

16 Modules

vsmStudio

Manual



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	Modules	

To open and close the module menu, left-click the symbol in the main menu indicated in the screenshot above.

💏 Modules	X
💞 Modules	
	Nothing Selected
Create Module	
Creatin	ng a new module

Right-click into the empty module view to create a new module.

1 Alarm

1.1 Alarm Management

The VSM control system provides integrated alarm management which enables the evaluation of alarm messages from connected foreign devices through SNMP, proprietary protocols, or GPIs using the GP-I/O logic. With virtual GPOs, the parameters can be evaluated and displayed, administrated, and edited on the graphic user interface.

1.2 Alarm GPO

To create an alarm, a virtual GPO has to be set up first. To do so, open the GP-I/O configuration interface and set up a new GPO (see chapter 15.2 New GP-I/O).

In the simplest case, this GPO can be activated due to the failure of a power supply or a similar event. To this end, a GPI has to be set from the terminal device for every power supply. This GPI indicates that the power supply is defective. This kind of GPI can be linked to the alarm GPO by dragging and dropping it into the GPO. From now on, the set-up GPO will become active as soon as a GPI signals the failure of a power supply.

▶•¤ GP-I/O Edit - O-001 - /	Alarm PSU Router 1			8
Name	Condition	Logic	Description	<u> </u>
• O-001 Alarm	PSU Router 1			
≫• I-001			PSU 1 Router 1 Failure	=
⇒• I-002		੶ੑੑੑੑੑ੶ੑੑੑੑ੶ੑੑੑੑੑੑੑ	PSU 2 Router 1 Failure	
L				

GPO logic

After the corresponding logic has been created for the alarm, this GPO can be transferred into the alarm module. To do so, right-click onto the GPO and select the option *Create Alarm from GP-I/O*.

•=>	0-010	÷	U	Timer 1 Timeout		
•=	0-011	⋳	0	Timer		
•=>	0-012	⊕	0	CCU1 Red Tally		
•=>	0-013	묩	0	Test		
•=>	O-014	Ð	0	Alarm PSU Router		
•=	O-10000	Ð	0	Emergency Mixer	Manual - Set	
•=	0-10001	₽	0	Calculated Red Ta	Manual - Clear	
•=	O-10002	₽	0	Calculated Red Ta	New GP-I/O	
•=	0-10003	₽	0	Calculated Red Ta	Create Alarm fr	om GP-I/O
•=	O-10004	₽	0	Calculated Red Ta	1.0	
•=	O-10005	묩	0	Calculated Red Ta	Сору	Strg+C
•=	0-10006	₽	0	Calculated Red Ta	Delete	Strg+X
•=	O-10007	₽	0	Calculated Red Ta	Property	
•=	O-10008	₽	0	Calculated Red Tally	Mixer In 8	
•=	0-10009	₽	0	Calculated Red Tally	Mixer In 9	
0.220	0 10010	-	~	Crea	te alarm froi	n GP-I/O

If the corresponding log information is to be created in the *vsmStudio.log*, the GPO properties can be adjusted and relevant textual information added. Right-click onto the GPO and select *Property* to access the required input window.

GP-I/O-Properties		N. I. S.	×
Number:	14		
Name:	Alarm PSU Route	1	
Comment:			
	Set to "True"	on Startup	
	I Suppress dera	uit logging. nen "False"	
Color Preset	Enable Color F	reset	
Non Signallod:	vsmPanel	Blink	LBPxx
Signalled:		Taut T	
Log on Signalled:	Enable Report	ing	
Log on Non-Signalled:			2
Instructions:			*
			*
			K Cancel

Logging of GP-I/Os is activated in the GP-I/O management of the VSM control system by default. The GP-I/O is therefore recorded in the logfile (see chapter 2.3.3 Folder LogFiles). To deactivate this function, select the option *Suppress default logging*.

If the logic is *Set*, the attribute *Is Signalled when "False*" activates the alarm, allowing an easy, inverted evaluation. The attribute *Enable Color Preset* activates that underlying colour theme and the corresponding coloured displays on vsmPanels and hardware control panels. *Enable Reporting* enables the integration of alarm evaluation and alarm display in the event scheduler. Active alarms are then shown in the scheduler bar.

