they are assigned using the special "*Panel Configuration"* procedure found later in this section (page 7–7).

If the panels are to be used for *machine control*, a Configuration Set must be selected for editing and entries describing the PC and the machine control panels must be made to the following tables:

[†] CE 3000, SC 3000, PL 3000, and VG 3000. These boards are no longer supported as of software release 7.1.0.
[§] For touchscreen operation, the PC and monitor must be supplied by Thomson.

- Network Description table
- Serial Protocol table
- MPK Devices table
- Machine Control Devices table

These entries are described on the following pages. Guidelines for using the table editor are found on page 5–3.

For information about management of Configuration Sets, including compiling and activating sets, see page 5–8.

NETWORK DESCRIPTION TABLE

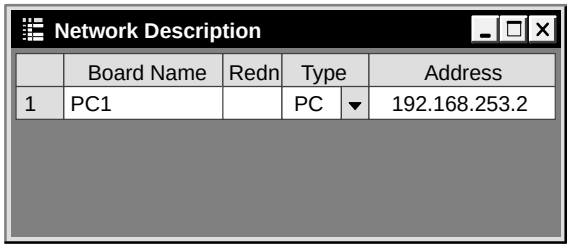


Figure 7–1.

Board Name — Create a name for the PC that will display the Software Control Panels.

For Jupiter naming rules, see page 5–7.

Type — Select board type “PC.”

Address — Enter the IP address of the PC (e.g., “192.168.253.2”).

To find out the IP address, go to Start > Programs > Jupiter Network Suite > JNS Configuration.

In some cases, there may be two network cards installed—one for Jupiter and another for a facility LAN. If you are not sure which address is correct for the Jupiter card, try looking at Network Neighborhood > Properties (right click for Properties), then Protocols > TCP/IP Protocol > Properties > Adapter; usually the Jupiter card will be a 3Com. Click on 3Com to see the IP address of the card.

SERIAL PROTOCOL TABLE

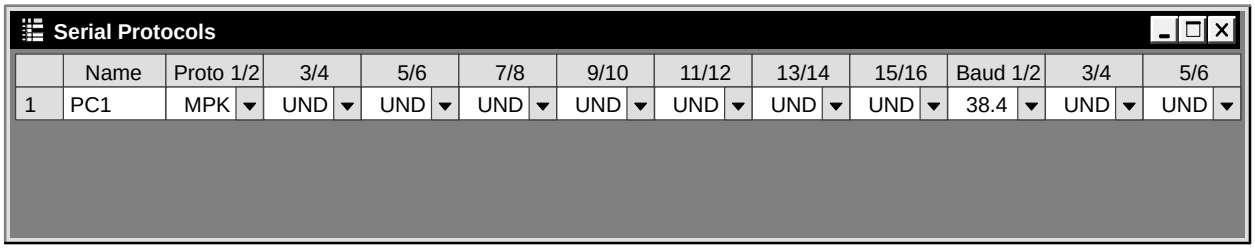


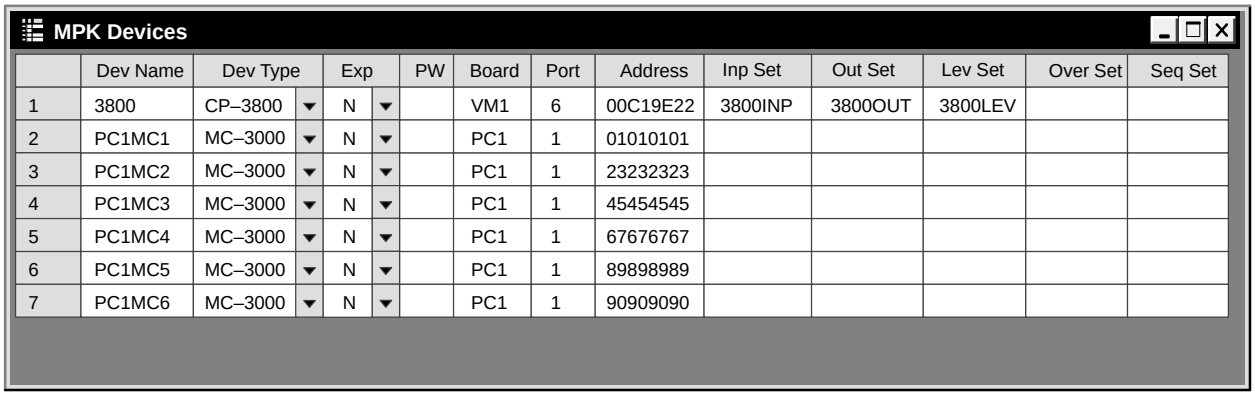
Figure 7–2.

Name — Enter the name of t7he PC displaying the Software Control Panels. This must be the same as that entered on the Network Description table (Figure 7–1).

Proto 1/2 — Select “MPK” for ports 1/2. Leave the other ports undefined.

Baud 1/2 — Select “38.4” for ports 1/2. Leave the other ports undefined.

MPK DEVICES TABLE



	Dev Name	Dev Type	Exp	PW	Board	Port	Address	Inp Set	Out Set	Lev Set	Over Set	Seq Set
1	3800	CP–3800	N		VM1	6	00C19E22	3800INP	3800OUT	3800LEV		
2	PC1MC1	MC–3000	N		PC1	1	01010101					
3	PC1MC2	MC–3000	N		PC1	1	23232323					
4	PC1MC3	MC–3000	N		PC1	1	45454545					
5	PC1MC4	MC–3000	N		PC1	1	67676767					
6	PC1MC5	MC–3000	N		PC1	1	89898989					
7	PC1MC6	MC–3000	N		PC1	1	90909090					

Figure 7–3.

Dev Name There must be an entry for at least one CP 3xx or CP 3xxx control panel that has Input, Output, and Level Sets assigned. (A CP 3800 panel is shown in this example.)

You must also create a name for each of the six Slaved Machine Control panels.

Dev Type For the slaved machine control panels, select “MC–3000.”

Exp For the software machine control panels the entry is always “N.”

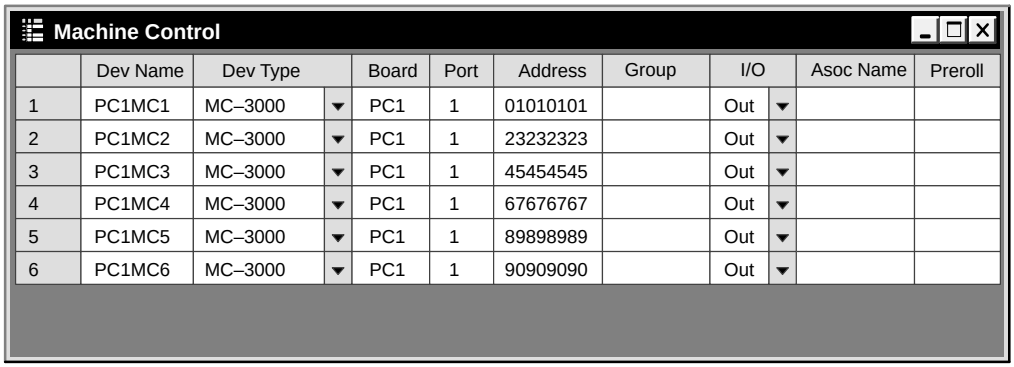
Board For the slaved machine control panels, enter the name of the PC that will display the software panels; this must agree with the PC’s Board Name entered on the Network Description table (page 7–2).

Port For the slaved machine control panels, there must be an entry in each of these fields to satisfy the compiler.

Address For the slaved machine control panels, there must be a **unique** entry in each of these fields to satisfy the compiler.

Inp Set **Out Set** **Lev Set** These fields are the source for the set names that appear on the Panel Configuration screen (page 7–7). For the six Slaved Machine Control panel entries, these fields must be blank.

