5-3. モニター系1次局の設定項目

モニター系S-BUS上に接続された機器の設定を行います。

```
SET MONITOR FUNCTION            DVS-V6464B Monitor Bus I/F V2.10

                    MODIFICATION COMMAND

     F:  SET SCTIVE UNIT NUMBER

     M:  SELECT MONITOR FUNCTION  (COMBINED)

     R:  CALL SECONDARY STATION

                                Ctrl-E:RETURN TO MENU
```

モニター系1次局のメニュー画面

モニター機能の設定手順

1. 1次局のメニュー項目「R」を選択し，モニター系1次局に設定された2次局を呼び出します。
2. 2次局のメニュー項目「M」を選択し，モニター系1次局のメニュー画面にします。
3. メニュー項目「F」および「M」の設定を行います。
4. メニュー項目「R」を選択し，モニター系2次局を呼び出します。
5. モニター系2次局の各メニュー項目の設定を行います。
6. Ctrl － Z を押して，モニター系1次局のメニュー画面に戻ります。
7. 手順4から6を繰り返し，全てのモニター系2次局の設定を行います。
8. Ctrl － D を押して，1次局のメニュー画面に戻ります。

注意

モニター系S-BUSデータリンクが複数あるシステムでは，手順1から8を繰り返し，全てのデータリンクの設定を行います。

F:SET ACTIVE UNIT NUMBER

目的

モニター系S-BUSのデータリンク上に接続された機器を有効にし，通信を行えるようにします。

設定手順

1. メニュー項目「F」を選択します。
2. カーソルキーで通信を有効にする2次局を選択します。
3. Return または Enter を押すと，表示されている設定状態が変化します（"E" → "ブランク" → "E"）。"E" が表示されている2次局のみが有効となります。"M" の表示は1次局を示します。
4. Ctrl － E を押すと，モニター系S-BUSのメニュー画面に戻ります。

注意

2次局数が多い場合には反応速度が遅くなりますので，未接続の2次局のステーション番号は無効にしてください。"＊" は範囲以外を示しています。

```
ENABLE ACTIVE UNIT FOR STATION NUMBER DVS-V6464B Monitor Bus I/F V2.10

        1 2 3 4 5   6 7 8 9 10   1112131415   1617181920
        +
001-020 M E E E E   E E E E E    E E E E E    E E E E E
021-040 E E E E E   E E E E E    E E E E E    E E E E E
041-060 E E E E E   E E E E E    E E E E E    E E E E E
061-080 E E E E E
081-100
101-120
121-140
141-160
161-180
181-200
201-220
221-240
241-254                                       *  * * * * *

                                Ctrl-E:RETURN TO MENU
```

設定画面例

注意

1. 1次局のステーション番号は，CPU基板上のDIPスイッチの設定にかかわらず1となります。
2. 2次局のステーション番号は，DIPスイッチの設定値になります。標準S-BUSおよびモニター系S-BUSにおいて，ステーション番号は重複しないように設定してください。

   設定可能な2次局のステーション番号は2～254です。

M : SELECT MONITOR FUNCTION

目的

入力モニターと出力モニターを直列に接続するか，独立にするかを設定します。

入力モニター系と出力モニター系を，それぞれ別のモニターでモニターしたい時はSEPARATEDモード，入力モニター系と出力モニター系を1台のモニターでモニターしたい時は，COMBINED モードに設定します。

設定手順

1. M を押すと，設定内容が切り換わります。
   COMBINED : 直列接続
   SEPARATED : 独立
2. Ctrl － E を押すと，モニター系S-BUSのメニュー画面に戻ります。

R : CALL SECONDARY STATION

目的

モニター系S-BUSの2次局を呼び出します。

設定手順

1. メニュー項目「R」を選択します。
2. 数字キーで2次局のステーション番号を入力し，Return または Enter と押します。
3. モニター系2次局のメニュー画面が表示されます。

5-4. モニター系2次局の設定項目

M：SET AVAILABLE MONITOR LINE
(DVS-V3232B/V6464B + BKDS-R3292B)

```
SET MONITOR FUNCTION DVS-V6464B Monitor Bus I/F V2.10 STATION NUMBER 23

                    MODIFICATION COMMAND

    M: SET AVAILABLE MONITOR LINE INPUT=( ENABLE ) OUTPUT=( ENABLE )


                                        Ctrl-Z:RETURN
```
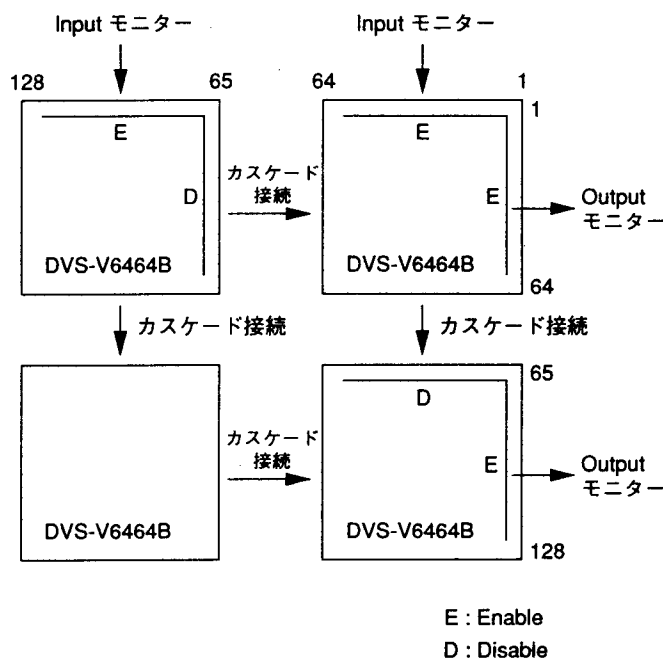
モニター系2次局のメニュー画面
(DVS-V3232B/V6464B)

目的
入力モニターと出力モニターを有効または無効に設定します。

設定手順
1. モニター系2次局のメニュー項目「M」を選択します。
2.. カーソルキーでINPUT/OUTPUTを選択し、Return または Enter を押すと設定内容が切り換わります。("ENABLE" → "DISABLE" → "ENABLE")
3. Ctrl – Z を押すと、モニター系1次局のメニュー項目を戻ります。

ENABLE，DISABLE の設定例

E : Enable
D : Disable

――――
注意
――――
カスケード接続部のモニター系はDISABLEに設定して下さい。ENABLEになっていると正しいモニターができない場合があります。

L：COPY TABLE DATA 〈MONITOR MENU〉

目的
本メニューは，既に設定されたリモートコントロールユニットから設定内容を複写する時に使用します。Ver.3.00以上のBKS-R3204，BKS-R3205 が対象です。

設定手順
1. Lを押します。このキーは、メニュー画面から入ることは勿論、他の設定状態で押しても有効です。
2. 画面にメッセージ "Station Number？" が表示されますので、コピー元のステーション番号を入力します。
3. Return または Enter を押すとコピーが実行され、メニュー設定画面に戻ります。
   (再度 Ctrl – E を押すと、モニター系2次局のメニュー画面に戻ります。)
4. Ctrl – Z を押すと、モニター系1次局のメニュー画面に戻ります。

```
MONITOR SYSTEM SETUP MENU.        BKS-R3204 V3.10 STATION NUMBER 6




                    Station Number ?

    Ctrl-E:MENU     Ctrl-Z:RETURN
```

設定画面例

「SET PANEL TABLE」で設定されたデータがコピーされます。

N：SET PANEL TABLE (BKS-R3204/R3205 のみ) 〈MONITOR MENU〉

目的

本メニューは，それぞれのソース／デスティネーション選択ボタンに，どのソース／デスティネーション名称を選択するかを設定します。

なお，MONITOR機能のときは，リモートコントロールユニットのボタン色はソース，デスティネーション共にグリーンとなります。

設定手順

1. メニュー項目「N」を選択します。
2. カーソルキーでボタン番号を選択します。
3. Return または Enter を押すと，名称の入力モードになります。名称を入力する前に Return または Enter を押すと，入力モードがキャンセルされます。
4. a) 1次局メニューが「J：NAME STYLE (Type+ Num)」（「タイプ＋番号」名称モード）のときは，タイプ名称（0～Fの番号で選択）→番号の順でソースとデスティネーション名称を入力します。

    b) 1次局メニューが「J：NAME STYLE (DESCRIP. NAME)」（ディスクリプション名称モード）のときは，Ctrl － N を押すたびに入力モードを切り換えます。

    画面に "Ctrl-N：Type + Num" と表示されている場合は，Ctrl － N で「タイプ名称＋番号」名称モードに移ることを意味します。

    ディスクリプション名称入力モード：
    　アルファベットキーと数字キーでディスクリプション名称を文頭から7文字まで直接入力します。
    「タイプ＋番号」名称入力モード：
    　a) と同様に行います。

注意

端子番号にディスクリプション名称が設定されている場合は，「タイプ＋番号」名称で入力しても，ディスクリプション名称を優先的に表示します。

5. Return または Enter を押すと，入力した名称が確定します。
6. Ctrl － E を押すと，モニター系2次局のメニュー画面に戻ります。

    Ctrl － Z を押すと，モニター系1次局メニュー画面に戻ります。

    Ctrl － D を押すと，1次局のメニュー画面に戻ります。


```
SONY ROUTING SYSTEM SETUP MENU       BKS-R3205 V3.10 STATION NUMBER 14
  SET PANEL TABLE ( SOURCE )
01 KEY=Berlin    02 KEY=Moscow    03 KEY=Tokyo    04 KEY=IN004
05 KEY=Berling   06 KEY=Madrid    07 KEY=GPHA002  08 KEY=IN008
09 KEY=------    10 KEY=------    11 KEY=------   12 KEY=------
13 KEY=------    14 KEY=------    15 KEY=------   16 KEY=------
17 KEY=PHAN010   18 KEY=IN010     19 KEY=IN011    20 KEY=IN012
21 KEY=IN013     22 KEY=IN014     23 KEY=IN015    24 KEY=IN016
25 KEY=------    26 KEY=------    27 KEY=------   28 KEY=------
29 KEY=------    30 KEY=------    31 KEY=------   32 KEY=------

  SET PANEL TABLE ( DESTINATION )
01 KEY=------    02 KEY=------    03 KEY=------   04 KEY=------
05 KEY=------    06 KEY=------    07 KEY=------   08 KEY=------
09 KEY=London    10 KEY=NewYork   11 KEY=OUT003   12 KEY=OUT004
13 KEY=Paris     14 KEY=OUT006    15 KEY=OUT007   16 KEY=Rome
17 KEY=------    18 KEY=------    19 KEY=------   20 KEY=------
21 KEY=------    22 KEY=------    23 KEY=------   24 KEY=------
25 KEY=OUT009    26 KEY=OUT010    27 KEY=OUT011   28 KEY=OUT012
29 KEY=OUT013    30 KEY=OUT014    31 KEY=OUT015   32 KEY=OUT016

0=IN    1=OUT    2=....   3=....   4=....   5=....   6=....   7=....
8=....  9=....   A=....   B=....   C=....   D=....   E=PHAN   F=GPHA

Ctrl-E:MENU      Ctrl-D:RETURN       Ctrl-N:Type+Num
```

設定画面例

注意

ソース／デスティネーションの設定は，8ボタンを1組としてメニュー項目「Z：SET PANEL STATUS」で先に設定します。KEY＝－－－－が表示されているキー番号には名称の設定はできません。

S : DISPLAY DESCRIPTION NAME
〈MONITOR MENU〉

目的

1次局より転送されたディスクリプション名称のブロック及び名称の確認を行います。

確認手順

1. 次ページを見る場合は，Ctrl － M を押します。
2. 前ページを見る場合は，Ctrl － H を押します。
3. Ctrl － E を押すと，モニター系2次局のメニュー画面に戻ります。
   Ctrl － Z を押すと，モニター系1次局メニュー画面に戻ります。

Z : SET PANEL STATUS (BKS-R3204/R3205 のみ)
〈MONITOR MENU〉

目的

本メニューでは，リモートコントロールユニットの前面パネルのボタンにソース／デスティネーションを割り付けます。

| 注意 |

MONITOR機能においては，親機・子機の組み合わせモードは意味がないので，単体モードしかありません。

設定手順

1. メニュー項目「Z」を選択します。
2. "KEY1-8＝S" にカーソルが表示されます。Return または Enter を押すと入力モードになります。選択は S (SOURCE) キーと D (DESTINATION) キーで行います。

   ボタンの番号は，前面から見て左うえより 1, 2, 3...15, 16 と数え，17 から左下に送ります。

```
 1  2  3  4      5  6  7  8      9 10 11 12    13 14 15 16
17 18 19 20    21 22 23 24    25 26 27 28    29 30 31 32
```

   Return または Enter キーを押して確定し，次の設定に移動します。

3. Ctrl － E を押すと，モニター系2次局のメニュー画面に戻ります。
   Ctrl － Z を押すと，モニター系1次局メニュー画面に戻ります。

```
MONITOR SYSTEM SETUP MENU          BKS-R3204 V3.10 STATION NUMBER 14
  SET PANEL STATUS


  PANEL MODE = 1
        1:STAND ALONE        2:MOTHER        3:DAUGHTER


  SET SOURCE OR DESTINATION ASSIGNMENT
        KEY  1- 8 = S        KEY  9-16 = S
        KEY 17-24 = S        KEY 25-32 = S
        S:SOURCE             D:DESTINATION


  MOTHER STATION ID=12 ( BKS-R3206 )
        MOTHER STATION BLOCK LIST
        BLOCK 1 = STATION 12  | BLOCK 6 = .......
        BLOCK 2 = STATION 5   | BLOCK 7 = .......
        BLOCK 3 = STATION 2   | BLOCK 8 = .......
        BLOCK 4 = STATION 3   | BLOCK 9 = .......
        BLOCK 5 = .......     | BLOCK10 = .......


  Ctrl-E:MENU     Ctrl-D:RETURN
```

設定画面例 (BKS-R3204)

```
MONITOR SYSTEM SETUP MENU        BKS-R3205 V3.10 STATION NUMBER 11
SET PANEL STATUS


  PANEL MODE = 1
         1:STAND ALONE    2:MOTHER


  SET SOURCE OR DESTINATION ASSIGNMENT
         KEY  1- 8 = S      KEY  9-16 = S
         KEY 17-24 = S      KEY 25-32 = S
         S:SOURCE           D:DESTINATION

  SET BLOCK NUMBER=3
         MOTHER STATION BLOCK LIST
         BLOCK 1 = STATION 11  | BLOCK 6 = .......
         BLOCK 2 = STATION 5   | BLOCK 7 = .......
         BLOCK 3 = STATION 2   | BLOCK 8 = .......
         BLOCK 4 = STATION 3   | BLOCK 9 = .......
         BLOCK 5 = .......     | BLOCK10 = .......

  Ctrl-E:MENU    Ctrl-D:RETURN
```

設定画面例 (BKS-R3205)

5-5. テーブルデータのバックアップについて

コントロールターミナルで設定したテーブルデータは，CPU基板上のRAMにメモリーされます。
しかし，万一データが破損したり消失したときに備えて，設定したデータのバックアップを取ることを推奨します。
ソニーのルーティングスイッチャーシステム制御用ソフトウェアBZR-1000 (IBM PC互換機対応) を使用すれば，簡単にデータのバックアップを取ることができます。
詳細については，BZR-1000に付属のオペレーションマニュアルをご覧ください。

5-6. データ消失時の対応 (DVS-V3232B/V6464B の場合)

動作確認の際に，エラー No. インジケーターが "00" を表示しているにもかかわらず，CPU基板上のLED (D7) が点灯しない場合は，全てのテーブルデータが消失したことを示しています。
まず第1に，CPU基板上のCOR1の設定状態を確認してください。
OFF側の場合：ON側に設定します。
ON側の場合　：リチウム電池 (BT1) の不良が考えられます。　BT1の電圧を測定し，2V以下の時は新しい
　　　　　　　　電池と交換してください。電池の交換については，販売担当にご相談ください。

次に，以下の手順でセットを初期化します。
1. CPU-149基板上のCOR1をON側に切り換えます。
2. テストスイッチ (S3) を "D" に設定し，リセットスイッチ (S5) を押します。
3. テストスイッチ (S3) を "0" に設定し，リセットスイッチ (S5) を押します。
4. コントロールターミナルのメニュー画面を呼びだし，メニュー項目「T:SET CLOCK」を選択して現在の時刻を設定します。

5-7. テーブルデータの初期化 (DVS-V3232B/V6464B の場合)

テーブルデータを初期化する場合は，次に示す5つの方法があります。どの方法を行うかによって，初期化の対象となる項目が異なりますのでご注意ください。

初期化の手順と対象項目

	初期化手順	対象となるメニュー項目
1	1. CPU-149 基板のテストスイッチ (S3) を "D" に設定する 2. リセットスイッチ (S5) を押す	1次局および2次局の全項目
2	1. CPU-149 基板のテストスイッチ (S3) を "C" に設定する 2. リセットスイッチ (S5) を押す	「W：SYSTEM STATUS LOG」
3	1次局のメニュー項目「K：RESET TO DEFAULT TABLE」を選択し，Y を押す	以下の4項目を除く1次局の全項目 ・「H：SET GLOBAL PHANTOM」 ・「N：SET DESCRIPTION NAME GROUP」 ・「O：SET TIE LINES」 ・「W：SYSTEM STATUS LOG」
4	2次局のメニュー項目「K：RESET TO DEFAULT TABLE」を選択し，Y を押す	クロスポイントデータを除く2次局の全項目
5	2次局のメニュー項目「U：SELECT REMOTE PROTOCOL」を選択し，F2 (DEFAULT) を押す	「U：SELECT REMOTE PROTOCOL」

注意

テーブルデータの初期化を行っても，時計の時刻については初期化されません。

初期化実行後のデフォルト値

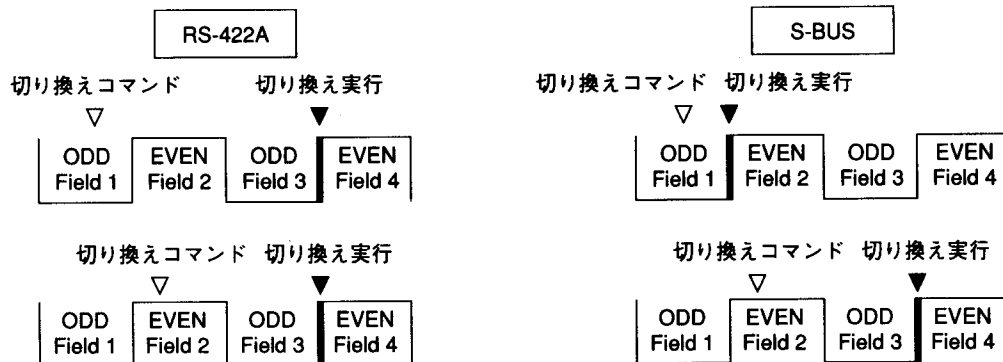|	項目	デフォルト値
1次局	「B ：SET SOURCE/DEST TYPE」	TYPE：0=IN, 1=OUT, 2-F= なし NAME：IN001−IN512, OUT001−OUT512
	「E ：SET LEVEL TABLE」	全デステネーションの全レベルは ENABLE レベル名称：1, 2, 3, ...7, 8
	「F ：SET ACTIVE UNIT NUMBER」	DVS-V3232B：STATION 2− 33 ENABLE DVS-V6464B：STATION 2− 65 ENABLE
	「H ：SET SOURCE/DEST TYPE」	設定なし
	「J ：NAME STYLE」	TYPE + Num （「タイプ＋番号」名称モード）
	「L ：SET PHYSICAL ASSIGNMENT」	仮想端子番号 = 物理端子番号
	「M ：SET INHIBIT TABLE」 「N ：SET DESCRIPTION NAME GLOUP」 「O ：SET TIE LINES」 「P ：CHANGE PASSWORD」	設定なし
	「S ：SELECT INDICATION COLOR」	OFF
	「U ：SELECT CONTROL MODE」	全チャンネル：DIRECT
	「V ：SELECT WARNING DISPLAY」	OFF
	「W ：SYSTEM STATUS LOG」	LOG なし
	「Z ：SET UNIT DETECTABLE」	全ステーション：OFF
2次局	「A ：SET UNIT LOCATION」	OFFSET なし
	「U ：SELECT REMOTE PROTOCL」	CART+,UA2= 10000000, 端子番号は1対1
	「Z ：SELECT SDI FORMAT」	入出力はすべて4：2：2 フォーマット， SWITCHING FIELD=FIELD
	クロスポイントデータ	接続は入出力1対1

5-8. 信号の切り換えタイミング

DVS-V3232B および DVS-V6464B は，コントロールターミナルから信号を切り換えるフィールド (SWITCHING FIELD) を設定することができます。SWITCHING FIELD の設定は，2次局のメニュー項目「Z」で行い，4つのモード (ODD, EVEN, FIELD, ASYNC) から任意の1つを選択します。
信号が切り換わるタイミングは，RS-422A と S-BUS のどちらで制御するかにより異なります。
以下に，RS-422A と S-BUS のタイミングチャートを SWITCHING FIELD のモード設定ごとに示します。

- **SWITCHING FIELD = EVEN に設定したとき**

RS-422A		S-BUS	

切り換えコマンド　　切り換え実行　　　　　切り換えコマンド　切り換え実行

| ODD Field 1 | EVEN Field 2 | ODD Field 3 | EVEN Field 4 | | ODD Field 1 | EVEN Field 2 | ODD Field 3 | EVEN Field 4 |

切り換えコマンド　切り換え実行　　　　　切り換えコマンド　切り換え実行

| ODD Field 1 | EVEN Field 2 | ODD Field 3 | EVEN Field 4 | | ODD Field 1 | EVEN Field 2 | ODD Field 3 | EVEN Field 4 |

- **SWITCHING FIELD = ODD に設定したとき**

RS-422A		S-BUS	

切り換えコマンド　　切り換え実行　　　　　切り換えコマンド　　切り換え実行

| ODD Field 1 | EVEN Field 2 | ODD Field 3 | EVEN Field 4 | | ODD Field 1 | EVEN Field 2 | ODD Field 3 | EVEN Field 4 |

切り換えコマンド　　　　切り換え実行　　　切り換えコマンド　切り換え実行

| ODD Field 1 | EVEN Field 2 | ODD Field 3 | EVEN Field 4 | ODD Field 5 | | ODD Field 1 | EVEN Field 2 | ODD Field 3 | EVEN Field 4 |
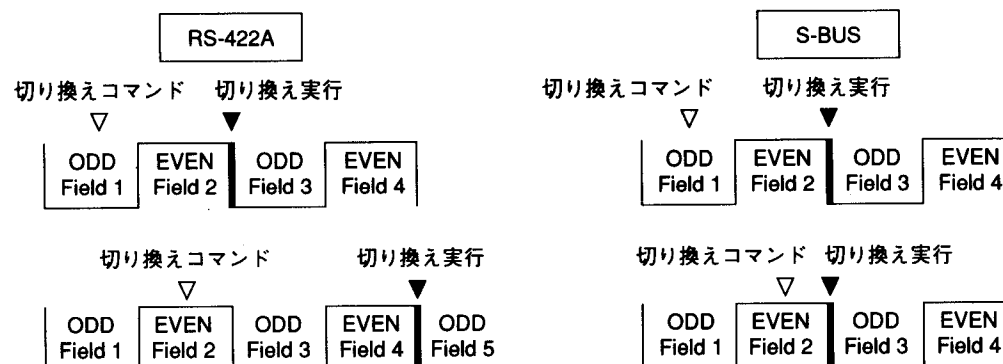
- **SWITCHING FIELD = FIELD に設定したとき**

RS-422A		S-BUS	

切り換えコマンド　切り換え実行　　　　　切り換えコマンド　切り換え実行

| ODD Field 1 | EVEN Field 2 | ODD Field 3 | EVEN Field 4 | | ODD Field 1 | EVEN Field 2 | ODD Field 3 | EVEN Field 4 |

切り換えコマンド　切り換え実行　　　　　切り換えコマンド　切り換え実行

| ODD Field 1 | EVEN Field 2 | ODD Field 3 | EVEN Field 4 | | ODD Field 1 | EVEN Field 2 | ODD Field 3 | EVEN Field 4 |
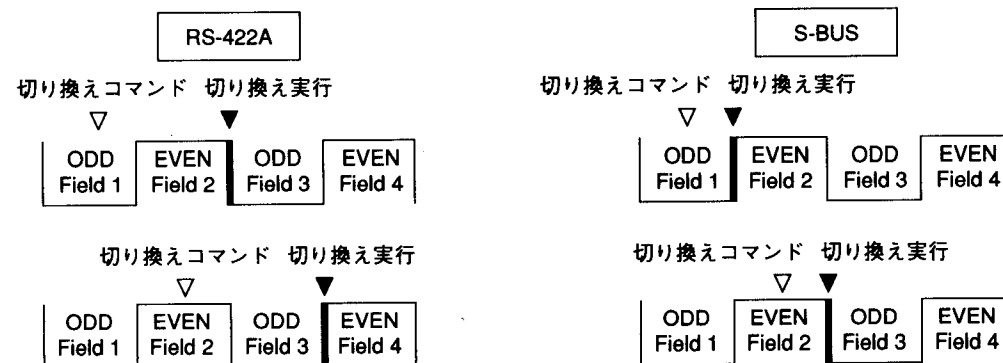
- **SWITCHING FIELD = ASYNC に設定したとき**
  制御方式やプロトコルに関係なく，切り換えコマンドを受信次第，信号の切り換えが実行されます。

6. 動作確認

ルーティングシステムのハードウェアおよびソフトウェアの設置/設定終了後,システムの運用を開始する前にシステムが正常に機能することを確認する必要があります。

各ルーティングスイッチャーは,全て自己診断機能を搭載しています。この自己診断機能は,機器の電源を投入するかリセットすると自動的に確認動作を開始し,各機器の内部や接続状態をチェックします。その結果,不具合や異常が検出された場合には,以下に示す4種類の方法でエラーの発生と内容を表示します。

1. ステータス表示ランプ
2. コントロールターミナルの画面 (＊)
3. エラー No. インジケータ
4. 基板上の LED

また,さらに原因を追求するための手段として,テストモードを用意しています。

ここでは,システムの立ち上げ時に行う動作確認の構成と概要,および「2.コントロールターミナルの画面」に表示されるエラーメッセージの詳細について説明しています。

なお [1.ステータス表示ランプ] と [3.エラー No. インジケータ] の詳細については,各機器に付属のオペレーションマニュアルまたはメンテナンスマニュアルを,「4.基板上の LED」と「テストモード」についてはメンテナンスマニュアルを参照してください。

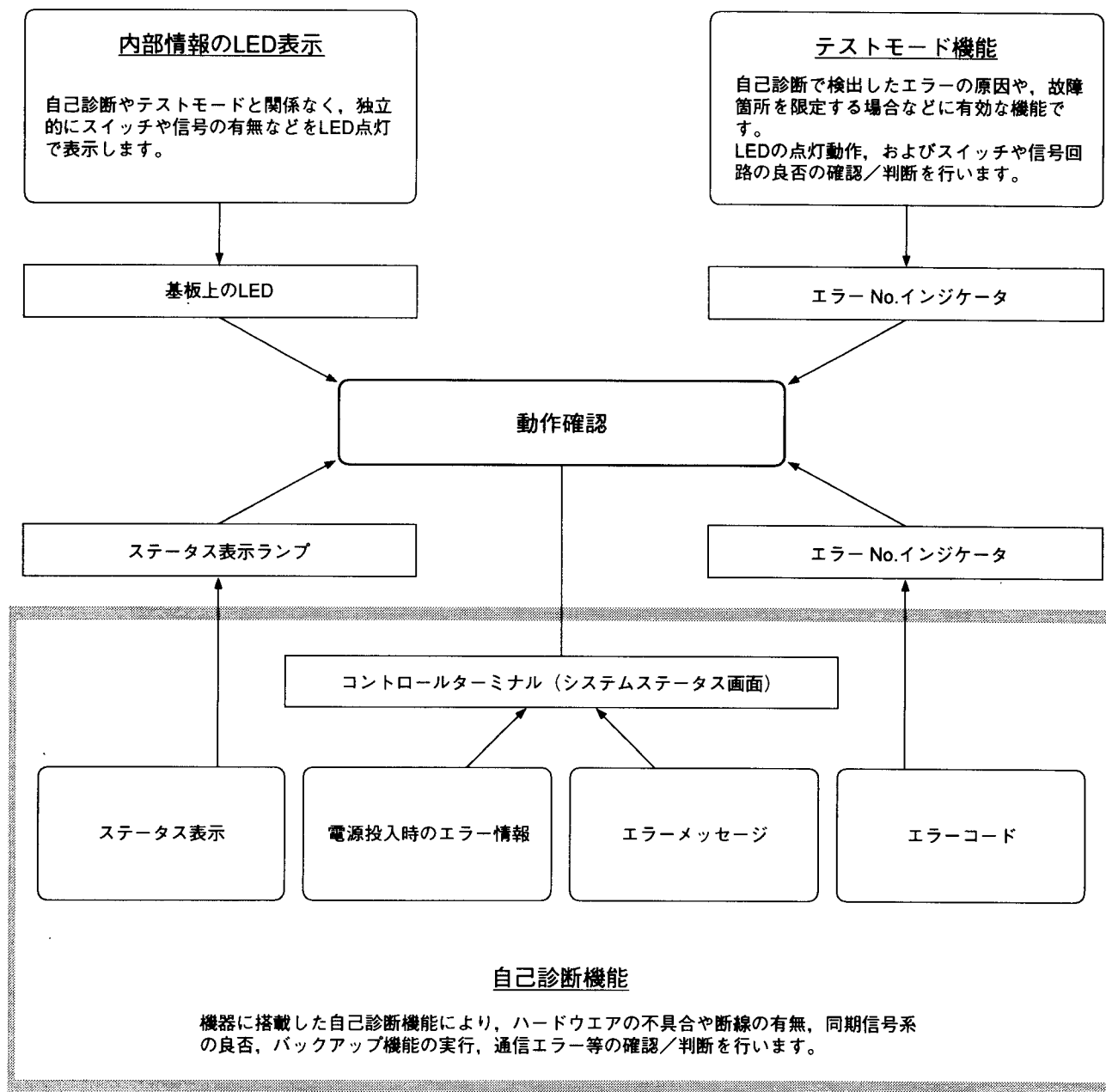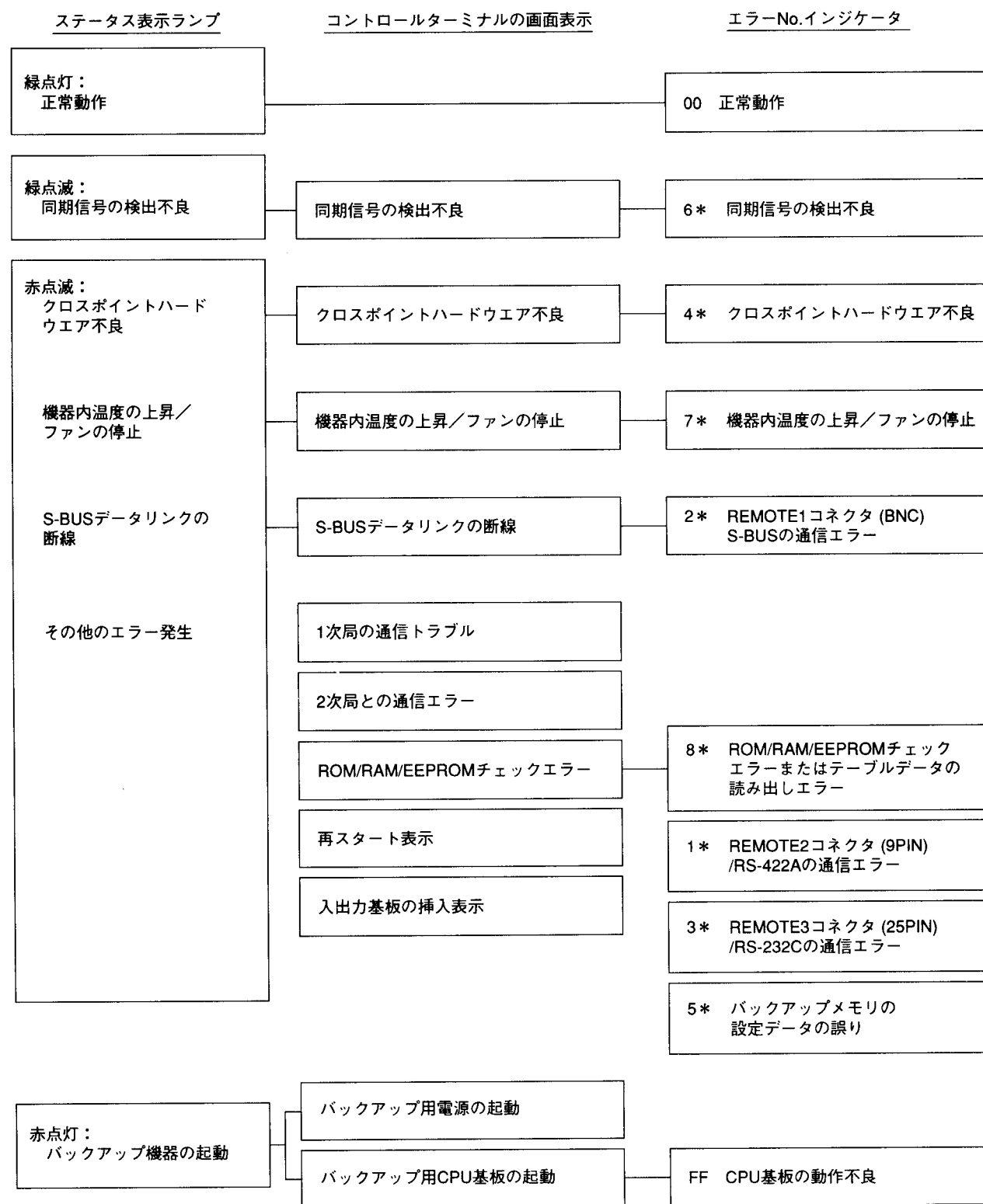＊ :「2.コントロールターミナルの画面」は,S-BUS 制御システムで,かつ1次局にコントロールターミナル を接続している場合のみ有効です。
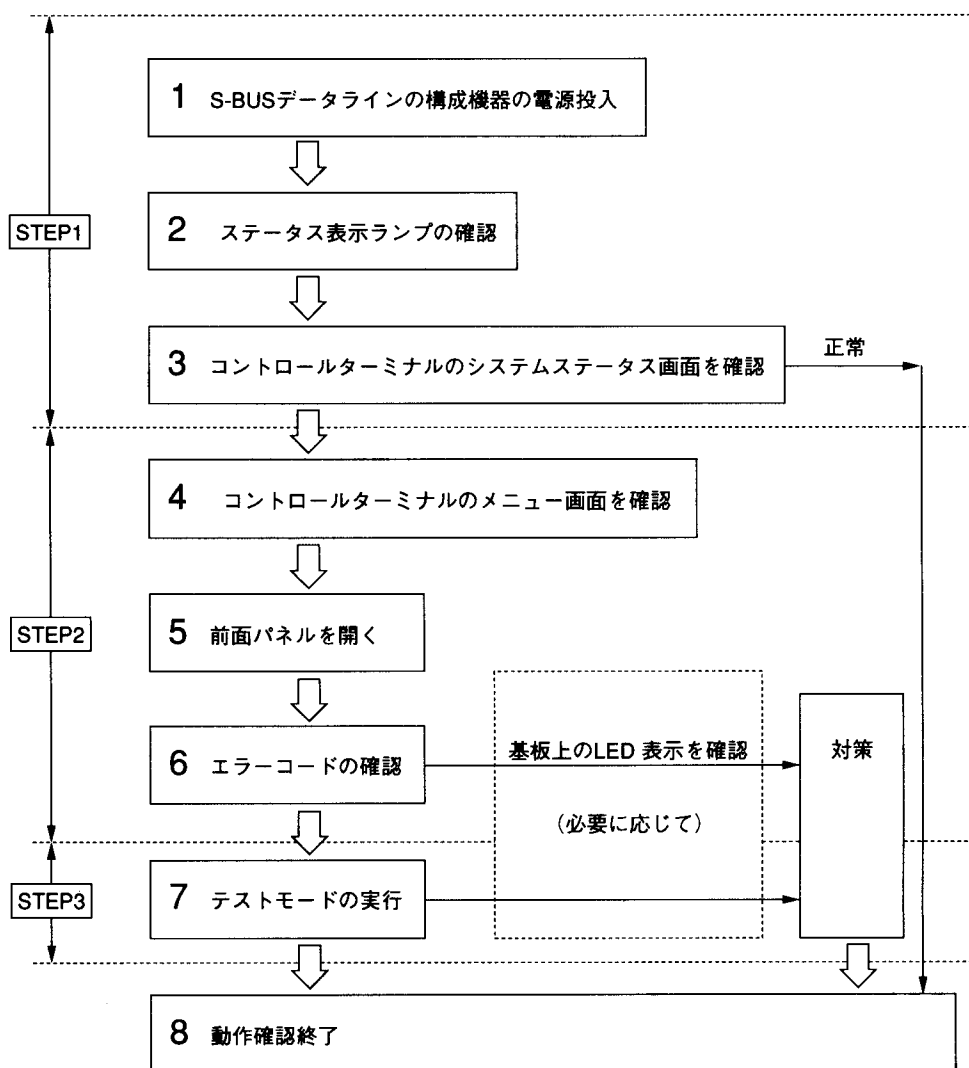
6-1. 動作確認の構造