The fields *Log on Signalled* and *Log on Non-Signalled* provide space to enter customerspecific, textual information that will be shown in the log file and the scheduler bar. Instruction or measures for the event of an alarm can be included in the field *Instructions*.

Further information concerning the alarm configuration can be entered in the alarm module.

1.3 Alarm Module

35 Modules	
🗱 Modules	
Alarm	Nothing Selected
	Alarm module

Since an alarm has already been created from the previously set-up GPO, it is already shown in the module list under *Alarm*. Further adjustments can be made by double-clicking on the alarm.

Module Name:	Alarm PSU Rout	ter 1			
Trigger:	Alarm PSU R	outer 1	🔽 Inherit	Colors	
ependent Signal:	<empty></empty>				
econdary Signal:	<empty></empty>				
State Colors	Allow "nuisar	nce" Blink		1 BPxx	2
Non-Signalled:	Text 👻	Text 📲		Text	-
Signalled:	Text 💌	Text 3		Text	Ŧ
Processing:	Text 🝷	Text _	- 🔺 –	Text	•

Alarm settings

The module name is taken from the GPO name and can be changed if required. The GPO from which the alarm was created also serves as *Trigger*. If necessary, it can be exchanged with another GPO from the GP-I/O list (see chapter 15.1 Editing the GP-I/O List) using drag and drop.

The *Dependent Signal* is the signal corresponding to the alarm. Here, it is, for example, possible to evaluate a silence, an audio target or audio source and to deposit the corresponding source or target there. This information is included in the alarm page item of the vsmPanel. The *Secondary Signal* would then be the signal to the right of dependent signal.

The attribute *Inherit Colors* is checked by default. It prompts the adoption of colours from the GPO. If the attribute is not checked, the colours can be defined independently of the GPO colour.

Checking the attribute *Allow "nuisance*" will result in the suppression of alarm messages. This is useful, for example, if a malfunction of a terminal device repeatedly generates alarm

messages. If this option is activated, the alarm panel offers the possibility to set this alarm to *Nuisance* and therefore suppress recurring alarm messages.

With *Enable GPI*, this alarm can only be evaluated once the corresponding GPI has been set. To define a GPI to that end, drag and drop the relevant GPI into this field. With the attribute *Signalled GPO*, the alarm can be linked with a GPO. This GPO can, for example, be a physically available contact that causes a warning (a siren, a flashing light, etc).

	Critical		
	Normal	dge	
Voice Message:	Low Very Low		
	1.0.7 2011		

To weight individual alarms differently, their priority can be defined. The alarms are displayed in the corresponding tabs in the alarm management window.

Voice Message:	Voice Message:		Acknowle	edge Required Stack after Ack	nowledge	
		Voice Message:				

If the attribute *Acknowledge Required* is checked, each active, set alarm must be confirmed even if it is no longer active. This ensures the recognition of errors occurring on short-notice. The attribute *Show in Stack after Acknowledge* shows this alarm in the *AlarmStack* (see chapter 6.2 AlarmStack) even after the confirmation.

The field *Voice Message* offers space to enter a text that will be played as text-to-speech on the local work station in the event of an active alarm.

2 AlarmStack

To evaluate a number of individual alarms that are received from one device, they can be summarized in an *AlarmStack*. To access this module, right-click into the module list.

Eait - <inull></inull>		
Please select the desired r Alarm	module type:	
Please select the desired r Alarm AlarmStack	module type:	

Next, the following window will open:

Module Name:	Router 1				
Priority Stack	C Allow "r	nuisance" Alam Names	1		
Description				Signal	Pend.
Idle				<text></text>	<text></text>

AlarmStack set-up

There, first define a name for the new AlarmStack. Similar to the individual alarms (see chapter 16.1 Alarm), the attribute *Allow "nuisance*" can be set here as well. Check *Display Alarm Names* to display the individual alarm on the alarm management console in the vsmPanel in addition to the AlarmStack.

