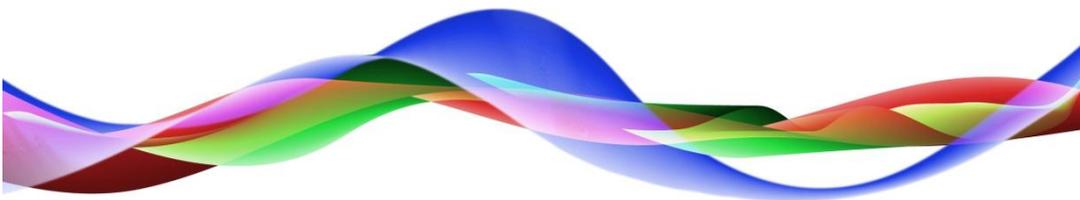


13 Timer

vsmStudio

Manual



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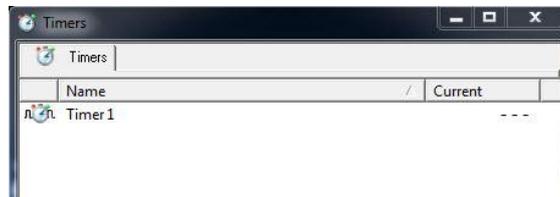
The main purpose of a timer is to count a set time to zero, possibly with a postroll time. There are multiple ways to activate a timer.

1 New Timer



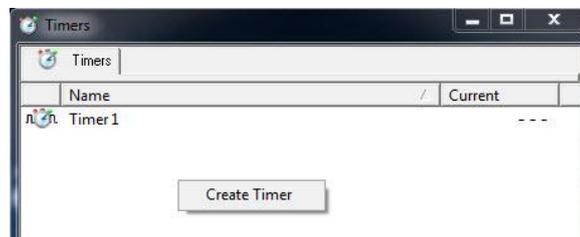
Opening the Timer function

To access the Timer function, select the clock symbol in the main menu.



Timer view

Existing timers will be shown in the Timers view. The column *Current* shows whether they are currently active or not.



Setting-up a new timer

To set up a new timer, right-click into the Timers view and select the option *Create Timer*.

Creating new timer

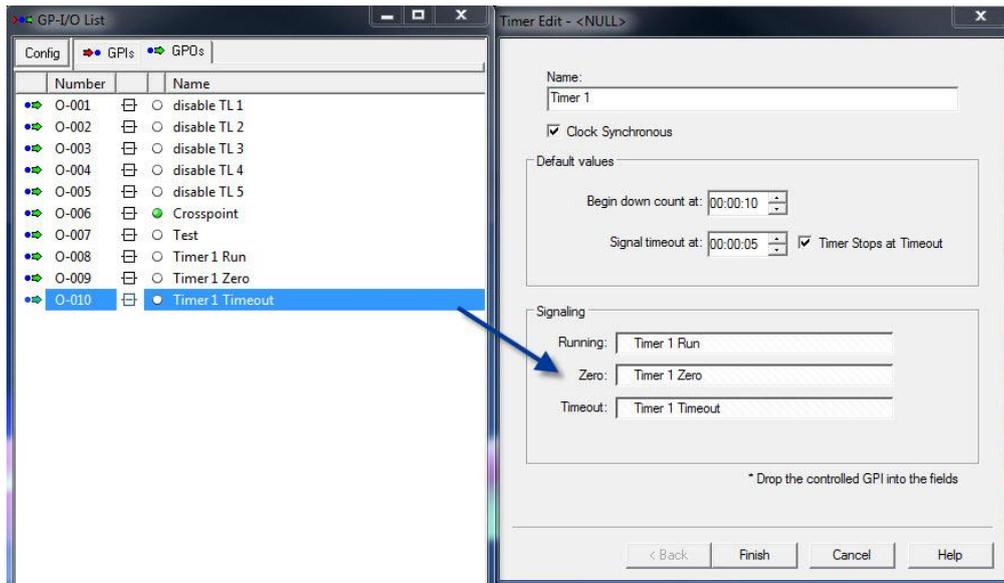
First, enter a name for the new timer in the input mask. The name should not be too long as it will be displayed on control panels. By checking attribute *Clock Synchronous*, the timer will run synchronously to the server time. If it is not checked, the timer will start running as soon as it is activated.

After *Begin down count at*, the starting value for the countdown is defined in hours, minutes and seconds. The time after *Signal timeout at:* represents the postroll time.

The attribute *Timer Stops at Timeout* is checked by default. If the checkmark is removed, all three GPOs remain active and the time continues to run until the timer is reset manually. Under *Signaling*, GPOs are assigned using drag and drop (see chapter 13.2 Time Activation using GPO). The GPOs are accordingly activated or deactivated once the time markers are reached.

