Section 16 – Physical Remapping Utility

This application allows the user to change individual or ranges of physical inputs and outputs, mapping around failed crosspoints or entire crosspoint boards.

This utility can be used in conjunction with the Physical Diagnostics Utility. The user must be logged into the network for this utility to function.

Note: The Physical Remapping Utility does not support remote PC operation or AccuSwitch applications.

Physical Remapping Utility	
e <u>S</u> ystem Definition <u>V</u> iew <u>H</u> elp	
O Type: 🔍 Input 🔍 Output	
Switcher DEFAULT Level VIDEO	
ort Range: © Single Port 🛛 © Whole Board	
Original Input Range 1-20 •	
New Input - Range 21-40 -	
Comment:	
Remap Restore	

The window above is displayed when the application is started. Select either the Input or Output check button for different I/O type mapping, then select a switcher and level (as defined in the Switcher Description Table). Select either the "Single Port" or the "Whole Board" radio buttons depending on whether individual or ranges of pages are to be changed.

Menus

File

Select Exception Table – Allows creation of a new Input or Output Exception Table or reuse of an existing table.

Save Log File – Saves the current log file under the existing name. If the file has not yet been named, the program will default to the Save As option.

Save Log File As – Saves the current log file under a new name.

Page Setup – Sets up the page layout of the printer.

Print Log File – Prints the current log file.

Exit

System Definition

This menu allows selection, on a level by level basis, of the range sizes for the level, and the idle physical inputs and outputs for the level. Range sizes are based on router type and the user is given the opportunity to select numbers from 1 to 64 from a drop–down list.

View – display the Input or Output Exception tables.

Start Remapping by Entering Physical Numbers

Enter the old physical input or output then a new physical input or output. The old physical number is the original number from the switcher input or output table. The user should get this old physical number information from the switcher input or output table, *not* the Physical Diagnostic utility. However, the user may determine the original physical number by reading the number from the Physical Diagnostic utility, and looking up the number in the Exception tables. The user may view the Input or Output Exception table by clicking on the corresponding entry in the View menu (see below).

The user may type in physical numbers from the edit box. The Original Physical Input/Output edit box contains all the **currently used** physical numbers on the specified switcher and level. The New Physical Input/Output combo box contains all physical input and output numbers defined as "Idle" in the **System Definition** Menu for the specified switcher and level. When entering a single number, the screen will update to show him the board range for that specific input or output. The area will be grayed out, indicating it cannot be changed. After typing in the port number, the system will automatically validate the number. If a wrong port number is entered (a number not in the range), the system will display a warning box:



If the user elects to remap a range of numbers by pressing the **"Whole Board"** radio button, the number he or she enters could be any of the physical numbers in the range. The system will use the number entered in the **System Definition** Menu for range size per level to determine the actual range and insert the correct range in the window. The first window shows the system if a single number is entered in a range. The second illustration shows a range being entered.

Physical Remapping Utility	×	
<u>File System Definition View H</u> elp		
I/O Type: ○ Input		
Switcher DEFAULT Level VIDEO	•	
Port Range: © Single Port 🛛 © Whole Board		
Original Output 5 Range 1-20	-	
New Output 45 - Range 41-60	T	
Comment:		
Remap whole board		
Doman Doctoro	1	
Remap		Figure 1

🕺 Physical Remapping Utility	3
<u>File</u> System Definition <u>V</u> iew <u>H</u> elp	
I/O Type: C Input C Output	
Switcher DEFAULT Level VIDEO	
Port Range: O Single Port O Whole Board	
Original Output Range 1-20 -	
New Output Range 21-40	
Comment:	
Remap whole board	
Kemap Kestore	Figure 16

Comment Field

A comment field in the main dialog box is available as a word–wrap box for the user to enter relevant comments regarding the remap.

Remapping

When Remap is selected, the system will check to make sure that the old physical number(s) are valid, then it will check to make sure that the new physical number(s) are available by checking the Switcher Description, the Switcher Input or Output tables, and the Input or Output Exception tables.