In the empty field below, the individual alarms can be dragged and dropped from the alarm module view (see chapter 16.1 Alarm) into the stack list. Use the arrows on the right side to

sort the alarms according to their priority, where the alarm on the top has the highest priority. An arbitrary colour that can be edited for each individual alarm as described above can be chosen for each individual alarm within the AlarmStack.

🚜 Modules		- • ×
Modules Mod	A Router 1 B Router 1 Module Edit - Router 1 Alam Stack Module Name: Fouter 1 Alow "nuisance" Module Name: Fouter 1 Alow "nuisance" Description Alam Controler Card A Router 1 Alam Controler Card B Router 1 Alam PSU Rout Alam PSU Router 1 Bout B	
Press F1 for Help.	OK Cancel Apply Help	

AlarmStack set-up

3 Apology

dule	e Edit - <null></null>	
	Please select the desired module type:	
	Alam AlamStack	
	Apology	
	AudioMonitor	
	AutoDefault	
	AutoFader	
	14.22	



An *Apology* module allows, for example, the configuration of a backup/apology solution for a silence detect on a server. In this event, the module automatically switches to a redundant server or another source.

	Silence Backup Server 1	
	Left:	* Right:
Target:	Virtual Server 1 left	Virtual Server 1 right
Source 1 (Primary)		
Signal:	Server 1a left	Server 1a right
Silence GPI:	S1 al	S1 ar
Response Time:	10000 ms 🔽 Allow Mono	Recover on Source Change
Source 2 (Second	ary)	
Signal:	Server 1b left	Server 1b right
Silence GPI:	S1 bl	<empty></empty>
Response Time:	10000 ms 🔽 Allow Mono	
Source 3	1	
	Apology Backup	
Signal:	Server 1c left	Server 1c right
Silence GPI:	<empty></empty>	<empty></empty>
Response Time:	10000 ms 🔽 Allow Mono	
Recover from M	ono after 20000 ms 🔽	Allow Cross Source Recovery from M
Recover from A	pologyafter 30000 ms	Detect Suspension for 0
	<empty></empty>	Manual Apology GPI:
All Silence GPO:		

Apology settings

Enter a name for the new Apology module in the field after *Module Name – Silence Backup Server 1* in the example above. Drag and drop the signal path that the Apology module refers to, for example *Virtual Server 1 left* for *Left* and *Virtual Server 1 right* for *Right:* from the signal path list (see chapter 5.1) or the master matrix (see chapter 6) into the field beside *Target.* These signal are monitored, and the *Apology* module will become active in the event of a silence detect.

The source signals are placed in the fields *Signal* under *Source 1, 2* and *3*, for example *Server 1 a* to *c left* and *right*. GPIs from the GPI list that were created specifically for silence detection (see chapter 15.2 New GP-I/O) are placed in the fields following *Silence GPI*.

If silence is recognized on the signals entered as target, the module will automatically switch to the *Source 1 (Primary)*. A duration can be entered in a response timer for this purpose. The checkmark after *Allow Mono* enables or prohibits a mono connection. Under *Source 3*, it is possible to define whether the module should serve as apology or as backup.

4 AutoDefault

lease select the desi	nd made la hona :	
Alam	ed module type.	
AlamStack		
Apology		
AudioMonitor		
AutoDefault		
AutoFader		
Mx33		
1.0.00		

Using an AutoDefault module, it is possible to trigger a meta gadget component (see chapter 11.2 Objects in Meta Gadget Containers) depending on whether a source is connected to a pre-defined target or not.

Module Name:	1			
	P.			
View:	<empty></empty>	82222		
Activate when a s	ource is connected to on	e or more targets. *	•	
Delay:	100 ms			
Alias:				
Activated when a	source is disconnected f	rom its last target. **	•	
Delay:	100 ms	_		
Alias:	I			
*) The specified view	v defines the sources and ered, the system might trid	d targets considered	d by this module. le the condition is	meet.
**) This is level triage		agen when the stat	e changes.	
 This is level trigget This is edge trigget 	gered, the system only trig	gers when the stat		

AutoDefault module set-up

Enter a name for the new module after *Module Name*. Drag and drop a view (see chapter 7) that contains exactly the signal paths that this module refers to from the views list into the field after *View*.