MACHINE CONTROL TABLE



	Dev Name	Dev Type	Board	Port	Address	Group	I/O	Asoc Name	Preroll
1	PC1MC1	MC–3000	PC1	1	01010101		Out		
2	PC1MC2	MC–3000	PC1	1	23232323		Out		
3	PC1MC3	MC–3000	PC1	1	45454545		Out		
4	PC1MC4	MC–3000	PC1	1	67676767		Out		
5	PC1MC5	MC–3000	PC1	1	89898989		Out		
6	PC1MC6	MC–3000	PC1	1	90909090		Out		

Figure 7–4.

Dev Name — Enter the Device Name for each of the six Slaved Machine Control panels. These must agree with the names entered on the MPK devices table.

Dev Type — Select “MC–3000.”

Board — Enter the Name of the PC that will display these panels. This must agree with the PC’s Board Name entered on the Network Description table (page 7–1).

Port | Address — To satisfy the compiler, there must be a unique entry in these fields **and this entry must agree with the corresponding entry on the MPK table.** In this example, “PC1MC1” has the Address “01010101” on both tables.

I/O — Select “Out.”

For information about management of Configuration Sets, including compiling and activating sets, see page 5–8.

Main Screen

At the end of the installation process, the Software Panels program can be launched using the JNS Console, in the “JNS Applications” program group. (For more information about the JNS Console, see Section 4.)

> Note: If the application can’t find an active set, it will not start. Be sure you have selected a configuration set (as described on page 5–10), and then compiled and activated the set (page 5–13).

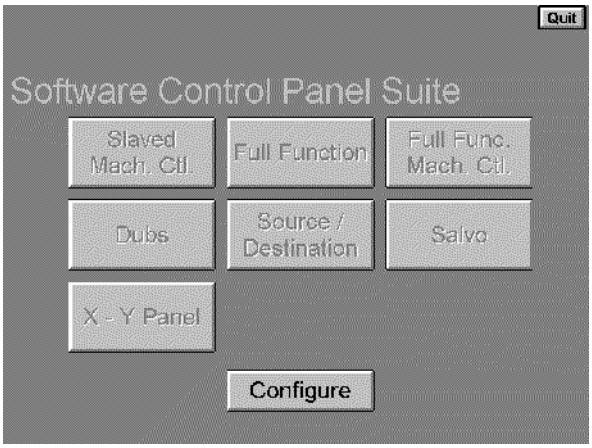


Figure 7–5.

The Main Screen provides the ability to access each of the installed GUI applications. The GUI buttons on the screen indicate that the application is configured and ready for use by changing the label text from shaded to black.

Panel Configuration

When the “Configure” button is selected, a password screen will appear. When the system is first configured, the screen will have a “New Password” box and a “Confirm Password” box.

— If a password is desired, enter up to eight alphanumeric characters (case sensitive) and re–enter to confirm. Then select “Apply.” The screen shown in Figure 7–6 will appear.

— If no password is desired, just select “Apply.” The screen shown in Figure 7–6 will appear.

The Panel Configuration screen displays the CP Input, Output and Level sets found on the active MPK table. The selected sets will be used for all software panels in the system.

After highlighting the desired sets, select “Back” to activate the sets and return to the Main Screen.

Although the Software Control Panels can use sets originally created§ for any CP 3xx or CP 3xxx control panel, the ideal sets would be those created for use with an existing CP 3800 panel. Since such sets can include 20 categories and eight–character mnemonics, they would allow you to take full advantage of the Software Control Panel’s capabilities.†

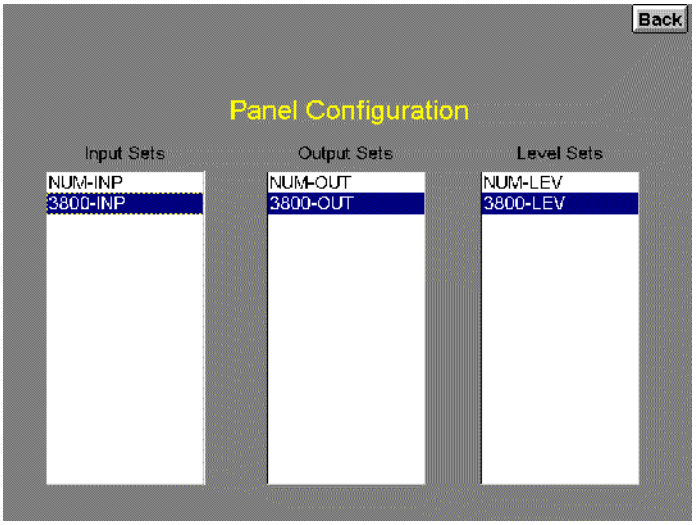


Figure 7–6. *Panel Configuration screen.*

Note: the CP Output set selected here must have a least one output assigned to one of the first 16 categories in the set, otherwise no output can be selected for control. For example, if a type 3800 output set is selected, it must have at least one output assigned to a category in the outlined group shown in Figure 7–7:

VTR	**CG**	**NET**	**SAT**	**A**
VCR	**CAM**	**REM**	**EMER**	**B**
FILM	**PTCH**	**STU**	**FS**	**C**
AUX	TEST	MISC	SS	D

Figure 7–7.

§ In this application, use of sets that were created for one panel type and later copied for use with another type should be avoided.

† If no such sets exist, you may want to create eight–character Input/Output/Level sets of type CP 3800 and assign them to an imaginary device of type CP–3800. For information about creating these sets, see CP Level sets (page 5–55), CP Input sets (page 5–58) and CP Output sets (page 5–76). Keep in mind that an imaginary device entered on the MPK table must have corresponding entries on the Serial Devices table!

Operation

Following configuration, any one of the following panels can be selected:

- Slaved Machine Control – provides the ability to send the same command to up to six machines at once.
- Full Function – the Full Function screen provides the user with full–matrix switcher control features including breakaway, presets, and setup memory.
- Full Function Machine Control – provides the user with full function control, including time code mark and search, of one machine at a time.
- Dubs – provides the ability to switch the same source to multiple destinations with a single Take.
- Source / Destination – the Source/Destination panel provides full–matrix routing switcher control using Category and Entry buttons.
- Salvo – the Salvo screen provides the ability to switch multiple source/destination combinations with a single Take.
- X–Y Panel – similar to Source / Destination panel but with one set of category and entry buttons for the source and another set for the destination.

Each of these panels is described in the following pages.

If you have a large system, it can take quite a while for the system to apply configuration data to a panel when you first start it. If you are running remotely, the delay will be somewhat longer because the panel must load configuration information from the file server. This delay can be made worse if you have a lot of applications running on the file server. The Jupiter Configuration Editor in particular requires a large amount of processor time. If you are running GUI panels either on the file server, or remotely, you should close the Jupiter Configuration Editor. In addition, you should close down any unnecessary applications on the file server.

After a panel is started, select the **Back** button to return to the Main screen.

To switch between windows, press ALT+TAB. To return to the software panel, click anywhere within the panel display.

On some computers, you can **display the Windows task bar** on the bottom of the screen by pressing the Windows logo key and TAB. (You can't minimize the Software Control Panel screen.)

Paths Full / Protected / Locked / Excluded Messages

These messages will be shown for approximately four seconds if a switch fails for one of these reasons. This applies to the Full Panel, X–Y Panel, Source Destination Panel and the Dubs Panel. "Paths Full" means that no Tie Lines are available; "Protected" means the output is protected by another panel; "Locked" means the output is locked by another panel; "Excluded" means the switch is prohibited by an entry in the Exclusion table. All GUI Panels that are on the same output as the GUI Panel that requested the switch will display these messages. For additional Protect/lock information see page 6–12.