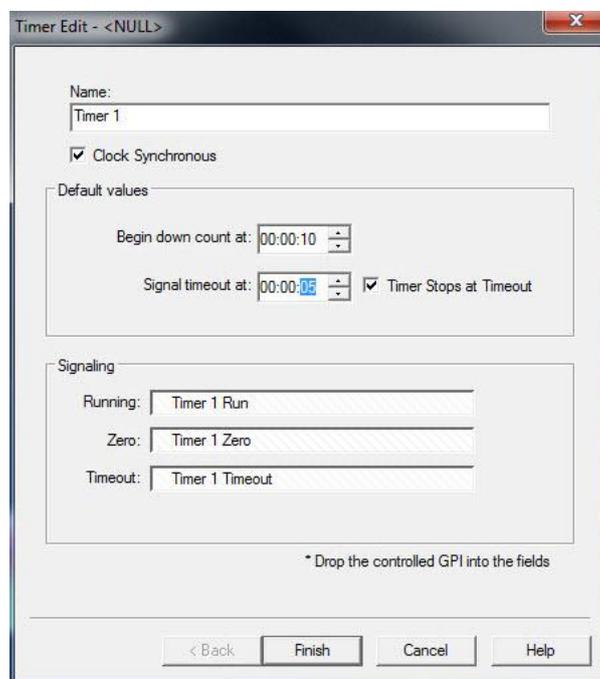
2 Timer Activation using GPO

A timer can be activated using GPO (see chapter 15). To do so, an active timer has to be set. When the GPO reaches the zero mark, another GPO can be set, and another one once the postroll time has been reached.



GPOs to activate a timer

Follow this predefined procedure or the set-up: set the *Run* GPO when the timer is active. As soon as zero (without postroll time) is reached, the *Run* GPO becomes inactive while the *Zero* GPO becomes active. If a postroll time has been set-up, the *Run* GPO stays active while the *Zero* GPO becomes active. As soon as the end of the postroll time is reached, the *Run* GPO becomes inactive and the *Timeout* GPO becomes active. The *Zero* GPO becomes inactive and the *Timeout* GPO becomes active. The *Zero* GPO will stay active until the timer is reset.

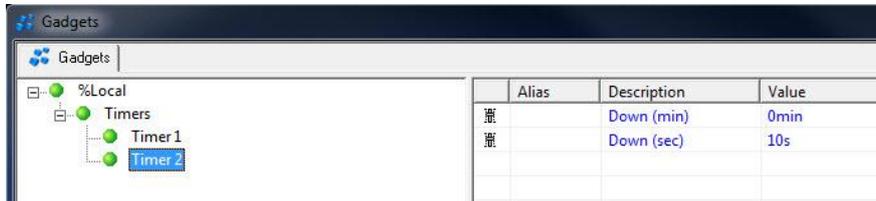


Timer set-up

A timer can be locked or changed at any time via a control panel (see chapter 13.4 Timer on Control Panels).

3 Timer in the Gadget Tree

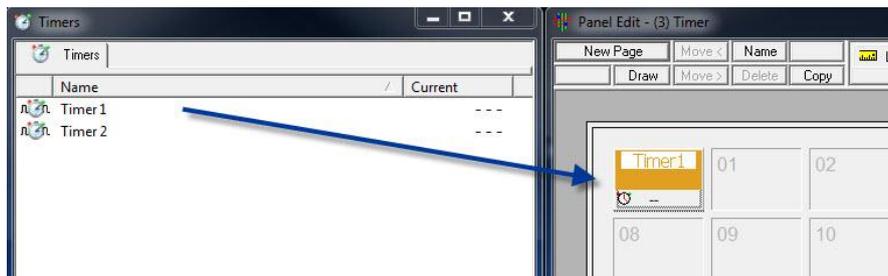
Each timer is shown as an active gadget in the gadget tree (see chapter 10.2 Gadget Tree).



