

Technical Reference Hardware

Version 10.05 - July 2011

XT2⁺



Production & Playout Server



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USER MANUALS ON EVS WEBSITE

The latest version of the user manual, if any, and other user manuals on EVS products can be found on the EVS download center, on the following webpage: <http://www.evs.tv/downloadcenter>

REGIONAL CONTACTS

The address and phone number of the EVS headquarters are usually mentioned in the **Help > About** menu in the user interface.

You will find the full list of addresses and phone numbers at the following page on the EVS website: <http://www.evs.tv/contacts>

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What's New?

The changes linked to new features in version 10.05 are listed in the table below. Click the section number in the table to jump directly to the corresponding section.



In the user manual, the icon  has been added on left margin to highlight information on new and updated features.

STATUS ON CHAPTERS UPDATES FOR V 10.05.

Subject	
2.7	XNet2 SDTI network no longer operates at 540 Mbps (only 1.5 Gbps)

1. Overview

Welcome in the EVS range of products and thank you for using an **EVS XT2+ server**. We will do our best to satisfy your video production needs and we look forward to continuing working with you.



The EVS XT2+ servers are full digital in PAL (625i), NTSC (525i), 720p, 1080p or 1080i standards. These multi-channel, disk-based video servers are ideal for a wide range of broadcast applications, from sports and live production to playout and transmission.

XT2+ servers work with SAS disks: they are equipped with internal SAS disk array and/or can be connected to a SAS-HDX external SAS disk array.

1.1 XT2+ HIGH-RESOLUTION SERVER

The XT2+ server is typically used as a high-resolution server with various third party controllers, applications and automation systems using industry-standard protocols such as Sony BVW75, VDCP, Odetics, DD35, or EVS' AVSP, EditRec, LinX API. XT2+ series servers can also be controlled by EVS applications:

Live Slow Motion (LSM) for sports production, including replays, highlights editing, and analysis tools like Split Screen to compare 2 synchronized actions side by side, Target Tracking and Painting to highlight a particular detail or provide tactical explanations.

IPDirector: a suite of Windows software applications designed to manage networked EVS video servers. Its applications make it possible to control multiple channels within the XNet network, as well as to log an event, to create and manage clips and play-lists with advanced functions, among others to extract clips from a VTR. It also provides extensive database search features.

1.2 XT2+ PROXY SERVER

A low-resolution option can be set up to use the XT2+ server as a proxy server only. The Proxy servers can be run on large production events as the counterparts of the high-resolution servers. In this case, they need to be included in an XNet network distinct from the high-resolution XNet network.

The XT2+ proxy servers are used for browsing purposes and can be controlled by IPDirector or EVS' own API (AVSP) protocols.

1.3 UNPACKING

Upon receipt of the equipment examine packing for obvious signs of damage. If damaged, do not unpack and inform the carrier immediately. Check thanks to the included packing list if all the items are present and if they show any mechanical damage. If yes, report damage or the missing parts to EVS or their appropriate representative.

1.4 DIMENSIONS

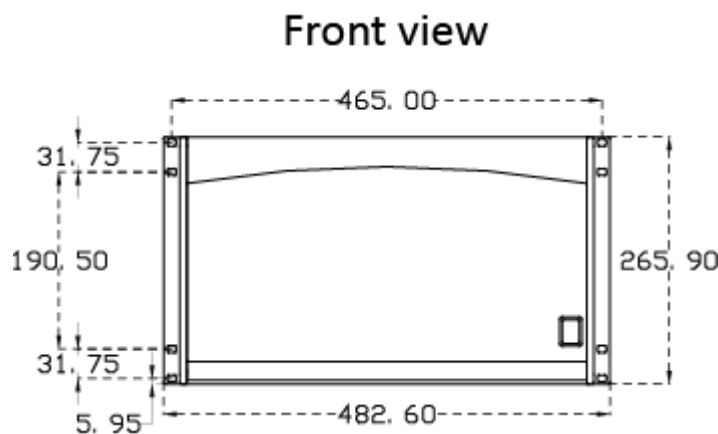
1.4.1 VIDEO DISK RECORDER MAIN FRAME 19 INCHES

Rack mount 6U.

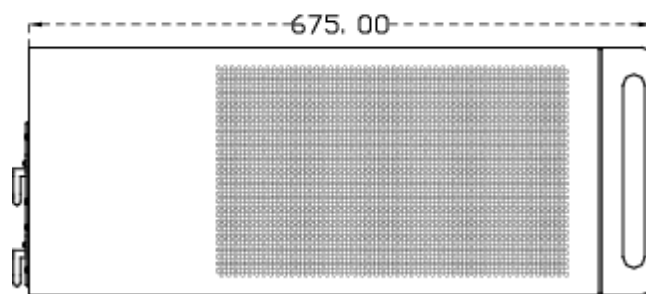
Weight:

- with 6 HDD: 35 kg / 77.2 lb
- with 12 HDD: 37 kg / 81.6 lb

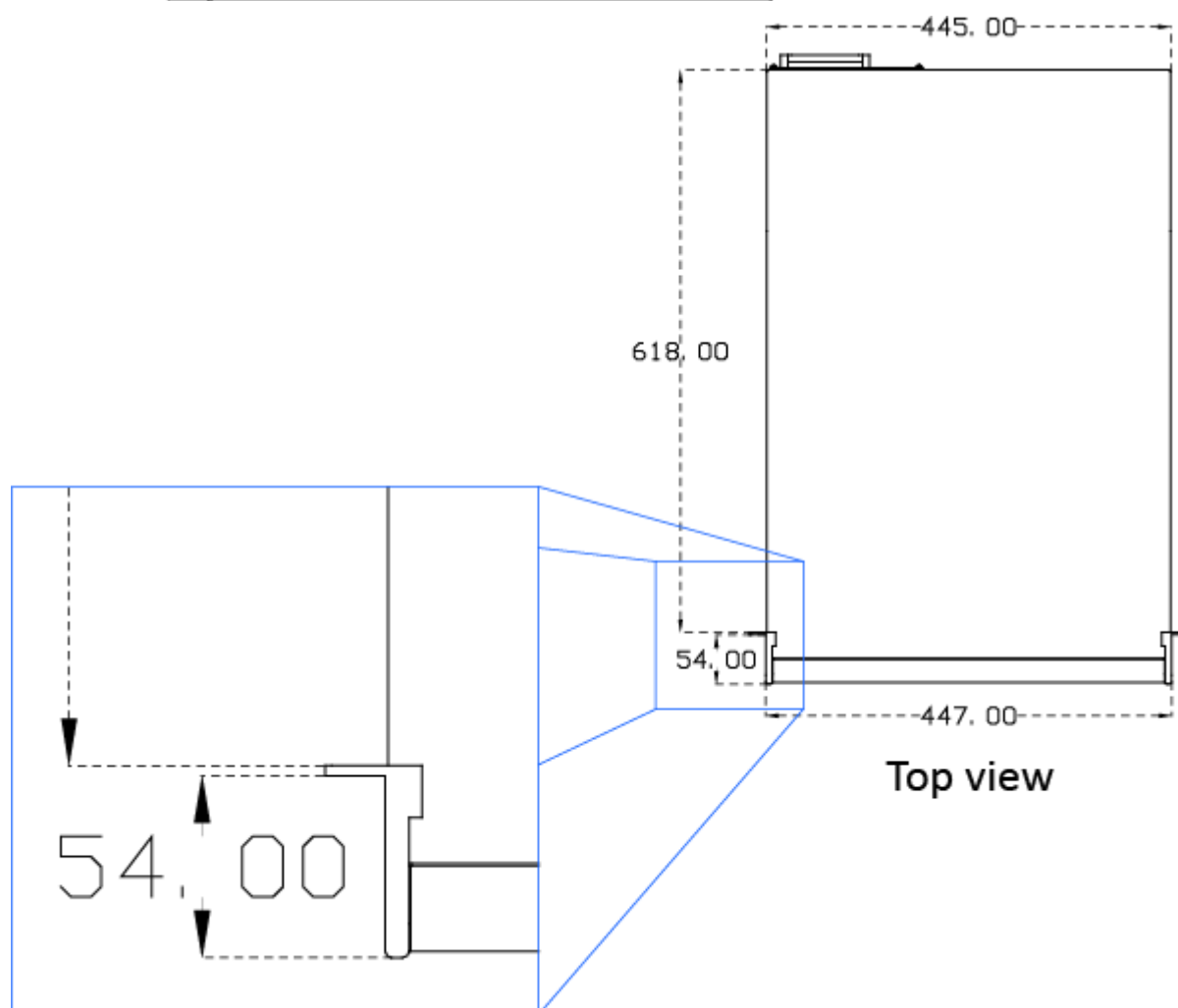
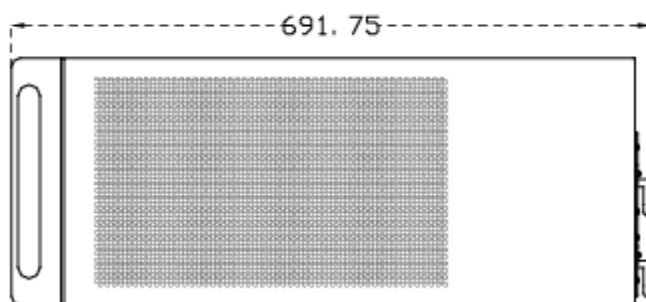
The following drawings provide the various dimensions, in mm, of the XT2+ server.



Left view



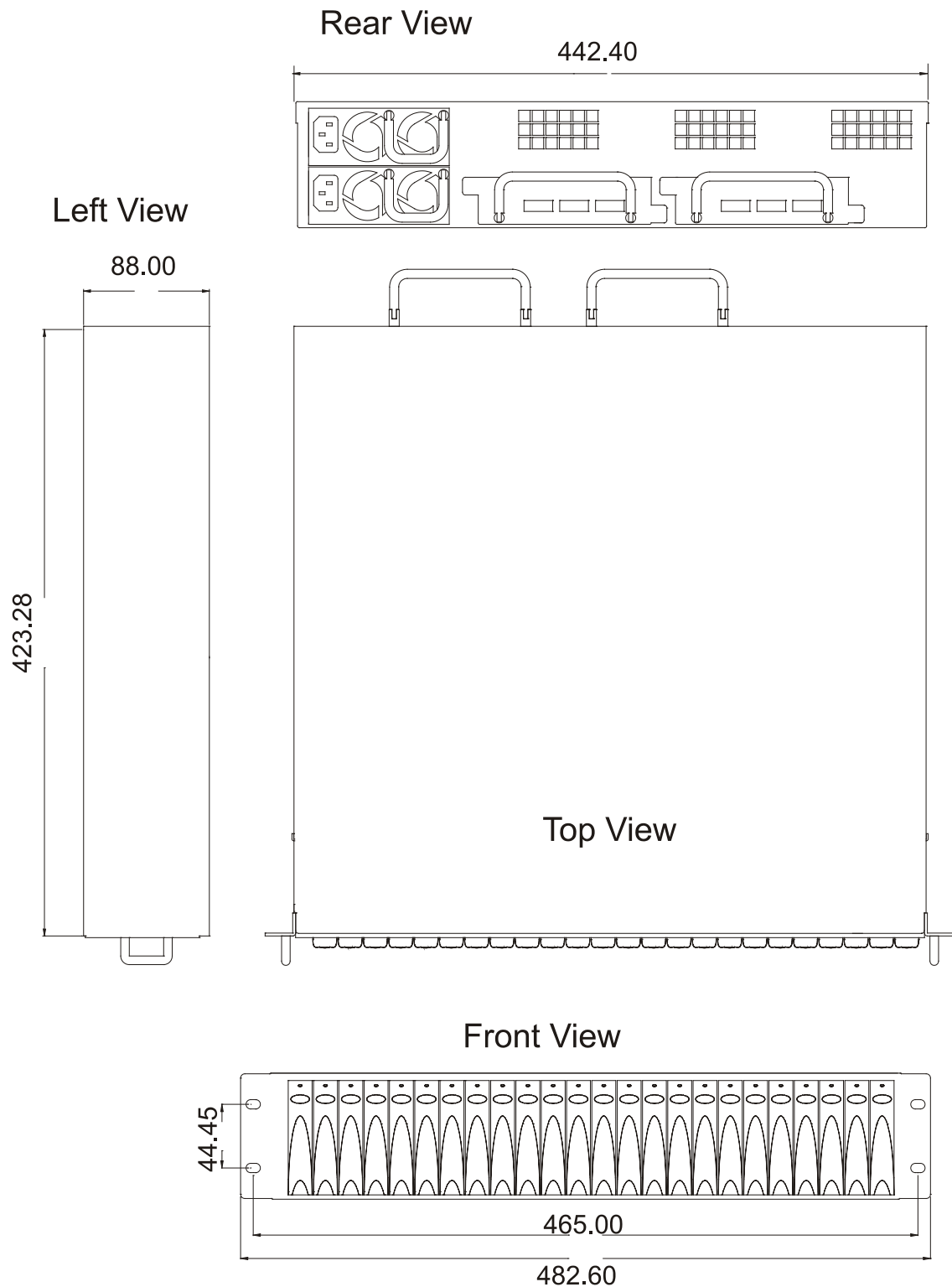
Right view



Top view

1.4.2 SAS-HDX

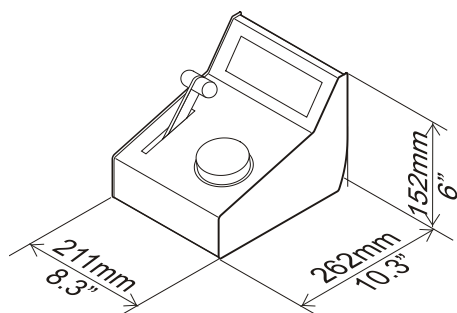
The following drawings provide the various dimensions, in mm, of the SAS-HDX external array.



For more information on the SAS-HDX, refer to section 3.4.3 "External RAID Array SAS-HDX for XT2+ Server", on page 72.

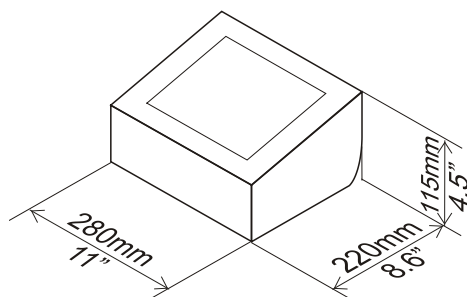
1.4.3 REMOTE CONTROL PANEL

Weight: 2.9 Kg / 6.3 Lbs.



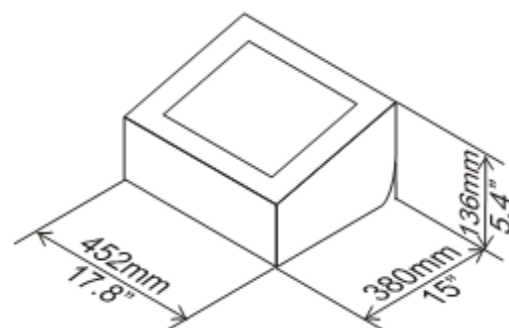
1.4.4 10" TOUCH SCREEN VIDEO MONITOR

Weight: 3.6 Kg / 7.8 Lbs.



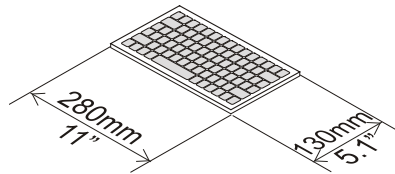
1.4.5 18" TOUCH SCREEN VIDEO MONITOR

Weight: 11.0 Kg / 23.9 Lbs.



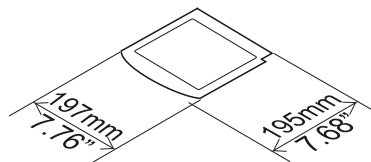
1.4.6 KEYBOARD

Weight: 0.4 Kg / 0.9 Lbs.



1.4.7 TABLET

Weight: 0.3 Kg / 6.6 Lbs. Ref: Wacom® CTF-430 Bamboo One



1.5 INSTALLATION

Before turning on the power, open the front door of Video disk recorder unit to check if all boards fit into their guides. If a board is out of its guides, remove carefully the board and replace it in the same slot.

1.6 SAFETY, COMPLIANCE AND OPERATING CONDITIONS

1.6.1 SAFETY

This equipment has been designed and tested to meet the requirements of the following:

EN 60950	European	Safety of information technology equipment including business equipment.
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IEC 950	International	Safety of information technology equipment including business equipment.
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In addition, this equipment has been designed to meet the following:

UL 1950 - USA	USA	Safety of information technology equipment including business equipment
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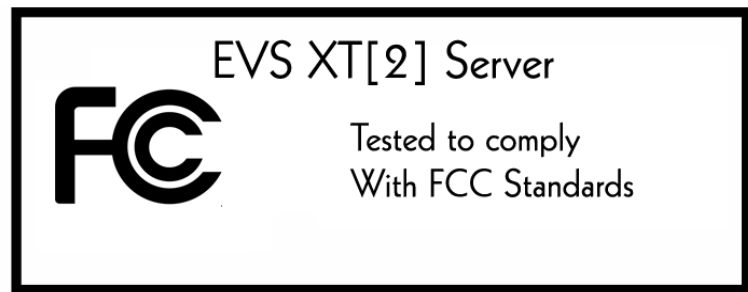
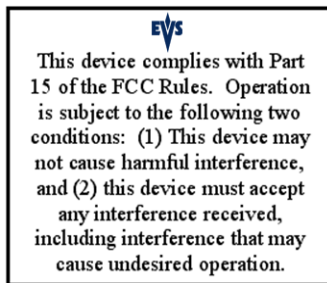
1.6.2 EMC STANDARDS

EN 55022	European	Emission Standard
EN 61000-3-2	European	Electromagnetic Compatibility (EMC) Part 3 (Limits); Section 2 ; limits for harmonic current emissions (equipment input current <16A per phase)
EN 61000-3-3	European	European Electromagnetic Compatibility (EMC) Part 3 (Limits), Section 3; limitation of voltage fluctuation and flicker in low-voltage supply systems for equipment with rated current of 16 A.
EN 61000-4-3	European	European Electromagnetic Compatibility (EMC) Part 4 (Limits), Section 3; Testing and measurement techniques - Radiated, radio-Frequency, electromagnetic field immunity test.
EN 61000-4-4	European	European Electromagnetic Compatibility (EMC) Part 4 (Limits), Section 4; Testing and measurement techniques - Electrical fast transient/burst immunity test.
EN 61000-4-5	European	European Electromagnetic Compatibility (EMC) Part 4 (Limits), Section 5; Testing and measurement techniques - Surge immunity test.
EN 61000-4-6	European	European Electromagnetic Compatibility (EMC) Part 4 (Limits); Section 6 ; Testing and measurement techniques - Immunity to conducted disturbances, induced by radio-frequency fields.
EN 61000-4-7	European	European Electromagnetic Compatibility (EMC) Part 4 (Limits), Section 7; harmonics and interharmonics measurements and instrumentation, for power supply systems and equipment connected thereto.
EN 61000-4-11	European	European Electromagnetic Compatibility (EMC) Part 4 (Limits); Section 11 ; Voltage dips, short interruptions and voltage variations immunity tests.
EN 50082-1	European	European Generic Immunity Standard – Part 1: Domestic, commercial and light industry environment.
FCC	USA	Conducted and radiated emission limits for a Class A digital device, pursuant to the Code of Federal Regulations (CFR) Title 47 – Telecommunications, Part 15: Radio Frequency devices, subpart B-Unintentional Radiators.

1.6.3 EMC WARNING

Changes or modifications not expressly approved by the manufacturer for compliance could void the user's authority to operate the equipment. This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna
- Increase the separation between the equipment and receiver
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected
- Consult the dealer or an experienced radio/TV technician for help



1.6.4 CE MARKING

The CE marking is affixed to indicate compliance with the following directives:

- 89/336/EEC of 3 May 1989 on the approximation of the laws of the Members States to electromagnetic compatibility.
- 73/23/EEC of 19 February 1973 on the harmonization of the laws of the Members States relating to electrical equipment designed for use within certain voltage limits.
- 1999/5/EC of 9 March 1999 on radio equipment and telecommunications terminal equipment and the mutual recognition of their conformity.



1.6.5 POWER SUPPLY

The XT3 server is fitted with two auto switching and hot-swappable power supplies.

Connection to supply: Pluggable equipment Type A (EN60950 §1.2.5): Equipment which is intended for connection to the building power supply wiring via a non-industrial plug and socket-outlet or a non-industrial appliance coupler or both. Correct mains polarity must always be observed. Do not use reversible power plugs with this equipment.

Class of equipment: Class 1 equipment (EN60950 § 1.2.5): electric shock protection by basic insulation and protective earth.

Rated voltage: 115 to 240Vac (single phase)

Rated frequency: 47-63 Hz

Related Current: 8 A (100 to 120 Vac range) 4 A (220 to 240 Vac range)

Input connector: CEE22/IEC 320 3-pin male receptacle



Important

The protective earth must be connected to the ground before powering up the unit.