ルーティングスイッチャーの動作確認とエラー表示の組み立ては次のとおりです。

```
┌─────────────────────────────┐        ┌─────────────────────────────┐
│    内部情報のLED表示          │        │    テストモード機能           │
│                             │        │                             │
│ 自己診断やテストモードと関係なく，独立  │        │ 自己診断で検出したエラーの原因や，故障 │
│ 的にスイッチや信号の有無などをLED点灯   │        │ 箇所を限定する場合などに有効な機能で  │
│ で表示します。                │        │ す。                         │
│                             │        │ LEDの点灯動作，およびスイッチや信号回 │
│                             │        │ 路の良否の確認／判断を行います。     │
└─────────────────────────────┘        └─────────────────────────────┘
              │                                        │
              ▼                                        ▼
┌─────────────────────────────┐        ┌─────────────────────────────┐
│       基板上のLED            │        │    エラー No.インジケータ      │
└─────────────────────────────┘        └─────────────────────────────┘
                    ╲                          ╱
                     ┌──────────────────────────┐
                     │        動作確認           │
                     └──────────────────────────┘
                    ╱          │              ╲
┌─────────────────────────────┐        ┌─────────────────────────────┐
│    ステータス表示ランプ        │        │    エラー No.インジケータ      │
└─────────────────────────────┘        └─────────────────────────────┘
```

┌──┐
│   ┌──┐   │
│   │ コントロールターミナル（システムステータス画面）│   │
│   └──┘   │
│   ▲   ▲   │
│ ┌────────────┐ ┌────────────┐ ┌────────────┐ ┌────────────┐   │
│ │ ステータス表示 │ │電源投入時のエラー情報│ │ エラーメッセージ │ │ エラーコード │   │
│ └────────────┘ └────────────┘ └────────────┘ └────────────┘   │
│   │
│   自己診断機能   │
│   │
│ 機器に搭載した自己診断機能により，ハードウエアの不具合や断線の有無，同期信号系 │
│ の良否，バックアップ機能の実行，通信エラー等の確認／判断を行います。   │
└──┘

6-2. 自己診断項目相関図

ステータス表示ランプ	コントロールターミナルの画面表示	エラーNo.インジケータ

緑点灯:
　正常動作 ——————————————————————— 00　正常動作

緑点滅:
　同期信号の検出不良 ——— 同期信号の検出不良 ——— 6＊　同期信号の検出不良

赤点滅:
　クロスポイントハード
　ウエア不良 ——— クロスポイントハードウエア不良 ——— 4＊　クロスポイントハードウエア不良

　機器内温度の上昇／
　ファンの停止 ——— 機器内温度の上昇／ファンの停止 ——— 7＊　機器内温度の上昇／ファンの停止

　S-BUSデータリンクの
　断線 ——— S-BUSデータリンクの断線 ——— 2＊　REMOTE1コネクタ (BNC)
　　　　　　　　　　　　　　　　　　　　　　　　　　　　S-BUSの通信エラー

　その他のエラー発生

　　1次局の通信トラブル

　　2次局との通信エラー

　　ROM/RAM/EEPROMチェックエラー ——— 8＊　ROM/RAM/EEPROMチェック
　　　　　　　　　　　　　　　　　　　　　　　　　　エラーまたはテーブルデータの
　　　　　　　　　　　　　　　　　　　　　　　　　　読み出しエラー

　　再スタート表示　　　　　　　　　　　1＊　REMOTE2コネクタ (9PIN)
　　　　　　　　　　　　　　　　　　　　　/RS-422Aの通信エラー

　　入出力基板の挿入表示　　　　　　　3＊　REMOTE3コネクタ (25PIN)
　　　　　　　　　　　　　　　　　　　　　/RS-232Cの通信エラー

　　　　　　　　　　　　　　　　　　　　5＊　バックアップメモリの
　　　　　　　　　　　　　　　　　　　　　設定データの誤り

　　　　　　　　　　　バックアップ用電源の起動

赤点灯:
　バックアップ機器の起動 ——— バックアップ用CPU基板の起動 ——— FF　CPU基板の動作不良

6-3. 機種別診断項目

自己診断項目	表示方法			搭載機種					
	ステータス表示ランプ	コントロールターミナルの画面表示	エラーNo.インジケータ	DVS-V1616	DVS-V3232B	DVS-V6464B	DVS-A3232	DVS-RS1616	DVS-TC3232 BVS-V3232 BVS-A3232
正常動作の確認	O	–	O	O	O	O	O	O	O
同期信号の検出	O	O	O	O	O	O	O	O	O
タイミングジェネレータの同期信号検出	–	–	O	–	–	–	O	–	–
タイミングジェネレータの同期信号ロック機能	–	–	O	–	–	–	O	–	–
クロスポイントハードウェアの良否	O	O	O	O	O	O	O	O	O
機器内温度/ファンの駆動状態	O	O	O	O	O	O	O	O	O
S-BUSデータリンクの断線有無	O	O	O	O	O	O	O	O	O
2次局との通信状態	–	O	–	–	O	O	–	–	–
ROM/RAM/EEPROMのチェック	–	O	O	O	O	O	O	O	O
再スタート表示	–	O	–	O	O	O	O	O	O
入出力基板の挿入表示	–	O	–	–	O	O	O	O	O
入出力基板の未挿入表示	–	O	–	O	O	O	O	O	O
REMOTE 2/RS-422Aの通信状態	–	–	O	O	–	–	O	O	O
REMOTE 3/RS-232Cの通信状態	–	–	O	O	–	–	O	O	O
バックアップメモリ設定データ	–	–	O	O	O	O	O	O	O
バックアップ用電源の起動	O	O	–	–	O	O	O	O	O
バックアップ用CPU基板の起動	O	O	O	–	O	O	O	O	O
CPU基板の動作	O	O	O	–	O	O	O	O	O
タイマーストップ	–	O	–	–	O	O	–	–	–

6-4. 動作確認のプロセス

ルーティングスイッチャーシステムのハードウェアおよびソフトウェアの設置終了後,以下の手順にしたがっ
てシステムおよび構成機器の動作確認を行います。動作確認のプロセスは,3つの階層構造になって,STEP1
でエラーが検出された場合のみSTEP2以降のチェックを行います。もしSTEP1で異常がなければ,その段
階で確認プロセスは終了します。しかし,STEP1でエラーが表示されたときは,その表示内容で原因が判明
する場合をのぞき,STEP2以降のチェックを行って不良箇所や原因を追及する必要があります。
対策や処置の方法については,各機器に付属のオペレ‐ションマニュアルやメンテナンスマニュアルに詳し
く掲載されています。それらを参照の上,動作の正常性が確認できるまで初期設定や機器の接続を見直し,正
しく調整してください。

STEP	内容
STEP1	1 S-BUSデータラインの構成機器の電源投入
	2 ステータス表示ランプの確認
	3 コントロールターミナルのシステムステータス画面を確認 — 正常 →
STEP2	4 コントロールターミナルのメニュー画面を確認
	5 前面パネルを開く
	6 エラーコードの確認 — 基板上のLED表示を確認 → 対策
STEP3	7 テストモードの実行 → （必要に応じて） → 対策
	8 動作確認終了

6-5. コントロールターミナルによる動作確認

1次局に接続されたコントロールターミナルには，S-BUSデータリンク上の各局が伝送してきたエラーメッセージを，逐次ディスプレイ画面に表示するモニター機能があります。
コントロールターミナルでエラーの確認を行う場合，目的によってシステムステータス画面とメニュー画面の2つが利用できます。前者はシステム運用中における伝送データのモニター用として，後者はエラーメッセージのチェックおよびエラーの該当局や発生時間の割り出し用として使用されます。
システムステータス画面は，システムの電源投入後に1次局が自動的に行う自己診断の結果を表示し，続いてシステム運用中に各局が発信するメッセージを表示します。

過去のシステムステータスを確認したいときは，メニュー項目「W:SYSTEM STATUS LOG」を呼び出します。本メニューは，メモリーの中からシステムステータスだけを取り出して，エラー内容や対象局，発生時刻を表示します。

このように，コントロールターミナルはシステムのエラーを常時チェックし，これをメモリー表示できるため，システム動作の監視用としてたいへん有効です。したがって初期設定が完了したあとも，引き続きこのコントロールターミナルを接続しておくことを推奨します。

6-5-1. 電源投入時のシステムステータス画面

1次局の電源投入時には，1次局の自己診断の結果およびROMのチェックサム値などが下図のように表示されます。
自己診断の結果が正常であればその項目に"OK"を表示し，異常が発見された場合にはその項目が反転表示されます。

```
SONY Digital Routing System DVS-V6464B V2.10

                          ITEM
①----------ROM CHECK SUM                8A65
②----------RAM READ AND WRITE           OK
③----------REFERENCE SIGNAL             OK
④----------S-BUS LINK TERMINATE         OK
⑤----------REAL TIME CLOCK
           STARTED
1993.02.03-22.15 STARTED BY DVS-V6464B Ver2.10 IN STATION 1
1993.02.03-22.15 S-BUS LINK DISCONNECTED TO CHANNEL B
1993.02.03-22.15 MISSING REFERENCE SIGNAL IN STATION 1
1993.02.03-22.15 POWER SUPPLY UNIT B DOWN IN STATION 1
```

電源投入時のシステムステータス画面例

表示内容
① 1次局の CPU 基板上にある ROM のチェックサム値。
② 1次局における RAM の読出し／書き込み動作の良否。
③ 1次局における同期信号の検出結果。
④ S-BUS データリンクにおける 75 Ω 終端の有無。
⑤ REAL TIME CLOCK IC の発振停止検出

6-5-2. システム運用中のシステムステータス画面

システムステータス画面では，S-BUSデータリンク上にメッセージ電文が出力されたとき，その電文に発生日時を付加し表示します。システム運用中にエラーが発生すると，エラーメッセージが表示されます。

```
1990.10.12-15:42 S-BUS LINK DISCONNECTED          ◄─────── エラーメッセージ
1990.10.27-09:28 STARTED BY BKS-R1601 Ver3.10 IN STATION 11
1990.11.03-05:31 STARTED BY BKS-R3204 Ver3.11 IN STATION 32
1991.01.14-13:51 MISSING REFERENCE SIGNAL IN STATION 1  ┐
1991.02.01-11:15 POWER SUPPLY UNIT B DOWN IN STATION 4  ◄─── エラーメッセージ
1991.02.04-06:11 X-POINT ERROR IN STATION 1             ┘
```
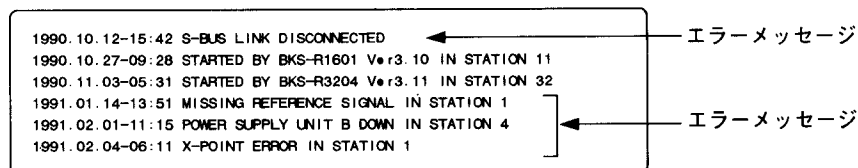
運用中のシステムステータス画面例

エラーメッセージだけの再チェックを行いたいときや，各ステーションおよびS-BUS回線のエラー内容や発生時刻の確認には，メニュー画面の「W:SYSTEM STATUS LOG」を選択し，1次局のRAMにメモリーしてあるすべてのエラー情報を自由に呼び出すことができます。

操作手順
1. 1次局の電源をONにすると自動的にシステムステータス画面が立ち上がります。
2. Ctrl － X を押すとメニュー画面に変わります。
   パスワードが設定されている場合にはその入力要求が表示されます。そのときは数字キーおよびアルファベットキーでパスワードを入力し，Return または Enter を押してください。
3. メニュー項目「W」を選択します。
4. すべてのエラー内容を1画面に表示できない場合は，表示画面の下に"－－more－－"が表示されます。SPACE を押すと，次のエラー内容が表示されます。すべてのエラー内容の表示が終了すると，"－－end－－"が表示されます。
5. Ctrl － E を押すとメニュー画面に戻ります。
6. さらに Ctrl － X を押すとシステムステータス画面に戻ります。

6-5-3. エラーメッセージの内容と対策

コントロールターミナルに表示されるエラーメッセージは,エラー内容によって11通り用意されています。しかし機種によっては,エラー検出できないものや文章の一部が異なる場合もあります。メッセージやその対応方法についての詳細は,各機器に付属のオペレーションマニュアルを参照してください。標準的なメッセージとその対応方法は次のとおりです。

```
X-POINT ERROR IN STATION ***
```

内容 : クロスポイント・ハードウエア不良
　　　表示中のステーションに接続されているクロスポイントの信号の有無を比較した結果,入力信号があるのに出力信号がない場合や,入力信号がないのに出力信号がある場合,または入/出力基板が正しく挿入されていないときに表示されます。

対応 : ステーション***のクロスポイントが不良です。入出力基板が正しく取り付けられているか確認してください。

```
TEMPERATURE RISE OR FAN STOP IN STATION ***
```

内容 : 表示中のステーションの機器内の温度が上昇,またはファンが停止した場合に表示されます。

対応 : 速やかにステーション***の電源を切り,ショートや漏電の有無,ファン周辺のメカ部品の不具合等の有無を確認してください。

```
MISSING REFERENCE SIGNAL IN STATION ***
```

内容 : 本体のCPU基板のSYNC/ASYNC切り換えスイッチが同期切り換えモード (SYNC) に設定されている場合で,REF IN コネクタにリファレンスビデオ信号が入力されていない場合に表示されます。

対応 : ステーション***のREF IN コネクタに同期信号を接続してください。

| 注意 |

無入力の場合は,CPU基板のSYNC/ASYNC切り換えスイッチを「ASYNC」側に設定してください。同期切り換えモード (SYNC) でリファレンスが入力されていないときは,クロスポイントの切り換えは自動的に非同期切り換えモード (ASYNC) として動作します。

```
CHANGED OVER TO BACKUP POWER SUPPLY IN STATION ***
```

内容 : 動作中の電源出力が低下し,予備電源側に切り換わったときに表示されます。

対応 : ステーション***のメイン電源を取り外し,修理または新品交換を行ってください。

```
┌─────────────────────────────────────────────────────┐
│  DIFFERENT CHECK SUM= ???? IN STATION ***            │
└─────────────────────────────────────────────────────┘
                       └──────────── チェックサム値
```

内容：本機のリセット後に ROM のチェックサムおよび RAM の書き込みテストを行った結果，不具合が発
　　　生している場合に表示されます。

対応：該当する ROM を交換してください。

[注意]

ROM を交換した場合にもこのエラーが表示されますが，異常ではありません。
コントロールターミナルからメニュー項目「J：RECALL MAIN TABLE」を行い，再度該当する機器のリ
セットを行うと，正常に動作します。

```
┌─────────────────────────────────────────────────────┐
│  S-BUS LINK DISCONNECTED                             │
└─────────────────────────────────────────────────────┘
```

内容：S-BUS データリンクがどこかで断線している場合に表示されます。

対応：S-BUS ラインと各ステーションの接続状態，および未使用の S-BUS 端子や S-BUS ラインの末端が 75
　　　Ω で終端されているか確認してください。
　　　断線箇所を調べるにはメニュー項目「R：CALL SECONDARY STATION」を用いて，応答の有無を
　　　チェックする方法があります。

[注意]

未使用の S-BUS 端子は必ず 75 Ω で終端してください。
断線を検出すると，1 次局側で自動的に 75 Ω 終端を行い，断線位置の手前の局との通信が再開されます。こ
の場合，接続されている部分でも一部通信できない局があります。

```
┌─────────────────────────────────────────────────────┐
│  CHANGED OVER TO BACKUP CPU IN STATION ***           │
└─────────────────────────────────────────────────────┘
```

内容：動作中の CPU 基板に不具合が発生し，バックアップ用の副 CPU 基板に切り換わったときに表示しま
　　　す。

対応：主 CPU 基板を取り外し，修理または新品交換してください。

```
┌─────────────────────────────────────────────────────┐
│  STARTED BY *** - ***** Ver *.** IN STATION ***      │
└─────────────────────────────────────────────────────┘
```

内容：瞬時の停電などにより再スタートしたときに発生します。電源を入れたときにも発生します。

```
STATION *** FAILURE (DISCONNECTED OR POWER DOWN)
```

内容：メニュー項目「F」で設定された局との通信ができなくなると表示します。

対応：ステーション＊＊＊のステータス表示ランプをチェックし，症状に応じた処置をとってください。

```
VALID INPUT OR OUTPUT BOARD IN STATION ***
```

内容：ステーション＊＊＊に入出力基板が挿入されると表示されます。

```
INVALID INPUT OR OUTPUT BOARD IN STATION ***
```

内容：ステーション＊＊＊から入出力基板が取り出されると表示されます。

1. OUTLINE

1-1. Digital Routing Switcher System

The Sony digital routing switcher system possesses the capability to switch multiple input are output signals.

The system consists of the following units.

- Routing Switcher (DVS-V1616/V3232B/V6464B/A3232/TC3232/RS1616, BVS-V3232/A3232)
    It switches signals according to the command from the remote control unit. Varied switchers are available for different types of signals used (serial digital video, digital audio, time code, RS-422A, etc.)
- Remote Control Unit (BKS-R1601/R3202/R3203/R3204/R3205/R3206)
    It switches signals and displays the name of the selected signal.
- Control Terminal
    It sets the system configuration. It monitors the system in operation and displays the messages.

A unique control protocol called S-BUS (Sony serial bus) is used for controlling the switcher system. With this protocol, up to 128 routing switchers and remote control units can be connected using one 75 Ω coaxial cable to form path for transmitting control signals. The transmission path is called S-BUS data link. Units on the S-BUS data links transmit data through time-divided bi-directional communication.

Other than the S-BUS, the 9-pin control protocol for RS-422A can also be used for this system. But the system will function best when the S-BUS control is used. For DVS-V3232B/V6464B, both protocols can be used together.

With cascade connection, several sets of routing switchers, except DVS-V1616, BVS-V3232/A3232 and DVS-V3232B, can be connected together to expand the input/output matrix size. The inputs and outputs of DVS-V6464B can be expanded up to 512.

To operate this system, specified settings (making of table data) must be previously carried out using the control terminal .

This manual is intended for systems consisting mainly of the BVS-V3232B/V6464B digital video routing switchers and units loading the following software versions and above.
When units other than these are used, some terminal displays will be different and some functions cannot be used. Therefore, please contact to Sony's service organization to upgrade the version of your software.

| Note |

Use the same version software for the same model of routing switcher or remote control unit in one system. If different versions are used in one system, faults may occur.

The software versions described in this manual are the following.

- Digital video routing switcher DVS-V1616 : V3.00
- Digital video routing switcher DVS-V3232B : V2.10
- Digital video routing switcher DVS-V6464B : V2.10
- Digital audio routing switcher DVS-A3232 : V3.00
- RS-422A remote routing switcher DVS-RS1616 : V3.01
- Time code routing switcher DVS-TC3232 : V3.01
- Analog video routing switcher BVS-V3232 : V3.01
- Analog audio routing switcher BVS-A3232 : V3.01
- 16-source control unit BKS-R1601 : V3.10
- X Y control unit BKS-R3202 : V3.10
- 32-source control unit BKS-R3203 : V3.10
- Universal control unit BKS-R3204 : V3.11
- Source and destination control unit BKS-R3205 : V3.11
- 8-destination control unit BKS-R3206 : V3.11

| Note |

To install the single status display unit BKS-R3280/R3281, please refer to the operation and maintenance manual supplied with it.

1-2. System Control

1-2-1. Specifications and functions of control port

The DVS-V3232B/V6464B digital video routing switcher is equipped with four kinds of remote ports REMOTE 1 (S-BUS), REMOTE 2 (9-pin), REMOTE 3 (25-pin), and REMOTE 4 (monitor S-BUS). Other switchers are equipped with three kinds of remote ports excluding REMOTE 4.

The specifications and functions of the control ports are as follows.

REMOTE 1   **BNC 75 Ω 47 kΩ terminated**

Protocol	S-BUS control	
	Data Transfer Method	BI-PHASE SPACE
	Data Transfer Speed	312.5kbps
	Max Cable Length	500m (BELDEN 8281 cable or equivalent)
	FCS Data	HDLC CRC-CCIT $x^{16} + x^{12} + x^5 + 1$ initial all high
Function	With this port the communication between the primary and secondary stations is performed. Remote control units, routing switchers and display units are connected to this S-BUS data link in order to perform the system functions.	
	REMOTE 1 is sometimes simply called "gremote" for units having this remote port only.	
	To distinguish the S-BUS using REMOTE 1 from the monitor S-BUS (REMOTE 4), which will be discribed later, it is called standard S-BUS or simply S-BUS.	

REMOTE 2   D-sub 9-pin

Protocol   RS-422A Flow control, 38.4kbps, 100 Ω /10 kΩ

This port accepts three kinds of protocols.

Model Protocol	DVS-V6464B DVS-V3232B	DVS-A3232	DVS-RS1616 DVS-TC3232 BVS-V3232 BVS-A3232	DVS-V1616
CART+ PROTOCOL	Yes	Yes	No	Yes
AUDIO MIXER PROTOCOL *	Yes	Yes	Yes	No
PRODUCTION SWITCHER PROTOCOL	Yes	No	No	No

* : Known before as switcher protocol.

Function   With this port communication between two units is performed. The switcher, DME, etc. are connected to this port. The function of the routing system are limited rather than the S-BUS's and depends on the superior controller.

REMOTE 3   D-sub 25-pin (MODEM side pin arrangement)

Protocol   RS-232C, 9600bps, 8bit, No Parity, No check

Function   With this port the communication between the primary station and the control terminal and the setting of the units are performed. It is recommended that the control terminal be always connected to the switcher set to the primary station, so that you can see error message of the communication circuit and operation condition of units.

Although distorted displays may be shown when a terminal with low access speed is used, does not mean that the routing system has failed. In this case, replace the control terminal by one with high access speed. If not, it will be necessary to guess the contents of the display on the screen.

REMOTE 4   BNC 75 Ω 47 kΩ terminated

Protocol   S-BUS control

Data Transfer Method   BI-PHASE SPACE

Data Transfer Speed   312.5 kbps

Max Cable Length   500m (BELDEN 8281 cable or equivalent)

FCS Data   HDLC CRC-CCIT $X^{16} + X^{12} + X^5 + 1$ Initial all high

Function   Remote port for the monitor S-BUS. It forms a S-BUS data link, different from RE-MOTE 1, and carries out communication between the primary and secondary stations for the monitor system (you cannot use this connector for the standard S-BUS). The data link consists of switchers, remote control units, display units, etc.

To control the monitor S-BUS, the optional monitor board BKDS-V3292B is required.

| Note |

The protocols of REMOTE 2 are selected using the control terminal connected to REMOTE 3.

1-2-2. S-BUS control

The S-BUS control is a remote control system. It has a simple connection structure and provides highly efficient communication. Multiple routing switchers and remote control units are connected to a single bus line to form a control network called the S-BUS data link. The units on this S-BUS data link communicate with each other using the S-BUS protocol, select the necessary data from the control data transmitted through the data link, and operate according to the data.

The routing switchers on the S-BUS data link are designated to a primary station which controls the whole system (only one unit is set as this) and secondary stations. The primary station receives the instructions from the secondary stations and makes adjustments for smooth communication. It also constantly monitors the system and detects communication errors and problems. In addition to adjusting and controlling communication, the primary station also switch crosspoints as another switcher does.

The S-BUS line is connected via the REMOTE 1 connector. Up to two lines can be connected for DVS-V1616, three lines for DVS-V3232B/V6464B, and four lines for other switchers. Always terminate unused connectors with 75Ω.

Features of S-BUS control system

The main features of the S-BUS control are as follows.
- LAN type control signal communication using one 75 Ω coaxial cable (S-BUS line).
- The coaxial cable can be extended to 500 m. (BELDEN 8281 cable or equivalent)
- The primary station can control up to 254 units (including the primary station) of routing switchers and remote control units using multiple S-BUS lines.
- Up to 128 units of routing switchers and remote control units can be connected to one S-BUS line. Without stopping the system, the switchers and remote control units can be connected to the S-BUS line or removed from it.
- The self-diagnosis results of the system can be monitored with the control terminal connected to the primary station.

Basic configuration of S-BUS control

S-BUS control is configured as follows.

Name	Equipment	Quantity	Function
Primary station	Routing switcher (M/S switch; M)*	1	Communication control in data link.
Secondary station	Remote control unit and Routing Switcher (M/S switch; S)*	253 max.	Use data link in the time specified from the primary station.
Control terminal	Personal computer with terminal software	1	Setting needed for system configuration.

*: (M) and (S) represent the setting of the M/S switch on the routing switcher CPU-149 board.

Example of S-BUS control system connection

Legend:
- ━━━ : S-BUS
- ─── : Signal Line
- ▬▬▬ : RS-232C
- ⊤ : T Bridge (A)
- ⊥ : T Bridge (B)
- ▯ : 75 Ω Terminator
- ⬭ : Matrix Level

Control Terminal
- Personal computer

Primary Station
- (Level 1) REMOTE 3
- Video Routing Switcher DVS-V6464B (M)

- Destination VTR
- <Video>
- <Audio Channel 1/2>
- <Audio Channel 3/4>
- <Time Code>

REMOTE 1 / REMOTE 1 / REMOTE 1

<Video>

Secondary Station

- (Level 2) Audio Routing Switcher DVS-A3232 (S)
- (Level 3) Audio Routing Switcher DVS-A3232 (S)
- (Level 4) Time Code Routing Switcher DVS-TC3232 (S)
- (Level 8) Routing Switcher (S)

Source VTR
- <Audio Channel 1/2>
- <Audio Channel 3/4>
- <Time Code>

- Display Unit BKS-R3280
- Display Unit BKS-R3281
- Remote Control Unit BKS-R3206
- Remote Control Unit BKS-R3206

(Level 1)
- Video Routing Switcher DVS-V6464B (S)
- Remote Control Unit BKS-R3202
- Remote Control Unit BKS-R3204
- Remote Control Unit BKS-R3204

128 max.

(Level 1)
- Video Routing Switcher DVS-V3232B (S)
- Remote Control Unit BKS-R3204
- Remote Control Unit BKS-R3205
- Remote Control Unit BKS-R3205

1-2-3. 9-pin remote control

The Sony digital routing switcher can be controlled from external control units connected to the RE-MOTE 2 (D-sub 9-pin) using RS-422A. For DVS-V3232B/V6464B, the functions performed by 9-pin remote control, can especially be upgraded to a great extent. The following three kinds of 9-pin remote protocols can be used.

- Sony production switcher protocol
- Sony audio mixer protocol
- Sony cart protocol

| Note |

The protocol that can be used depends on the models.

The DVS-V3232B/V6464B can be switched between the "direct mode" in which they are controlled directly and to the "S-BUS conversion mode" in which cart protocol commands are converted to the S-BUS protocols.

In the direct mode, the switchers can be controlled individually. In the S-BUS conversion mode, up to 254 switchers on the S-BUS line (including the primary station) can be controlled.

For DVS-V3232B/V6464B/V1616/A3232, the S-BUS and 9-pin remote control lines are connected to REMOTE 1 and 2 respectively and can be switched freely. Other switchers can be connected to either control line.

| Note |

1. In the direct mode, the protect and secret functions set on the S-BUS protocol are not available.
2. In the S-BUS conversion mode, the "UA2" data specified by the cart protocol will be converted to the level values on S-BUS protocol.
   In this mode, the protect and secret functions set on S-BUS protocol are available. (However, these functions cannot be set on the 9-pin remote control and the contents of the setting cannot be checked, either.)
3. The number of input/output signals that can be controlled on each protocol is as follows.

Protocol		Control Area
Cart Protocol*	Cart	1-16
	Cart +	1-256
Audio mixer protocol		1-128
Production Switcher Protocol		1-127

∗ : There are two kinds of cart protocol due to the control area.
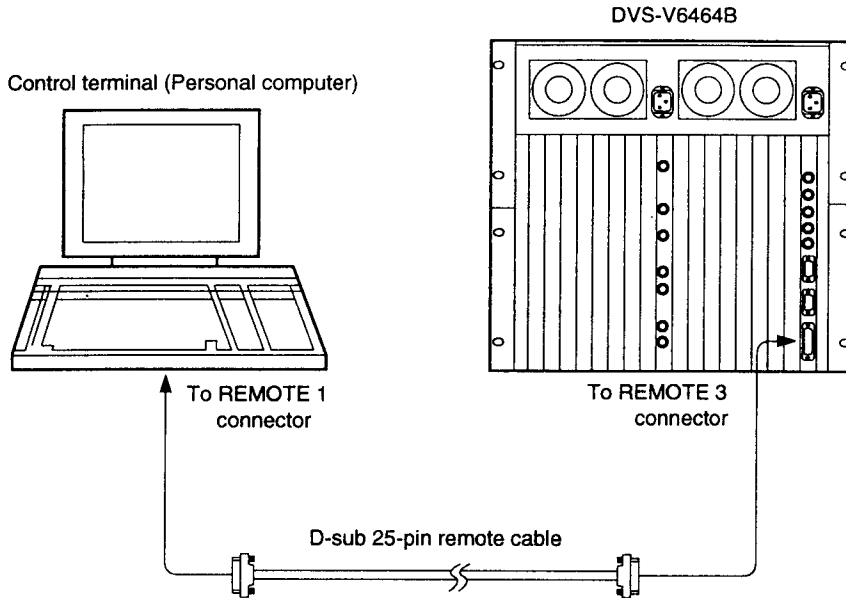　Unless otherwise noted, "cart protocol" in this manual mean the cart+ protocol.

4. When several DVS-V6464Bs are connected in a cascade and the input bus number is in creased, if controlled by the 9-pin remote, there is the case no signal is output.
   To avoid such case, use the S-BUS conversion mode.

The following is an example of a 9-pin remote control connection.

Main Controller
(Host CPU)

→ System Console

→ Printer

→ Local disk

Sub Controller
(Interface Unit)

RS-422A

Status Display

Status Display

Remote Control
Unit

Remote Control
Unit

Remote Control
Unit

Remote Control
Unit

REMOTE 2

REMOTE 1

Routing SW
DVS-V3232B
(M)

Routing
Switcher
DVS-
V6464B

DVS-
V6464B

DVS-
V6464B

S-BUS

Routing
Switcher
DVS-A3232

DVS-A3232

DVS-A3232

DVS-A3232

DVS-
V6464B

Sub Controller
(Interface Unit)

RS-422A

Status Display

Status Display

Remote Control
Unit

Remote Control
Unit

Remote Control
Unit

Remote Control
Unit

REMOTE 2

REMOTE 1

Routing SW
DVS-V3232B
(M)

Routing
Switcher
DVS-
V6464B

DVS-
V6464B

DVS-
V6464B

S-BUS

Routing
Switcher
DVS-A3232

DVS-A3232

DVS-A3232

DVS-A3232

DVS-
V6464B

──── : S-BUS

──── : RS-422A

▭ : 75 Ω terminator

⊐ : T bridge

⌐ ¬
╎ ╎ : Standard units making up Sony routing
⌐ ¬   switcher system

1-2-4. Connection of control terminal

Connect the control terminal to the REMOTE3 (D-sub 25-pin) connector of the primary station as shown below. The control terminal is used for setting of the routing switcher system and for displaying the information of errors, problems, system status, etc. during operation.

DVS-V6464B

Control terminal (Personal computer)

To REMOTE 1
connector

To REMOTE 3
connector

D-sub 25-pin remote cable

1-2-5. Control of monitor S-BUS system

DVS-V3232B/V6464B is able to monitor all the input and output signals when the optional monitor board BKDS-V3292B is installed, whose CPU is used exclusively for monitoring. It forms a monitor S-BUS data link via the REMOTE4 connector.

In this manual, the monitor control line is called "monitor S-BUS" to distinguish it from the control line of the main S-BUS using for changing crosspoints. The main S-BUS is called "standard S-BUS" or simply "S-BUS". Excluding the system control, the monitor S-BUS has exactly the same protocol and communication format as that of the standard S-BUS.

The input monitor and output monitor can be either used separately or combined. They can be also connected in cascade. As the crosspoint control of the monitor is performed separately from the standard S-BUS control system, a primary station for the monitor S-BUS must be designated in addition to that set for the standard S-BUS.

The configuration of the monitor S-BUS is set with the control terminal connected to the primary station on the standard S-BUS.

The following shows one way of connecting the monitor S-BUS system.

(M) (S) : M/S switch setting on the monitor Board.

⊥ : T Bridge (A)

⊤ : T Bridge (B)

▣ : 75Ω Terminator
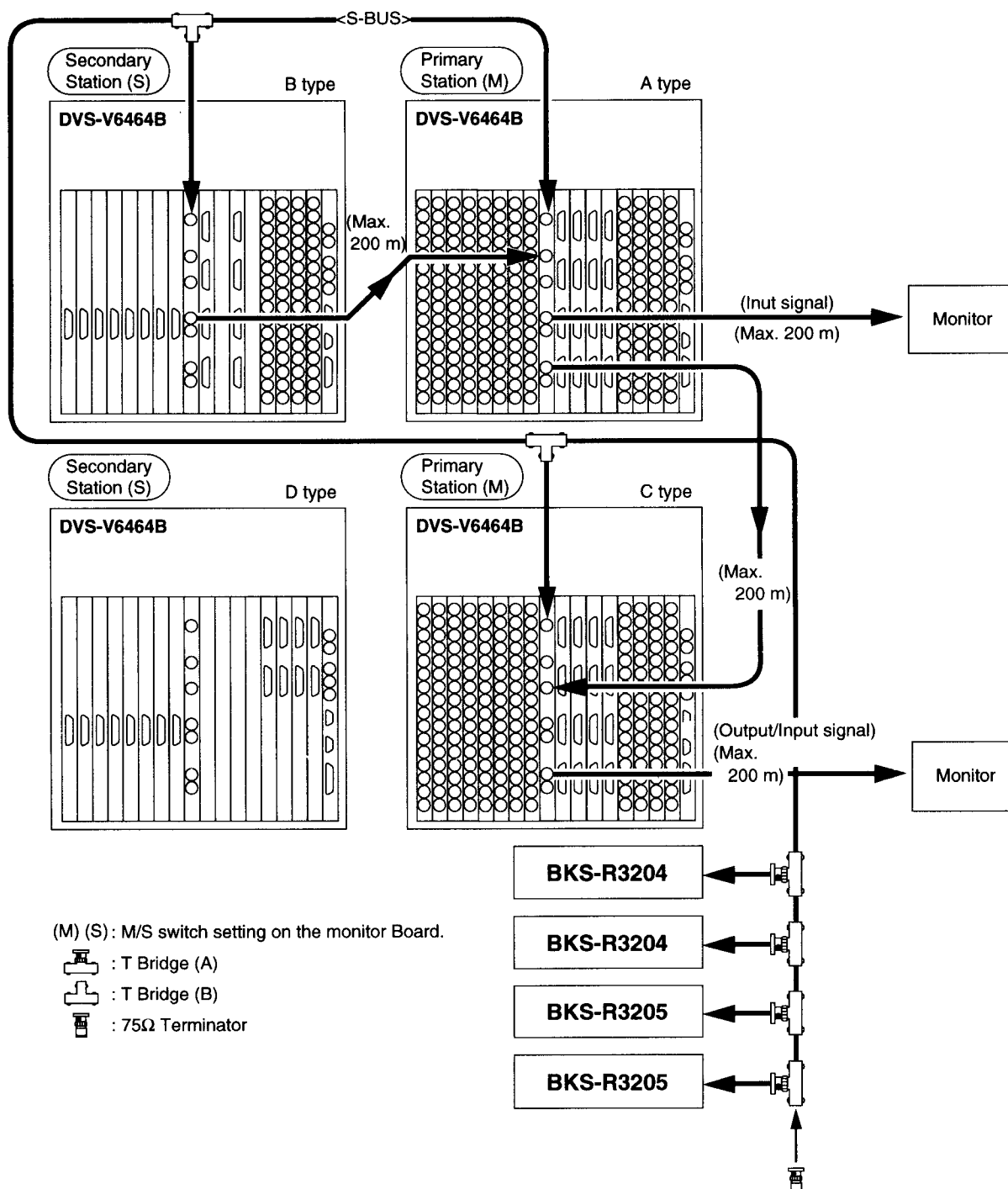
2. FUNCTIONS

The main functions of the digital routing switcher are as follows.
(In this manual, the input signal is called source, and the output signal destination.)