Timer in the gadget tree

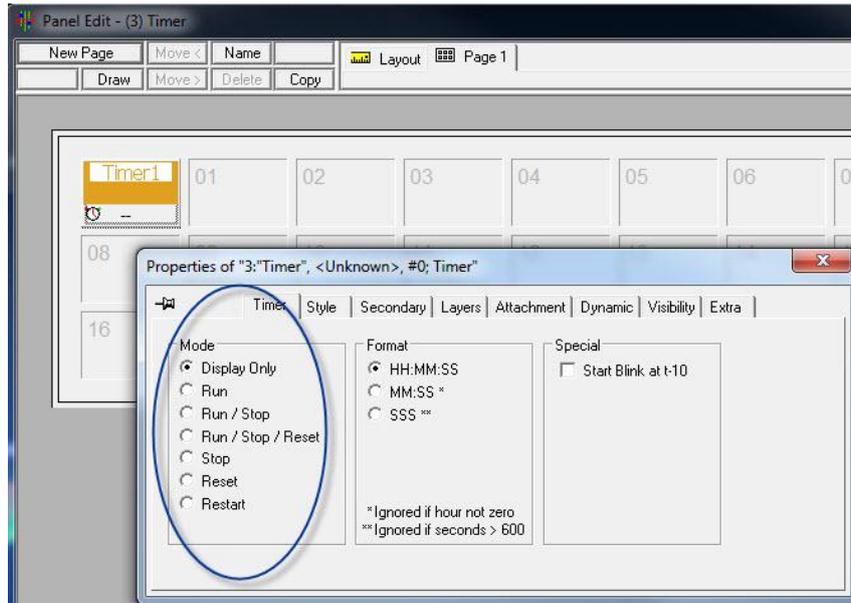
4 Timer on Control Panels

Using drag and drop to place a timer on a free control button, the timer value can also be changed from a control panel.



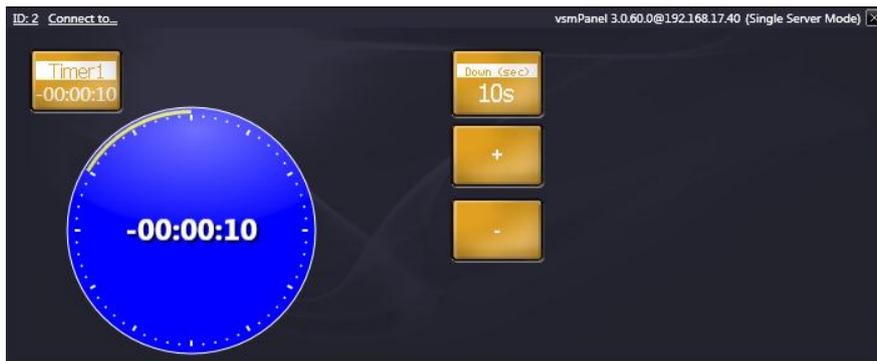
Placing a timer on a control panel

This button is a display button by default. To open the Property-window in which button mode can be changed, select this button in the Panel Edit.



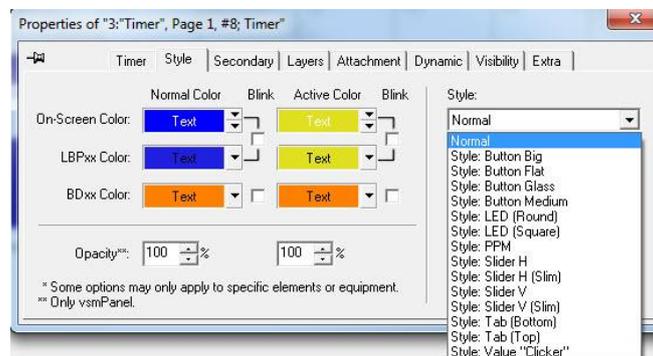
Changing time button properties

The timer can be displayed as button or as clock.



vsmPanel with timer

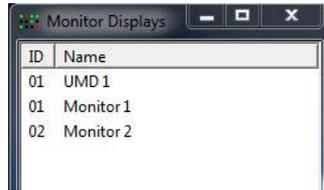
To do so, change the button style from *Flat* to *Normal*.



Changing time button properties

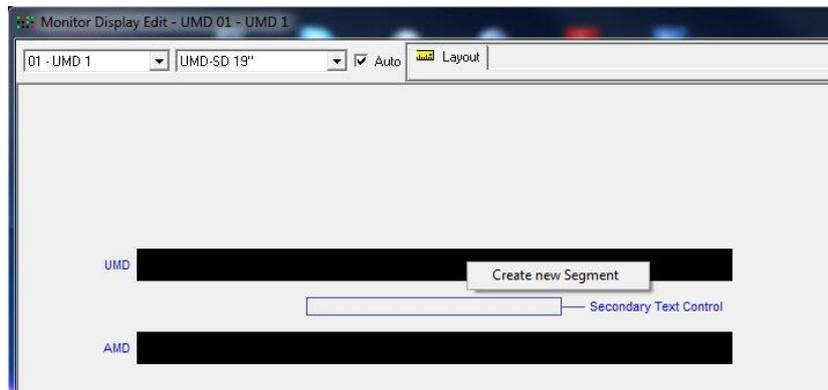
Using gadgets (see chapter 10), pre-defined values can be accessed. Plus or minus rules can be set-up through secondary commands.