ENVIRONMENTAL CONDITIONS

Temperature: 10°C to + 50°C (50°F to 122°F) ambient with free air flow

Relative humidity: 0% to 90% (non-condensing)

Cooling requirements: Forced air cooling air flow from front to back

Handling/movement: Designed for fixed use when in operation

Storage and transportation temperature: 0°C to +70°C (32°F to 158°F)

Storage and transportation relative humidity: 0% to 90% (non-condensing)

SECONDARY POWER SUPPLY

The secondary hot-swappable power supply should be connected to mains to allow automatic power switching to the second power supply should the first one fail.

GROUNDING

Ensure the disk recorder unit is properly grounded at all times to avoid electrical shock hazard.

1.7 VENTILATION & RACK MOUNTING

Adequate ventilation is obviously required for optimum performance. As a result of this consideration, ensure no other equipment is located close to the mainframe.



Important

- Remember that fans are used to air cool the equipment and protect it from overheating.
- Do not block fans intakes during operations.

Having regard to the weight of the XT2+ chassis, support guides are required for this unit into the rack mount. The front ears of the XT2+ unit are not designed to support its full weight. Applying full weight on these might result in bending the metal plate.

1.8 XT2+ SERVER MAIN SPECIFICATIONS

1.8.1 VIDEO

	XT2+ Server	
	Standard Definition	High Definition
Video Formats	525i 59.94fps (NTSC) 625i 60fps (PAL)	720p 50/59.94fps 1080i 50/59.94fps 1080p 50/59.94fps (DualLink)
Digital Interface	10-bit 4:2:2 Serial (SMPTE259M). Full frame synchronizer at input. Dual output for PLAY channels.	10-bit 4:2:2 Serial (SMPTE292M). Full frame synchronizer at input. Dual output for PLAY channels.
Number of channels	2, 4 or 6 channels, reversible REC/PLAY	2, 4 or 6 channels, reversible REC/PLAY
Monitoring & Down-converters	1 CVBS or SDI (software select) per channel, with OSD	1 built-in down-converter per channel, CVBS or SDI output (software select) with OSD + additional clean SDI output. 1 dedicated HD SDI output with OSD per channel
Reference	Analogue Black Burst	Analogue Black Burst and HD Tri-Level Sync
Graphics Board	n.a.	n.a.

1.8.2 AUDIO

- up to 8+8 analogue balanced input & output channels
- up to 16+16 (8 pairs + 8 pairs) AES/EBU or Dolby E input & output channels
- up to 64 channels embedded audio (16 audio per video)
- 4 additional analogue balanced output channels for monitoring
- all audio connectors on mainframe

Audio Processing

- uncompressed audio
- 24 bit processing and storage
- sample rate converter from 25-55 kHz to 48KHz
- audio scrub
- audio mix

1.8.3 VIDEO CODECS & BITRATES

SUPPORTED CODECS

The EVS XT2+ server uses an intra-frame video encoding technique.

The XT2+ server supports natively the following video codecs:

Codec	SD	HD	Code Protection
M-JPEG	√	√	No
DVCPro 50	√	-	Code 9
IMX	√	-	No
Intra-frame MPEG-2	-	√	No
Avid DNxHD®	-	√	Code 5
Apple ProRes 422	-	√	Code 6
Apple ProRes 422 HQ	-	√	Code 6
Apple ProRes 422 LT	-	√	Code 6
DVCPro HD	-	√	Code 8
AVC-Intra 100	-	√	Code 13

TARGET BITRATE RANGE AND DEFAULT VALUES

The target bitrate of the encoded video stream can be set by the user within the accepted range: 8 to 100Mbps for standard definition, 40 to 250Mbps for high definition with the exception of Apple ProRes, Avid DNxHD® and DVCPro codecs working with defined bitrates.

The default values are M-JPEG 30Mbps for standard definition and M-JPEG 100Mbps for high definition.

The code-protected codecs are solely available when the corresponding code is valid.

CONTENT TRANSFER ENCODING AND FILE HEADER

Up to Multicam 10.01, all codecs used in the EVS Video servers were encoding in 8-bit. From Multicam 10.03, it is possible to perform the encoding process in 8-bit or 10 bit and to write a 10-bit file on selected codecs.

The following table summarizes the proposed configurations in the XT2+:

	Encoding	File Header
DNxHD 120/145	8-bit	8-bit
DNxHD 185/220	8-bit	8-bit
DNxHD 185x DNxHD 220x	10-bit	10-bit
ProRes 120/145	8-bit	10-bit
ProRes 185/220	8-bit or 10-bit	10-bit
DVCPro HD	8-bit	8-bit
M-JPEG	8-bit	8-bit
MPEG	8-bit	8-bit
AVC-Intra 100	10-bit	10-bit



Note

When encoding in 10-bit, it is not possible to use the graphic functionality: Paint, Target, Logo Insertion and manual offside line.

1.8.4 RECORDING CAPACITY FOR XT2+ SERVERS

The following tables show the recording capacity, in hours, for 1 record channel (i.e. 1 video + 4 stereo audio tracks in SD; 1 video + 8 stereo audio tracks in HD) with arrays of 300GB disks compared with the different video bitrates. These tables are valid with the "Operational Disk Size" parameter set to 100%.

Configurations in normal characters are the recommended ones without hot spare disks.

Configurations in bold characters are the recommended ones with hot spare disks.

The disk storage can be as follows, with a total of up to 84 disks:

- internal storage only: 6 or 12 x 300GB SAS disks.
- external storage only: up to 4 arrays with 24 x 300 GB SAS disks, with or without spare disks
- both internal and external storage.

Recording Capacity in hours for 5 disks (4+1) RAID configuration – 50Hz

		(4+1)								
# Disks	# Ext array			30Mbps	40Mbps	50Mbps	100Mbps	110Mbps	120Mbps	185Mbps
		# RAIDS	# Spares	4 audios	4 audios	4 audios	8 audios	8 audios	8 audios	8 audios
5	1	1	0	75	58	48	23	22	19	13
6	1	1	1	75	58	48	23	22	19	13
10	1	2	0	152	117	96	47	44	39	26
11	1	2	1	152	117	96	47	44	39	26
15	1	3	0	228	176	145	71	66	59	40
16	1	3	1	228	176	145	71	66	59	40
20	1	4	0	304	234	193	95	88	79	53
21	1	4	1	304	234	193	95	88	79	53
25	2	5	0	380	293	242	119	111	99	67
27	2	5	2	380	293	242	119	111	99	67
30	2	6	0	457	352	290	142	133	119	80
32	2	6	2	457	352	290	142	133	119	80
35	2	7	0	533	411	339	166	155	138	94
37	2	7	2	533	411	339	166	155	138	94
40	2	8	0	609	470	387	190	177	158	107
42	2	8	2	609	470	387	190	177	158	107
45	2	9	0	686	528	435	214	200	178	121
47	2	9	2	686	528	435	214	200	178	121
50	3	10	0	762	587	484	238	222	198	135
53	3	10	3	762	587	484	238	222	198	135
55	3	11	0	838	646	532	262	244	218	148
58	3	11	3	838	646	532	262	244	218	148
60	3	12	0	914	705	581	285	266	238	162
63	3	12	3	914	705	581	285	266	238	162
65	3	13	0	991	764	629	309	289	258	175
68	3	13	3	991	764	629	309	289	258	175
70	3	14	0	1067	822	678	333	311	278	189
74	4	14	4	1067	822	678	333	311	278	189
75	4	15	0	1143	881	726	357	333	297	202
79	4	15	4	1143	881	726	357	333	297	202
80	4	16	0	1220	940	775	381	355	317	216
84	4	16	4	1220	940	775	381	355	317	216

Recording Capacity in hours for 6 disk (5+1) RAID configuration – 50Hz

		(5+1)								
# Disks	# Ext array			30Mbps	40Mbps	50Mbps	100Mbps	110Mbps	120Mbps	185Mbps
		# RAIDS	# Spares	4 audios	4 audios	4 audios	8 audios	8 audios	8 audios	8 audios
6	1	1	0	94	73	60	29	27	24	16
7	1	1	1	94	73	60	29	27	24	16
12	1	2	0	190	146	120	59	55	49	33
13	1	2	1	190	146	120	59	55	49	33
18	1	3	0	285	220	181	89	83	74	50
19	1	3	1	285	220	181	89	83	74	50
24	1	4	0	380	293	242	119	111	99	67
26	2	4	2	380	293	242	119	111	99	67
30	2	5	0	476	367	302	148	138	124	84
32	2	5	2	476	367	302	148	138	124	84
36	2	6	0	571	440	363	178	166	148	101
38	2	6	2	571	440	363	178	166	148	101
42	2	7	0	667	514	423	208	194	173	118
44	2	7	2	667	514	423	208	194	173	118
48	2	8	0	762	587	484	238	222	198	135
51	3	8	3	762	587	484	238	222	198	135
54	3	9	0	857	661	545	268	250	223	151
57	3	9	3	857	661	545	268	250	223	151
60	3	10	0	953	734	605	297	277	248	168
63	3	10	3	953	734	605	297	277	248	168
66	3	11	0	1048	808	666	327	305	273	185
69	3	11	3	1048	808	666	327	305	273	185
72	3	12	0	1143	881	726	357	333	297	202
76	4	12	4	1143	881	726	357	333	297	202
78	4	13	0	1220	940	775	381	355	317	216
82	4	13	4	1220	940	775	381	355	317	216

Recording Capacity in hours for 5 disk (4+1) RAID configuration – 59.94Hz

		(4+1)								
# Disks	# Ext array	110								
		# RAIDS	# Spares	30Mbps 4 audios	40Mbps 4 audios	50Mbps 4 audios	100Mbps 8 audios	Mbps 8 audios	145Mbps 8 audios	220Mbps 8 audios
5	1	1	0	75	58	48	23	21	16	11
6	1	1	1	75	58	48	23	21	16	11
10	1	2	0	151	117	96	47	43	33	22
11	1	2	1	151	117	96	47	43	33	22
15	1	3	0	228	176	144	71	65	49	33
16	1	3	1	228	176	144	71	65	49	33
20	1	4	0	304	235	193	95	87	66	45
21	1	4	1	304	235	193	95	87	66	45
25	2	5	0	380	294	241	119	109	82	56
27	2	5	2	380	294	241	119	109	82	56
30	2	6	0	456	353	290	143	131	99	67
32	2	6	2	456	353	290	143	131	99	67
35	2	7	0	533	412	338	166	152	115	78
37	2	7	2	533	412	338	166	152	115	78
40	2	8	0	609	471	386	190	174	132	90
42	2	8	2	609	471	386	190	174	132	90
45	2	9	0	685	530	435	214	196	149	101
47	2	9	2	685	530	435	214	196	149	101
50	3	10	0	761	589	483	238	218	165	112
53	3	10	3	761	589	483	238	218	165	112
55	3	11	0	838	648	531	262	240	182	123
58	3	11	3	838	648	531	262	240	182	123
60	3	12	0	914	707	580	286	262	198	135
63	3	12	3	914	707	580	286	262	198	135
65	3	13	0	990	766	628	310	284	215	146
68	3	13	3	990	766	628	310	284	215	146
70	3	14	0	1066	825	677	333	306	231	157
74	4	14	4	1066	825	677	333	306	231	157
75	4	15	0	1143	884	725	357	328	248	168
79	4	15	4	1143	884	725	357	328	248	168
80	4	16	0	1219	943	773	381	349	265	180
84	4	16	4	1219	943	773	381	349	265	180

Recording Capacity in hours for 6 disk (5+1) RAID configuration – 59.94Hz

		(5+1)								
# Disks	# Ext array	30Mbps 40Mbps 50Mbps 100Mbps 110Mbps 145Mbps 220Mbps								
		# RAIDS	# Spares	4 audios	4 audios	4 audios	8 audios	8 audios	8 audios	8 audios
6	1	1	0	94	73	60	29	27	20	14
7	1	1	1	94	73	60	29	27	20	14
12	1	2	0	190	147	120	59	54	41	28
13	1	2	1	190	147	120	59	54	41	28
18	1	3	0	285	220	181	89	81	62	42
19	1	3	1	285	220	181	89	81	62	42
24	1	4	0	380	294	241	119	109	82	56
26	2	4	2	380	294	241	119	109	82	56
30	2	5	0	475	368	302	148	136	103	70
32	2	5	2	475	368	302	148	136	103	70
36	2	6	0	571	442	362	178	163	124	84
38	2	6	2	571	442	362	178	163	124	84
42	2	7	0	666	515	423	208	191	144	98
44	2	7	2	666	515	423	208	191	144	98
48	2	8	0	761	589	483	238	218	165	112
51	3	8	3	761	589	483	238	218	165	112
54	3	9	0	857	663	544	268	245	186	126
57	3	9	3	857	663	544	268	245	186	126
60	3	10	0	952	737	604	298	273	207	140
63	3	10	3	952	737	604	298	273	207	140
66	3	11	0	1047	810	665	327	300	227	154
69	3	11	3	1047	810	665	327	300	227	154
72	3	12	0	1143	884	725	357	328	248	168
76	4	12	4	1143	884	725	357	328	248	168
78	4	13	0	1219	943	773	381	349	265	180
82	4	13	4	1219	943	773	381	349	265	180

1.8.5 SUPPORTED SMPTE STANDARDS

The following standards are supported:

SD SDI	SMPTE 259M (525i 59.94Hz; 625i 50Hz)
HD SDI	SMPTE 292M (720p 50 and 59.94Hz; 1080i 50 and 59.94Hz)
Embedded audio HD	SMPTE 299M
AES/EBU audio	SMPTE 272M
LTC	SMPTE 12M
D-VITC	SMPTE 266M
Ancillary TC in HD	RP 188
Vertical Ancillary Data	SMPTE 334M
VC-3	SMPTE 2019-1
IMX D-10	SMPTE 356M
1080p 50 and 59.94Hz	SMPTE 372M
Mapping of Audio Metadata into Vertical Ancillary data	SMPTE 2020

1.8.6 MAXIMUM BITRATE VALUES

These maximum values are valid for XT2+ servers running Multicam version 10.03 or higher. They guarantee a smooth play and a browse at 100% speed on all channels simultaneously.

		2 ch	4 ch	4ch (3D)	4ch (1080p)	4ch (3D SLISM 3x)	6 ch
SD JPEG	PAL	100	100	N/A	N/A	N/A	100
	NTSC	100	100	N/A	N/A	N/A	100
HD JPEG	PAL	225	225	110	110	100	160
	NTSC	250	250	110	110	100	160
HD MPEG	PAL	225	225	110	110	100	160
	NTSC	250	250	110	110	100	160

		2 ch	4 ch	4ch (3D)	4ch (1080p)	4ch (3D SLSM 3x)	6 ch
Avid DNxHD®	PAL	185	185	100	100	100	120
	NTSC	220	220	100	100	100	145
Apple ProRes 422	PAL	185	185	85	85	85	120
	NTSC	220	220	102	102	102	145
DVCPro 50	PAL	50	50	N/A	N/A	N/A	50
	NTSC	50	50	N/A	N/A	N/A	50
DVCPro HD	PAL	100	100	100	100	100	100
	NTSC	100	100	100	100	100	100
AVC-Intra 100	PAL	111	111	110	110	N/A	111
	NTSC	111	111	110	110	N/A	111

1.8.7 AVID DNxHD® AND APPLE PRORES 422

INTRODUCTION

EVS XT2+ servers feature a native implementation of the Avid DNxHD® and Apple ProRes 422 high definition video codecs. This enables native audio and video file transfers in either direction between the EVS XT2+ servers, and Avid and Apple post-production tools in High Definition. This document explains the impact of using Avid DNxHD® and Apple ProRes codecs on XT2+ servers, on the XNet2 SDTI network and on the XFile2 or XF2 in terms of storage capacity, number of usable video channels and network transfers.

For details on how to setup a direct connection between an HD XT2+ server and an Avid or Apple server, please refer to the specific documents (EVS_AvidTM_integration_v3.01 or EVS_Apple_integration_v.3.01).

VIDEO BITRATE COMPATIBILITY WITH AVID AND APPLE PRODUCTS

Avid DNxHD® is standardized at specific bitrates according to 2 profiles:

1. Standard profile: 120Mbps in "PAL" (50Hz) and 145Mbps in "NTSC" (59.94Hz)
2. High Level profile: 185Mbps in "PAL" (50Hz) and 220Mbps in "NTSC" (59.94Hz)

Although Avid DNxHD® is standardized at the specific bitrates mentioned here above, Avid products can seamlessly read DNxHD® files and streams at other bitrates. DNxHD® pictures at other bitrates than those defined by the 2 official Avid profiles can also be referred to as "VC-3" as defined in SMPTE 1019.

To allow users to determine the best balance between picture quality, storage capacity, number of video channels per server, and network speed, EVS XT2+ servers can generate Avid DNxHD® files and streams at any given bitrate between 20Mbps and 220Mbps. These files and streams should remain compatible with Avid production tools.

Apple ProRes 422 is also standardized at specific bitrates according to 3 profiles:

1. Apple ProRes 422 (also sometimes referred to as Apple ProRes 422 SQ): 120Mbps in "PAL" (50Hz) and 145Mbps in "NTSC" (59.94Hz)
2. Apple ProRes 422 HQ: 185Mbps in "PAL" (50Hz) and 220Mbps in "NTSC" (59.94Hz)
3. Apple ProRes 422 LT: 85Mbps in "PAL" (50Hz) and 102Mbps in "NTSC" (59.94Hz)

Apple ProRes 422 on EVS XT2+ servers is only available at these bitrates.

CHOICES OF BITRATES WHEN USING AVID DNxHD® OR APPLE PRORES 422 WITH EVS XT2+ SERVERS

How to Read the Following Tables?

1. **Video Bitrate:** value set by the user in the advanced parameters window of the XT2+ server
2. **Fields/Block:** number of video fields that can be stored in one disk block of 8MB, taking into account 8 audio tracks.
3. **Actual Bandwidth:** this is the actual disk/network bandwidth that is required for the real time record or real time playback of one video stream and its associated audio tracks.
4. **Max. RT Channels:** this is the maximum number of video channels (real time record or real time playback) that one XT2+ server can support for a given frame rate and bitrate. Since an XT2+ server can have a maximum of 6 local video channels, any value higher than 6 means that these additional real time access can be used over the XNet2 SDTI network.

For mixed configuration with standard and super motion channels on the same server, the following rule must be used to ensure that the settings do not exceed the maximum bandwidth of the server : (nbr of standard channels x their actual bandwidth) + (nbr of super motion channels x their actual bandwidth) must be lower than or equal to 205 MB/s.

Example: Can I run an XT2+ server with 2 records (1 super motion + 1 standard) + 2 play (1 super motion + 1 standard) in Avid DNxHD® with a video bitrate of 100Mbps in "PAL" ?

Calculation: 1 standard rec/play at 100Mbps uses 13.3 MB/s ; 1 super motion record/play at 100Mbps uses 40.0 MB/s; $2 \times 13.3 + 2 \times 40.0 = 106.6$ MB/s.

Conclusion: this configuration is supported.

5. **Network transfers:** the maximum bandwidth over the XNet2 SDTI network is approximately 110 MB/s. To determine the number of real time transfers that can occur simultaneously over the network, this number must be divided by the actual bandwidth given in the table for a selected bitrate.

Example: How many real time transfers can I do over an XNet2 SDTI network (set at 1485Mbps) if I work with Apple ProRes 422 at 145Mbps in "NTSC" ?

Calculation:

Maximum SDTI bandwidth / Actual Bandwidth = real time transfers:

110MB/s / 18.4MB/s = 6 real time transfers.

Note: This number is the maximum that the network connection can support.

Of course it is also necessary that the XT2+ where the material is stored has enough local disk bandwidth to feed the network accesses, on top of its own local channels (cfr point 4. Max. RT Channels)

To get information on the recording capacity of the servers according to the video bitrates, refer to section 1.8.4 'Recording Capacity for XT2+ Servers' on page 13.

