

# Connecting a Grass Valley K-Frame to TallyMan

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## Version History

Issue	Date	Change Details

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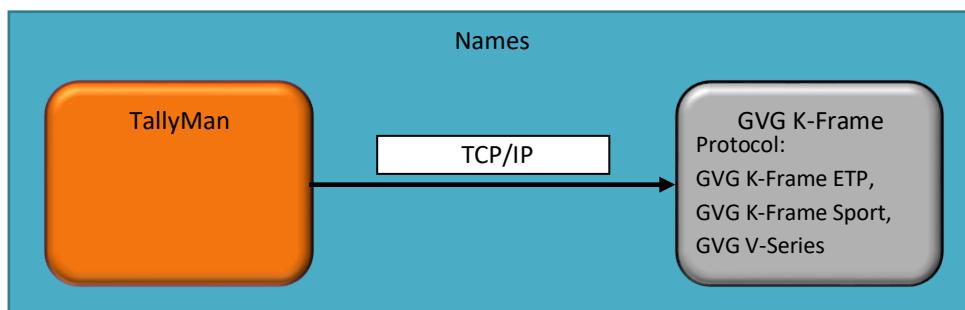
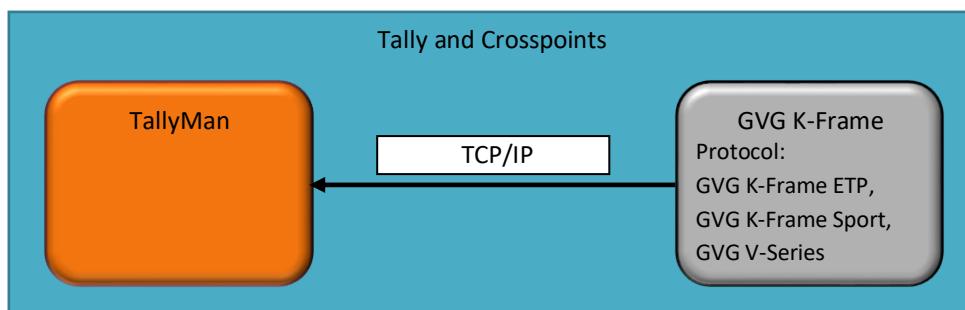
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## Overview

### Functions

- Tally: From Mixer to TallyMan
  - 1 Tally Level
- Crosspoints: from Mixer to TallyMan