    1)   The routing switcher is equipped with a system controller. It therefore does not require an additional controller for controlling the routing switchers.

    2)   By connecting several routing switchers in cascade connection, up to 512 × 512 crosspoints can be selected.

    3)   Up to 8 levels can be assigned.

    4)   Up to 254 units of remote control units and routing switchers can be controlled.

    5)   Each output signal can be protected so that they will not be switched by other control units.
          (Protect function)

    6)   Each input signal can be prohibited to be selected from all the control units.
          (Secret function)

 * 7)   The inputs that can be selected for each output can be limited. (Crosspoint disable setting function)

 * 8)   Password function

 * 9)   The either name of "Type + Number" or "Description" can be set for input/output connectors.

* 10)   A crosspoint matrix can be mapped on a virtual matrix. (Virtual mapping function)

* 11)   To each connector name, a different connector number can be assigned on each level.
          (Free assignment function)

* 12)   Input and output signals can be monitored using the optional monitor board BKDS-V3292B.
          (Monitoring function)

* 13)   You can enable the system to automatically select the signal lines between two routing switchers.
          (Tie line function)

  14)   You can simultaneously switch several crosspoints. (Phantom function)

  15)   The control terminal connected to the primary station will display whether input and output signals are present or not, and the information of the problems which have occurred. (Self-diagnosis function)

* : DVS-V3232B/V6464B only.

DVS-V3232B/V6464B outstanding offers new functions as a primary station. To get the best out of the system, we recommend that DVS-V3232B/V6464B is used as a primary station.
The following outlines each function. (For details of how to set them, refer to "5. System Settings" and after.)

2-1. Built-in Controller

The Sony digital routing switcher incorporates a system controller and therefore does not require a separate external controller. When several routing switchers are connected to the S-BUS, the CPU of the switcher set as the primary station will control the whole system.

2-2. Matrix Sizes

By connecting multiple routing switchers in cascade form (excluding DVS-V1616/V3232B, BVS-V3232/A3232), input and output signals can be expanded to form a large-scale switcher system.
Maximum matrix sizes depend on the kind of switchers.

- DVS-V6464B : Input/output 512 × 512 signals
- DVS-A3232   : Input/output 256 × 256 signals
- DVS-TC3232 : Input/output 256 × 256 signals
- DVS-RS1616 : Input/output 128 × 128 signals

2-3. Number of Levels

Several routing switchers can be divided into multiple levels according to the kinds of signals (video, audio, time code, etc.) used and all levels can be switched at the same time.

Example: Video can be set to level 1, audio to level 2, etc.
Up to eight levels can be set for one system.
The levels are set at the menu item [E : SET LEVEL TABLE].

2-4. Number of Units

Up to 128 remote control units and switchers can be connected to one S-BUS line. When DVS-V3232B/V6464B is used as a primary station, it can be equipped with up to three S-BUS lines and can control up to 254 units (including the primary station) for all lines.

2-5. Protect Function

Function which protects the crosspoint set so that it cannot be released using other remote control units. While the protect function is on, the destination of the crosspoint to be protected will be fixed. Once the protect is set, it will not be released by any command, except those from the control terminal and the control unit used to set it. The protect function can be set and released freely from the control terminal connected to the primary station.
The control terminal also has a password function which allows only certain users to operate the system.
The protect function can be set at the menu item [C: SET DESTINATION NAME].

2-6. Secret Function

Function which "hides" certain sources from all control units to protect the crosspoint set so that it cannot be switched.
Unlike the protect function that limits the destinations, the secret function limits the sources to protect them from being selected by other control units.
The secret function can be set at the menu item [D: SET SOURCE NAME].

2-7. Crosspoint Disable Setting Function (DVS-V3232B/V6464B only)

Function that limits the sources that can be selected for each destination. It can also be used to fix the area of crosspoints selected so that only certain sources can be selected for certain destinations. This function can be only used when a DVS-V3232B/V6464B is assigned as the primary station.
This function can be set at the menu item [M: SET INHIBIT TABLE].

2-8. Password Function (DVS-V3232B/V6464B only)

The control terminal can set all configuration items of the routing switcher system. It therefore has a password function which allows only certain users to operate it. The password can be set at the menu item [P: CHANGE PASSWORD].

2-9. Setting the Input/Output Name (DVS-V3232B/V6464B only)

The following names can be used for the input/output connectors of the routing switcher.

1. "Type+Number" name
2. "Description" name

There are altogether three kinds of numbers that can be set as input/output numbers. These are "physical number", "connector number", and "virtual number".

The physical number and connector number are the number of connectors attached to the switcher. For a DVS-V6464B, it is 1 to 64. For a DVS-V3232B, it is 1 to 32. The difference between the physical number and connector number is that the connector number is used for each switcher frame, while the physical number is used for one switcher system that is either single frame or multiple cascading frames. Usually the physical number is used for the S-BUS control system, while the connector number is used for the RS-422A (9-pin remote) control system.
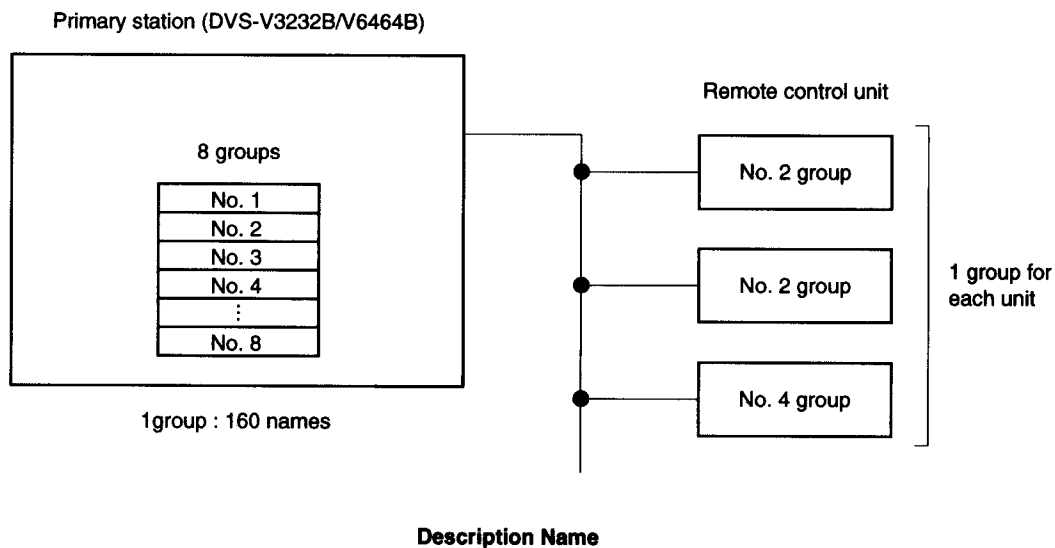
The virtual number is the numbers assigned when switchers are mapped on a virtual matrix with 512 inputs and 512 outputs. The numbers will not duplicate even if several switchers are mapped on the virtual matrix. Unless otherwise noted, the input/output number in this manual means the virtual number.

Virtual Matrix
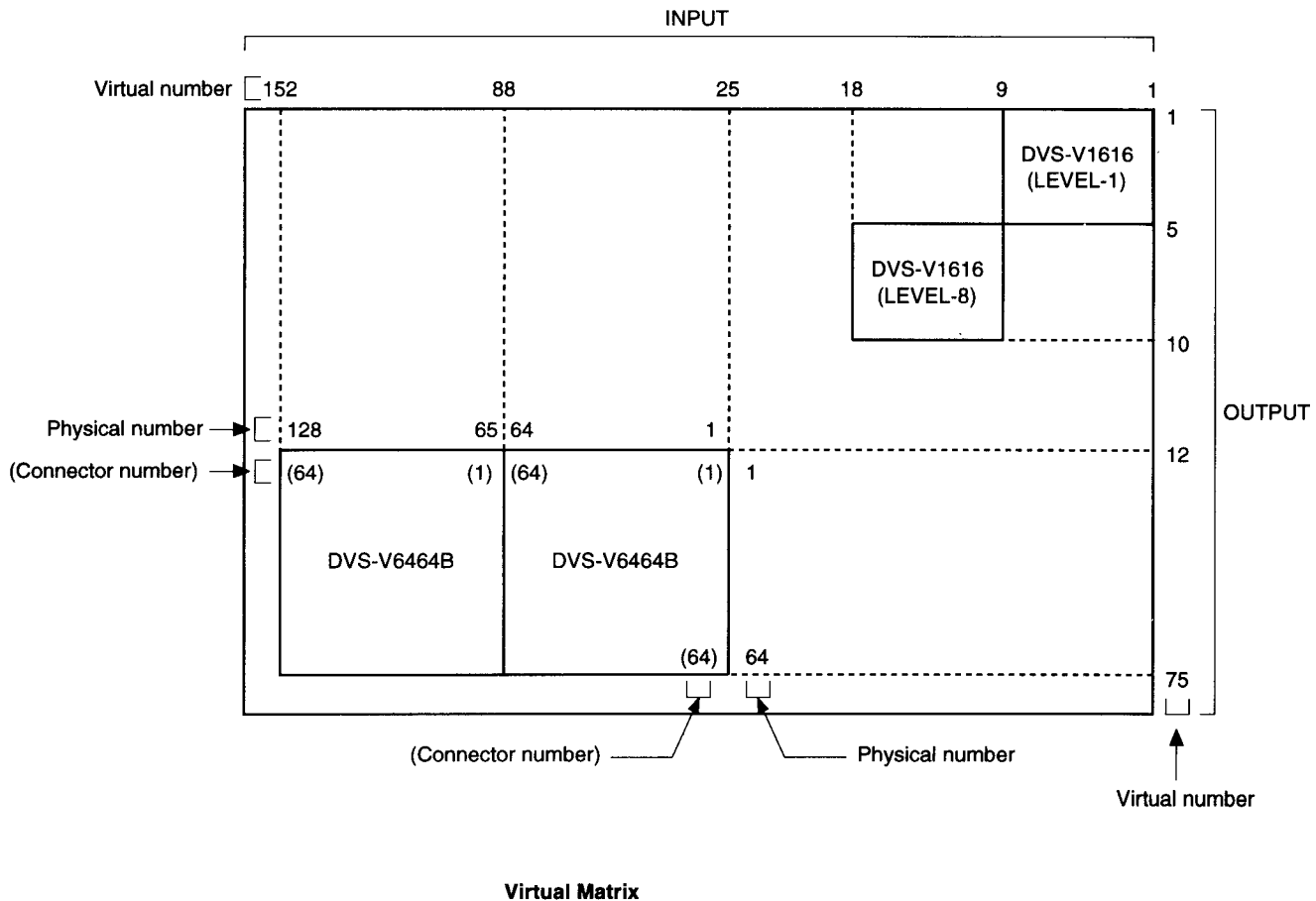
The name "Type + Num" consists of four alphabets and three numbers. It is assigned to the virtual number. Sixteen kinds of letters can be set for the "Type" part. Number 1 to 999 can be used for the "Num" part.

Examples: CAM 234, VTR 145

The name "Description" consists of any 16 characters and is assigned to the virtual number, e.g. "Tokyo" and "Market". Up to 1024 kinds of names can be registered. The 160 kinds of them are transmitted to the remote control unit in order to set buttons and for displaying. The 160 names can be registered as one group. Data of 8 groups can be registered at the primary station. The data of remote control unit can be replaced by a group and the different data groups can be used for each remote control unit

Primary station (DVS-V3232B/V6464B)

Remote control unit

8 groups

| No. 1 |
| No. 2 |
| No. 3 |
| No. 4 |
| : |
| No. 8 |

No. 2 group

No. 2 group

No. 4 group

1 group for each unit

1group : 160 names

Description Name

The name "Description" can be set at the menu item [J: NAME STYLE] when a DVS-V3232B/V6464B is used as the primary station.
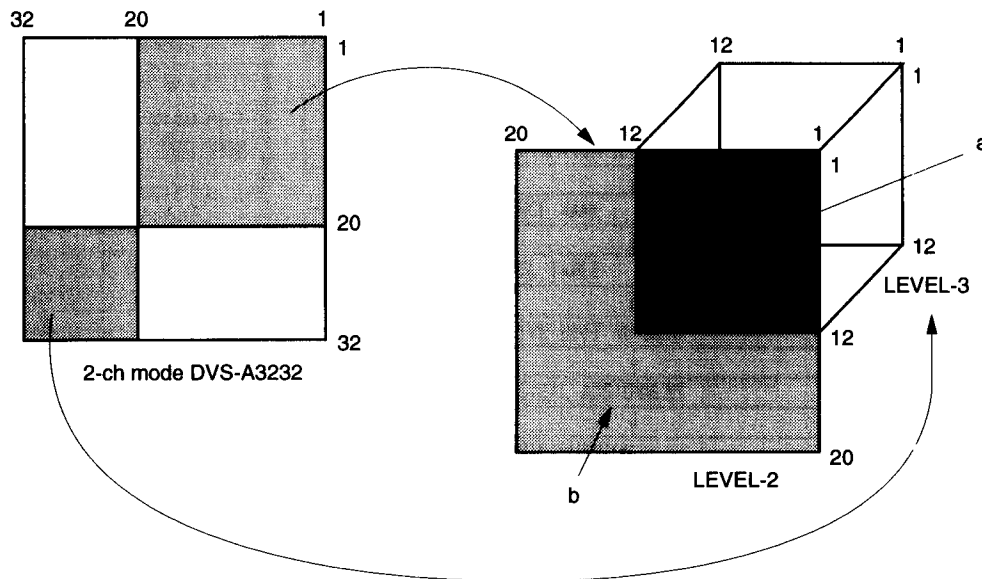
2-10. Virtual Mapping Function (DVS-V3232B/V6464B only)

Several routing switchers can be mapped on a virtual matrix with 512 inputs and 512 outputs. The matrix of one switcher can be also divided into several virtual levels and mapped.

For example, a switcher (1) handling the 4:2:2 video signal and a switcher (2) handling the 4 fsc video signal can be mapped on the same level. By connecting them using a 4:2:2/4 fsc converter, the tie line control can be performed.

DVS-A3232 has two modes such as 2-channel mode and 4-channel mode. Normally, either one will be selected. However the mixture of two modes is possible by dividing the matrix into two in the 2-channel mode and assigning them to two different virtual levels.
In the figure below, the 12 × 12 part is set to the 4 -channel mode (a) while the other is set to the 2 channel mode (b) by overlapping 12 × 12 area of 20 × 20 matrix in the 2-channel mode.

It is called "Virtual mapping" that you assign crosspoints using the virtual matrices and virtual levels in this way.

This virtual mapping function can be set at the menu item [L: SET PHYSICAL ASSIGNMENT] when a DVS-V3232B/V6464B is used as the primary station.

When the matrix of a DVS-V3232B/V6464B is divided into two or more matrices on multiple virtual levels, the monitor function for input/output signals may not work correctly.

2-11. Free Assignment Function (DVS-V3232B/V6464B only)

While the same input/output number can be assigned, through levels 1 to 8, for each input/output name, different physical number can also be assigned on each level for an input/output name.
The following figure shows the case that DVS-V6464B is used for level 1 and DVS-A3232 for levels 2 and 3. To source IN002, physical number 5 can be assigned on level 1, physical number 2 on level 2, and physical number 18 on level 3.
Similary, to destination OUT004, physical number 32 can be assigned on level 1, physical number 32 on level 2, and physical number 4 on level 3.
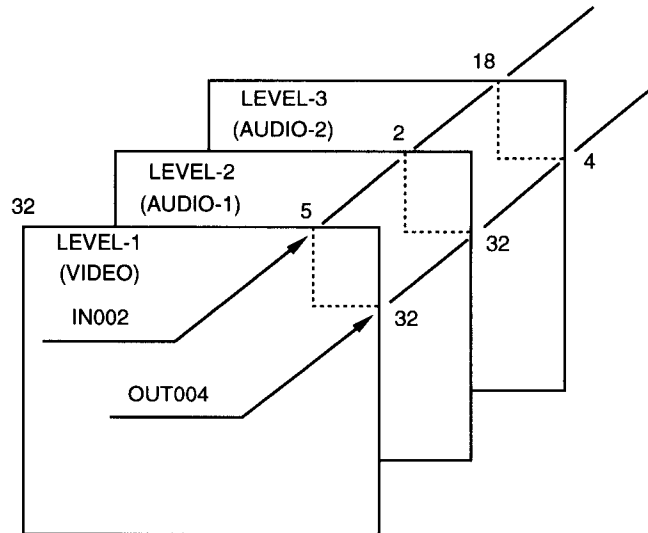

This free assignment function can be set at the menu item [L: SET PHYSICAL ASSIGNMENT] when a DVS-V3232B/V6464B is used as the primary station.

2-12. Monitor Function (DVS-V3232B/V6464B only)

If a DVS-V3232B/V6464B is equipped with the optional BKDS-V3292B, any input/output signal can be monitored. The input and output signals can be observed on different monitors or on the same monitor by switching channels.
By connecting the monitor signals of several switchers in cascade form, all input and output signals can be observed on one monitor.
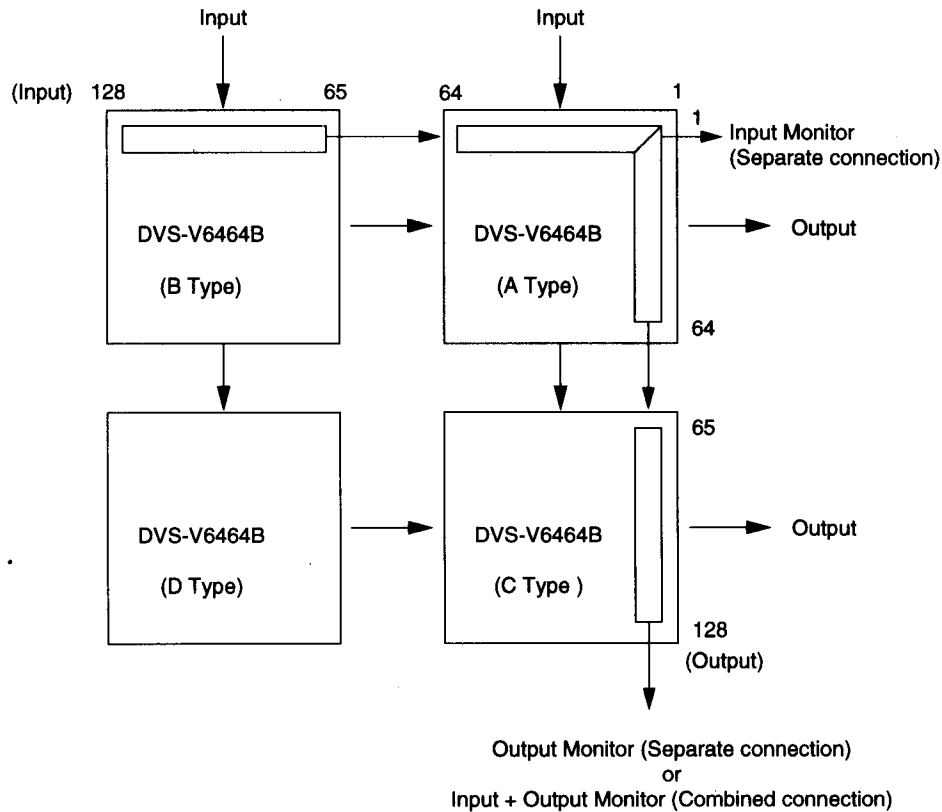
The crosspoints of monitor signals are controlled by the monitor S-BUS (the control line similar to the standard S-BUS although it controls only the monitor system).
The primary station on the monitor S-BUS is independent from the primary station on the standard S-BUS. Therefore, several monitor S-BUS can be set to one system.
For example, switchers (P-2) and (P-3) in the figure on next page serve as the primary station on the monitor S-BUS independently, while the switcher (P-1) serves as the primary station on the standard S-BUS and monitor S-BUS.

| Note |

1. For DVS-V3232B/V6464B routing system, the primary station on the standard S-BUS and monitor S-BUS should be the same.
   However, for the monitor S-BUS which does not include the primary station on the standard S-BUS, any switcher can be assigned the primary station.
2. BKS-R1601/R3203/R3206 cannot be used as a secondary station on the monitor S-BUS.
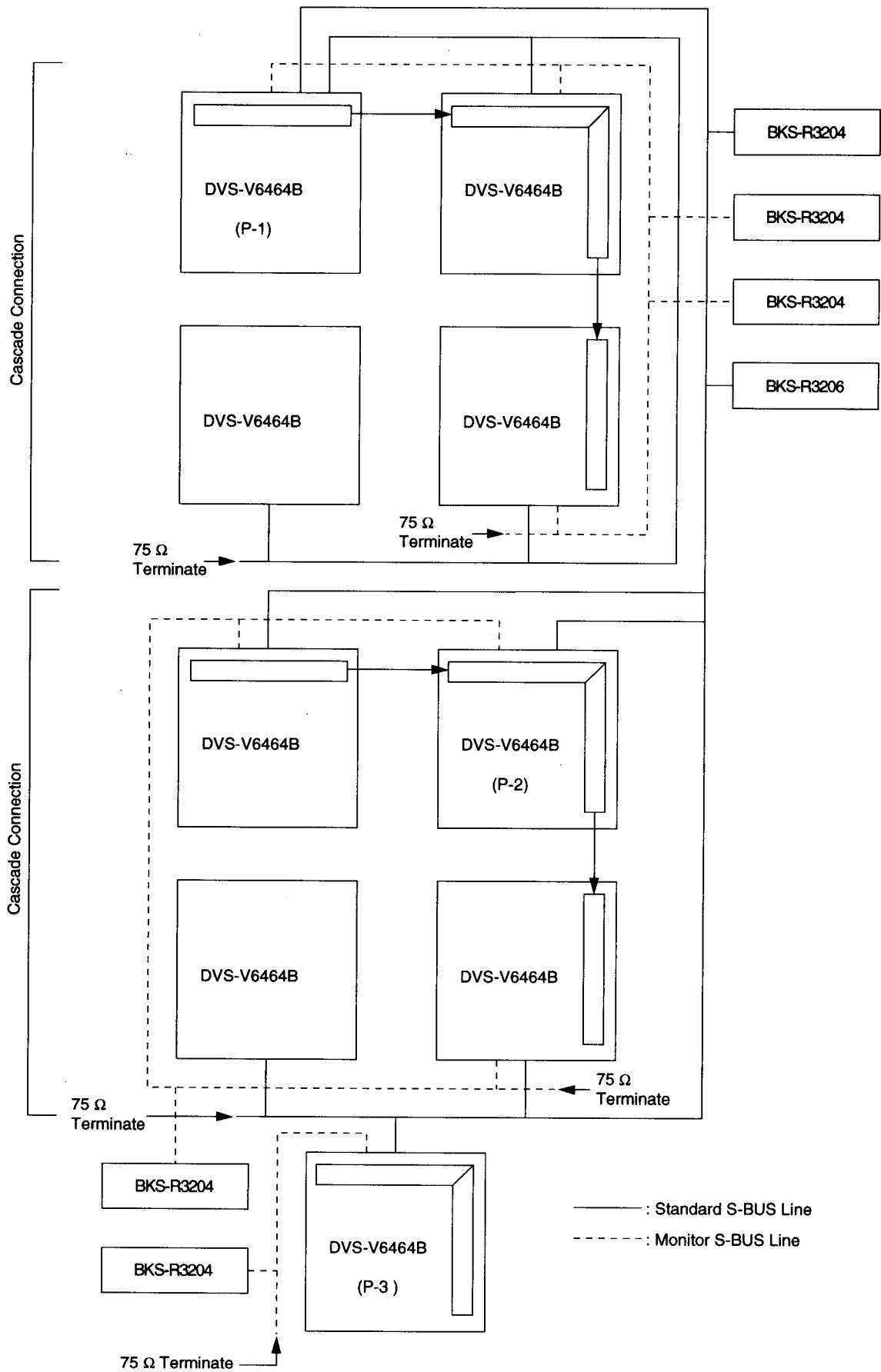
2-13. Tie Line Management (DVS-V3232B/V6464B only)

If the primary station is a DVS-V3232B/V6464B, by previously setting four signal paths between routing switchers, unused signal paths can be selected automatically and protected when input and output names are selected. This function is called tie line management. It is effective to share the minimum number of converters (4:2:2:/4 fsc, 4 fsc/4:2:2, etc.).
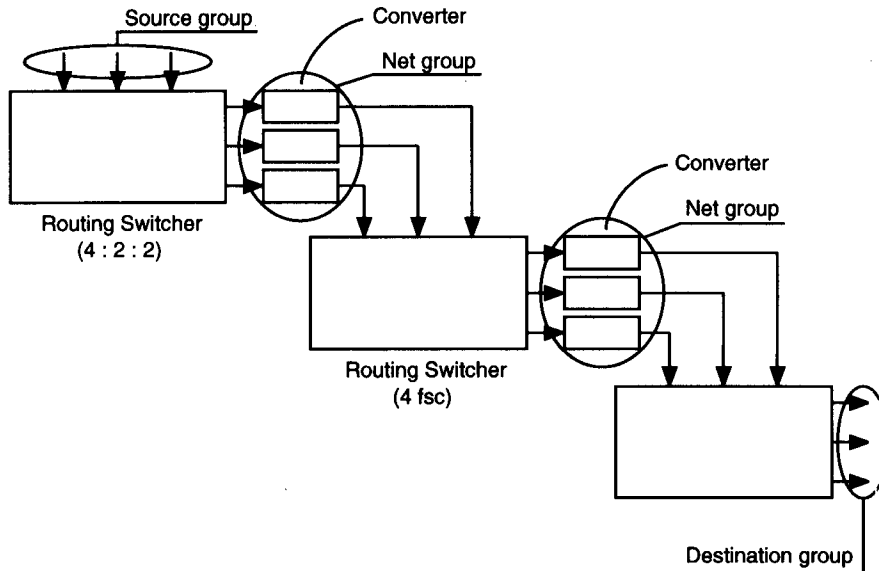For example, if both a 4:2:2 video switcher and a 4 fsc video switcher have 32 sources and destinations, the converters can be shared using the tie line function and all sources and destinations can be handled with the minimum number of converters.

Setting method of the tie line and its operations

Setting procedure:
1. Set four input/output for each source/destination group.
2. Set the four cables connecting the switchers for each net groups such as "OUT ✳ ✳ ✳ − IN ✳ ✳ ✳".
3. Set the path from the source group to the destination (the path consists of the selected group names)

| Note |

Once the auto protection for the tie line is released, you cannot protect the selected path in full using the control terminal.
Set the tie line again by selecting the same source and destination, in order to protect the path.
As for remote control units above version V3.10 (BKS-R1601, R3202 to R3206), press the protect button.
The tie line will be protected automatically again.

Operation example:

1. IN023 and OUT027 are selected from the remote control unit.
2. The CPU of the primary station detects IN023 from the source group. In the example below, the corresponding group is S002.
3. Like for IN023, the CPU also detects OUT027. The corresponding group is D002.
4. The CPU of a primary station detects the path which has the S002 and D002 groups. In the following example, the corresponding path is "3: S002-N004-D002".
5. As N004 will be detected as the net group to be used, the CPU selects a usable element (not protected) from the four "OUT-IN" elements set inz the N004 group, and the crosspoint is switched.
   In the following example, if OUT033-IN230 is usable, the path IN023→OUT033→IN230→OUT027 will be selected.

```
SOURCE GROUPS   NET GROUPS                                      DESTINATION GROUPS
S001 : IN003    N001 : OUT003-IN200    N002 : OUT013-IN054      D001 : OUT023
       IN004           OUT004-IN201           OUT014-IN055             OUT024
       IN005           OUT005-IN202           OUT015-IN056             OUT025
       IN006           OUT006-IN203           OUT016-IN057             OUT026


S002 : IN010    N003 : OUT023-IN007    N004 : OUT033-IN230      D002 : OUT027
       IN015           OUT024-IN008           OUT034-IN231             OUT028
       IN023           OUT025-IN009           OUT035-IN233             OUT029
       IN027           OUT026-IN010           OUT036-IN234             OUT030
        :                     :                                         :
   ( 20 groups )          ( 40 groups )                         ( 20 groups )

PATHS
   1 : S001-N001-N002-D001
   2 : S002-N003-D001
   3 : S002-N004-D002
    :
 ( 20 paths )
```

2-14. Phantom Function

Several crosspoints can be switched simultaneously with just one push of a button of the remote control unit. This is called the phantom function.

The phantom function is set using the control terminal connected to the primary station. The crosspoints are switched by the remote control unit.

The group of crosspoints switched together is called the phantom group. Each remote control unit stores the data of 57 crosspoints as the phantom group. In addition to the phantom function, in DVS-V3232B/V6464B, the data of 4095 crosspoints is stored in the primary station as the other kind of phantom groups. In this manual, the registered phantoms in each remote control unit are referred to as "local phantom", or "phantom". Those registered in the primary station are referred to as "global phantom".

The global phantom function is available if a DVS-V3232B/V6464B is used as the primary station.

2-15. Self-Diagnosis Function

The routing switcher performed self-diagnosis on the following items and displays the results on the control terminal connected to the primary station.

O Presence of board and its sort

O Version of ROM on the control board

O Presence of backup power supply unit/backup CPU board

O Detection of fan rotation

O Display of reference signal

O Display of errors as follows

- Faulty crosspoint (hardware)
- Display of high temperature
- Display of S-BUS disconnection
- Display of required secondary station's disconnection or fault
- Display of backup unit (control board or power supply unit)'s fault/recovery.

3. PREPARATION FOR INSTALLATION

3-1. Preliminary Information Before Installation

The control area of each switcher when used as the primary station is as follows.

Model	Input control area	Output control area	Level management	Remarks
DVS-V6464B DVS-A3232 DVS-RS1616 DVS-TC3232	1 to 512	1 to 512	1 to 8	Expansion possible
DVS-V3232B DVS-V1616 BVS-V3232 BVS-A3232	1 to 512	1 to 512	1 to 8	Expansion not possible

Example : DVS-V3232B has 32 inputs and 32 outputs. But when it is set the primary station, it can control up to 512 inputs and 512 outputs using the cascading secondary stations.

- Be sure to set a station number for each routing switcher and remote control unit installed.
  Refer to the manuals of each unit for how to set the station number.
- In this manual, the input signal is called source, and the output signal destination.
- When using two or more BKS-R3204, BKS-R3205 or BKS-R3206 for a mother and daughter configuration (combined system), it is necessary to set DVS-V3232B or DVS-V6464B as the primary station.

3-2. Outline of Setting Procedure

1. Set the input/output name to each input/output number controlled by the primary station.
2. Select the secondary stations.
3. Set the input/output location of the routing switchers.
4. Set the source, destination or level selection buttons of the remote control units.

For details on the purpose and content of each menu item, refer to "5.System Setting".

| Note |

Operation of the routing switcher may be unstable just after the power is turned on.
Wait about one munite of warm-up before starting the installation setting.

The basic setting procedure is as follows when the DVS-V3232B/V6464B is set to a primary station.

```
                        ┌──────────────┐              ┌──────────────┐
                        │Initial Setting│              │ Modification │
                        └──────────────┘              └──────────────┘
Primary Station Setting

        ┌─────────────────────────────────────────────┐
        │ Set S3 to "D" (Default) position on the      │
        │ CPU-149 board, then return S3 to "O" position.│
        └─────────────────────────────────────────────┘

              ┌─────────────────────────────────┐
              │ K: RESET TO DEFAULT TABLE        │
              └─────────────────────────────────┘

              ┌─────────────────────────────────┐
              │ U: SELECT CONTROL MODE           │
              └─────────────────────────────────┘

              ┌─────────────────────────────────┐
              │ P: CHANGE PASSWORD               │
              └─────────────────────────────────┘

              ┌─────────────────────────────────┐
              │ T: SET CLOCK                     │
              └─────────────────────────────────┘

              ┌─────────────────────────────────┐
              │ V: SELECT WARNING DISPLAY        │
              └─────────────────────────────────┘

              ┌─────────────────────────────────┐
              │ B: SET SOURCE/DEST TYPE          │◄───
              └─────────────────────────────────┘

              ┌─────────────────────────────────┐
              │ J: NAME STYLE                    │
              └─────────────────────────────────┘

              ┌─────────────────────────────────┐
              │ C: SET DESTINATION NAME          │
              └─────────────────────────────────┘

              ┌─────────────────────────────────┐
              │ D: SET SOURCE NAME               │
              └─────────────────────────────────┘

              ┌─────────────────────────────────┐
              │ E: SET LEVEL TABLE               │
              └─────────────────────────────────┘

              ┌─────────────────────────────────┐
              │ F: SET ACTIVE UNIT NUMBER        │
              └─────────────────────────────────┘

              ┌─────────────────────────────────┐
              │ L: SET PHYSICAL ASSIGNMENT       │
              └─────────────────────────────────┘

              ┌─────────────────────────────────┐
              │ H: SET GLOBAL PHANTOM            │
              └─────────────────────────────────┘

              ┌─────────────────────────────────┐
              │ M: SET INHIBIT TABLE             │
              └─────────────────────────────────┘

When Description Name                    When ' Type + Num ' Name

        ┌─────────────────────────────────┐
        │ N: SET DESCRIPTION NAME GROUP    │
        └─────────────────────────────────┘

              ┌─────────────────────────────────┐
              │ O: SET TIE LINES                 │
              └─────────────────────────────────┘

              ┌─────────────────────────────────┐
              │ R: CALL SECONDARY STATION        │
              └─────────────────────────────────┘
```

Secondary Station Setting (Switcher)   Secondary Station Setting (Remote Control Unit)

```
┌─────────────────────────────┐    ┌─────────────────────────────┐
│ K: RESET TO DEFAULT TABLE   │    │ L: COPY TABLE DATA          │
└─────────────────────────────┘    └─────────────────────────────┘

┌─────────────────────────────┐    ┌─────────────────────────────┐
│ U:SELECT REMOTE PROTOCOL    │    │ Z: SET PANEL STATUS         │
└─────────────────────────────┘    └─────────────────────────────┘

┌─────────────────────────────┐    ┌─────────────────────────────┐
│ A: SET UNIT LOCATION        │    │ N: SET PANEL TABLE          │
└─────────────────────────────┘    └─────────────────────────────┘

┌─────────────────────────────┐    ┌─────────────────────────────┐
│ G: UPDATE BACKUP CONTROLLER │    │ O: SET AVAILABLE DESTINATION│
└─────────────────────────────┘    └─────────────────────────────┘

┌─────────────────────────────┐    ┌─────────────────────────────┐
│ M: SET MONITOR FUNCTION     │    │ H: SET PHANTOM TABLE        │
└─────────────────────────────┘    └─────────────────────────────┘
```

              ┌──────────────┐
              │   End   │
              └──────────────┘

4. CONTROL TERMINAL

4-1. Selecting the Control Terminal

Load Windows 3.1 to an IBM PC/AT compatible machine (CPU: 80486 or a faster and more powerful micro-processor, clock: 25 MHz or faster enough) and use it as a control terminal in the terminal mode of Windows.

Connect the personal computer to the primary routing switcher (REMOTE 3) using the RS-232C cable.
When using personal computers, codes F1 to F5 must be set to the Windows screen.
It is possible to select codes F1 to F5 pushing Alt – Ctrl – F✻ in addition to using a mouse.

	Key Name	Command
F1	F1	^ [[17 -
F2	F2	^ [[18 -
F3	F3	^ [[19 -
F4	F4	^ [[20 -
F5	F5	^ [[21 -
F6	–	–
F7	–	–
F8	–	–

Symbols used in this manual:
The symbols used for the control terminal keys in this manual are as follows.