SLAVED MACHINE CONTROL PANEL

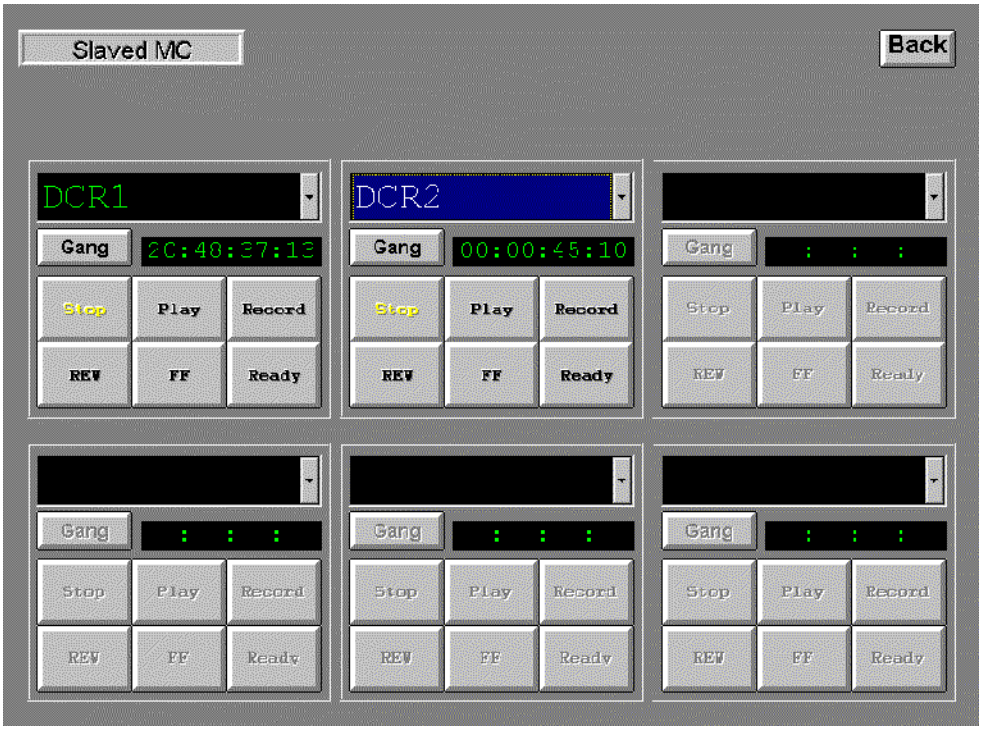


Figure 7–8.

The Slaved Machine Control panel provides the ability to control up to six machines from a single screen. The panel includes a Gang button for slaving machines together.

Machine Assignment

To link to a machine, select the “Machine” window; a drop down list will show the machines entered on the Machine Control table of the active configuration set (see page 5–141).

> Note: The GUI machine control panels are linked (assigned) directly to individual machines using the Machine drop–down window. It is not necessary to use the “Associated Name” linkage method used for hardware control panels such as the MC 3000 (that method, sometimes referred to as “control–follow–router,” is described on page 5–151).

Select the desired machine. If linkage is established, the appropriate motion control button will turn yellow; if time code is present it will be displayed as well.

If an attempt is made to take control of a machine that has a “default” (semi–permanent) link to a specific control panel, the link will not occur; instead, a message will indicate the name of the controlling device. For more information about default links, see page 5–156.

Machine Control Buttons

Gang	Allows a machine control command to be sent to more than one machine.
Stop	Stops machine regardless of mode
Play	Playback mode. May or may not override current mode, depending on machine.
Record	**Immediately begins recording**
REW or FF	Full speed shuttle (rewind or fast forward)
Ready	Toggles the machine in and out of scanner ready mode

Time code display

The time code display window will display hours, minutes, seconds and frames. In some modes the frames are not displayed.

FULL FUNCTION SWITCHER PANEL

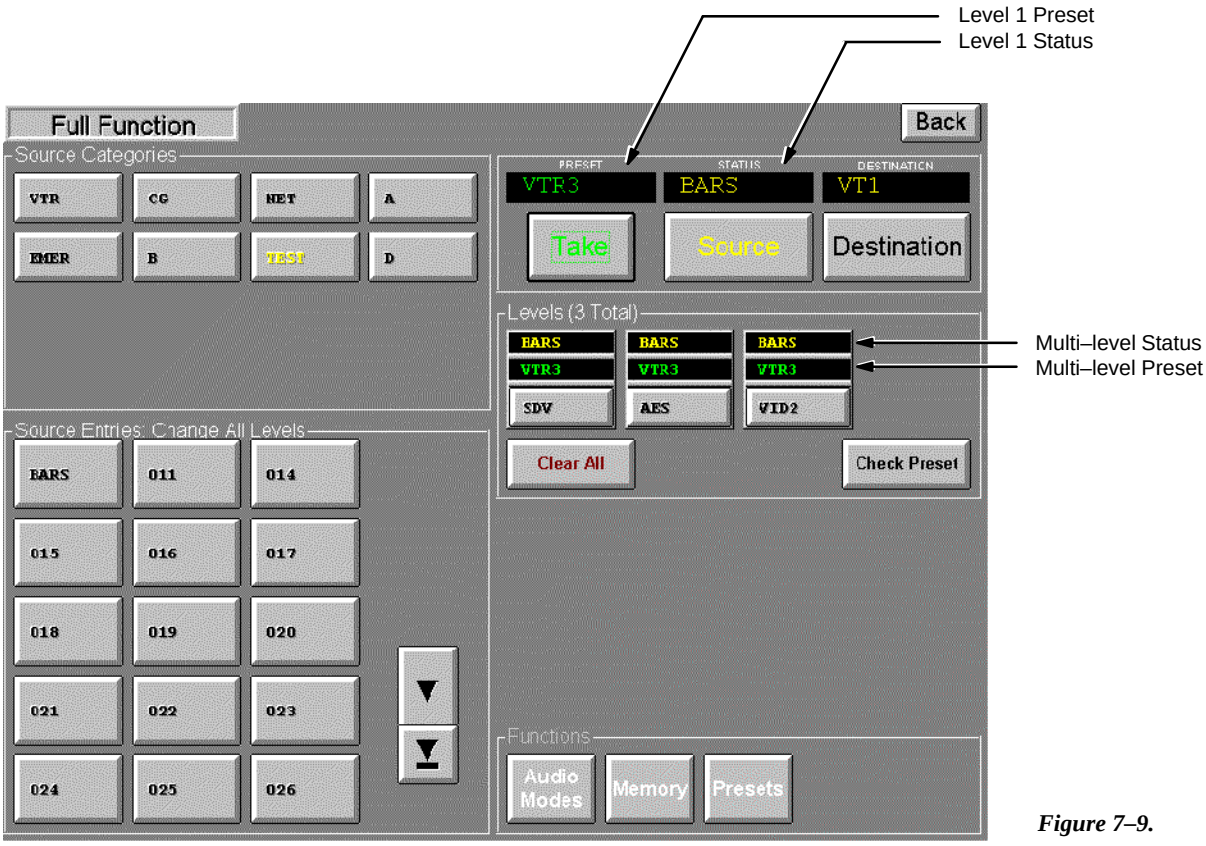


Figure 7–9.

This panel provides full matrix control with breakaway switching capability. Memories allow the user to Save/Recall up to four sets of 12 Direct Take inputs per output.

To Status a Destination

1. Select the Destination button.

   The Categories section will be rewritten to display the categories available to the operator, up to a maximum of 16. The Function buttons will change from white to gray to indicate they are inactive.

2. Select the desired Category button.

   The Entries section will be rewritten to display up to 15 destination buttons. Additional Destination buttons, if available are accessed by using the scroll buttons.

