ADVANCED CONTROL SYSTEMS

FUNCTIONALITY DEEP-DIVE SERIES

Issue Four: Joy Stick Overrides

Every customer has their own workflows and challenges to address; users should be able to leverage the full capabilities of their systems. In this series of How-To Guides, we will help engineers understand how to configure systems with added-value functionality to help solve issues in existing and future projects.

Customers will be able to use a control platform as a simple unified system to deliver professional output and make simple day-to-day modifications without the need for expensive support calls.

This How-To Guide showcases TSL's joystick control capabilities.

Before you start - This document assumes you have set up router control, as described in Step 1 of TSL Control Systems: Functionality Deep Dive: #1 Router Control.

SCENARIO

Consider a shading operator, who needs to be able to colour match the image settings across multiple cameras. TallyMan uses the output from the RCCP's joystick press to control which camera is routed to the shading position monitor, allowing the shading operator to perform the colour-matching process quickly and efficiently.

This guide provides in-depth instructions on how to set up joy stick control.

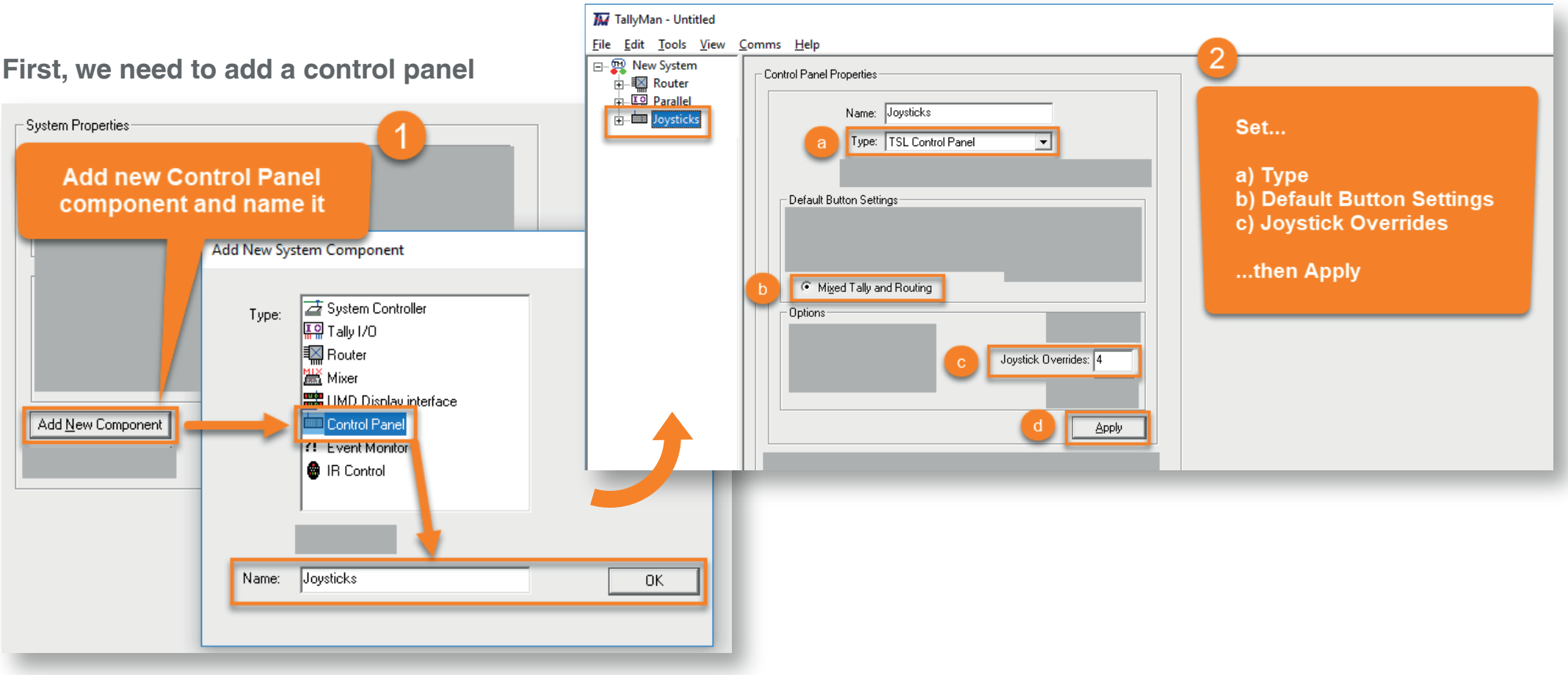
JOYSTICK CONTROL

From a control systems perspective, joystick control is the ability to momentarily make predefined cross-points on the router. When an RCCP's joystick (or other trigger such a button) is pressed, the control system makes the predefined cross-point on the router.