Avid DNxHD® & Apple ProRes 422 at 50Hz ("PAL")

Codec	Video Bitrate	Fields /Block	Actual Bandwidth	Max. RT Channels	XF2 Storage Capacity (in hours and minutes)			
					250GB	500GB	750GB	1TB
Avid DNxHD®	85 Mbps	35	11.43 MB/s	17.94	5.36	11.24	17.11	22.48
Avid DNxHD®	100 Mbps	30	13.33 MB/s	15.38	4.48	9.46	14.44	19.32
Avid DNxHD® Apple ProRes 422	120 Mbps	26	15.38 MB/s	13.33	4.09	8.28	12.46	16.56
Avid DNxHD® Apple ProRes 422 HQ	185 Mbps	17	23.53 MB/s	8.71	2.43	5.32	8.21	11.04

Avid DNxHD® & Apple ProRes 422 at 150Hz ("PAL Super Motion 3x")

Codec	Video Bitrate	Fields /Block	Actual Bandwidth	Max. RT Channels	XF2 Storage Capacity (in hours and minutes)			
					250GB	500GB	750GB	1TB
Avid DNxHD®	85 Mbps	12	33.33 MB/s	6.15	1.55	3.54	5.53	7.48
Avid DNxHD®	100 Mbps	10	40.00 MB/s	5.13	1.36	3.15	4.54	6.30
Avid DNxHD® Apple ProRes 422	120 Mbps	9	44.44 MB/s	4.61	1.26	2.56	4.25	5.52
Avid DNxHD® Apple ProRes 422 HQ	185 Mbps	5	66.67 MB/s	3.08	0.57	1.57	2.57	3.54

Avid DNxHD® & Apple ProRes 422 at 59.94Hz ("NTSC")

Codec	Video Bitrate	Fields /Block	Actual Bandwidth	Max. RT Channels	XF2 Storage Capacity (in hours and minutes)			
					250GB	500GB	750GB	1TB
Avid DNxHD®	85 Mbps	42	11.42 MB/s	17.96	5.36	11.24	17.12	22.48
Avid DNxHD®	100 Mbps	36	13.32 MB/s	15.39	4.48	9.47	14.45	19.34
Avid DNxHD® Apple ProRes 422	145 Mbps	26	18.44 MB/s	11.12	3.28	7.03	10.39	14.06
Avid DNxHD® Apple ProRes 422 HQ	220 Mbps	17	28.21 MB/s	7.27	2.16	4.37	6.57	9.14

Avid DNxHD® & Apple ProRes 422 at 180Hz ("NTSC Super Motion 3x")

Codec	Video Bitrate	Fields /Block	Actual Bandwidth	Max. RT Channels	XF2 Storage Capacity (in hours and minutes)			
					250GB	500GB	750GB	1TB
Avid DNxHD®	85 Mbps	15	31.97 MB/s	6.41	2.00	4.04	6.09	8.08
Avid DNxHD®	100 Mbps	12	39.96 MB/s	5.13	1.36	3.15	4.55	6.30
Avid DNxHD® Apple ProRes 422	145 Mbps	9	53.28 MB/s	3.85	1.12	2.26	3.41	4.52
Avid DNxHD® Apple ProRes 422 HQ	220 Mbps	6	79.92 MB/s	2.57	0.48	1.38	2.27	3.16

XFile2 and XF2 Transfers for Avid DNxHD® and Apple ProRes 422

XFile2 bandwidth for backup and restore is 27MB/s. Therefore, it can support:

- 2.4 real time transfers with Avid DNxHD® 85Mbps
- 2.0 real time transfers with Avid DNxHD® 100Mbps
- 1.8 real time transfers with Avid DNxHD® or Apple ProRes 422 at 120Mbps (PAL)
- 1.5 real time transfers with Avid DNxHD® or Apple ProRes 422 at 145Mbps (NTSC)

XF2 bandwidth for backup is 50MB/s and 32MB/s for restore.

Therefore, it can support in **backup** mode:

- 4.0 real time transfers with Avid DNxHD® 85Mbps
- 3.5 real time transfers with Avid DNxHD® 100Mbps
- 3.0 real time transfers with Avid DNxHD® or Apple ProRes 422 at 120Mbps (PAL)
- 2.5 real time transfers with Avid DNxHD® or Apple ProRes 422 at 145Mbps (NTSC)

Therefore it can support in **restore** mode:

- 2.8 real time transfers with Avid DNxHD® 85Mbps
- 2.4 real time transfers with Avid DNxHD® 100Mbps
- 2.0 real time transfers with Avid DNxHD® or Apple ProRes 422 at 120Mbps (PAL)
- 1.7 real time transfers with Avid DNxHD® or Apple ProRes 422 at 145Mbps (NTSC)

Gigabit Ethernet Transfers with XT2+ Servers for Avid DNxHD® and Apple ProRes 422



Preliminary note

The following observations focus on steady rates; the transfer performances with small clips will be lower as they generate a lot of starts and ends of sessions.

BACKUP

Maximum transfer speeds through the Gigabit ports of the XT2+ server :

- 6 simultaneous real time transfers with Avid DNxHD® 85Mbps
- 6.2 x faster than real time on a single transfers with Avid DNxHD® 85Mbps
- 6 simultaneous real time transfers with Avid DNxHD® 100Mbps
- 5.3 x faster than real time on a single transfers with Avid DNxHD® 100Mbps
- 5.8 simultaneous real time transfers with Avid DNxHD® or Apple ProRes 422 at 120Mbps (PAL)
- 4.6 x faster than real time on a single transfers with Avid DNxHD® or Apple ProRes 422 at 120Mbps (PAL)
- 4.8 simultaneous real time transfers with Avid DNxHD® or Apple ProRes 422 at 145Mbps (NTSC)
- 3.8 x faster than real time on a single transfers with Avid DNxHD® or Apple ProRes 422 at 145Mbps (NTSC)

RESTORE

Maximum transfer speeds through the Gigabit ports of the XT2+ server :

- 6 simultaneous real time transfers with Avid DNxHD® 85Mbps
- 4x faster than real time on a single transfers with Avid DNxHD® 85Mbps
- 5.7 simultaneous real time transfers with Avid DNxHD® 100Mbps
- 3.4 x faster than real time on a single transfers with Avid DNxHD® 100Mbps
- 5 simultaneous real time transfers with Avid DNxHD® or Apple ProRes 422 at 120Mbps (PAL)
- 3 x faster than real time on a single transfers with Avid DNxHD® or Apple ProRes 422 at 120Mbps (PAL)
- 4.1 simultaneous real time transfers with Avid DNxHD® or Apple ProRes 422 at 145Mbps (NTSC)
- 2.5 x faster than real time on a single transfers with Avid DNxHD® or Apple ProRes 422 at 145Mbps (NTSC)

SIMULTANEOUS BACKUP AND RESTORE

The backup sessions reach higher bandwidth and pre-empt the bandwidth against the restore sessions. On a 'per session' based, the system allocate between 3.75 and 6 times more bandwidth to backup session than to restore session.

IMPORTANT RECOMMENDATIONS

- For 6-channel configuration, maximum bitrates for Avid DNxHD® or Apple ProRes 422 should be 220Mbps (NTSC) or 185Mbps (PAL).
- “Super Motion + 1 Cam” configuration (i.e. 1 Super Motion REC + 1 Std REC + 1 Super Motion PLAY + 1 Std PLAY): maximum bitrates for Avid DNxHD® or Apple ProRes 422 should be 145Mbps (NTSC) or 185Mbps (PAL).
- When using the Avid DNxHD® codec, we advise to work at 100Mbps if the picture quality is satisfactory → the XT2+ can sustain 6 local channels + 5 network transfers.
- The 4ch configurations with 3D, 1080p or 3D SLSM 3x are only possible with Avid DNxHD® 100 Mbps or Apple ProRes 422 LT.

1.8.8 RAID LEVEL: 3

The Video Raid uses striping process across 5 or 6 disk drives. The video and audio data is striped over the first 4 or 5 drives while the parity information is saved on the fifth or sixth drive. If one drive is damaged, the Video Raid can use the parity information to recover the missing information, so that operation can continue seamlessly without bandwidth loss.

For more information on online rebuild, refer to the section dedicated to this subject in the XT2+ Software Technical Reference manual.

1.8.9 INTERPOLATION

The playing back of smooth slow motion pictures carries specific issues: since some fields must be repeated at regular interval to provide the video at the playback speed required by the operator, parity violation appears regularly on the output video signal. This issue is specific to interlaced formats (525i, 625i and 1080i) and does not concern progressive formats (720p and 1080p).

If O and E represent respectively the odd and even fields of a standard video signal (50/60 Hz), we have:

The original video signal:

O E O E O E O E O E O E O E

The output video signal at 50% speed:

O **O** **E** E O **O** **E** E O **O** **E** E O **O** **E** E

The output video signal at 33% speed:

O **O** **O** E **E** E O **O** **O** E **E** E O **O** O E

The output video signal at 25% speed :

O **O** **O** **O** **E** E **E** E O **O** **O** **O** **E** E **E** E

Fields with parity violation are shown in bold, underlined letters. As it appears from the above table, whatever the playback speed (with the exception of the normal 100% playback speed), a number of fields violate the normal parity of the output signal. This parity violation induces a 1-line shift of the field, resulting in a vertical jitter of the picture. The jitter frequency depends upon the chosen playback speed.

To avoid this phenomenon and provide a stable output picture, EVS developed 2 types of line interpolator: 2-line and 4-line interpolators. The interpolation process can be enabled or disabled by the operator on all EVS slow motion systems.

2-LINE INTERPOLATOR

The 2-line interpolator actually generates a new field, when the original field is in parity violation. Each line of this new field is calculated by a weighted average of the 2 neighboring lines. This process solves the problem of parity violation and vertical jitter, but the drawback is a reduction of the vertical resolution on the interpolated fields, that appear unfocused. Another by-side effect is the alternation of original fields (perfectly focused) and interpolated fields (unfocused), resulting in a "pumping" video signal.

4-LINE INTERPOLATOR

The 4-line interpolator uses a more sophisticated calculation based on the 4 neighboring lines. By using suitable coefficients for the weight of each line in the resulting calculation, we apply this interpolation to all fields. The final result is a permanently, slightly unfocused picture. The advantage is a stable output signal with no jitter and no "pumping", but the vertical bandwidth is even more reduced.

The interpolator is of course always disabled at 100% playback speed, because there is no parity violation.

EVS use the same techniques with the Super Slow Motion disk recorder, working with all models of Super Motion cameras (150/180 Hz). The only difference between the processing of Super Motion and normal scan (50/60 Hz) signals is that the interpolator is always disabled at 33% playback speed, because the Super Motion signal does not cause parity violation at this particular speed.

Whatever the choice, the resulting picture is thus always a compromise between stability and resolution. With EVS systems, the operator always has got the choice between any of the 3 above described techniques: no interpolation, 2-line interpolation or 4-line interpolation. Even if the operator chooses to use the interpolation, this process will be automatically disabled when not necessary (100% playback for 50/60 Hz signal, 33% and 100% playback for 150/180 Hz signal).



Note

All professional VTRs use line interpolation in PlayVar mode to avoid vertical jitters.

Default value is interpolator off for all configurations except SuperLSM configuration in which 4-line interpolator mode is enabled.

2. Cabling

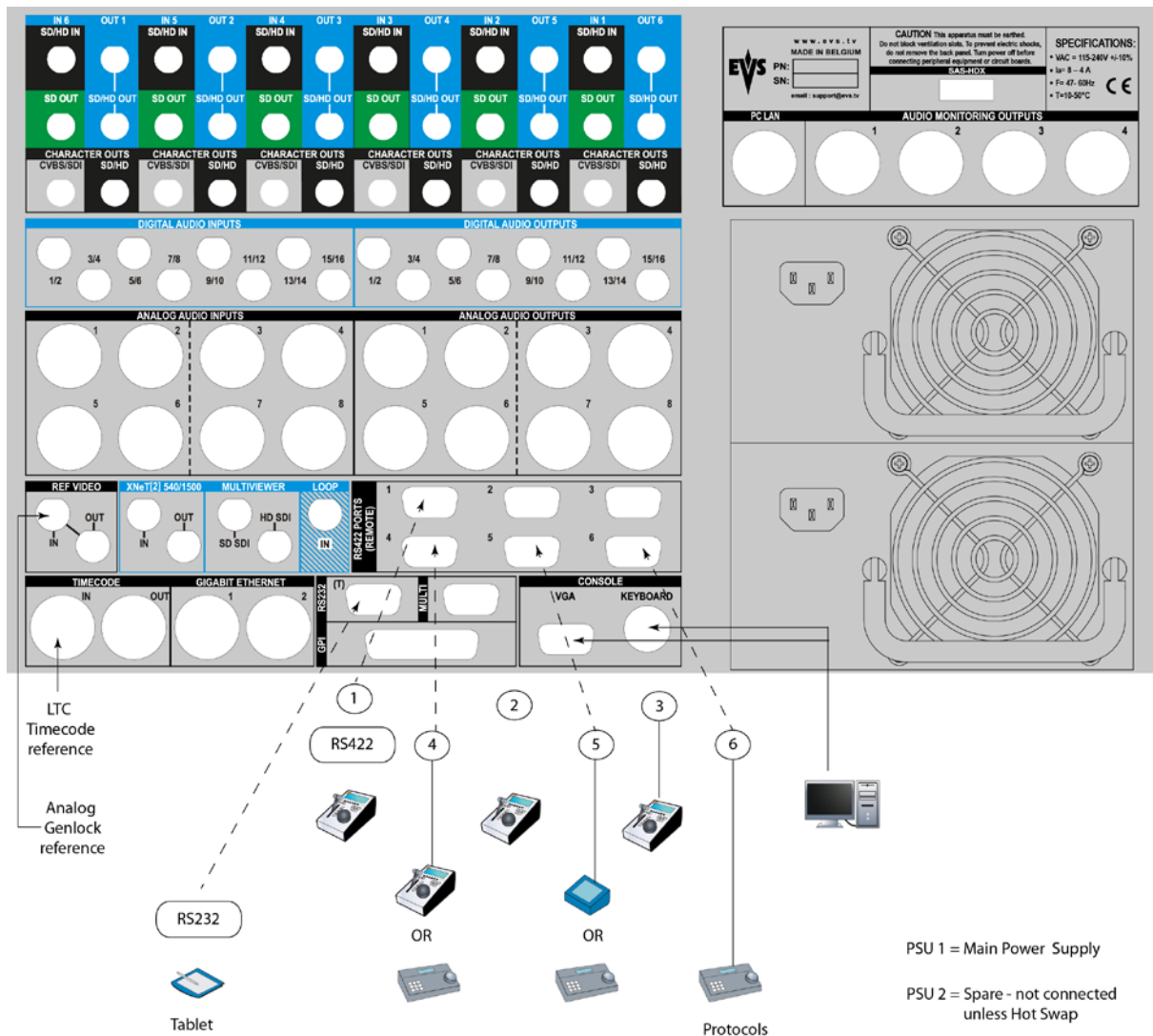
2.1 XT2+ REAR PANEL

The two main drawings presented in this section show the rear panels of an XT2+, with respectively a COHX or V3X board. The BNC IN/OUT connectors are slightly different.

2.1.1 XT2+ WITH COHX BOARD

The following drawing represents a rear panel of an XT2+ fitted with a COHX board.

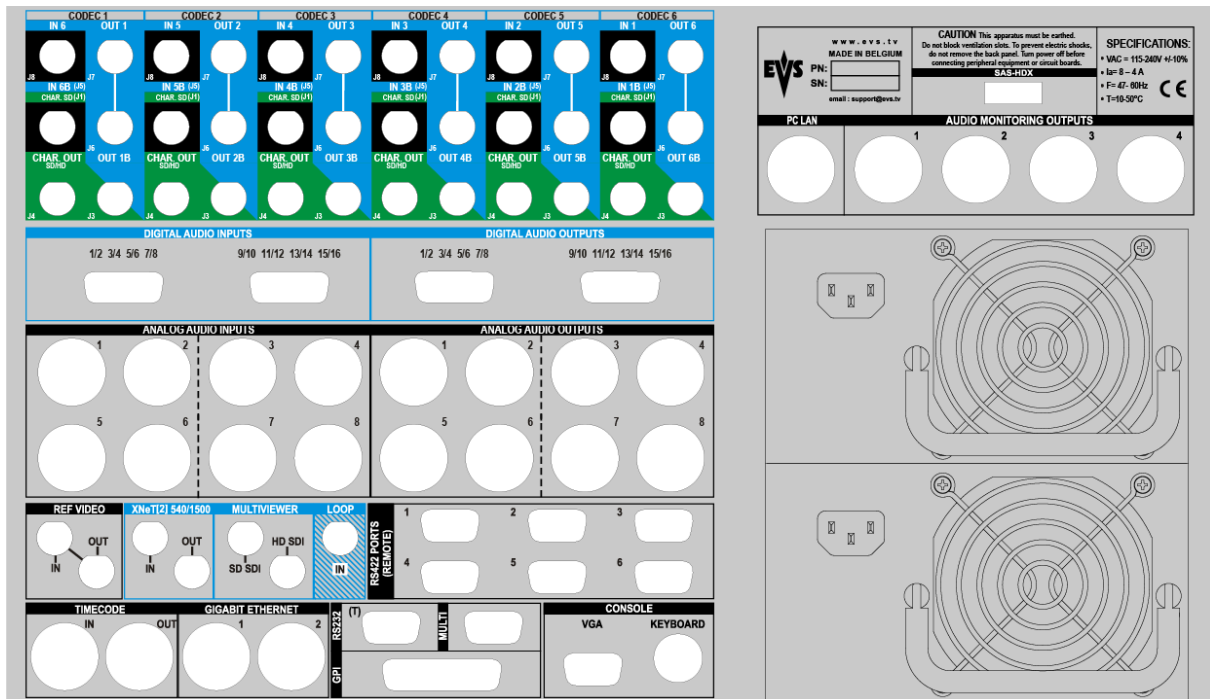
The digital audio inputs are BNC connectors, but can also be multi-pin connectors, as represented on the drawing of the XT2+ rear panel with a V3X board.



2.1.2 XT2 WITH V3X BOARD

The following drawing represents a rear panel of an XT2+ fitted with a V3X board.

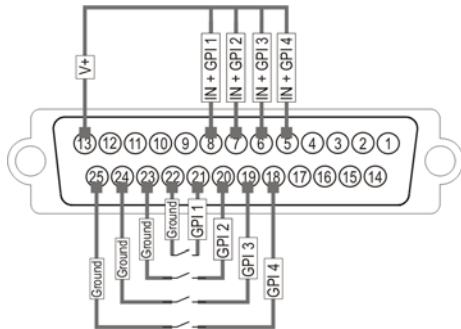
The digital audio inputs are multi-pin connectors, but can also be BNC connectors, as represented on the drawing of the XT2 rear panel with a COHX board.



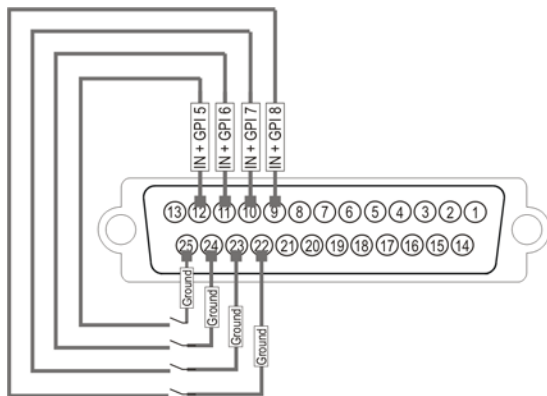
2.2 GPI IN CONNECTIONS

On XT2+ servers, GPI triggers are available. Refer to the Multicam or AirBox user manuals for GPI allocation.

2.2.1 RELAY → OPTO INPUTS ON THE XT2+ SERVER (GPI INPUTS 1, 2, 3, 4)

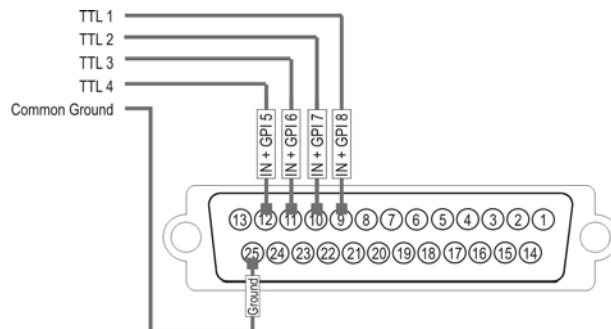


2.2.2 RELAY → TTL INPUTS ON THE XT2+ SERVER (GPI INPUTS 5, 6, 7, 8)



The relay must be connected between the ground and the corresponding TTL input on the DB25.

2.2.3 TTL → TTL INPUTS ON THE XT2+ SERVER (GPI INPUT 5, 6, 7, 8)

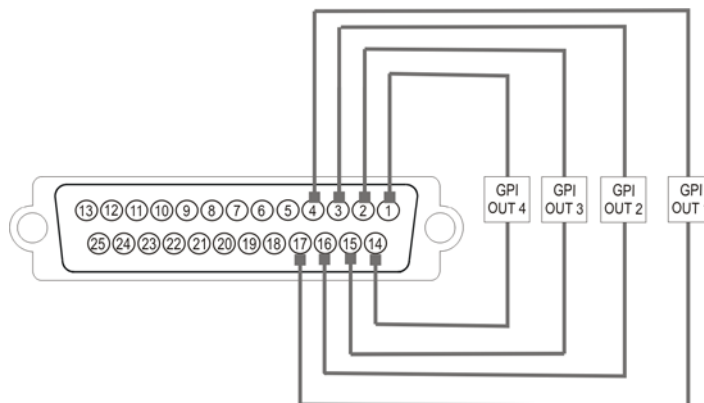


Each TTL input on the DB25 is directly connected to the pin of the TTL connector on the device triggering the GPI. The ground must be common between the DB25 connector of the XT2+ and the external device.

