

Section 4 - Karrera & Kayenne Advanced Config

Status

Eng Setup

Install Options

Test Patterns

Node Settings

Eng Setup

Clip Store Disconnected (2x)

SWITCHER FULLY OPERATIONAL (4x)



KARRERA

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Node Name	Control Surface	Node Type	IP Address	Version	Date
Training RM A		Video Proc. Frame	192.168.0.170	V4.0.0	Dec 23 2011
ImageStore		Image Store	192.168.0.171	V4.0.0	Dec 23 2011
KARRERA MENU	1 A	Menu Panel	192.168.0.181	V4.0.0	Dec 23 2011
Live's PC	1 A	Menu Panel	192.168.0.55	V4.0.0	Dec 23 2011
Training Room A PC	1 A	Menu Panel	192.168.0.51	V4.0.0	Dec 23 2011
Karrera 2 M/E Panel	2 B	RT Panel	192.168.0.177	V4.0.0	Jan 11 2012
Karrera Soft Panel	1 A	Menu Panel	192.168.0.179	V4.0.0	Dec 23 2011
Kayenne 4.5 M/E Panel	1 A	RT Panel	192.168.0.173	V4.0.0	Jan 10 2012
Kayenne 2.5 M/E Panel	2 A	RT Panel	192.168.0.178	V4.0.0	Jan 10 2012
Kayenne 2.5 M/E Menu	2 A	Menu Panel	192.168.0.176	V4.0.0	Dec 23 2011
Kayenne 4.5 M/E Menu	1 A	Menu Panel	192.168.0.175	V4.0.0	Dec 23 2011

Menu Version

Ver V4.0.0

Minimize Menu

Memory Usage

Memory 2.3%

Restart or Exit Menu

Capture Software Diagnostic Data

Closedown Menu Computer

Clear History

History

Favorites

Eng Login

SetDef MatchDef

Source Definition

Outputs

Ports & Devices

Switcher Tally

Router

ClipStore Config

Video Settings

Node Settings

Install Options

Test Patterns

Status

Save Load

Acquire Resources

eDPM

SWR

User Setups

File Ops

E-MEM & Timeline

Macros

Source Ops

ME

Kayer

IDPM

Wipes

Copy Swap

Devices

Image Store

Router

Eng Setup

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## Section 4 - Karrera & Kayenne Advanced Config

- Engineering Setup Menus:

- Router Configuration
- Camera Control
- Ports & Devices
- Test Patterns
- Tally

- User Setup

- Panel Prefs
- Suite Prefs

- File Ops

- Exercise



## Section 4 – Objectives

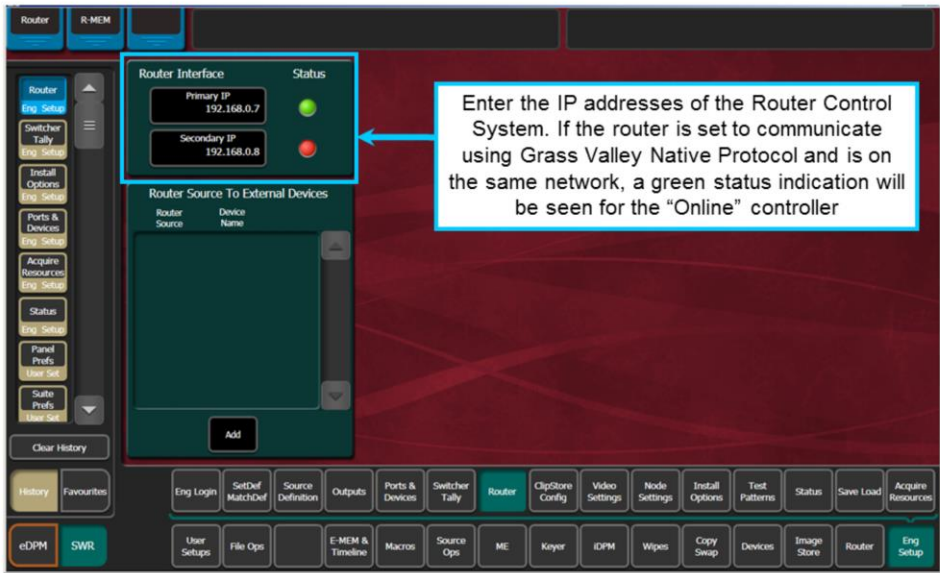
### Section Objectives

- Know how to add a Routing switcher to be controlled from a Kayenne
- Know how to configure an LCK Camera to be controlled from a Kayenne
- Know how to install a Serial or Parallel Device for control from a Kayenne
- Know how to configure a Pbus II device
- Know how to configure GPI Outputs
- Know how to configure Tally and assign Tally Relays
- Understand the how to set Color Schemes and other Panel Preferences
- Know how to verify Sources using Source Patch
- Know how to assign Resources for Aux bus transitions
- Understand how to set up the ME View and Multi Viewer outputs
- Know how to Save and Update a Show File



- The Kayenne and Karrera systems use the same software and hardware platforms prior to version 5. Starting with Version 5, the new 3 GB compliant “K-Frame” will be available. The same hardware is used for Karrera and Kayenne Panels and Menus. Older systems will remain at version 4.x.
  - This course is intended to cover all products and covers the differences between hardware and software as needed. When specifics are not called out, assume that they are the same for both products.
- 
- 
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-

Router Control (1)



## Router Control (2)



Routable machines can be linked to each other with the EngSetup / Router menu.

This allows the control panel machine control feature to be automatically routed to the correct machine when that machine is selected as a source on the router.

## Router Control (3)

**Source List**

Eng ID	Eng Name	Video In	Key In
17		17	---
18		18	---
19		19	---
20		20	---
21	PDR-1	21 MatchDef	---
22	PDR-2	22 MatchDef	---
23	PDR-3	23 MatchDef	---
24	PDR-4	24 MatchDef	---
25	CS-1	25	Shaped
26	CS-1K	26	---
27	CS-2	---	---
28	CS-2K	---	---

**Source Type**

Direct  
Device  
**Router**  
Camera

**Router Destination**

ED 152

**Engineering Name**

PDR-2

**Eng ID**

22

**Video Input**

22

**Key Mode**

Linear Key No Key

**Router Sources are created when:**

1. An Eng ID is selected in the Source list
2. The type is selected as "Router"
3. The Router Destination is selected to identify the Router Output Name (Destination) feeding this specific input

Router Control (4)

The screenshot displays the Kayenne configuration interface. On the left is a vertical menu with options like Source Definition, Router, Switcher, and others. The main area is divided into several sections. The 'Router Destinations' section contains a grid of buttons labeled ED 145 through ED 159, with ED 152 highlighted by a blue box and an arrow. The 'Source Type' section has buttons for Direct, Device, Router, and Camera, with 'Router' selected and an arrow pointing to it. The 'Router Destination' section shows 'ED 152' selected with an arrow. The 'Status' section shows a green indicator light with an arrow. A text box with instructions is overlaid on the bottom right of the main area. On the right side, there are fields for Engineering Name (PDR-2), Eng ID (22), Video Input (22), and Key Mode (Linear Key, No Key).

4. Select form the Router supplied Destination list  
5. The Status indication will be green if the router is talking with the Kayenne AND the Destination is valid.

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## Camera Control - Version 3.0 (1)

1. Enter Camera System Gateway IP Address.
2. Indicator will be Yellow if communicating.
3. Select "Enable" to activate, gthe Indicator will change to Green if communication is valid.

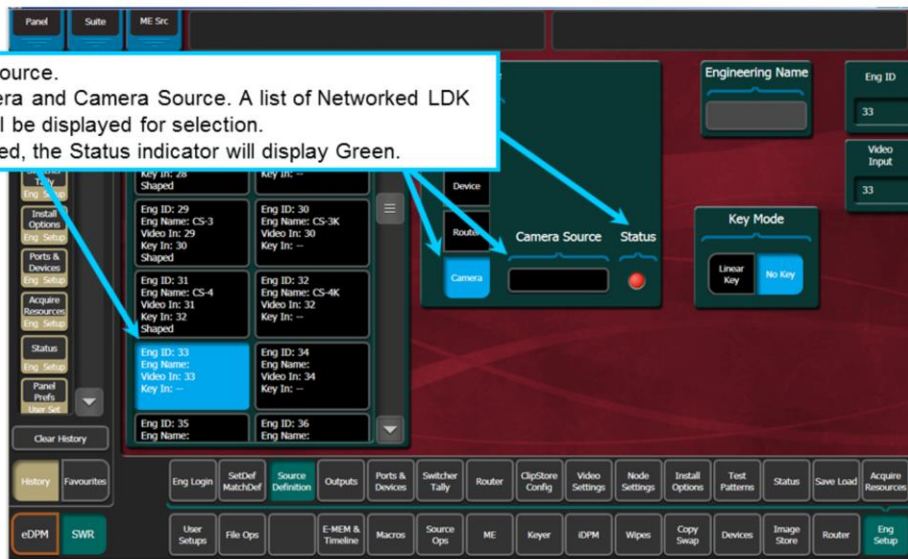
Note: Must be licensed in Eng Setup / Install Options.





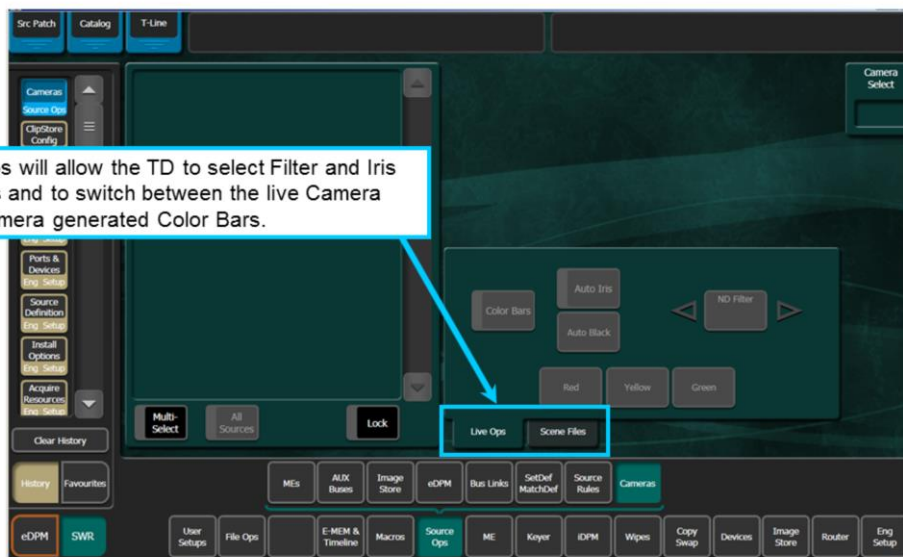
## Camera Control (2)

1. Select the Source.
2. Select Camera and Camera Source. A list of Networked LDK Cameras will be displayed for selection.
3. Once selected, the Status indicator will display Green.