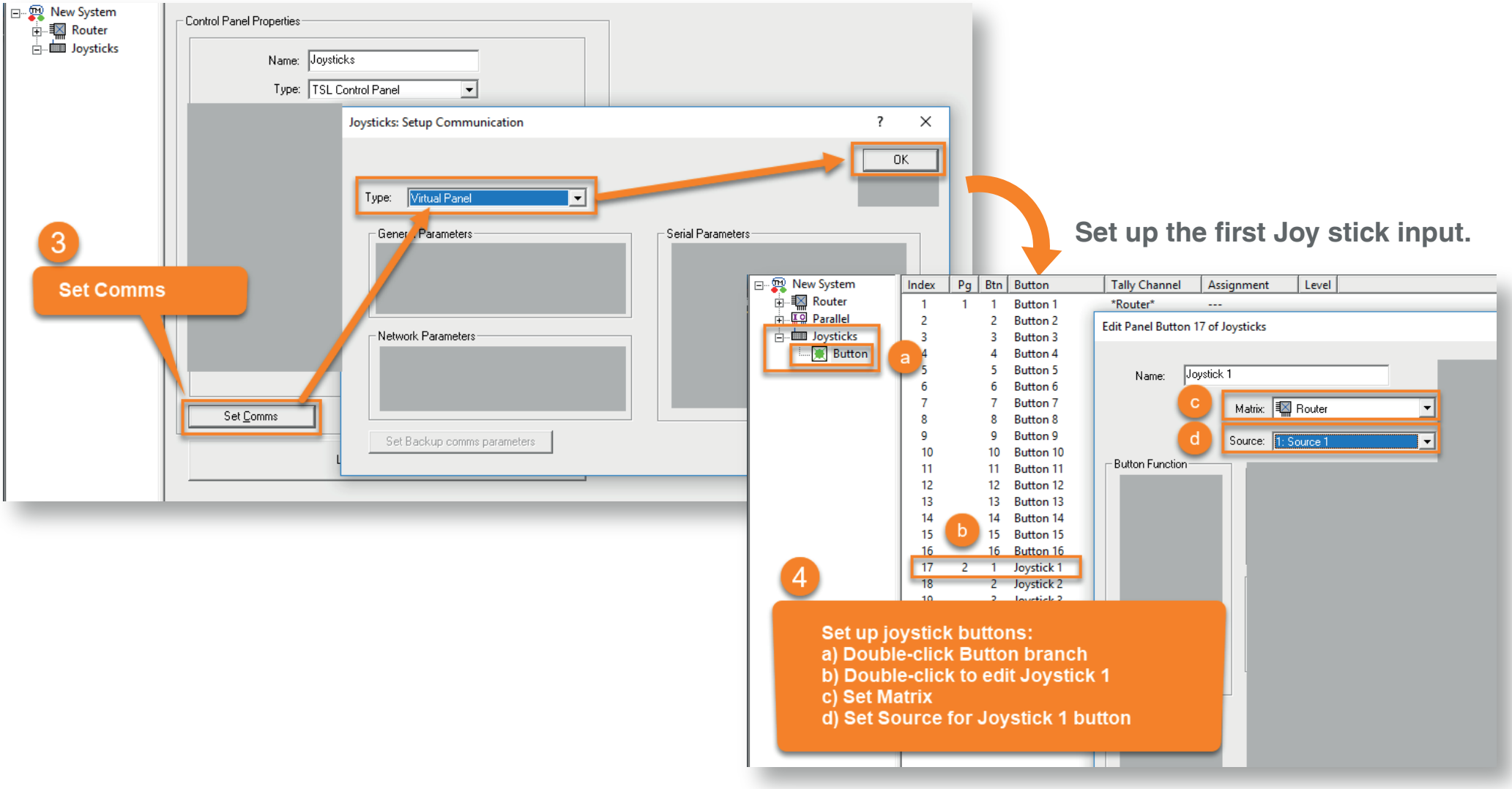
When the joystick is released, the control system reverts the router destination cross-point to its default. The control system is also able to change the default source as instructed by the user. This is an option of the control system.

