

**SONY**<sup>®</sup>

Multi Format Switcher System

**MVS-8000X System**

**MVS-7000X System**

Supplement 1 English

Software Version 12.00

**Manual to be supplemented**

MVS-8000X/7000X System User's Guide

Software Version 11.10 and Later

This Supplement describes the functions made available by the MVS-8000X/7000X system software upgrade.

## Table of Contents

### Functions Newly Supported in Version 12.00

.....	SI-2
<b>Macro Attachment Assignment Mode</b> .....	SI-3
Switching between Button Number Mode and Pair Number Mode.....	SI-3
<b>Deleting Individual Macro Attachment Settings</b> .....	SI-3
To Delete Individual Macro Attachment Settings .	SI-3
<b>Transition Control Block Button Assignment (Using Multi Program 2)</b> .....	SI-4
Making Separate Main and Sub Assignments for Buttons in the Transition Control Block .....	SI-4
<b>Ancillary Data Saving and Playback</b> .....	SI-5
<b>Multi Viewer Tally Output</b> .....	SI-5
<b>M/E Configuration Switching</b> .....	SI-6
Setting the Number of M/Es for Each Board.....	SI-6
<b>Settings for Signal Format [59.94Hz(x2)]</b> .....	SI-6
Allowing 59.94(x2) Format Signals on an AUX Bus .....	SI-6
<b>Inhibiting Operations in the Downstream Key Control Block</b> .....	SI-7
Inhibiting Button Operations in the Downstream Key Control Block .....	SI-7
Assigning Operation Inhibition as a Utility Command .....	SI-7
<b>External Box Expansion</b> .....	SI-8
Setting External Boxes 1 to 12 .....	SI-8
<b>User Texture Patterns</b> .....	SI-9

## Functions Newly Supported in Version 12.00

In Version 12.00 of the MVS-8000X/7000X system, the following functions are newly supported.

### Functions relating to operability

Classification	Functions supported	Menu No.	See page	User's Guide
Macros	Macro attachment assignment mode	5421	SI-3	Chapter 16
	Individual deletion of macro attachment settings	5421	SI-3	Chapter 16
Multi Program 2	Transition control block button assignment (Using Multi Program 2)	7321.9 7321.33 7321.34	SI-4	Chapter 19

### Functions relating to the switcher

Classification	Functions supported	Menu No.	See page	User's Guide
Frame memory	Improved saving and replay of ancillary data	2523 2525	SI-5	Chapter 7
Multi viewer	Multi viewer tally output	7333.9	SI-5	Chapter 20
System settings	M/E configuration switching	7316.11	SI-6	Chapter 18

### Functions relating to setup

Classification	Functions supported	Menu No.	See page	User's Guide
System settings	Settings for [59.94Hz(x2)] signal format	7313.5	SI-6	Chapter 18
Control panel settings	Inhibiting operations in the downstream key control block	7321.1 7321.30	SI-7	Chapter 19
Tally settings	External box expansion	7361.1	SI-8	Chapter 23

### Functions relating to DME

Classification	Functions supported	Menu No.	See page	User's Guide
System setup	Additional user texture patterns	4156.1 7316.9	SI-9	Chapter 18

# Macro Attachment Assignment Mode

## Switching between Button Number Mode and Pair Number Mode

When assigning a macro attachment to a cross-point button, you can now select the mode as either by button number or by pair number (video and key).

### Notes

If you change the mode using the following procedure, all macro attachment data relating to cross-point buttons is lost.

- 1 In the Macro menu, select VF2 'Attachment.'  
The Attachment menu appears.
- 2 In the <Xpt Attachment Mode> group, select one of the following.  
**Button Mode:** button number mode. Assign an attachment combination of bus and button numbers.  
**Pair Mode:** pair number mode. Assign an attachment combination of bus and pair numbers.  
A confirmation message appears.
- 3 To confirm changing the mode, select [Yes]. To cancel, select [No].

### Notes

- In pair number mode, carry out operations as follows.
  - When a single pair number is assigned to multiple cross-point buttons, pressing any of them executes the macros of all cross-point buttons to which the same pair number is assigned. Further, if you delete any of these assignments, this deletes all assignments to the same pair number.
  - If you assign a pair number to a different cross-point button, the attachment settings are also transferred to the new cross-point button.
- When macro attachment data is loaded to overwrite existing data, this also changes the button number mode or pair number mode setting.

# Deleting Individual Macro Attachment Settings

## To Delete Individual Macro Attachment Settings

You can now delete individual settings of a macro attachment assigned to a button.

