

Appendix J

CP 3000 Control Panel Basic Operation

INPUT TO OUTPUT SWITCHING

The CP 3000[†] is a full-matrix control panel, designed to route any source to any destination. (However, access to certain destinations may be limited by the system administrator.)

Looking at Figure J-1, we'll break the panel up into a couple of groups. The first area is the display window. The top row in the display window shows you the status of each level in the router for a particular destination.

Using the CLEAR key, the bottom row can be toggled between the first page of input override selections (as shown in Figure J-1) and the name of the current output (Figure J-2).

To the right of the control panel is a keypad; this includes all the numbered and lettered buttons. Directly beneath the keypad is a row of buttons that have designated functions.

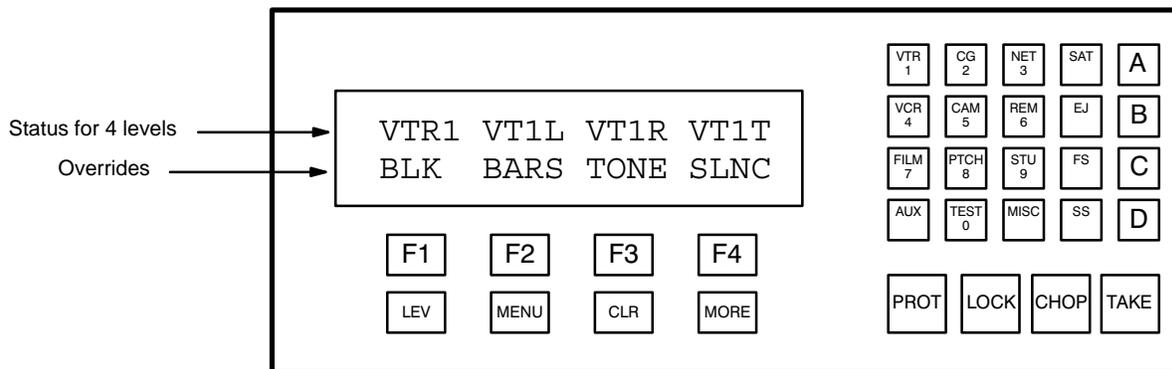


Figure J-1. CP 3000 Switcher control panel with example Status/Override display.

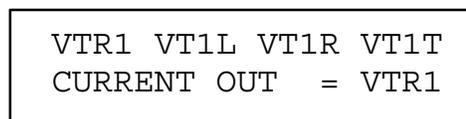


Figure J-2. Press CLEAR to toggle to Status/Output display

[†] For complete CP 3000 operating instructions, see page 6-7.

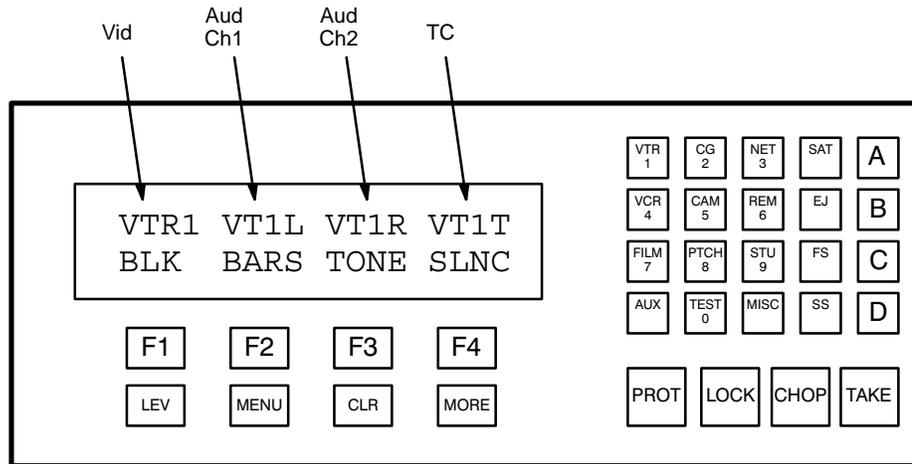


Figure J-3.

Looking at Figure J-3, the display window shows the home menu. This includes, in the top row, the status of the video, audio channel 1, audio channel 2, and timecode levels. In the bottom row, it displays the override selections. These overrides are selected when you push the function button directly below it. This gives you a one button push in conjunction with the **TAKE** button to call up whatever source is in the display column. For example, pressing **F1** and then pressing the **TAKE** button would select black as the source to the destination the panel is controlling. Another way of selecting a source is to use the keypad and then the **TAKE** button. For example, pressing **VTR** and then **1** and then the **TAKE** button would select all levels of VTR1 as the source.

Since this panel can access any destination (for example, an input to a VTR), you must select the destination that the panel is controlling. This panel can only control one destination at a time. To select or change the panel's destination, you press the **MENU** button. Once this button has been pressed, it will change the bottom row of the display (See Figure J-4).



Figure J-4. Page 1 of menu display.