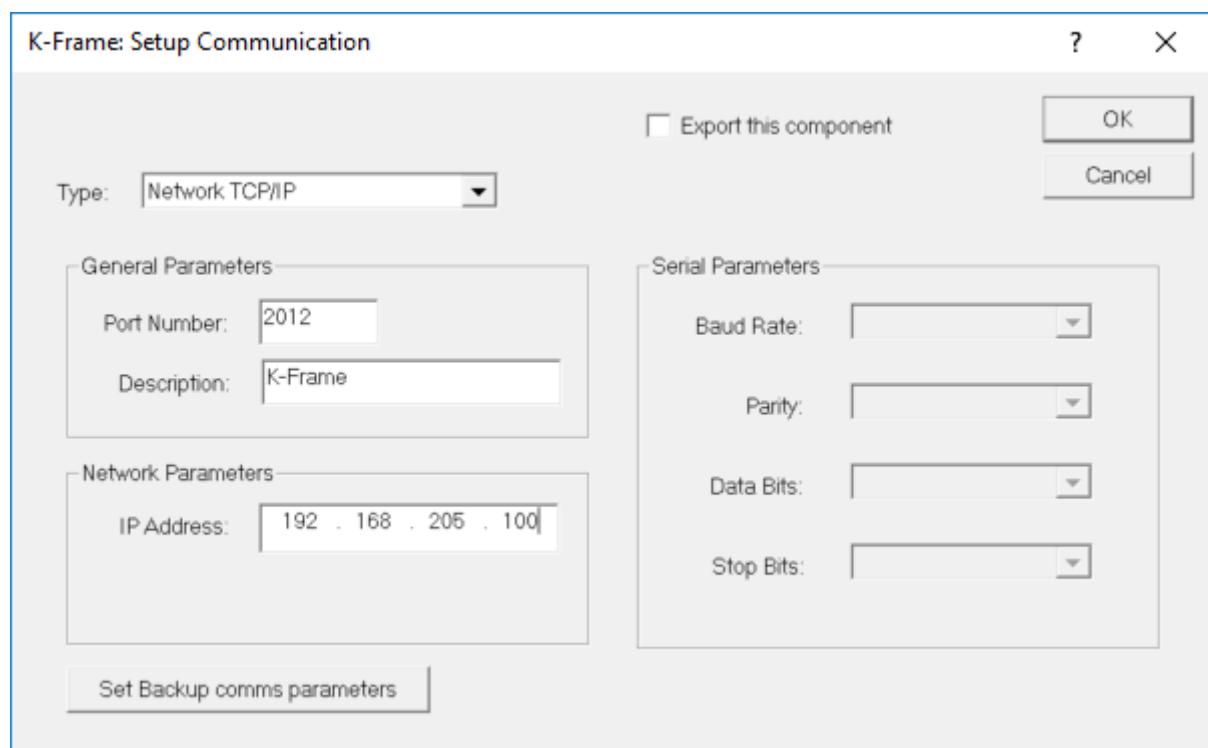
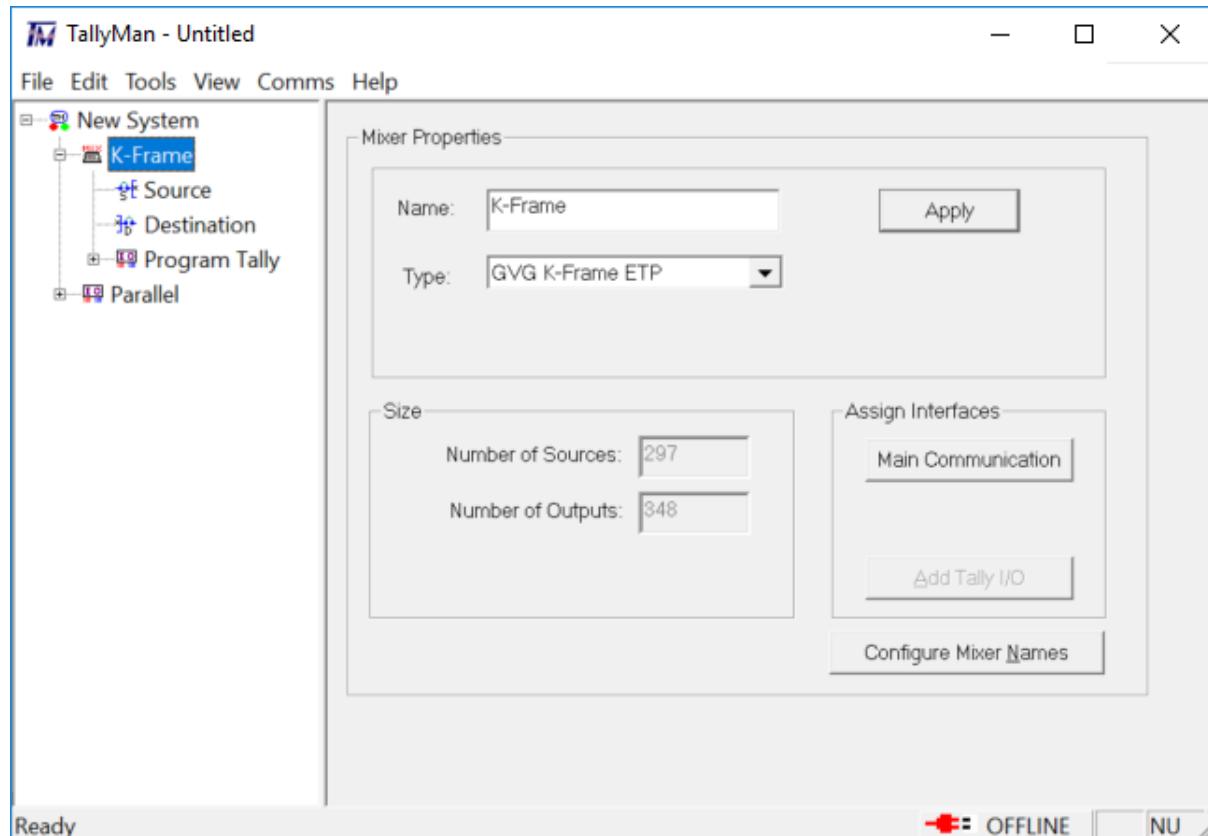
### Notes

- The protocol required will vary depending on which Main Frame you are connecting to.
  - Standard K-Frames will require GVG K-Frame ETP
  - S-Series variants will require GVG K-Frame Sport
  - V-Series variants will require V-Series