3. Select the desired Entry button.

   The destination entry will be entered into the Destination display and the level 1 status will be shown in the Status window. In addition, the status for each level will be shown in the “Levels” window with yellow lettering; the name of each level will be shown on the buttons. If more than four levels exist a scroll button will appear.

To Switch a Source

1. Select the Source button.

   The Categories section will be rewritten to display all source categories available to the operator. The Function buttons will change from gray to white to indicate they are active.

2. Select the desired Source Category button.

   The Source Entries section will be rewritten to display up to 15 source buttons. Additional Source buttons, if available, are accessed by using the scroll buttons.

3. Select the desired Source Entries button. The source entry (level 1) will be entered into the Preset display. In addition, the preset source for each level will appear in the “Levels” window with green lettering.

4. Select Take to execute the switch.

   The Status display will change to the new source indicating the switch was made. The Preset display will change to the previously selected source. Flip–flop switching between the old and new source is accomplished by pressing the Take button again.

Paths Full / Protected / Locked / Excluded messages – see page 7–8.

Breakaway Switching (“Select” Method)

When only one level is to be switched, the following method is suggested:

— If the destination needs to be changed, select it at this time.

— The “Source” button lettering should be yellow (active). If not, select it.

— The Preset windows should be blank. If not, click the Clear All button. Then:

1. **Select** the desired Level button. A dark line will appear around the button.

2. Choose the desired source Category and Entry.

   The name of the source will appear above the Level button just selected.

3. Click the Take button.

   The name of the source will move to the multi–level status window.

   Flip–flop switching between the old and new source is accomplished by pressing the Take button again.

Breakaway Switching ("Deselect" Method)

When more than one level is to be switched, the following method is suggested:

— If the destination needs to be changed, select it at this time.

— The "Source" button lettering should be yellow (active). If not, select it.

1. Choose the first source Category and Entry.

   The name of the source will appear above all the Level buttons.

2. **Deselect** the Level button(s) for the level(s) **not** receiving this source.

   This will erase the name of the source above the Level buttons just deselected.

3. Choose the the next source Category and Entry.

4. **Deselect** the Level button(s) for the level(s) **not** receiving this source.

5. Repeat until all sources are selected.

6. Click the Take button.

   The names of the new sources will move to the multi–level status window.

   Flip–flop switching between the old and new sources is accomplished by pressing the Take button again.

Audio Modes (Venus Special Stereo Switching)

The Full Function Switcher Panel has the capability of controlling Venus Audio Modes, which are Normal, Mix, and Reverse. These changes are made to individual levels prior to completing a switch by pressing the TAKE button.

Note: Audio switching mode can only be used if an appropriately configured Venus switcher is connected.

To perform a special stereo switch:

1. Select a source. The source mnemonic will appear in the Preset window.

2. Select the Audio Modes key. The button will turn red and the Levels subwindow will show the current audio mode status.

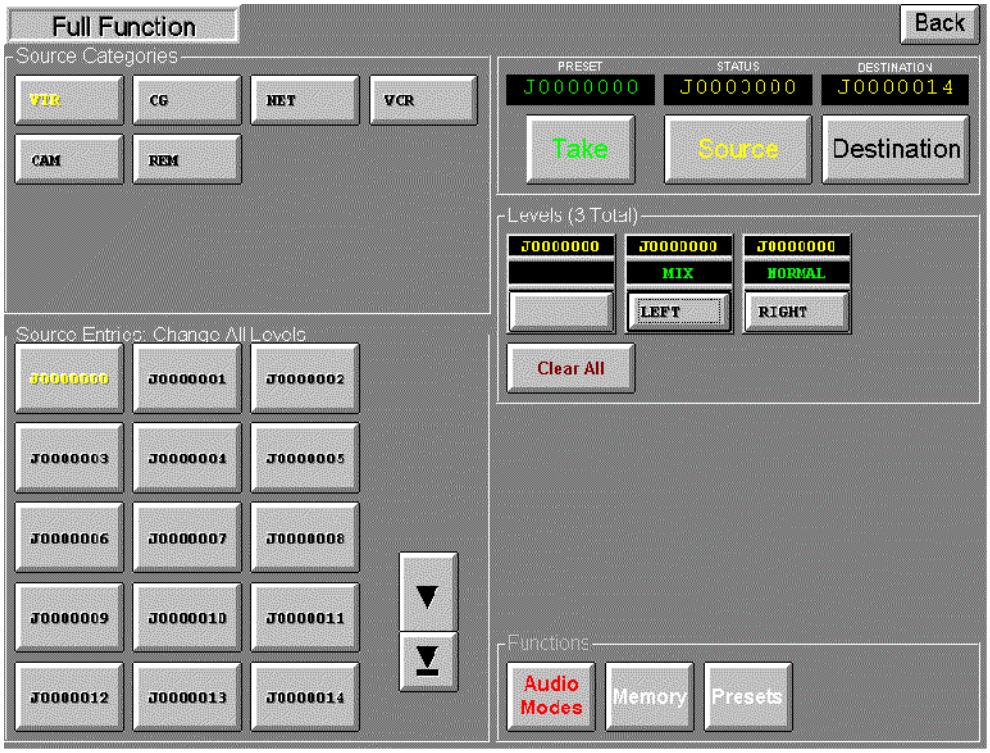


Figure 7–10.

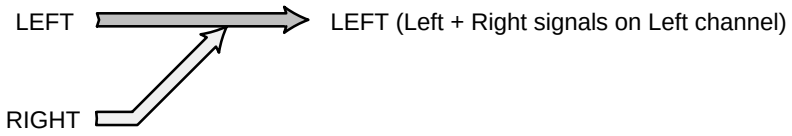
In Figure 7–10, the left audio channel is set to “Mix.”

3. Toggle the left channel to the desired mode by pressing the LEFT level key:

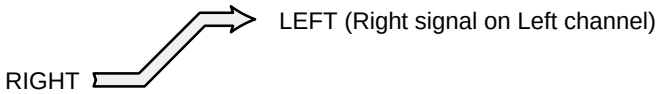
   - NORMAL–use left audio for this channel

     LEFT ⟹ LEFT (Left signal on Left channel)

   - MIX– Mix left and right on this channel



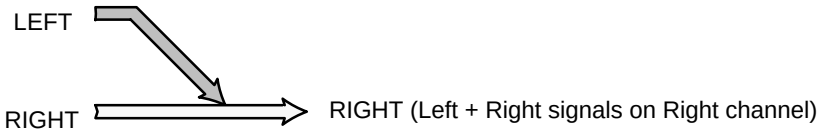
- REVERSE– Cross opposite channel signal over to this channel



4. Toggle the right channel to the desired mode:

   - NORMAL–use right audio for this channel

   - MIX– Mix left and right on this channel



   - REVERSE– Cross opposite channel signal over to this channel

5. Press TAKE.

   A letter “M” (mix) or “R” (reverse) will appear in the Levels Status display.

   To clear the special mode, perform another switch (with the Audio Modes button off).

Presets

Direct Take Preset Assignments

The Presets Function allows the user to save frequently–used sources in a 12–button Direct Take Presets window. Four of these Direct Take setups may be saved.

1. If the Functions buttons are grayed out, select the Source button.

   All buttons in the Functions section are toggle function, i.e. select to turn On and select again to turn Off.

2. Select the Presets button.

   The Presets button label color will change from white to red and the Direct–Take Presets window will appear.