(1) All keys are enclosed in boxes. (E.g.: Ctrl key and Return key)
(2) The numerical keys in the text mean keys 0 to 9.
(3) The alphabet keys in the text mean keys A to Z.
(4) The cursor key in the text mean the ↑, ↓, ←, and → keys.
(5) When two keys are to be pressed together, they are joined by the "–". (E.g.: Ctrl – X)

Functions of keys used for setting:
Character key : Insert the character pressed where the cursor is.
→ key : Move the cursor to the right one space.
← key : Move the cursor to the left one space.
Ctrl – L : Move the cursor to the right end of the character string.
Ctrl – A : Move the cursor to the left end of the character string.
Ctrl – X : Erase the whole character string being input and moves the cursor to the left end.
BS : Erase the character just before the cursor.
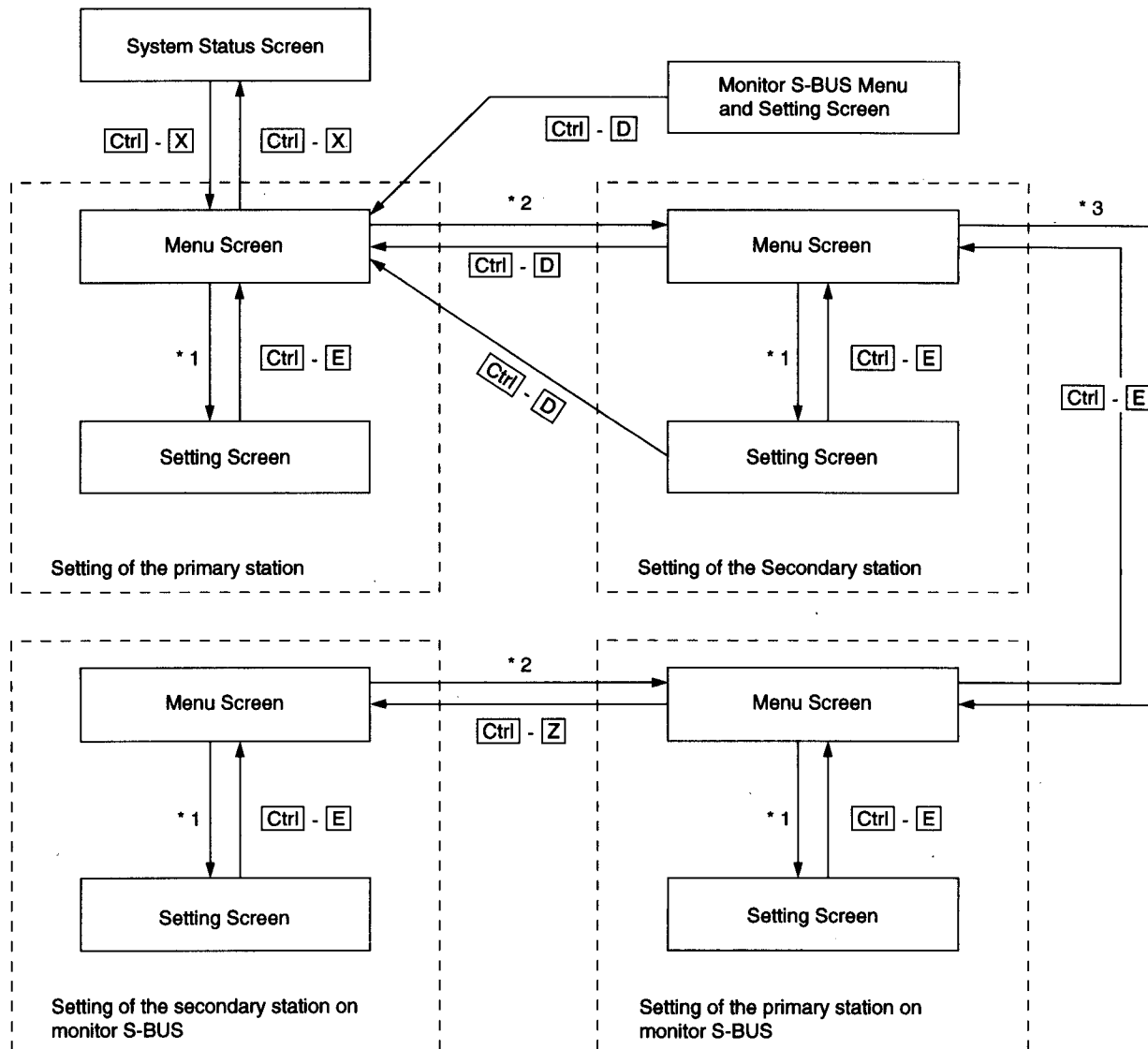DEL : Erase the character at the cursor.
Ctrl – U : Recover the characters erased with BS or DEL where the cursor is (up to 16 characters can be restored.)
Ctrl – F : Erase the character string input and recover the original state.

4-2. Control Terminal Display

The control terminal display consists of the following three types of screen.

* System status screen : It displays messages while the routing switcher system is operating.
* Menu screen   : It displays the menu for setting the routing system.
* Setting screen   : It displays the setting items of each menu.

```
┌─────────────────────────┐                                    ┌─────────────────────┐
│   System Status Screen   │                                    │  Monitor S-BUS Menu  │
└─────────────────────────┘                                    │  and Setting Screen  │
                                          Ctrl - D              └─────────────────────┘
   Ctrl - X      Ctrl - X

┌ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ┐ * 2    ┌ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ┐ * 3
│ ┌──────────────┐         │        │      ┌──────────────┐      │
│ │  Menu Screen  │◄───────┼────────┼─────►│  Menu Screen  │      │
│ └──────────────┘  Ctrl-D │        │      └──────────────┘      │
│                          │        │                            │
│  * 1    Ctrl - E         │        │   * 1    Ctrl - E          │   Ctrl - E
│        Ctrl - D          │        │                            │
│ ┌──────────────┐         │        │      ┌──────────────┐      │
│ │ Setting Screen│         │        │      │ Setting Screen│      │
│ └──────────────┘         │        │      └──────────────┘      │
│                          │        │                            │
│ Setting of the primary   │        │  Setting of the Secondary  │
│ station                  │        │  station                   │
└ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ┘        └ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ┘

┌ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ┐ * 2    ┌ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ┐
│ ┌──────────────┐         │        │      ┌──────────────┐      │
│ │  Menu Screen  │◄───────┼────────┼─────►│  Menu Screen  │      │
│ └──────────────┘  Ctrl-Z │        │      └──────────────┘      │
│                          │        │                            │
│  * 1    Ctrl - E         │        │   * 1    Ctrl - E          │
│ ┌──────────────┐         │        │      ┌──────────────┐      │
│ │ Setting Screen│         │        │      │ Setting Screen│      │
│ └──────────────┘         │        │      └──────────────┘      │
│                          │        │                            │
│ Setting of the secondary │        │  Setting of the primary    │
│ station on               │        │  station on                │
│ monitor S-BUS            │        │  monitor S-BUS             │
└ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ┘        └ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ┘
```

*1 : The menu items can be selected in the following two ways.
  1. Select the desirable menu item using the cursor keys ([↑], [↓], [←], [→]), and press [Return] or [Enter].
  2. Press the alphabet key allocated to each menu item.

*2 : To move from the menu screen of the primary station to that of the secondary station, execute the menu item [R: CALL SECONDARY STATION] of the primary station.

*3 : To move onto the menu of the primary station on the monitor S-BUS, execute the menu item [M: SET MONITOR FUNCTION] of the secondary station (set as the primary station on the monitor S-BUS).

4-3. System Status Screen

When the primary station is turned ON, the results of the self-diagnosis and ROM check sum value are displayed as shown below.
If the result of the self-diagnosis is satisfactory, "OK" will be displayed at the corresponding item.
However if an error has been detected, this item will be the reversal characters.

Model   Software version

```
SONY Digital Routing System  DVS-V6464B   V2.10

        ITEM
   ROM CHECK SUM                8A65
   RAM READ AND WRITE           OK
   REFERENCE SIGNAL             OK
   S-BUS LINK TERMINATE         OK
   REAL TIME CLOCK


  STARTED
  1993.02.03-22.15 STARTED BY DVS-V6464B Ver2.10 IN STATION 1
  1993.02.03-22.15 S-BUS LINK DISCONNECTED TO CHANNEL B
  1993.02.03-22.15 MISSING REFERENCE SIGNAL IN STATION 1
  1993.02.03-22.15 POWER SUPPLY UNIT B DOWN IN STATION 1
```

System Status Screen

When a message is output to the S-BUS data link, the system status screen will also show the time and data of the event along with the message.

```
1990.10.12-15:42     S-BUS LINK DISCONNECTED
1990.10.27-09:28     STARTED BY BKS-R1601 Ver3.10 IN STATION 11
1990.11.03-05:31     STARTED BY BKS-R3204 Ver3.11 IN STATION 32
1991.01.14-13:51     MISSING REFERENCE SIGNAL IN STATION 1
1991.02.01-11:15     POWER SUPPLY UNIT B DOWN IN STATION 4
1991.02.04-06:11     X-POINT ERROR IN STATION 1
```

Messages of the System Status

If some error or event happens while you open a Menu Screen or a Setting Screen, then the message will be displayed when you open the system status screen.

The display will change to the menu screen when Ctrl – X is pressed. To return to the system status screen, press Ctrl – X again. When Ctrl – X is pressed, the menu screen will be opened. At this time, if the password is required, input the password.

4-4. Menu Screen

4-4-1. Menu screen of the primary station

The menu screen shows all menu items for system setting in the table data of the primary station. By selecting the items on the menu screen using the following procedure, the screen will show the setting screen.

Compared with the system status screen, routing system operations take more time, when the menu screen or the setting screen is open. Therefore, please return to the system status screen after system setting.

The following are two methods of selecting the menu items.
1. Use the cursor keys ($\boxed{\uparrow}$, $\boxed{\downarrow}$, $\boxed{\leftarrow}$, $\boxed{\rightarrow}$) to select the desired menu item, and press $\boxed{\text{Return}}$ or $\boxed{\text{Enter}}$. (Some models have no this function. In this case, perform step 2. to select.)
2. Press the alphabet key assigned to each menu item.

The screen will return to the system status screen when $\boxed{\text{Ctrl}} - \boxed{\text{X}}$ pressed.

Primary station menu screen of DVS-V3232B/V6464B is as follows.

```
SONY ROUTING SYSTEM SETUP MENU        DVS-V6464B V2.10 STATION NUMBER 1

                        MODIFICATION COMMAND

      A: DISPLAY CONTROL AREA          B: SET SOURCE/DEST TYPE
      C: SET DESTINATION NAME          D: SET SOURCE NAME
      E: SET LEVEL TABLE               F: SET ACTIVE UNIT NUMBER
      G: UPDATE BACKUP CONTROLLER      H: SET GLOBAL PHANTOM
      J: NAME STYLE (Type + Num)       K: RESET TO DEFAULT TABLE
      L: SET PHYSICAL ASSIGNMENT       M: SET INHIBIT TABLE
      N: SET DESCRIPTION NAME GROUP    O: SET TIE LINES
      P: CHANGE PASSWORD               Q: CHANGE CROSSPOINT
      R: CALL SECONDARY STATION


                        MAINTENANCE COMMAND

      S: SELECT INDICATION COLOR (OFF)  T: SET CLOCK
      U: SELECT CONTROL MODE            V: SELECT WARNING DISPLAY (ON)
      W: SYSTEM STATUS LOG              X: DISPLAY S-BUS COMMUNICATION
      Y: DISPLAY TABLE DATA             Z: SET UNIT DETECTABLE

        Ctrl-X:QUIT SETUP MENU
```

Menu Screen of the Primary Station (Ex. DVS-V6464B)

4-4-2. Menu screen of the secondary station

To call the menu screen of the secondary station, select menu item [R: CALL SECONDARY STATION] in the primary station menu and input the secondary station number.
To set the secondary station function of the routing switcher used as the primary station, input "1" as the secondary station number.
The screen will return to the menu screen of the primary station when $\boxed{\text{Ctrl}}$ – $\boxed{\text{D}}$ is pressed.
When the secondary station menu is called, the color function will become ineffective, even if [S: SELECT INDICATION COLOR (ON)] has been selected.

(1) Routing switcher

① DVS-V1616

```
SONY ROUTING SYSTEM SETUP MENU   DVS-V1616 V3.00 STATION NUMBER 9


                          MODIFICATION COMMAND

   A: SET UNIT LOCATION          K: DEFAULT TABLE


                          MAINTENANCE COMMAND

   Y: DISPLAY TABLE


      Ctrl-D:RETURN
```

Menu Screen of the Secondary Station (DVS-V1616)

② DVS-V3232B/V6464B

```
SONY ROUTING SYSTEM SETUP MENU   DVS-V6464B V2.10 STATION NUMBER 2


                       MODIFICATION COMMAND

   A: SET UNIT LOCATION          G: UPDATE BACKUP CONTROLLER
   K: RESET TO DEFAULT TABLE     M: SET MONITOR FUNCTION
   U: SELECT REMOTE PROTOCOL


                       MAINTENANCE COMMAND

   V: DISPLAY UNIT STATUS        Y: DISPLAY TABLE DATA
   Z: SELECT SDI FORMAT


      Ctrl-D:RETURN
```

Menu Screen of the Secondary Station (Ex. DVS-V6464B)

③ DVS-A3232

```
SONY ROUTING SYSTEM SETUP MENU   DVS-A3232 V3.00 STATION NUMBER 15


                       MODIFICATION COMMAND

   A: SET UNIT LOCATION            G: UPDATE BACKUP CONTROLLER
   K: DEFAULT TABLE


                       MAINTENANCE COMMAND

   Y: DISPLAY TABLE


      Ctrl-D:RETURN
```

Menu Screen of the Secondary Station (DVS-A3232)

④ DVS-RS1616/TC3232, BVS-V3232/A3232

```
SONY ROUTING SYSTEM SETUP MENU   DVS-RS1616 V3.01 STATION NUMBER 7

                          MODIFICATION COMMAND

   A: SET UNIT LOCATION           G: UPDATE BACKUP CONTROLLER
   K: DEFAULT TABLE


                          MAINTENANCE COMMAND

   Y: DISPLAY TABLE               Z: SELECT CONNECTION

      Ctrl-D:RETURN
```

Menu Screen of the Secondary Station (Ex. DVS-RS1616)

| Note |

DVS-TC3232 and BVS-V3232/A3232 does not have menu item [Z: SELECT CONNECTION].

(2) Remote control unit
① BKS-R3202

```
SONY ROUTING SYSTEM SETUP MENU   BKS-R3202 V3.10 STATION NUMBER 16

                        MODEFICATION COMMAND

           H: SET PHANTOM TABLE

           N: SET PANEL TABLE

           O: SET AVAILABLE DESTINATION

           L: COPY TABLE DATA

           S: DISPLAY DESCRIPTION NAME

   Ctrl-D:RETURN
```

Menu Screen of the Remote Control Unit (BKS-R3202)

② BKS-R3204/R3205/R3206

```
SONY ROUTING SYSTEM SETUP MENU   BKS-R3206 V3.11 STATION NUMBER 18

                        MODEFICATION COMMAND

           H: SET PHANTOM TABLE

           N: SET PANEL TABLE

           O: SET AVAILABLE DESTINATION

           L: COPY TABLE DATA

           Z: SET PANEL STATUS

           S: DISPLAY DESCRIPTION NAME

   Ctrl-D:RETURN
```

Menu Screen of the Remote Control Unit (Ex. BKS-R3206)

4-4-3. Menu screen of the primary station on monitor S-BUS

To call the menu screen of the primary station on the monitor S-BUS, select menu item [R: CALL SECONDARY STATION] in the primary station menu on the standard S-BUS. (The switcher set as the primary station on the monitor S-BUS.)

Next, select menu item [M: SET MONITOR FUNCTION].

| Note |

If a switcher except the primary station on the monitor S-BUS is selected, this menu will not be displayed even if [M: SET MONITOR FUNCTION] has been performed.

DVS-V3232B/V6464B + BKDS-V3292B (Monitor board)

```
SET MONITOR FUNCTION            DVS-V6464B Monitor Bus I/F V2.10


                        MODIFICATION COMMAND


        F:  SET SCTIVE UNIT NUMBER


        M:  SELECT MONITOR FUNCTION  ( COMBINED )


        R:  CALL SECONDARY STATION
```

Menu Screen of the Primary Station on Monitor S-BUS (Ex. DVS-V6464B)

4-4-4. Menu screen of the secondary station on monitor S-BUS

To call the menu screen of the secondary station on the monitor S-BUS, call the primary station on the monitor S-BUS in advance.

Select menu item [R: CALL SECONDARY STATION] and input the station number.

(1) Routing switcher
① DVS-V3232B/V6464B + BKDS-V3292B (Monitor board)

```
SET MONITOR FUNCTION DVS-V6464B Monitor Bus I/F V2.10 STATION NUMBER 8


                    MODIFICATION COMMAND


        M:  SET AVAILABLE MONITOR LINE  INPUT= ( ENABLE ) OUTPUT= ( ENABLE )



    Ctrl-Z:RETURN
```

Menu Screen of the Secondary Station on Monitor S-BUS (Ex. DVS-V6464B)

(2) Remote control unit

① KS-R3202

```
MONITOR SYSTEM SETUP MENU        BKS-R3202 V3.10 STATION NUMBER 14

                        MODIFICATION COMMAND

        S: DISPLAY DESCRIPTION NAME




Ctrl-Z:RETURN
```

Menu Screen of the Secondary Station on Monitor S-BUS (BKS-R3202)

② BKS-R3204, R3205

```
MONITOR SYSTEM SETUP MENU        BKS-R3204 V3.11 STATION NUMBER 18

                        MODIFICATION COMMAND

        N: SET PANEL TABLE

        L: COPY TABLE DATA

        Z: SET PANEL STATUS

        S: DISPLAY DESCRIPTION NAME

Ctrl-Z:RETURN
```

Menu Screen of the Secondary Station on Monitor S-BUS (Ex. BKS-R3204)

4-5. Setting Screen

Set the items in the menu in the setting screen.
To call the setting screen, select the menu item with the cursor key or input it using the alphabet key, and press [Return] or [Enter].
(The same procedure for calling the setting screen is applied to both the primary station menu and secondary station menu.)

The screen returns to the menu screen when [Ctrl] – [E] is pressed at each menu item.
Then if [Ctrl] – [X] is pressed, the screen will return to the system status screen.

| Note |

The setting screen of menu items "C", "D", "E", "H", "L", "M", "N", "O", and "Q" may differ according to the source/destination name mode set at menu item "J".

For the "Type + Num" mode:
- The name of the destination or source will be displayed in the form of type name and number.
- To set or change the name, select any name from the list displayed at the bottom of the screen and then input it using the numerical keys.

For the "DESCRIP.NAME" mode:
- The name of the destination or source will be displayed in the form of the Description.
- To set or change the name, directly input it using the alphabet or numerical keys.

Unless otherwise noted, the setting screen used in this manual are that of the "Type + Num" mode.

5. SYSTEM SETTINGS

5-1. Setting Items of the Primary Station

A:DISPLAY CONTROL AREA
A:DISPLAY UNIT LOCATION

Purpose

The menu items [A:DISPLAY CONTROL AREA] and [A:DISPLAY UNIT LOCATION] are used to check the source and destination area of the whole routing system to be controlled by the primary station.

Checking Procedure

1. Select menu item [A].
2. Control area is displayed as shown below.
   Press [Ctrl] – [E] to return to the menu screen.

```
DISPLAY CONTROL AREA          DVS-V6464B V2.10 STATION NUMBER 1

SOURCE No 0001-0512   DESTINATION No 0001-0512


                              Ctrl-E:RETURN TO MENU
```

The following table lists the control area and setting area for each model.

Model	Control Area		Mapping Area
	Input contrl area	Output control area	Setting area
DVS-RS1616	1 to 512	1 to 512	1 to 128
DVS-TC3232 BVS-V3232 BVS-A3232	1 to 512	1 to 512	1 to 256
DVS-V1616 V3232B V6464B A3232	1 to 512	1 to 512	1 to 512

Note

The control area of the menu item [A] means the control area of the whole routing system, and not the input/output area of the primary station. To set the source/destination location of the primary station, call the secondary station menu screen by selecting menu item [R] and type the station number "1", and then select the menu item [A] of the secondary station.

B:SET SOURCE/DEST TYPE

Purpose
This menu is used to set the type name of the source destination and grobal phantom table.
The menu makes the management of source/destination easier.

Setting Procedure
1. Select menu item [B].
2. Use the cursor or alphabet/numerical keys and select the codes for the type name to be registered from the sixteen character codes (0 to 9 and A to F) displayed on the screen.
3. When Ctrl – P is pressed, the setting of the type name will be canceled, and ". . . ." will be displayed.
4. When Return or Enter is pressed, the type name can be set. If Return or Enter is pressed again before entering the type name, the registration will be deleted and the cursor moves to the next position.
5. Use the alphabet and numerical keys to enter the type name (within four letters).
6. When either Return or Enter is pressed, the type name will be set and the cursor moves to the next position.
   If Ctrl – F is pressed before the setting, the original type name will be returned.
7. When Ctrl – E is pressed, the menu screen will be displayed.

```
SOURCE/DEST/PHANTOM TYPE        DVS-V6464B V2.10 STATION NUMBER 1

0=VTR   1=VCR   2=AUX   3=FLM   4=TEST  5=STU   6=CAM   7=REM
8=CG    9=NETA  A=ENG   B=ED    C=FS    D=SS    E=BARS  F=PHAN

                                        Ctrl-E:RETURN TO MENU
```

Example of Setting Screen

C:SET DESTINATION NAME

Purpose
This menu is used to set the destination name and protect function of each output.
A number between 001 to 999 and a type name set at the menu item [B:SET SOURCE/DEST TYPE] can be set to each destination. Description name can be set by changing the name mode at the menu item [J:NAME STYLE]. For details of setting the name, refer to [J] in the menu.
The protect function (to protect the output signal from being controlled from the remote control unit) prevents the source signal selected for the specified destination from being switched by other remote control units.
(During recording and ON AIR, interrupting operations can be prevented.)

Setting Procedure (Destination Name)
1. Select menu item [C].
2. Press the cursor keys or the function keys to select the destination number.
3. When Ctrl – P is pressed, the set destination name will be deleted and "...." will be displayed.
4. When either Return or Enter is pressed, the destination name can be typed.
   If either Return or Enter is pressed again before entering a name, the registration will be deleted and the cursor moves to the next position.
5. Select the code assigned to each type name, and use the numerical keys to enter the destination name.
6. When either Return or Enter is pressed, the destina-tion name will be set and the cursor moves to the next position.
   If Ctrl – F is pressed before the setting, the original destination name will be returned.
7. When Ctrl – E is pressed, the menu screen will be displayed.

Note

1. The same destination name cannot be regis
   tered at more than two destinations. If this is done, an
   error message will be displayed at the bottom of the
   screen.
   Example: "VTR001 is used already; Ignored"
2. When the Description name mode is selected at menu
   item [J], both Description name and "Type + number"
   name will be displayed.
   In this menu, Description name is used for setting.

Setting Procedure (Protect Function)

1. Select the destination name using the cursor, and then
   press P. "P" is displayed after the selected destina-
   tion name and the protect function is set.
   Protect function cannot be set for a number whose
   destination name has not been assigned.
2. To release the protect function, select the destination
   name and press P once again.

Note

1. If a destination name is reversed, it means the protect
   function is set with a control terminal and not with a
   remote control unit.
2. To change the protected destination name, release the
   protection first before beginning the modification
   process.

```
DESTINATION NUMBER TRANSCODE        DVS-V6464B V2.10 STATION NUMBER 1

001=VTR001 P    002=VTR002      003=VTR003 P    004=VTR004
005=VTR005      006=VTR006      007=VTR007      008=VTR008
009=VCR101      010=VCR102      011=VCR103      012=VCR104
013=NETA001     014=NETA002     015=NETA003     016=NETA004
017=.......     018=.......     019=.......     020=.......
021=.......     022=.......     023=.......     024=.......
025=.......     026=.......     027=.......     028=.......
029=.......     030=.......     031=.......     032=.......
033=.......     034=.......     035=.......     036=.......

0=VTR    1=VCR    2=AUX    3=FLM    4=TEST   5=STU    6=CAM    7=REM
8=CG     9=NETA   A=ENG    B=ED     C=FS     D=SS     E=BARS   F=PHAN

F1:SEARCH  F2:JUMP  F3:PgUp  F4:PgDn   P:PROT.   Ctrl-E:RETURN TO MENU
```

Example of Setting Screen

Operating Function Keys

F1 : SEARCH (To move the cursor to the desired desti-
nation name)

1. When F1 is pressed, "Please Input DEST.
   NAME =" will be displayed.
2. Input the destination name to be retrieved.
3. When either Return or Enter is pressed, the
   cursor will move to the desired destination
   name.

Note

When menu item [J] is set to the Description name
mode, F1 (SEARCH) will have the following
functions.

1. When F1 is pressed, "Please Input NAME
   ="will bedisplayed.
2. Enter the Description name (within seven
   characters) from the head.
3. When Return or Enter is pressed, the
   Description name entered will be searched.
4. If the desired name does not exist in the screen,
   press F1 again.

F2 : JUMP (To move the cursor to the destination num-
ber)

1. When F2 is pressed, "Please Input DEST
   NUMBER =" will be displayed.
2. Input the destination number to be retrieved.
3. When either Return or Enter is pressed, the
   cursor will move to the desired number.

F3 : Pg Up
When F3 is pressed, the screen will display the 16
lines previous to the 16 lines displayed currently.

F4 : Pg Dn
When F4 is pressed, the screen will display the 16
lines next to the 16 lines displayed currently.

D:SET SOURCE NAME

Purpose

This menu is used to set the source name and secret function (inhibition of source selection with a remote control unit).

A number between 001 to 999 and a type name set at the menu item [B: SET SOURCE/DEST TYPE] can be set to each source name. Description name can be set by changing the name mode at menu item [J: NAME STYLE] in the menu. For details of setting the name, refer to [J] in the menu.

The secret function is necessary when a source signal should not be taken. When secret is set, remote control units cannot select the source signal.

Setting Procedure (Source Name)

1. Select menu item [D].
2. Press the cursor keys or the function keys, to select the source number.
3. When |Ctrl| − |P| is pressed, the source name will be deleted.
4. When either |Return| or |Enter| is pressed, the source name can be typed. If either |Return| or |Enter| is pressed before entering a name, the registration will be deleted and the cursor moves to the next position.
5. Select the code assigned to each type name, and use the numerical keys to enter the source name.
6. When either |Return| or |Enter| is pressed, the source name will be set and the cursor moves to the next position.
   If |Ctrl| − |F| is pressed before the setting, the original source name will be returned.
7. When |Ctrl| − |E| is pressed, the menu screen will be displayed.

|Note|

1. The same name cannot be given to assigned to two or more sources. If this is done, an error message will be displayed at the bottom of the screen.
   Example: "VTR001 is used already; Ignored"
2. When the Description name is selected at menu item [J], the screen will display the Description name in addition to the "Type + Number" name.
   In this menu, the Description name is used for settings.

Setting Procedure (Secret Function)

1. Select the source name using the cursor, and press S. "S" is displayed after the source name, and the secret is set. Secret cannot be set for a number whose source name has not been assigned.
2. To release the secret function, select the source name and press |S| once again.
   When the password is required, input the password and press |Return| or |Enter| . The secret will be released.

|Note|

For details on password settings, refer to the menu item [P: CHANGE PASSWORD].

```
┌─────────────────────────────────────────────────────────────────┐
│ SOURCE NUMBER TRANSCODE        DVS-V6464B V2.10 STATION NUMBER 1  │
│                                                                   │
│  001=VTR001     002=VTR002     003=VTR003     004=VTR004          │
│  005=VTR005     006=VTR006     007=VCR101     008=VCR102 S        │
│  009=AUX001 S   010=AUX002     011=CAM001 S   012=CAM002          │
│  013=CG001      014=NETA001    015=SS001      016=BARS001         │
│  017=.......    018=.......    019=.......    020=.......         │
│  021=.......    022=.......    023=.......    024=.......         │
│  025=.......    026=.......    027=.......    028=.......         │
│  029=.......    030=.......    031=.......    032=.......         │
│  033=.......    034=.......    035=.......    036=.......         │
│                                                                   │
│  0=VTR   1=VCR   2=AUX   3=FLM   4=TEST  5=STU   6=CAM   7=REM     │
│  8=CG    9=NETA  A=ENG   B=ED    C=FS    D=SS    E=BARS  F=PHAN    │
│                                                                   │
│ [F1:SEARCH] [F2:JUMP] [F3:PgUp] [F4:PgDn]  S:SECRET  Ctrl-E:RETURN TO MENU │
└─────────────────────────────────────────────────────────────────┘
```

Example of Setting Screen

Operating Function Keys

|F1| : SEARCH (To move the cursor to the desired source name)

1. When |F1| is pressed, "Please Input SOURCE NAME =" will be displayed.
2. Input the source name to be retrieved.
3. When either |Return| or |Enter| is pressed, the cursor will move to the desired source name.

|Note|

When menu item [J] is set to the Description name mode, F1 (SEARCH) will have the following functions.

1. When |F1| is pressed, "Please Input ∗∗∗∗ NAME =" will be displayed.
2. Enter the Description name (within seven characters) from the head.
3. When |Return| or |Enter| is pressed, the Description name entered will be searched.
4. If the desired name does not exist in the screen, press |F1| again.

$\boxed{\text{F2}}$: JUMP (To move the cursor to the source number)

    1. When $\boxed{\text{F2}}$ is pressed, "Please Input SOURCE NUMBER=" will be displayed.

    2. Input the source number to be retrieved.

    3. When either $\boxed{\text{Return}}$ or $\boxed{\text{Enter}}$ is pressed, the cursor will move to the desired number.

$\boxed{\text{F3}}$: Pg Up

When $\boxed{\text{F3}}$ is pressed, the screen will display the 16 lines previous to the 16 lines displayed currently.

$\boxed{\text{F4}}$: Pg Dn

When $\boxed{\text{F4}}$ is pressed, the screen will display the 16 lines next to the 16 lines displayed currently.

E:SET LEVEL TABLE

Purpose

This menu is used to assign the level name and the level to each destination name. Up to eight levels can be set.
In this menu, set only the necessary levels. If levels which have not actually been used are set, the response of the routing switcher system will become slower. Delete all levels not needed.
After setting this menu item, the selected levels can be checked by remote control unt.

Setting Procedure (Setting of Level Names)

1. Select menu item [E].
2. Press the cursor keys or the function keys to select the level number 1 to 8.
3. When either Return or Enter is pressed, the level name can be assigned.
4. Enter the level name using the alphabet and numerical keys (within four characters).
5. When either Return or Enter is pressed, the level name will be set.
   If Ctrl – F is pressed before the setting, the original level name will be returned.
6. When Ctrl – Z is pressed, the level 1 to 8 will be assigned to all destination names.
7. When Ctrl – E is pressed, the menu screen will be returned.

Setting Procedure (Level Setting . ERelease)

1. Use the cursor keys to select the destination level.
2. When either Return or Enter is pressed, the level name will be deleted and displayed as "....".

Operating Function Keys

F1 : SEARCH (To move the cursor to the desired destination name)
1. When F1 is pressed, "Please Input DEST NAME =" will be displayed.
2. Input the destination name to be retrieved.
3. When either Return or Enter is pressed, the cursor will move to the desired destination name.

Note

When menu item [J] is set to the Description name mode, F1 (SEARCH) will have the following functions.
1. When F1 is pressed, "Please Input NAME =" will be displayed.
2. Enter the Description name (within seven characters) from the head.
3. When Return or Enter is pressed, the Description name entered will be searched.
4. If the desired name does not exist in the screen, press F1 again.

F2 : JUMP (To move the cursor to the number of the desired destination)
1. When F2 is pressed, "Please Input DEST NUMBER =", will be displayed.
2. Input the destination number to be retrieved.
3. When either Return or Enter is pressed, the cursor will move to the desired destination number.

Note

If the destination name is not set, the number of the destination will not be displayed.

```
LEVEL TABLE                        DVS-V6464B V2.10 STATION NUMBER 1

              1=VID  2=A1   3=A2   4=4    5=5    6=6    7=7    8=8

 No. out      VID    A1     A2     4      5      6      7      8
 001 OUT001   VID    A1     A2     4      ....   ....   ....   ....
 002 OUT002   VID    A1     A2     4      ....   ....   ....   ....
 003 OUT003   VID    A1     A2     4      5      6      7      8
 004 OUT004   VID    A1     A2     4      5      6      7      8
 005 OUT005   VID    A1     A2     4      5      6      7      8
 006 OUT006   VID    A1     A2     4      5      6      7      8
 007 OUT007   VID    A1     A2     4      5      6      7      8
 008 OUT008   VID    A1     A2     4      5      6      7      8
 009 OUT009   VID    A1     A2     4      5      6      7      8
 010 OUT010   VID    A1     A2     4      5      6      7      8
 011 OUT011   VID    A1     A2     4      5      6      7      8
 012 OUT012   VID    A1     A2     4      5      6      7      8
 013 OUT013   VID    A1     A2     4      5      6      7      8
 014 OUT014   VID    A1     A2     4      5      6      7      8
 015 OUT015   VID    A1     A2     4      5      6      7      8

 0=IN   1=OUT   2=....  3=....  4=....  5=....  6=....  7=....
 8=....  9=....  A=....  B=....  C=....  D=....  E=....  F=....

 F1:SEARCH  F2:JUMP                    Ctrl-E:RETURN TO MENU
```

Example of Setting Screen

F:SET ACTIVE UNIT NUMBER

Purpose
This menu is used to enable the units connected to the S-BUS data link to communicate.

Setting Procedure
1. Select menu item [F].
2. Press the cursor keys to select the secondary station whose communication will be valid.
3. When either ⎡Return⎤ or ⎡Enter⎤ is pressed, the setting displayed will change ("E"→ blank→"E"). Only the secondary stations displayed with "E" are valid. ("M" indicates the primary station.)
4. When ⎡Ctrl⎤ – ⎡E⎤ is pressed, the menu screen will be displayed.

⎡ **Note** ⎤

As the response will become slower if there are many secondary stations, make the secondary stations not connected invalid.
"*" indicates out of the control area.

```
ENABLE ACTIVE UNIT FOR STATION NUMBER DVS-V6464B V2.10 STATION NUMBER 1

              1 2 3 4 5   6 7 8 9 10   1112131415   1617181920
              +
   001-020    M E E E E   E E E E E    E E E E E    E E E E E
   021-040    E E E E E   E E E E E    E E E E E    E E E E E
   041-060    E E E E E   E E E E E    E E E E E    E E E E E
   061-080    E E E E E
   081-100
   101-120
   121-140
   141-160
   161-180
   181-200
   201-220
   221-240
   241-254                              *   * * * * *


                                    Ctrl-E:RETURN TO MENU
```

Example of Setting Screen

⎡ **Note** ⎤

1. Station ID of the primary station is always 1 regardless of the DIP switch setting on the CPU board.
2. Station ID of the secondary station is deter mined with the DIP switch setting. Do not assign the same number on two or more units as station ID on both standard S-BUS and monitor S-BUS.
   Number that can be registered as secondary station ID are 2 to 254.

G:UPDATE BACKUP CONTROLLER

Purpose
This menu is used to copy the table data stored in the main CPU board of the primary station to the backup CPU board.
This setting is valid only when the backup CPU board is installed in the primary station.

Setting Procedure
1. Select menu item [G]. The message "This process requires about n minutes. Execute? (y/n)" will be displayed at the bottom of the screen.
   Ver. 2.00 : n=5
   Ver. 1.00 : n=7
2. Table data copying is performed when ⎡Y⎤ is pressed. To cancel copying, press ⎡N⎤.
3. After copying, "PROGRAM TABLE? (y/n)" may be displayed at the bottom of the screen. In this case, press ⎡Y⎤.

⎡ **Note** ⎤

1. The ROM version of the main CPU board and that of the backup CPU board must be the same. If different versions are used, the unit may hang up due to copying. Remove the backup CPU board when this occurs. The above occurs because a new table data can not be run on the old version software.
2. It takes about seven minutes to copy the table data. The copy makes other operations slow.
3. The table data of transcode from RS-422A to S-BUS (set at the menu item [U] of a second ary station) is not copied to the backup CPU board.
4. When you copy the data of main CPU to backup CPU on the menu screen [G: UPDATE BACKUP CON-TROLLER] of the primary station or a secondary station, you can abort the operation by pressing ⎡Ctrl⎤ – ⎡D⎤.
   However you should copy again for the data of the backup CPU is not correct if aborted. Even if you do not copy again, the data will be renewed in one hour approximately by the auto backup function.

H:SET GLOBAL PHANTOM

The phantom function switches several crosspoints together with one button pushing of a remote control unit. The crosspoints of different levels can be also switched with this function.
There are two kinds of phantoms such as local phantom and global phantom (refer to the menu item [H: SET PHANTOM TABLE] of secondary stations for local phantom).
In local phantom function, the phantom data is stored in a remote control unit, and the phantom name is assigned only on this remote control unit. In global phantom function, however, the phantom data is stored in the primary station, and it can be called by any remote control unit. The global phantom function can be set only when DVS-V3232B/V6464B is assigned as the primary station. The following describes how to set the global phantom data in the primary station. A maximum of 4095 crosspoints can be registered.