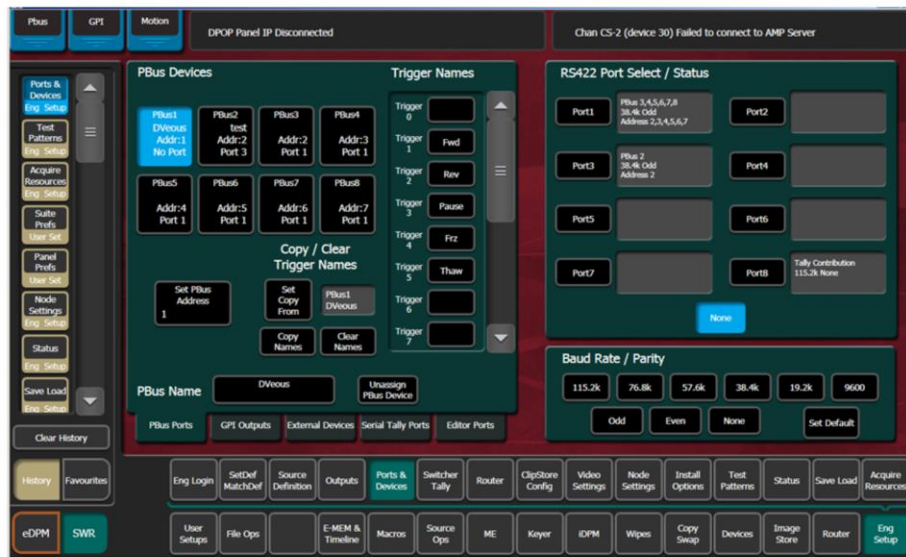


## Camera Control (3)

Live Ops will allow the TD to select Filter and Iris settings and to switch between the live Camera and Camera generated Color Bars.




## Ports & Devices V5.1



- This menu allows the Pbus devices to be configured and mapped to one of the 8 external Serial control ports.
- The trigger names are for reference and are determined by the device being controlled.
- The example shows a Grass Valley Dveous external Digital Effects unit being configured.

Eng Setup – Ports and Devices – PBus v6.0

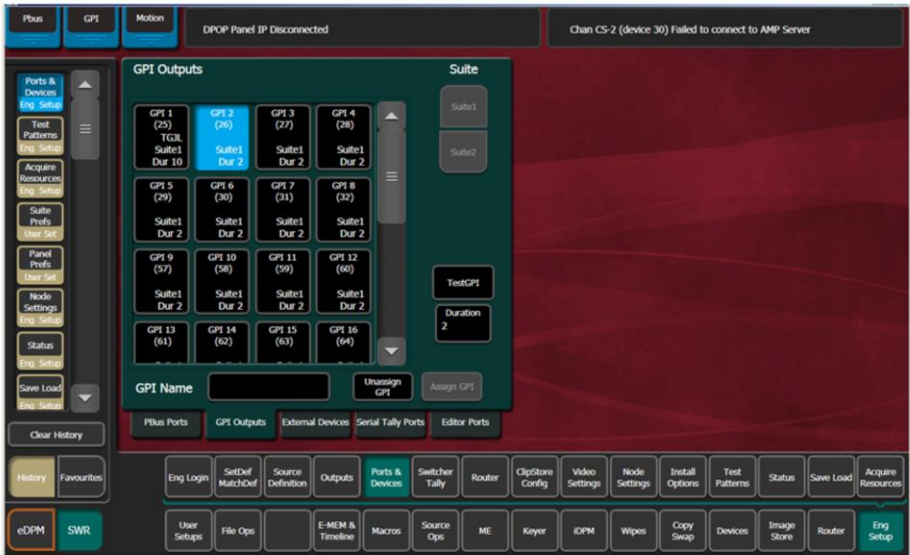
Scroll bar added to access 24 PBus devices



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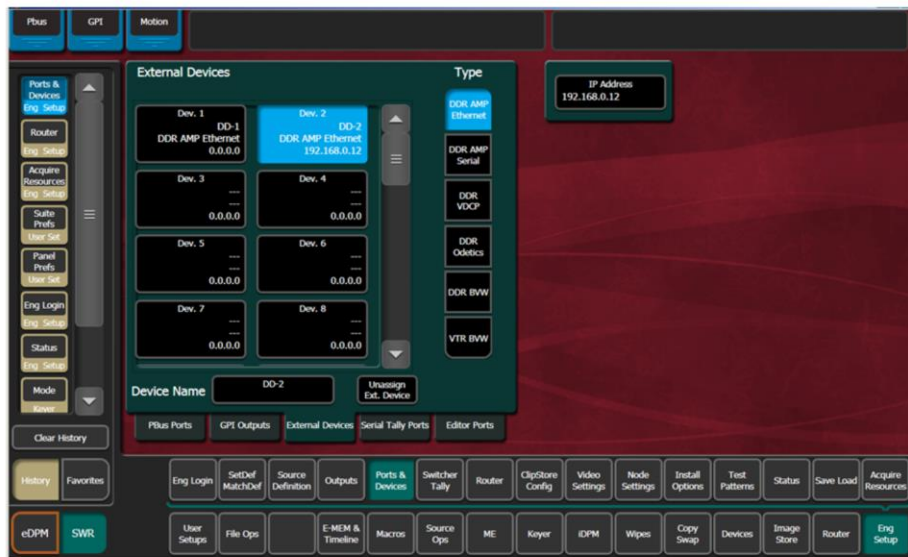
Software version 6.0 increases the number of controllable PBus Devices to 24.  
With the K-frame the Serial Tally is replaced by Ethernet Tally (Option)

Eng Setup - Ports & Devices - GPI



This menu allows the GPI Output triggers to be named and their duration set. They can also be assigned to either Suite. There are 40 GPI relays in a K-frame but limited to 32 max in any one Suite

## Eng Setup - Ports & Devices – External Devices



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32 Devices are configurable and controllable by Karrera and Kayenne.

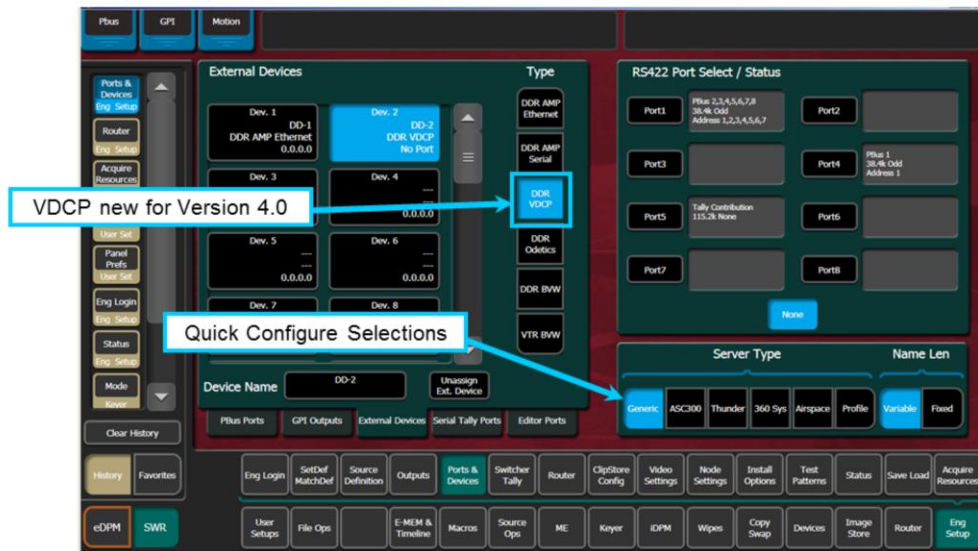
When a licensed ClipStore is used, it will occupy the last 2 (Solo) or 4 (Summit) devices in the list of 32. Version 4 software assumes this and automatically reserves these last 4 making only 28 other configurable devices available.

Devices may be controlled by the Optional Kayenne DCM (Device Control Module).

Devices may be controlled from the Menu and System Bars of both Kayenne and Karrera.

When naming devices in this screen, the device may have any logical name. The name needs to be appended with a dash (no spaces) and then a channel number. i.e . as above: DD-1 & DD-2. This is essential for the machine to be controlled.

## Eng Setup - Ports & Devices v5.1



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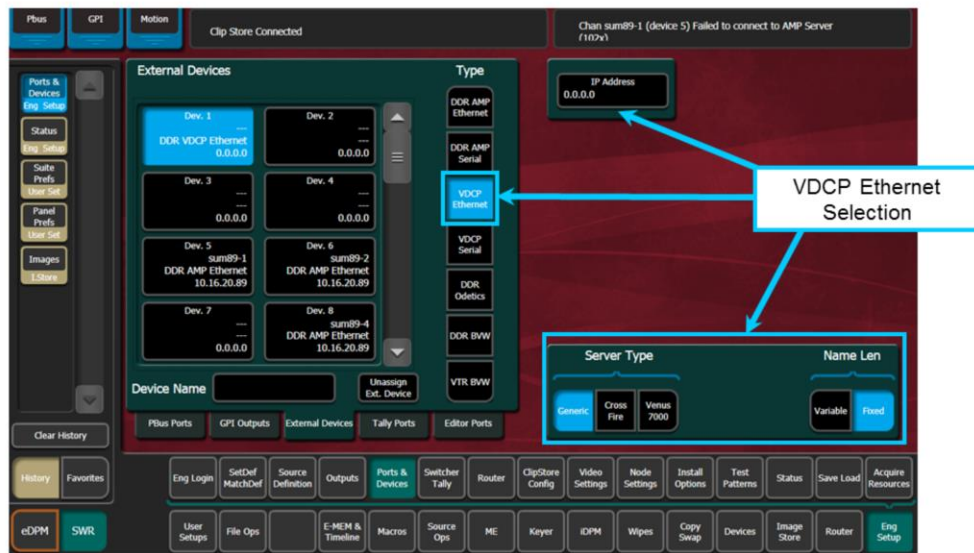
VDCP Protocol is a Serial Protocol that uses a serial cable for control of a device such as a Grass Valley K2 or Summit video Server.

When naming devices in this screen, the device may have any logical name. The name should be appended with a dash (no spaces) and then a channel number. To indicate the channel being controlled . i.e. example above: DD-1 & DD-2.

When in VDCP mode, "Fixed" will allow for 8 Character maximum name length. Variable will allow for up to 32 characters.



## Eng Setup - Ports & Devices v6.0



In version 6.0 VDCP (Louth) Protocol Ethernet was added to the choices available. A choice of Generic or two popular Server control variations are provided. Fixed or variable Name length is also available.



Eng Setup - Ports & Devices - Editor



This menu allows one of the 8 external Serial control ports to be configured as an Editor control port for each Suite.