- 1 In the Macro menu, select VF2 'Attachment.'  
The Attachment menu appears.
- 2 In the list, select the relevant data by any of the following methods.
  - Press directly on the menu macro register configuration list.
  - Press the arrow keys to scroll the reverse video cursor.
  - Turn the knob.

Knob	Parameter	Adjustment	Setting values
1	No	Number to be selected	1 and upwards

- 3 Press [Delete].  
A confirmation message appears.
- 4 To confirm the deletion select [Yes]. To cancel, select [No].

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# Transition Control Block Button Assignment (Using Multi Program 2)

If you are using two switcher M/E banks dedicated to main and sub for Multi Program 2 operations, you can now make separate transition control block button assignments for main and sub.

## Notes

When using one M/E bank as “Main&Sub”, separate settings are not possible.

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## Making Separate Main and Sub Assignments for Buttons in the Transition Control Block

The following example describes the operation for the left part (Transition Module1 menu), but operations in the Transition Module2 and Transition Module3 menus are similar.

- 1 In the Engineering Setup >Panel >Config menu, press [Link/Program Button].

The Link/Program Button menu appears.

- 2 Press [Transition Module1].

The Transition Module1 menu appears.

- 3 Press [Main] in the <Bank Select> group.



- 4 Select the bank of the transition control block you want to set. Here, by way of example, press [M/E-1 Main].

The current assignment of the buttons appears in the screen.

- 5 Set the assignment for main.

*For details of settings, see “Setting Transition Control Block Button Assignments” in Chapter 19 of the User’s Guide (Volume 2).*

- 6 Press [Sub], and set the assignment for sub.

This makes separate assignments for main and sub.

# Ancillary Data Saving and Playback

Some restrictions on saving and playback of ancillary data have been removed.

The notes under “Frame Memory Clip Operations” > “Recording and Playback of Ancillary Data” in the switcher User’s Guide (Volume 1), Chapter 7 “Frame Memory” no longer apply.

Heading	Restrictions which no longer apply
Recording ancillary data	For [Freeze Enable] or [Record Enable], in the <Record Enable> group, pressing [Clip] or [Ext Clip] to turn them on or off may result in noise. Also, with these buttons in the On state, selecting the signal on the frame memory source bus may result in noise.
Playing back ancillary data	For loop playback of clips in the following video formats, the loop playback range must be at least 5 frames, and set to a multiple of 5 frames. – 480i/59.94 – 720P/59.94 – 1080i/59.94 – 1080PsF/29.97
	Recalling operations of still images or clips can cause noise.
	In the case of 480i/59.94, noise may occur at the beginning of playing back a clip. This can be avoided by making the first nine or more frames of the clip soundless.

# Multi Viewer Tally Output

Tallies are now shown on the multi viewer screen. In this way, you can see, for example, which input signals are used in the on-air video.

## Tally colors

Borders appear in the two following colors.

**Red border:** video with a red tally

**Green border:** video with a green tally

*For details of tally settings, see “Setting the On-Air Tally” in Chapter 19 or “Making New Tally Generation Settings” in Chapter 23 of the User’s Guide (Volume 2).*

## Notes

If “Independent” is set in the Engineering Setup >Panel >Operation >Button Tally menu, then tallies are not shown on the multi viewer.

# M/E Configuration Switching

On the MVS-7000X, a single mix/effect board MKS-7210X can be shared among a number of M/E banks. In this manual, using a single MKS-7210X board is referred to as 1M/E mode, 2M/E mode, 3M/E mode, or 4M/E mode depending on the maximum number of M/Es on which the board is used.

For each of a maximum of three boards, 3M/E mode or 4M/E mode can now be assigned. It is also possible to set no assignment.

## Notes

When three or four M/Es are assigned to a board, the other two boards are automatically indicated as “Disable”, and assignment is no longer possible.

## Setting the Number of M/Es for Each Board

Use the following procedure.

- 1 Display the Engineering Setup >System >Install/Unit Config >Unit Config >M/E Split menu.



- 2 In each of the <M/E Split (1st Board)> to <M/E Split (3rd Board)> groups, select one of [1ME] to [4ME].

For no assignment to any M/E, select [Disable].

- 3 Press [Execute].

# Settings for Signal Format [59.94Hz(x2)]

When the signal format of this system is 1080i/59.94, it is now possible to handle different (59.94(x2)) format signals on the AUX bus only.

You can output from a port to which any of the following is assigned.

Preset, Edit Preview, AUX 1 to 48

Carry out the setting in the Engineering Setup >System >Format >AUX Signal Format menu.