# Tally and Crosspoints

## Comms

### 1. Screenshots



## 2. Detail

### Protocol

- Official protocol name: GVG K-Frame ETP
- Protocol name in Device: N/A
- Protocol name in TallyMan: GVG K-Frame ETP

### Connection

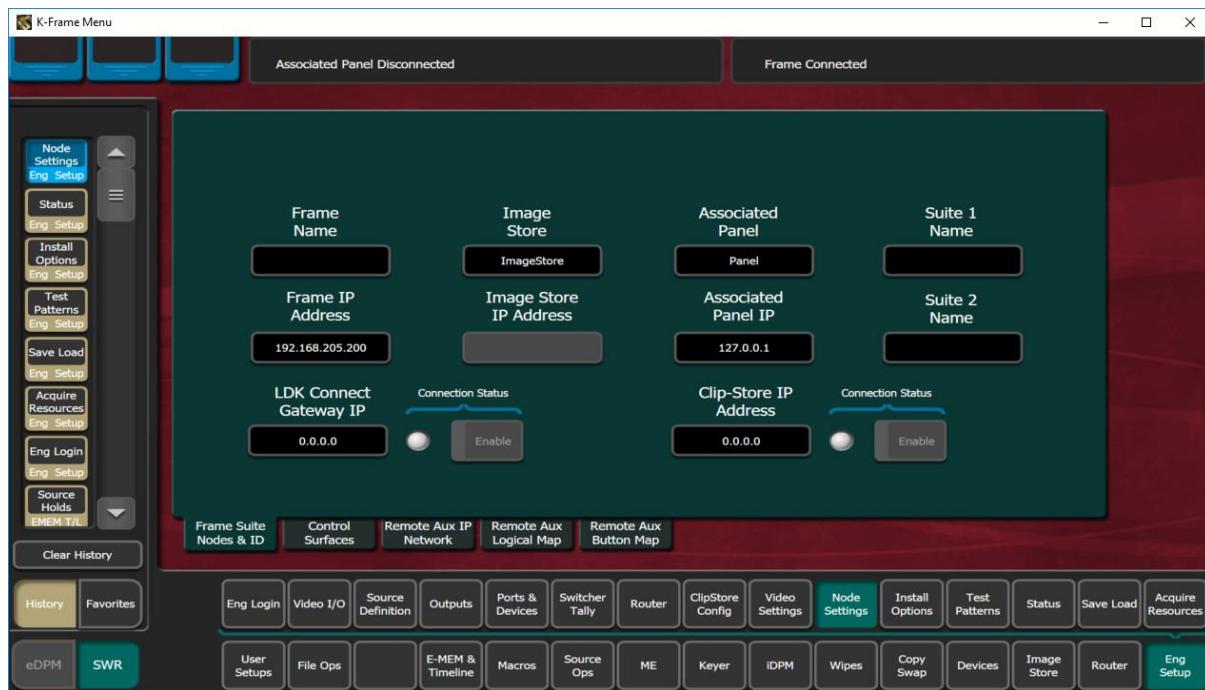
- Comms: TCP/IP
- Default Port: 2012
- Component Type in TallyMan: Mixer
- Third party interface required: None

## Instructions

To begin connecting Tallyman to a K-Frame, both devices must be powered on and connected to the network. TallyMan connects to the K-Frame Mainframe.