In the field *Delay*, a duration can be entered in milliseconds, after which the linked meta gadget component is activated if the source is connected to one or more pre-defined targets, or if the connection to the last source is reverted.

The first scenario, shown in the module window above, is called *Level Triggered*. Thereby, the meta gadget component is activated in the selected view for every crosspoint change. The second scenario, called *Edge Triggered*, activates the entered meta gadget component if the source is not connected to a target. The module therefore checks the connection in the selected view and activates the meta gadget component as soon as there is no more connection or after the time entered under *Delay* has passed.

Enter the meta gadget component that is to be activated under *Alias*. These could be GP-I/Os (see chapter 15), storage discs or gadget parameters (see chapter 10).

5 Mx33

Mx33 is a module with which a dynamic tie-line assignment (see chapter 5.5 Tie-Lines) with respect to a defined switch is made possible. This module is mainly used with intercom system applications.

Please select the desired	module type:		
Alam	modulo (Jpb.		
AlamStack			
Apology			
AudioMonitor			
AutoDefault			
AutoFader			
Mx33			
Mx34			
ParameterLink			

A switch, monitored by the module, is defined as trigger for all following switches. The signals triggering these switches are set-up in a separate view (see chapter 7). This view is then dragged and dropped from the views list into the field *Monitored*.

1.		
Module Name:		
Prefix:		
Monitored:	<empty></empty>	
Resources:	<empty></empty>	
1 The energied view	defines the sources and targets considered by this modulo	
") The specified view	defines the sources and targets considered by this module.	
") The specified view	defines the sources and targets considered by this module.	
") The specified view	defines the sources and targets considered by this module.	

Mx33 module set-up

Enter a name for the module in the field after *Module Name*. The targets (dynamic tie-lines, see chapter 5.5 Tie-Lines) whose outputs are, for example, forwarded to an intercom system, are placed in a separate view. Place the view with these signal paths in the field *Resources*. In addition, a unique prefix, for example Mx33, must be defined that will be needed later during the definition of meta gadgets (see chapter 11). Moreover, a virtual loop-through device is needed to tap the input (target) of the triggering source.

The signals used in the two views as well as the loop-through device must be deposited in the meta gadgets and defined there as follows:

- Signals from the view *Monitored* definition in meta gadgets:
 - Sources: virtual output (source) of the triggering source, physical input (target) of the triggering source
 - Targets: Source (output) connected to the monitoring target.
- Signals from the view *Resources* definition in meta gadgets:
 - Targets: includes the target that is forwarded to the intercom system for recording
 - Source that is lead back into the control system from the intercom system with signal and voice (mix).
- The virtual loop-through device includes the physical target linked to it.

The *Alias* of the signals in the meta gadgets must be defined as follows (see chapter 11.2 Objects in Meta Gadget Containers): {*Prefix from Module Definition*}-Q{0-2}-{"Source" or "*Target*"}, for example: *Mx*-Q1-Source.

🌶 Meta Gadgets		0 2 1 2 1 2 1 2	DEPEND	
🔷 Meta Gadgets				
Codec 1 Out	*	Alias	Component	Туре
🍞 Codec 2 Out		Mx33-Q1-Source	{Signal: vCodec 1 In}	Signal
🎔 Codec 3 Out		Mx33-Q1-Target	{Signal: Codec 1 In}	Signal
🎔 Codec 4 Out				
🍞 Codec 5 Out				
🍞 Codec 6 Out				
🍞 Codec 7 Out				
🍞 Codec 8 Out				
Console 1				
Console 2				
Console 3				
Console 4				
Console 5				
Console b				
Console /				
Console 8				
Console 9				
Console 10				
Intercom 1 Foreward				
Intercom 2 Foreward	=			
Intercom S Foreward				
Intercom 5 Foreward				
Intercom 6 Foreward				
VCodec 1 In				
vCodec 2 In				
vCodec 3 In				
vCodec 4 In				
vCodec 5 In				
vCodec 6 In				
vCodec 7 In				
vCodec 8 In				
-	Meta gadgets	s for Mx33 mo	dule	

6 Mx34

Using the module Mx34 in connection with the module Mx33 (see chapter 16.5), the button assignment on the intercom level can be carried out. Buttons are then individually monitored, and functions, such as talk, listen, etc., are assigned.