1. SETTING UP VIRTUAL JOYSTICK CONTROL

First, we need to add a control panel



This could be done by connecting to a TSL control panel but in the case we are going to use a virutal instance so select ‘Virtual Panel’ from the list.

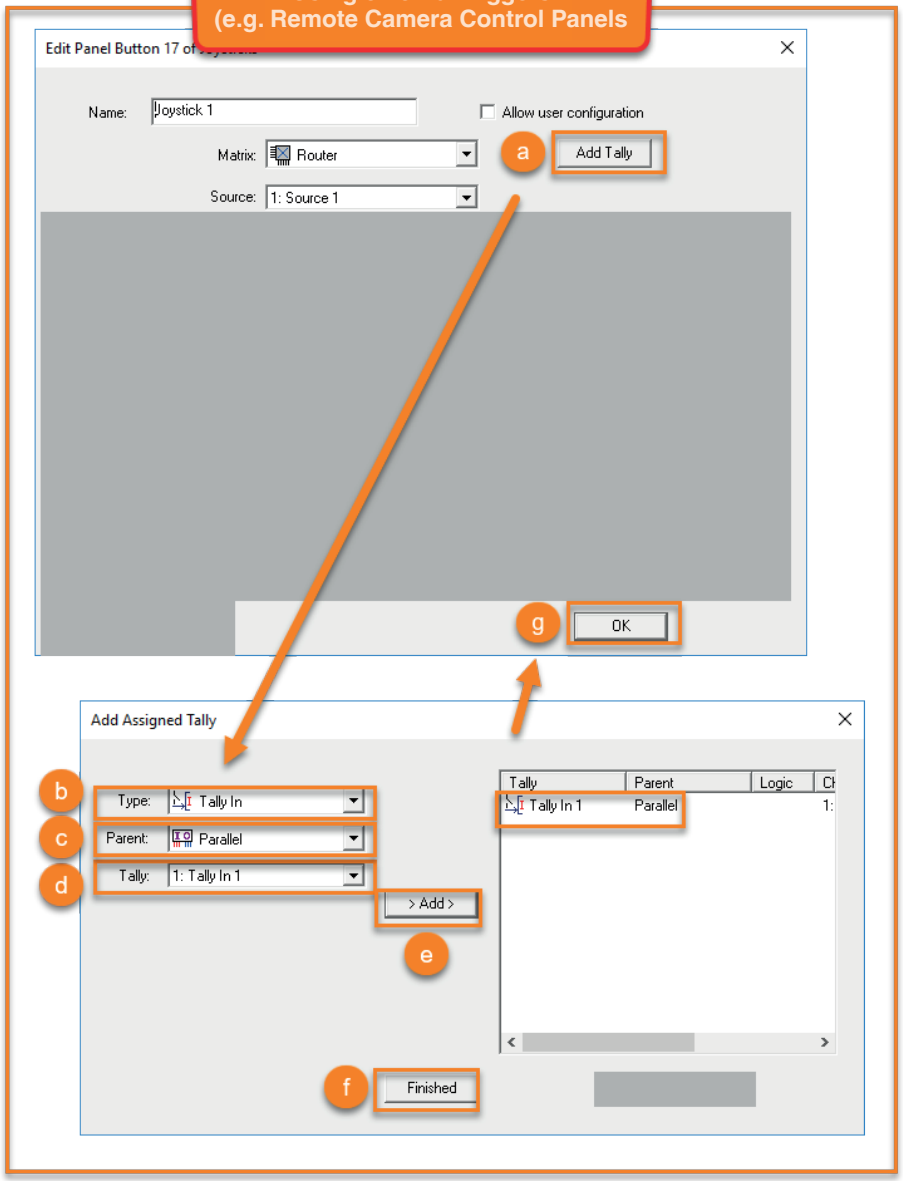


5

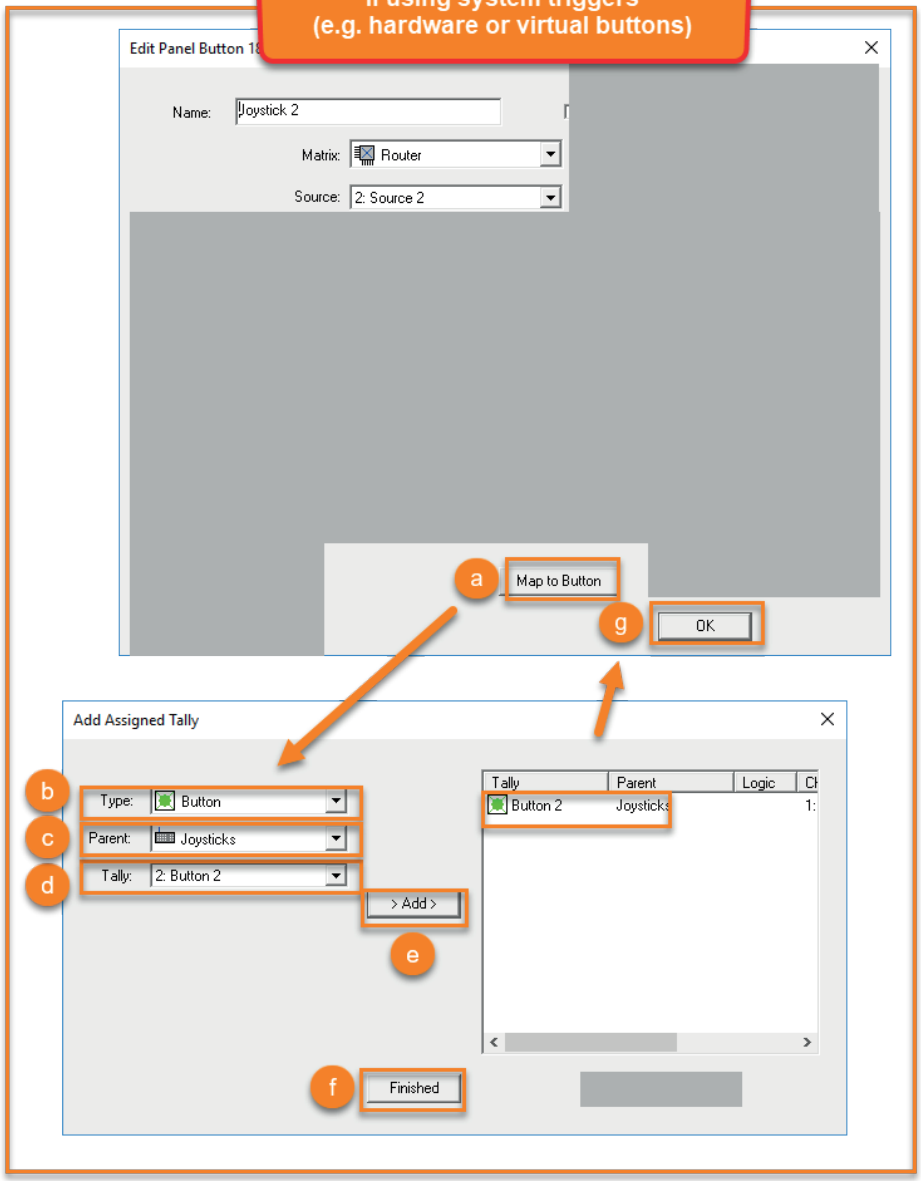
Select the trigger for the selected Joystick.