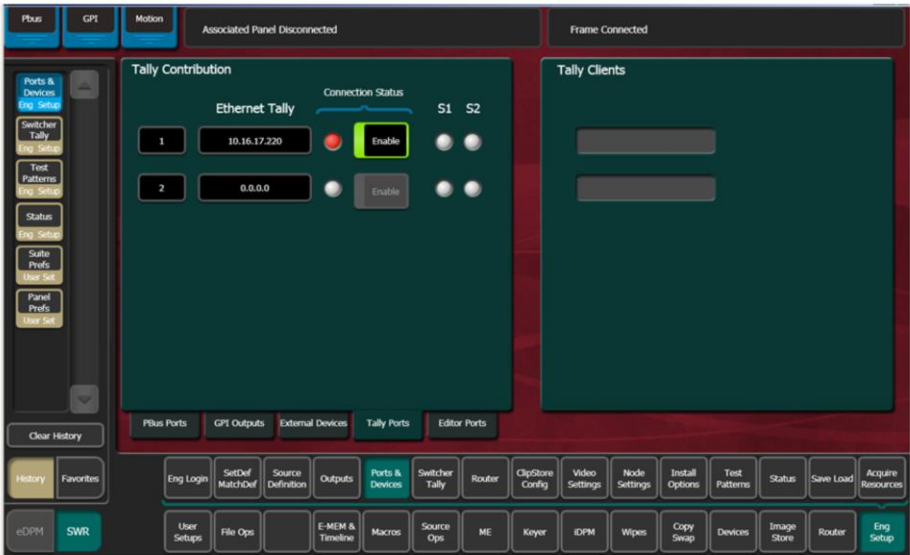
This uses the standard GV Editor protocol. (Refer to GV web site for details)

Ports & Devices – Serial Tally 1.5G frame



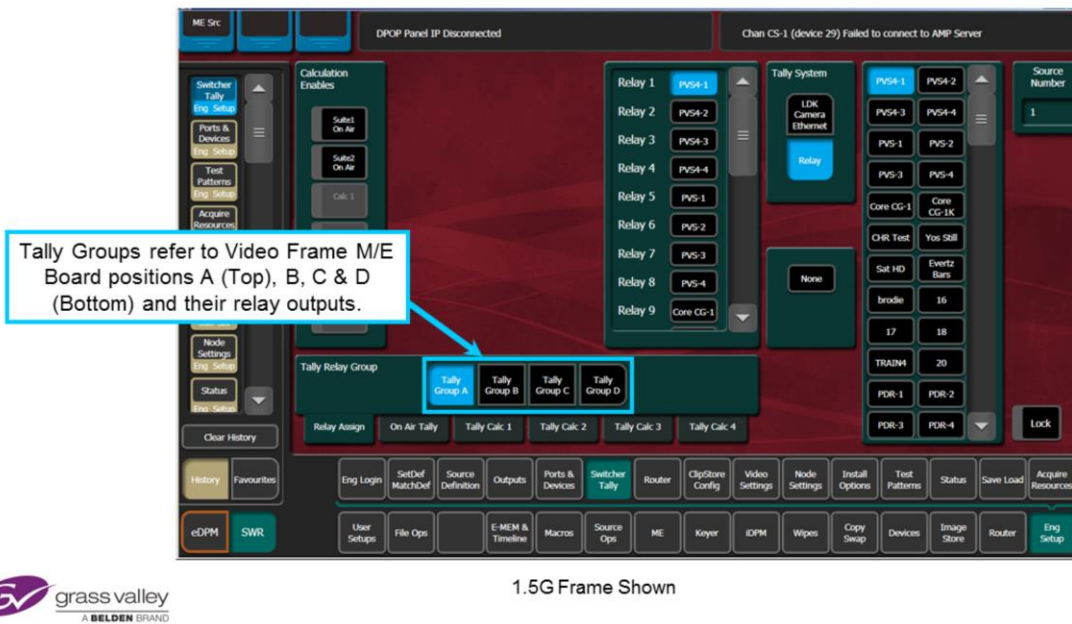
Serial Tally is replaced with Ethernet Tally in the 3G K-Frame.

Ports & Devices – Ethernet Tally - K-Frame 3G



In addition to Relay Tally the K-Frame offers Ethernet Tally as an option. Ethernet tally provides the ability to interface directly with external Tally information systems.

## Tally Relay Assignment



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Tally Relays are connected to the frame through multipin connectors.

Each connector supports 24 tally relays. There are 4 groups of 24, for 96 relays, on the 1.5G frame and 5 groups of 24, for 120 relays, on the 3G frame.

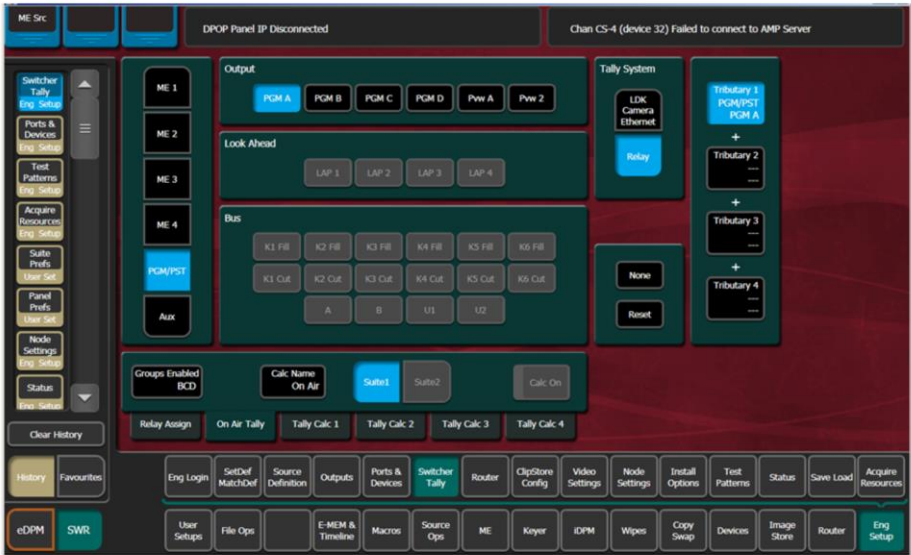
Tally groups can be assigned to different Suites.

Each Group can be controlled from the On Air Tally or 1 of 4 Tally Calculators as programmed.

Default Tally is a one to one mapping but any relay can be changed to tally any source.

The 3G K-Frame allows tally to be assigned to any source or any internal signal.

# Tally On Air Assignment

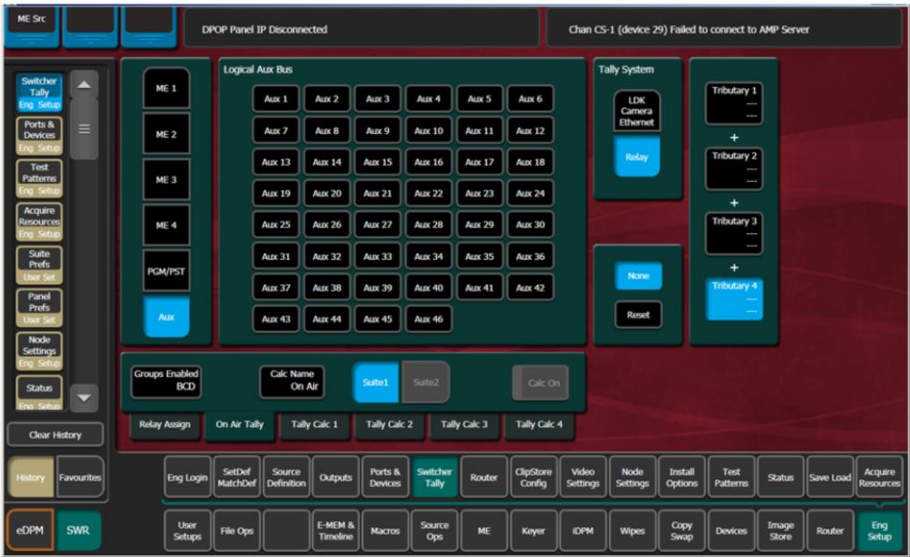


1.5G Frame Shown

The default On Air tally is Suite 1. Any or All of the main PGM outputs can be tallied using the 4 Tributary windows.

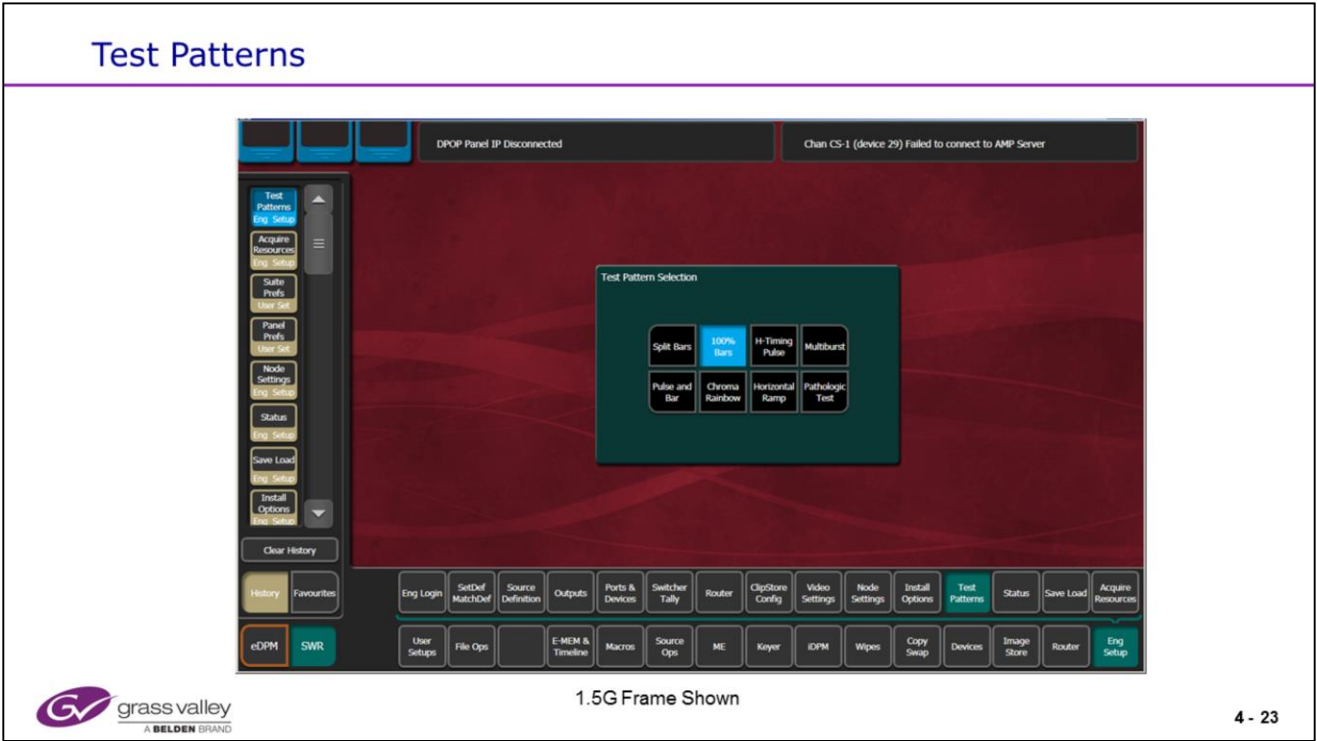
Tally Calculators can be configured to Tally key busses or Preview outputs.

Tally Aux Bus assignment



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Aux busses can also be tallied as needed either to separate relays or in combination with an ME or Program outputs.



K Frame has 2 sets of Test Signals with some additional test patterns

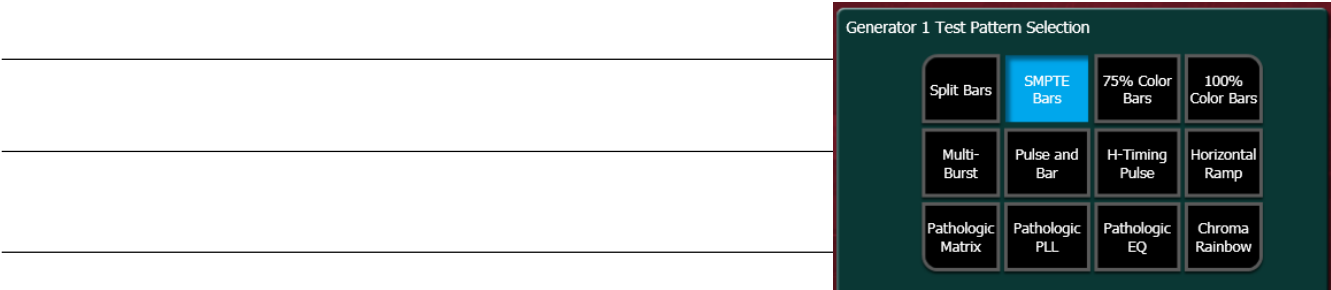
Any one of 8 internally generated Test Signals be selected as a source. This signal may be mapped anywhere like any other source, internal or external.

The Pathologic Test Signal (Matrix) is a 2 section signal that represents one of the hardest scrambled serial data streams for equipment to deal with.