Selection of module Mx34

The module Mx34 can be selected in the module overview. Just as for the module Mx33, a unique *Prefix* must be defined.

1000 0.000						
Module Name:						
Prefix:						
Monitored:	<empty></empty>					
Resources:	<empty></empty>		20			
Module Disable:	<empty></empty>					
*) The specified view	defines the sour	rces and targe	ets consider	ed by this mode	ule.	
") The specified view	defines the sour	rces and targe	ats considen	ed by this modu	ule.	
*) The specified view	defines the sour	rces and targe	ats considen	ed by this modu	ule.	

Module Mx34 settings

This module also requires a view (see chapter 7) that is then placed into the field *Monitored* containing the tie-line outputs form an audio router (source) and the talk targets or listen targets from the intercom level.

III V	iews 🗕 🗆 🗙	🛱 I	ntercom	- Moi	nitor	red																	-)	23	
Cor	fig 🗱 Views	للسة ا	Layout	## (Curre	ent) • •	G	PI																		
	Bezeichnung			8							lr	nter	com	ı Pa	nels											Ι	
#	Intercom - Monitored			_			_		_	-				_			_		_		E						
	Manitared				l la	÷.	ster ster	ž,		a la	ž	1 se	×.	te la	¥lă	Ĭ	se	ž	ster	ž	tă,	ĕ.	- 0	N 0	0 4	5	ø
	Monitored				Ē	Ĕ			10	1	Ë	E.	Ĕ			Ē	E.	Ĕ	Ë.	Ĕ		5					Bu
188	Resources				15	5	5	5	5 5	5	5	5	5	5	5 5	5	5	5	5	5	5	5	gar	la da	a da	gar	sg
			lastifiar		١Ħ	E.	5	5	<u>ا</u>	Į Ž	E	튌	ŧ.	Ħ,	5 t	1 Ħ	붌	튌	튌	튌	ŧ.	튌	Aus Aus		ALIS ALIS	Aus	Ϋ́
			lentiner								-	-					-	-	-	-	-	-	-			1	-
		Ir	ntercom 1	Fore			_	_	_												_	_					*
		εľ	tercom 2	Fore					_													_					
		l <mark>e</mark> lr	tercom 3	Fore			_	_	_	_				_		_				_	_	_					
		e i	tercom 4	Fore			_	_	_	_				_		_				_	_	_					
		l - Ir	tercom 5	Fore			_	_	_						_					_	_	_					
		l Ir	ntercom 6	Fore																							
		Eing	ang /																								
		Eing	ang o																								
		Cing	ang 9																								
		Eing	ang 10																								
		Eing	ang 11																								
		Eing	ang 12																								
		Eino	ang 13 ang 14																								
		Eino	ang 14																								
		Eino	ang 16																								
		Fing	ang 17																								
		Eino	ang 18																								
		Eino	ang 19																								
		Fina	ang 20																								

Intercom monitored view

Contrary to module Mx33, the view *Resources* is irrelevant for module Mx34. *Button Listen* have to be pre-defined in the meta gadgets (see chapter 11) and labelled with the names from the prefix link and the corresponding target from the output switch. For example: The source connected to *Target 1* in the initial switch is to be controlled via *Button 1* on the

intercom system. It must therefore be labelled *Mx34-Link* (Assignment *Source 1* in *Button 1* lists).

💎 Meta Gadgets				_ _ X
💓 Meta Gadgets				
Sutton 1 Listen	A	Alias	Component	Туре
Button 2 Listen		Mx34-Link	{Signal: Console 1}	Signal
Button 3 Listen				
Button 4 Listen				
Button 5 Listen				
Button 6 Listen				
Button 7 Listen				
Button 8 Listen				
Button 9 Listen				
listen 10 Listen	E			
Codec 1 Out				
Codec 2 Out				
Codec 3 Out				
Codec 4 Out				
Codec 5 Out				
Codec 6 Out				
Codec 7 Out				
Codec 8 Out				
Console 1				
Console 2				
Console 3				
Console 4				
	Button listen config	uration in r	neta gadgets	

7 Addition Information for Mx33 and Mx34

In addition to the settings explained under 16.5 and 16.6, the following must be considered configured for the two modules Mx33 and Mx34:

As usual, pseudo devices (see chapter 12) have to be set for the RX and TX connections.