Setting Procedure

1. Select menu item [H]. The global phantom list will be displayed.
2. Select any global phantom number with the cursor or function key a $\boxed{\text{Return}}$ — $\boxed{\text{Enter}}$ nd press Return or Enter. The edit screen will be displayed.
   When $\boxed{\text{Ctrl}}$ — $\boxed{\text{E}}$ is pressed, the menu screen will be displayed.

```
GLOBAL PHANTOM LIST          DVS-V6464B V2.10 STATION NUMBER 1
                                      4094 REMAIN

No.  NAME      No.  NAME      No.  NAME      No.  NAME

0001 GPHA001   0002 .......   0003 .......   0004 .......
0005 .......   0006 .......   0007 .......   0008 .......
0009 .......   0010 .......   0011 .......   0012 .......
0013 .......   0014 .......   0015 .......   0016 .......
0017 .......   0018 .......   0019 .......   0020 .......
0021 .......   0022 .......   0023 .......   0024 .......
0025 .......   0026 .......   0027 .......   0028 .......
0029 .......   0030 .......   0031 .......   0032 .......
0033 .......   0034 .......   0035 .......   0036 .......
0037 .......   0038 .......   0039 .......   0040 .......
0041 .......   0042 .......   0043 .......   0044 .......
0045 .......   0046 .......   0047 .......   0048 .......
0049 .......   0050 .......   0051 .......   0052 .......
0053 .......   0054 .......   0055 .......   0056 .......
0057 .......   0058 .......   0059 .......   0060 .......
0061 .......   0062 .......   0063 .......   0064 .......

0=IN    1=OUT   2=....  3=....  4=....  5=....  6=....  7=....
8=....  9=....  A=....  B=....  C=....  D=....  E=....  F=GPHA

[F1:SEARCH] [F2:JUMP] [F3:PgUp] [F4:PgDn]    Ctrl-E:RETURN TO MENU
```

Example of Global Phantom Screen

Operating Function Keys
(Global Phantom Display)

$\boxed{\text{F1}}$: SEARCH (To move the cursor to the desired global phantom name)
   1. When $\boxed{\text{F1}}$ is pressed, "Please Input PHAN TOM NAME =" will be displayed.
   2. Input the global phantom name to be retrieved.
   3. When either $\boxed{\text{Return}}$ or $\boxed{\text{Enter}}$ is pressed, the cursor will move to the desired name.

$\boxed{\text{F2}}$: JUMP (To move the cursor to the desired global phantom number)
   1. When $\boxed{\text{F2}}$ is pressed, "Please Input PHAN TOM NAME =" will be displayed.
   2. Input the global phantom to be retrieved.
   3. When either $\boxed{\text{Return}}$ or $\boxed{\text{Enter}}$ is pressed, the cursor will move to the desired number.

$\boxed{\text{F3}}$: Pg Up
   When $\boxed{\text{F3}}$ is pressed, the screen will display the 16 lines previous to the 16 lines displayed currently.

$\boxed{\text{F4}}$: Pg Dn
   When $\boxed{\text{F4}}$ is pressed, the screen will display the 16 lines next to the 16 lines displayed currently.

3. As the cursor is placed where the name is typed, press $\boxed{\text{Return}}$ or $\boxed{\text{Enter}}$. The input mode will be set.
4. Select the codes assigned to each type name and enter any number using the cursor. Press the $\boxed{\text{Return}}$ or $\boxed{\text{Enter}}$ key to set it. Press $\boxed{\text{Ctrl}}$ — $\boxed{\text{P}}$ to delete the phan-tom name.
5. Move the cursor to the place to input the destination and press Return or Enter. The input mode will be set.
6. Input the destination name with the alphabet or numerical keys and press $\boxed{\text{Return}}$ or $\boxed{\text{Enter}}$ to set it.
7. Input the source name in the same way as setting the destination name and press Return or Enter.
8. Set the crosspoint level. Move the cursor to desired level and press $\boxed{\text{Return}}$ or $\boxed{\text{Enter}}$. The setting will be changed.
   Press $\boxed{\text{Ctrl}}$ — $\boxed{\text{E}}$. The menu will return.

```
EDIT GLOBAL PHANTOM              DVS-V6464B V2.10 STATION NUMBER 1
                                            (4094 REMAIN)
    0001 GPHA001
           LEVEL:  1=VID  2=A1  3=A2  4=4   5=5   6=6  7=7   8=8
  OUT001 <IN001    VID    ....  ....  ....  ....  .... ....  ....
  OUT002 <IN002    VID    A1    ....  ....  ....  .... ....  ....
  OUT003 <IN001    VID    A1    A2    ....  ....  .... ....  ....
  OUT004 <IN001    VID    A1    A2    4     ....  .... ....  ....
  OUT005 <IN001    VID    A1    A2    4     5     .... ....  ....
  OUT006 <IN001    VID    A1    A2    4     5     6    ....  ....
  OUT007 <IN001    VID    A1    A2    4     5     6    7     ....
  OUT008 <IN001    VID    A1    A2    4     5     6    7     8
  OUT009 <IN001    VID    ....  ....  ....  ....  .... ....  ....
  OUT010 <IN001    VID    ....  ....  ....  ....  .... ....  ....
  OUT011 <IN001    VID    ....  ....  ....  ....  .... ....  ....
  OUT012 <IN001    VID    ....  ....  ....  ....  .... ....  ....
  OUT013 <IN001    VID    ....  ....  ....  ....  .... ....  ....
  OUT014 <IN001    VID    ....  ....  ....  ....  .... ....  ....
  OUT015 <IN001    VID    ....  ....  ....  ....  .... ....  ....
  OUT016 <IN001    VID    A1    ....  4     5     .... 7     8

  0=IN     1=OUT    2=....   3=....   4=....   5=....  6=....   7=....
  8=....   9=....   A=....   B=....   C=....   D=....  E=....   F= GPHA

 [F1:SEARCH] [F2:ADD] [F3:DELETE] [F4:DstLvl]   Ctrl-E:RETURN TO LAST MENU
```

Example of Global Phantom Edit Screen

Operating Function Keys
(Global Phantom Edit Display)

[F1] : SEARCH (To move the cursor to any source name
or destination name)

| Note |

When menu item [J] is set to the Description name mode,
[F1] (SEARCH) will have the following functions.
1. When [F1] is pressed, "Please Input NAME ="
   will be displayed.
2. Enter the Description name (within seven
   characters) from the head.
3. When [Return] or [Enter] is pressed, the
   Description name entered will be searched.
4. If the desired name does not exist in the screen,
   press [F1] again.

[F2] : ADD (To add the row of crosspoints to be regis
tered as the global phantom)
[F3] : DELETE (To delete the crosspoints)
1. Select the destination name to be deleted using the cursor.
2. Press [F3].
[F4] : Dstlvl (To change the level of the crosspoint at the
cursor to the level set at the menu item [E])
1. Select the destination name to be returned to
   the initial level using the cursor.
2. Press [F4].

| Note |

When the name mode of menu item [J] is switched, the
destination and source names displayed on the global
phantom edit screen will change.

5-9 (E)

J:NAME STYLE

Purpose
This menu is used to switch the name styles of the destination and source.

The "Type + Number" name (Type + Num) or "Description" name (DESCRIP. NAME) can be set.

Names on the setting screen of menu items [C], [D], [E], [H], [L], [M], [N], [O], and [Q] are switched according to this menu.

Setting Procedure
1. Select menu item [J].
2. Press the alphabet key J and Return or Enter. The message on the screen will change from "Type + Num" to "DESCRIP. NAME" each time these keys are pressed.

• Destination name setting procedure using the Description name
1. Set menu item [J] to the Description name mode.
   Ex. [J: NAME STYLE (DESCRIP. NAME)]
2. Select menu item [C].
3. Move the cursor to the desired destination number.
4. When either Return or Enter is pressed, the destina-tion name can be typed. If the Description name is set already, delete it by BS .
5. Enter the Description name using the alphabet keys or the numerical keys. When either Return or Enter is pressed, the Description name will be set.

Note
Up to sixteen characters can be input. Remote control units except BKS-R3281 will display until the seven characters. As the first seven characters are also used to distinguish the names, the unit may not operate properly if the same names are assigned for the first seven characters.

```
DESTINATION NUMBER TRANSCODE       DVS-V6464B V2.10 STATION NUMBER 1

                 1.....7.........              1.....7.........
001=OUT001 P   DST-012       |  002=OUT002    Hong Kong       |
003=OUT003     London        |  004=OUT004 P  Market          |
005=OUT005     New York      |  006=OUT006 P  Tokyo           |
007=OUT007     Toront        |  008=OUT008    OUT008          |
009=OUT009                   |  010=OUT010 P  Net-1           |
011=OUT011     Net-2         |  012=OUT012    EDIT-2          |
013=OUT013     EDIT-5        |  014=OUT014    CG-A            |
015=OUT015     CG-B          |  016=OUT016    News-1          |
017=OUT017 P   OUT017        |  018=OUT018    Mountain        |
019=OUT019     Washington D.C.|  020=OUT020   OUT020          |
021=OUT021     OUT021        |  022=OUT022                    |
023=OUT023     OUT023        |  024=OUT024    River           |
025=OUT025     OUT025        |  026=OUT026    OUT026          |
027=OUT027     OUT027        |  028=OUT028    OUT028          |
029=OUT029     Atlantic Ocean|  030=OUT030    OUT030          |
031=OUT031     OUT031        |  032=OUT032    OUT032          |

F1:SEARCH  F2:JUMP  F3:PgUp  F4:PgDn  F5:PASTE  Ctrl-E:RETURN TO MENU
```

Example of Destination Name Setting Screen

Operating Function Keys
F1 : SEARCH (To move the cursor to the desired destination name)
   1. When F1 is pressed, "Please Input DEST NAME =" will be displayed.
   2. Input the destination name to be retrieved.
   3. When either Return or Enter is pressed, the cursor will move to the desired destination name.

F2 : JUMP (To move the cursor to the desired destination number)
   1. When F2 is pressed, "Please Input DEST NAME =" will be displayed.
   2. Input the destination number to be retrieved.
   3. When either Return or Enter is pressed, the cursor will move to the desired number.

F3 : Pg Up
   When F3 is pressed, the screen will display the 16 lines previous to the 16 lines displayed currently.

F4 : Pg Dn
   When F4 is pressed, the screen will display the 16 lines next to the 16 lines displayed currently.

F5 : PASTE (To copy the Description name)
   1. Move the cursor to the destination number to be copied.
   2. Press SPACE .
   3. Move the cursor to the destination number to be pasted, and press F5 .

Note
Do not assign the same name to more than one destination.

• Source name setting procedure using Description name
1. Set menu item [J] to the Description name mode.
   Example:[J: NAME STYLE (DESCRIP. NAME)]
2. Select menu item [D].
3. Move the cursor to the desired source name.
4. When either Return or Enter is pressed, the Descrip-tion name can be typed. If the Description name is set already, delete it by BS .
5. Enter the Description name using the alphabet or numerical keys. When either Return or Enter is pressed, the Description name will be set.

K:RESET TO DEFAULT TABLE
K:DEFAULT TABLE

Purpose
This menu is used to initialize the table data. Do not perform this menu when modifying the table data.

Setting Procedure
1. Select menu item [K]. The message "RESET TO DEFAULT TABLE? (y/n)" will be displayed at the bottom of the screen.
2. Initialization is performed when Y is pressed. To cancel initializing, press N.

| Note |
The table data will be lost when performing the menu item [K].

L:SET PHYSICAL ASSIGNMENT

Purpose
Assign the physical numbers of the switcher to the destina-tion numbers, source numbers and the levels of the virtual matrix. Do not assign the same number.

Setting Procedure
1. Select menu item [L].
2. Each time F5 is pressed, the setting screen will change as follows.
   Source number setting screen → destination number setting screen → source number setting screen.

- **Source Number Setting Procedure**
  Select the physical number and the level using the cursor, and assign them to desired source number and level on the virtual matrix. When either Return or Enter is pressed, the physical assignment can be typed. When Ctrl – F are pressed, the previous values will return. Enter the physical number using numerical keys, and press Return or Enter.
  Next, enter the physical level, and press Return or Enter to set it.
  If press Ctrl – E before setting, the physical number and level will be returned to the previous values.
  If the physical number and physical level to be set has been already used, cancel their settings first before setting new ones.
  To cancel, select the physical number and level to be canceled, and press Ctrl – P.

- **Destination Number Setting Procedure**
  Press F5 to set the destination number setting screen. Then, perform the same procedure as for source.

```
PHYSICAL NUMBER ASSIGNMENT        DVS-V6464B V2.10 STATION NUMBER 1

DESTINATION        LEVEL
No.   NAME   VID   A1     A2     4      5      6      7      8
001   OUT001 001-1  001-2  017-3  001-4  001-5  001-6  032-7  ...-.
002   OUT002 002-1  ...-.  018-3  002-4  005-5  002-6  031-7  ...-.
003   OUT003 003-1  003-2  019-3  003-4  011-5  003-6  030-7  ...-.
004   OUT004 004-1  004-2  020-3  004-4  ...-.  004-6  ...-.  ...-.
005   OUT005 005-1  005-2  ...-.  005-4  021-5  005-6  028-7  ...-.
006   OUT006 006-1  006-2  ...-.  006-4  026-5  006-6  027-7  ...-.
007   OUT007 007-1  007-2  ...-.  ...-.  ...-.  007-6  ...-.  ...-.
008   OUT008 008-1  008-2  ...-.  ...-.  036-5  008-6  025-7  ...-.
009   OUT009 009-1  009-2  ...-.  ...-.  041-5  009-6  024-7  ...-.
010   OUT010 001-8  010-2  ...-.  ...-.  046-5  010-6  023-7  ...-.
011   OUT011 002-8  011-2  ...-.  ...-.  051-5  011-6  022-7  ...-.
012   OUT012 003-8  012-2  ...-.  ...-.  ...-.  012-6  021-7  ..-.
013   OUT013 004-8  013-2  ...-.  ...-.  013-5  013-6  ...-.  ...-.
014   OUT014 005-8  014-2  ...-.  ...-.  014-5  014-6  ...-.  ...-.
015   OUT015 006-8  015-2  ...-.  ...-.  ...-.  015-6  ...-.  ...-.
016   OUT016 007-8  016-2  ...-.  ...-.  ...-.  016-6  017-7  ...-.
017   OUT017 008-8  ...-.  ...-.  ...-.  017-5  017-6  016-7  ...-.
018   OUT018 009-8  ...-.  ...-.  ...-.  018-5  018-6  015-7  ...-.

F1:SEARCH  F2:JUMP  F3:PgUp  F4:PgDn  F5:SOURCE  Ctrl-P:DELETE  Ctrl-E:MENU
```

Example of Setting Screen

Operating Function Keys
F1 : SEARCH {To move the cursor to the desired destination (source) name}
1. When F1 is pressed, "Please Input DEST (SOURCE) NAME =" will be displayed.
2. Input the destination (source) name to be retriev-ed.
3. When either Return or Enter is pressed, the cursor will move to the desired name.

| Note |

When menu item [J] is set to the Description name mode, F1 (SEARCH) will have the following functions.
1. When F1 is pressed, "Please Input NAME =" will be displayed.
2. Enter the Description name (within seven characters) from the head.
3. When Return or Enter is pressed, the Description name entered will be searched.
4. If the desired name does not exist in the screen, press F1 again.

F2 : JUMP {To move the cursor to the desired destination (source) number}
1. When F2 is pressed, "Please Input DEST (SOURCE) NUMBER=" will be displayed.
2. Input the destination (source) number to be retrieved.
3. When either Return or Enter is pressed, the cursor will move to the desired number.

F3 : Pg Up
When F3 is pressed, the screen will display the 16 lines previous to the 16 lines displayed currently.

F4 : Pg Dn
When F4 is pressed, the screen will display the 16 lines next to the 16 lines displayed currently.

F5 : SOURCE (DEST.)
When F5 is pressed, the number setting screen will change between the destination number setting screen and source number setting screen alternate-ly.

| Note |
1. The physical number is the input/output number specified at the menu item [A: SET UNIT LOCATION].
2. The virtual input/output name and the virtual level name are assigned to the buttons on the remote contorol unit.

M:SET INHIBIT TABLE

Purpose

This menu is used to protect source numbers not to be selected for each destination.

When the secret function is set to a source name, the selected source cannot be output to all destinations. By using this menu, source numbers to be inhibited can be assigned for each destination.

Setting Procedure

1. Select menu item [M].
2. Select the source number for each destination name using the cursor. When Return or Enter is pressed, the setting will be switched.

"X" : Connectable crosspoint

"—" : Unconnectable crosspoint

```
SET INHIBIT TABLE                      DVS-V6464B V2.10 STATION NUMBER 1

DEST.  SOURCE
001    01—08   09—16   17—24   25—32   33—40   41—48   49—56   57—64
OUT001 XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX
OUT002 XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX
OUT003 XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX XX——XX XXXX—X XXXXXXXX XXXXXXXX
OUT004 XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX XX——XX XXXXXXXX XXXXXXXX XXXXXXXX
OUT005 XXX—XXXX XXXXXXXX X——— ——— XXXXXXXX XXXXXXXX XXXXXXXX XXXX—X
OUT006 XXXXXXXX XXX—XXXX XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX
OUT007 XXXXXXXX XXXXXXXX X——— XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX
OUT008 XXXXXXXX XXXXXXXX XX——— XXXXXXXX XXXXXXXX XXXXXX— ———XX XXXXXXXX
DEST.  SOURCE
009    01—08   09—16   17—24   25—32   33—40   41—48   49—56   57—64
OUT009 XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX
OUT010 XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX XX——— ———XXX XXXXXXXX XXXXXXXX
OUT011 XXXXX—XX XXXXXXXX XXXXXXXX XXXXXXXX XX——— ———XXX XXXXXXXX XX—XXXX
OUT012 XXXX—XXX XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX
OUT013 XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX X——XXXX —XXXXX XXXXXXXX
OUT014 XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX X——XXXX —XXXXX XXXXXXXX
OUT015 XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX
OUT016 XXXXXXXX XXXX—XX XXXX—XXX XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX XXXXXXXX

F1:SEARCH  F2:JUMP  F3:LEFT  F4:RIGHT      Ctrl-E:RETURN TO MENU
```

Example of Setting Screen

Note

The setting area for this menu is 512×512. Set this function (crosspoint disable setting function) within the size specified for the system used.

Excess crosspoints will be ignored automatically.

Operating Function Keys

F1 : SEARCH (To move the cursor to the desired destination name)

1. When F1 is pressed, "Please Input DEST NAME =" will be displayed.
2. Input the destination name to be retrieved.
3. When either Return or Enter is pressed, the cursor will move to the desired name.

Note

When menu item [J] is set to the Description name mode, F1 (SEARCH) will have the following functions.

1. When F1 is pressed, "Please Input NAME =" will be displayed.
2. Enter the Description name (within seven characters) from the head.
3. When Return or Enter is pressed, the Description name entered will be searched.
4. If the desired name does not exist in the screen, press F1 again.

F2 : JUMP (To move the cursor to the desired destination number)

1. When F2 is pressed, "Please Input DEST NAME =" will be displayed.
2. Input the destination number to be retrieved.
3. When either Return or Enter is pressed, the cursor will move to the desired number.

F3 : LEFT (To scroll to the next 64 sources on the left)

F4 : RIGHT (To scroll to the next 64 sources on the right)

N:SET DESCRIPTION NAME GROUP

Purpose

To register the Description names required for each remote control unit, set the group of Description names. Up to eight such source and destination groups can be set.
(Up to 160 names can be registered for one group.)
The top half of the screen is for setting the group and the bottom half displays the list of Description names.

Setting Procedure

1. Select menu item [N].
2. Move the cursor to the group number by pressing $\boxed{B}$.
3. Enter the group number using the numerical keys, and press $\boxed{\text{Return}}$ or $\boxed{\text{Enter}}$ to set it.
4. Press $\boxed{F1}$ to move the cursor to the lower side of screen.
5. Select a number and press $\boxed{\text{Return}}$ or $\boxed{\text{Enter}}$. The Description name will be copied to the space of the lowest number on the group setting screen.
   To erase the Description names on the group setting screen, move the cursor to the number and press $\boxed{\text{BS}}$, $\boxed{\text{DEL}}$ or $\boxed{\text{Ctrl}} - \boxed{P}$.

```
DESCRIPTION NAME GROUP          DVS-V6464B V2.10 STATION NUMBER 1

GROUP 1 160 REMAIN
  001 .......            002 .......
  003 .......            004 .......
  005 .......            006 .......
  007 .......            008 .......
  009 .......            010 .......
  011 .......            012 .......
  013 .......            014 .......
  015 .......            016 .......

===========================================================
  001=OUT001  OUT001     002=OUT002  OUT002
  003=OUT003  OUT003     004=OUT004  OUT004
  005=OUT005  OUT005     006=OUT006  OUT006
  007=OUT007  OUT007     008=OUT008  OUT008
  009=OUT009  OUT009     010=OUT010  OUT010
  011=OUT011  OUT011     012=OUT012  OUT012
  013=OUT013  OUT013     014=OUT014  OUT014
  015=OUT015  OUT015     016=OUT016  OUT016
[F1:MOVE][F2:JUMP][F3:SOURCE] B:Group L:Copy S:Send Ctrl-E:RETURN TO MENU
```

Example of Setting Screen

Note

1. In the remote control unit, the transferred data are all displayed as input/output numbers.
   This is because data is transferred using input/output numbers instead of input/output names.
2. The group data of the primary and secondary stations' must be always the same.
   If the primary station data is changed after transfer, be sure to transfer the new data to the secondary station.

Operating Function Keys

$\boxed{F1}$: MOVE
(To move the cursor up and down between the group setting screen and Description name list)

$\boxed{F2}$: JUMP (To move the cursor to the desired element number)
1. When $\boxed{F2}$ is pressed, "Please Input ELEMENT NUMBER =" will be displayed.
2. Input the element number to be retrieved.
3. When either Return or Enter is pressed, the cursor will move to the desired number.

$\boxed{F3}$: SOURCE (DEST.)
When $\boxed{F3}$ is pressed, the Description name list will be changed from destination to source.

$\boxed{B}$: GROUP
Press $\boxed{B}$ to move the cursor to the group number on the group setting screen.

$\boxed{L}$: COPY (To copy all data in the Description name group to other groups)
1. When $\boxed{L}$ is pressed, the message "Please Input Original Group Number =" will be displayed to ask for the group number to be copied.
2. Input the group number to be copied with the numerical keys and press $\boxed{\text{Return}}$ or $\boxed{\text{Enter}}$. The data of all group will be copied to the group setting screen currently displayed.

$\boxed{S}$: SEND (Transfers all data on the group setting screen currently displayed to a secondary station)
1. When $\boxed{S}$ is pressed, a message "Please Input Station Number =" will be displayed to ask for the number of a secondary station to which the data is to be transferred.
2. Input the number of the secondary station using the numerical keys and press $\boxed{\text{Return}}$ or $\boxed{\text{Enter}}$.
   All data on the group setting screen currently displayed will be transferred to the secondary station.

• Transferring Data to the Secondary Station on the Monitor S-BUS

To transfer the data on the group setting screen currently displayed to a secondary station on the moni-tor S-BUS, the number of the primary station on the monitor S-BUS must be specified, in addition to the secondary station number.

Specify in the following way.

Please Input Station Number = ☐ – ☐

Station number of the
primary station on
monitor S-BUS

Station number of the
secondary station on
monitor S-BUS

• Transferring Data to All Secondary Stations

Press ☐A☐ instead of entering station numbers. Thegroup-setting data currently displayed will be transferred to all secondary stations including the monitor S-BUS.

O:SET TIE LINES

Purpose

This menu is used to store the connection information of the matrix in the primary station and to set the tie line for switching several crosspoints using the remote control unit button.

Using this method, peripheral units such as the signal converters can be used more efficiently.

The tie line consists of four input/output connectors as one group and paths connected between sources and destinations. The tie line system consists of a maximum of 20 groups for sources and destinations respectively, and a maximum of 40 groups for connections, called Net groups.

Setting Procedure

Before you perform the tie line management using two or three routing switchers, you should set the unit location and the elements of the tie line as follows.

1. Set the offset of each unit on the menu screen [A: SET UNIT LOCATION] of the secondary station in order to avoid repeated input/output numbers of multiple units and locate the units on one physical level.

2. Set the elements of the tie line on the menu screen [O: SET TIE LINE].

   Select menu item [O].

   The top half of the screen is for setting the source group while the bottom half is for setting the tie line path.

```
SET TIE LINES                 DVS-V6464B V2.10 STATION NUMBER 1

SOURCE GROUPS
S001: ... (......)  S002: ... (......)  S003: ... (......)  S004: ... (......)
      ... (......)         ... (......)        ... (......)        ... (......)
      ... (......)         ... (......)        ... (......)        ... (......)
      ... (......)         ... (......)        ... (......)        ... (......)
S005: ... (......)  S006: ... (......)  S007: ... (......)  S008: ... (......)
      ... (......)         ... (......)        ... (......)        ... (......)
      ... (......)         ... (......)        ... (......)        ... (......)
      ... (......)         ... (......)        ... (......)        ... (......)

==================================================================
P01:S  -N  -N  -D        P02:S  -N  -N  -D
P03:S  -N  -N  -D        P04:S  -N  -N  -D
P05:S  -N  -N  -D        P06:S  -N  -N  -D
P07:S  -N  -N  -D        P08:S  -N  -N  -D
P09:S  -N  -N  -D        P10:S  -N  -N  -D
P11:S  -N  -N  -D        P12:S  -N  -N  -D
P13:S  -N  -N  -D        P14:S  -N  -N  -D
P15:S  -N  -N  -D        P16:S  -N  -N  -D
P17:S  -N  -N  -D        P18:S  -N  -N  -D
P19:S  -N  -N  -D        P20:S  -N  -N  -D

F1:MOVE  F2:JUMP  F3:PgUp  F4:PgDn  F5:GROUP  Ctrl-E:RETURN TO MENU
```

Example of Source Group Setting Screen

3. Select a source group number using the cursor and press Return or Enter. The source number input mode will be set.

4. Input the source number using the numerical keys and press Return or Enter to set it. If Ctrl – F is pressed before the setting, the original source name will be returned. When Ctrl – P is pressed, the source name will be deleted and "...." will be displayed.

5. After setting the source group, press F5. The top half of the screen will be switched to the destination group setting screen.

```
SET TIE LINES                 DVS-V6464B V2.10 STATION NUMBER 1

SOURCE GROUPS
S001: 010 OUT010 )  S002: ... (......)  S003: ... (......)  S004: ... (......)
      011 OUT011 )         ... (......)        ... (......)        ... (......)
      012 OUT012 )         ... (......)        ... (......)        ... (......)
      013 OUT013 )         ... (......)        ... (......)        ... (......)
S005: ... (......)  S006: ... (......)  S007: ... (......)  S008: ... (......)
      ... (......)         ... (......)        ... (......)        ... (......)
      ... (......)         ... (......)        ... (......)        ... (......)
      ... (......)         ... (......)        ... (......)        ... (......)

==================================================================
P01:S  -N  -N  -D        P02:S  -N  -N  -D
P03:S  -N  -N  -D        P04:S  -N  -N  -D
P05:S  -N  -N  -D        P06:S  -N  -N  -D
P07:S  -N  -N  -D        P08:S  -N  -N  -D
P09:S  -N  -N  -D        P10:S  -N  -N  -D
P11:S  -N  -N  -D        P12:S  -N  -N  -D
P13:S  -N  -N  -D        P14:S  -N  -N  -D
P15:S  -N  -N  -D        P16:S  -N  -N  -D
P17:S  -N  -N  -D        P18:S  -N  -N  -D
P19:S  -N  -N  -D        P20:S  -N  -N  -D

F1:MOVE  F2:JUMP  F3:PgUp  F4:PgDn  F5:GROUP  Ctrl-E:RETURN TO MENU
```

Example of Destination Group Setting Screen

6. Set the destination group in the same way as for the source group.

7. After setting the destination group, press F5 and set the net group setting screen.

```
SET TIE LINES                 DVS-V6464B V2.10 STATION NUMBER 1

NET GROUPS
N001:   LEVEL=  1      2     ....   ....  ....   ....  ....  ....
  020 OUT020 ) > 021 (IN021 )      022 OUT022 ) > 022 (IN022 )
  023 OUT023 ) > 023 (IN023 )      024 OUT024 ) > 024 (IN024 )
N002:   LEVEL=   ....   .... 3     4     ....  ....   ....  ....
  025 OUT025 ) > 025 (IN025 )      026 OUT026 ) > 026 (IN026 )
  027 OUT027 ) > 027 (IN027 )      028 OUT028 ) > 028 (IN028 )

     LEVEL:  1=VID   2=A1   3=A2   4=4   5=5   6=6   7=7   8=8

==================================================================
P01:S  -N  -N  -D        P02:S  -N  -N  -D
P03:S  -N  -N  -D        P04:S  -N  -N  -D
P05:S  -N  -N  -D        P06:S  -N  -N  -D
P07:S  -N  -N  -D        P08:S  -N  -N  -D
P09:S  -N  -N  -D        P10:S  -N  -N  -D
P11:S  -N  -N  -D        P12:S  -N  -N  -D
P13:S  -N  -N  -D        P14:S  -N  -N  -D
P15:S  -N  -N  -D        P16:S  -N  -N  -D
P17:S  -N  -N  -D        P18:S  -N  -N  -D
P19:S  -N  -N  -D        P20:S  -N  -N  -D

F1:MOVE  F2:JUMP  F3:PgUp  F4:PgDn  F5:GROUP  Ctrl-E:RETURN TO MENU
```

Example of Net Group Setting Screen

10. Press ⟨F1⟩ to move the cursor to the tie line path setting screen.
11. Move the cursor to a path number and press ⟨Return⟩ or ⟨Enter⟩. The source group input mode will be set.
12. Input the source group number and press ⟨Return⟩ or ⟨Enter⟩. The cursor will move to the net group. Input the net group and destination group in the same way as for the source group. Up to two net groups can be input for one path.
13. Use the above procedure to assign the source, destination and net numbers to each path number.

Operating Function Keys

⟨F1⟩ : MOVE
When ⟨F1⟩ is pressed, the cursor will move between upper and lower of the screen.

⟨F2⟩ : JUMP (To move the cursor to the group number of the desired source)
1. When ⟨F2⟩ is pressed, "Please Input GROUP NUMBER =" will be displayed.
2. Input the group number of the source to be retrieved.
3. When either ⟨Return⟩ or ⟨Enter⟩ is pressed, the cursor will move to the desired number.

⟨F3⟩ : Pg Up
When ⟨F3⟩ is pressed, the top half of the screen will display the 6 lines previous to the 6 lines displayed currently.

⟨F4⟩ : Pg Dn
When ⟨F4⟩ is pressed, the top half of the screen will display the 6 lines next to the 6 lines displayed currently.

⟨F5⟩ : GROUP
(To move the cursor to the top half of the screen and press ⟨F5⟩. The display will change:"Source Gp"→"Destination Gp"→"Net Gp".)

⟨F5⟩ : DISP
(To move the cursor to the bottom half of the screen and press ⟨F6⟩. The display will change: "Path"→ "Source Name "→" "Destination Name".)

P:CHANGE PASSWORD

Purpose
This menu is used to change the password.

Setting Procedure
1. Select menu item [P].
2. Input the password currently set, and press either ⟨Return⟩ or ⟨Enter⟩.
   In the default status, password is not set in DVS-V3232B/V6464B.
   Once the password is set, the menu items can not be set or changed unless the password is entered.
   If a wrong password is input, the demand for password input will be displayed again.
3. Enter a new password, and press either ⟨Return⟩ or ⟨Enter⟩. The new password is verified again.
4. After the new password has been confirmed twice, the screen will return to the menu screen.
5. If not confirmed, the password is demanded again.

```
CHANGE PASSWORD                    DVS-V6464B V2.10 STATION NUMBER 1

Please Input New Password  = _____*

                                          Ctrl-E:RETURN TO MENU
```

Example of Setting Screen

⟨Note⟩
If you forget the password, settings cannot be performed unless the unit is returned to default.
As all table data will be erased when returned to default, be sure you should not forget the password.

Q:CHANGE CROSSPOINT

Purpose
This menu is used to display the crosspoints and change them.

Setting Procedure
1. Select menu item [Q].
2. Select the item using the cursor. Change only the source name.
3. When ⎡Return⎤ or ⎡Enter⎤ is pressed, the source name input mode will be set. When either key is pressed before entering the source name, the mode will be canceled and the previous display will be returned.
4. Select the code assigned to each type name, and enter the source name using the numerical keys.
5. When either ⎡Return⎤ or ⎡Enter⎤ is pressed, the crosspoint will be set. If ⎡Ctrl⎤ − ⎡F⎤ is pressed before the setting, the original setting will be returned.
   When ⎡Ctrl⎤ − ⎡E⎤ is pressed, the menu screen will be displayed.

⎡Note⎤
1. When the power of the primary station is turned on, "...." will be displayed for a while at the source name position. But once the status of the cross-points is detected, the source name set before hand will be displayed.
2. Outputs whose destination names are not assigned will be displayed with "....", and crosspoint switching cannot be performed for these.
3. Moreover, names set with the protect function cannot be switched either.
4. When entering the Description name, enter 7 characters from the head.

```
CHANGE CROSSPOINT              DVS-V6464B V2.10 STATION NUMBER 1
                                       LEVEL=1
 DEST   SOURCE   DEST   SOURCE   DEST   SOURCE   DEST   SOURCE

OUT001 -IN001   OUT002 -IN002   OUT003 -IN003   OUT004 -IN004
OUT005 -IN005   OUT006 -IN006   OUT007 -IN007   OUT008 -IN008
OUT009 -IN009   OUT010 -IN010   OUT011 -IN011   OUT012 -IN012
OUT013 -IN013   OUT014 -IN014   OUT015 -IN015   OUT016 -IN016
OUT017 -IN017   OUT018 -IN018   OUT019 -IN019   OUT020 -IN020
OUT021 -IN021   OUT022 -IN022   OUT023 -IN023   OUT024 -IN024
OUT025 -IN025   OUT026 -IN026   OUT027 -IN027   OUT028 -IN028
OUT029 -IN029   OUT030 -IN030   OUT031 -IN031   OUT032 -IN032
OUT033 -IN033   OUT034 -IN034   OUT035 -IN035   OUT036 -IN036
OUT037 -IN037   OUT038 -IN038   OUT039 -IN039   OUT040 -IN040
OUT041 -IN041   OUT042 -IN042   OUT043 -IN043   OUT044 -IN044
OUT045 -IN045   OUT046 -IN046   OUT047 -IN047   OUT048 -IN048
OUT049 -IN049   OUT050 -IN050   OUT051 -IN051   OUT052 -IN052
OUT053 -IN053   OUT054 -IN054   OUT055 -IN055   OUT056 -IN056
OUT057 -IN057   OUT058 -IN058   OUT059 -IN059   OUT060 -IN060
OUT061 -IN061   OUT062 -IN062   OUT063 -IN063   OUT064 -IN064

0=IN    1=OUT   2=....  3=....  4=....  5=....  6=....  7=....
8=....  9=....  A=....  B=....  C=....  D=....  E=....  F=GPHA

F1:SEARCH  F2:JUMP  F3:PgUp  F4:PgDn  F5:Level  Ctrl-E:RETURN TO MENU
```

Example of Setting Screen

Operating Function Keys
⎡F1⎤ : SEARCH (To select a destination name)
1. When ⎡F1⎤ is pressed, "Please Input DEST NAME =" will be displayed.
2. Input the destination name to be retrieved. In the Description name mode, input the Description name (within seven characters) from the head.
3. When ⎡Return⎤ or ⎡Enter⎤ is pressed, the destination name entered will be searched.
4. If the desired name does not exist in the screen, press ⎡F1⎤ again.

⎡Note⎤
If there are several names whose typed charac-ters are the same in the Description name mode, move the cursor to the first name displayed and press ⎡Return⎤ or ⎡Enter⎤ to continue moving the cursor to the next name.

⎡F1⎤ : SEARCH (To select a source name)
In the Description name mode, the setting procedure is as follows.
1. When ⎡Return⎤ or ⎡Enter⎤ is pressed, the source input mode will be set.
2. Input the desired Description name (within seven characters) from the head.
3. Every time ⎡F1⎤ is pressed, the desired name will be searched.
4. When the desired name is displayed, press Return or Enter to set the crosspoint.

⎡F2⎤ : JUMP (To move the cursor to the desired destination number)
1. When ⎡F2⎤ is pressed, "Please Input DEST NUMBER =" will be displayed.
2. Input the destination number to be retrieved.
3. When either ⎡Return⎤ or ⎡Enter⎤ is pressed, the cur-sor will move to the desired destination number.

⎡F3⎤ : Pg Up
When ⎡F3⎤ is pressed, the screen will display the 16 lines previous to the 16 lines displayed currently.

⎡F4⎤ : Pg Dn
When ⎡F4⎤ is pressed, the screen will display the 16 lines next to the 16 lines displayed currently.