One half of the field is a series of 20 data zeros followed by a single data one followed by 20 zeros during the active picture area. This ends up looking a lot like a square wave signal that is approximately 1/20 of the serial transport frequency. For SD, this would look like 13.5 MHz to the reclocking circuit that is running at 270 MB/s.

The other half of the field stresses input equalizers. This signal looks like 19 zeros followed by 2 ones and repeating. After a run of cable, this signal looks a lot like D.C.

K frame provides 2 independent Test Pattern generators with more selections.





## User Setups - Panel Prefs Menu Tree

Panel Prefs	Button Mapping	Assign Sources by Name* to Crosspoint Buttons
	Panel Color Scheme	Define Panel Button Colors and scheme
	Source Colors	Define / Customize Individual Crosspoint Button Colors
	Macro-E-MEM Start Number	Assign First or Start Macro Recall Numbering per Stripe
	DPOP Prefs	Define How buttons react to DPOP (Double Punch)
	Shift Prefs	Assign Shift Button Functions per Crosspoint Button Row
	Panel User Interactions	Misc Define Functions: Time Displays, Key Adjust, DPOP Enable
	Aux Delegate Mapping	Assign Aux Buses and Misc Functions to Local Aux Panel Buttons

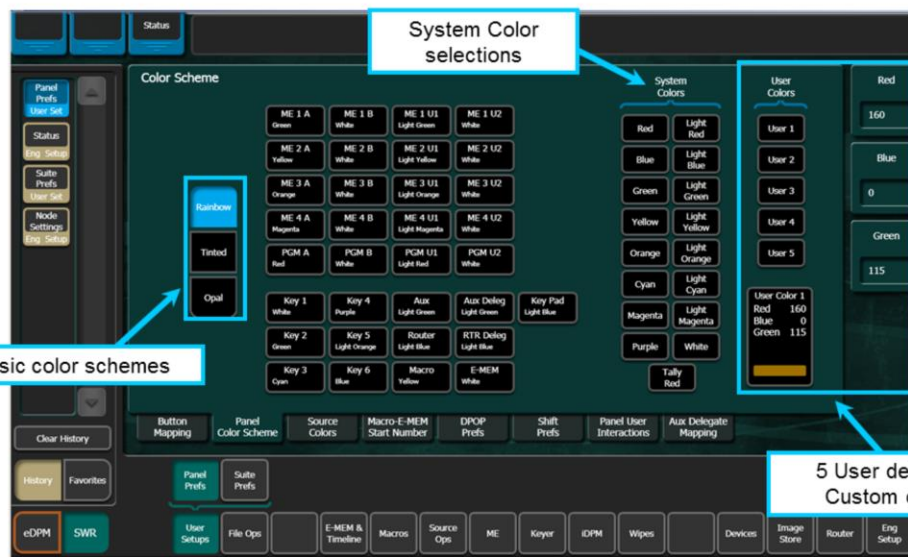


Names assigned to the Crosspoint button displays or OLEDs (Organic Light Emitting Diodes) will be Engineering (Source) Names, until other names are created in the Source Patch menu. An Eng ID number will be displayed if an Engineering Name is not created.

Any Source Crosspoint Button may have up to 4 different Sources assigned. Each button may have the normal position source name displayed but when the 2<sup>nd</sup>, 3<sup>rd</sup> or 4<sup>th</sup> shifts are selected, the button display and source will change to a different mapping.



## Panel Prefs - Panel Color Scheme



1.5G Frame Shown

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3 main color schemes are available: Opal (White Buttons), Tinted (Keys color coded) or Rainbow.

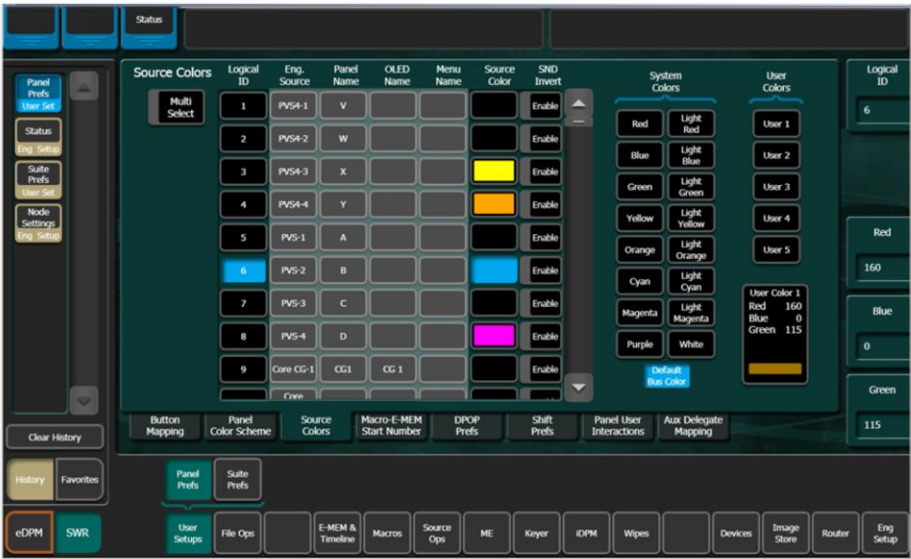
All busses can be changed to suit individual requirements regardless of the basic scheme selected.

The K Frame includes additional selectors for the C and D busses.

## K Frame selector



Panel Prefs - Source Colors



1.5G Frame Shown

Individual Source color assignments override the default bus colors..  
5 User colors are available for customization.

## Suite Prefs - Source Patch

Logical ID	Eng. Source	Panel Name	OLED Name	Menu Name
1	PVS-1	V		
2	PVS-2	W		
3	PVS-3	X		
4	PVS-4	Y		
5	PVS-1	A		
6	PVS-2	B		
7	PVS-3	C		
8	PVS-4	D		
9	Core CG-1	CG 1	CG 1 HD	Find

Enter a Name in this box to assign or override the Engineering Name

Each display name can be different. Changing the name in any one column is displayed in all 3 areas



1.5G Frame Shown

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Source Patch provides 2 functions:

1. A method for overriding Engineering names in the panel and Menu.
2. The ability to patch engineering sources into the logical ID positions.

## Source to Button Mapping

The diagram illustrates the three-step process for Source to Button Mapping:

- Panel Prefs Button Mapping:** This screen shows a grid of buttons (1-10) and their corresponding sources. A blue box highlights the 'X' button in the 3rd row, 1st column. A blue arrow points from this button to the 'X' button in the 'Sources' column.
- Suite Prefs Source Patch:** This screen shows a grid of sources (1-9) and their corresponding panel names. A blue box highlights the 'X' button in the 3rd row, 1st column. A blue arrow points from this button to the 'X' button in the 'Sources' column.
- Eng Setup Source Definition:** This screen shows a list of sources (1-10) and their corresponding engineering information. A blue box highlights the 'X' button in the 3rd row, 1st column. A blue arrow points from this button to the 'X' button in the 'Sources' column.

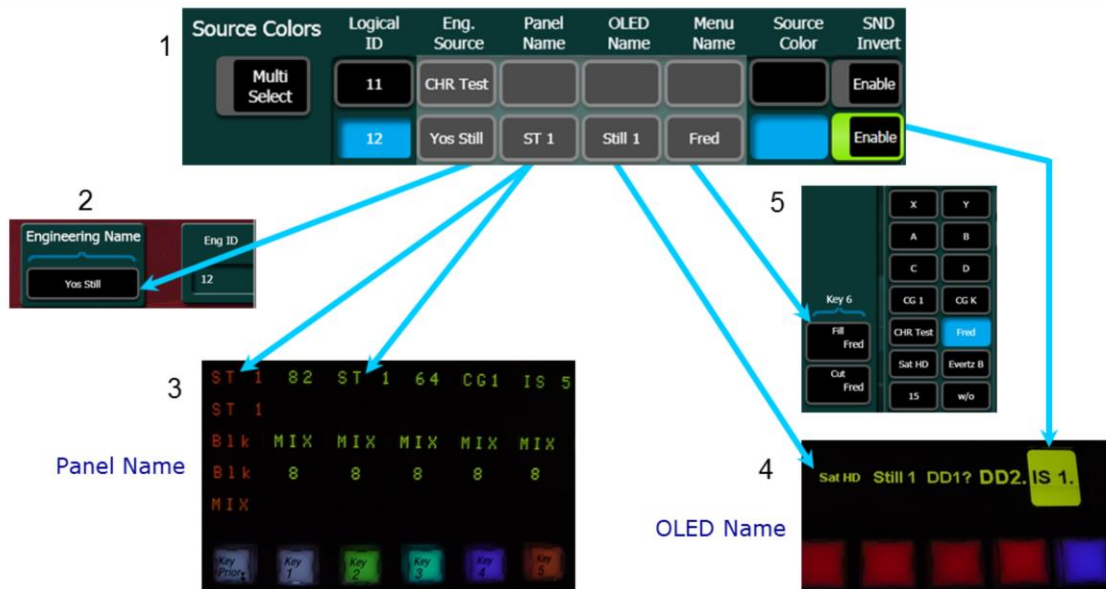
The diagram also includes a 'Source List' table with the following data:

Eng ID	Eng Name	Video In	Key In
1	PVS4-1	1	--
2	PVS4-2	2	--
3	PVS4-3	3	--
4	PVS4-4	4	--
5	PVS-1	5	--
6	PVS-2	6	--
7	PVS-3	7	--
8	PVS-4	8	--
9	Core CG-1	9	--
10	Core CG-1K	10	--

Mapping Sources to Buttons involves 3 steps

1. Define the Source information in the Eng Setup, Source Definition menu
2. Decide on any name override to be used in the panel in User Setup, Suite Prefs, Source Patch menu.
3. Map the Source to a button in the User Setup, Panel Prefs, Button Mapping menu.
4. E-Mems remember the Logical Identification number and Not the Engineering ID. This is what allows for doing the soft-patch of sources to allow "your" E-Mem to match the new switcher's sources.

## Panel Prefs - Source Colors - Displays



Path: User Setups - Panel Prefs - Source Colors

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1. User Setups / Panel Prefs / Source Colors (User Setups / Suite Prefs / Source Patch).
2. Eng Setup / Source Definition.
3. Transition Module Status Display (Panel Display), 4 characters maximum.
4. Source Select Module Display (OLED Display).
5. Source Ops / MEs (or any of the Source Ops menus).

## Suite Prefs - Source Patch - K-Frame

The screenshot shows the 'Source Patch' configuration screen. It features a table with columns: Logical ID, Eng Sources, Patch Key, Panel Name, OLED Name, Menu Name, and Source Correction. The 'Source Correction' column has 'Enable' buttons for each row. To the right, there are 'Eng Sources' and 'Fixed Sources' lists. Callouts provide additional context:

- Any external source or internal source can be mapped as video or key**: Points to the 'Eng Sources' and 'Fixed Sources' lists.
- K-Frame adds the ability to patch any source as a Key**: Points to the 'Patch Key' column.
- Source correction can be applied to individual sources for the entire switcher**: Points to the 'Source Correction' column.