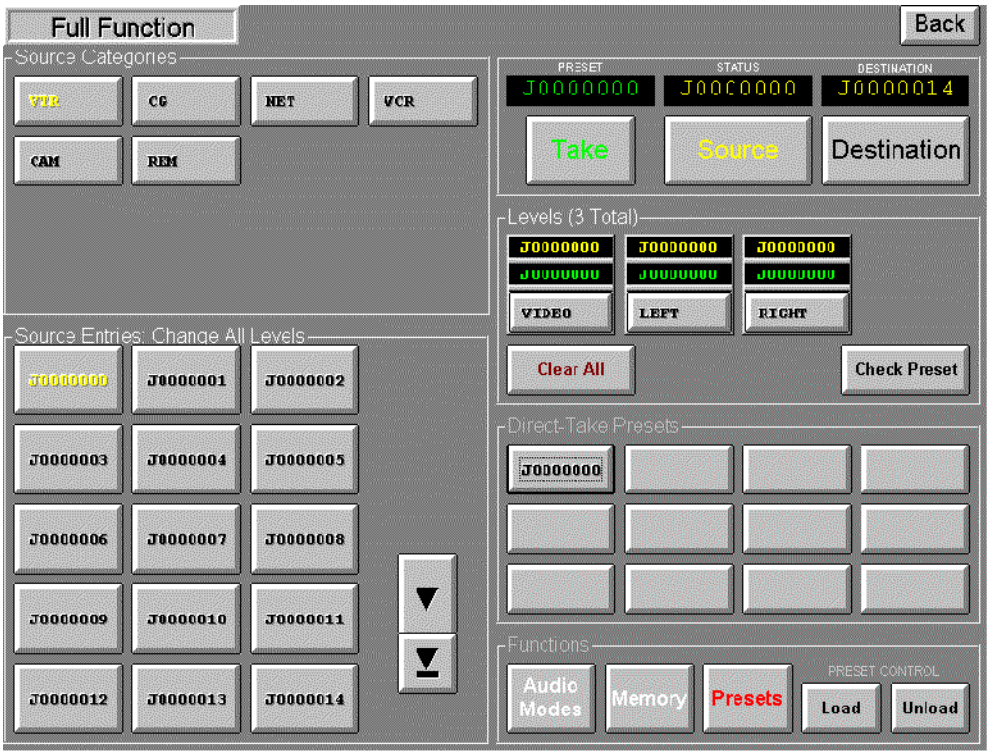


Figure 7–11.

3. Select the Load button.

   The button label color will change from black to yellow indicating that sources may be assigned to the Direct Take buttons. If the Unload function was active it will be deactivated, indicated by the label color changing from yellow to black.

4. Select the desired Source Category button.

   The Source Entries section will be rewritten to display the source buttons.

5. Select the desired Source Entry button.

   The source entry will be entered into the Preset display.

6. Select the desired Direct Take button.

   The Source name will be written to the button.

7. Repeat the above steps as required.

   A Direct Take button may be reassigned to a new source using the normal assignment procedure.

8. To make a Direct Take assignment permanent, follow the “Memory” procedure below.

   Direct Take assignments that are not saved in Memory will be erased when you exit the Software Control Panel application.

Breakaway Preset Assignments

To assign Breakaway Selections to Direct Take buttons, follow the “Breakaway Switching” procedure on page 7–12 except for selecting Take at the end. Instead, select the Presets and Load buttons and then the desired Direct Take button to assign the breakaway selection. The Direct Take button source label will be displayed as red characters indicating that a breakaway switch is assigned to this button.

The breakaway setup may be checked on any Direct Take button by activating the Presets window, then the Levels window, and selecting the Check Preset button. The Check Preset button label color will change from black to yellow indicating the function is active. Select the Direct Take button of the source to be checked. The source names will be shown on the Level buttons. The Check Preset button will change from yellow to black indicating the function is no longer active.

Removing a Preset Assignment

To remove a source from a Direct Take button, select Unload in the Functions section. The button label color will change from black to yellow indicating the function is active. If the Load function was active, it will be deactivated, indicated by the label color changing from yellow to black.

Select the desired Direct Take button. The source name on this button will be cleared. The Unload button label color will change from yellow to black indicating the function is no longer active.

Switching Using the Direct–Take Presets

Select the Presets button in the functions section. The button label color will change from white to yellow and the Direct Takes section will be displayed. Select the desired Direct Take button. The switch will be immediate.

The Status display will change to the new source indicating the switch was made. The Preset display will change to the previously selected source.

Switching using the Categories/Source Entries section remains active.

Memory

The memory window allows the user to save or recall up to four sets of 12 Direct Take setups.

Saving a Direct Take Setup

Note: Saved presets for a given configuration set may not be valid with other configuration sets. For example, if a preset calls for input ”VTR1” and “VTR1” does not appear in a set downloaded at a later time the preset will fail.

1. Follow the Direct Take Preset Assignments procedure above to set up the Direct–Take selections to be saved.

2. With the Direct–Take window open, select the Memory button.

   The Memory button label color will change from white to red and the Memory window will appear.

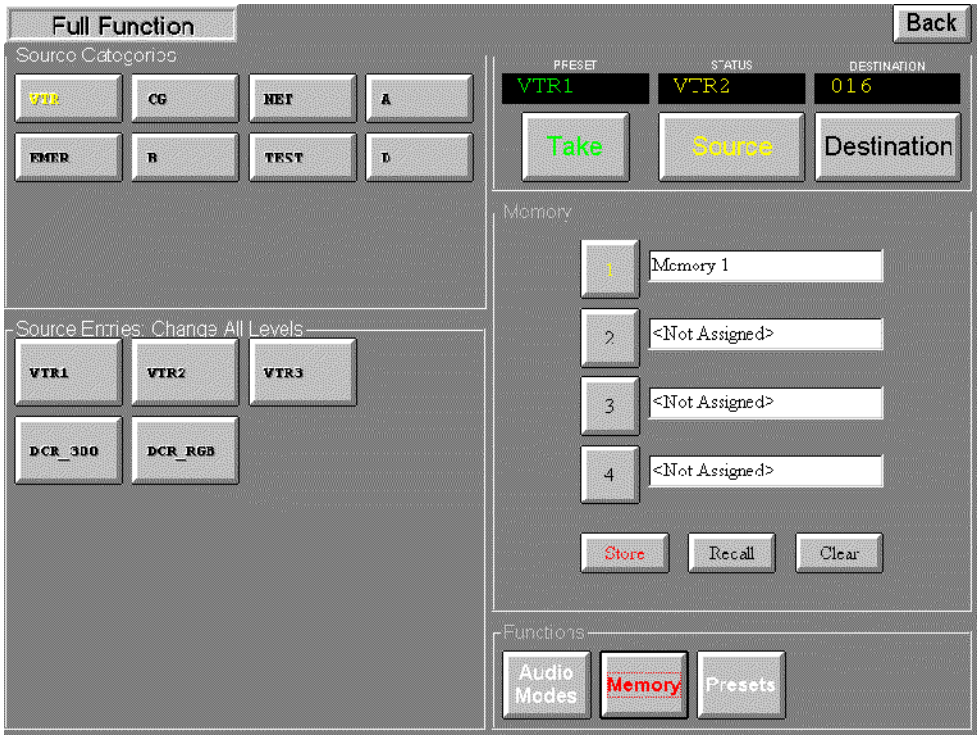


Figure 7–12.

3. Select the desired Memory location (1, 2, 3, or 4).

   The label will change from black to yellow.

4. Select Store.

   The setup will be saved in the selected location. Also, a “Recall” and a “Clear” button will now appear.

Recalling a Direct Take Setup

1. Select the destination by following the Status a Destination procedure above (page 7–11).

2. Select the Source button.

   The Categories section will be rewritten to display all source categories available to the operator. The Function buttons label color will change from gray to white to indicate they are active.

3. Select Memory.

   The Memory button label color will change from white to red and the Memory window will appear.

4. Select the desired Memory location (1, 2, 3, or 4) to recall the Direct Take setup.

   The Memory button selected will change from black to yellow.

5. Select Recall.

   The Memory button label will change from red to white and the Memory store window will be replaced with the Direct Take display window which will contain the recalled Direct Take setup entries.