F5 : LEVEL

When F5 is pressed, a level can be selected.
Select the level number using the numerical key and
press Return or Enter . If A is pressed instead
of the numerical key and press Return or Enter
here, the screen will display a list of all levels. The
function keys F1 , F2 , and F5 on the ALL
screen have the same functions as those of the ini-
tial screen menu item [Q].

```
CHANGE CROSSPOINT                    DVS-V6464B V2.10 STATION NUMBER 1
                                                          LEVEL=ALL
                LEVEL:
No.  out    1=VID  2=A1   3=A2   4=4    5=5    6=6    7=7    8=8
001 OUT001  IN001  IN001  IN017  IN001  IN001  IN001  IN001  .....
002 OUT002  IN002  IN002  IN018  IN002  IN002  IN002  IN002  .....
003 OUT003  IN003  IN003  IN019  IN003  IN003  IN003  IN003  .....
004 OUT004  IN004  IN004  IN020  IN004  .....  IN004  .....  .....
005 OUT005  IN005  IN005  .....  IN005  IN005  IN005  IN005  .....
006 OUT006  IN006  IN006  .....  IN006  IN006  IN006  IN006  .....
007 OUT007  IN007  IN007  .....  IN007  IN007  IN007  IN007  .....
008 OUT008  IN008  IN008  .....  IN008  IN008  IN008  IN008  .....
009 OUT009  IN009  IN009  .....  IN009  .....  IN009  IN009  .....
010 OUT010  IN010  IN010  .....  IN010  IN010  IN010  IN010  .....
011 OUT011  IN011  IN011  .....  IN011  IN011  IN011  IN011  .....
012 OUT012  IN012  IN012  .....  IN012  IN012  IN012  IN012  .....
013 OUT013  IN013  IN013  .....  IN013  .....  IN013  .....  .....
014 OUT014  IN014  IN014  .....  IN014  IN014  IN014  IN014  .....
015 OUT015  IN015  IN015  IN015  IN015  IN015  IN015  IN015  .....
016 OUT016  IN016  IN016  IN016  IN016  IN016  IN016  IN016  .....

0=IN    1=OUT   2=....   3=....   4=....   5=....   6=....   7=....
8=....  9=....  A=....   B=....   C=....   D=....   E=....   F=GPHA

F1:SEARCH  F2:JUMP  F5:Level           Ctrl-E:RETURN TO MENU
```

Example of Setting Screen

R:CALL SECONDARY STATION

Purpose
This menu is used to call the menu of the secondary station
connected to the S-BUS of the primary station.

Operating Procedure
1. Select the menu item [R] at the menu screen. A
   message will be displayed on the screen.
2. Enter the station number of the secondary station, and
   press either Return or Enter . The display will be
   changed to the menu screen of the secondary station.
3. If Ctrl – D is pressed, the screen will return to the
   menu screen of the primary station.

Note
1. If the specified secondary station does not exist on the
   S-BUS data link, the following message will be
   displayed.
   Display: "Station dose not exist"
2. If the specified secondary station is not
   available for communication, the following message
   will be displayed.
   Check at the menu item [F: SET ACTIVE UNIT-
   NUMBER].
   Display: "Disable Station"

```
CALL STATION NUMBER ?

                                       Ctrl-E:RETURN TO MENU
```

Setting Screen

S:SELECT INDICATION COLOR

Purpose

If this menu is set to "ON", the screen will show a color display during the use of the Sony control terminal BAC-1200.

Setting Procedure

1. Select menu item [S].
2. When $\boxed{S}$, $\boxed{Return}$ or $\boxed{Enter}$ is pressed, the setting condition displayed will be switched ("ON" → "OFF" → "ON" ...).

$\boxed{\text{Note}}$

As wrong characters will be displayed before and after the menu items when a control terminal except Sony control terminal BAC-1200 is used, be sure to set to "OFF".

T:SET CLOCK

Purpose

This menu is used for the setting of the time. The time set at this menu will be used for recording the time of error occurrence.

Setting Procedure

1. Select menu item [T].
2. Enter the time using the numerical keys, and press either $\boxed{Return}$ or $\boxed{Enter}$ to set it.
   The screen will be changed to the menu screen automatically.

$\boxed{\text{Note}}$

If $\boxed{Ctrl}$ – $\boxed{E}$ is pressed without pressing $\boxed{Return}$ or $\boxed{Enter}$, the screen will return to the menu screen and the setting modification becomes invalid.

```
1993.02.03-22:24 (Y.M.D-H:M  READ TIME
CHANGE TO = 1993.02.03-22:24

                              Ctrl-E:RETURN TO MENU
```

Example of Setting Screen

U:SELECT REMOTE

Purpose

This menu is used to control the routing switcher using the 9-pin remote (REMOTE 2), and to set the control mode to the DIRECT mode or the S-BUS conversion mode.

Setting Procedure

1. Select menu item [U].
2. Select channel using the cursor.
3. Press $\boxed{\text{Return}}$ or $\boxed{\text{Enter}}$, and the setting condition displayed will be changed.
   DIRECT → CONVERT RS422 (CART+) to S-BUS

```
SELECT CONTROL MODE          DVS-V6464B V2.10 STATION NUMBER 1

CHANNEL A  ──  REMOTE FUNCTION = CONVERT RS422 CART+) to S-BUS

CHANNEL B  ──  REMOTE FUNCTION = DIRECT

                                    Ctrl-E:RETURN TO MENU
```

Example of Setting Screen

DIRECT:
In this mode commands received using RS-422A are not converted to those for the S-BUS (REMOTE 1) and are directly used for controlling the receiving station. If this mode is selected, a protocol must be selected at the secondary station.
RS-422 (CART +):
This mode converts commands received using the RS-422A to those for the S-BUS.

Note

How to use UA2 Code:
The original use of the UA2 code in the RS-422A protocol is to identify the multiple equipments which are connected by loop-through connection, and be controled.
Each equipment is controlled by the control command with UA2 code which corresponds to the unit address of each equipment.

The UA2 code is converted to the level control command when the RS-422A commands are converted to the S-BUS levels.

The following examples show how UA2 codes are converted to the S-BUS level.

UA2 = 01 → 00000001 → S-BUS level 1
UA2 = 02 → 00000010 → S-BUS level 2
UA2 = 04 → 00000100 → S-BUS level 3
UA2 = 08 → 00001000 → S-BUS level 4
UA2 = 10 → 00010000 → S-BUS level 5
UA2 = 20 → 00100000 → S-BUS level 6
UA2 = 40 → 01000000 → S-BUS level 7
UA2 = 80 → 10000000 → S-BUS level 8
UA2 = FF → 11111111 → S-BUS All level

The following combinations of levels are also possible.

UA2 = 03 → 00000011 → S-BUS level 1 and 2
UA2 = 07 → 00000111 → S-BUS level 1, 2 and 3

Note

The S-BUS conversion mode can be used only when the primary station is controlled by the 9-pin remote control. Therefore, use the DIRECT mode whenever a secondary station is controlled by the 9-pin remote control.

V:SELECT WARNING DISPLAY

Purpose
This menu is used to set the warning message displayed on the system status screen.

Setting Procedure
1. Select menu item [V].
2. Press $\boxed{V}$, $\boxed{Return}$ or $\boxed{Enter}$, and the setting conditions displayed will be switched.("ON"→"OFF").

"OFF":Displays important messages only
    <Reference>
    "X-POINT ERROR IN STATION * *"
    "X-POINT RECOVERED IN STATION * *"

    "TEMPERATURE RISE IN STATION * *"
    "TEMPERATURE RECOVERED IN STATION * *"

    "FAN STOP IN STATION * *"
    "FAN RECOVERED IN STATION * *"

    "S-BUS LINK DISCONNECTED TO CHANNEL"
    "S-BUS LINK CONNECTED TO CHANNEL"

"ON":Displays all messages
    Displays the following in addition to the above
    <Reference>
    "BACKUP POWER SUPPLY DOWN IN STATION * *"
    "BACKUP POWER SUPPLY RECOVERED IN STATION * *"

    "MISSING REFERENCE SIGNAL IN STATION * *"
    "REFERENCE SIGNAL CORRECTLY FED TO
     STATION * *"

    "VALID INPUT OR OUTPUT BOARD IN STATION * *"
    "INVALID INPUT OR OUTPUT BOARD IN STATION * *"

    "BACKUP CPU DOWN IN STATION * *"
    "BACKUP CPU RECOVERED IN STATION * *"

    "STATION * * FAILURE(DISCONNECTED OR
     POWER DOWN)"
    "STARTED BY DVS-V6464B Ver1.00 IN STATION * *"

    "DIFFERENT CHECK SUM=35DB IN STATION * *"

Note

Some messages will not be displayed, depending on the models.

W:SYSTEM STATUS LOG

Purpose

This menu is used to check the error during self-diagnosis of each station, the status of the S-BUS circuit, and the time of events.

```
SYSTEM STATUS LOG              DVS-V6464B V2.10 STATION NUMBER 1

1990.10.12-15:42 S-BUS LINK DISCONNECTED
1990.10.27-09:28 STARTED BY BKS-R1601 Ver3.10 IN STATION 11
1990.11.03-05:31 STARTED BY BKS-R3204 Ver3.11 IN STATION 32
1991.01.14-13:51 MISSING REFERENCE SIGNAL IN STATION 1
1991.02.01-11:15 POWER SUPPLY UNIT B DOWN IN STATION 4
1991.02.04-06:11 X-POINT ERROR IN STATION 1
-- end --
                                           Ctrl-E:RETURN TO MENU
```

Example of Display

Operation Procedure

1. Select menu item [W].
2. When all status cannot be displayed on the screen, " – more – " will be displayed at the bottom of the screen. Press SPACE key to display the next status. When all status have been displayed, "– end – " will be displayed.
3. Press Ctrl – E to return to the menu screen.

System Status Screen

Refer to "6. CONFIRMATION OF FUNCTION" for detail of the system status screen.

Note

To erase the LOG contents in DVS-V3232B/V6464B, set the S3 switch on the CPU-149 board to "C" (Clear) and then press the S5 switch (Reset).
After erasing, be sure to return the S3 switch to "0" and press the S5 switch (Reset) again.

X:DISPLAY S-BUS COMMUNICATION

Purpose

This menu is used to display the S-BUS data received at the primary station.

Setting Procedure

1. Select menu item [X].
2. To stop the scroll, press Ctrl – E. ("TRACE OFF" will be displayed at the bottom of the screen.)
3. The menu screen will be returned when Ctrl – E is pressed again.

```
S-BUS COMMUNICATION    TRACE ON

STATION No.011 01 01 0B 03 0E 00 08
STATION No.015 01 09 0F 03 0E 00 08
STATION No.011 01 01 0A FF 01 00 01
STATION No.011 01 01 0F FF 01 00 01
TRACE OFF
                                   Ctrl-E:RETURN TO MENU
```

Example of Display

Note

For details on the contents of the display, refer to the S-BUS Protocol Manual.

Y:DISPLAY TABLE

Purpose
This menu is used to display the table data set with the control terminal.

Operation Procedure
1. Select menu item [Y]. The following message will be displayed at the bottom of the screen.
   Display: "DISPLAY TABLE DATA? (y/a/n)"
2. Press $\boxed{\text{E}}$, and the signal format (4: 2: 2/4 fsc) set for each input/output will be displayed in hexadecimal. (DVS-V∗∗∗ series only.)
   Press $\boxed{\text{A}}$, and all table data will be displayed in hexadecimal.
   When $\boxed{\text{N}}$ is pressed, the table data display will be canceled.
3. If $\boxed{\text{SPACE}}$ is pressed during the display, the display will be interrupted. When $\boxed{\text{SPACE}}$ is pressed once again, the display will begin.
4. Press $\boxed{\text{Ctrl}}$ – $\boxed{\text{E}}$ to stop the display. The menu screen will be displayed.

```
DISPLAY TABLE DATA                DVS-V6464B V2.10 STATION NUMBER 1

0000:49 4E 00 00 00 00 00 00 00 4F 55 54 00 00 00 00 00 : IN......OUT.....
0010:00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 : ................
0020:00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 : ................
0030:00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 : ................
0040:00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 : `...............
0050:00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 : ................
0060:00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 : ................
0070:00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 : ................
0080:56 49 44 00 00 00 00 00 41 31 00 00 00 00 00 00 : VID.....A1......
0090:41 32 00 00 00 00 00 00 34 00 00 00 00 00 00 00 : A2......4.......
00A0:35 00 00 00 00 00 00 00 36 00 00 00 00 00 00 00 : 5.......6.......
00B0:37 00 00 00 00 00 00 00 38 00 00 00 00 00 00 00 : 7.......8.......
00C0:00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 : ................
00D0:00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 : ................
00E0:00 00 00 00 00 00 00 00 00 02 FF FF 10 00 00 02 : ................

                                        Ctrl-E:RETURN TO MENU
```

Example of Display

For the contents of the table data, refer to the S-BUS Protocol Manual.

Z:SET UNIT DETECTABLE

Purpose
This menu is used to check the possibility of communication of secondary stations connected to the S-BUS data link periodically.
During checking, "?" appears. After the completion of checking, the code number indicating the type of each device appears.
If the secondary station does not communicate for a given period, the message below appears.

"STATION ∗ ∗ ∗ FAILURE DISCONNECT OR POWER DOWN "
                ↑——Station number

Setting Procedure
1. Select the menu item [Z].
2. Select a secondary station you want to check using the cursor.
3. Press $\boxed{\text{Return}}$ or $\boxed{\text{Enter}}$, and "?" appears.
   To cancel "?", press $\boxed{\text{Return}}$ or $\boxed{\text{Enter}}$ again.
4. Press $\boxed{\text{Ctrl}}$ – $\boxed{\text{E}}$, and the display is changed to the menu screen to begin checking.
5. After about ten seconds, select the menu item [Z]. If the secondary station is available for communication, "?" changes to a device code number.

Note

A secondary station to be checked should be set available for communication in advance at menu item [F:SET ACTIVE UNIT NUMBER]

```
SET UNIT DETECTABLE                DVS-V6464B V2.10 STATION NUMBER 1

          1 2 3 4 5    6 7 8 9 10   11 12 13 14 15   16 17 18 19 20
                        +
001-020   M ? ? ? ?    ? ? ? ? ?    ? ? ? ? ?        ? ? ? ? ?
021-040   ? ? ? ? ?    ? ? ? ? ?    ? ? ? ? ?        ? ? ? ? ?
041-060   ? ? ? ? ?    ? ? ? ? ?    ? ? ? ? ?        ? ? ? ? ?
061-080   ? ? ? ? ?    ? ? ? ? ?    ? ? ? ? ?        ? ? ? ? ?
081-100
101-120
121-140
141-160
161-180
181-200
201-220
221-240
241-254                                       *    *  *  *  *  *

01:DVS-V1616   02:DVS-V3232   03:DVS-A3232   04:BKS-R1601   05:BKS-R3202
06:BKS-R3203   07:BKS-R3281   08:DVS-V6464   09:BKS-R5000   10:DVS-RS1616
11:DVS-TC3232  12:BKDM-5080   13:BKS-R3204   14:BKS-R3205   15:BKS-R3206
16:BKS-R3280   17:BZR-1000    18:DVS-V3232B  19:DVS-V6464B

                                        Ctrl-E:RETURN TO MENU
```

Example of Setting Screen

5-2. Setting Items of the Secondary Station

A:SET UNIT LOCATION

Purpose
This menu is used to set the input/output location of the routing switcher.

Setting Procedure
1. Select menu item [A].
2. Use the cursor keys ($\boxed{\leftarrow}$, $\boxed{\rightarrow}$ to select the setting item.
3. When either $\boxed{\text{Return}}$ or $\boxed{\text{Enter}}$ is pressed, the offset value of the input number and the output number can be typed.
4. Enter the offset value using the numerical keys.
5. Press either $\boxed{\text{Return}}$ or $\boxed{\text{Enter}}$ to set the offset value.
   If $\boxed{\text{Ctrl}}$ − $\boxed{\text{F}}$ is pressed before the setting, the original offset value will be returned.
   The location is assigned consecutive numbers from the offset value. The following table lists the input and output control area assigned from the head number consecutively.

Model	Input Control area	Output Control area	Setting area	Equivalent Unit
DVS-V6464B	64	64	1 to 512	
DVS-V3232B	32	32	1 to 512	
BVS-A3232	256	32	1 to 256	DVS-TC3232 BVS-V3232 A3232
DVS-V1616	16	16	1 to 512	
DVS-RS1616	128	16	1 to 128	

6. The menu screen of the secondary station will be displayed when $\boxed{\text{Ctrl}}$ − $\boxed{\text{E}}$ is pressed.

```
SET UNIT LOCATION          DVS-V6464B V2.10 STATION NUMBER 1


SOURCE No 0001-0064    DESTINATION No 0001-0064      LEVEL No 1

                                      Ctrl-E:RETURN TO MENU
```

Example of Setting Screen

Note
1. In the initial status (factory setting), the head number is set to "1".
2. When DVS-V3232B/V6464B is used as the primary station, input/output number can be set freely using the menu item [L: SET PHYSICAL ASSIGNMENT]. The setting values in this menu are physical input/output/level numbers.
   When selecting crosspoints from the remote control unit, the virtual input/output/level numbers set at the menu item [L] are used. In the initial status of [L], the physical numbers equal the virtual numbers.

(Input)

(Output)
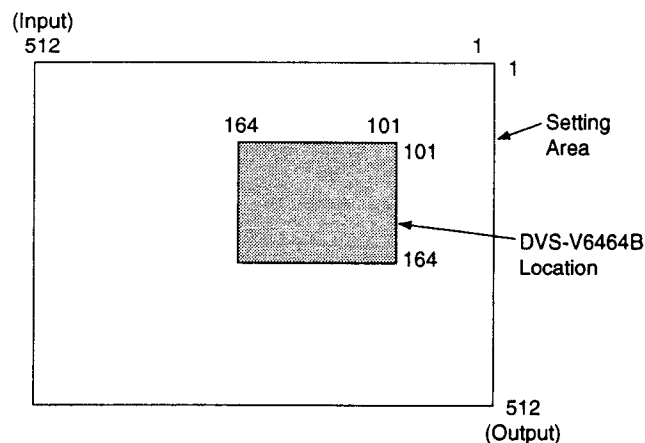
3. In the cascading case of DVS-A3232/RS1616/TC3232, set the offset value of the destination only because the offset value of the source is determined internally when the offset value of the destination is fixed. Leave the display source offset value as it is.
Example:
If the offset value of the destinations is 17-32 on DVS-RS1616:

SOURCE No.	0001-0128
DESTINATION No.	0017-0032

The offset of source is expressed as 0001-0128 but set as 0017-0032 internally.

G:UPDATE BACKUP CONTROLLER

Purpose
This menu is used to copy the table data stored in the main CPU board of the secondary station to the backup CPU board.
This setting is valid only when the optional CPU board is installed to the secondary station.

Setting Procedure
1. Select menu item [G]. The message "This process requires about 1 minutes. Execute? (y/n)" will be displayed at the bottom of the screen.
2. Table data copying is performed when $\boxed{Y}$ is pressed. To cancel copying, press $\boxed{N}$.
3. In some software, when copying has been completed, "PROGRAM TABLE ok? (y/n)" may be displayed at the same position. In this case, press $\boxed{Y}$.

| Note |
1. The ROM version of the main CPU board and that of the backup CPU board must be the same . If different versions are used, the unit may hang up due to copying. Remove the backup CPU board when this occurs. The above occurs because a new table data can not be run on the old version software.
2. It takes about 1 minutes to copy the table data.
3. The table data of transcode from RS-422A to S-BUS (set at menu item [U] of a secondary station) is not copied to the backup CPU board.
4. When you copy the data of main CPU to backup CPU on the menu screen [G:UPDATE BACK-UP CONTROLLER] of the primary station or a secondary station, you can abort the operation by pressing $\boxed{Ctrl} - \boxed{D}$.
   However you should copy again for the data of the backup CPU is not correct if aborted. Even if you do not copy again, the data will be renewed in one hour approximately by the auto backup function.

H:SET PHANTOM TABLE

Purpose
This menu is used to set PHANTOM which switchers several crosspoints, using the source selection button of the remote control unit.

Setting Procedure
1. Call the menu screen of the remote control unit to be set, using menu item [R], and then select menu item [H].
2. Select a item using the cursor.
3. When either $\boxed{Return}$ or $\boxed{Enter}$ is pressed, the phantom table can be set.
   If either $\boxed{Return}$ or $\boxed{Enter}$ is pressed before setting, the registration will be deleted.
4. The phantom function consists of the local phantom function registered at each remote control unit and the global phantom function registered at the primary station.

• Setting the Local Phantom Function
a) At [J: NAME STYLE (Type + Num)] in the primary station menu, input the type name (between 0 and F) and the number for the phantom name, destination name, source name and level number respectively. (When the remote control unit button is pressed, crosspoints with the same phantom name will be switched together.)
b) At [J: NAME STYLE (DESCRIP. NAME)] in the primary station menu, input the phantom name and level number in the same way as a). For the source name and destination name, the Description name and "Type + Number" name can be selected freely.
   Each time $\boxed{Ctrl} - \boxed{N}$ are pressed, the Description name input mode and "Type + Number" name input mode will be switched alternately.
   Description name input mode: Use the alphabet and numerical keys to enter seven characters from the head of the Description name.
   "Type + Number" name input mode: Input in the same way as a).

| Note |
If a Description name has been set for the input/output number, the display of Description has priority to the display of "Type + Number" even if the "Type + Number" name is set.

• Setting the Global Phantom Function

Input the phantom name with the type name and the number. Next, press ⬚G⬚ at destination name position. Lastly, input the global phantom number (four digits) set at the primary station.

5. When either ⬚Return⬚ or ⬚Enter⬚ is pressed, the phantom table will be set.

6. When ⬚Ctrl⬚ – ⬚E⬚ is pressed, the menu screen of the secondary station will be displayed. When ⬚Ctrl⬚ – ⬚D⬚ is pressed, the menu screen of the primary station will be displayed.

```
SONY ROUTING SYSTEM SETUP MENU     BKS-R3204 V3.10 STATION NUMBER 16
SET PHANTOM TABLE  PHANTOM:DESTINATION<SOURCE-LEVEL)   G.PHANTOM NAME:NUMBER
IN001  :OUT001 <IN001  -0 IN002  :OUT001 <IN002  -0 IN003  :OUT001 <IN003  -0
IN004  :OUT001 <IN004  -0 IN005  :OUT001 <IN005  -0 IN006  :OUT001 <IN006  -0
SONY007:OUT001 <SONY007-0 SONY008:OUT001 <SONY008-0 IN007  :OUT002 <IN001  -0
IN008  :OUT002 <SONY020-0 IN009  :OUT002 <IN003  -0 IN010  :OUT002 <IN004  -0
VTR005 :OUT002 <IN005  -0 VTR006 :OUT002 <IN006  -0 VTR007 :OUT002 <IN007  -0
VTR008 :OUT002 <IN008  -0 SONY009:OUT001 <SONY009-0 SONY010:OUT001 <SONY010-0
IN011  :OUT001 <IN011  -0 IN012  :OUT001 <IN012  -0 SONY013:OUT001 <SONY013-0
SONY014:OUT001 <SONY014-0 SONY015:OUT001 <SONY015-0 IN016  :OUT001 <IN016  -0
VTR009 :OUT002 <IN009  -0 VTR010 :OUT002 <IN010  -0 VTR011 :OUT002 <IN011  -0
VTR012 :OUT002 <IN012  -0 VTR013 :OUT002 <IN013  -0 VTR014 :OUT002 <IN014  -0
VTR015 :OUT002 <IN015  -0 VTR016 :OUT002 <SONY020-0 ........:.......<.......-.
........:.......<.......-. ........:.......<.......-. ........:.......<.......-.
........:.......<.......-. ........:.......<.......-. ........:.......<.......-.
........:.......<.......-. ........:.......<.......-. ........:.......<.......-.
........:.......<.......-. ........:.......<.......-. ........:.......<.......-.
........:.......<.......-. ........:.......<.......-. ........:.......<.......-.
........:.......<.......-. ........:.......<.......-. ........:.......<.......-.
........:.......<.......-. ........:.......<.......-. ........:.......<.......-.
........:.......<.......-. ........:.......<.......-. ........:.......<.......-.

0=SONY   1=VTR    2=SUP    3=CB    4=AIR    5=ME    6=PGM    7=CL
8=SL    9=L    A=RET    B=MIX    C=JEEP    D=OSC    E=L/A    F=REN
     Ctrl-E:MENU    Ctrl-D:RETURN    Ctrl-N:NAME    G:GLOBAL  PHANTOM
```

Example of Setting Screen

## • Execution of Phantom Function

When the phantom function is performed by a remote control unit, its operation conforms to this phantom table. It is possible to perform a phantom on the specified level. Level of 0, 1, 2, 3, 4, 5, 6, 7, 8 can be set.
When level "0" is set, the level value will be according to the level set for the destination on the menu item [E: SET LEVEL TABLE].

Internal Process After TAKE Button Pressing:
When pressing the TAKE button after selecting a source/phantom the following internal process is made. In BKS-R1601/R3203/R3204, TAKE is processed immediately by pressing the source selection button.
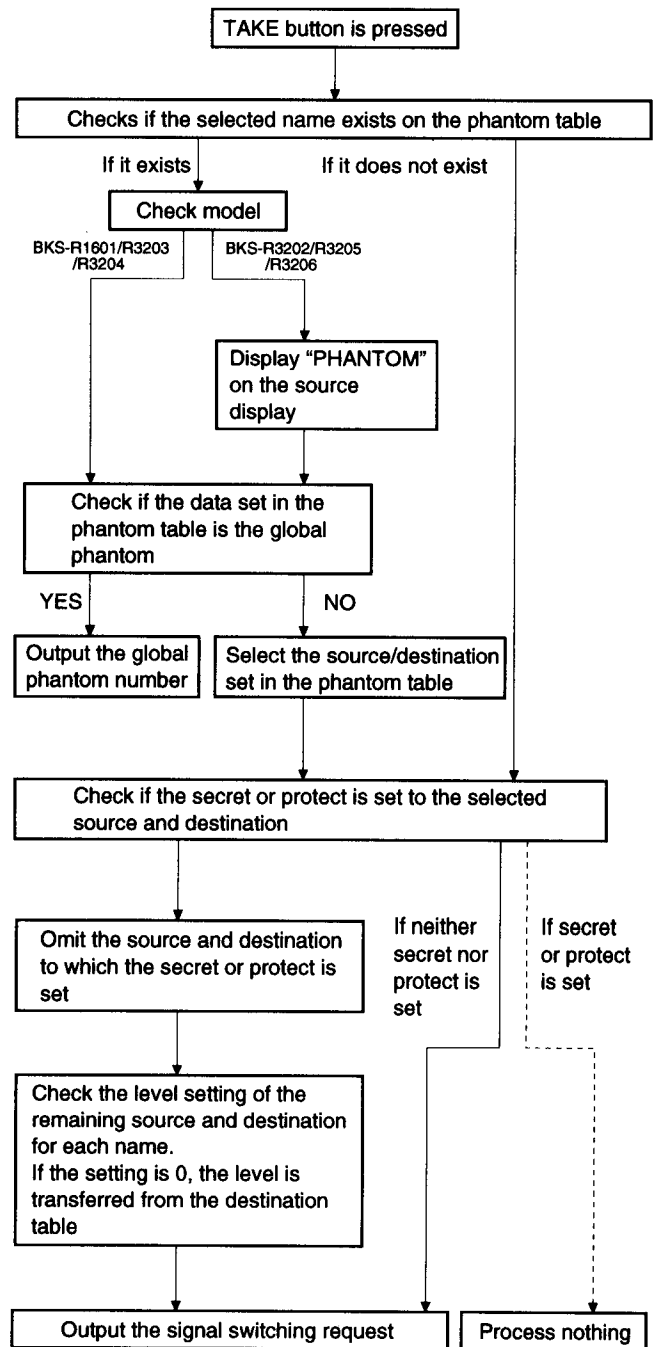
K:RESET TO DEFAULT TABLE

Purpose

This menu is used to initialize the table data. Do not
perform this menu when modifying the table data.

Setting Procedure

1. Select menu item [K]. The message "RESET TO
   DEFAULT TABLE ok ? (y/n)" will be displayed at
   the bottom of the screen.
2. Press $\boxed{Y}$ to process the initialization. To cancel
   initializing, press $\boxed{N}$.

$\boxed{\textbf{Note}}$

The table data will be lost note when performing the menu
item [K].

L:COPY TABLE DATA

Purpose

This menu is used to copy the table data of the specified remote control unit. This applies to BKS-R3202, BKS-R1601, BKS-R3203 (Ver. 3.00 or later) and BKS-R3204, BKS-R3205, BKS-R3206.

Setting Procedure

1. Select menu item [L]. This item can be selected from both the menu and another setting screen.
2. As the message "Station Number?" will be displayed on the screen, input the station number of the unit to be copied.
   Select the table name to be copied, from A, P, B and D, using the alphabet keys.
3. When │Return│ or │Enter│is pressed, the table data will be copied, and the screen will return to the setting screen.
4. When │Ctrl│ − │E│ is pressed again, the screen will return to the menu screen of the secondary station.
   When │Ctrl│ − │D│ is pressed, the screen will return to the menu screen of the primary station.

```
SONY ROUTING SYSTEM SETUP MENU   BKS-R3202 V3.10 STATION NUMBER 6




        A:Copy All table
        P:Copy PHANTOM table
        B:Copy PANEL table
        D:Copy Available Destination table
          Inputs A P. B D. 0-9  Selected = A
            Station Number ?


                       Ctrl-E:MENU  Ctrl-D:RETURN
```

Example of Setting Screen

Selected = A   All the table data are copied.
Selected = P   Data set at the menu item [H: SET PHAN-TOM TABLE] are copied.
Selected = B   Data set at the menu item [N: SET PANEL TABLE] are copied.
Selected = D   Data set at the menu item [O: SET AVAIL-ABLE DESTINATION] are copied.

│ **Note** │

The copy function of BKS-R* * * guarantees upper compatibility only.
The function is effective when copying the data from Ver. 1* * unit to Ver. 3* * unit in a system.
But when the reverse is performed, a part of the data may be lost (global phantom, etc.).

M:SET MONITOR FUNCTION

Purpose

This menu is used to set the monitor S-BUS. As this monitor function is controlled by the local CPU, it has a monitor data link that is independent from the standard S-BUS data link.
Therefore, it is necessary to set the primary station and secondary stations for the monitor S-BUS.

Setting Procedure
(For the Primary Station on the Monitor S-BUS)

1. Select menu item [M].
2. The menu screen of the primary station on the monitor S-BUS will be displayed.

For details of setting this menu, refer to "5-3. Setting Items of the Primary Station on Monitor S-BUS".

```
SET MONITOR FUNCTION              DVS-V6464B Monitor Bus I/F V2.10


                    MODIFICATION COMMAND

        F:  SET ACTIVE UNIT NUMBER

        M:  SELECT MONITOR FUNCTION  COMBINED)

        R:  CALL SECONDARY STATION
```

Example of Setting Screen

N:SET PANEL TABLE (BKS-R1601/R3202/R3203)

Purpose

This menu is used to assign source name to each source selection button.

Setting Procedure

1. Select menu item [N].
2. Select a button number using the cursor.
3. When either Return or Enter is pressed, the source name can be typed. If Return or Enter is pressed before inputting the source name, the registration will be deleted.
4. Select the code assigned to each type name, and use the numerical keys to enter the source name.
5. Press either Return or Enter to set the source name.
6. Press Ctrl – E to return to the menu screen of the secondary station.
   Press Ctrl – D to return to the menu screen of the primary station.

```
SONY ROUTING SYSTEM SETUP MENU     BKS-R1601 V3.10 STATION NUMBER 11
SET PANEL TABLE ( SOURCE )

01 KEY=IN001     02 KEY=IN002      03 KEY=IN003      04 KEY=IN004
05 KEY=IN005     06 KEY=IN006      07 KEY=SONY007    08 KEY=SONY008
09 KEY=SONY009   10 KEY=SONY010    11 KEY=IN011      12 KEY=IN012
13 KEY=SONY013   14 KEY=SONY014    15 KEY=SONY015    16 KEY=IN016


0=SONY   1=VTR    2=SUP    3=CB     4=AIR    5=ME     6=PGM    7=CL
8=SL     9=L      A=RET    B=MIX    C=JEEP   D=OSC    E=L/A    F=REN

Ctrl-E:MENU       Ctrl-D:RETURN
```

Example of Setting Screen

N:SET PANEL TABLE (BKS-R3206)

Purpose

This menu is used to assign source name and destination name to be displayed.

Setting Procedure

The setting procedure is the same as that of menu item [N: SET PANEL TABLE] (BKS-R3204).

Note

1. The setting of [SET PANEL TABLE (SOURCE)] assigns the source name and [SELECT DESTINATION] assigns the destination name.
2. The destination name can also be assigned using the button on the front panel. Refer to the Operation Manual for setting.
3. If "Type + number" name mode is selected in the menu item [Z: SET PANEL STATUS], (refer to the Operation Manual of BKS-R3206) "SET PANEL TABLE (SOURCE)" is not displayed.

```
SONY ROUTING SYSTEM SETUP MENU     BKS-R3206 V3.10 STATION NUMBER 18
SET PANEL TABLE ( SOURCE )
01 KEY=IN001     02 KEY=IN002      03 KEY=IN003      04 KEY=IN004
05 KEY=IN005     06 KEY=IN006      07 KEY=SONY007    08 KEY=SONY008
09 KEY=SONY009   10 KEY=SONY010    11 KEY=IN011      12 KEY=IN012
13 KEY=SONY013   14 KEY=SONY014    15 KEY=SONY015    16 KEY=IN016

  SELECT DESTINATION
01       OUT001   02       OUT002   03       OUT003   04       OUT004
05       OUT005   06       OUT006   07       OUT007   08       OUT008
09       OUT009   10       OUT010   11       OUT011   12       OUT012
13       OUT013   14       OUT014   15       OUT015   16       OUT016

0=SONY   1=VTR    2=SUP    3=CB     4=AIR    5=ME     6=PGM    7=CL
8=SL     9=L      A=RET    B=MIX    C=JEEP   D=OSC    E=L/A    F=REN

Ctrl-E:MENU       Ctrl-D:RETURN     Ctrl-N:DESCRIP.NAME
```

Example of Setting Screen

N:SET PANEL TABLE (BKS-R3204/R3205)

Purpose

This menu is used to assign source/destination name to each source/destination button.

Setting Procedure

1. Select menu item [N].
2. Select a button number using the cursor.
3. When |Return| or |Enter| is pressed, the panel table can be typed.
   To delete the registration, press |Return| or |Enter| before inputting the name.
4. a) When [J: NAME STYLE (Type + Num)] is selected in the primary station menu, input the type name (between 0 and F) and the number for the source and destination name.
   b) Each time Ctrl N is pressed when [J: NAME STYLE (DESCRIP. NAME)] is selected in the primary station menu, the following input mode will be switched alternately.

   Description name input mode:
   When "Ctrl– N: Type + Num" is displayed on the screen, it means that the name mode will be changed to "Type + Number" by pressing |Ctrl| –|N|.
   Input Description name from the first to seventh characters using the alphabet and numerical keys.
   "Type + Number" name input mode:
   Input in the same way as a).

|Note|

If the Description name has been set for the input/output number, the display of Description has priority to the display of "Type + Number" even if the "Type + Number" name is set.

5. When either |Return| or |Enter| is pressed, the source name is set.
6. When |Ctrl| – |E| is pressed, the menu screen of the secondary station will be displayed.
   When |Ctrl| – |D| is pressed, the menu screen of the primary station will be displayed.

```
SONY ROUTING SYSTEM SETUP MENU     BKS-R3205 V3.10 STATION NUMBER 14
  SET PANEL TABLE ( SOURCE )
 01 KEY=Berlin      02 KEY=Moscow     03 KEY=Tokyo      04 KEY=IN004
 05 KEY=Berjing     06 KEY=Madrid     07 KEY=GPHA002    08 KEY=IN008
 09 KEY=-------     10 KEY=-------    11 KEY=-------    12 KEY=-------
 13 KEY=-------     14 KEY=-------    15 KEY=-------    16 KEY=-------
 17 KEY=PHAN010     18 KEY=IN010      19 KEY=IN011      20 KEY=IN012
 21 KEY=IN013       22 KEY=IN014      23 KEY=IN015      24 KEY=IN016
 25 KEY=-------     26 KEY=-------    27 KEY=-------    28 KEY=-------
 29 KEY=-------     30 KEY=-------    31 KEY=-------    32 KEY=-------

  SET PANEL TABLE ( DESTINATION )
 01 KEY=-------     02 KEY=-------    03 KEY=-------    04 KEY=-------
 05 KEY=-------     06 KEY=-------    07 KEY=-------    08 KEY=-------
 09 KEY=London      10 KEY=NewYork    11 KEY=OUT003     12 KEY=OUT004
 13 KEY=Paris       14 KEY=OUT006     15 KEY=OUT007     16 KEY=Rome
 17 KEY=-------     18 KEY=-------    19 KEY=-------    20 KEY=-------
 21 KEY=-------     22 KEY=-------    23 KEY=-------    24 KEY=-------
 25 KEY=OUT009      26 KEY=OUT010     27 KEY=OUT011     28 KEY=OUT012
 29 KEY=OUT013      30 KEY=OUT014     31 KEY=OUT015     32 KEY=OUT016

 0=IN    1=OUT    2=....  3=....  4=....  5=....  6=....  7=....
 8=....  9=....   A=....  B=....  C=.....  D=....  E=PHAN  F=GPHA

 Ctrl-E:MENU      Ctrl-D:RETURN      Ctrl-N:Type+Num
```

Example of Setting Screen

|Note|

1. Set the source/destination by eight buttons previously at the menu item [Z: SET −− − − PANEL STATUS]. If "KEY = −− − −" is displayed on the key number position, the name can not be set.
2. When setting description names to the source/destination buttons, select the name from the description name group assigned to the remote control unit.
   If other names are input, these will not be set even if the |Return| or |Enter| button is pressed.
   In such cases, transfer the group including the desired description name from the primary station.