Pseudo	Geräte		*****	1.4444	4441			2 444	1111111	111111	- 9 %
Config	🍪 Globa	🐉 4W									
Direction	Nr 🛆	Auslöser	Abhängig von	Fictive	Video	Key	Audio 1	Audio 2	Audio 3	Audio 4	Audio 5
Source	1	👄 Codec 1 Out							vCodec 1 In		
Source	2	📾 Codec 2 Out							vCodec 2 In		
Source	3	📾 Codec 3 Out							vCodec 3 In		
Source	4	📾 Codec 4 Out							vCodec 4 In		
Source	5	📾 Codec 5 Out							vCodec 5 In		
Source	6	📾 Codec 6 Out							vCodec 6 In		
Source	7	📾 Codec 7 Out							vCodec 7 In		
Source	8	📾 Codec 8 Out							vCodec 8 In		
Target	10	console 1							Console 1 Out		
Target	11	console 2							Console 2 Out		
Target	12	console 3							Console 3 Out		
Target	13	📾 Console 4							Console 4 Out		
Target	14	📾 Console 5							Console 5 Out		
Target	15	📾 Console 6							Console 6 Out		
Target	16	📾 Console 7							Console 7 Out		
Target	17	📾 Console 8							Console 8 Out		
Target	18	Console 9							Console 9 Out		
Target	19	console 10							Console 10 Out		
Source	20	👁 Blind							Blind Return		

Pseudo device configuration for Mx33 and Mx34

- Triggering targets must (for prioritization) be defined as 4-Wire in the signal path attributes (see chapter 5.2.4 Signal Path Attributes).

POOL	64x32 Images	36x24 Ir	nages	Sync
Information	Connections	Attributes	Labels	Tally
Connection Relevan	nt Settings:			
Vo loopba	ack			
☐ Is "Blind"	Signal Source			
☐ Is "Cardin	al" Source			
T "Talk Bac	k" Source			
Special Settings:				
√ 4-Wire*	>			
I Target ca	n only be switched to	source when cor	nected to a Blir	nd Source
or if	source is currently un	used **		
	ig the already connec	ted source again	returns to Blind	Source
I Invert "Sv	vitch behavior" on So vitch behavior" on Ta	urce		
1_ 11000 01		igor		
		*) 4-Wir	e oseudo nile n	equired
		*) 4-Wir **) Only	e pseudo rule ro on 1:1 layers	equired
Conflicts:		") 4-Wir "") Only	e pseudo rule ru on 1:1 layers	equired
Conflicts:		*) 4-Wir **) Only	e pseudo rule n on 1:1 layers	equired
Conflicts:		*) 4-Wir **) Only	e pseudo rule n on 1:1 layers	equired
Conflicts:		*) 4-Wir **) Only	e pseudo rule ro on 1:1 layers	equired

Attribute 4-Wire

- For 4-Wire switches, the sources of the return path can be set to blind as well. To do so, use a (virtual) target that is defined as blind-source (see chapter 5.2.4 Signal Path Attributes).
- The first triggering starts the preset connection; the second triggering merely makes the function *Talk* available.

8 SumMatrixControl

Mx34 ParameterLink ParameterSplit SimpleOCP SonyCameraGain		
Sum MatrixControl		
limerbase		

Selection of SumMatrixControl module

The *SumMatrixControl* module is a module that can be used for summing monitoring applications.

Module Name	Monitoring		
		Marcal Treast	
		virtual Target:	<empty></empty>
			Summing Matrix Targets
			<empty></empty>

Summing Matrix Control-Modul

To do so, enter a name under *Module Name*. Drag a signal path that was set-up as a summing virtual signal (see chapter 5.2 New Signal Path) into the field following *Virtual Target*. The signals to be summed and monitored are placed in the eight fields under *Summing Matrix Targets*. Prior to this step, each of these signals must be configurated as

"summing" tally: to do so, go the tab *Tally* under signal path properties (see chapter 5.2.6 Tally) and add a new tally named, for example, *SUM* to each signal path that should be summed.