Memory Location Labeling

Note: This feature requires that the GUI PC includes a keyboard.

Select the Memory button, then select the label adjacent to the desired Memory 1, 2, 3, or 4 button. Use the computer keyboard to enter an 8 character (minimum) user specified name. Select Store. Select Memory to close the display window.

FULL FUNCTION MACHINE CONTROL

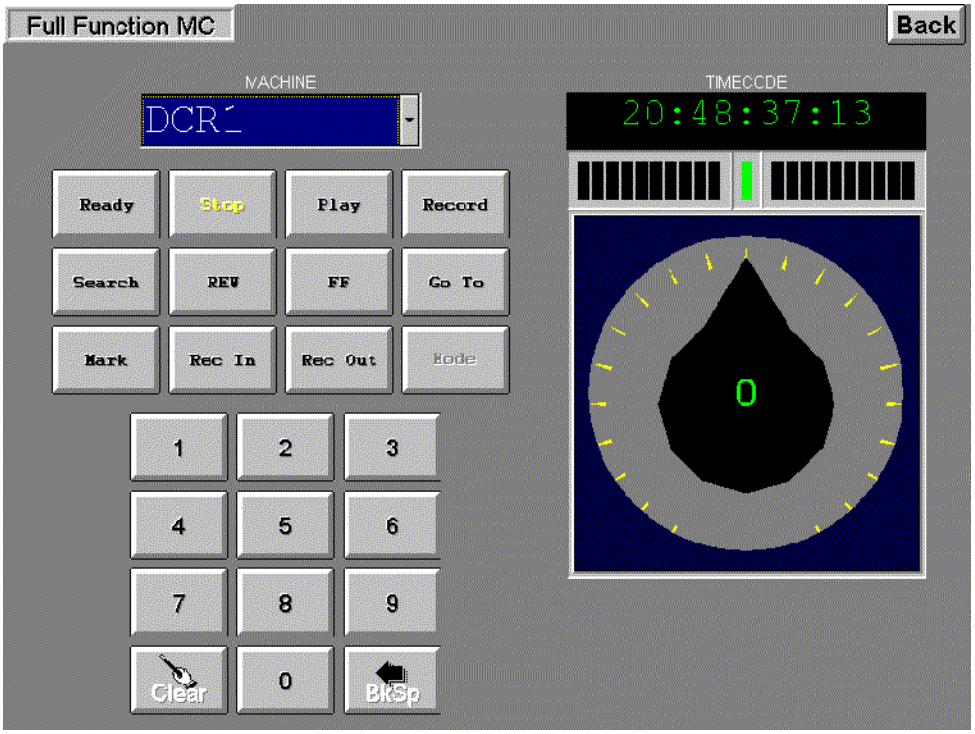


Figure 7–13.

The Full Function Machine Control screen provides the user with control of one machine at a time. The screen includes an eight–character display for selecting and displaying current machine linkage, twelve machine control buttons, a numeric keypad for entering time code values, a time code readout, and a motion control knob with direction and speed indicators.

Machine Assignment

To link to a machine, select the “Machine” window; a drop down list will show the machines entered on the Machine Control table of the active configuration set (see page 5–141).

> Note: The GUI machine control panels are linked (assigned) directly to individual machines using the Machine drop–down window. It is not necessary to use the “Associated Name” linkage method used for hardware control panels such as the MC 3000 (that method, sometimes referred to as “control–follow–router,” is described on page 5–151).

Select the desired machine. If linkage is established, the appropriate motion control button will turn yellow; if time code is present it will be displayed as well.

If an attempt is made to take control of a machine that has a “default” (semi–permanent) link to a specific control panel, the link will not occur; instead, a message will indicate the name of the controlling device. For more information about default links, see page 5–156.

Machine Control Buttons

Ready	Toggles the machine in and out of scanner ready mode.
Stop	Stops machine regardless of mode.
Play	Playback mode. May or may not override current mode, depending on machine. Shuttle knob remains centered.
Record	**Immediately begins recording.**
Search	Go to the time code point captured with Mark, minus the Preroll value set on the Machine Control Devices table.
REW or FF	Full speed shuttle (rewind or fast forward). Control knob remains centered.
Go To	Go to the time code entered using the keypad.
Mark	Captures current time code if the system uses serial time code interface and time code is being fed from machine.
Rec In	**Immediately begins recording.**
Rec Out	Exit Record mode (same as ESbus Exit command). Normally used to terminate an Insert edit, in which case the machine drops out of record mode but keeps on playing.
Mode	(When enabled) Select a recording mode: Off = record Inhibit. Manual = pressing REC IN followed by PLAY will begin a recording, during which no editing functions will be enabled. Assemble = pressing PLAY and REC IN will begin an Assemble edit. Insert = pressing PLAY and REC IN will begin an Insert edit.

Control Knob and Direction/speed Indicators

The control knob and and the direction/speed indicators are used for the Variable play, Rewind, and Fast Forward and functions. The shuttle function is controlled by rotating the control knob. Stop by pressing the top center mark or the Stop button.

Time Code Display

The time code display window will display hours, minutes, seconds and frames. In some modes, the frames are not displayed.

Manual Time Code Entry

The keypad is used to enter an eight–digit time code; the Go To button can then be used to move to that time.

DUBS PANEL

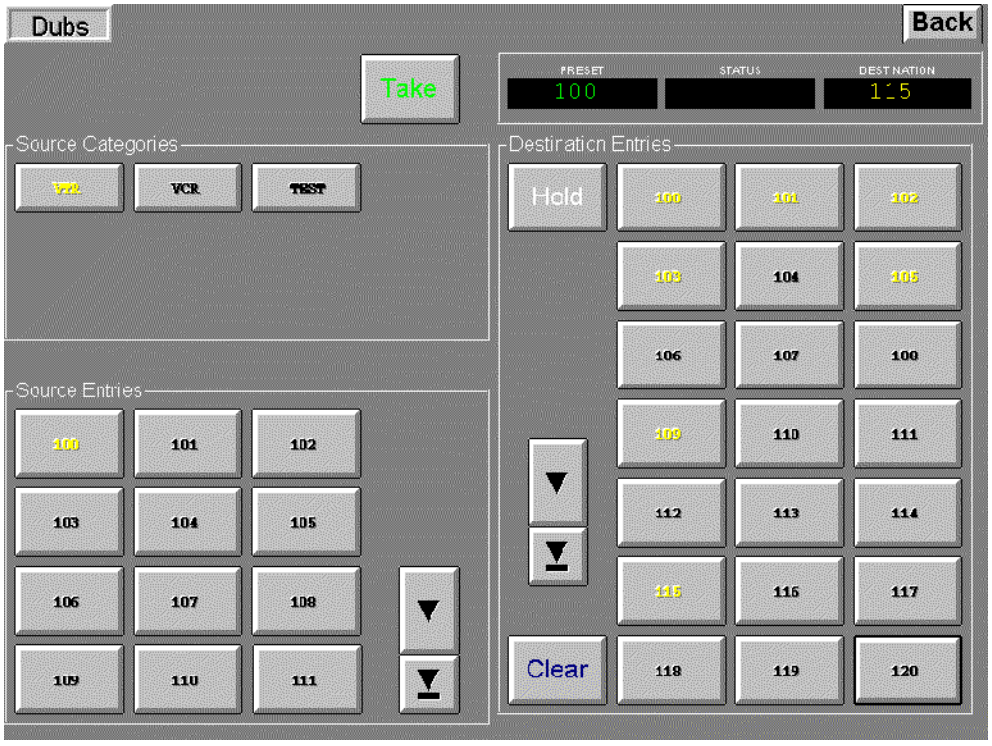


Figure 7–14.

The Dubs screen provides the ability to switch the same source to multiple destinations with a single Take.