2.3 GPI OUT SETTINGS

The user can define the functions, types and settings associated to the GPI outs in the following applications:

- Setup menu of the Remote Panel (pages 8.3 & 8.4)
- IP Director settings (GPI and Auxiliary Track tab)



2.4 MTPC GPIO CONNECTOR 15/10/02

2.4.1 GPIO CONNECTOR: SUB-D 25-PINS MALE

1	Relay Out 4	14	Relay Out 4
2	Relay Out 3	15	Relay Out 3
3	Relay Out 2	16	Relay Out 2
4	Relay Out 1	17	Relay Out 1
5	IN + opto 4	18	IN - opto 4
6	IN + opto 3	19	IN - opto 3
7	IN + opto 2	20	IN - opto 2
8	IN + opto 1	21	IN - opto 1
9	I/O TTL 8	22	GND (Return I/O 8)
10	I/O TTL 7	23	GND (Return I/O 7)
11	I/O TTL 6	24	GND (Return I/O 6)
12	I/O TTL 5	25	GND (Return I/O 5)
13	+ 5V 50mA max.		

2.4.2 GPIO HARDWARE SPECIFICATION

4 X Relay isolated output:

- normally open contact (power off -> open)
- maximum 1A
- maximum 50 Volts
- typical life time: 100.000.000 switching

4 X Opto isolated input:

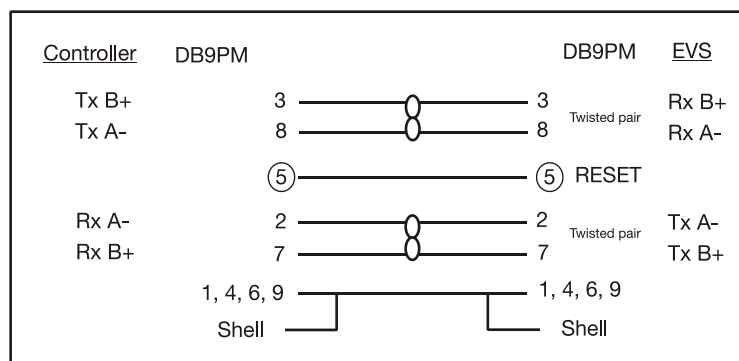
- The input consists in an opto diode (VF @ 1.1 Volt) in series with a 470 ohm resistor).

- Typical switching point @ 1.4 mA, for secure operation:
 - $i=0$ to 0.5 mA -> opto OFF
 - $i=2.5$ to 30 mA -> opto ON
 - $i_{max}= 30$ mA
- Direct connection to a TTL/CMOS signal possible (Pin opto - to GND and pin opto + to the TTL/CMOS signal).
Typical switching point @ 1.6 Volts, for secure operation:
 - $V_{in} < 0.8$ Volts -> opto OFF
 - $V_{in} > 2.2$ Volts @ 2 mA -> opto ON
 - V_{in} max (without external resistor) = 15 Volts

4 X CMOS input/output:

- each pin can be individually configured as an output or an input
- internal 4K7 pull up to +5V
- low level $V_i < 1.5$ Volt (U12=74HC245)
- high level $V_i > 3.5$ Volt (U12=74HC245)
- optional TTL compatible level (U12=74HCT245)

2.5 RS422 CONNECTOR



The RS 422 cable must be wired PIN TO PIN following the above diagram. Use shielded cable to avoid electromagnetic interference on long distances.



Important

The Reset command from the Remote is sent through the Pin n°5 of RS422 connector. This function should be disabled when the controller on RS422 #1 is not an EVS controller (refer to the section 'MTPC Board' on page 74 of this manual).

The technical specifications for the RS422 connector are the following:

- 19200 bauds
- No parity
- 8 data bits
- 1 stop bit

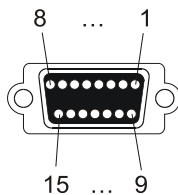
2.6 AUDIO CONFIGURATIONS

2.6.1 CODA FOR XT2+

Internal Audio Module: Embedded + AES/EBU + Analogue Balanced

- Embedded Audio 64 channels (input or output)
- AES/EBU Audio 16 inputs + 16 outputs (110 Ohm balanced on SUB-DB15, breakout cable with 4 XLR IN/OUT available optionally OR 75 Ohm unbalanced on BNC)
- Analogue Balanced audio 8 inputs + 8 outputs (110 Ohm balanced on SUB-DB15, breakout cable with 4 XLR IN/OUT available optionally OR XLR)
- Audio monitoring : 4 analogue balanced mono outputs (XLR)

2.6.2 PIN ASSIGNMENT ON SUB-DB15 CONNECTORS



AES DB15 Connectors

Pin #	Sub-DB15 #1 Inputs 1-8 (mono)	Sub-DB15 #2 Inputs 9-16 (mono)	Sub-DB15 #3 Outputs 1-8 (mono)	Sub-DB15 #4 Outputs 9-16 (mono)
1	GND	GND	GND	GND
2	AES input 1/2 +	AES input 9/10 +	AES output 1/2 +	AES output 9/10 +
3	GND	GND	GND	GND
4	AES input 3/4 +	AES input 11/12 +	AES output 3/4 +	AES output 11/12 +
5	GND	GND	GND	GND
6	AES input 5/6 +	AES input 13/14 +	AES output 5/6 +	AES output 13/14 +
7	GND	GND	GND	GND
8	AES input 7/8 +	AES input 15/16 +	AES output 7/8 +	AES output 15/16 +
9	AES input 1/2 -	AES input 9/10 -	AES output 1/2 -	AES output 9/10 -
10	GND	GND	GND	GND
11	AES input 3/4 -	AES input 11/12 -	AES output 3/4 -	AES output 11/12 -

Pin #	Sub-DB15 #1 Inputs 1-8 (mono)	Sub-DB15 #2 Inputs 9-16 (mono)	Sub-DB15 #3 Outputs 1-8 (mono)	Sub-DB15 #4 Outputs 9-16 (mono)
12	GND	GND	GND	GND
13	AES input 5/6 -	AES input 13/14 -	AES output 5/6 -	AES output 13/14 -
14	GND	GND	GND	GND
15	AES input 7/8 -	AES input 15/16 -	AES output 7/8 -	AES output 15/16 -

Analogue DB15 Connectors

Pin #	Sub-DB15 #1 Inputs 1-4 (mono)	Sub-DB15 #2 Inputs 5-8 (mono)	Sub-DB15 #3 Outputs 1-4 (mono)	Sub-DB15 #4 Outputs 5-8 (mono)
1	GND	GND	GND	GND
2	Analogue input 1 +	Analogue input 5 +	Analogue output 1 +	Analogue output 5 +
3	GND	GND	GND	GND
4	Analogue input 2 +	Analogue input 6 +	Analogue output 2 +	Analogue output 6 +
5	GND	GND	GND	GND
6	Analogue input 3 +	Analogue input 7 +	Analogue output 3 +	Analogue output 7 +
7	GND	GND	GND	GND
8	Analogue input 4 +	Analogue input 8 +	Analogue output 4 +	Analogue output 8 +
9	Analogue input 1 -	Analogue input 5 -	Analogue output 1 -	Analogue output 5 -
10	GND	GND	GND	GND
11	Analogue input 2 -	Analogue input 6 -	Analogue output 2 -	Analogue output 6 -
12	GND	GND	GND	GND
13	Analogue input 3 -	Analogue input 7 -	Analogue output 3 -	Analogue output 7 -
14	GND	GND	GND	GND
15	Analogue input 4 -	Analogue input 8 -	Analogue output 4 -	Analogue output 8 -

2.7 CONNECTING MULTIPLE EVS VIDEO SERVERS ON XNET



The XNet network is composed by several EVS video servers all connected with a 75-Ohm coaxial cable (BNC).

The exchange between systems is operated through the SDTI interface at 1485 Mbps.

On XT2+ servers there is one pair of SDTI connectors: XNet2 Non-Relay connectors that are used at 1485 Mbps.

The SDTI loop is closed only when the Multicam software is started. It is therefore recommended to use XHub when using Non-Relay connectors to avoid network interruptions.

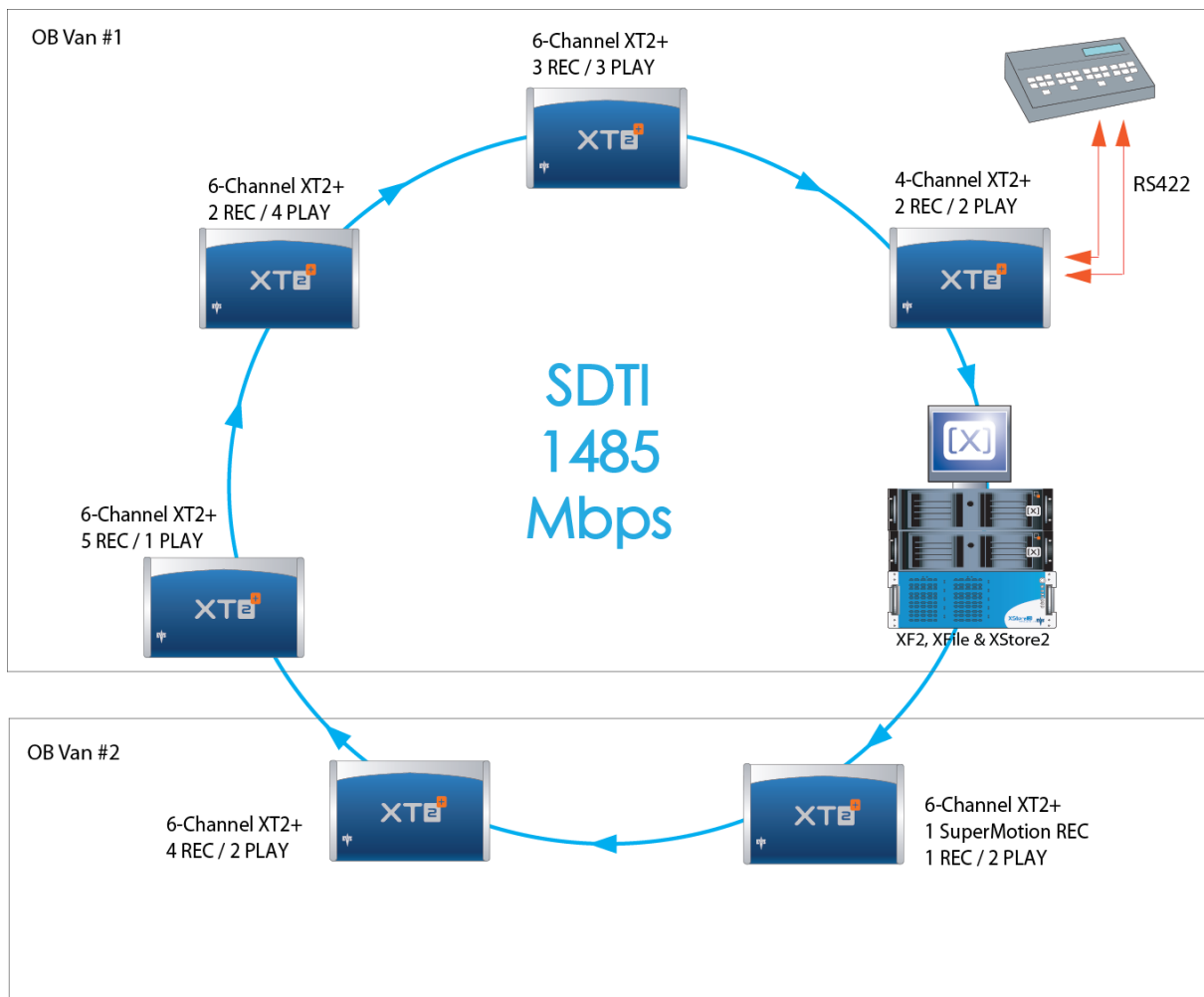
The XNet requires a network server dedicated to the management of the Database shared among all LSM-EVS video servers. This is assigned to one of the LSM-EVS servers on the network. The EVS server acting as the network server can of course be used for standard LSM/video server operation.



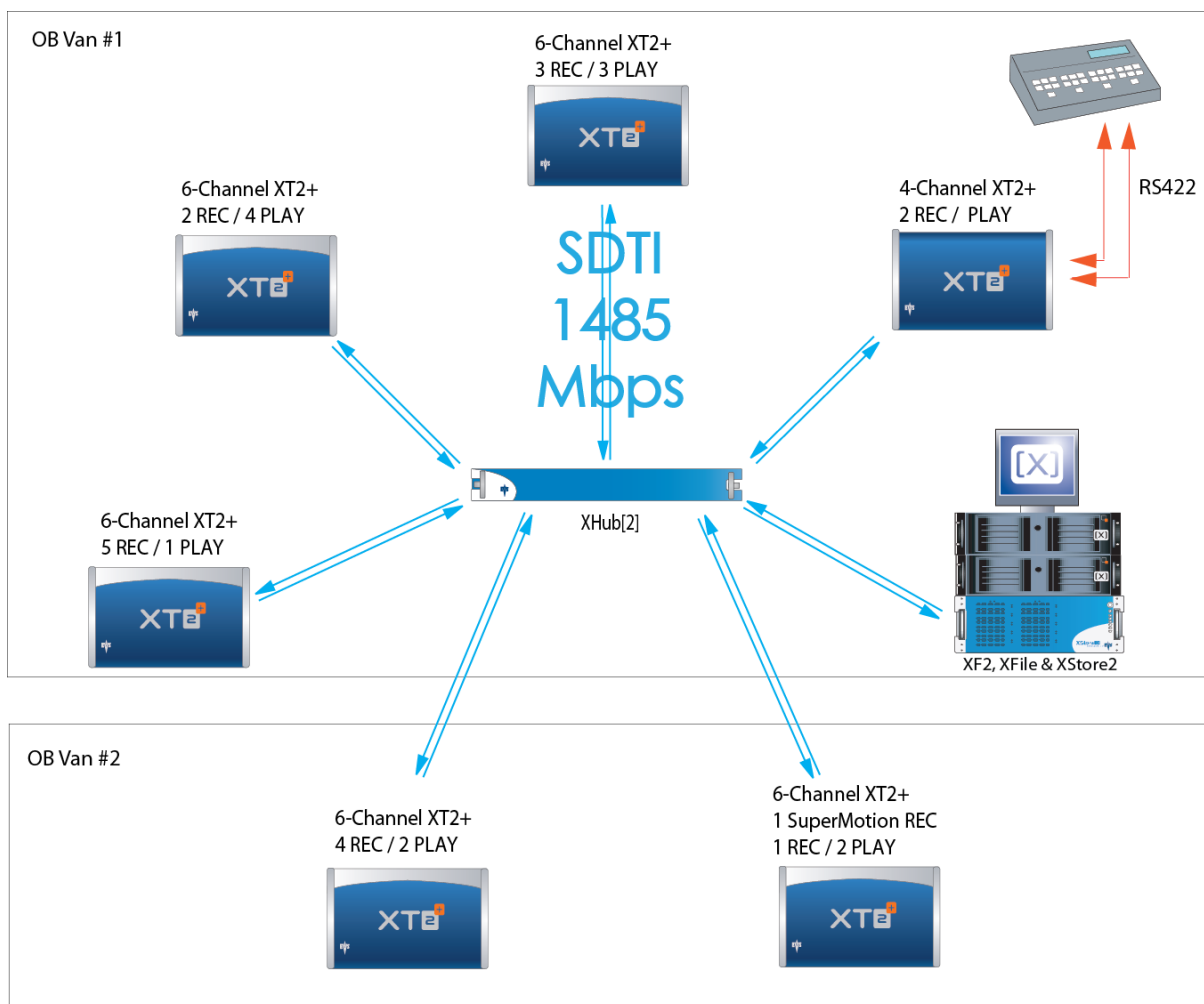
Note

If an XT2+ must be connected to other XT2 or XS servers, these servers must run at least Multicam version 10.01.67.

2.7.1 CONNECTION DIAGRAM WITHOUT EVS XHUB SDTI HUB



2.7.2 CONNECTION DIAGRAM WITH EVS XHUB SDTI HUB



2.7.3 REQUIRED CONDITIONS TO SET UP AND RUN XNET

1. All systems on the network must be XT2, XT2+, XS, XFile2 or XF2, XStore2 or XHub2.
2. The SDTI advanced option code (for network client, master or server modes) must be validated in the options list.
3. They should all be running compatible software version. A warning message is displayed when trying to connect an EVS video server with a software version that is not compatible with the network server.
4. The following parameters must be similar on all systems: SDTI Speed (1485Mbps, from Hardware Configuration menu)
5. Network Type must be set to "Server" on 1 EVS video server (and only 1) on the network. The others must be set to either "Master" (to share clips and view others' clips) or "Client" (to share clips only).
6. A different network number must be specified for each EVS video server that you want to connect to the network. If the same network number is assigned to 2 different systems, the second one will not be able to connect and a warning message will be displayed.
7. All EVS video servers must be connected with a good quality BNC 75Ohm cable to form a closed loop. Connect the SDTI OUT connector of the first EVS video server to the SDTI IN connector of the second one, etc until the loop is closed by connecting the SDTI OUT connector of the last EVS video server to the SDTI IN connector of the first one. The SDTI loop must be closed at all times during network operation. If for any reason the loop is open, all network communication will be interrupted and all systems will automatically switch to stand alone mode. When the loop is closed again, network operation will resume automatically. This problem can be avoided or limited using EVS XHub SDTI hub.
8. The distance shown in the table below is the maximum cable length between two active EVS servers, or 2 SDTI reclockers, on an XNet SDTI network, using a single piece of cable between 2 servers or 2 reclockers. Intermediate connectors, patch panels, etc., might degrade these figures. Depending on the number of servers connected on the network, the location of the master server, the presence or not of an XHub SDTI hub, the actual maximum values may be higher than indicated. If longer distances between servers are required, SDTI to Fiber converters can be used, allowing distances over thousands of meters if necessary. EVS has validated the following SDI-Fibre converters:
 - a. Stratos Lightwave Media Converter TX/RX VMC-T-H-2/VMC-R-H-2 (www.stratoslightwave.com)
 - b. Telecast TX/RX292 (www.telecast-fiber.com)
 - c. Network Electronics SDI-EO-13T (electrical to optical) / SDI-OE-S (optical to electrical) (www.network-electronics.com)
 - d. Network Electronics HD-EO-13T (electrical to optical) / HD-OE (optical to electrical)
 - e. BlueBell BB320T (TX) and BB320R (RX) (www.bluebell.tv)

Cable type	@ 1485 Mbps
RG59	45m / 148ft
RG6	90m / 484ft
RG11	120m / 393ft
Super HiQ	150m / 492ft
Fiber	80km(*)

(*) 80km/200km is the total length of the return path, i.e. the actual distances between the 2 servers connected via the fiber link is half of this value, i.e. 40 km @ 1485Mbps.



Note

When reclockers are used, the total delay induced by these reclockers between 2 active servers on the network may not exceed 15µs.

2.7.4 STARTING XNET

1. When all above conditions are fulfilled, turn on the "Server" EVS video server and start the Multicam application.
2. Turn on all "Masters" and "Clients" EVS video servers, and make sure the Multicam application is started on all of them. They should see the "Server" on the network and they will connect automatically. Connection takes a few seconds (usually between 2 and 5 sec) for each EVS video server.

2.7.5 XNET PERFORMANCES & TROUBLESHOOTING

1. With the default settings, 10 real-time transfers can be achieved on the network with standard definition pictures in normal conditions, and 3 real-time transfers with super motion pictures. Copy of a clip between 2 servers on the network can be made up to 5 times faster than real time, depending on network load.

With high definition pictures, these numbers are reduced to 3-4 real-time transfers and copy clip 2 times faster than real time.

These performances are also limited by the disk bandwidth available from the EVS server where the clips are stored. If the EVS server "owning" the clips is doing multiple playbacks at the same time, freezes can occur on the remote EVS server using those clips. Priority levels have been implemented to maximize network bandwidth efficiency: PLAY requests have a higher priority than SEARCH/BROWSE requests, which in turn have a higher priority than COPY requests. Note that "Live" (E2E) mode on a remote record train has the same priority level as a SEARCH/BROWSE request.

2. Note that when working at 1485Mbps, only passive SDI routing equipment may be used. The use of active SDI equipment should be avoided, because they

could cause additional line delays and prevent the proper operation of XNet.