Inf	ormation	Cor	inections Att	ributes	Labels	Tally
	Usage	S	Tally Source GPI	Through	Tally Target GPI	E
00	Red	-		**		-
01	Green	-		**		-
02	Yellow	-		**		-
03	Blue	-		**		-
04	1.00	4				\$
05	-	din 👘		(114)		<u></u> ;
06		de la	-			40
07	SUM	ø		* *		-
08						40
09	122	40				4
10		. 411		(md)		400

Moreover, a GPO must be created for each monitoring signal (see chapter 15.2 New GP-I/O).

•=>	0-014	⊕	0	Alarm PSU Router 1		_ Identifier	
•=>	0-015	₽	0	Monitoring In 1	E	Audio In 10	•
•=>	0-016	₽	0	Monitoring In 2		Mute	•
•=>	0-017	臣	0	Monitoring In 3		Input 12	
•=>	O-018	- E	0	Monitoring In 4			•
	0-019	다	0	Monitoring In 5		In 2	
	0-020	다	0	Monitoring In 6		In 4	-
	0.021		0	Monitoring In 7		In 5	•
1	0-021		0	Monitoring In 7	_	In 6	•
•=	0-022	ter	0	Monitoring In 8		In 7	•
•	O-10000	Ð	0	Emergency Mixer		In 8	
•	0-10001	₽	0	Calculated Red Tally Mixer In 1		In 9	•
	O-10002	₽	0	Calculated Red Tally Mixer In 2		Input 22	
•=	0-10003	₽	0	Calculated Red Tally Mixer In 3		Input 24	
•=	O-10004	₽	0	Calculated Red Tally Mixer In 4		Camera 1	Þ
	0-10005	F	0	Calculated Red Tally Mixer In 5		Camera 2	Þ
-	0-10006		0	Calculated Red Tally Miver In 6		Camera 3	Þ
	0-10000		_	Calculated Red Tally Wiker Ino		Camera 4	Þ

Next, drag the signals into the GPOs and activate the tally created for them earlier.

۶∙ द GP	-I/O Edit - O-022 - Monitor	ing In 8	Carlo and the Tarty Man Is in	_ = X
	Name	Condition	Logic	Description
-(=>	O-022 Monitoring In a	3		
	In B. Red Green Yellow Blue SUM Silence Non Silence V Use Effective Tally	-	+ [] 	In 8

Activating SUM tally

The GPOs are then placed onto a control panel as *Display Only* buttons.

🗰 Panel Edit - (6) Monitoring	
New Page Move <	Page 1
Monitoring In 1 Monitoring In 2 Monitoring In 3 Monitoring In 3 Monitoring In 2 Monitoring In 3 Monitoring In	ng in 4 Monitoring in 5 Monitoring in 6 Monitoring in 7 Monitoring in 8 or Monitoring in 6 Monitoring in 7 Monitoring in 8 Monitoring in 8 Monitoring in 7 Monitoring in 8 Monitoring in 9 Monitoring in 8 Monitoring in 7 Monitoring in 8
+	Properties of "6:"Monitoring", <unknown>, #0; Control"</unknown>
Number Name ••• O-014 O Alarm PSU Router 1	C Display Only Automatically perform action when page is entered Toggle with "Blind" signal source
••• 0-015	Automatically perform "goto" if attached is "True" Automatically perform "goto" if attached is "False" Automatically perform "goto" if attached becomes "True" Automatically perform "goto" if attached becomes "False"
••• 0-019	Automatically jump to "this" page when attached becomes "True" Automatically jump to "this" page when attached becomes "False"

Control panel configuration

Next, place the crosspoints from the monitoring signals and *vSum* from the GPI view of the master matrix (see chapter 6.3 GPI View) on buttons as *Secondary* function (the crosspoint In 1 > vSum onto *Monitoring In 1*, the crosspoint In 2 < vSum on *Monitoring In 2*, etc.).