To Status a Destination

1. Select the desired Destination button. The status of the current output will be shown in the Status window.

   Additional Destination buttons, if available, are accessed by using the scroll buttons. The label of the selected button will change from black to yellow and the entry name will be written in the Destination display. The panel Status display will always indicate the source status for the last activated destination button.

Switching Multiple Destinations to the Same Input (Dub Switching)

1. Select the appropriate Destination buttons.

   Additional Destination Entries buttons, if available, are accessed by using the scroll buttons. The label of the selected buttons will change from black to yellow and the entry name of the last destination selected will be written in the Destination display. The Status display will be rewritten to provide current source status.

   To cancel a single output selection, select that button again.

   To cancel all Destination Entries select Clear.

2. Select the desired Source Category button.

   The Source Entries section will be rewritten to display up to 12 source buttons.

3. Select the desired Source Entry button.

   The source entry will be entered into the Source Preset display.

4. Select Take to execute the switch.

   The Status display will change to the new source indicating the switch was made. The Preset display will change to the previously selected source. Flip–flop switching between the old and new source will be accomplished by selecting the Take button again.

Paths Full / Protected / Locked / Excluded Messages – see page 7–8.

Using the Hold Button

When Hold is pressed, the button label will change from white to red indicating that the selections made in the Destination Entries section cannot be inadvertently changed.

Select the Hold button again to toggle the function off. The Hold button label will change from red to white indicating the Hold function has been disabled and the selections in the Destinations Entries section can be modified.

SOURCE/DESTINATION PANEL

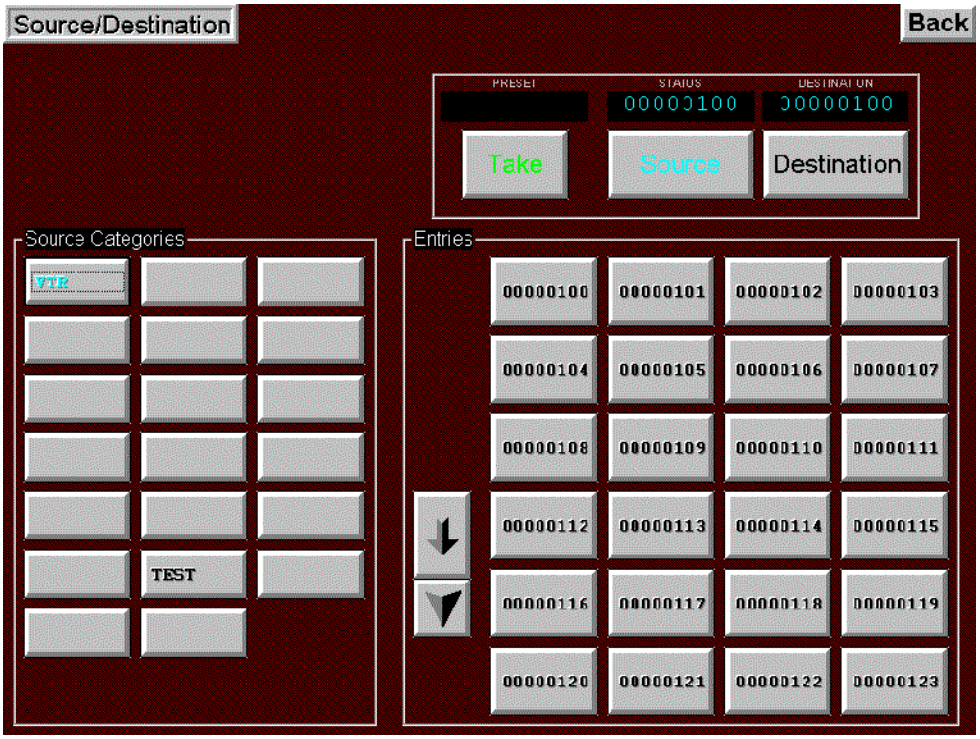


Figure 7–15.

The Source/Destination panel provides full–matrix routing switcher control using Category and Entry buttons.

To Status a Destination

1. Select the Destination button.

   The Categories section will be rewritten to display all categories available to the operator.

2. Select the desired Category button.

   The Entries section will be rewritten to display up to 24 destination buttons. Additional Destination buttons, if available, are accessed by using the scroll buttons.

3. Select the desired “Entries” button.

   The destination entry will be entered into the Destination display and the Source display will be rewritten to provide current status.

To Switch a Source

1. Select the desired Destination.

For more information, see “To Status a Destination” above.

2. Select the Source button.

   The Categories section will be rewritten to display all categories available to the operator.

3. Select the desired Source Category button.

   The Source Entries section will be rewritten to display up to 24 source buttons. Additional Source buttons, if available, are accessed by using the scroll buttons.

4. Select the desired “Source Entries” button.

   The source entry will be entered into the Preset display.

5. Select Take to execute the switch.

   The Status display will change to the new source indicating the switch was made. The Preset display will change to the previously selected source. Flip–flop switching between the old and new source is accomplished by pressing the Take button again.

Paths Full / Protected / Locked / Excluded Messages – see page 7–8.

SALVO PANEL

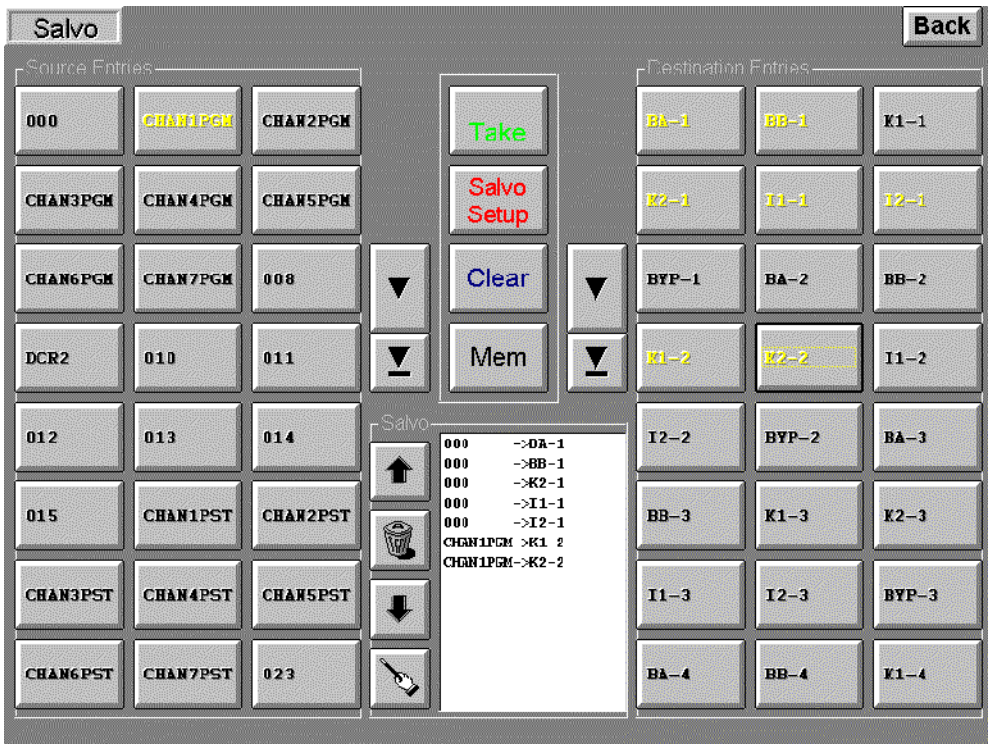


Figure 7–16.

The Salvo screen provides the ability to switch multiple source/destination combinations with a single Take.

Multiple Source/Destination Switching (Salvo)

1. The Salvo Setup function should be On (indicated by a red button label) and the Mem function should be Off (indicated by a black button label).