O:SET AVAILABLE DESTINATION

Purpose
This menu is used to set the destination which can be selected by the remote control unit BKS-R3202, BKS-R3206.

Setting Procedure
1. Call the menu screen of the remote control unit to be set using menu item [R], and then select menu item [O].
2. Select the destination using the cursor.
   Press $\boxed{\uparrow}$ and $\boxed{\downarrow}$ when the cursor is placed at the top or bottom, and the next destination number will appear. The destination numbers are 001 to 512.
3. When placing the cursor on a destination and press $\boxed{\text{Return}}$ or $\boxed{\text{Enter}}$ key, the status of selection/not selection is switched alternately.
4. Press $\boxed{\text{Ctrl}} - \boxed{\text{E}}$ to display the menu screen of the secondary station.
   Press $\boxed{\text{Ctrl}} - \boxed{\text{D}}$ to display the menu screen of the primary station.
   - The destination name indicated on this screen can be selected from the remote control unit.
   - The destination indicated as "..." is not registered on the destination table.
   - The blank destination can not be selected from the remote control unit.

```
SONY ROUTING SYSTEM SETUP MENU     BKS-R3202 V3.10    STATION NUMBER 7
SELECT DESTINATION NAME
001=OUT001      002=OUT002      003=OUT003      004=OUT004
005=OUT005      006=OUT006      007=OUT007      008=OUT008
009=OUT009      010=OUT010      011=OUT011      012=OUT012
013=OUT013      014=OUT014      015=OUT015      016=OUT016
017=OUT017      018=OUT018      019=OUT019      020=OUT020
021=OUT021      022=OUT022      023=OUT023      024=OUT024
025=OUT025      026=OUT026      027=OUT027      028=OUT028
029=OUT029      030=OUT030      031=OUT031      032=OUT032
033=OUT033      034=OUT034      035=OUT035      036=OUT036
037=OUT037      038=OUT038      039=OUT039      040=OUT040
041=OUT041      042=OUT042      043=OUT043      044=OUT044
045=OUT045      046=OUT046      047=OUT047      048=
049=            050=OUT050      051=OUT051      052=OUT052
053=OUT053      054=OUT054      055=OUT055      056=OUT056
057=            058=            059=            060=
061=OUT061      062=OUT062      063=OUT063      064=OUT064

Ctrl-E:MENU    Ctrl-D:RETURN
```

Example of Setting Screen

S:DISPLAY DESCRIPTION NAME

Purpose
This menu is used to check the group and names of the Description transferred from the primary station.

Check Procedure
1. When $\boxed{\text{Return}}$, $\boxed{\text{Enter}}$ or $\boxed{\text{SPACE}}$ is pressed, the screen will be changed to the next page.
2. When $\boxed{\text{BS}}$ or $\boxed{\text{DEL}}$ is pressed, the screen will be changed to the previous page.
3. Press $\boxed{\text{Ctrl}} - \boxed{\text{E}}$ to display the menu screen of the secondary station.
   Press $\boxed{\text{Ctrl}} - \boxed{\text{D}}$ to display the menu screen of the primary station.

```
SONY ROUTING SYSTEM SETUP MENU     BKS-R3206 V3.10 STATION NUMBER 16
GROUP No. = 1
No. Terminal Name  Description Name   No. Terminal Name  Description Name
 1 DST- 001 OUT001  London            2 DST- 002 OUT002  NewYork
 3 SRC- 001 IN001   Berlin            4 SRC- 002 IN002   Moscow
 5 SRC- 003 IN003   Tokyo             6 SRC- 004 IN004   Cairo
 7 SRC- 005 IN005   Berling           8 SRC- 006 IN006   Madrid
 9 SRC- 007 IN007   Tpronto          10 DST- 005 OUT005  Paris
11 DST- 008 OUT008  Rome             12 DST- 012 VTR012  OUT012
13 DST- 013 VTR013  OUT013           14 DST- 014 VTR014  OUT014
15 DST- 015 VTR015  OUT015           16 DST- 016 SONY016 OUT016
17 DST- 017 VTR017  OUT017           18 DST- 018 VTR018  OUT018
19 DST- 019 VTR019  OUT019           20 DST- 020 VTR020  OUT020
21 DST- 021 VTR021  OUT021           22 DST- 022 VTR022  OUT022
23 DST- 023 VTR023  OUT023           24 DST- 024 VTR024  OUT024
25 DST- 025 VTR025  OUT025           26 DST- 026 VTR026  OUT026
27 DST- 027 VTR027  OUT027           28 DST- 028 VTR028  OUT028
29 DST- 029 VTR029  OUT029           30 DST- 030 VTR030  OUT030
31 DST- 031 VTR031  OUT031           32 DST- 032 VTR032  OUT032
33 DST- 033 VTR033  OUT033           34 DST- 034 VTR034  OUT034
35 DST- 035 VTR035  OUT035           36 DST- 036 VTR036  OUT036
37 DST- 037 VTR037  OUT037           38 DST- 038 VTR038  OUT038
39 DST- 039 VTR039  OUT039           40 DST- 040 VTR040  OUT040

Ctrl-E:MENU     Ctrl-D:RETURN     Ctrl-H:Pg-Up     Ctrl-M:Pg-Dn
```

Example of Setting Screen

U:SELECT REMOTE PROTOCOL

Purpose

This menu is used to set channels A and B of REMOTE 2 (D-sub 9-pin) to loop-through. When the REMOTE 2 control mode is set to DIRECT, this menu is used to set the protocol and the conversion table of the input/output numbers.

There are three kinds of protocols.

- PRODUCTION SWITCHER PROTOCOL
- AUDIO MIXER PROTOCOL (*1)
- CART PROTOCOL

*1: AUDIO MIXER PROTOCOL was known as "SWITCHER PROTOCOL" before.

Set the conversion table of the input/output numbers so that the input/output numbers defined by the external controller will correspond to those of the routing switcher. In the THROUGH mode, there will be no setting menu for channel B. For details of the DIRECT mode, refer to the menu item [U:SELECT CONTROL MODE] in the primary station.

Setting Procedure

1. Select menu item [U].
2. "SELECT RS-422 CHANNEL =? (A B) A" will be displayed. Input A or B using the alphabet keys and press $\boxed{\text{Return}}$ or $\boxed{\text{Enter}}$. The screen will change to the setting screen of the selected channel.

```
SELECT REMOTE PROTOCOL          DVS-V6464B V2.10 STATION NUMBER 1

SELECT RS-422 CHANNEL ?  (A--B)  A

                                     Ctrl-E:RETURN TO MENU
```

3. The cursor will be placed at "1=001" of "SET DESTINATION TRANSCODE".
   When $\boxed{\text{Return}}$ or $\boxed{\text{Enter}}$ is pressed, "1=" will be displayed and the number can be typed. The left "1" in "1=001" indicates the input/output number of the switcher and the right "001" indicates the command number received.
4. Input a number between 1 and 128 and press $\boxed{\text{Return}}$ or $\boxed{\text{Enter}}$ set it. The cursor will move to the next number. If "00" is input, "001" will be displayed. If number 129 or later is input, the previous number will be displayed. If $\boxed{\text{Return}}$ or $\boxed{\text{Enter}}$ is pressed without inputting anything, invalid crosspoints will be set so that the screen will show "– – – –", and the cursor will move to the next number. When $\boxed{\text{Ctrl}}$ – $\boxed{\text{F}}$ is pressed before the setting, the previous number will be displayed and the cursor will move to the next number.

Note

The same number cannot be set to more than one place. If the same number is used, the message "* * * is used already; Ignored" will be displayed and the cursor will stop at its current position.

```
SELECT REMOTE PROTOCOL                DVS-V6464B V2.10 STATION NUMBER 1

CHANNEL = A                REMOTE = CART+        UA2 = 10000000

SET DESTINATION TRANSCODE ( CN NUM. = REMOTE NUM.)
  1=001    2=002    3=003    4=004    5=005    6=006    7=007    8=008
  9=009   10=010   11=011   12=012   13=013   14=014   15=015   16=016
 17=017   18=018   19=019   20=020   21=021   22=022   23=023   24=024
 25=025   26=026   27=027   28=028   29=029   30=030   31=031   32=032
 33=033   34=034   35=035   36=036   37=037   38=038   39=039   40=040
 41=041   42=042   43=043   44=044   45=045   46=046   47=047   48=048
 49=049   50=050   51=051   52=052   53=053   54=054   55=055   56=056
 57=057   58=058   59=059   60=060   61=061   62=062   63=063   64=064
SET SOURCE TRANSCODE ( CN NUM. = REMOTE NUM.)
  1=001    2=002    3=003    4=004    5=005    6=006    7=007    8=008
  9=009   10=010   11=011   12=012   13=013   14=014   15=015   16=016
 17=017   18=018   19=019   20=020   21=021   22=022   23=023   24=024
 25=025   26=026   27=027   28=028   29=029   30=030   31=031   32=032
 33=033   34=034   35=035   36=036   37=037   38=038   39=039   40=040
 41=041   42=042   43=043   44=044   45=045   46=046   47=047   48=048
 49=049   50=050   51=051   52=052   53=053   54=054   55=055   56=056
 57=057   58=058   59=059   60=060   61=061   62=062   63=063   64=064
CAS=065

 F1:REMOTE  F2:DEFAULT  F3:DEST.  F4:SOURCE  Ctrl-E:RETURN TO MENU
```

Example of Setting Screen

Operating Function Keys

$\boxed{\text{F1}}$: REMOTE (To switch the protocol)
  1. When $\boxed{\text{F1}}$ is pressed, the cursor will move to "REMOTE".
  2. When $\boxed{\text{Return}}$ or $\boxed{\text{Enter}}$ is pressed, the protocol will be switched. To change the "* * *" of "UA2 =", select the desired position with the cursor and press $\boxed{\text{Return}}$ or $\boxed{\text{Enter}}$ to switch 1/0 alternately.

Note

The discription "* * *" of "UA2 =* * *" on the above menu corresponds to the DIP switch setting which LSB is at the left end.

$\boxed{\text{F2}}$: DEFAULT (Initializing the data)
  1. When $\boxed{\text{F2}}$ is pressed, "DEFAULT ok? (y/n)" will be displayed at the bottom of the screen.
  2. When $\boxed{\text{Y}}$ is pressed, the program will be executed. When $\boxed{\text{N}}$ is pressed, it will not be executed.

$\boxed{\text{F3}}$: DEST
  When $\boxed{\text{F3}}$ is pressed, the cursor will move to the destination side.

$\boxed{\text{F4}}$: SOURCE
  When $\boxed{\text{F4}}$ is pressed, the cursor will move to the source side.

V:DISPLAY UNIT STATUS

Purpose

This menu is used to display the status of the hardware such as boards, etc.

| Note |

For the input/output boards and matrix boards of DVS-V3232B, channel 1 to 32 will be displayed. And FAN 1 and 2 will be displayed for DVS-V3232B.

Operating Procedure

1. Select menu item [V].
2. Press | Ctrl | − | E |. The menu screen will be displayed.

```
DISPLAY UNIT STATUS            DVS-V6464B V2.10 STATION NUMBER 2

INPUT BOARD          INPUT CONNECTOR BOARD   INPUT CASCADE CONNECTOR BOARD
01-32    REV. 00     01-16   BNC             01-32      VALID
33-64    REV. 00     17-32   BNC             33-64      VALID
                     33-48   BNC
OUTPUT BOARD         49-64   INVALID         OUTPUT CASCADE CONNECTOR BOARD
01-32    INVALID                             01-32      VALID
33-64    REV. 00 OUTPUT CONNECTOR BOARD      33-64      VALID
                     01-08   BNC
MATRIX BOARD         09-16   CASCADE         REFERENCE SIGNAL      MISSING
01-32 OUT) REV. 00   17-24   CASCADE
33-64 OUT) REV. 00   25-32   BNC             SELECT               FIELD
                     33-40   CASCADE
CONTROL BOARD        41-48   CASCADE         POWER SUPPLIES
    MAIN S-BUS RS422 49-56   CASCADE         A          ON
M   V2.10 V2.02 V2.10 57-64  INVALID         B          INVALID
B                    INVALID
                                             FAN1  FAN2  FAN3  FAN4
OPTION BOARD         CONNECTOR BOARD         ROT   ROT   ROT   ROT
        INVALID              VALID


                                  Ctrl-E:RETURN TO MENU
```

Example of Display

Y:DISPLAY TABLE DATA

Purpose

This menu is used to display the table data set with the control terminal.

Operation Procedure

1. Select menu item [Y]. The following message will be displayed at the bottom of the screen.
   Display: "DISPLAY TABLE DATA? (y/n)"
2. Press | Y |, and the 4:2:2/4 fsc setting value will be displayed in hexadecimal. Press | A |, and the table data will be displayed in hexadecimal.
   When | N | is pressed, the table data display will be cancelled.
3. When | SPACE | is pressed during the display, the display will be interrupted. When | SPACE | is pressed once again, the display will begin.
4. Press | Ctrl | − | E | to stop the display. The menu screen of the secondary station will be displayed.

```
DISPLAY TABLE DATA              DVS-V6464B V2.10 STATION NUMBER 17

0000:49 4E 00 00 00 00 00 00 4F 55 54 00 00 00 00 00 : IN......OUT.....
0010:00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 : ................
0020:00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 : ................
0030:00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 : ................
0040:00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 : ................
0050:00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 : ................
0060:00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 : ................
0070:00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 : ................
0080:56 49 44 00 00 00 00 00 41 31 00 00 00 00 00 00 : VID.....A1......
0090:41 32 00 00 00 00 00 00 34 00 00 00 00 00 00 00 : A2......4.......
00A0:35 00 00 00 00 00 00 00 36 00 00 00 00 00 00 00 : 5.......6.......
00B0:37 00 00 00 00 00 00 00 38 00 00 00 00 00 00 00 : 7.......8.......
00C0:00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 : ................
00D0:00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 : ................
00E0:00 00 00 00 00 00 00 00 00 02 FF FF 10 00 00 02 : ................

                                  Ctrl-E:RETURN TO MENU
```

Example of Display

| Note |

For the details of the table data, refer to the S-BUS Protocol Manual.

Z:SELECT SDI FORMAT

Purpose
This menu is used to set the format of signals fed to the input/output board of DVS-V3232B and DVS-V6464B with the control terminal.
This setting is available when the manual switch for the format on each input/output board is OFF.

Setting Procedure
1. Select menu item [Z].
2. Select a channel line using the cursor to be set. (The channels will be switched by eight channels. Displayed signal formats that are enclosed by the round brackets as "(4:2:2)" have been set on the board and cannot be modified with the control terminal.
3. When either ⎡Return⎤ or ⎡Enter⎤ is pressed, the setting will change ("4:2:2"→"4 fsc NTSC"→4 fsc PAL").
4. Press ⎡S⎤ (Table Set), and the content now appeared is copied to the area of SDI FORMAT TABLE.
5. Press ⎡Ctrl⎤ – ⎡E⎤ to stop the display and the menu screen of the secondary station will be displayed.

```
SELECT SDI FORMAT              DVS-V6464B V2.10 STATION NUMBER 1

     DESTINATION UNIT              SOURCE UNIT

     01 - 08 :  4:2:2             01 - 08 :  4:2:2
     09 - 16 :  4fsc NTSC         09 - 16 :  4:2:2
     17 - 24 :  4fsc PAL          17 - 24 :  4:2:2
     25 - 32 :  4:2:2             25 - 32 :  4:2:2
     33 - 40 :  4:2:2             33 - 40 :  4:2:2
     41 - 48 :  4:2:2             41 - 48 :  4:2:2
     49 - 56 : ( 4:2:2 )          49 - 56 : ( 4:2:2 )
     57 - 64 :  4:2:2             57 - 64 :  4:2:2


     SWITCHING FIELD      FIELD


  ⎡F1:FORMAT⎤ ⎡F2:FIELD⎤  S:Table Set         Ctrl-E:RETURN TO MENU
```

Example of Setting Screen

⎡ **Note** ⎤
Unless pressing ⎡S⎤, the data will be deleted when the power is turned off.

Operating Function Keys
⎡F1⎤ : FORMAT (Mode which sets the signal format by 8-channels)
⎡F2⎤ : FIELD (Mode which sets the crosspoint switching field)
  1. Press ⎡F2⎤. The cursor will move to "SWITCHING FIELD" in the menu.
  2. Press ⎡Return⎤ or ⎡Enter⎤. The setting will change.
     (ODD→EVEN→FIELD→ASYNC→ODD)
     All switching field in the switcher are determined by this setting.

⎡ **Note** ⎤
To use RS-422A and S-BUS together, set the switching field as follows.
① When using the S-BUS and CART protocol together: ODD
② When using the S-BUS and PRODUCTION SWITCHER protocol together: FIELD
Note that the switching timing of the CART will not be accurate if the CART and PRODUCTION SWITCHERS protocols are used together.
Switching timing is not guaranteed in the combination of different switching fields.
For details of the signal switching timing, refer to "5-8. Signal Switching Timing".

Z:SET PANEL STATUS (BKS-R3204/R3205/R3206)

Purpose

Besides the remote control unit can be used alone, several units can be used together as if it were one unit with expanded sources and destinations. When using several units together, one will serve as the mother and the rest will serve as the daughters.

This menu is used to perform the settings necessary in such cases. The selection of stand alone use, mother use, and daughter use is performed in this menu in addition to the assignment of buttons on the front panel. If assigned as the mother station, a block number should be set. (up to 10 mothers can be registered.)

Setting Procedure

1. Select menu item [Z].
2. Place the cursor on "PANEL MODE=1" and press Return or Enter to select an item. Selection should be performed using the following keys.
   BKS-R3204:
      1. STAND ALONE 2. MOTHER 3. DAUGHTER
   BKS-R3205:
      1. STAND ALONE 2. MOTHER
   BKS-R3206:
      1. STAND ALONE 2. MOTHER
   If selection is not necessary, press Return or Enter again.
3. Place the cursor on "KEY 1-8=S" and press Return or Enter to set S or D. The button number is set in order from top left to right, then left bottom to right as shown below.

```
  1  2  3  4    5  6  7  8    9 10 11 12   13 14 15 16
 17 18 19 20   21 22 23 24   25 26 27 28   29 30 31 32
```

To change to the next setting, press Return or Enter.

4. When "PANEL MODE=2" (the MOTHER) is selected, move the cursor to "SET BLOCK NUMBER=X" and press Return or Enter to enter block number. When Return or Enter is pressed again, the block number will be set. If the mother station is set, the ID are displayed.

5. When "PANEL MODE=3" (the DAUGHTER) is selected on BKS-R3204, the MOTHER ID number is displayed as "MOTHER STATION ID= XX". The MOTHER ID number is set using the switch on the rear panel. If switch setting is 0, 1, 255, "Incorrect ID (0, 1, 255) is designated." is displayed, while "The designated ID is not found" is displayed if the mother station ID is not registered in the block.

6. In setting of BKS-R3206 different from BKS-R3204/R3205, there is no "SELECT SOURCE OR DESTI-NA-TION ASSIGNMENT", Use either "Type name + Number" or "the source direct" to designate the source name.
   "PANEL LAYOUT= X" is displayed. Press Return or Enter and input the numbers.

7. Press Ctrl – E to display to the menu screen of the secondary station.
   Press Ctrl – D to display to the menu screen of the primary station.

Note

When "PANEL MODE=1" (the STAND ALONE) is selected on BKS-R3204 and BKS-R3205, all KEYs (1 to 32) can not be assigned as DESTINATION. If all is set as DESTINATION, the KEYs 1 to 8 are set to "KEYs 1 to 8=S" automatically.

```
SONY ROUTING SYSTEM SETUP MENU      BKS-R3204 V3.10 STATION NUMBER 14
SET PANEL STATUS


PANEL MODE = 1
        1:STAND ALONE      2:MOTHER       3:DAUGHTER


SET SOURCE OR DESTINATION ASSIGNMENT
        KEY  1- 8 = S                    KEY  9-16 = S
        KEY 17-24 = S                    KEY 25-32 = S
        S:SOURCE              D:DESTINATION


MOTHER STATION ID=12 (BKS-R3206)
        MOTHER STATION BLOCK LIST
        BLOCK 1 = STATION 12   I BLOCK 6 = .......
        BLOCK 2 = STATION 5    I BLOCK 7 = .......
        BLOCK 3 = STATION 2    I BLOCK 8 = .......
        BLOCK 4 = STATION 3    I BLOCK 9 = .......
        BLOCK 5 = .......      I BLOCK10 = .......


Ctrl-E:MENU       Ctrl-D:RETURN
```

Example of Setting Screen (BKS-R3204)

```
SONY ROUTING SYSTEM SETUP MENU    BKS-R3205 V3.10 STATION NUMBER 11
SET PANEL STATUS

    PANEL MODE = 1
          1:STAND ALONE      2:MOTHER

    SET SOURCE OR DESTINATION ASSIGNMENT
          KEY  1- 8 = S     KEY  9-16 = S
          KEY 17-24 = S     KEY 25-32 = S
          S:SOURCE.          D:DESTINATION

    SET BLOCK NUMBER=3
          MOTHER STATION BLOCK LIST
          BLOCK 1 = STATION 11  | BLOCK 6 = .......
          BLOCK 2 = STATION 5   | BLOCK 7 = .......
          BLOCK 3 = STATION 2   | BLOCK 8 = .......
          BLOCK 4 = STATION 3   | BLOCK 9 = .......
          BLOCK 5 = .......     | BLOCK10 = .......

    Ctrl-E:MENU    Ctrl-D:RETURN
```

Example of Setting Screen (BKS-R3205)

```
SONY ROUTING SYSTEM SETUP MENU    BKS-R3206 V3.10 STATION NUMBER 2
SET PANEL STATUS

    PANEL MODE = 2
          1:STAND ALONE      2:MOTHER

    PANEL LAYOUT = 2
          1: KEY + NUMBER  SELECT MODE
          2: SOURCE DIRECT SELECT MODE

    SET BLOCK NUMBER = 2
          MOTHER STATION BLOCK LIST
          BLOCK 1 = STATION 11  | BLOCK 6 = .......
          BLOCK 2 = STATION 5   | BLOCK 7 = .......
          BLOCK 3 = STATION 2   | BLOCK 8 = .......
          BLOCK 4 = STATION 3   | BLOCK 9 = .......
          BLOCK 5 = .......     | BLOCK10 = .......

    Ctrl-E:MENU    Ctrl-D:RETURN
```

Example of Setting Screen (BKS-R3206)

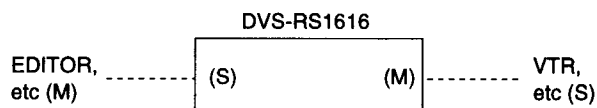## Z:SELECT CONNECTION (DVS-RS1616)

Purpose

As for DVS-RS1616, this menu is used to set, "M" (controlling side) or "S" (controlled side) for each 9-pin connector from 1 to 32.

If a controller is connected to a 9-pin connector, set to (S).

If a controlled device is connected to a 9-pin connector, set to (M).

When setting to (S), termination is automatically made.

```
                          DVS-RS1616
                    ┌──────────────────┐
EDITOR,  --------   │(S)            (M)│  --------  VTR,
etc (M)             └──────────────────┘            etc (S)
```

Setting Procedure

1. Select the menu item [Z].
2. Select a input/output number using the cursor.
3. Press [Return] or [Enter], the setting status changes. ("M"→"S"→"M")
4. Press [S] (TABLE SET), the content now appeared is copied to the table data.
5. Press [Ctrl] − [E] to stop the display and the menu screen of the secondary station will be displayed.

```
SELECT CONNECTION                 DVS-RS1616 V3.01 STATION NUMBER 5
OUTPUT  (INPUT)                              INPUT

TERMINAL:DIRECTION TERMINAL:DIRECTION TERMINAL:DIRECTION TERMINAL:DIRECTION

01 (17) : M        09 (25) : M        01 : S             09 : S
02 (18) : M        10 (26) : M        02 : S             10 : S
03 (19) : M        11 (27) : M        03 : S             11 : S
    :                  :                  :                  :
    :                  :                  :                  :
08 (24) : M        16 (32) : M        08 : S             16 : S

S:TABLE SET

                                         Ctrl-E:RETURN TO MENU
```

Example of Setting Screen

| Note |

Unless pressing [S], the setting will be ignore.

5-3. Setting Items of the Primary Station on Monitor S-BUS

Used for setting the units on the monitor S-BUS.

```
SET MONITOR FUNCTION                DVS-V6464B Monitor Bus I/F V2.10

                   MODIFICATION COMMAND

      F:  SET SCTIVE UNIT NUMBER

      M:  SELECT MONITOR FUNCTION  COMBINED)

      R:  CALL SECONDARY STATION

                                        Ctrl-E:RETURN TO MENU
```

Menu Screen of the Primary Station on Monitor S-BUS

Setting Procedure of Monitor Function

1. Select the menu item [R] of the primary station in order to call the menu screen of the secondary station set as the primary station on the monitor S-BUS.
2. Select the menu item [M] to call the menu screen of the primary station on the monitor S-BUS.
3. Set the menu item [F] and [M].
4. Select the menu item [R] to call the secondary station on the monitor S-BUS.
5. Set each menu item on the screen.
6. Press $\boxed{\text{Ctrl}}$ – $\boxed{\text{Z}}$ to return to the menu screen of the primary station on the monitor S-BUS.
7. Set each item of all secondary stations, repeating the procedure of step 4 to 6.
8. Press $\boxed{\text{Ctrl}}$ – $\boxed{\text{D}}$ to return to the menu screen of the primary station on the standard S-BUS.

Note
If there are multiple monitor S-BUS data links, repeat the procedure of step 1 to 8 for each link.

F:SET ACTIVE UNIT NUMBER

Purpose
This menu is used to enable the units connected to the data link of the monitor S-BUS to communicate.

Setting Procedure
1. Select menu item [F].
2. Select the secondary station using the cursor whose communication will be valid.
3. When either $\boxed{\text{Return}}$ or $\boxed{\text{Enter}}$ is pressed, the setting displayed will change "E"→Black→"E". Only the secondary stations displayed with "E" are valid. ("M" indicates the primary station.)
4. When $\boxed{\text{Ctrl}}$ – $\boxed{\text{E}}$ is pressed, the menu screen of the primary station on the monitor S-BUS will be displayed.

Note
As the response will become slower if there are many secondary stations, make the secondary stations not connected invalid.
"*" indicates out of the control area.

```
ENABLE ACTIVE UNIT FOR STATION NUMBER DVS-V6464B Monitor Bus I/F V2.10

            1 2 3 4 5   6 7 8 9 10   1112131415   1617181920
            +
  001-020   M E E E E   E E E E E    E E E E E    E E E E E
  021-040   E E E E E   E E E E E    E E E E E    E E E E E
  041-060   E E E E E   E E E E E    E E E E E    E E E E E
  061-080   E E E E E
  081-100
  101-120
  121-140
  141-160
  161-180
  181-200
  201-220
  221-240
  241-254                            *   * * * * *

                                     Ctrl-E:RETURN TO MENU
```

Example of Setting Screen

Note
1. Station ID of the primary station is always regardless of the DIP switch setting on the CPU board.
2. Station ID of the secondary station is deter mined with the DIP switch setting. Do not assign the same number on two or more units as station ID on both standard S-BUS and monitor S-BUS.
   Number that can be registered as secondary s station ID are 2 to 254.

M:SELECT MONITOR FUNCTION

Purpose

This menu is for setting the connection to use the input monitor and output monitor in series or independently.
To monitor the input and output monitor lines using separate monitors, set the SEPARATED mode. To monitor them together on one monitor, set the COMBINED mode.

Setting Procedure

1. Select menu item [M].
   The following appears.
   COMBINED:series connection
   SEPARATED:independent use
2. Press Ctrl – E to display the menu screen of the primary station on the monitor S-BUS.

R:CALL SECONDARY STATION

Purpose

This menu is used to call the secondary station on the monitor S-BUS.

Setting Procedure

1. Select menu item [R].
2. Enter the station number using the numerical keys, and press Return or Enter to call it.
3. The menu screen of the secondary station on the monitor S-BUS will be displayed.

5-4. Setting Items of the Secondary Station on Monitor S-BUS

M:SET AVAILABLE MONITOR LINE
(DVS-V3232B/V6464B + BKDS-R3292B)

```
SET MONITOR FUNCTION DVS-V6464B Monitor Bus I/F V2.10 STATION NUMBER 23

              MODIFICATION COMMAND

M: SET AVAILABLE MONITOR LINE  INPUT= ( ENABLE ) OUTPUT= ( ENABLE )


                                        Ctrl-Z:RETURN
```

Menu Screen of the Secondary Station on Monitor S-BUS
(DVS-V3232B/V6464B)

Purpose
This menu is used to set the input monitor and output
monitor to valid or invalid.

Setting Procedure
1. Select menu item [M].
2. Select the source/destination using the cursor, and
   press Return or Enter to change the setting.
   ("ENABLE"→"DISABLE"→"ENABLE")
3. Press Ctrl – Z to display the menu screen of the
   primary station on the monitor S-BUS.
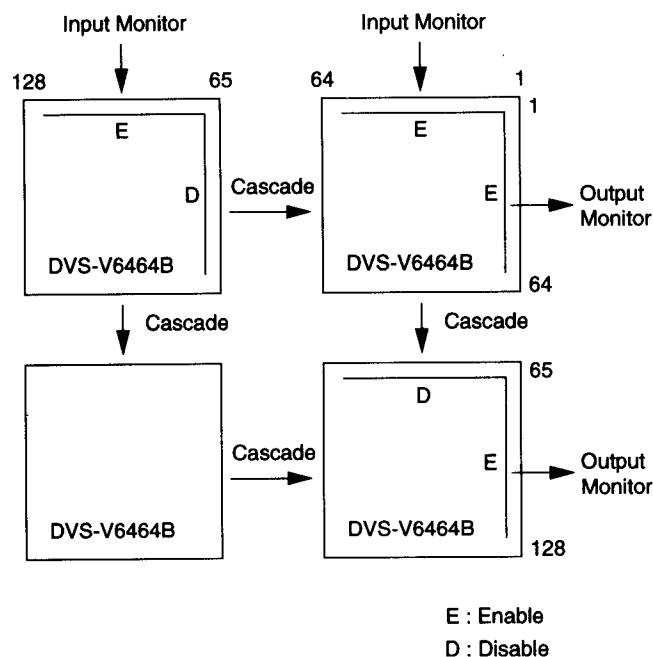
E : Enable
D : Disable

Note
Be sure to set the monitor line to "DISABLE" in cascade
connection.
If set to "ENABLE", the monitor may not be performed
properly.

L:COPY TABLE DATA <MONITOR MENU>

Purpose
This menu is used to copy the setting contents of the
remote control unit. This is applied to BKS-R3204 and
BKS-R3205.

Setting Procedure
1. Select menu item [L]. This item can be selected from
   both the menu and another setting screen.
2. The message "Station Number?" will be displayed.
   Enter the station number to be copied.
3. When Return or Enter is pressed, the table data
   will be copied and the screen will return to the setting
   screen.
   When Ctrl – E is pressed again, the menu screen
   of the secondary station on the monitor S-BUS will be
   displayed.
4. When Ctrl – Z is pressed, menu screen of the
   primary station on the monitor S-BUS will be dis-
   played.

```
MONITOR SYSTEM SETUP MENU.        BKS-R3204 V3.10 STATION NUMBER 6




                    Station Number ?

   Ctrl-E:MENU     Ctrl-Z:RETURN
```

Example of Setting Screen

Data set on the menu item [N: SET PANEL TABLE] are
copied.

Purpose

This menu is used to assign source/destination name to each source/destination selection button.
In the monitor mode, the button color of the remote control unit will be green for both source and destination.

Setting Procedure

1. Select menu item [N].
2. Select a button number using the cursor.
3. When Return or Enter is pressed, the name can be typed.
   To delete the registration, press Return or Enter before inputting the name.
4. a) When [J: NAME STYLE (Type + Num)] is selected in the primary station menu, input the type name (between 0 and F) and the number for the source and destination.
   b) Each time Ctrl – N is pressed when [J: NAME STYLE (DESCRIP. NAME)] is selected in the primary station menu, the following input modes will be switched alternately.

   Description name input mode:
   When "Ctrl N: Type + Num" is displayed on the screen, it means that the name mode will be changed to "Type + Number" by pressing Ctrl – N.
   Inputs the Description name from the first to seventh characters with alphabet and numerical keys.
   "Type + Number" name input mode:
   Same as a)

Note

If the Description name has been set for the input/output number the display of Description has priority to the display of "Type + Number" even if the "Type + Number" name is input.

5. When either Return or Enter is pressed, the source name is set.
6. When Ctrl – E is pressed, the screen will return to the menu screen of the secondary station on the monitor S-BUS.
   When Ctrl – Z is pressed, the screen will return to the menu screen of the primary station on the monitor S-BUS.
   When Ctrl – D is pressed, the screen will return to the menu screen of the primary station on the standard S-BUS.

```
SONY ROUTING SYSTEM SETUP MENU      BKS-R3205 V3.10 STATION NUMBER 14
SET PANEL TABLE ( SOURCE )
01 KEY=Berlin     02 KEY=Moscow    03 KEY=Tokyo    04 KEY=IN004
05 KEY=Berling    06 KEY=Madrid    07 KEY=GPHA002   08 KEY=IN008
09 KEY=-------    10 KEY=-------   11 KEY=-------   12 KEY=-------
13 KEY=-------    14 KEY=-------   15 KEY=-------   16 KEY=-------
17 KEY=PHANO10    18 KEY=IN010     19 KEY=IN011     20 KEY=IN012
21 KEY=IN013      22 KEY=IN014     23 KEY=IN015     24 KEY=IN016
25 KEY=-------    26 KEY=-------   27 KEY=-------   28 KEY=-------
29 KEY=-------    30 KEY=-------   31 KEY=-------   32 KEY=-------

SET PANEL TABLE ( DESTINATION )
01 KEY=-------    02 KEY=-------   03 KEY=-------   04 KEY=-------
05 KEY=-------    06 KEY=-------   07 KEY=-------   08 KEY=-------
09 KEY=London     10 KEY=NewYork   11 KEY=OUT003    12 KEY=OUT004
13 KEY=Paris      14 KEY=OUT006    15 KEY=OUT007    16 KEY=Rome
17 KEY=-------    18 KEY=-------   19 KEY=-------   20 KEY=-------
21 KEY=-------    22 KEY=-------   23 KEY=-------   24 KEY=-------
25 KEY=OUT009     26 KEY=OUT010    27 KEY=OUT011    28 KEY=OUT012
29 KEY=OUT013     30 KEY=OUT014    31 KEY=OUT015    32 KEY=OUT016

0=IN    1=OUT   2=....   3=....   4=....   5=....   6=....   7=....
8=....  9=....  A=....   B=....   C=....   D=....   E=PHAN   F=GPHA

Ctrl-E:MENU      Ctrl-D:RETURN      Ctrl-N:Type+Num
```

Example of Setting Screen

Note

Set the source/destination by eight buttons previously at the menu item [Z:SET– – – –PANEL STATUS]. If "KEY=– – – –" is displayed on the key number position, the name can not be set.

S:DISPLAY DESCRIPTION NAME
<MONITOR MENU>

Purpose
This menu is used to check the group and names of the Description transferred from the primary station.

Check Procedure
1. When $\boxed{Ctrl}$ – $\boxed{M}$ is pressed, the screen will be changed to the next page.
2. When $\boxed{Ctrl}$ – $\boxed{H}$ is pressed, the screen will be changed to the previous page.
3. Press $\boxed{Ctrl}$ – $\boxed{E}$ to display the menu screen of the secondary station on the monitor S-BUS.
   Press $\boxed{Ctrl}$ – $\boxed{Z}$ to display the menu screen of the primary station on the monitor S-BUS.

Z:SET PANEL STATUS (BKS-R3204/R3205)
<MONITOR MENU>

Purpose
In this menu, the sources and destinations will be assigned to the front panel buttons of the remote control unit.