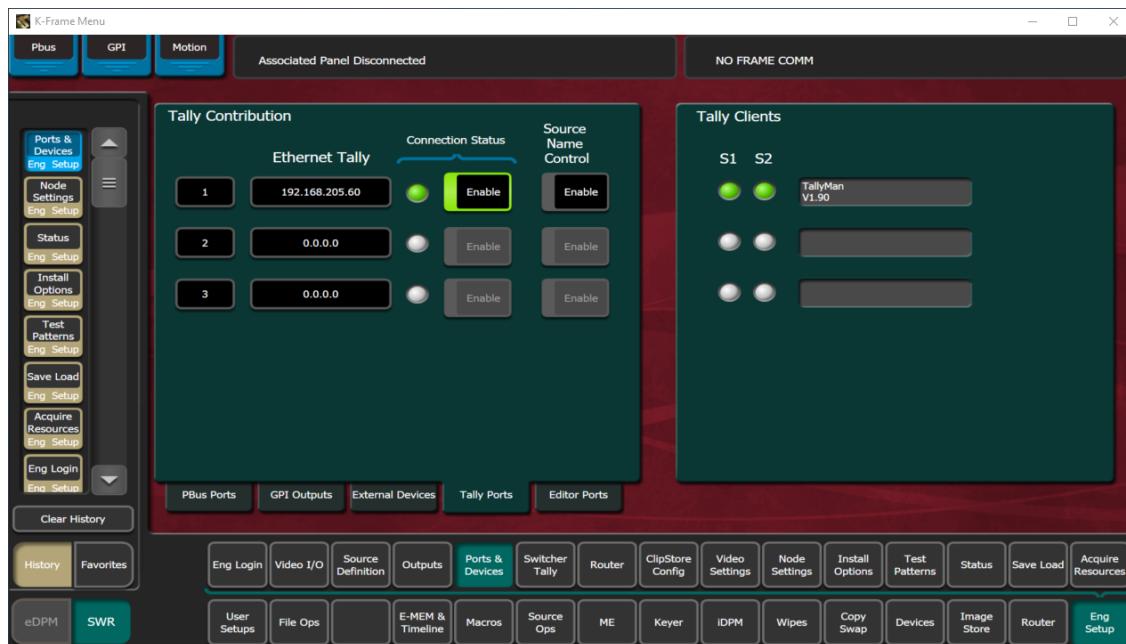
### 1. Find/change the IP address of a K-Frame

To find the IP of the K-Frame, use the UI to navigate to: Eng Setup -> Node Settings -> Frame Suite Nodes and ID, here you can change the Frame IP address.



## 2. Configure the K-Frame to connect with TallyMan over IP

To allow connection between the K-Frame and TallyMan you need to add a Tally Contribution, using the UI, navigate to: Eng Setup -> Ports & Devices -> Tally Ports.



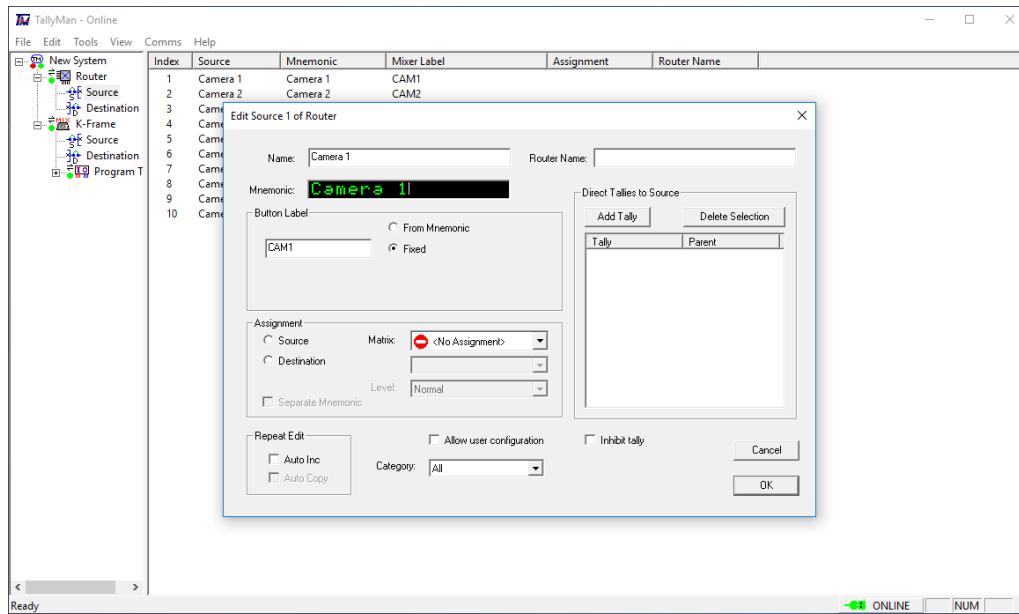
Once you have entered the IP of the TallyMan you should be able to connect to it provided you have configured the comms correctly and the TallyMan is online. The green lights indicate successful connection.

