

### Kalypso Still Store – Software Version 15.1

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### Still Store Features

- Two inputs: one video and one key.
- Input source selected on the local Aux Panel SS bus or from menu.
- Eight outputs; all can be mapped to the panel.
- Outputs can be used as Video only or paired as Video and Key.
- Output #8 appears on the Switched Preview bus.
- Always stores frames as 2 individual fields.
- The Still Store can record Clips (animations).
- Klip Cache option adds more memory to increase online storage.
- The Still Store Loader program can be used to upload or download to the Still Store via the network and convert files to Tif or Bmp.
- Image Manager will enable stills to be loaded from multiple sources or Image Servers.



# Still Store Capacity

•	Stills can be video only (1 Frame) or a combination of video and key (2 Frames).
•	Clips can be of any length depending on available RAM.
•	Kalypso Classic (SD only frame) supports 108 full raster frames. (This provides about a 3 second Clip).
•	Optional SD Klip Cache supports about 1,800 frames. (This provides about 60 seconds for clips).
•	HD Still Stores supports about 100 frames of either 720p or 1080i (1720 frames with Klip Cache, or about 57 seconds for clips).
•	HD Still Stores when used in SD mode (Duo software) supports 457 frames (4156 frames with Klip Cache, or about 140 seconds for clips).
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### New Still Store Features

- In ver 15 software a new Still Store model is implemented.
- Images are controlled by the Image Manager.
- Each image has a name and an ID # and a file number.
- Stills and Clips can be saved or loaded from multiple Image Servers. (See end of section for Image Server Installation).
  - The paths are remembered for later reloading.
  - · Stills can have the same name but different ID numbers.
- The Images, Folders and Servers in use can be saved as a SS environment file.
- Images loaded to different outputs can have different Meta data parameters.
- E-MEM remembers the image ID #s and local meta data.
- Recording new Stills or Clips can now be done without using an output.



### Still Store Files

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- Still Store Images consist of 3 files: .gvi, .gva, .bmp.
- The .gvi file is the Image file and consists of:
  - The image itself (Still or Clip, Video only or V & K).
- The .bmp file is the Bitmap or thumbnail and consists of:
  - · The low res thumbnail image of the still.
- The .gva file is the Meta data and consists of:
  - Name, Format, V&K mode, Position, Crop, Loop settings, etc.
- An image can only have one set of Meta data parameters but these can be changed once the image is loaded to an output.
- Saving Meta data updates the image Meta data file information.
- E-MEM can remember the image ID, output and meta data.







### Still Store – Version 15.1 Software Loading

\*Always load the Still Store Board(s) first! The normal loading procedure will work for a single Still Store Board in system. If a backup Still Store needs to be updated also, load it <u>BEFORE</u> the Frame Processor is upgraded to Version 15.



### Still Store – Version 15.1 Software Loading













## Image Server PC – Configuration

Double Clicking the Image Server Icon will open the Configuration screen.	MointingPoints MointingPoints Mounting Point Pa	ion 🗶
1. Selecting "New" will open the "Edit Mounting Point" window. This is the location on your PC that the Still Store Image manager will be looking for to find desired images.	Network Port Selection Image Server Network Port:	New Edit Delete
Edit Mounting Point         Mounting Point:       Lew's PC Images         Path:       \Documents and Settings\DobbinL\My Documents\Data\Images	yes Browse	2. Enter a "User Friendly" name to be seen while in the Image Manager.
OK     Cancel       14     Path: Settings / Control Panel	/ Image Server	THOMSON



## Image Server PC – Configuration

Double Clicking the Image Server Icon will open the Configuration screen.	MointingPoints	Afiguration
<ul> <li>4. Use the default Image Server port number unless there is a duplication or collision on YOUR PC. This is the port number that the Still Store will be requesting a connection with. You will need to remember and enter the same port number in the Image Manager configuration screen.</li> </ul>	Network Port Selection	New Edit Delete
Edit Mounting Point Mounting Point: Lew's PC Images Path: \Documents and Settings\DobbinL\My Documents\Data\Im OK Cancel	ages Browse	3. Type the full path or use the "Browse" function to identify the folder on your PC where the images will reside.
Path: Settings / Control Pane	I / Image Sei	rver Growson

### Image Server PC – Configuration



If the connection to the Image Server stops, check to see if the application is running (Started) or Stopped. Start and Stop controls are to the left.