2. Select the first desired Source Entry button.

   Additional Source Entries buttons, if available, are accessed by using the scroll buttons. The label of the selected button will change from black to yellow. Selection of a different source will deselect the previous source selection.

3. Select the desired “Destination Entries” buttons.

   Each source/destination entry will be entered automatically in the Salvo list window in the lower center of the display.

   Additional Destination Entries buttons, if available, are accessed by using the scroll buttons. The label of the selected button will change from black to yellow. Additional destinations can be switched to the currently selected source by selecting the desired Destination Entries buttons. The button label will change from black to yellow for each selected destination. To remove a destination from the switch setup select that button again. This will deselect that output and change the button label from yellow to black.

4. Select the next desired Source Entry button, then Destination Entry buttons, etc.

5. Select Take to execute the switch.

Memory

The memory window allows the user to save or recall up to four sets of Salvo setups.

Note: Saved salvos for a given configuration set may not be valid with other configuration sets. For example, if a preset calls for input ”VTR1” and “VTR1” does not appear in a set downloaded at a later time the preset will fail.

Saving a Salvo Setup

1. Follow the Multiple Source/Destination Switching (Salvo) procedure above to set up the salvo selections to be saved.

2. Select the Memory button.

   The Memory button label color will change from black to yellow and the Memory window will appear.

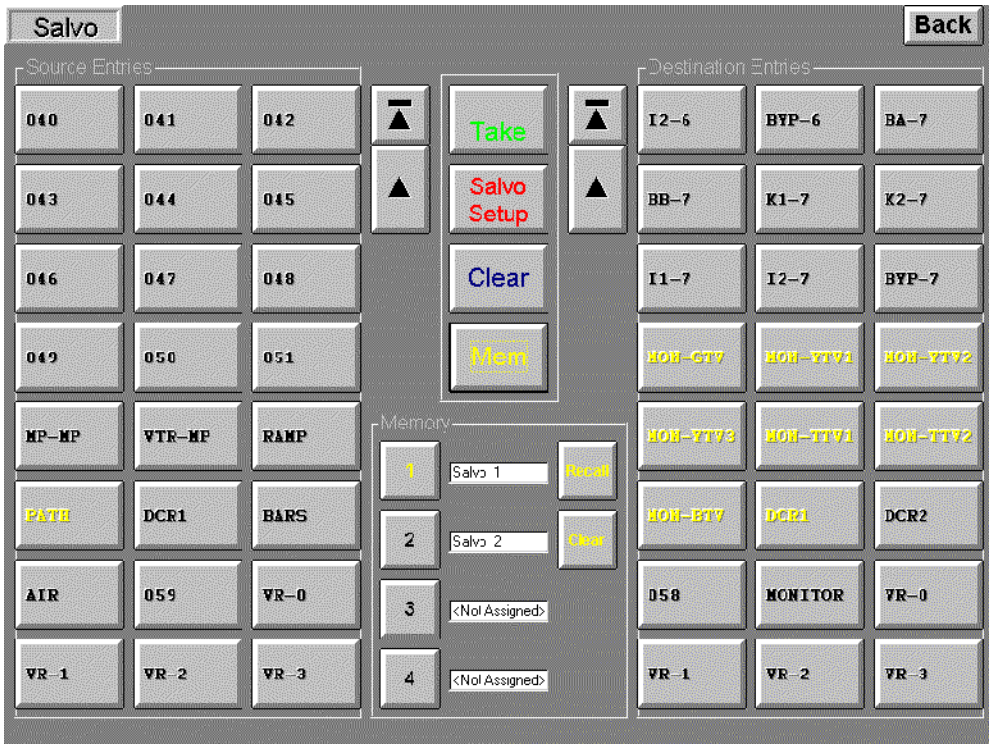


Figure 7–17.

3. Select an unassigned Memory location (1, 2, 3, or 4).

   The label will change from black to yellow.

4. Select Store.

   The setup will be saved in the selected location.

Checking a Salvo Setup

1. Select Memory.

2. Select the desired Memory location (1, 2, 3, or 4).

3. Select Recall.

Recalling and taking a Salvo Setup

1. Select Memory.

2. Select the desired Memory location (1, 2, 3, or 4).

3. Select Recall.

4. Select Take to execute the switch.

Memory Location labeling

Note: This feature requires that the GUI PC includes a keyboard.

Select the Memory button, then select the label adjacent to the desired Memory 1, 2, 3, or 4 button. Use the keyboard to enter an 8 character (minimum) user specified name. Select Memory to close the display window.

X – Y PANEL

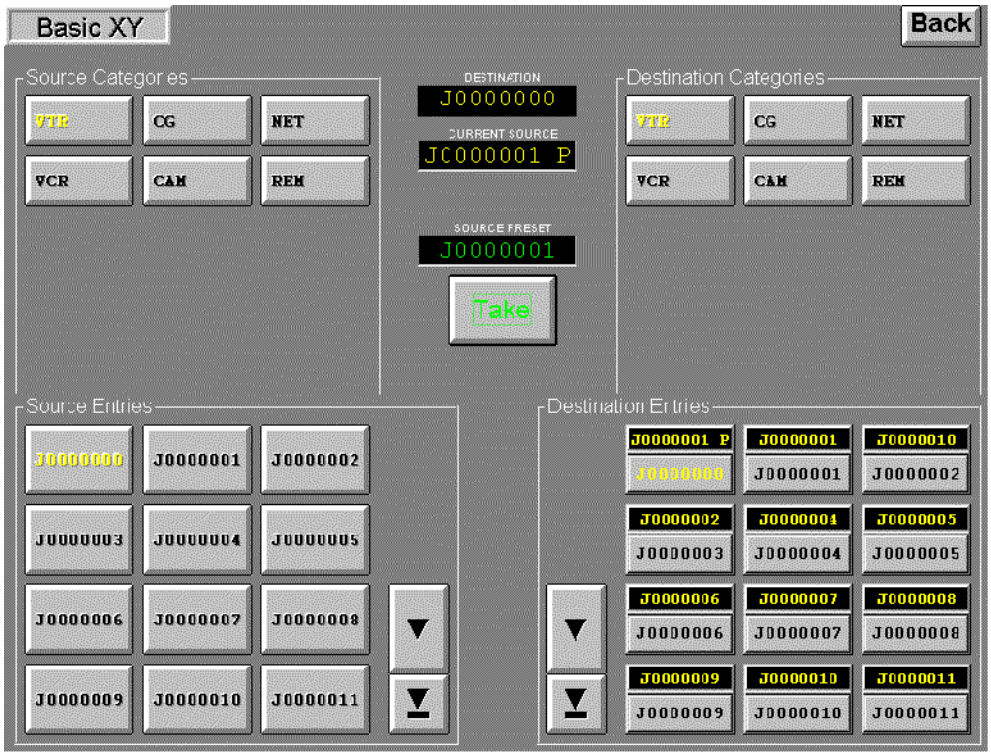


Figure 7–18.

The X–Y Panel is similar to the Source/Destination panel but has one set of category and entry buttons for the source and another set for the destination.

To Status a Destination

1. Select the desired Destination Category button.

   The Destination Entries section will be rewritten to display up to 12 destination buttons. Additional Destination buttons, if available, are accessed by using the scroll buttons. Status for the first level will be shown on the button.

   If the button is selected, the destination will also appear in the Destination display and the Current Source display will indicate current status.

To Switch a Source

1. Select the desired Destination Category and Entry.

2. Select the Source Category and Entry.

   The selection will appear in the Source Preset display.

3. Select Take to execute the switch.

   The Current Source display will change to the new source indicating the switch was made. The Preset display will change to the previously selected source. Flip–flop switching between the old and new source will be accomplished by pressing the Take button again.

Paths Full / Protected / Locked / Excluded Messages – see page 7–8.