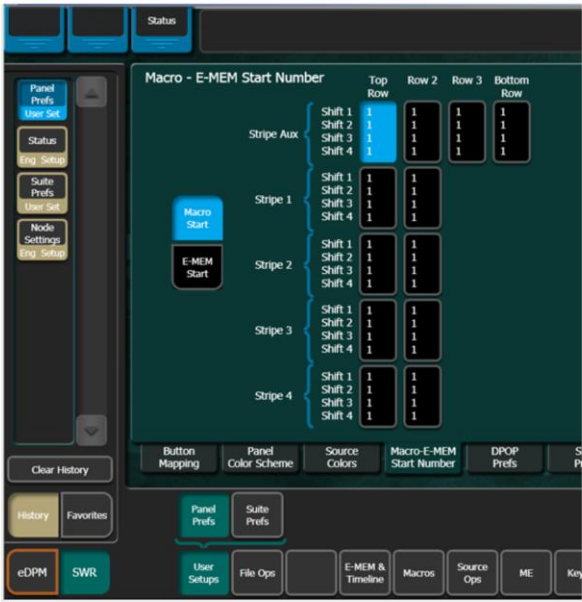
Logical ID	Eng Sources	Patch Key	Panel Name	OLED Name	Menu Name	Source Correction
1	1	---	Cam1			Enable
2	2	---	Cam2			Enable
3	3	---	Cam3	C3	Camera3	Enable
4	4	---				Enable
5	5	---	5 3D			Enable
6	6	---	5 r			Enable
7	7	---				Enable
8	CS-1	cs2k	CS X			Enable
9	9	---				Enable

In K Frame Source Patch has 2 additional functions:

1. The ability to patch a Key signal into any source
2. The ability to turn on Source Color Correction for any source

Kayenne Panel Prefs - Macro / E-MEM Start Numbers

- This Menu sets the start number for the busses on each stripe
- Each Shifted row can have a different start number
- E-MEM and Macro selections have different settings

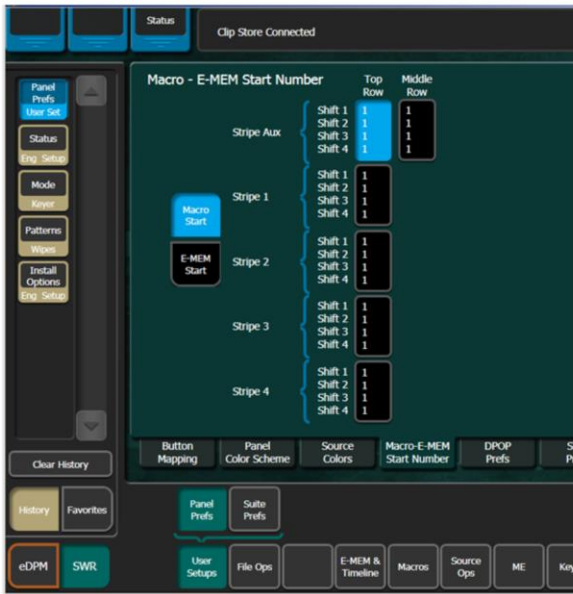


When used for Macros or E-MEMs the operator can set the start number of each bus row to be different.



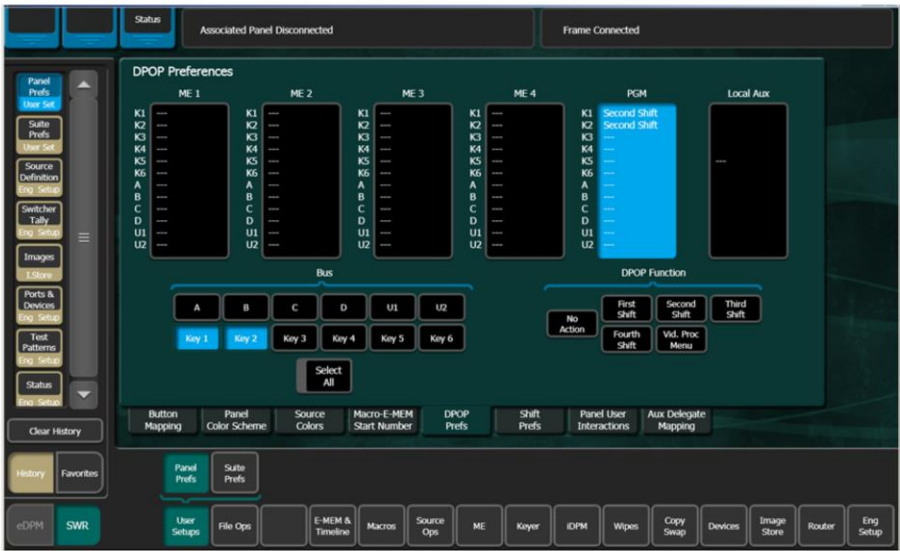
Karrera Panel Prefs - Macro / E-MEM Start Numbers

- This Menu sets the start number for the busses on each stripe
- Each Shifted row can have a different start number
- E-MEM and Macro selections have different settings





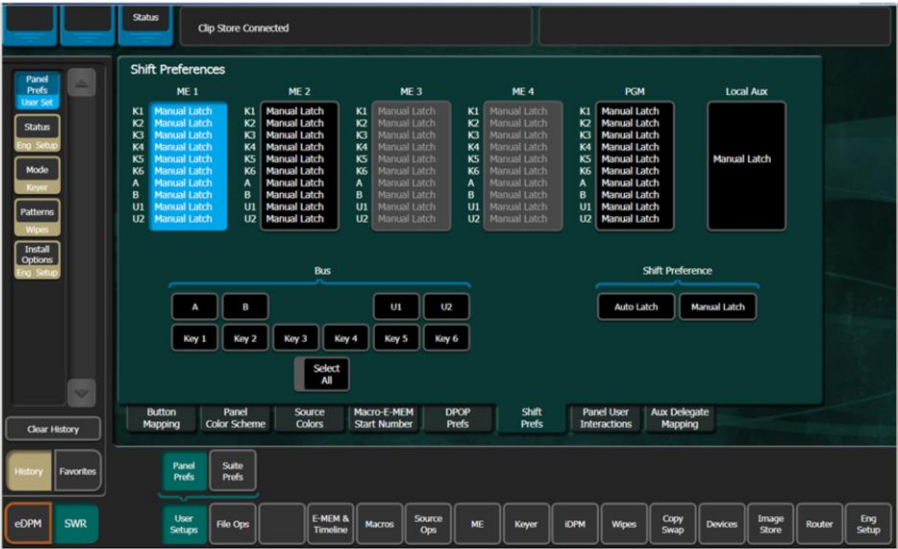
Panel Prefs - DPOP Prefs



DPOP Prefs enables the DPOP (Double Press) function of each of the bus' rows to be set. Functions can be different for each bus.

This shows the K-Frame (3G) selections. The 1.5G frame does not have the C and D busses.

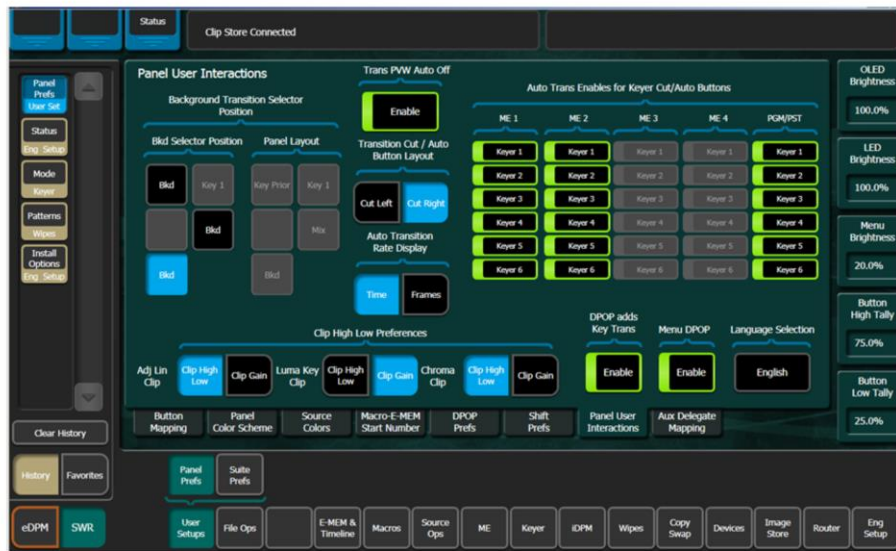
Panel Prefs - Shift Prefs



1.5G Frame Shown

Manual latch leaves the bus in the selected shift row after a selection is made.  
Double press to set the shifted row to 2nd Shift, 3rd Shift or 4th Shift (both buttons lit).  
Auto Latch stays in the shifted row of the current source.  
This shows the 1.5G frame. The K- Frame has the C and D busses.

## Panel Prefs - Panel User Interactions



Karrera Menu Shown

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Panel User interactions allows for customized panel control and display features.

There are 3 choices for the position of the Background Button. These allow operators to customize the button to be similar to a 3/4000 or Kalypso switcher.

This shows the Karrera Panel version. The main difference is in the selection of Mix or Cut for the dedicated Keyer buttons on the panel.

On the Kayenne these are replaced with machine control selections for the MFM Device Control 'Multi' mode

Panel Prefs - Aux Delegate Mapping



1.5G Frame Shown



Aux Delegate mapping enables the Aux bus selections to be either Aux Busses, Image Store inputs, eDPM inputs or Preview Primary selection.

The K-Frame has 96 Aux busses and only 2 IS channels and 2 eDPM channels that can be mapped.

User Setups - Suite Prefs Menu Tree

Suite Prefs

Resource Allocation

E-MEM Prefs

Source Patch

Source Memory

Default Keyframe

Re-Entry Prefs

Preview Prefs

MultiViewer Prefs

GPI Inputs

Transition Chaining

Define Hardware Transition Generator to be used for Aux Trans

Assign Switcher Functions to any of the 31 E-Mem Levels

Internal Source Mapping "Patch Panel" for E-Mem flexibility

Enable Source memory Function (Source Correction in K-Frame)

Chose Factory or Custom Default Keyframe


Enable ability of Secondary M/E Partition to re-enter to Primary M/E

Assign & Enable Safe Title Graticules and ME View (v6.0)

Select Multi viewer Presets and Assign Sources (v7.0)

Assign and Name what a GPI will Trigger

Define and Enable Keys to be remotely controlled by other Keys

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The ME View feature was added as an option in v6.0

The MultiViewer Option was added in v7.0

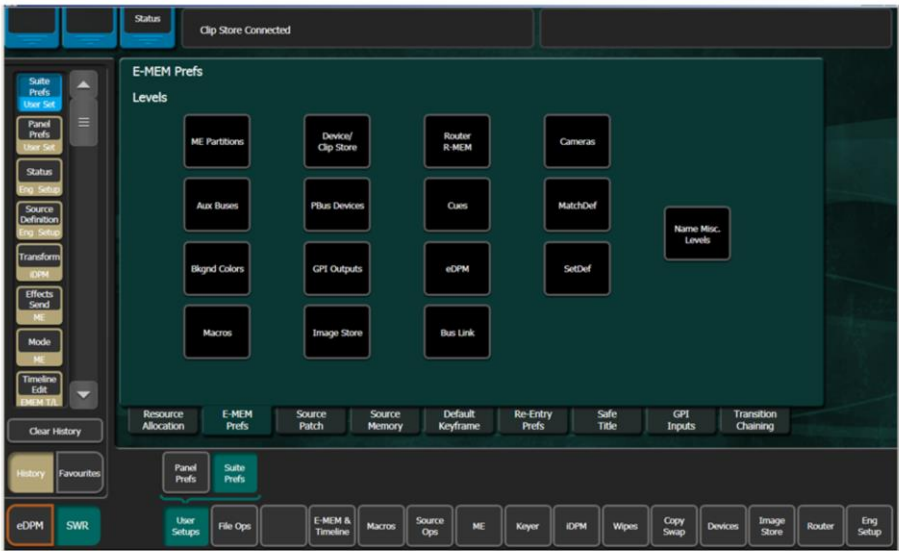
Suite Prefs - Resource Allocation



Resource allocation shows the status of the acquired M/E resources.