5 Timer on UMDs



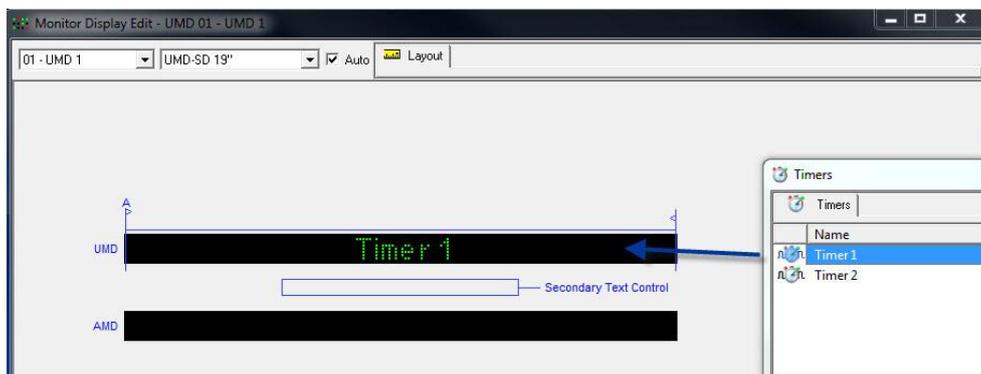
Editing UMD

Each timer can be displayed on UMDs (see chapter 17). To access an existing UMD, double-click on its ID in the *Monitor Displays* view.



Creating a new segment

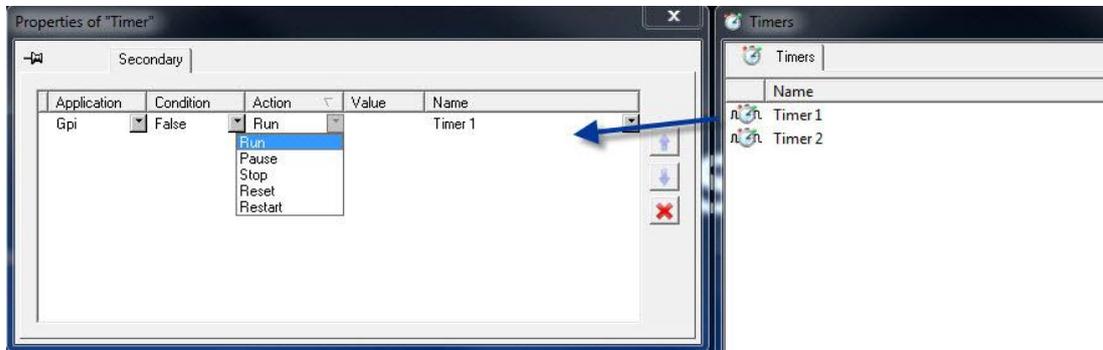
By right-clicking, a new segment can be created in the UMD. Use drag and drop to move a timer into the new segment.



Placing a timer on a UMD

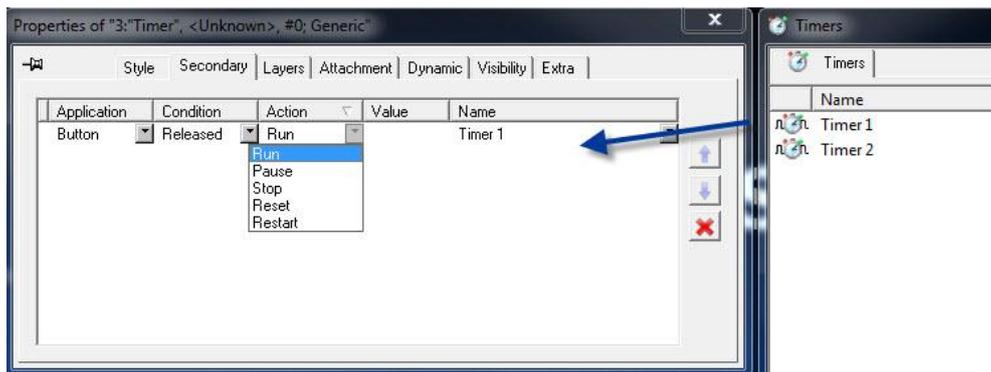
6 Timer as Secondary Command of GP-I/Os

As secondary command, a timer can be started, stopped, reset, or put on hold. To do so, move the timer into the properties window of a GP-I/O (see chapter 15) using drag and drop.



Timer as secondary command of a GP-I/O

Alternatively, the timer can also be assigned to a control button in the tab *Secondary* property window.



Timer as secondary command on a button



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