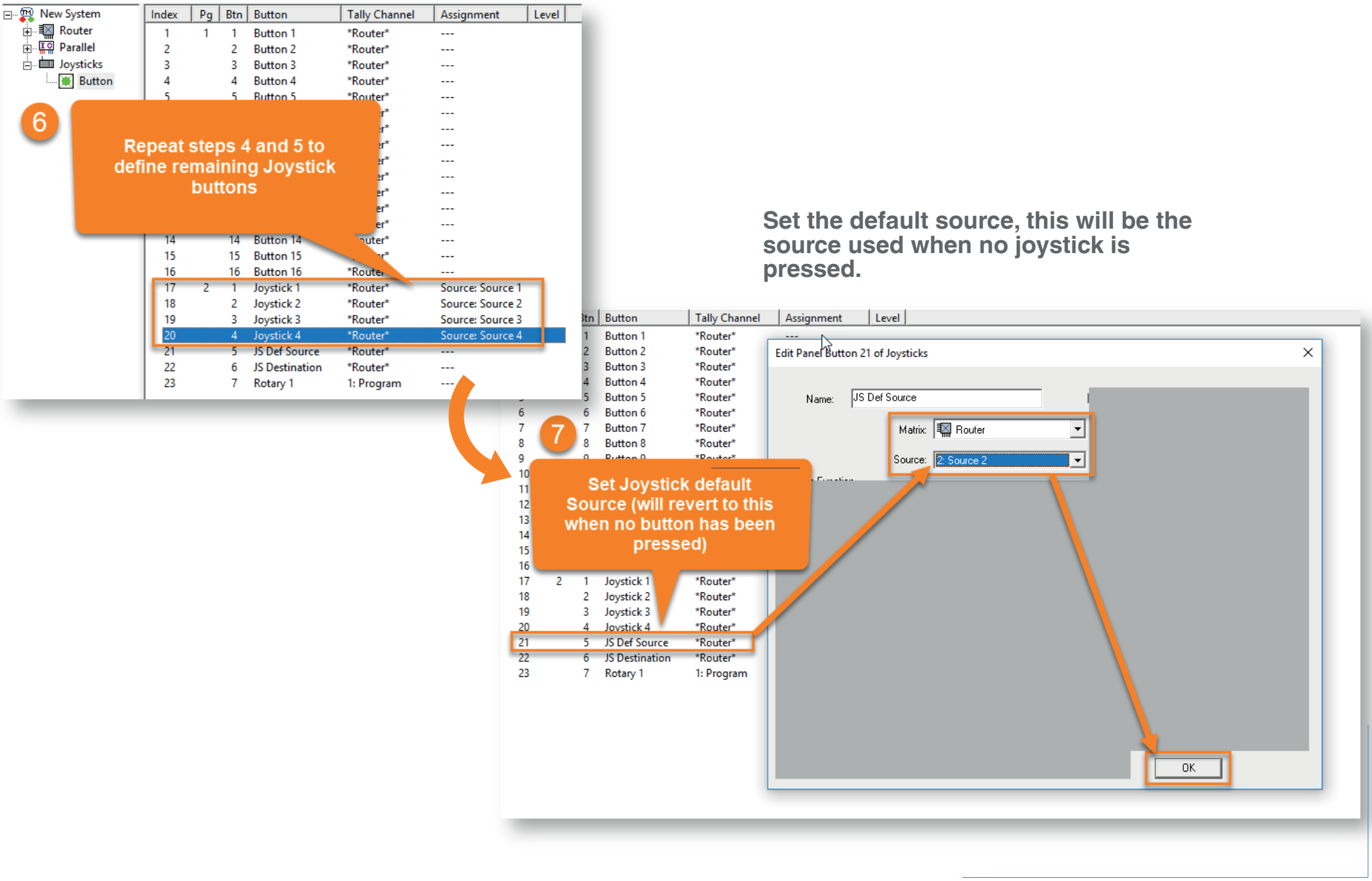
Two ways to assign joystick functions...

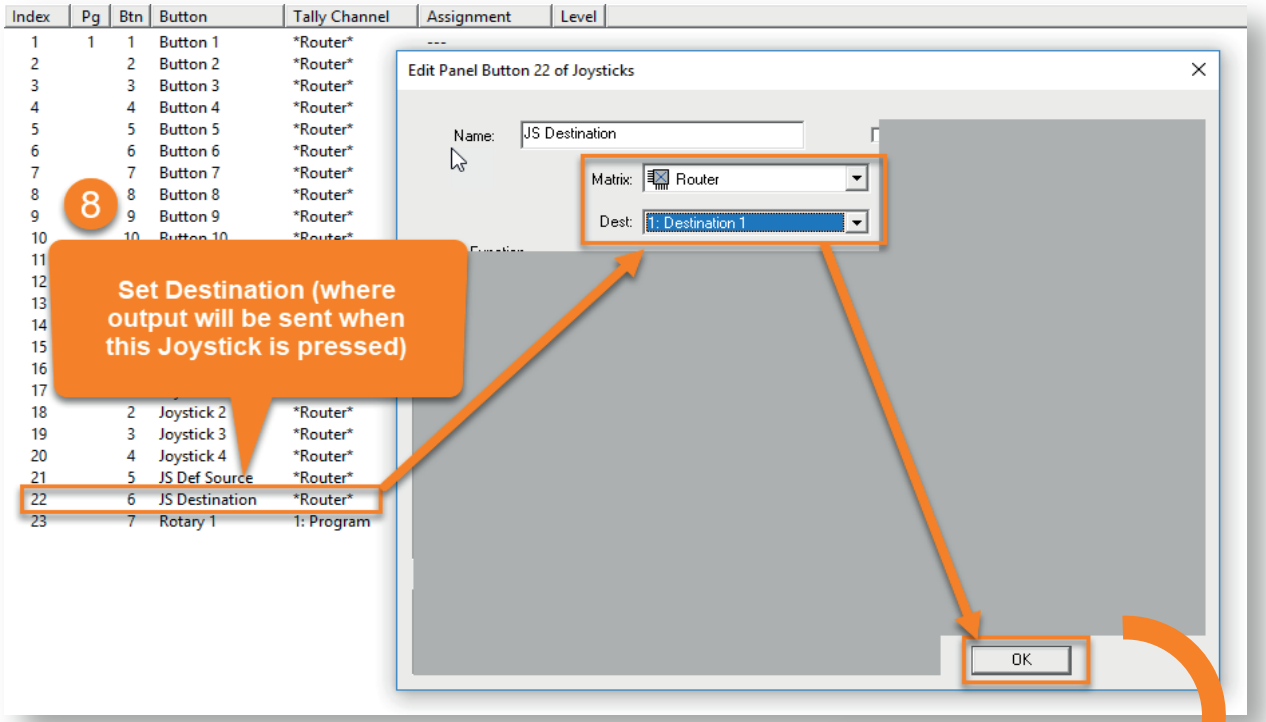
Using external triggers (e.g. Remote Camera Control Panels