$\boxed{\text{Note}}$

The monitor function only has the stand alone mode and does not have the mother and daughter modes.

Setting Procedure
1. Select the menu item [Z].
2. Place the cursor on "KEY 1-8=S" and press $\boxed{Return}$ or $\boxed{Enter}$ to set $\boxed{S}$ or $\boxed{D}$. The button number is set in order from top left to right, then left bottom to right as shown below.

```
┌─────────────────────────────────────────────────────┐
│  1  2  3  4    5  6  7  8    9 10 11 12   13 14 15 16 │
│ 17 18 19 20   21 22 23 24   25 26 27 28   29 30 31 32 │
└─────────────────────────────────────────────────────┘
```

Press $\boxed{Return}$ or $\boxed{Enter}$ to change to the next setting.
3. Press $\boxed{Ctrl}$ – $\boxed{E}$ to return to the menu screen of the secondary station on the monitor S-BUS.
   Press $\boxed{Ctrl}$ – $\boxed{Z}$ to return to the menu screen of the primary station on the monitor S-BUS.

```
MONITOR SYSTEM SETUP MENU        BKS-R3204 V3.10 STATION NUMBER  14
SET PANEL STATUS

 PANEL MODE = 1
          1:STAND ALONE      2:MOTHER      3:DAUGHTER

 SET SOURCE OR DESTINATION ASSIGNMENT
          KEY  1- 8 = S        KEY  9-16 = S
          KEY 17-24 = S        KEY 25-32 = S
          S:SOURCE             D:DESTINATION

 MOTHER STATION ID=12 ( BKS-R3206 )
          MOTHER STATION BLOCK LIST
          BLOCK 1 = STATION 12   | BLOCK  6 = .......
          BLOCK 2 = STATION 5    | BLOCK  7 = .......
          BLOCK 3 = STATION 2    | BLOCK  8 = .......
          BLOCK 4 = STATION 3    | BLOCK  9 = .......
          BLOCK 5 = .......      | BLOCK10 = .......


 Ctrl-E:MENU      Ctrl-D:RETURN
```

Example of Setting Screen (BKS-R3204)

```
MONITOR SYSTEM SETUP MENU          BKS-R3205 V3.10 STATION NUMBER 11
 SET PANEL STATUS


   PANEL MODE = 1
           1:STAND ALONE     2:MOTHER


   SET SOURCE OR DESTINATION ASSIGNMENT
           KEY  1- 8 = S      KEY  9-16 = S
           KEY 17-24 = S      KEY 25-32 = S
           S:SOURCE           D:DESTINATION


   SET BLOCK NUMBER=3
         MOTHER STATION BLOCK LIST
         BLOCK 1 = STATION 11  | BLOCK 6 = .......
         BLOCK 2 = STATION 5   | BLOCK 7 = .......
         BLOCK 3 = STATION 2   | BLOCK 8 = .......
         BLOCK 4 = STATION 3   | BLOCK 9 = .......
         BLOCK 5 = .......     | BLOCK10 = .......


 Ctrl-E:MENU    Ctrl-D:RETURN
```

Example of Setting Screen (BKS-R3205)

5-5. Backup of Setting Data

The data set using the control terminal will be stored in the RAM on the CPU board. It is however recommended that the setting data be backed up just in case the data is damaged or lost.
Data can be backed up easily by using the Sony routing switcher system control software BZR-1000 (run with a IBM PC/AT or compatible machine).

5-6. When Data is Lost (DVS-V3232B/V6464B)

If the LED (D7) on the CPU board does not light up even if the error No. indicator shows "00" when operations are being checked, it means that all the data set have been lost.
Should data stored in the CPU be lost, it is necessary to initialize the unit using the following procedure.
1. Set the COR1 on the CPU-149 board to ON.
2. Set the test switch (S3) to "D" and press the reset switch (S5).
3. Set the test switch (S3) to "0" and press the reset switch (S5).
4. Call the menu screen on the control terminal and execute the menu item [T: SET CLOCK].

5-7. Initialization of Table Data (DVS-V3232B/V6464B)

There are five ways of initializing the table data. Note that the way to be used depends on which item is initialized.

Initializing Procedure and Corresponding Items:

	Initializing Procedure	Corresponding Menu Items
1	1. Set the test switch (S3) on the CPU-149 board to "D". 2. Press the reset switch (S5).	All items of the primary and secondary stations.
2	1. Set the test switch (S3) on the CPU-149 board to "C". 2. Press the reset switch (S5).	[W:SYSTREM STATUS LOG]
3	Select the menu item [K:RESET TO DEFAULT TABLE] of the primary station and press [Y].	All items of the primary station excluding the following 4 items. • [H :SET GLOBAL PHANTOM] • [N :SET DESCRIPTION NAME GROUP] • [O :SET TIE LINES] • [W :SYSTEM STATUS LOG]
4	Select the menu item [K: RESET TO DEFAULT TABLE] of the secondary station and press [Y].	All items of the secondary station excluding the crosspoint data.
5	Select the menu item [U:SELECT REMOTE PROTOCOL] of the secondary station and press [F2] (DEFAULT).	[U :SELECT REMOTE PROTOCOL]

Note
The clock will not be reset even if the table data has been initialized.

Default Valus Initialization:

	Item	Default Value
Primary station	[B : SET SOURCE/DEST TYPE]	TYPE : 0=IN, 1=OUT, 2-F=None
		NAME : IN001-IN512, OUT001-OUT512
	[E : SET LEVEL TABLE]	All levels of all destination is ENABLE
		Level name : 1, 2, 3....7, 8
	[F : SET ACTIVE UNIT NUMBER]	DVS-V3232B : STATION 2-33 ENABLE
		DVS-V6464B : STATION 2-65 ENABLE
	[H : SET GLOBAL PHANTOM]	Not set
	[J : NAME STYLE]	Type + Num ("Type + Number" name mode)
	[L : SET PHYSICAL ASSIGNMENT]	Physical location number = Virtual location number
	[M : SET INHIBIT TABLE]	Not set
	[N : SET DESCRIPTION NAME GROUP]	Not set
	[O : SET TIE LINES]	Not set
	[P : CHANGE PASSWORD]	Not set
	[S : SELECT INDICATION COLOR]	OFF
	[U : SELECT CONTROL MODE]	All channels : DIRECT
	[V : SELECT WARNING DISPLAY]	OFF
	[W: SYSTEM STATUS LOG]	NO LOG
	[Z : SET UNIT DETECTABLE]	All STATION : OFF
Secondary station	[A : SET UNIT LOCATION]	No OFFSET
	[U : SELECT REMOTE PROTOCOL]	The input /output number is 1:1.
	[Z : SELECT SDI FORMAT]	4:2:2, SWITCHING FIELD=FIELD
	Crosspoint data	The input/output number is 1:1.

5-8. Signal Switching Timing

For DVS-V3232B and DVS-V6464B, a SWITCHING FIELD which switch signals from the control terminal can be set. The SWITCHING FIELD are set using menu item "Z" of the secondary station and any SWITCHING FIELD mode (ODD, EVEN, FIELD, ASYNC) can be selected.
The signal switching timing depends on whether it is controlled by RS-422A or the S-BUS.
The following shows the timing charts of RS-422A and S-BUS for each SWITCHING FIELD mode.

- **When SWITCHING FIELD "EVEN" is set**

RS-422A

Switching Command ▽   Switching Executed ▼

ODD Field 1	EVEN Field 2	ODD Field 3	EVEN Field 4

Switching Command ▽   Switching Executed ▼

ODD Field 1	EVEN Field 2	ODD Field 3	EVEN Field 4

S-BUS

Switching Command ▽ Switching Executed ▼

ODD Field 1	EVEN Field 2	ODD Field 3	EVEN Field 4

Switching Command ▽   Switching Executed ▼

ODD Field 1	EVEN Field 2	ODD Field 3	EVEN Field 4
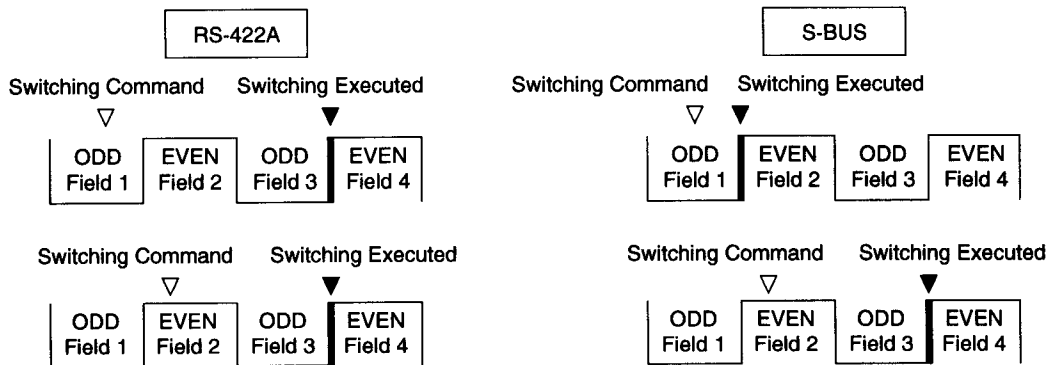
- **When SWITCHING FIELD "ODD" is set**

RS-422A

Switching Command ▽   Switching Executed ▼

ODD Field 1	EVEN Field 2	ODD Field 3	EVEN Field 4

Switching Command ▽   Switching Executed ▼

ODD Field 1	EVEN Field 2	ODD Field 3	EVEN Field 4	ODD Field 5

S-BUS

Switching Command ▽   Switching Executed ▼

ODD Field 1	EVEN Field 2	ODD Field 3	EVEN Field 4

Switching Command ▽ Switching Executed ▼

ODD Field 1	EVEN Field 2	ODD Field 3	EVEN Field 4
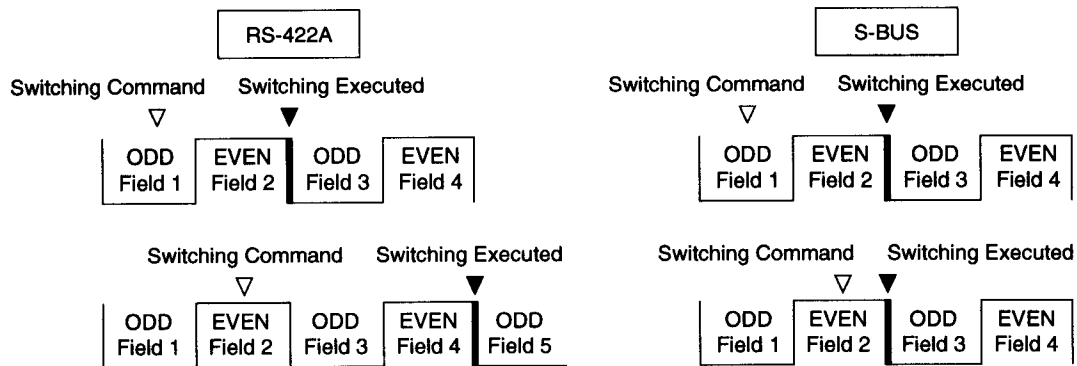
- **When SWITCHING FIELD "FIELD" is set**

RS-422A

Switching Command ▽   Switching Executed ▼

ODD Field 1	EVEN Field 2	ODD Field 3	EVEN Field 4

Switching Command ▽   Switching Executed ▼

ODD Field 1	EVEN Field 2	ODD Field 3	EVEN Field 4

S-BUS

Switching Command ▽ ▼ Switching Executed

ODD Field 1	EVEN Field 2	ODD Field 3	EVEN Field 4

Switching Command ▽ ▼ Switching Executed

ODD Field 1	EVEN Field 2	ODD Field 3	EVEN Field 4
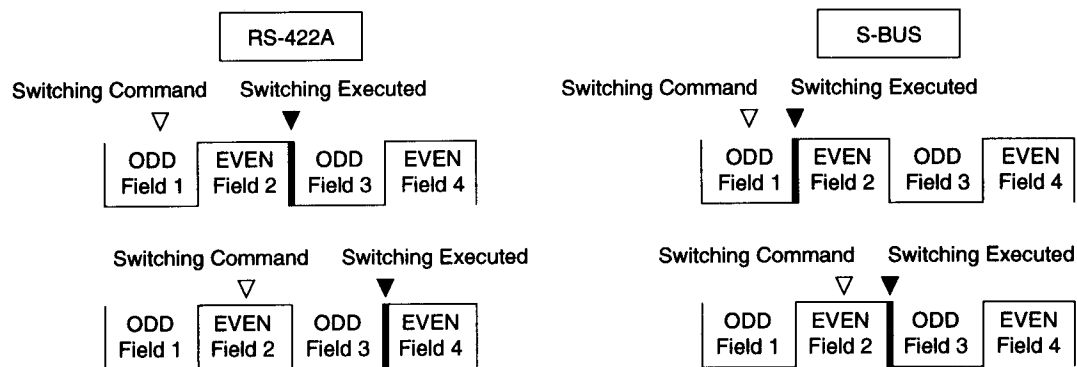
- **When SWITCHING FIELD "ASYNC" is set**

The signals will be switched immediately after the switching command is received regardless of the control method and protocol used.

6. CONFIRMATION OF FUNCTION

After the hardware and software have been set up, it is necessary to check if the system is working properly before starting the operation.

Each routing switcher is equipped with the self-diagnosis function. As soon as the power of the unit is supplied or the system is reset, this function begins operations which check internal conditions and connections automatically. When a fault is detected, this is immediately displayed via the following four methods.

1. Status indicator
2. Control terminal screen (*)
3. Error No. indicator
4. LEDs on the boards

Moreover, the test mode is available to find out the cause.

This section outlines the checks performed when the system is started up, and describes error messages displayed on [2. Control terminal screen] in detail.

Note

For details of [1. Status indicator] and [3. Error No. indicator], refer to the operation manual or maintenance manual provided with the unit. For [4. LEDs on the boards] and [Test mode], refer to the maintenance manual.

The error messages displayed in [2. Control Terminal Screen] are valid only when the control terminal is connected to the primary station in the S-BUS control system.

6-1. Function Check Format

The contents of each function and the structure of the error displays are as follows.
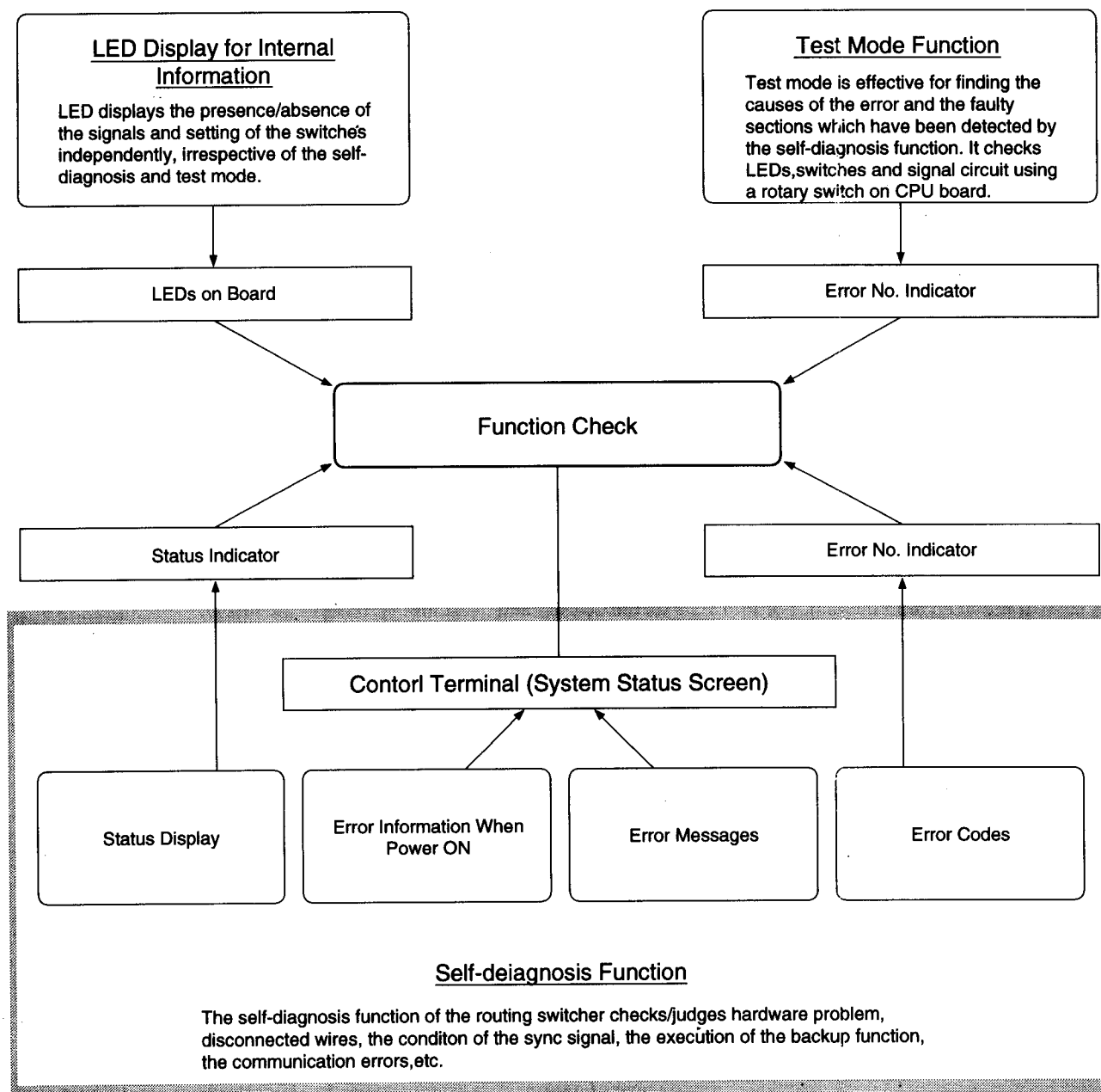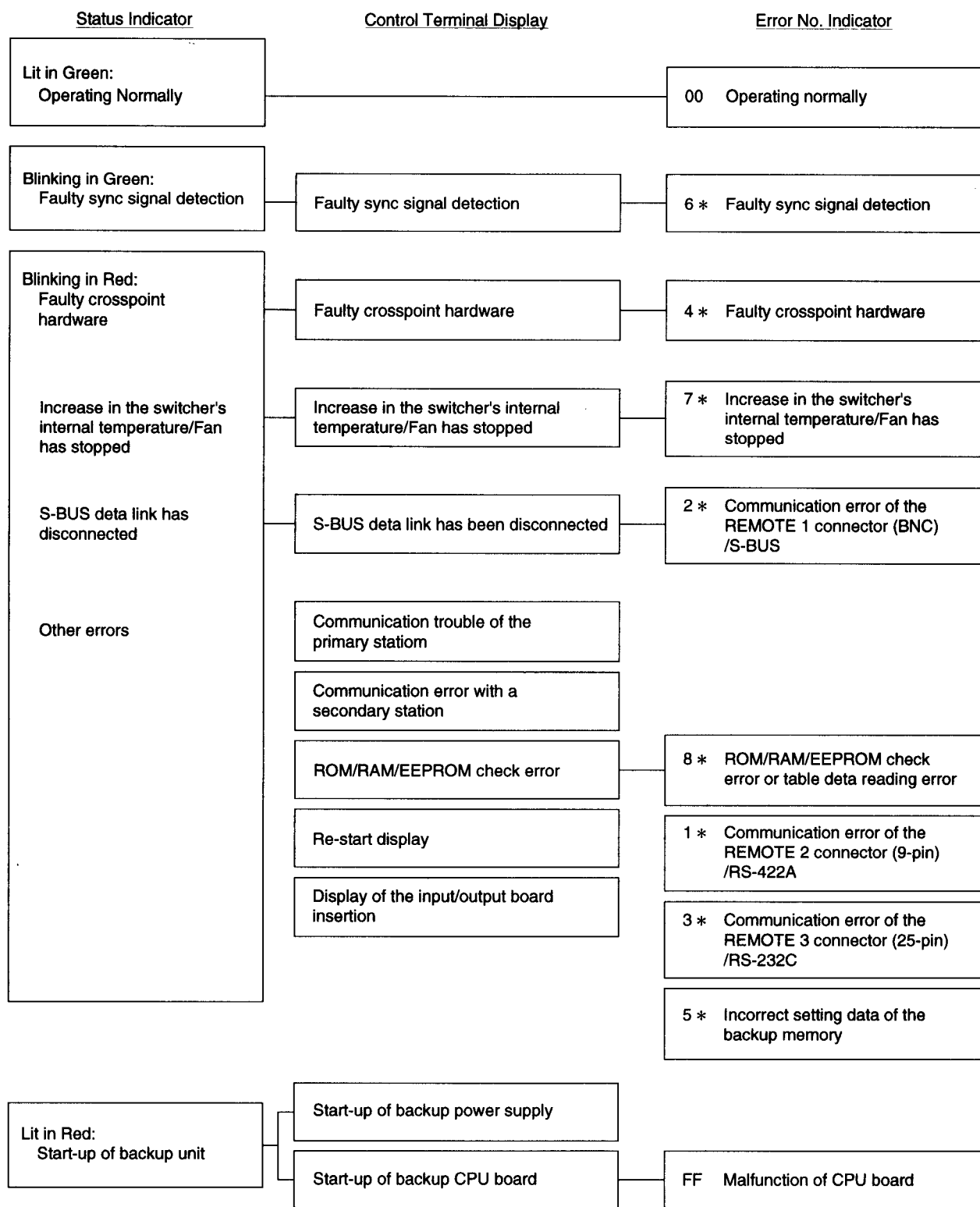
```
┌─────────────────────────────┐              ┌─────────────────────────────┐
│  LED Display for Internal    │              │    Test Mode Function        │
│       Information            │              │                              │
│  LED displays the presence/  │              │  Test mode is effective for  │
│  absence of the signals and  │              │  finding the causes of the   │
│  setting of the switches     │              │  error and the faulty        │
│  independently, irrespective │              │  sections which have been    │
│  of the self-diagnosis and   │              │  detected by the self-       │
│  test mode.                  │              │  diagnosis function. It      │
│                              │              │  checks LEDs, switches and   │
│                              │              │  signal circuit using a      │
│                              │              │  rotary switch on CPU board. │
└─────────────────────────────┘              └─────────────────────────────┘
              │                                             │
              ▼                                             ▼
┌─────────────────────────────┐              ┌─────────────────────────────┐
│        LEDs on Board         │              │      Error No. Indicator     │
└─────────────────────────────┘              └─────────────────────────────┘
                    ╲                               ╱
                     ┌───────────────────────────────┐
                     │        Function Check          │
                     └───────────────────────────────┘
                    ╱               │               ╲
┌─────────────────────────────┐    │    ┌─────────────────────────────┐
│       Status Indicator       │    │    │      Error No. Indicator     │
└─────────────────────────────┘    │    └─────────────────────────────┘
```

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```
              ┌───────────────────────────────────────────────┐
              │     Contorl Terminal (System Status Screen)    │
              └───────────────────────────────────────────────┘
                              ╱           ╲
┌──────────────┐  ┌──────────────────┐  ┌──────────────┐  ┌──────────────┐
│              │  │ Error Information │  │              │  │              │
│Status Display│  │    When          │  │Error Messages│  │ Error Codes  │
│              │  │    Power ON       │  │              │  │              │
└──────────────┘  └──────────────────┘  └──────────────┘  └──────────────┘
```

Self-deiagnosis Function

The self-diagnosis function of the routing switcher checks/judges hardware problem,
disconnected wires, the conditon of the sync signal, the execution of the backup function,
the communication errors, etc.

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6-2. How the Self-Diagnosis Items are Related

Status Indicator   Control Terminal Display   Error No. Indicator

Status Indicator	Control Terminal Display	Error No. Indicator
Lit in Green: Operating Normally		00 Operating normally
Blinking in Green: Faulty sync signal detection	Faulty sync signal detection	6 * Faulty sync signal detection

Blinking in Red:
  Faulty crosspoint
  hardware
	Faulty crosspoint hardware	4 * Faulty crosspoint hardware

Increase in the switcher's internal temperature/Fan has stopped	Increase in the switcher's internal temperature/Fan has stopped	7 * Increase in the switcher's internal temperature/Fan has stopped
S-BUS deta link has disconnected	S-BUS deta link has been disconnected	2 * Communication error of the REMOTE 1 connector (BNC) /S-BUS
Other errors	Communication trouble of the primary statiom	
	Communication error with a secondary station	
	ROM/RAM/EEPROM check error	8 * ROM/RAM/EEPROM check error or table deta reading error
	Re-start display	1 * Communication error of the REMOTE 2 connector (9-pin) /RS-422A
	Display of the input/output board insertion	3 * Communication error of the REMOTE 3 connector (25-pin) /RS-232C
		5 * Incorrect setting data of the backup memory
Lit in Red: Start-up of backup unit	Start-up of backup power supply	
	Start-up of backup CPU board	FF Malfunction of CPU board

6-5. Function Check with Control Terminal

The control terminal connected to the primary station has a function for displaying the error messages transmitted from the stations on the S-BUS data link, on its screen.

When checking errors using the control terminal, both the system status and menu screens can be used as required. The former is used for monitoring data transmitted while the system is operating, and the latter is used for checking error messages, finding the station corresponding to the error and checking the time the error occurred.

The system status screen shows the results of the self-diagnosis performed automatically by the primary station when the system's power supply is turned on, and then the error messages sent from each station while the system is operating.

To check the old system status, call the menu item [W: SYSTEM STATUS LOG].
This menu takes out only the system status from the memory, and displays error messages, corresponding station and time of occurrence.

As the control terminal constantly checks the errors of the system, and is capable of recording/displaying these, it is extremely effective for monitoring the operations of the system. Therefore, it is recommended to connect this control terminal after completing initial settings.

6-5-1. System status screen after power on

When the power of the primary station is turned on, the results of the self-diagnosis of the primary station and the ROM checksum value, will be displayed as shown in the figure below.
If the result of the self-diagnosis is normal, "OK" will be displayed for this item. If errors have been detected, the corresponding item will be the reversal characters.

```
SONY Digital Routing System DVS-V6464B V2.10

                    ITEM
①---------ROM CHECK SUM              8A65
②---------RAM READ AND WRITE         OK
③---------REFERENCE SIGNAL           OK
④---------S-BUS LINK TERMINATE       OK
⑤---------REAL TIME CLOCK
         STARTED
1993.02.03-22.15 STARTED BY DVS-V6464B Ver2.10 IN STATION 1
1993.02.03-22.15 S-BUS LINK DISCONNECTED TO CHANNEL B
1993.02.03-22.15 MISSING REFERENCE SIGNAL IN STATION 1
1993.02.03-22.15 POWER SUPPLY UNIT B DOWN IN STATION 1
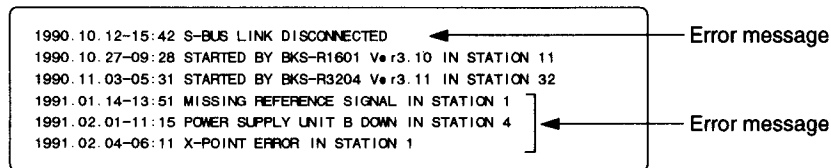```

**Example of the System Status Screen After Power On**

**Display Contents:**
- ① ROM checksum value on the CPU board of the primary station.
- ② Condition of the reading/writing operations of the RAM in the primary station.
- ③ The result of detecting the reference signal in the primary station.
- ④ Presence of the 75 Ω termination in the S-BUS data link.
- ⑤ Oscillation of the real time clock IC.

## 6-5-2. System status screen during the system operation

When a message is output to the S-BUS data link, the system status screen will display this message with the date and time of occurrence. When an error occurs during the operation of the system, the error message will be displayed.

```
1990.10.12-15:42  S-BUS LINK DISCONNECTED        ◄──────────────────── Error message
1990.10.27-09:28  STARTED BY BKS-R1601 Ver3.10 IN STATION 11
1990.11.03-05:31  STARTED BY BKS-R3204 Ver3.11 IN STATION 32
1991.01.14-13:51  MISSING REFERENCE SIGNAL  IN STATION 1 ┐
1991.02.01-11:15  POWER SUPPLY UNIT B DOWN  IN STATION 4 ├──◄─────────── Error message
1991.02.04-06:11  X-POINT ERROR  IN STATION 1            ┘
```

Example of System Status Screen During System Operation

On the other hand, the menu item [W: SYSTEM STATUS LOG] can be used to call all the error information stored in the RAM of the primary station, such as the content and time of errors in each station and on the S-BUS circuit.

Operating procedure:
1. Turn on the power supply of the primary station to automatically start up the system status screen.
2. Press $\boxed{Ctrl}$ – $\boxed{X}$ to display the menu screen.
   The password will be requested if it has been set. Input the password using the numerical and alphabet keys, and press $\boxed{Return}$ or $\boxed{Enter}$.
3. Select the menu item [W].
4. "– more –" will be displayed at the bottom of the screen if all error contents cannot be displayed on a screen.
   Press $\boxed{SPACE}$ to display the next error content. "– end –" will be displayed when all error contents have been displayed.
5. Press $\boxed{Ctrl}$ – $\boxed{E}$ to return to the menu screen.
6. Press $\boxed{Ctrl}$ – $\boxed{X}$ to return to the system status screen.

6-5-3. Contents and countermeasures of the error messages

The control terminal will display eleven types of error messages according to the error content.
However, depending on the model, some are not used because of no detection, or some part of the
message may differ. For details of the messages and their countermeasures, refer to operation manuals
provided with each model.
Standard error messages and their countermeasures are as follows.

```
X-POINT ERROR IN STATION * * *
```

Content:

Faulty crosspoint hardware
As a result of comparing the presence/absence of the crosspoint signal in the station being dis-
played, this message will be displayed if the input signal was found to be present without the
output signal, and vice versa, or if the input/output board has not been inserted correctly.

Countermeasure:

The crosspoint of station * * * is faulty. Check the input/output board has been properly installed.

```
TEMPERATURE RISE OR FAN STOP IN STATION * * *
```

Content:

This message is displayed when the temperature inside of the station being displayed has risen, or
when the fan has stopped.

Countermeasure:

Promptly turn off the power supply of station * * *, and check for short-circuits, power leakage,
faults of the mechanical parts surrounding the fan, etc.

```
MISSING REFERENCE SIGNAL IN STATION * * *
```

Content:

This message is displayed when the SYNC/ASYNC select switch on the CPU board of the switch-
er has been set to the sync switching mode (SYNC), and the reference video signal has not been
input to the REF IN connector.

Countermeasure:

Connect the sync signal to the REF IN connector of station * * *.

| **Note** |

Set the SYNC/ASYNC select switch to "ASYNC" if the reference signal is not present. When the
reference signal is not input in the sync switching mode (SYNC), the crosspoint is switched automatical-
ly as the async switching mode (ASYNC).

```
CHANGED OVER TO BACKUP POWER SUPPLY IN STATION * * *
```

Content:

This message is displayed when the power supply output during operations has dropped and it is changed over to the backup power supply.

Countermeasure:

Remove the faulty power supply of station * * *, and repair or replace it with a new one.

```
DIFFERENT CHECK SUM = ???? IN STATION * * *
                          ↑
                          Check sun value
```

Content:

This message is displayed when an error has been detected as the result of ROM checksum and RAM writing tests performed after resetting the unit.

Countermeasure:

Replace the corresponding ROM.

| Note |

This error message will be displayed even after the ROM has been replaced. This is normal. Execute the menu item [J: RECALL MAIN TABLE] from the control terminal, and reset the corresponding unit once again for the unit to begin operating normally.

```
S-BUS LINK DISCONNECTED
```

Content:

This message is displayed when the S-BUS data link has been disconnected somewhere.

Countermeasure:

Check the connections between the S-BUS line and each station, and check that unused S-BUS ports or the ends of S-BUS lines have been terminated with 75 Ω. One method to search for the disconnected sections is using the menu item [R: CALL SECONDARY STATION] and checking for responses.

| Note |

Be sure to terminate unused S-BUS ports with 75 Ω. When a disconnection has been detected, the primary station automatically performs 75 Ω termination and restarts communication with the stations just before the disconnection. In this case, some stations may not be able to communicate even though they are connected.

```
CHANGED OVER TO BACKUP CPU IN STATION * * *
```

Content:

This message is displayed when an error has occurred in the CPU board during operations, and it is changed over to the backup CPU board.

Countermeasure:

Remove the main CPU board, and repair or replace it with a new one.

```
STARTED BY * * * _ * * * * * Ver * . * * IN STATION * * *
```

Content:

This message is displayed when the switcher is restarted due to instantaneous power failure, etc., or when the power supply is turned ON.

```
STATION * * * FAILURE (DISCONNECTED OR POWER DOWN)
```

Content:

This message is displayed when communication with the station set at the menu item [F] is stopped.

Countermeasure:

Check the status indicator of station * * *, and perform the adjustment corresponding to the symptom.

```
VALID INPUT OR OUTPUT BOARD IN STATION * * *
```

Content:

This message is displayed when the input/output board has been inserted to station * * *.

```
INVALID INPUT OR OUTPUT BOARD IN STATION * * *
```

Content:

This message is displayed when the input/output board has been removed from * * *.

付録

機能別メニュー項目一覧

機能	内容	メニュー項目	S-BUS データ リンク上の種別
基本設定	テーブルデータの初期化	K: RESET TO DEFAULT TABLE	一次局
	パスワードの設定／変更	P: CHANGE PASSWORD	
	現在時刻の登録	T: SET CLOCK	
	警告表示の有無	V: SELECT WARNING DISPLAY	
	タイプ名称の設定	B: SET SOURCE/DEST TYPE	
	名称モードの選択	J: NAME STYLE	
	デスティネーション名称の設定	C: SET DESTINATION NAME	
	ソース名称の設定	D: SET SOURCE NAME	
	ディスクリプション名称Gpの設定	N: SET DESCRIPTION NAME GROUP	
	レベルテーブルの設定	E: SET LEVEL TABLE	
	アクティブユニットの設定	F: SET ACTIVE UNIT NUMBER	
	テーブルデータバックアップ	G: UPDATE BACKUP CONTROLLER	
	物理端子名称の割り付け	L: SET PHYSICAL ASSIGNMENT	
	2次局の呼び出し	R: CALL SECONDARY STATION	
	ロケーションの設定	A: SET UNIT LOCATION	2次局
	テーブルデータバックアップ	G: UPDATE BACKUP CONTROLLER	
	テーブルデータの複写	L: COPY TABLE DATA	2次局
	複数台使用モードの設定	Z: SET PANEL STATUS	(リモート
	パネルボタンの割り付け	N: SET PANEL TABLE	コントロール
	選択可能なデスティネーション設定	O: SET AVAILABLE DESTINATION	ユニット
クロスポイントを無効にする機能		M: SET INHIBIT TABLE	1次局
グローバルファントム機能		H: SET GLOBAL PHANTOM	1次局
ローカルファントム機能	2次局のファントム設定	H: SET PHANTOM TABLE	2次局
プロテクト機能	プロテクトの設定	C: SET DESTINATION NAME	1次局
シークレット機能	シークレットの設定	D: SET SOURCE NAME	1次局
タイライン管理	タイライの設定	O: SET TIE LINES	1次局
RS-422A 9ピン制御	コントロールモードの選択	U: SELECT CONTROL MODE	1次局
	2次局の呼び出し	R: CALL SECONDARY STATION	
	プロトコル選択	U: SELECT REMOTE PROTOCOL	2次局

Function	Purpose	Menu item	Station type
Monitor function	Call secondary station	R: CALL SECONDARY STATION	Primary station
	Call primary station on monitor S-BUS	M: SET MONITOR FUNCTION	Secondary station
	Set active unit number	F: SET ACTIVE UNIT NUMBER	Monitor S-BUS primary station
	Select monitor mode	M: SELECT MONITOR FUNCTION	
	Call secondary station on monitor S-BUS	R: CALL SECONDARY STATION	
	Set available monitor unit	M: SET AVAILABLE MONITOR LINE	Monitor S-BUS secondary station
	Set panel table	N: SET PANEL TABLE	
	Copy table data	L: COPY TABLE DATA	
	Display Description name	S: DISPLAY DESCRIPTION NAME	
	Set panel status	Z: SET PANEL STATUS	
Others	Display control area	A: DISPLAY CONTROL AREA	Primary station
	Change crosspoint	Q: CHANGE CROSSPOINT	
	Select indication color	S: SELECT INDICATION COLOR	
	Display system status log	W: SYSTEM STATUS LOG	
	Display S-BUS communication	X: DISPLAY S-BUS COMMUNICATION	
	Display table data	Y: DISPLAY TABLE DATA	
	Set unit detectable	Z: SET UNIT DETECTABLE	
	Reset table data to default	K: RESET TO DEFAULT TABLE	Secondary station
	Display unit status	V: DISPLAY UNIT STATUS	
	Display table data	Y: DISPLAY TABLE DATA	
	Select SDI format	Z: SELECT SDI FORMAT	