🚔 Panel Edit - (6) Monitoring	
New Page Move Name and Lawort III Page 1	dentifier
Draw Moves Delete Conv	1 In 1
	In 2
	ln 3 🕨
	ln 4
Monitoring in 1 Monitoring in 2 Monitoring in 3 Monitoring in 4 Monitoring in 5 Monitoring in 6 Monitoring in 7 Monitoring in 8	In 5
Montherina In 1 Montor Montor Montor Montor Montor Montor Montor Montor	
The cost is a line in 2 in a line in 4 in a line in 5 in a line in 6 in a line in a line in 6 in a line in a line in 6 in a line in a line in 6 in a line in a li	In 7
I I I I I I I I I I	In 8
	In 9
	Rinek
	Input 24
	Camera 1
Properties of 6: Monitoring , Page 1, #0; Control	Camera 2
-Fill Control Chile Secondary Lawrence Downey's 196-18-18-1	Camera 3
Curricul Sigle Secondary Lagers Academineria Dynamic Visibility Exita	Camera 4 👂
Andrating Configure Astron C. Mater	Camera 5 👂
Application Condition Action Value Name	Camera 6 🕴
Button Heleased Lonnect "vsum" «"In I"	Camera 7 🔹
	Camera 8 👂
	Camera 9 👂
	Camera 10 D
×	ln 10 🕨
	Tie-Line 1
	Tie-Line 2
	Tie-Line 3
	Tie Line 5
	Tie-Line 6
	Tie-Line 7

Dragging crosspoints onto buttons

The crosspoints must then be set as shown in the screenshot below:



Finally, the virtual sum target and the individual targets are placed in the fields *Virtual Target* and *Summing Matrix Targets*.

Signal Path Name	/ VM	Layer	Moor	Info	Fam.	Primary	Secondary	Mixer		
Out 7	T: 000031	Video	T: 00016						Module Name: Monitoring	
Out 8	T: 000032	Video	T: 00017						Module Market. [Monitoring	
Out 9	T: 000033	Video	T: 00018							
Dut 10	T: 000034	Video	T: 00019						Virtual Target:	vSum
Server 1a left	S: 000049	Video	S: 00030							
Server 1a right	S: 000050	Video	S: 00031							
Server 1b left	S: 000051	Video	S: 00032							
Server 1b right	S: 000052	Video	S: 00033							
Server 1 c left	S: 000053	Video	S: 00034							Cumming Matrix Tassata
Server 1 c right	S: 000054	Video	S: 00035							Summing Matrix Targets
ium 1	T: 000036	Video	T: - V -							Sum I
Sum 1	S: 000040	Video	S: - V -							Sum 2
Sum 2	T: 000037	Video	T: - V -							Sum 3
Sum 2	S: 000041	Video	S: - V -							Sum 4
Sum 3	T: 000038	Video	T: - V -							Sum 5
ium 3	S: 000042	Video	S: - V -							
ium 4	T: 000039	Video	T: - V -							SUM 6
Sum 4	S: 000043	Video	S: - V -							Sum 7
ium 5	T: 000040	Video	T: - V -							<empty></empty>
ium 5	S: 000044	Video	S: - V -							
Sum 6	T: 000041	Video	T: - V -							
Sum 6	S: 000045	Video	S: - V -							
Sum 7	T: 000042	Video	T: - V -							
Sum 7	S: 000046	Video	S: - V -					/		
Sum 8	T: 000043	Video	T: - V -				-			
Sum 8	S: 000047	Video	S: - V -							
Tie-Line 1	T: 000048	Video	T: 00020							
Tie-Line 1	S: 000056	Video Monitoring	S: 00020						< Back Finis	h Cancel
Tie-Line 2	T: 000049	Video	T: 00021							

The signal paths *In 1* to *In 10* can now be monitored (eight at the same time).



Telephone:+49 (6721) 98817-0Telefax:+49 (6721) 98817-66

E-Mail Support: support@l-s-b.de E-Mail Service: service@l-s-b.de E-Mail other: webinfo@l-s-b.de