3. If the start-up of the network at a specific speed does not work properly and all machines are apparently configured properly and the Multicam is actually started on all of them, this can be due to the fact that the selected cables to connect all EVS servers together are not suitable or too long to operate at such a speed. You can decrease the speed of the SDTI network on all machines and try working in this mode. The number of simultaneous real-time transfers you can achieve is of course reduced.
4. While working at 1485 Mbps, if the connection cannot be established, please make sure that all equipments are set to the same speed and connected to the non-relay connectors. All equipments should be started if not connected to an XHub.
5. It is recommended to use XHub if the network speed is set to 1485 Mbps.
6. Once the network has been established, if the system acting as the network server is disconnected or shut down, another system will automatically be assigned to act as a new network server. The switch is automatic. The next machine to be automatically assigned as new network server is the one with the highest serial number in the SDTI network.

2.8 GIGABIT NETWORK

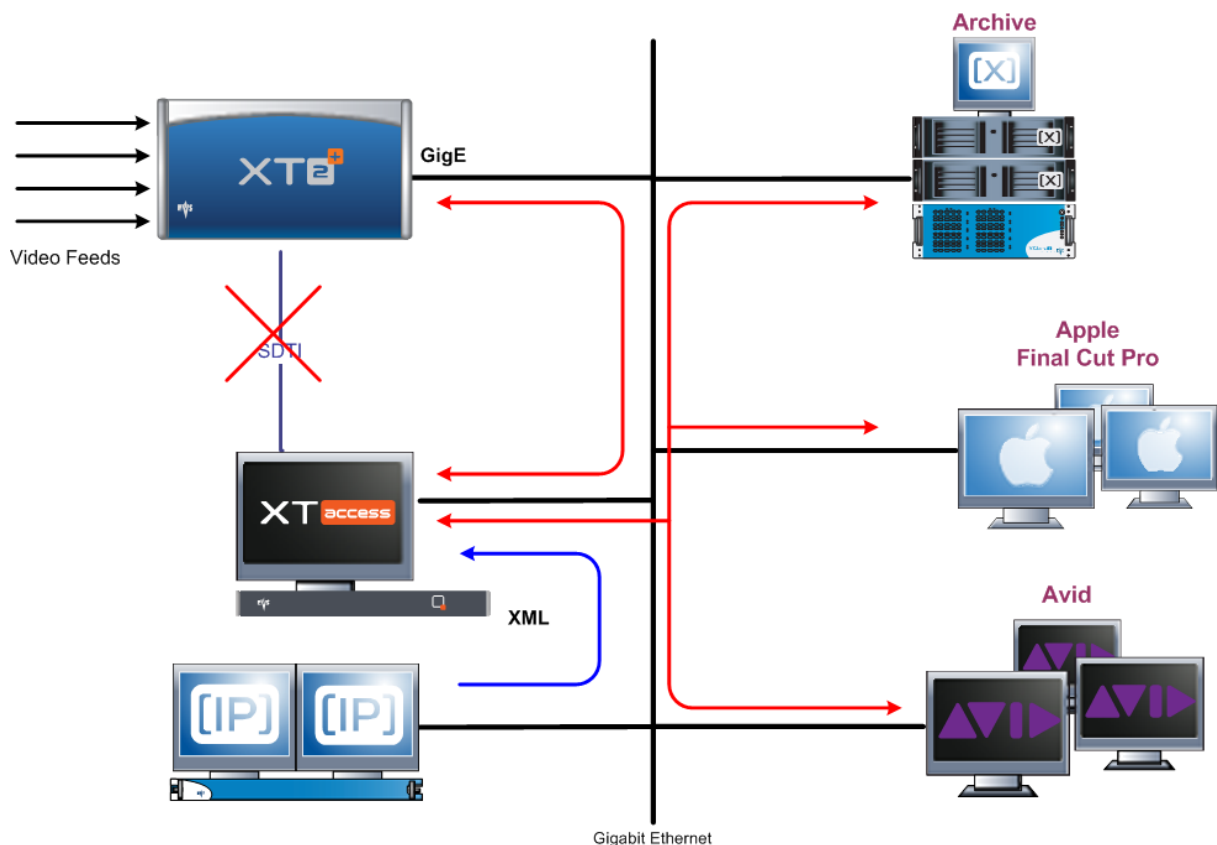
2.8.1 FUNCTIONAL OVERVIEW

The Gigabit connection makes it possible to transfer video and audio material from the XT2+ servers to external systems via the TCP/IP network.

The external systems can be the following:

- A storage system or an archiving system, such as XStore or XFile2 or XF2.
- A non-linear Editing system, such as Xedio, Apple Final Cut Pro or Avid.

However, the external systems cannot read the raw files coming from the XT2+ servers. For this reason, XTAccess is used as a “gateway” between the XT2+ and the IT world. It takes up the role of gateway used so far by XFile/XStream as it creates file formats compliant with external systems.



XTAccess is directly connected to the XT2+ servers through the Gigabit network via an FTP client. It runs on an XP workstation and is mainly controlled by the external systems (no user interface) via XML files or other processes.

The Gigabit connection fulfills the following functions in relation with the XT2+ servers:

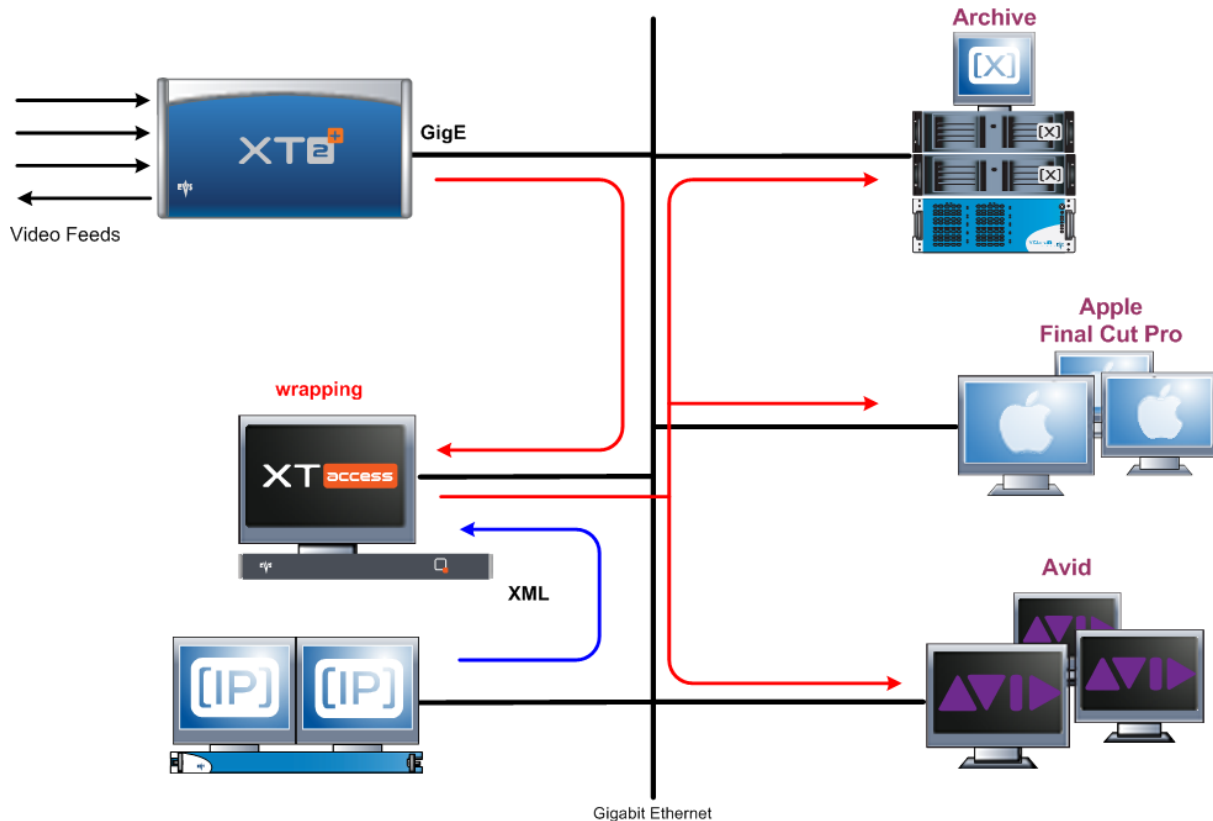
- Backup of clips from an XT2+ server
- Restore of clips to an XT2+ server

- Transfer of clips between servers

The sections below briefly present the backup and restore of clips through the Gigabit connection. Please refer to the XTAccess user manual for full information about the possible workflows with third-party systems.

2.8.2 BACKUP OF CLIPS

The following schema shows how the backup of clips is performed with the Gigabit connection and XTAccess:



Workflow

1. An external system, for example IP Director, sends an XML file to XTAccess to request the backup of a given clip created on an XT2+ server.
2. XTAccess processes the XML file:
 - a. It gets the clip content that has to be backed up from the XT2+ server.
 - b. It generates a backup file of the clip in the format specified by the external system (no transcoding feature, only native codec). The following formats are supported: EVS MXF, AVI, Avid MXF OPAtom, MXF OP-1A, Quick Time, Quick Time Ref (depending on the video codec).
 - c. It stores the backup file in the target folder specified by the external system. The metadata of the clip are either included in the file (in EVS MXF) or sent via an XML file.

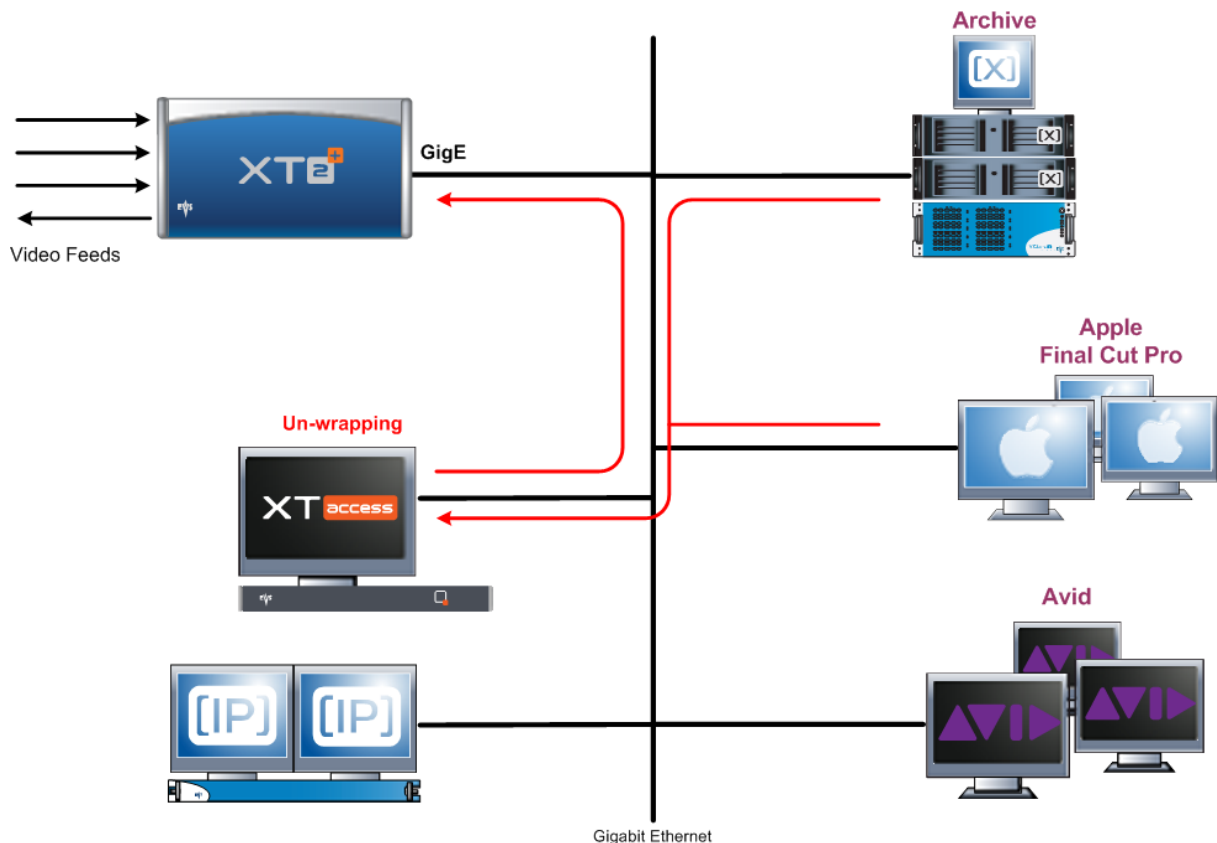
2.8.3 RESTORE OF CLIPS

Only clips having one of the following formats can be restored: EVS MXF, MXF OP-1A or Quick Time (depending on the video codec).

The restore process can be set up in two different ways:

- via XML file sent by the external application.
- via folder scan.

The following schema shows how the restore of clips is performed with the Gigabit connection and XTAccess:



Workflow (Restore via XML File)

1. An external system (which can generate XML files for restoring clips, for example MediaXChange or IPDirector) sends an XML file to XTAccess to request the restore (copy) of clips from an archiving or backup system to a given XT2+ server.
2. XTAccess processes the XML file:
 - a. It gets the clip file to restore from the external system.
 - b. It restores, i.e. copies, the clip on the XT2+ server specified in the XML file.

Workflow (Restore via Folder Scan)

1. Based on the parameters defined in XTAccess, this application scans specific folders on external backup or archiving systems.
2. When a clip file has been written to the scanned folder, XTAccess creates a copy of the clip on the XT2+ server specified in the XTAccess parameters.

The restored clip receives a new UmID and LSM ID:

- Multicam automatically assigns a UmID to the restored clip.
- A start LSM ID is specified in XTAccess and incremented as defined for each new clip that is restored in order to find an empty location on the XT2+ server.

The restored clip contains the clip metadata.

3. The restored clip is moved from the scanned folder to one of the following subfolders on the external archiving or backup system:
 - \Restore.done\: folder where the files are moved to when they are successfully restored.
 - \Restore.error\: folder where files are moved to when they failed to restore.

2.8.4 IMPORTANT RULES

Gigabit networks including EVS servers need to abide by the following rules:

- The hardware used on GigE networks with EVS servers need to support jumbo frames.
- Both GigE ports of an EVS server need to be defined on different sub-networks.
- Teaming between the GigE1 and GigE2 ports is not possible.
- This is not possible to implement failover through the GigE network.
- The GigE port available on the MTPC board (PC LAN) is a 100Base-T port.

This is used for monitoring purposes (XNet Monitor) or for the communication with other applications (LinX). This can be in the same sub-network as the GigE port.

2.8.5 SWITCHES

SUPPORTED SWITCHES

All switches used on the GigE networks of EVS systems need to support jumbo frames (Ethernet frames with more than 1,500 bytes of payload).

Three models of 19-inch Gigabit switches have been validated for use with EVS workflows:

- HP Procurve 2510G-24
- Cisco Catalyst 2960G-24TC
- Cisco Catalyst 3750E-24TD/3750E-48TD

COMPARISON

The HP Procurve 2510G-24 and Cisco Catalyst 2960G-24TC can be used for small setups where no inter-VLAN routing is needed.

On larger setups, both GigE ports of the XT2+ servers or/and several ports on the XF2 are often used to increase the bandwidth or to allow redundancy. Since both GigE ports of an XT2+ server cannot be used on the same sub-network, virtual LANs need to be created. To allow the transfer of packets between the virtual LANs, layer 3 switches are required. You need to select a layer 3 switch that is able to route jumbo frames.

A switch of the Cisco Catalyst 3750E series should be used on larger setups as they support jumbo frames, allow traffic to be routed between different VLANs and provide stacking capabilities.

The following table gives an overview on the supported switches:

Model	RU	Layer	Gb ports	SFP	10Gb (X2)	JF switching	JF routing	Stacking
HP Procurve 2510G-24	1	2	20(+4)	4	0	Y	N	N
Cisco Catalyst 2960G-24TC	1	2	20	4	0	Y	N	N
Cisco Catalyst 3750E-24TD	1	3	24	(up to 4)	2	Y	Y	Y
Cisco Catalyst 3750E-48TD	1	3	48	(up to 4)	2	Y	Y	Y

A layer 2 device can be used when all machines are configured to be on the same LAN, when another layer 3 device is present to do the routing if needed, or when no routing between VLANs is needed.

ADDITIONAL INFORMATION

HP switches have a lifetime guarantee with next-business-day advance replacement with no additional contract purchase.

HP switches are not compatible with Cisco's proprietary protocols (ISL, PagP, PVST, etc.) which could be a problem for integration in some legacy Cisco environment. However, such a case is quite unlikely to arise and most of the time workarounds can be found.

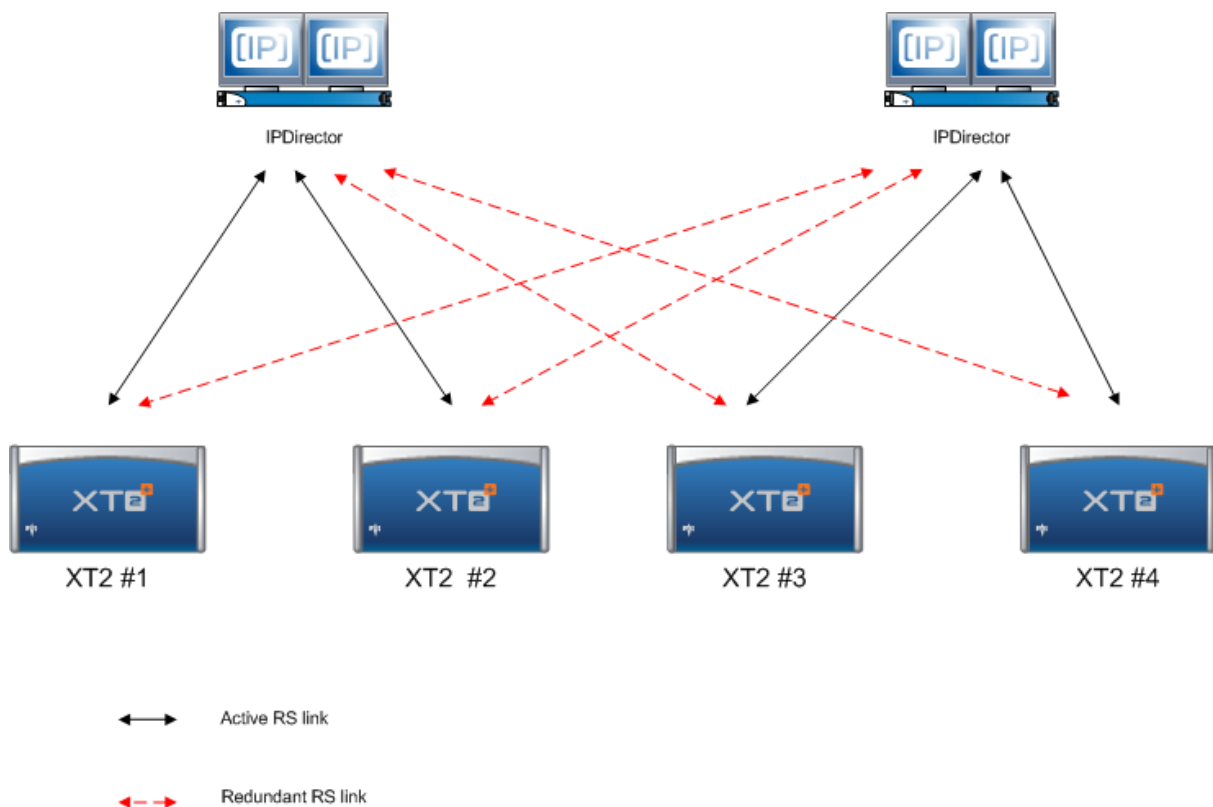
The stacking possibilities of the Cisco 3750E series permit to have fully active LACP teams for redundancy to the hosts.

2.9 REDUNDANT IPDP SERIAL LINK

The IPDirector communicates with the XT2+ server via one serial link. If that link fails, the XT2+ server can no longer be controlled by any IPDirector.

From Multicam version 10.01, a failover mechanism has been put into place. This mechanism will switch the IPDirector link from one port of an XT2+ server to another port on another XT2+ server.

To ensure the failover, the backup links between IPDirector workstations and the XT2+ servers need to be physically cabled to a second RS422 port, as shown on the following schema:



The serial link redundancy will ensure that there is no single point of failure in the setup. However, you need to put into place a thoroughly thought through IPDP configuration for the SynchroDB to continue working correctly. This can be achieved, for example, by defining an IPDirector workstation in Network mode.

3. Hardware Description

3.1 BOARDS AND SLOT CONFIGURATIONS

The XT2+ server contains all EVS developed boards. The XT2+ server can be fitted with COHX or V3X video boards. The board configuration will slightly vary depending on the type of video board used.



Important

It is not allowed to mix COHX and V3X boards on the same EVS server.