If the physical numbers are valid, the system will display the following confirmation dialog box:

Physical Remap Utility - RI	EMAP	×
Are you sure yo	ou want to remap?	
Proceed	Cancel	
••••••		Figure 16–5

Select **Proceed** or **Cancel**. If you elect to proceed, the information will be saved in the Input or Output Exception tables. These tables serve to map old physical inputs or outputs to new ones. The updated table will then be sent to the VM 3000 controller boards. Changes are effective immediately. If you select cancel, the system returns to the remap window with no changes made to the system or exception tables.

If the physical numbers are already mapped, the program will display a message indicating the inputs or outputs are currently remapped:



You have the option of remapping or keeping the current mapping.

The remap information, including the comment field, date, and time stamp, is written to an ASCII log file, comma delimited CSV file for exporting to a program such as Microsoft Excel. This log file should be named and can be printed to the current Windows printer.

Restoring

The Restore button removes a mapping from an Exception table and remaps the number to its original number from the Switcher Input or Output table. This new table is then sent to the VM 3000 controller boards. Changes are effective immediately. The user is prompted for confirmation as above prior to any changes taking place.

System Definition

From this menu you can select range sizes, idle inputs, and idle outputs on a level basis. The following dialog box will be presented:

Switcher	Name	#In	#Out	In. Range	Out. Range	No.
GVG	VIDEO	50	20	10	10	
GVG	AUDIO	50	20	10	5	
DEFAULT	VIDEO	290	272	20	20	
DEFAULT	LEFT	290	272	20	30	
DEFAULT	RIGHT	290	272	10	40	
DEFAULT	T/C	290	272	10	10	
INTERNAL	VIDEO	18	7	9	7	
INTERNAL	LEFT	20	5	10	5	
INTERNAL	RIGHT	20	5	10	5	

Figure 16–7.

The Switcher Name, Switcher Level, #In and #Out fields are read from the active set's Switcher Description table and cannot be modified. The range is selected from a drop–down list. Range numbers from one to the minimum of 64 and #In/Out are valid.

Setting Idle Inputs/Outputs

To define the input groups available for remapping, or the idle inputs, first select the level; the grayed **Idle Inputs/Outputs** button will be enabled. Press either the **Idle Inputs** or **Idle Outputs** button.

Physical Input	Count	<u> </u>
1	20	
21	20	
41	20	
61	20	
81	20	

The heading line shows the switcher and level names. Next, define the group by specifying a physical input number and a count. The system will perform error checking to make sure that each input is not part of another group. The system will not check against the size boundaries for that level, as the user may desire to map one input at a time. When **OK** is selected, all changes are written to a binary file for future use.

Enter both the idle input and output selections at least once. The information entered into the tables will be stored by the system and be displayed each time the application is used. Controls allow editing the tables as needed, but the information will remain persistent.

Exception Tables

For efficiency and speed, remappings will be limited to a maximum of 64 inputs and 64 outputs. Display the current Input or Output Exception table by selecting the **Input** or **Output Exception Table** item from the **View** menu. The following dialogs will be displayed, based on selection.

	Switcher	Level	Orig. Input	New Input
	DEFAULT	VIDEO	1	21
	DEFAULT	VIDEO	2	22
I .	DEFAULT	VIDEO	3	23
	DEFAULT	VIDEO	4	24
	DEFAULT	VIDEO	5	25
j	DEFAULT	VIDEO	6	26
,	DEFAULT	VIDEO	7	27
in de la	DEEALILT	VIDEO	0	20

Information in this table can be printed to the currently selected Windows printer.

To restore old physical numbers and remove them from the table, select rows from the table, then selects the **Restore** button to remove the selected mappings from the Exception table. The user could also select the **Restore All** button to restore the whole table. After confirmation from the user, the numbers are remapped to their original numbers from the Switcher Input or Output table. This new table is then sent to the VM 3000 controller boards. Changes are effective immediately.

Figure 16-9.