## 3. Dynamic bi-directional name control

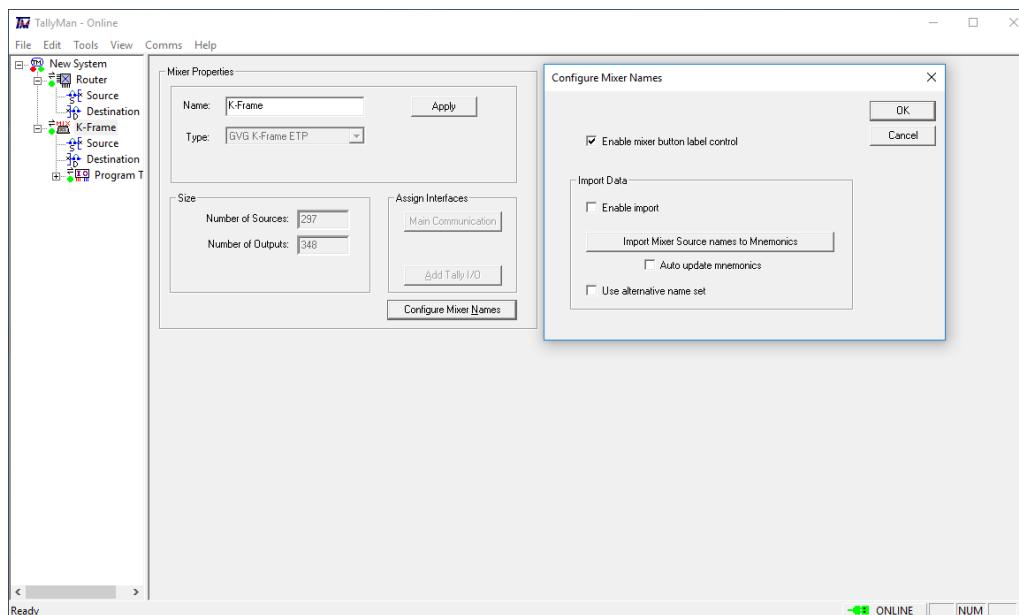
Dynamically updating names is very useful for users wanting to monitor and control signal flow through the K-Frame, the first step to achieving this is to click the “enable” box in the “Source Name Control” column.



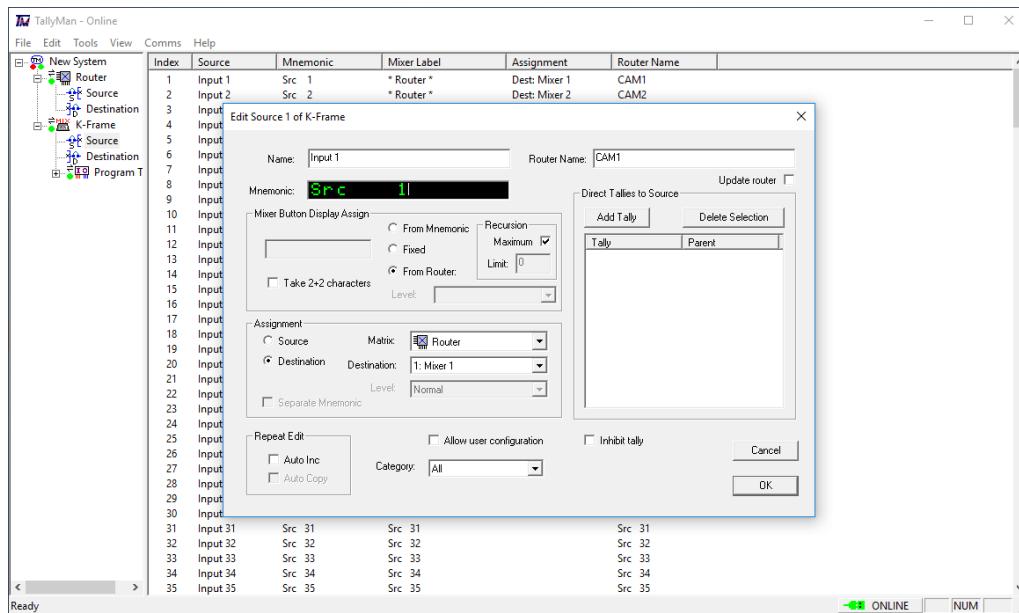
Then, in TallyMan select the sources or destinations of an upstream router, set the Button Labels to “Fixed” and enter the name you would like to be sent to the K-frame, these names will then appear in the “Mixer Labels” Column



Once you've configured your button labels, select the K-Frame object in your TallyMan system tree, click “Configure Mixer names” and tick the “Enable mixer button label control” box top enable the export of button names to the k-Frame.



Finally, by selecting the sources of the K-Frame you can Assign router sources and destinations to them, (also available by using the “Sources Assign” tool), this will then allow you to select the “From Router” option in the “Mixer Button Display Assign” box. You should now:



TallyMan Names are imported as Eng Source names. Provided names are not specified in the columns to the right of Eng Sources, these names will be updated to the Eng Sources names. Names will autofill to copy the closest column to the left.