- F1** = Status – display output status
- F2** = Sequence – select input sequences
- F3** = Audio – audio modes
- F4** = Output – display/change output

By depressing the **MORE** button, you will call up page 2 of the menu. The function buttons change to represent the following:

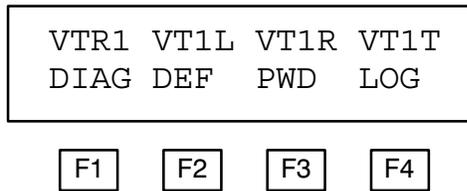


Figure J-5. Page 2 of menu display.

F1 = Diagnostics – control panel diagnostics

F2 = Define – re-define input overrides

F3 = Passwords

F4 = Logout

By depressing the **MORE** button, you will call up page 3 of the menu:

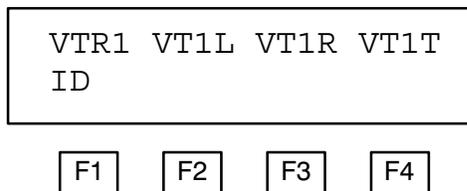


Figure J-6. Page 2 of menu display.

F1 = ID – display control panel device address

By pressing the **MORE** button again, you will toggle back to page 1 of the menu.

For the present time, we want to go to page 1 and press the **F4** button; this will allow us to change what destination the panel is controlling. The bottom display row will now show PANEL OUTPUT = VTR2. (See Figure J-7.)

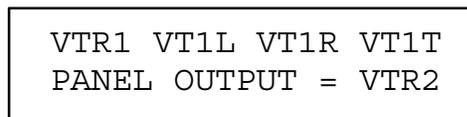


Figure J-7.

Now any selection made from the keypad area of the controller will change the panel's destination. For example, with "PANEL OUTPUT =" showing, pressing the **VTR** button, the **2** button, and the **TAKE** button, you have now selected the panel to control what feeds VTR2. **Be aware**, however, any time the bottom row of the display shows "PANEL OUT =", anything you press on the keypad and then press **TAKE** will change the destination of the panel.

Let's try a simple switch. For example, let's put VTR1 into VTR2. The first thing you would do when you walk up to a panel is find out what destination the panel is controlling. To do this, you would look for the "CURRENT OUT = " message; if you don't see it, press **CLR** until you do.

If you are happy with the output being controlled, we can now change the source feeding our machine. Going to the keypad, press **VTR, 1**, and then the **TAKE** button. You have now called up VTR1 into your machine. You will notice the top row in the display window will show VTR1 for the video level and both audio levels.

Another way of calling up a source is to use the override buttons. The bottom row of the display window in the home menu describes which override each function button represents. By pressing the **F2** button and then the **TAKE** button, you will have sent **BARS** into VTR2.

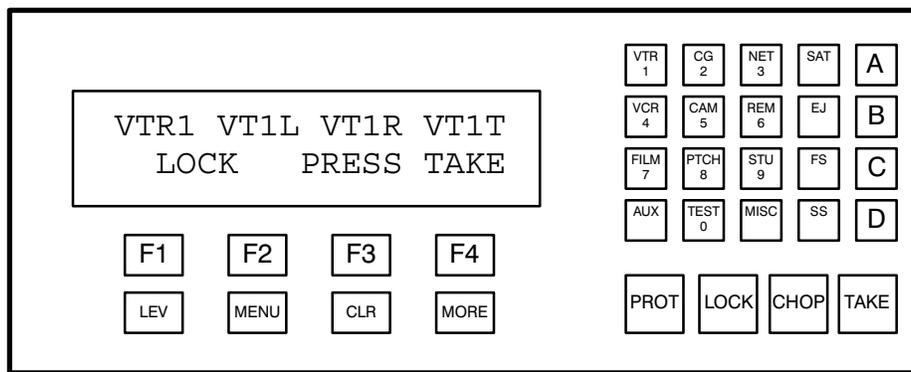


Figure J-8.

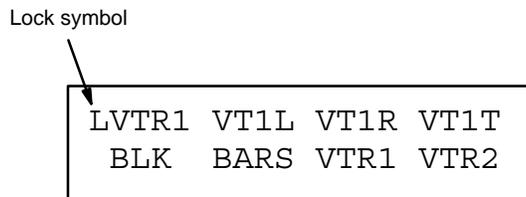


Figure J-9.

LOCK

Now that we have routed something to a machine, we don't want someone from another panel changing or accessing into that machine. So how do we take care of this problem? From the home menu, if you press the **LOCK** button you will see the display shown in Figure J-8; by pressing the **TAKE** button, you will have locked out that destination so that no other source can be switched into it from anyone else's panel—or even your panel. You will notice that a flashing L will appear at the very left hand top corner of the display.

If you wish to unlock it, you must go to the panel that locked it, call up the destination that is locked, and then press the **LOCK** and then the **TAKE** button from the home menu. To find out which panel has something locked, press the **LOCK** and then the **TAKE** button. For a moment, the panel will display in the bottom row which panel has it locked out. For example, it will read LOCKED BY MON1. This is telling you that the monitor 1 panel has locked out this destination. Remember that any panel can lock out any destination. By locking out a destination, it must be unlocked before switching *even from its own panel*.

PROTECT

If you wish to switch from your own panel but protect the output from other panels, then you can use the **PROT** button. The protect function is toggled on and off exactly like the lock function using the **PROT** button.

[Thomson would like to thank Mr. Howard Lukk for help in preparing this tutorial.]