Allocation of a resource to Aux transition changes the M/E mode to Split and overrides the ME mode selection menu.

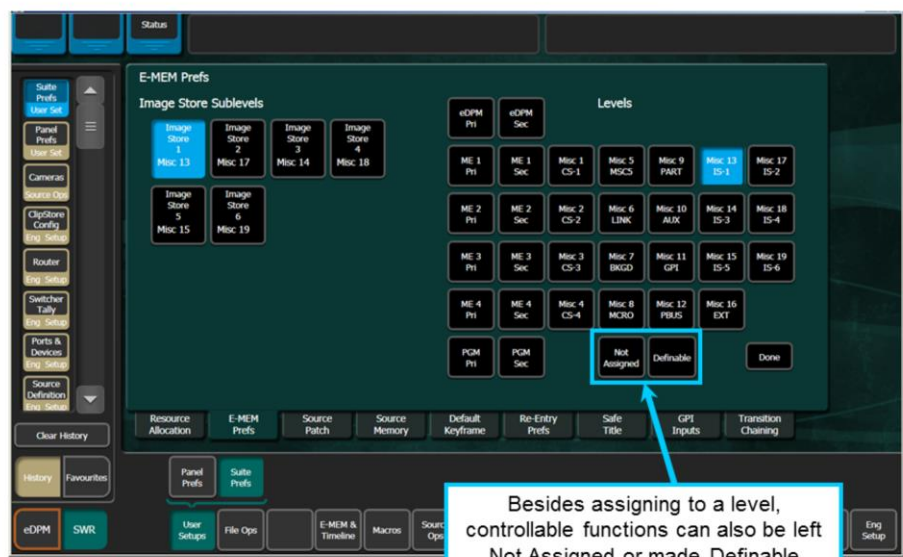
Suite Prefs - E-MEM Prefs



E-MEM Prefs allows the different switcher areas to be assigned to te E-MEM levels. Each level can be named.

The K-Frame does not provide E-MEM control of the Set Def and Match Def options.

Suite Prefs - E-MEM Prefs – Image Store Example



1.5G Frame Shown

E-MEM control can be assigned to any Level button, left 'Not Assigned' to an E-MEM level or made Definable.

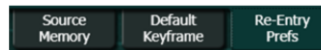
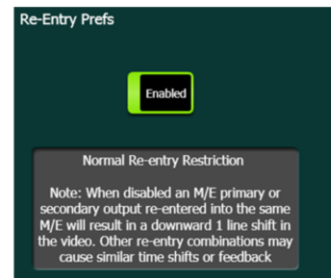
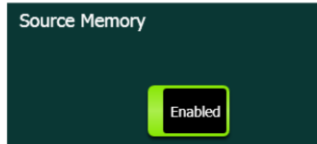
Definable allows the control to be defined in the E-MEM Timeline menu.

The K-Frame has 10 channels of Image Store that can be assigned to E-MEM level buttons.



## Suite Prefs - Source Memory, Default KF and Re-Entry

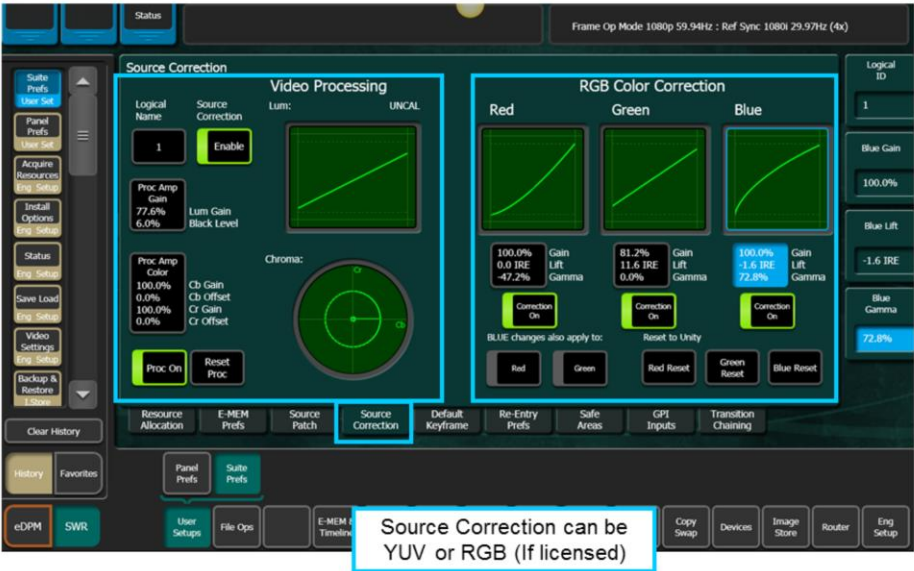
- Source Memory can be set on or off for this Suite (1.5 G frame)
- The Default Keyframe can be either the Factory Default or any setup that is Learned.
  - The Default keyframe is recalled from the Master E-MEM module or menu when the Clear Working Buffer (CWB) button is pressed.
  - The CWB operation is determined by the Master E-MEM levels enabled.
- Re-Entry of one M E into another M E is normally restricted to prevent circular re-entries (i.e. M E1 into M E2 into M E1) but can be disabled for certain operations



The Source Memory tab is replaced by the Source Correction tab in a K-Frame (3G) system.

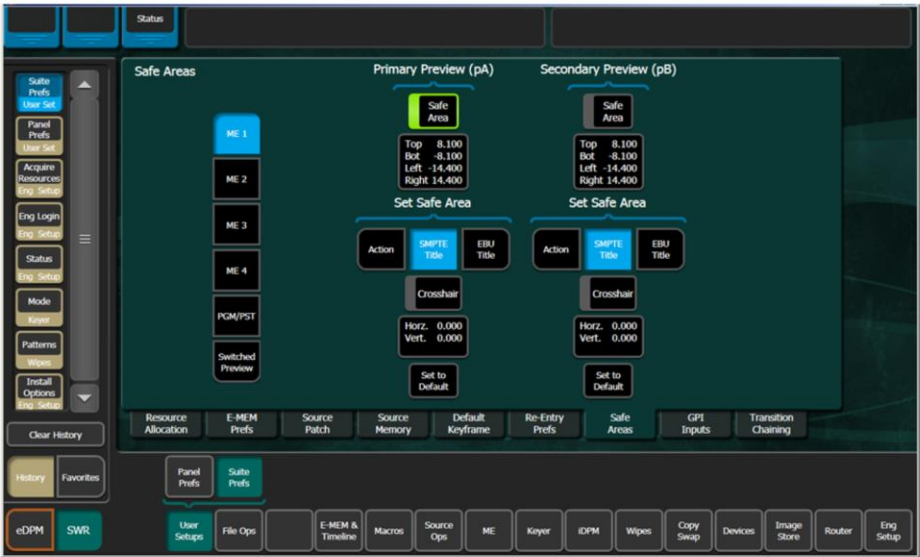
Source Memory is implemented differently in K-Frame systems.

Suite Prefs - Source Correction - K-Frame



Source Correction allows Video processing or RGB Color Correction (option) to be applied to the selected source for the entire switcher.

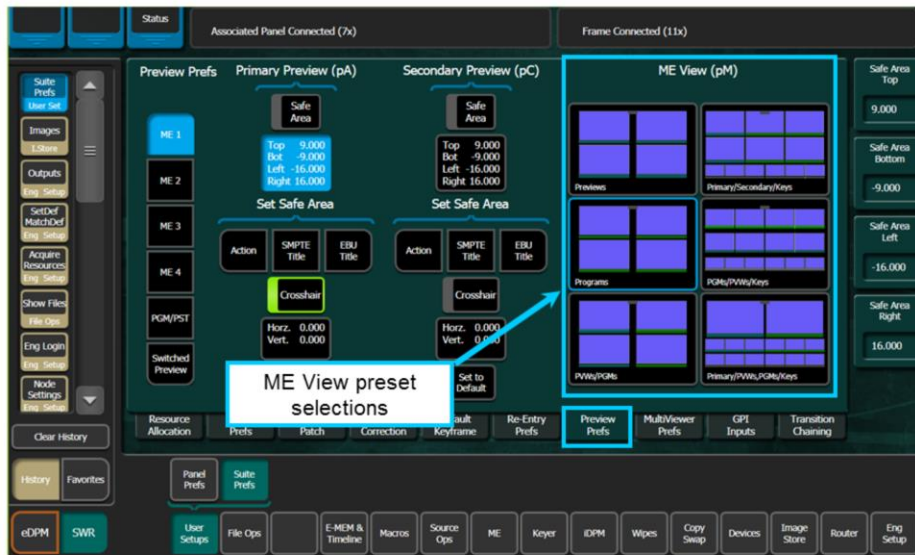
Suite Prefs – Safe Title – v 5.0



Safe Title can be displayed on Preview Outputs for any M E, Primary or Secondary Partitions.

Safe Title may be set to default or normal parameters or set to specific user values.

## User Setup – ME View v6.0

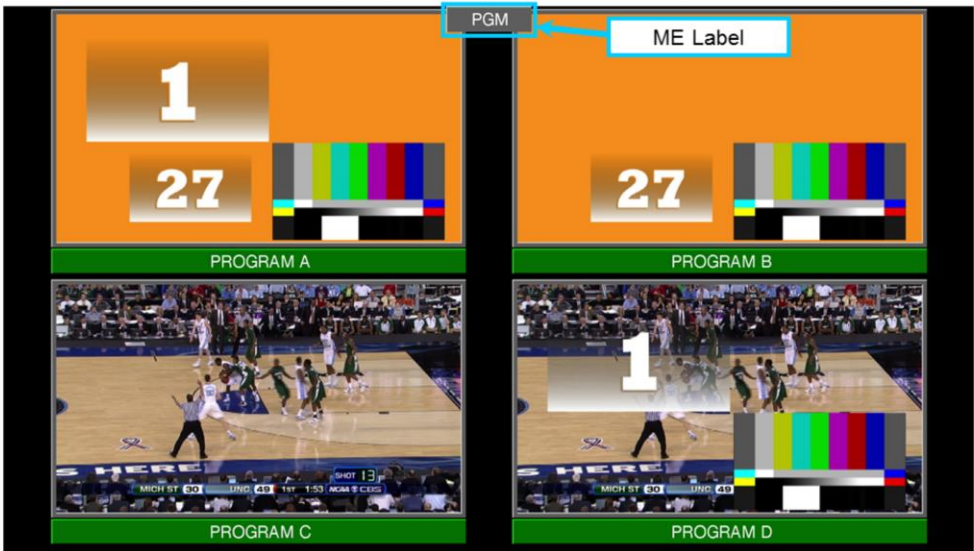


In Software version v6.0 the ME Viewer option was added. In v7.0 the name was changed to ME View to help reduce confusion with the Multi Viewer.