If using system triggers (e.g. hardware or virtual buttons)

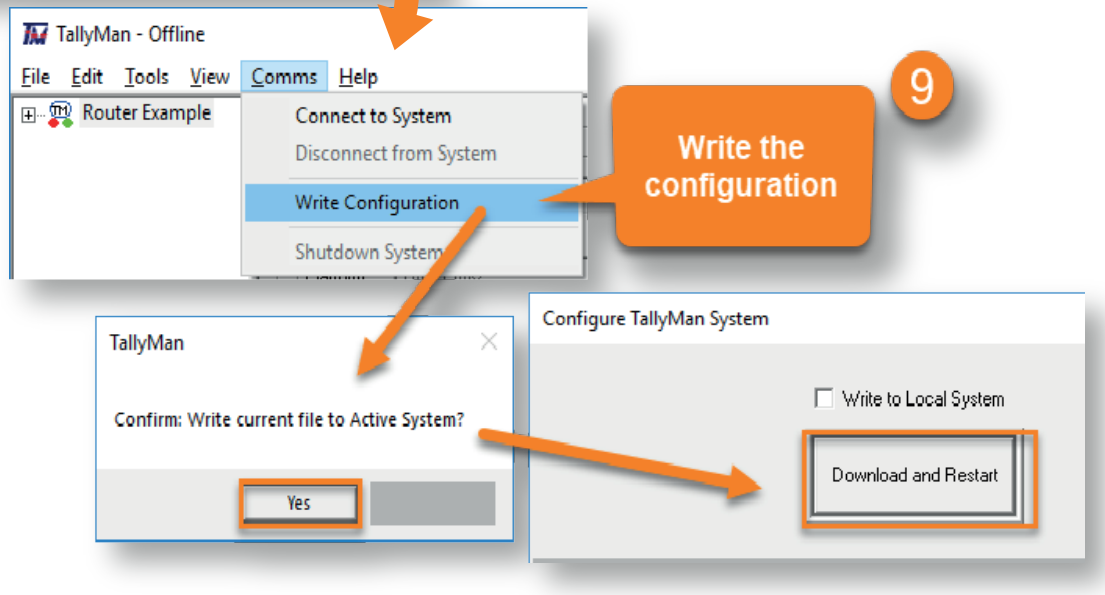



New System
Router
Parallel
Joysticks
Button
Index Pg Btn Button Tally Channel Assignment Level
1 1 1 Button 1 *Router* ---
2 2 Button 2 *Router* ---
3 3 Button 3 *Router* ---
4 4 Button 4 *Router* ---
14 14 Button 14 *Router* ---
15 15 Button 15 *Router* ---
16 16 Button 16 *Router* ---
17 2 1 Joystick 1 *Router* Source: Source 1
18 2 Joystick 2 *Router* Source: Source 2
19 3 Joystick 3 *Router* Source: Source 3
20 4 Joystick 4 *Router* Source: Source 4
21 5 JS Def Source *Router* ---
22 6 JS Destination *Router* ---
23 7 Rotary 1 1: Program ---
6
Repeat steps 4 and 5 to define remaining Joystick buttons
Set the default source, this will be the source used when no joystick is pressed.
7
Set Joystick default Source (will revert to this when no button has been pressed)
Edit Panel Button 21 of Joysticks
Name: JS Def Source
Matrix: Router
Source: 2: Source 2
OK



Select the destination used for the colour grading monitor.

Write the configuration to the TallyMan system.



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