

12 Pseudo Devices

vsmStudio

Manual



JHA / BME 13.05.2011

Legend

Please note: This information is of prime importance.

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The pseudo device function allows the linking of signals. Thereby, it is possible to have one or more crosspoints follow while switching a crosspoint. This function is frequently used for stereo shortcuts or Audio follows Video.

To open the pseudo device list, select the symbol to the right of the signal path list (see chapter 5.1) in the main menu.

0 3 13 🗰 🖉	- 1	📖 - 过 🚮	📼 🚜 🔷	💕 🗿 🙆 🎉 🎾	
Openin	ng the pseudo devi	ce list			

1 Configuration of the Pseudo Device List

Config)	🎱 Glol	bal					
Direction	Nr	Trigger	7	Dependent on	Fictive	Video	Key

Configuration of columns and groups

The global pseudo device list has some pre-defined columns. With the exception of *Trigger* and *Dependent on*, all of these can be modified or deleted under the tab *Columns* in the configuration menu.



Configurating columns in the pseudo device list

New groups can be set-up under the tab *Groups* in the configuration menu. Signals of one type chosen by the user can be assigned to these.

anage f Groups	Pseudo Devid	ce View					×
Pseud	lo Device Grou Name	ups Usage	 	 	Sho	w [
		,					Add Modify Remove
			OK	Cancel		Apply	Help

Configuration of groups

While setting up groups, it is possible to choose whether the signals placed there can be found exclusively within the group or also in the global list. For better overview, it is recommended to allow all signals to be shown in the global list. Pseudo device rules can also be moved into the other groups using drag and drop.

Name: L	Jsage / Comment:
ŗ	Hide items in this group from the Global group
Show the follow	ving columns: *
Audio 1	Fictive
✓ Audio 2	✓ Key
✓ Audio 3	
Audio 4	Monitoring 2
Audio 5	Special 2
Audio 7	
Audio 8	Video
1 Please note I	that if a result devices in this group uses additional columns thes
will also be disp	and in a poolab devices in ans group uses admonarcolumns tress played.

New pseudo device group

2 New Pseudo Device Rule

The first signal placed into a new line of the pseudo device list is defined as trigger. The vsmStudio software automatically moves this signal into the column *Trigger*. This trigger acts as condition for additional following signals.

Please note: During the set-up of pseudo device rules, the corresponding triggering source or target signal must be defined as trigger in the same column. The pseudo device rule will only become operative if both the source and the target signal have the trigger in the same column. This rule also applies to signals that are to follow a triggering signal.

Signals are dragged and dropped into the corresponding column. Multiple signals can be selected at the same time and dropped individually by pressing the Alt key while holding the left mouse button.

🕂 Signal Paths				□ >	< _]	Pseudo	Device	ś						
## Assignment						Config	🎱 Glo	bal						
Signal Path Name	Z VM	Layer	Moor	Info	~	Direction	Nr	Trigger /	Dependent on	Fictive	Video	Key	Audio 1	Audi
Audio In 1	S: 000001	Audio	S: 00010			Source	1	📾 Audio In 1						
Audio In 2	S: 000002	Audio	S: 00011			Target	3	B Audio Out 1						
Audio In 3	S: 000003	Audio	S: 00012										P	
Audio In 4	S: 000004	Audio	S: 00013								-			
Audio In 5	S: 000005	Audio	S: 00014							-				
Audio In 6	S: 000006	Audio	S: 00015						-					
Audio In 7	S: 000007	Audio	S: 00016											
Audio In 8	S: 000008	Audio	S: 00017											
Audio In 9	S: 000009	Audio	S: 00018				-							
Audio In 10	S: 000010	Audio	S: 00019		ш.		CO-CO-CO-CO-CO-CO-CO-CO-CO-CO-CO-CO-CO-C							
Audio Out 1	T: 000001	Audio	T: 00010											
Audio Out 2	T: 000002	Audio	T: 00011											

Dragging the triggering signal into the pseudo device list

The triggering signal is dragged from the signal path list (see chapter 5.1) into the column *Audio 1*. It is automatically displayed in the column *Trigger*. Use the same procedure for the target signal.

🕂 Signal Paths	Signal Paths 📃 🗖 🗙							25								
## Assignment						Config	Config Slobal									
Signal Path Name	∠ VM	Layer	Moor	Info	~	Direction	Nr	Trigger /	Dependent on	Fictive	Video	Key	Audio 1	Audio 2	A	
Audio In 1	S: 00000	L Audio	S: 00010			Source	1	📾 Audio In 1						Audio In 2		
Audio In 2	S: 00000	2 Audio	S: 00011			Target	3	Audio Out 1						Audio Out 2		
Audio In 3	S: 00000	3 Audio	S: 00012											-		
Audio In 4	S: 00000	4 Audio	S: 00013													
Audio In 5	S: 00000	5 Audio	S: 00014		-								and the second sec			
Audio In 6	S: 00000	5 Audio	S: 00015													
Audio In 7	S: 00000	7 Audio	S: 00016							-	and the second se					
Audio In 8	S: 00000	3 Audio	S: 00017							-						
Audio In 9	S: 00000	Audio	S: 00018													
Audio In 10	S: 00001	Audio 0	S: 00019				-									
Audio Out 1	T: 00000	1 Audio	T: 00010													
Audio Out 2	T: 00000	2 Audio	T: 00011													
Audio Out 3	T: 00000	3 Audio	T: 00012													

Dragging a linked signal into the pseudo device list

Next, the signal to be linked is dragged from the signal path list (see chapter 5.1) into the column *Audio 2*. If the two triggering signals (*Audio Out 1 > Audio In 1*) are linked with each other, the crosspoint *Audio Out 2 > Audio In 2* follows automatically.

Config	🎱 Glol	bal		
Direction	Nr	Trigger	Dependent on	ł
Source	1	📾 Audio In 1		
Target	3	📾 Audio Out 1		

Lock symbol in front of triggering signal

If a signal is defined as trigger, a lock symbol appears in the column *Trigger* in front of the signal name. Should a signal be defined as trigger multiple times, the lock symbol does not appear.

Config	🌖 Glo	bal		
Direction	Nr	Tigger /	Dependent on	Fict
Source	1	Audio In 1		
Source	4	Audio In 1		
Target	3	Audio Out 1		

3 Activation of a Pseudo Device Rule using GPO

GP-I/O List					× Pseudo	Pseudo Dévices												
Conf	ig 🔸	GPIs	•=>	GPOs	Config	🄮 Globa	al											
	Number	1	Π	Name	Direction	Nr	Trigger /	Dependent on	Fictive	Video	Key	Audio 1	Audio 2	Au				
•=	O-001	₽	0	disable TL 1	Source	1	📾 Audio In 1	Test					Audio In 2					
•=	0-002	₽	0	disable TL 2	Source	4	Audio In 1											
•=	O-003	₽	0	disable TL 3	Target	3	🖙 Audio Out 1						Audio Out 2					
•=	O-004	⊕	0	disable TL 4		1	-											
•==>	O-005	₽	0	disable TL 5		-												
•=	O-006	₽	0	Crosspoint														
-	O-007	Ð	0	Test														

Linking a pseudo device rule with GPO

A pseudo device rule can be activated or deactivated depending on a GPO (see chapter 15). To do so, drag and drop a GPO into the field *Dependent on* of an existing pseudo device rule.

4 Pseudo Device Rules on Control Panels

Using the *Layer* function on a control panel, pseudo device rules can be deactivated on this control panel as long as the *Layer* button is active.



Layer function for the deactivation of pseudo device rules



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