3.1.1 SLOT CONFIGURATION WITH COHX BOARDS

Slot #	XT2+ SD, HD or HD/SD
7	Disk Array or RSAS
6	HCTX
5	CODA (Audio Codec)
4	COHX (SD, HD or SD/HD) #3
3	COHX (SD, HD or SD/HD) #2
2	COHX (SD, HD or SD/HD) #1 Genlock
1	MTPC

3.1.2 SLOT CONFIGURATION WITH V3X BOARDS

Slot #	XT2+ SD (HD Ready), HD or HD/SD
7	RSAS board
6	HCTX
5	CODA (Audio Codec)
4	V3X (SD/HD) #3
3	V3X (SD/HD) #2
2	V3X (SD/HD) #1 Genlock
1	MTPC

3.2 VIDEO AND REFERENCE BOARDS

3.2.1 COHX BOARDS

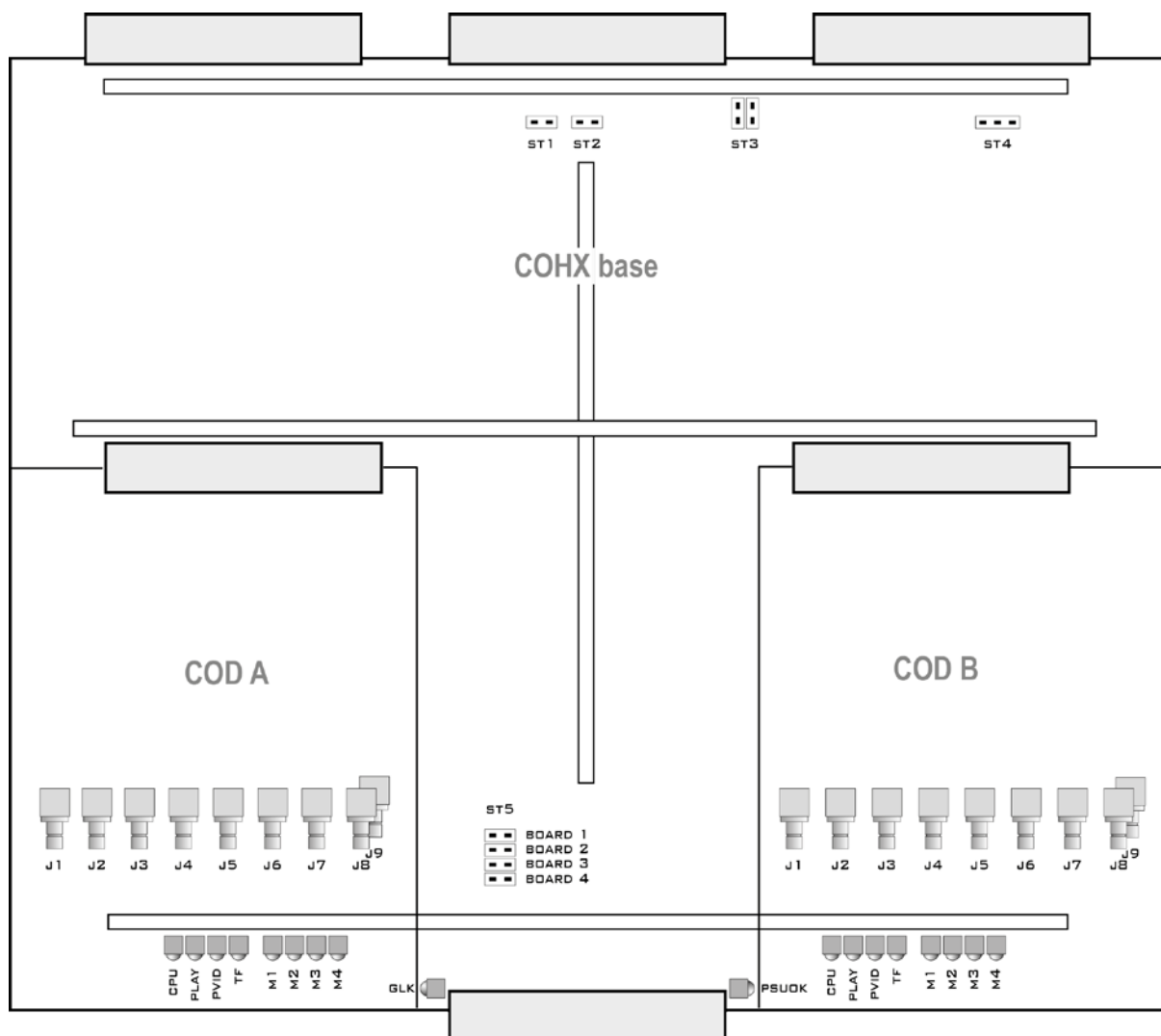
DESCRIPTION

The COHX board is divided in 3 parts: COHX base (centre front and back), COD A module (front left), and COD B module (front right).

COD A and COD B modules are the actual CODEC modules, each of them being able to be configured by software either as an encoder (for a record channel) or as a decoder (for a play channel). There are 3 hardware versions of COD modules: SD only, HD only, or HD/SD. They are clearly identified by the sticker at the front of the board.

There are 2 versions of the COHX base: one with genlock, one without genlock. The genlock model can easily be identified by the presence of 3 quartz synthesizer at the back of the board, on the right-hand side, and by the presence of the GLK and PSU OK LEDs on either side of the DIN connector at the centre front of the board. Note that a COHX board with genlock must be installed as COHX #1 in first position (slot 2) in an XT2+ system. A COHX board with genlock can never be installed in any other slot, and thus cannot be used instead of COHX #2 or #3. Doing so will result in conflicting electrical signals inside the system.

BLOCK DIAGRAM



JUMPERS ON THE COHX BASE MODULE

ST1, ST2:	These 2 jumpers <u>must</u> be installed on the last COHX board of the server (i.e. on COHX #1, 2 or 3 if there are respectively 1, 2 or 3 COHX board installed in the server)
ST3 (SPARE):	« parking » for jumpers for ST1 and ST2 when these are not used
ST4 (only on COHX with genlock) :	It must be set to HiZ (or not installed). Note that the Genlock Loop connector on the back panel of the XT2+ server <u>must always</u> be terminated with a 75 Ohm load if it is not used.
ST5 :	It defines the position of the board inside the server. It must be set to « 1 » for a COHX with genlock, and to « 2 » or « 3 » for a COHX board without genlock, depending on its position in the server.

LEDS ON THE COHX BASE MODULE WITH GENLOCK

GLK

Off	when the genlock module is not initialized
Blinks green	when the genlock module is properly initialized, but not valid genlock signal is detected
On, steady green	when the module is initialized and a valid genlock signal is detected
Red (intermittent)	when there is a genlock problem
Red (steady)	when a resync is needed

PSU OK

On (green)	when all voltages are present and in the allowed range, otherwise the led is off
------------	--

LEDS ON THE COD A AND COD B MODULES (FROM LEFT TO RIGHT)

CPU

Blinks green	to indicate CPU activity
On, steady green	when there is a problem with the processor of the COD module

PLAY

On (green)	when the COD module is set by the software in play mode
Off	when the COD module is set in record mode

PVID

on (green)	when a valid video signal has been detected on the J8 connector (SD/HD SDI input), whether the COD module is in play or record mode
------------	---

TF (transfer)

Blinks green while data transfers occur between the COD module and the HCTX board

M1, M2, M3, M4 not yet used

CONNECTORS ON THE COD A AND COD B MODULES

Connector	SD mode	HD mode	Connector label on rear panel
J1	SDI/CVBS (*) monitoring output (SD)	SDI/CVBS(*) monitoring output (SD, down-converted)	Character Outs, CVBS/SDI
J2	SDI monitoring output (SD)	SDI monitoring output (SD, down-converted)	Used for multiviewer input
J3	Loop-through for the SDI input signal (SD)	SDI program output (SD, down-converted)	SD Out
J4	SDI monitoring output (SD)	HD SDI monitoring output (HD)	Character Outs, SD/HD
J5	Not installed	Not installed	n.a.
J6	SDI program output (SD)	HD SDI program output (HD)	SD/HD Out
J7	SDI program output (SD, identical to J6)	HD SDI program output (HD, identical to J6)	SD/HD Out
J8	SDI input (SD)	HD SDI input (HD)	SD/HD In
J9	Alternate SDI input (SD, for hardware loop)	Alternate HD SDI input (HD, for hardware loop)	Used for loop in

(*) The switch between SDI and CVBS on J1 is done by a software setting in the EVS Configuration menu.



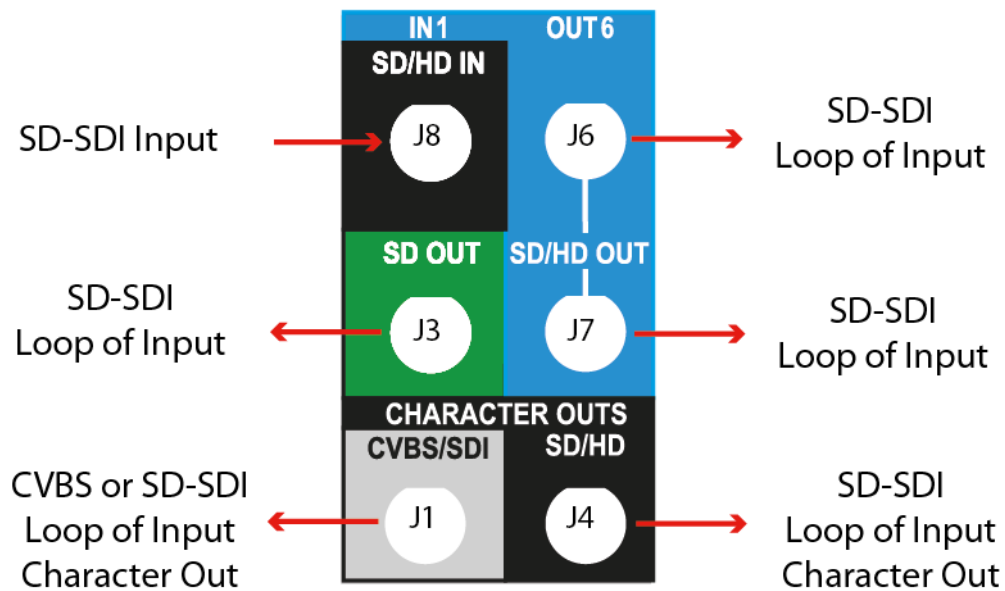
Note

The loops of the input signal are not genlocked.

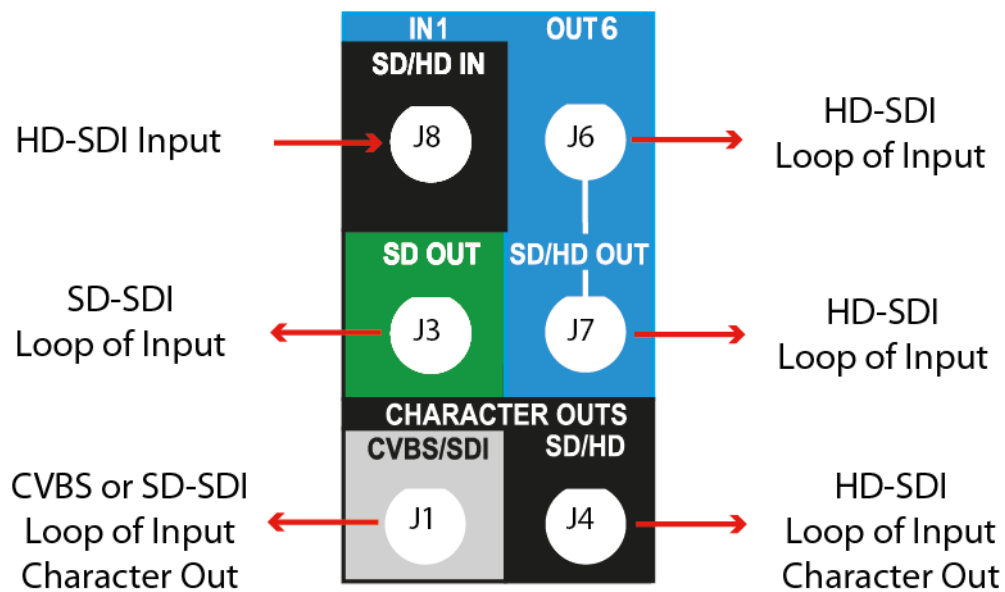
LAYOUT OF CONNECTOR POSITIONS AND ASSIGNMENTS

The following drawings show the connector positions:

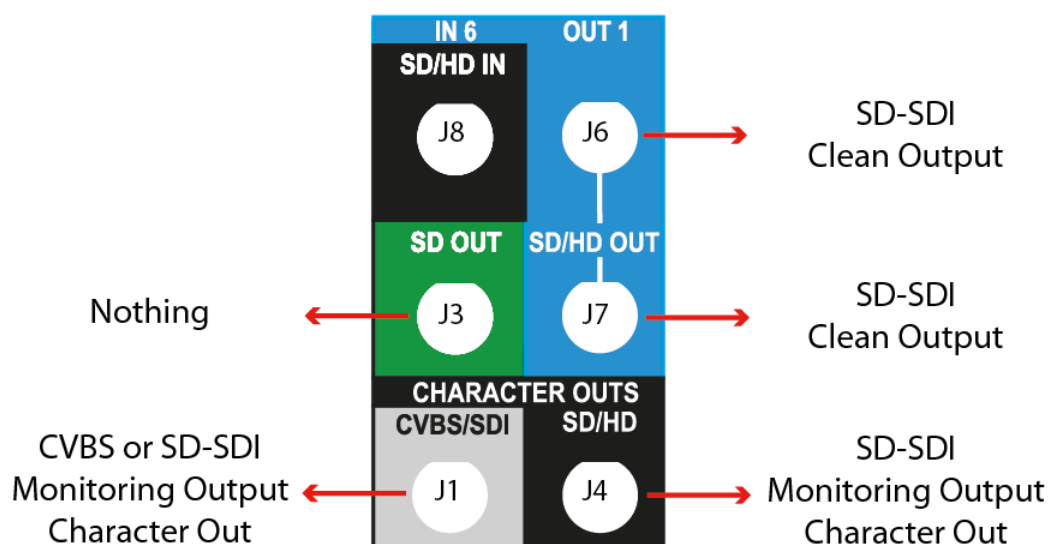
SD Mode - Input (REC)



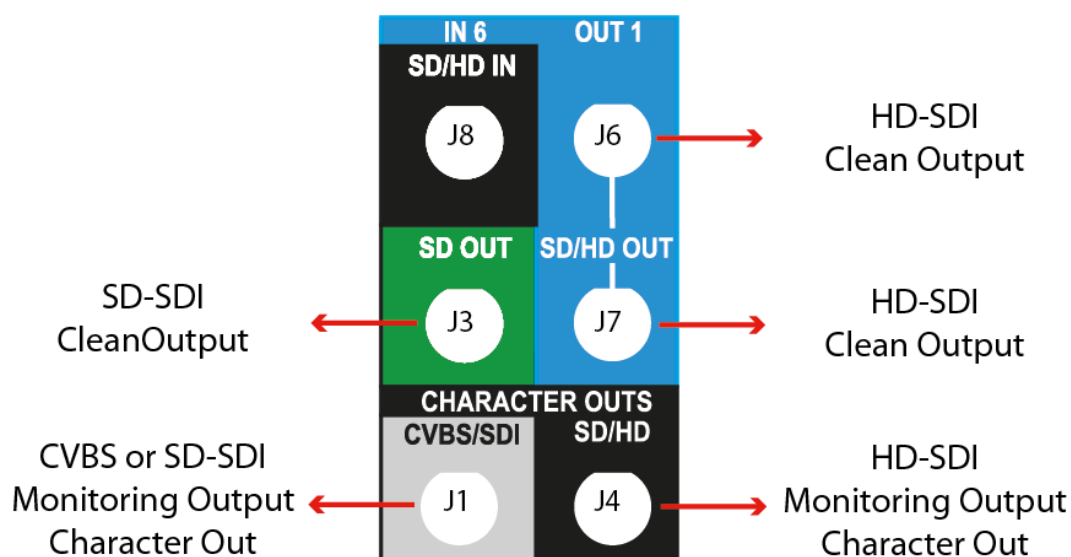
HD Mode - Input (REC)



SD Mode - Output (PLAY)



HD Mode - Output (PLAY)



Note

Only front backplanes labelled BKP7 are compatible with COHX boards (7 slots for 6U frames). The BKP7 backplanes (compatible with COHX boards) have 3 rows of soldering per slot, while the backplanes compatible with IO-E, COHD or COHU boards have 2 rows of soldering per slot. Note that the top slot of BKP7 backplanes must always be connected to the HCTX board.

3.2.2 V3X BOARD “DUAL POWER”



Important

It is highly advised not to remove a V3X board from the EVS server. Should you have to do so, manipulate the board very carefully, making sure it is not exposed to mechanical or electric shocks.

DESCRIPTION

The V3X board is divided in 3 parts: a base board identified as COHX base (rear section and center extension), and two modules identified as COD A V3X (front left), and COD B V3X (front right). The COHX base is the same as the COHX board, whereas the COD A and COD B modules are specific to the new V3X board.

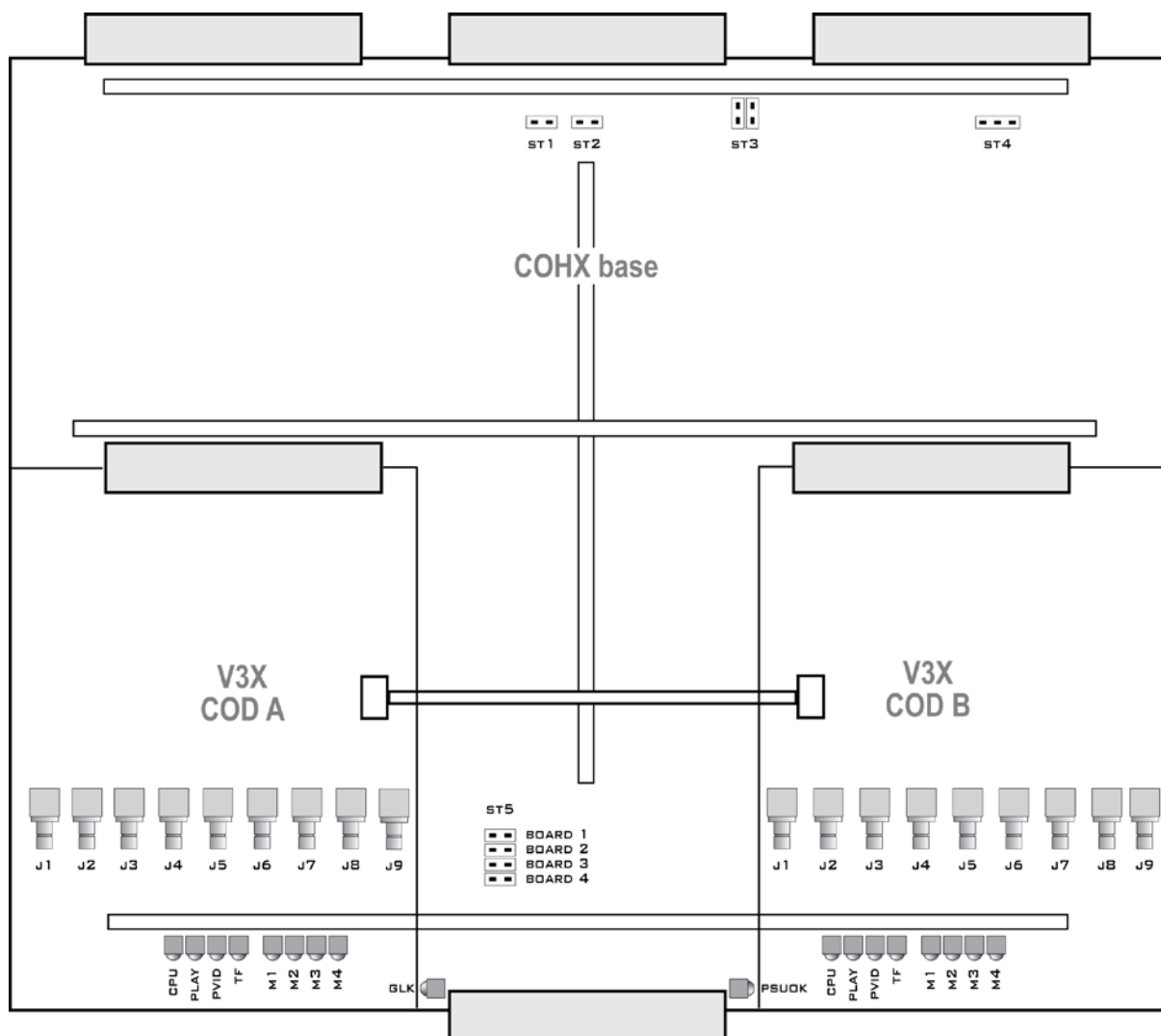
The COD A V3X and COD B V3X modules are the actual CODEC modules, each of them being able to be configured by software either as an encoder (for a record channel) or as a decoder (for a play channel). The COD V3X modules are SD, HD and 3 Gbps capable.