## Allowing 59.94(x2) Format Signals on an AUX Bus

- 1 Press [Signal Format] in the Engineering Setup >System >Format menu, and then select [1080i/59.94].
- 2 Press [AUX Signal Format].

The AUX Signal Format menu appears.



- 3 In the list, select the relevant data by any of the following methods.

- Press directly on the list.
- Press the arrow keys to scroll the reverse video cursor.
- Turn the knob.

Knob	Parameter	Adjustment	Setting values
1	Output No	Number to be selected	1 to 48

For each group, four outputs are selected together.

- 4 In the <AUX Signal Format> group, select [59.94Hz(x2)] from the following.
  - [59.94Hz]: Mode not allowing a 59.94(x2) signal on the AUX bus.
  - [59.94Hz(x2)]: Mode allowing a 59.94(x2) signal on the AUX bus.
- 5 Press [Execute].
 

A confirmation message appears.
- 6 To change the mode, select [Yes].
 

This changes operation to the selected mode. Even if you press [Execute], the memory is not reinitialized, and therefore frame memory images and other data is not lost.

#### Notes

- When 3D mode is enabled, 59.94(x2) format setting is invalid.
- It is not possible to select a 59.94(x2) format signal as output to a small window in the multi viewer.
- If you assign 59.94(x2) to any of the following outputs, they will not work as a format converter output any longer.  
Output 1, Output 2, Output 25, Output 26

## Inhibiting Operations in the Downstream Key Control Block

You can now inhibit operations for each module individually.

### Inhibiting Button Operations in the Downstream Key Control Block

- 1 In the Engineering Setup >Panel >Config menu, press the [DSK Fader Assign].
 

The DSK Fader Assign menu appears.
- 2 Select the relevant module by any of the following methods.
  - Press directly on the list.
  - Press the arrow keys to scroll the reverse video cursor.
- 3 Press [Inhibit], turning it on.
 

This inhibits operations.  
To reenable operations, press the same button, turning it off.

### Assigning Operation Inhibition as a Utility Command

The following additional utility commands can now be assigned to user preference buttons and so on.

Command name	Function	Button status	
		Lit amber	Off
1st DSK Fader Inhibit	Inhibit operation of the first downstream key control block	On	Off
2nd DSK Fader Inhibit	Inhibit operation of the second downstream key control block	On	Off
3rd DSK Fader Inhibit	Inhibit operation of the third downstream key control block	On	Off
4th DSK Fader Inhibit	Inhibit operation of the fourth downstream key control block	On	Off

Carry out the assigning in the Engineering Setup >Panel >Prefs/Utility menu.

For details, see “Assigning Functions to User Preference Buttons” in Chapter 19 of the User’s Guide (Volume 2).

# External Box Expansion

There are increases in number, size, and number of inputs for S-Bus space external boxes set on the switcher. Carry out the setting in the Engineering Setup >Router/Tally >Router >External Box Assign menu.

## Setting External Boxes 1 to 12

- 1 In the Engineering Setup >Router/Tally >Router menu, press [External Box Assign].  
The External Box Assign menu appears.
- 2 In the <Device> group, select what the setting applies to (one of External Box 1 to 12).
- 3 In the <Matrix Size> group, select the number of inputs.  
**No Assign:** Do not use.  
**4×1:** Select an external box with 4 inputs and 1 output.  
**8×1:** Select an external box with 8 inputs and 1 output.  
**16×1:** Select an external box with 16 inputs and 1 output.  
**32×1:** Select an external box with 32 inputs and 1 output.

### Notes

The maximum total number of inputs for all 12 external boxes is 102.

- 4 Turn the knobs to make adjustments.

Knob	Parameter	Adjustment	Setting values
1	Source	Source start address	1 to 1021 <sup>a)</sup> 1 to 1017 <sup>b)</sup> 1 to 1009 <sup>c)</sup> 1 to 993 <sup>d)</sup>
2	Destination	Destination start address	1 to 1024
3	Level	Level	1 to 8

- a) When Matrix Size is 4×1
- b) When Matrix Size is 8×1
- c) When Matrix Size is 16×1
- d) When Matrix Size is 32×1

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# User Texture Patterns

Even when the DME is an MKS-7470X/7471X, you can now create user texture patterns for use with the DME effects spotlighting function.

Carry out the setting in the Engineering Setup >System >Install/Unit Config menu.

*For details of User Texture Patterns, see “Adding User Texture Patterns” in Chapter 18 of the User’s Guide (Volume 2).*