### Path: Settings / Control Panel / Administrative Tools / Services



hage Server Properties (Local Computer)   General Log On   Recovery Dependencies   Service name: ImageServer Display name: Image Server Description:  Image Server    Description: "Automatic" is Default.   Path to executable:  C:\PROGRA~1\GRASSV~1\IMAGES~2\ImageSvrService.exe Startup type:   Automatic   Manual   Disabled   Service status:   Start   Start <td< th=""><th>Image Server Properties (Local Computer)       ?         General       Log On       Recovery       Dependencies         Select the computer's response if this service fails.         Eirst failure:       Take No Action         Second failure:       Take No Action         Subsequent failures:       Restart the Service         Reset fail count after:       Program         Restart service after:       1         minutes       "Take No Action" is Default.         "Restart the Service" is a hand setting as Windows has stopport         Image Server occasionally.</th></td<>	Image Server Properties (Local Computer)       ?         General       Log On       Recovery       Dependencies         Select the computer's response if this service fails.         Eirst failure:       Take No Action         Second failure:       Take No Action         Subsequent failures:       Restart the Service         Reset fail count after:       Program         Restart service after:       1         minutes       "Take No Action" is Default.         "Restart the Service" is a hand setting as Windows has stopport         Image Server occasionally.
Start parameters:       OK       Cancel	<u>H</u> estart Computer Options       OK     Cancel
The Image Server Prop and configured in	perties can be viewed In these screens.

Image Server PC – Configuration	
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The Image Server Properties can be viewed and configured in these screens.         18	ON









Still Sto	re -	- Image	e Manager	Configurat	onnected	1
Image S	Servers	and the second second				
	ID	Name	IP Address : Port	Sta	tus In Use	
Modify	3	Default	192.168.0.22:7302	Delete Test		
Modify	4	Mike	192.168.0.88;7301	Delete Test		
Modify	5	pc	192.168.0.38;7301	Delete Test		
Modify	6	Lew's PC	192.168.0.55;7301	Delete Test		
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Modi	fy Imac	4. A "Gro from th esta	een Status" indi ne Image Manag blished AND tha	cation ve ger to the it the app	erifies that Image S plications	t communi erver has are runnin	ication been ig.



### Still Store – Image Manager Configuration



### Still Store – Image Manager Configuration





3. Note: It is possible for Tests 2 and

3 to show a "Failed" indication and

yet the Image Server can still be working and communicating correctly.

### <sup>24</sup> Menu: Still Store / Image Manager / Server Setup / Test





#### Steps to load a Still/Clip:

- 1. Select a Still Store Channel Output. This is the output buffer (RAM) used to hold the stills being used.
- 2. Select the Still or Clip to be loaded
- 3. After loading the Still or Clip number will appear in the Still Output

## Still Store – Legend and Options



**Reserved Image** - An image selected by the operator to be loaded into cache. Reserved Images can come from multiple directories and/or drives.

Image Data – The part of the image file that contains the information for the actual image.

**Meta Data** – The part of the image file that contains information such as, cropping, positioning, In and Out points and loop data on an animation.

Cache – RAM that holds image files for playback.

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Image Server – Network Drives with stored image files.

**Video Only Files** – These files only require one channel for playback. If keyed the image will fill full raster.

**Video/Key Files** – These are image files that have an associated key signal. These files require two playback channels, one for video and one for key.













Still Store – Grab S	still		
Last Menu Home Still Image Type Identifier Image Image	Store Freeze Mode Frame	10. Select the "Freeze Me Choosing a single field allow the selection of how field is created. Press "S to access this pa	ode" desired. (1 or 2) will w the second how Details" anel.
Animation (Clip) Fred Fred Capture Operatio Operati	Field 1 Field 2 Field Interp Field Replicate Shot Buffer Shot Buffer Shot	138:09f         ar         Capture Setup         Name       Fred         Mode       Manual         Stil       Stil         Opertn       V Ody         p       Capture         Dur       0:00         Size       Full         Horiz       0.00         Ver       0:00         W       Position         Horiz       0.00         Wert       0:00         Sills       Crop         Top       3.08	49-3 49-3 49-3 Field 28 Field 1 Field 20 Field 1 Field 2
Done Save Playback Create Image Load Playback Edit Manager	11. "Sho "Grabbed	ow Buffer" will display the " image to the selected St Store output.	ill Field Replicate
31 Menu: Still Store / Create	e - Edit		THOMSON





### Still Store – Keep & Save Still















### Still Store Loader Application





### Still Store Loader Transfer