From Multicam 10.04, they support the following new features:

- Full resolution 3D HD on a single V3X module (Dual Link HD SDI or single link 3Gbps)
- 1080p 50/59.94Hz video standard on a single V3X module (Dual Link HD SDI or single link 3Gbps)

There are 2 versions of the V3X board: one with genlock, one without genlock. The genlock model can easily be identified by the presence of 3 quartz synthesizer at the back of the COHX base board, on the right-hand side, and by the presence of the GLK and PSU OK LEDs on either side of the DIN connector at the centre front of the board. Note that a V3X board with genlock must be installed as V3X #1 in first position (slot 2) in an XT2+ server. A V3X board with genlock can never be installed in any other slot, and thus cannot be used instead of V3X #2 or #3. Doing so will result in conflicting electrical signals inside the system.

BLOCK DIAGRAM



JUMPERS ON THE COHX BASE OF A V3X BOARD

ST1, ST2:	These 2 jumpers <u>must</u> be installed on the last V3X board of the server (i.e. on V3X #1, 2 or 3 if there are respectively 1, 2 or 3 V3X board installed in the server)
ST3 (SPARE):	«parking» for jumpers for ST1 and ST2 when these are not used
ST4 (only on V3X with genlock):	It must be set to HiZ (or not installed). Note that the Genlock Loop connector on the back panel of the XT2+ server <u>must always</u> be terminated with a 75 Ohm load if it is not used.
ST5:	It defines the position of the board inside the server. It must be set to « 1 » for a V3X with genlock, and to « 2 » or « 3 » for a V3X board without genlock, depending on its position in the server.

LEDs ON THE COHX BASE OF A V3X BOARD WITH GENLOCK

GLK

Off	when the genlock module is not initialized
Blinks green	when the genlock module is properly initialized, but not valid genlock signal is detected
On, steady green	when the module is initialized and a valid genlock signal is detected
Red (intermittent)	when there is a genlock problem
Red (steady)	when a resync is needed

PSU OK

On (green)	when all voltages are present and in the allowed range, otherwise the led is off
------------	--

LEDs ON THE V3X COD A AND COD B MODULES (FROM LEFT TO RIGHT)

CPU

Blinks green	to indicate CPU activity
On, steady green	when there is a problem with the processor of the COD module

PLAY

On (green)	when the COD module is set by the software in play mode
Off	when the COD module is set in record mode

PVID

on (green)	when a valid video signal has been detected on the J8 connector (SD/HD SDI input), whether the COD module is in play or record mode
------------	---

TF (transfer)

Blinks green while data transfers occur between the COD module and the HCTX board

M1, M2, M3, M4 not yet used

GENERAL CONNECTIVITY ON THE V3X COD A AND COD B MODULES

This section describes the connector assignments and layout for the video standards SD 525i, SD 625i, HD 1080i and HD 720p.

The specific connectivity for HD 3D/1080p Dual Link and 3D/1080p single link 3Gbps is described in dedicated sections.

Changes in Connector Assignments from Multicam 10.04

On XT2+ servers equipped with DualPower V3X video codec boards, the assignment of video connectors on the rear panel has been modified to reflect the new configurations available from Multicam 10.04.

Consequently, the following changes are applied to the connectors:

- The center left connector of a group of video connectors on the rear panel is initially connected to the J5 connector on the V3X module.

It should be connected to J1 if monitoring (CVBS or SDI) is required in SD or HD mode.

Apply caution if you need to move the corresponding cable between J1 and J5 connectors on the V3X module: do not apply excessive traction or pressure, and make sure pressure or traction is applied in the correct alignment of the connectors, never sideways.

- The J3 connector, previously labelled 'SD OUT' and located on the center left position, is now labelled 'OUT B' and located at the bottom right position.

From Multicam 10.04, it is the output for the left eye or link 2 when working respectively with 3D or 1080p Dual Link formats.

Connector Assignments in SD and HD Modes

Connector	SD mode	HD mode	Connector label
J1	J5 is factory-wired to the backplane instead of J1. You can connect J1 instead of J5 if monitoring (CVBS or SDI) is required in SD or HD mode.		CHAR SD
	SDI/CVBS (*) monitoring output (SD)	SDI/CVBS(*) monitoring output (SD, down-converted)	
J2	SDI monitoring output (SD)	SDI monitoring output (SD, down-converted)	Not wired to the backplane. Used for onboard multiviewer input
J3	Loop-through for the SDI input signal (SD)	Loop-through for the SDI input signal (SD, down-converted)	OUT B
J4	SDI monitoring output (SD)	SDI monitoring output (HD/SD)	CHAR OUT SD/HD
J5	N/A	N/A	IN B
J6	SDI program output (SD)	HD SDI program output (HD)	OUT
J7	SDI program output (SD, identical to J6)	HD SDI program output (HD, identical to J6)	OUT
J8	SDI input (SD)	HD SDI input (HD)	IN
J9	Alternate SDI input (SD, for hardware loop)	Alternate HD SDI input (HD, for hardware loop)	Used for loop in

* The switch between SDI and CVBS on J1 is done by a software setting in the EVS Configuration menu.

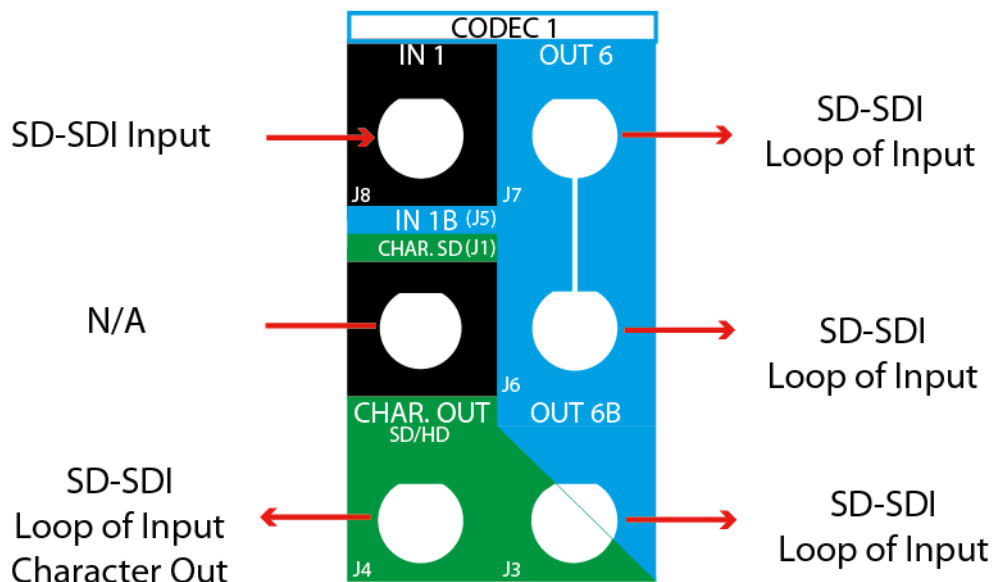


Note

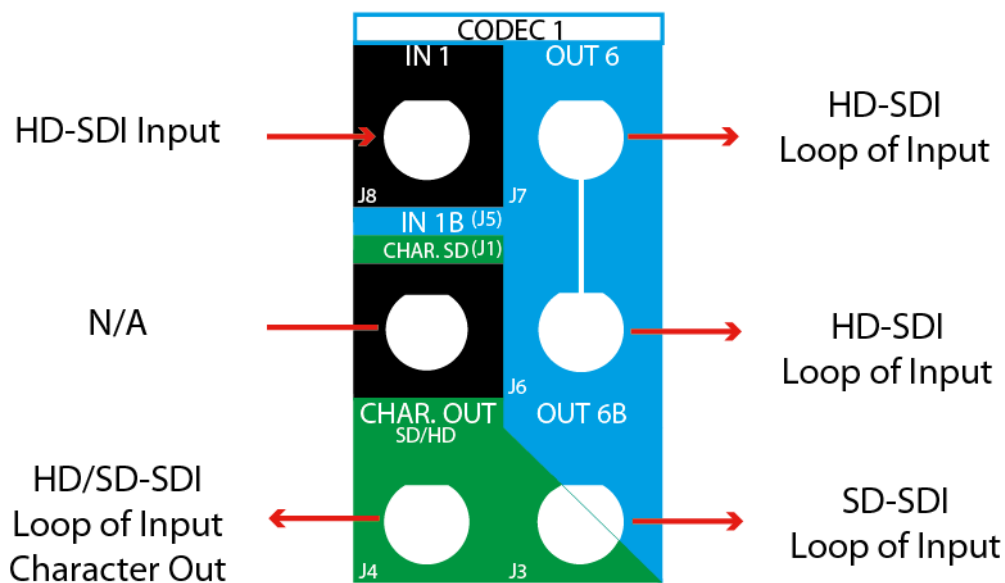
The loops of the input signal are not genlocked.

Layout of Connector Positions and Assignments

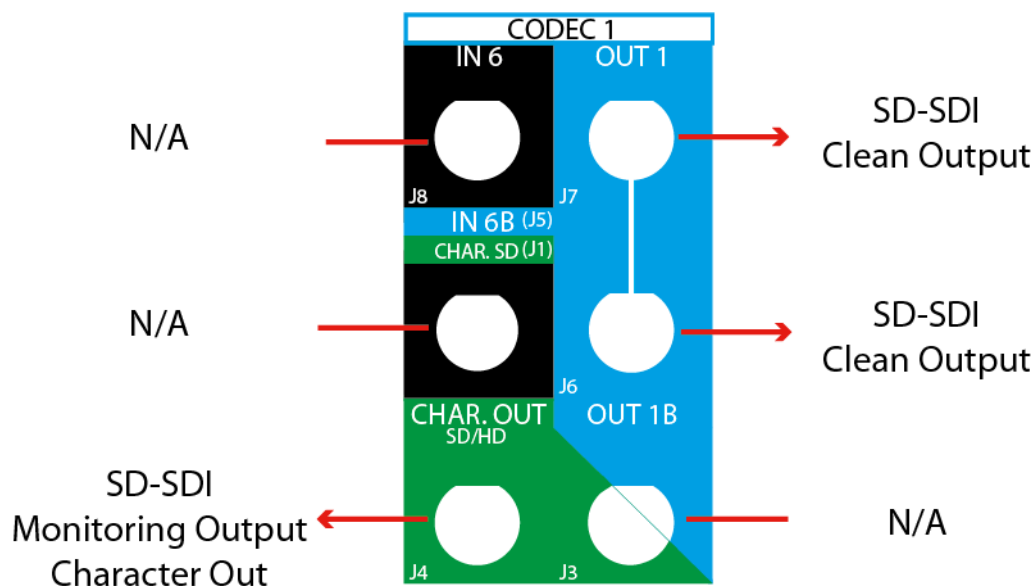
SD Mode - Input (REC)



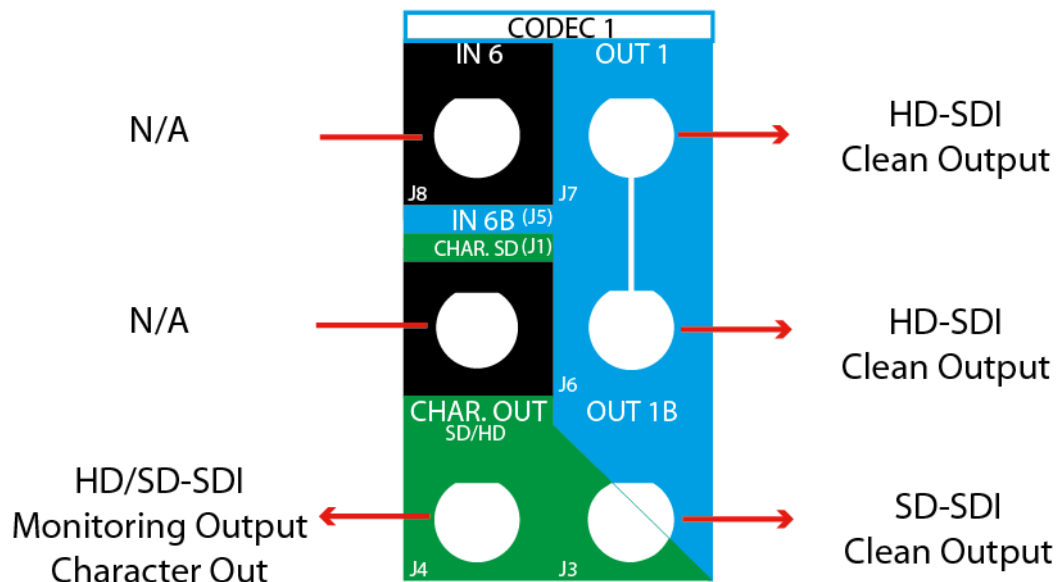
HD Mode - Input (REC)



SD Mode - Output (PLAY)



HD Mode - Output (PLAY)



Note

Only front backplanes labelled BKP7 are compatible with V3X boards (7 slots for 6U frames). The BKP7 backplanes (compatible with V3X boards) have 3 rows of soldering per slot, while the backplanes compatible with IO-E, COHD or COHU boards have 2 rows of soldering per slot. Note that the top slot of BKP7 backplanes must always be connected to the HCTX board.

CONNECTIVITY ON THE V3X COD A AND COD B MODULES FOR 3D AND 1080P DUAL LINK

Connector Assignments

Connector	3D/1080p mode	Connector label
J1	N/A	CHAR SD
J2	SDI monitoring output (SD, down-converted)	Not wired to the backplane. Used for onboard multiviewer input
J3	HD SDI program output for right eye (3D) or link 2 (1080p) (HD)	OUT B
J4	SDI monitoring output for left eye (3D) or link 1 (1080p) (HD/SD)	CHAR OUT SD/HD
J5	HD SDI input for right eye (3D) or link 2 (1080p) (HD)	IN B
J6	HD SDI program output for left eye (3D) or link 1 (1080p) (HD)	OUT
J7	HD SDI program output for left eye (3D) or link 1 (1080p) (HD, identical to J6)	OUT
J8	HD SDI input for left eye (3D) or link 1 (1080p) (HD)	IN
J9	Alternate HD SDI input (HD, for hardware loop)	Not wired to the backplane. Used for loop in.

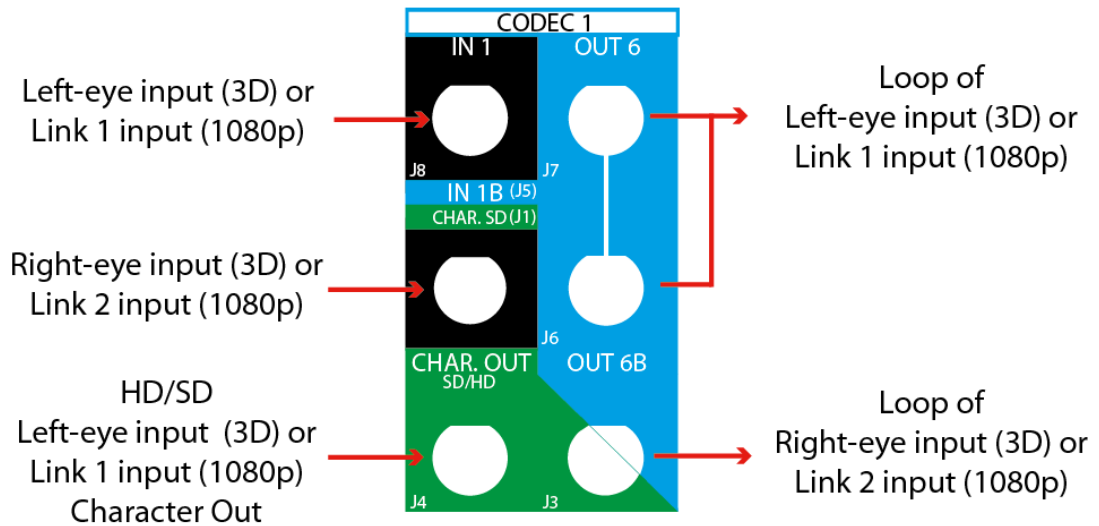


Note

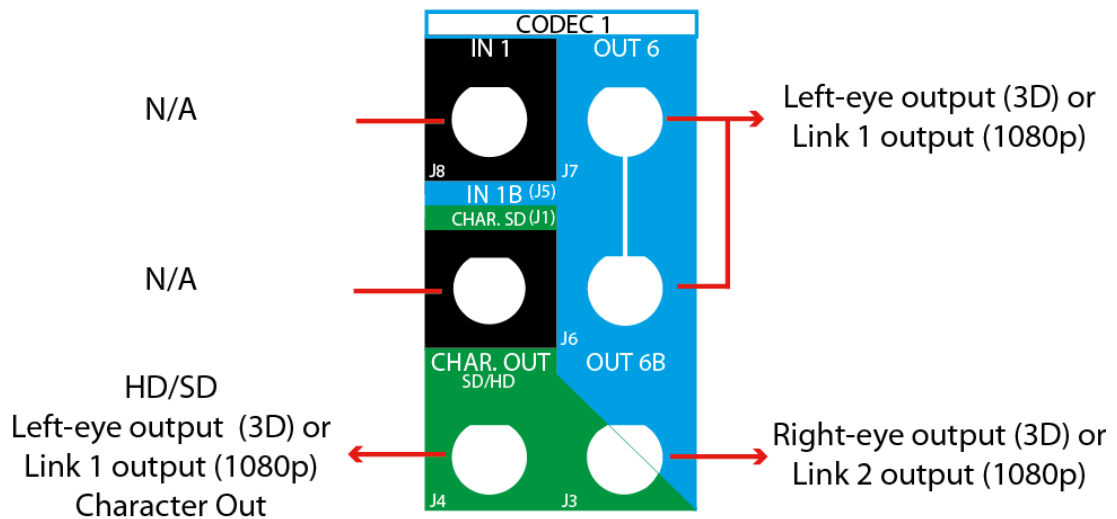
The loops of the input signal are not genlocked.

Layout of Connector Positions and Assignments

3D/1080p - Input (REC)



3D/1080p - Output (PLAY)



CONNECTIVITY ON THE V3X BOARDS COD A AND COD B MODULES FOR 3D AND 1080P IN SINGLE-LINK 3G-SDI

Connector Assignments

Connec-tor	3D/1080p Mode	Connector label
J1	N/A	CHAR SD
J2	SDI program output 2D (SD, down-converted)	Not wired to the backplane. Used for onboard multiviewer input
J3	SDI program output 2D (HD/SD)	OUT B
J4	SDI monitoring output for left eye (3D) or link 1 (1080p) (HD/SD)	CHAR OUT SD/HD
J5	Not installed	IN B
J6	3G-SDI program output for left & right eyes (3D) or link 1 & 2 (1080p) (3G)	OUT
J7	3G-SDI program output for left & right eyes (3D) or link 1 & 2 (1080p) (3G, identical to J6)	OUT
J8	3G-SDI input left & right eyes (3D) or link 1 & 2 (1080p) (3G)	IN
J9	Alternate 3G-SDI input (3G, for hardware loop)	Not wired to the backplane. Used for loop in.