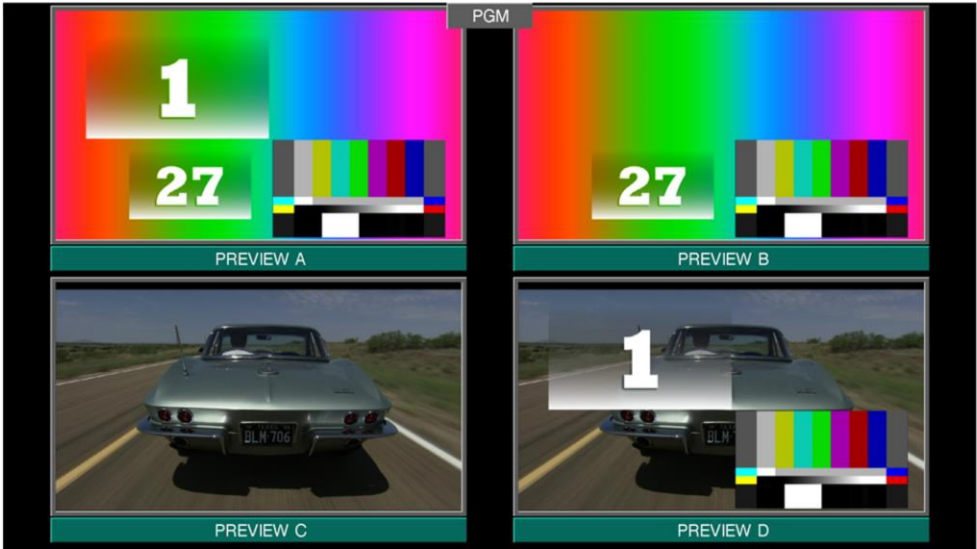
This adds control of the pM output from all of the MEs.

This selectable output is available as a signal to be selected to any Switcher output.,  
6 User selectable Preset choices of layout are provided

ME Viewer Output (1) ME Programs



ME Viewer Output (2) ME Previews



ME Viewer Output (3) ME Pri/Sec - Pgm/Pvw





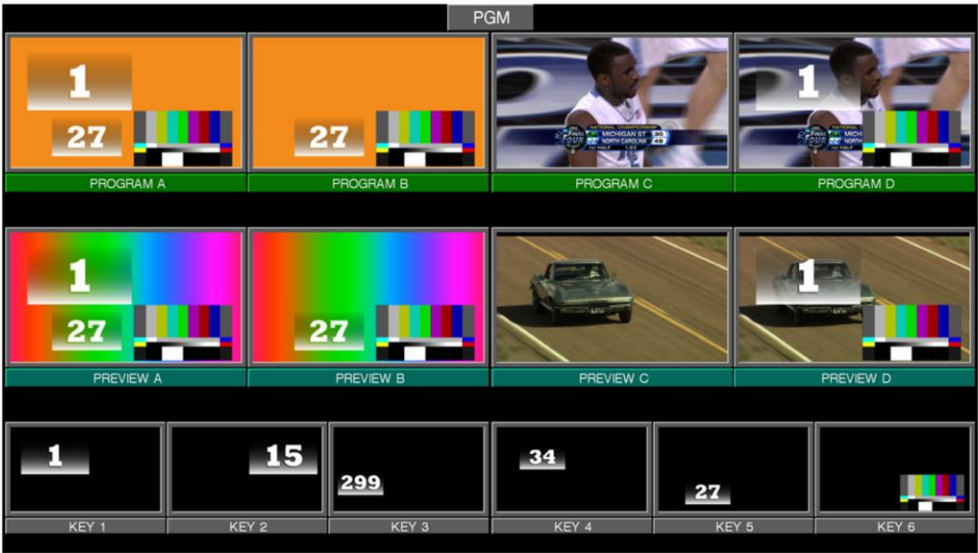
ME Viewer Output (4) ME Pgms, Pvws and Keys



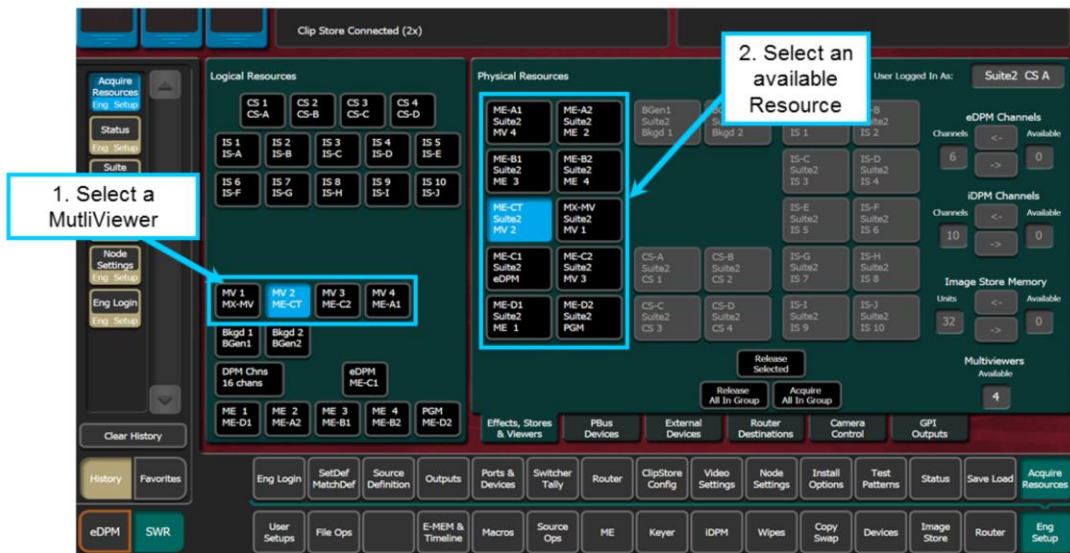
ME Viewer Output (5) ME Pgms, Pwvs and Keys



ME Viewer Output (6) ME Pgms, Pwvs and Keys



## User Setup – MultiViewer v7.0



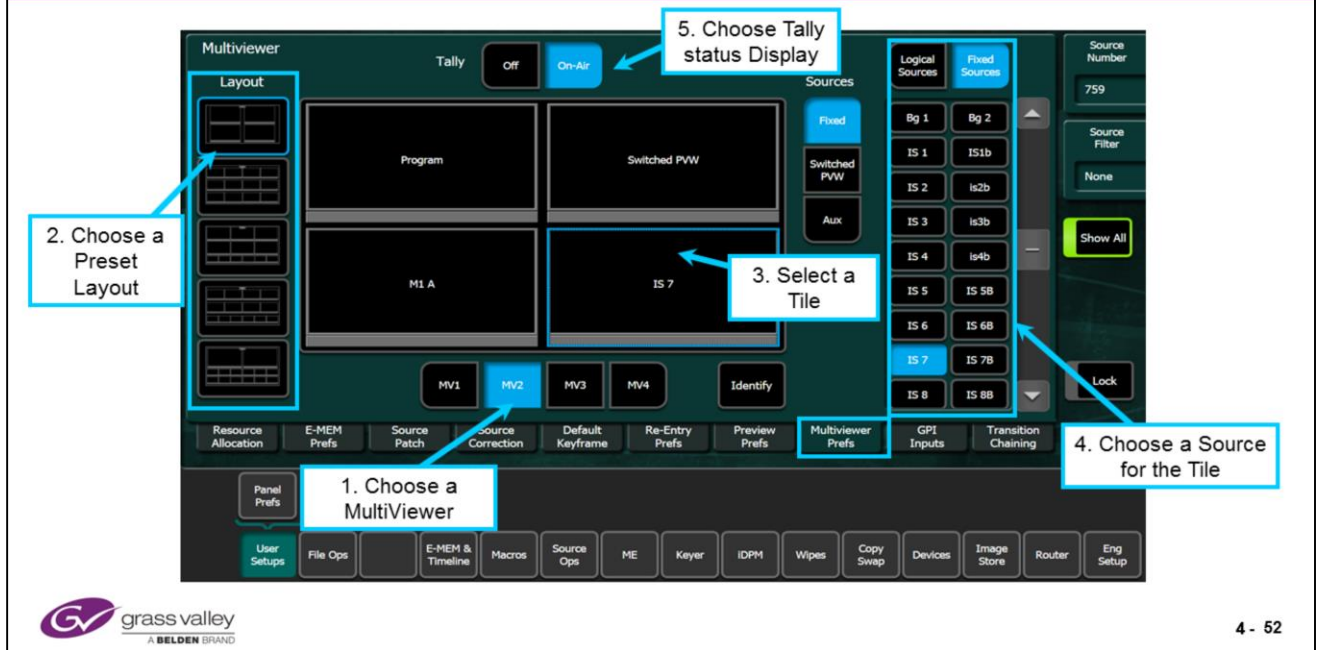
The MultiViewer has to be assigned an ME resource and be licensed before it can be used. Only available on K-Frame.

The MultiViewer hardware MX-MV is located on the Large K-Frame only and can only be used as a MultiViewer.

Any ME can be used as a MultiViewer as long as there are licenses and hardware available.

Hint if you need 2 MultiViewers in the large frame use the Controller ME as the second one as it does not have iDPM capability.

## User Setup – MultiViewer v7.0



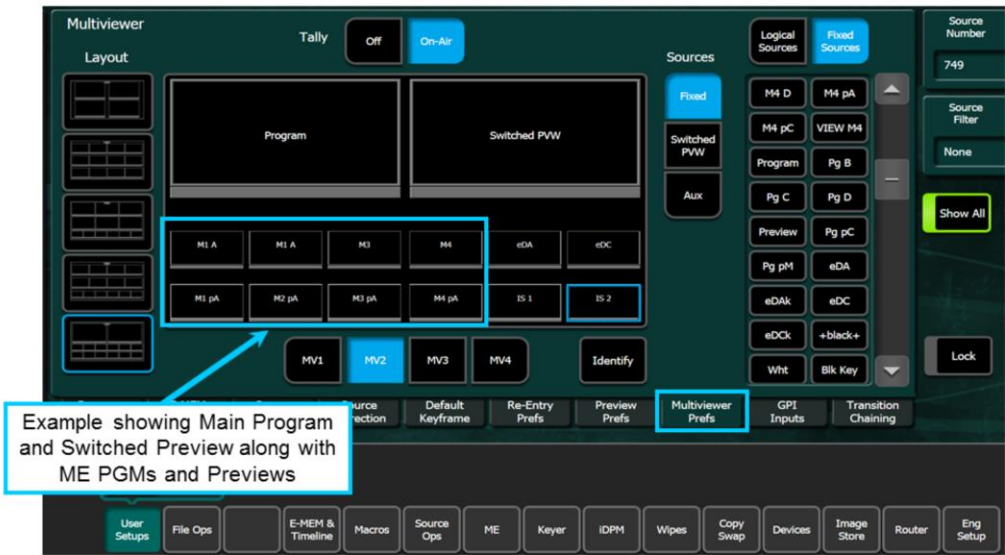
In Software v7.0 the Multi Viewer Option was added.

This requires an ME to be assigned to be used as the MultiViewer and a License to enable it.

A layout is first chosen from the preset selections available and then the sources to be displayed are selected from the logical or fixed list for the individual screen sections.

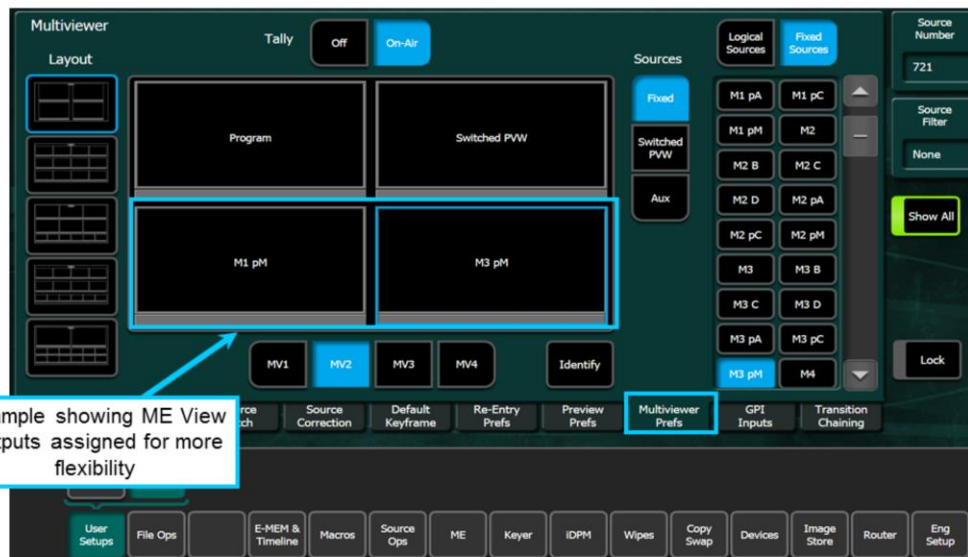
The Display Tally indications can also be disabled if needed.

User Setup – MultiViewer v7.0



A typical example showing ME PGM and Preview outputs assigned to the tiles to give the TD access to the most often needed images.

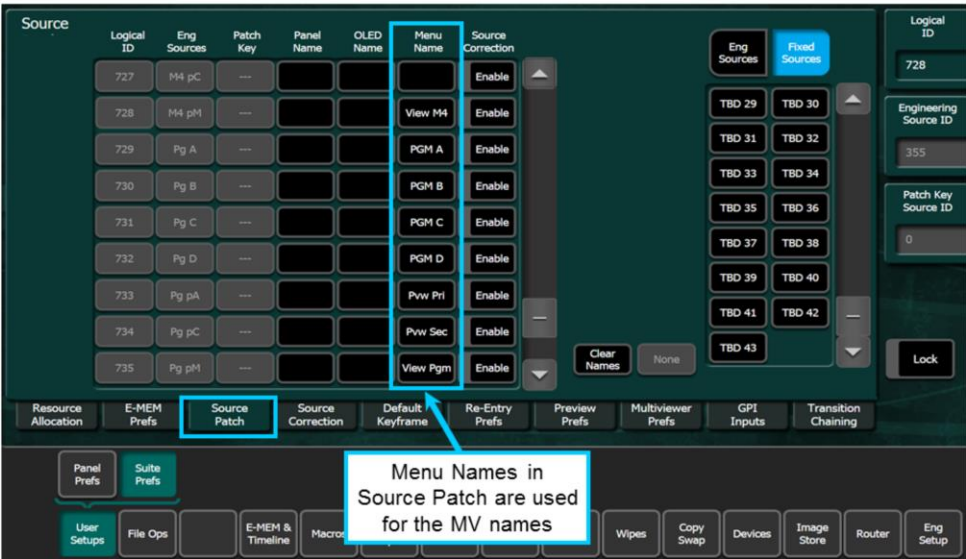
## User Setup – MultiViewer v7.0



The ME View outputs can also be mapped to any tile increasing the flexibility of the signals available for the MultiViewer tiles.

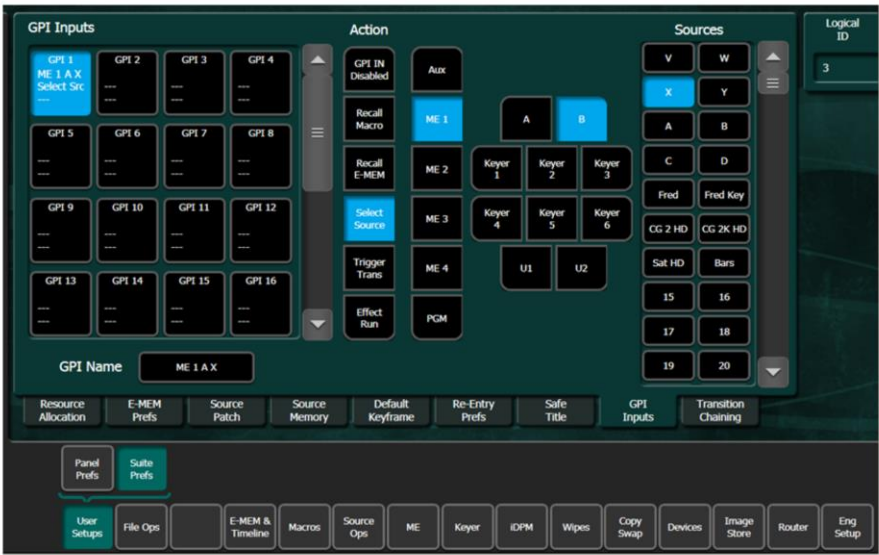


User Setup – MultiViewer v7.0



The Menu names in the Source Patch menu are used for the MultiViewer Displays. This allows the user to rename the default names in the displays.

Suite Prefs - GPI Inputs

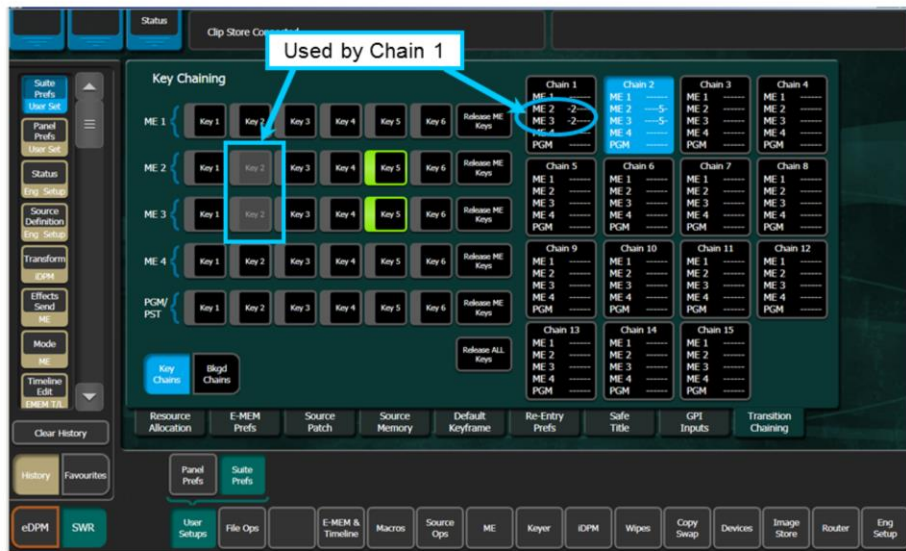


GPI inputs can be set to control Macros, Recall E-MEMs, Select Sources, Trigger Transitions or Run the current effect.

Each Action type will change the right half of the menu for correct selection. The above display shows a GPI trigger that will Take the Source “X” to the B Bus of M/E 1.

The normal Action state is “GPI IN Disabled”.

## Suite Prefs – Transition Chaining – Key Chains



Select the Chain Number you wish to create. There are 15 chains available.

Select Keys to be linked within that chain.

“Release All Keys” is a very important function to remember when working with your show files!

## Suite Prefs - Transition Chaining - Background Chains



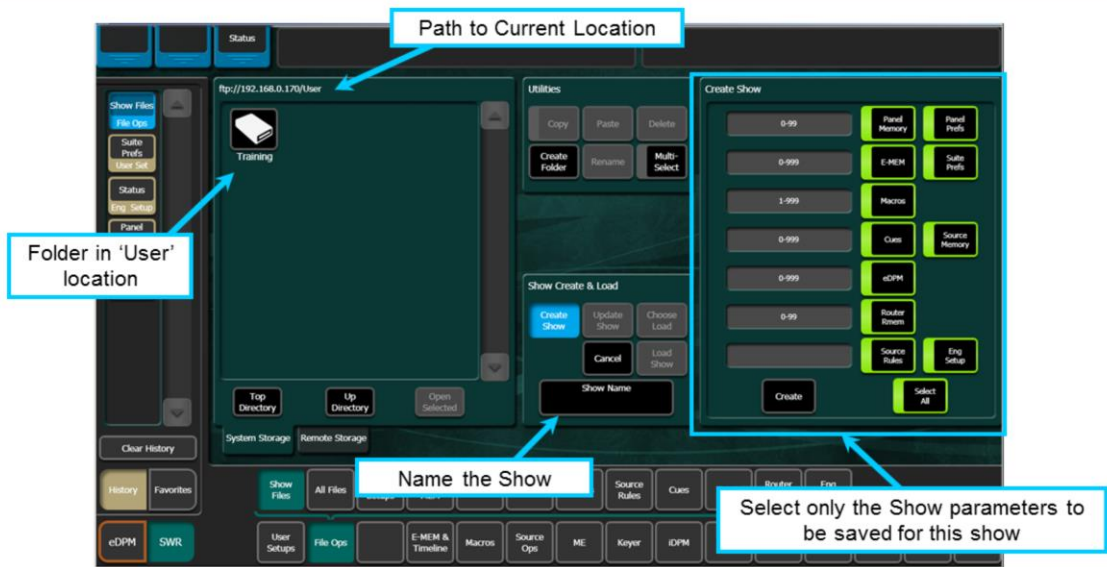
Select the Chain Number you wish to create. There are 2 chains available.

Select an M/E background to link to another.

Primary and Secondary Partition Backgrounds may also be synchronized. This may be done with or without a link to another M/E.

“Release All Bkgs” is a very important function to remember when working with your show files! This will NOT remove the Partition Synchronization.

## File Ops - Show Files

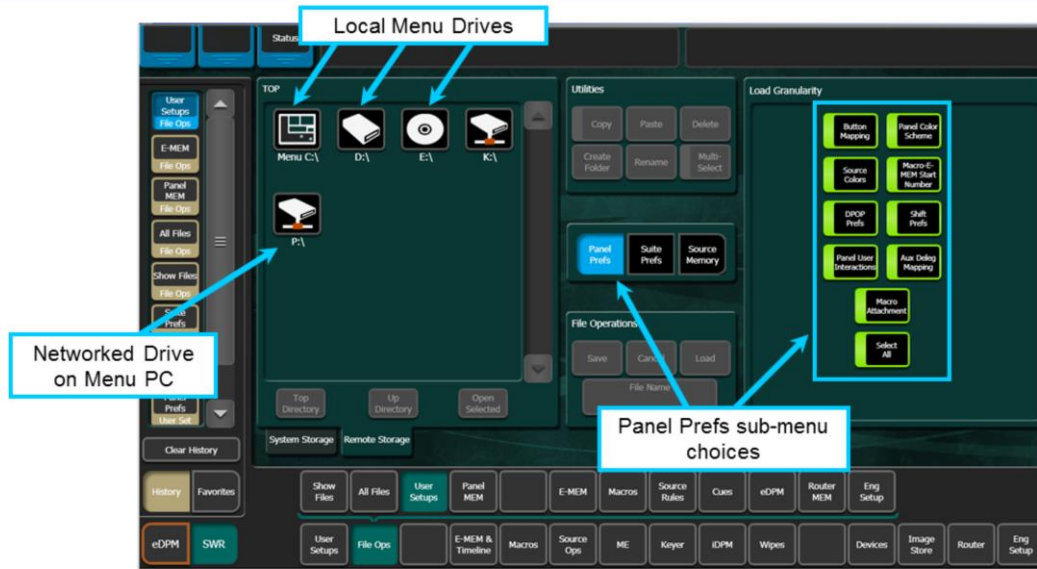


File Ops provides the ability to store settings either locally (Kayenne Frame) or Remotely (Menu or other networked device).

The All Files view shows everything in the selected location. All other views are filtered to show files of the selected type.

'Show Files' allow a single file to be created that consists of user selectable combinations of specific switcher settings.

## File Ops - User Setups



User Setups allows for storing individual group settings within the User Setups. The Panel, Suite and Source Memory groups are divided based on the individual sub menus in each group.