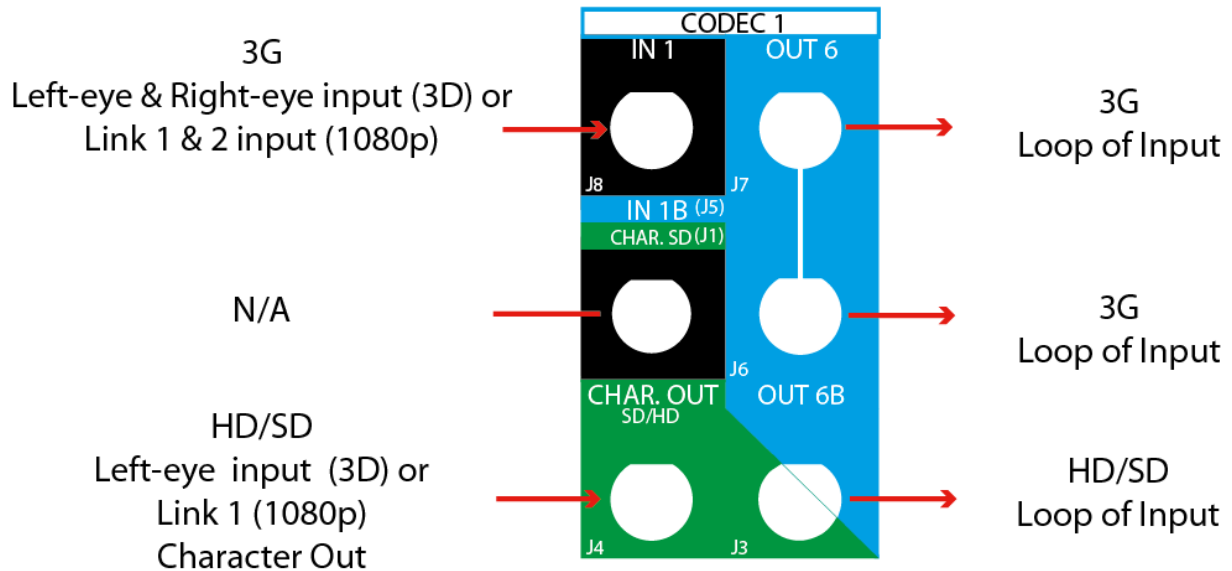


Note

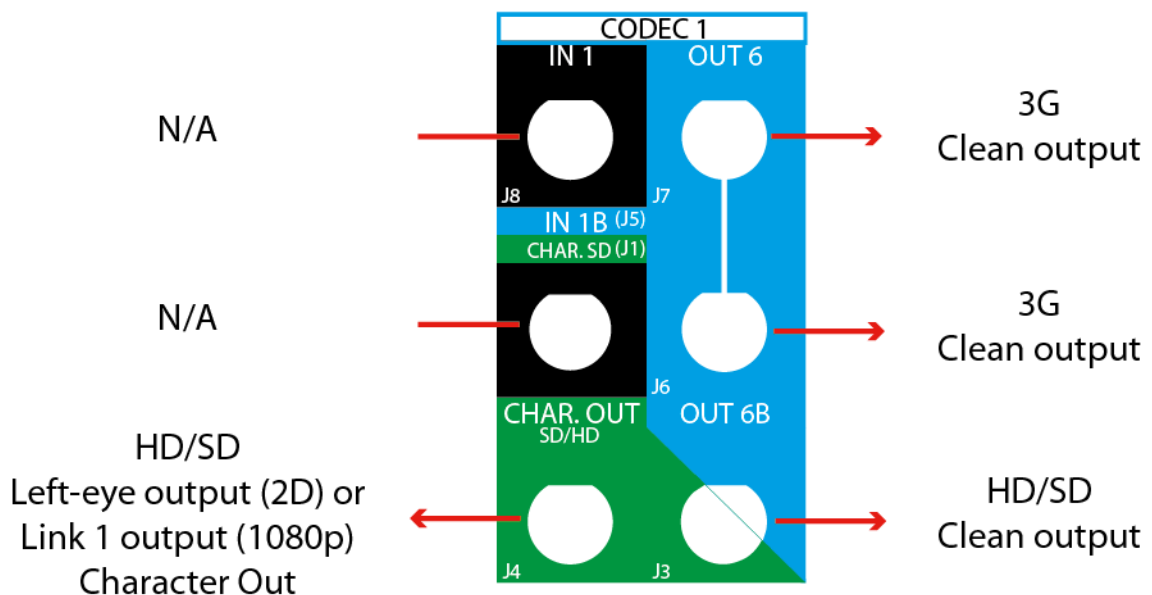
The loops of the input signal are not genlocked.

Layout of Connector Positions and Assignments

3D/1080p - Input (REC)



3D/1080p - Output (PLAY)



3.2.3 CHANNEL ASSIGNMENT

2-ch XT2+ Server

Lower Codec (SLOT 2)



4-ch XT2+ Server

Upper Codec (SLOT 3)



Lower Codec (SLOT 2)



6-ch XT2+ Server

Upper Codec (SLOT 4)



Middle Codec (SLOT 3)

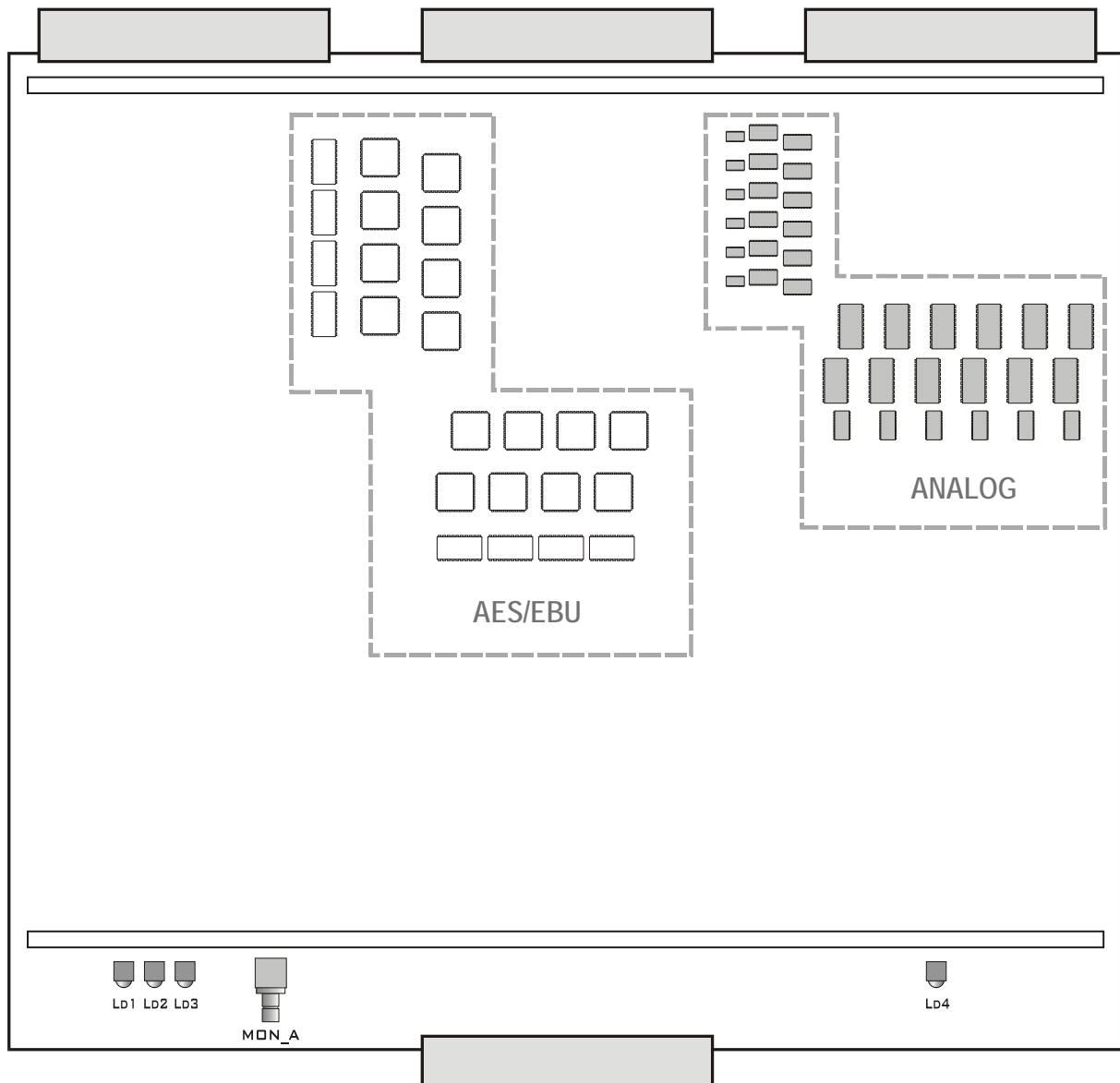


Lower Codec (SLOT 2)



3.3 AUDIO CODEC BOARD

The AUDIO CODEC board is the audio interface between the COHX boards and the HCTX board. VIDEO CODEC and AUDIO CODEC boards are tied to the HCTX board with one Bus connector on the front side. Different audio configurations are available with the AUDIO CODEC board. See section 2.6 'Audio Configurations', on page 32 for details.



LED INFORMATION AND CONNECTOR

LD 1-3: Internal EVS information only

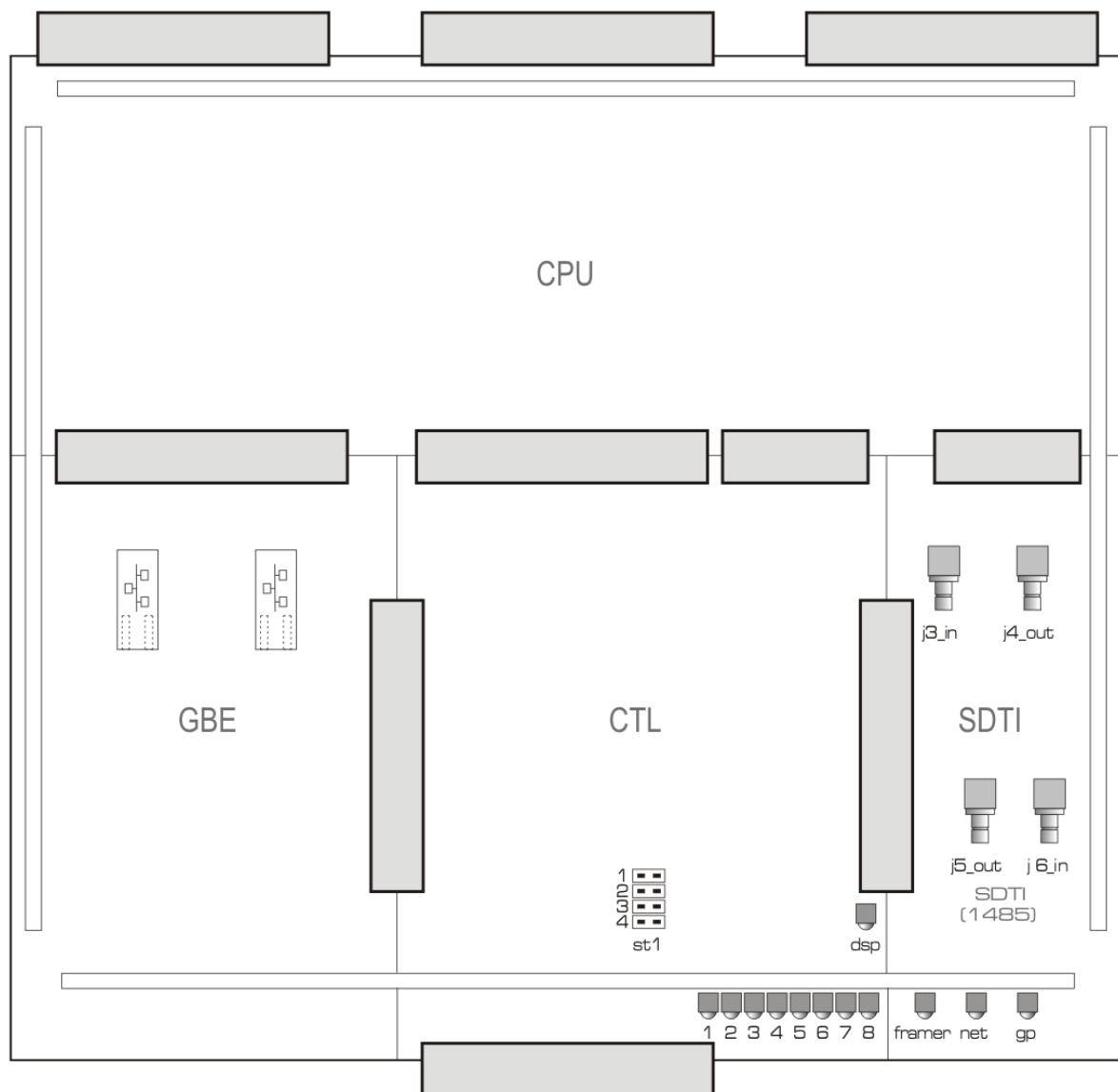
LD4: transfer activity to/from the HCTX board

3.4 RAID CONTROLLER BOARDS

3.4.1 HCTX BOARD

The HCTX board is actually divided in 4 parts (3 in front, 1 in the back).

- Front left : GBE module (GigE)
- Front centre : CTL controller module
- Front right : SDTI XNet2 module
- Back : CPU module



JUMPERS

ST1-1 on controller module (front centre) : jumper must be installed on ST1-1 only when the HCTX board is used with previous video codec boards (SD CODEC6, COHD, COHU). This jumper is automatically detected by the software application, and an error message is generated if it is not properly set.

ST1-2, ST1-3 and ST1-4 on controller module are not used. No jumper must be installed.

ST1 on CPU module (rear corner, left) : for EVS internal tests only (used to reset the board). Never install that jumper, or the board will be in a permanent reset state !

LEDs

LEDs on the XNet2 module (SDTI), from left to right:

FRAMER

on (green)	when the signal on the XNet or XNet2 IN connector is a valid EVS SDTI signal.
------------	---

NET

on (green)	when the XNet SDTI network is actually established (SDTI loop closed, correct speed, etc).
------------	--

GP	not used.
----	-----------

LEDs on the CTL controller module (centre), from left to right:

LED 1	lights red when an error occurs while booting the HCTX board.
-------	---

LEDs 2 to 8	display the boot sequence of the HCTX board (cf note below).
-------------	--

DSP led	blinks green to show DSP activity.
---------	------------------------------------

LEDs on the GBE Gigabit module (left), from left to right:

LEDs CPU1/CPU2	indicates that the processor is running. The LEDs blink alternately every 250 milliseconds.
----------------	---

Other LEDs	The six other LEDs are for EVS internal use.
------------	--

**Note**

When booting the HCTX board, LEDs 1 to 8 will light according to the following sequence :

Hardware reset	→	all LEDs on (1 : red ; 2 to 7 : green)
Setup of CPU basic registers	→	LED 2 on (green)
Check of CPU/PC DPRAM	→	if error: LED 1 on (red) + LED 8 on (green)
	→	if check is successful: LED 3 on (green)
Polling for PC commands	→	LED 4 on (green)
Switching to enhanced mode	→	LED 5 on (green)
Executing PC commands until execution requests end		LED 6 on (green)
Jump to SDRAM and execute microcode		

CONNECTORS

On the XNet2 module (SDTI) :

J3:	Not used.
J4:	Not used.
J5:	OUT connector for XNet2 (SDTI network 1485Mbps without relay).
J6:	IN connector for XNet2 (SDTI network 1485Mbps without relay).

**Note**

J5 must be used with J6. Never use J3 with J5 or J4 with J6.

GIGABIT CONNECTORS

The two Gigabit connectors of the card are connected to the two Gigabit ports of the backplane.

The Gigabit connectors must be on a network that supports Jumbo Frames of (at least) 9014 bytes Ethernet frames. One of the tested switch belongs to the Cisco

3750 G family, for example the WS-C3750G-24T-S.

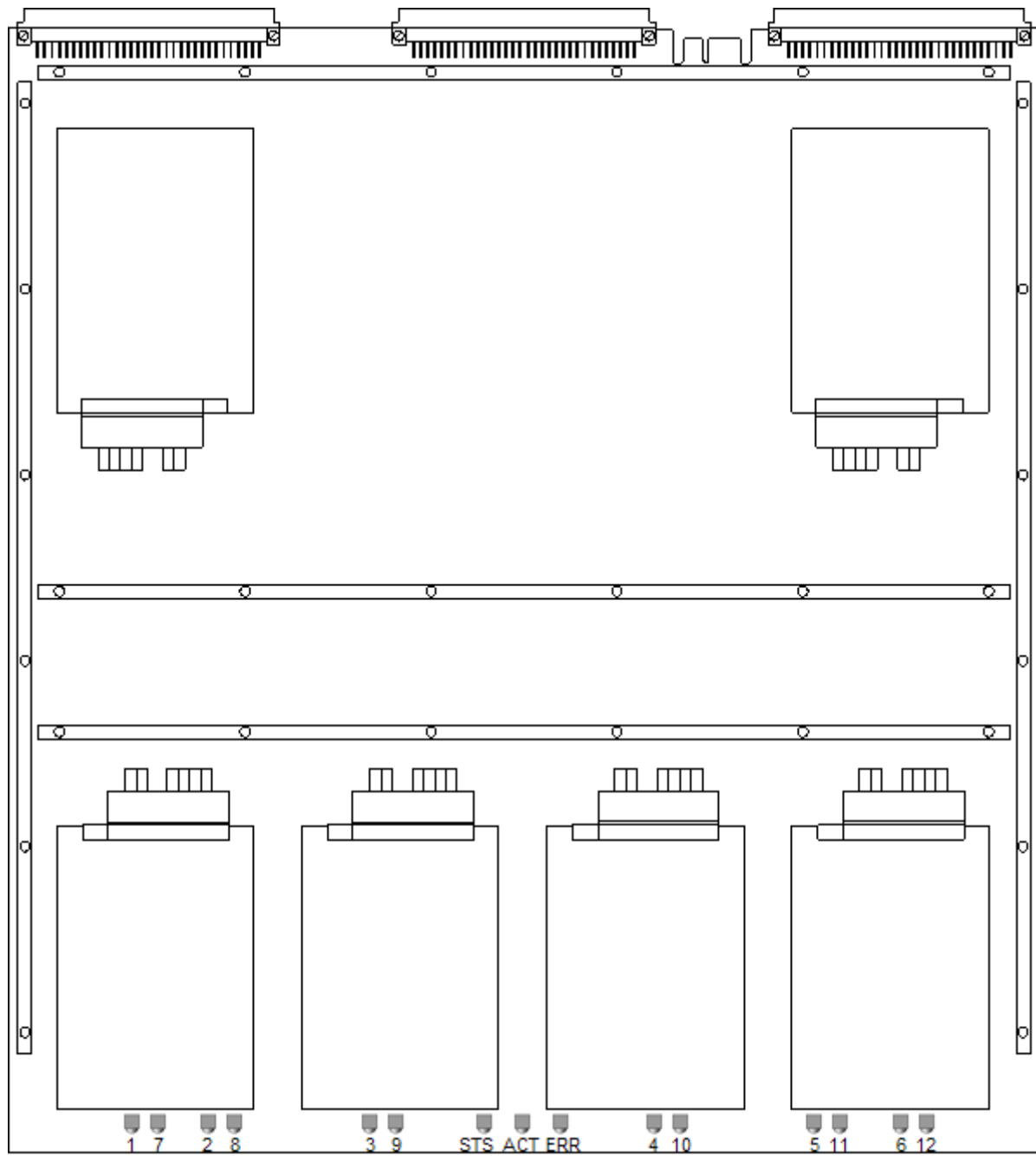
For more information, refer to the Multicam Configuration manual for setting up the IP addresses.

3.4.2 RCTL BOARD ON SAS DISK ARRAY (WITH HCTX)

Disk Arrays on systems with HCTX Boards have a controller on the disk array board.

Different configurations can be used

- One internal array with a series of 6 disks
- One internal arrays with two stacked series of 6 disks,
- No internal storage



LEDs ON INTERNAL ARRAY

LEDs 1 to 6 are used in case of one internal array of 6 disks.

LEDs 7 to 12 are used for the upper series of disks in case of one internal array of 2x6 disks.

LEDs correspond to the disks as schematized as followed:

upper	7			12
lower	1			6
upper	8	9	10	11
lower	2	3	4	5

Disk LEDs

off	the corresponding disk is not started (not spinning)
on, fast blinking (green)	the corresponding disk is starting (spinning)
on, steady (green)	the corresponding disk is started and used in the RAID array
on, slowly blinking (green)	the corresponding disk is started but not used in the RAID array

STS

on (green)	when RCTL RAID controller is properly booted.
------------	---

ERR

lights red	when errors occur during the data transfer between the RAID controller and the disks
------------	--

3.4.3 EXTERNAL RAID ARRAY SAS-HDX FOR XT2+ SERVER

The SAS-HDX is a 2RU external disk storage containing up to 24 hot-swappable SAS disks, with a minimum of 5 disks. External storage can be used with or without internal storage.

It is connected to the XT2+ server via a dedicated SAS cable on the rear panel of the server, provided that the X-ESAS connection module has been placed inside the server.

Necessary equipment:

- XT2+ with SAS-HDX connector on the rear panel.
- Multicam version 10.03 or later
- SAS-HDX external disk storage

LEDS ON EXTERNAL ARRAY

For each disk, a blue LED and a red LED are present.

Disk LEDs

Blue Led	Red Led	
Off	On (steady)	Defect drive – must be replaced.
Blinking	Off	Connected, disk being written to / read from.
On (steady)	Off	Connected, disk not currently written to / read from.
On (steady)	On, slowly blinking	Spare disk - the corresponding disk is started and used in the RAID array.
Off	Off	The corresponding disk is not present.



Note on Disk LEDs Activity

When starting from a clean disk array (after a "Clear Video Disks" from the EVS maintenance menu), the XT2+ server is recording first on RAID #0 until this one is full, then on RAID #1 and finally on RAID #2. It is therefore normal to see activity only on some disks depending on how much material (clips and record trains) is stored on the server.













SOUND ALERT ON EXTERNAL ARRAY

When a fan or a power supply unit has failed on an external array, a sound alert is given and can be stopped by pressing the **Mute** button on the array.





DISK INSERTION AND REMOVAL

To insert or remove a disk from an external array, carefully follow these steps:

1. How to insert

	<p>1. Insert the canister in the bay slot.</p>	
	<p>2. Push the canister (do not press the lock lever)</p>	
	<p>3. Push until the canister is fully engaged in the slot.</p>	
	<p>4. Press to hold the canister firmly in place.</p>	
	<p>5. While holding the canister in place, press the lock lever. The canister is locked when you hear a "click".</p>	
	<p>6. All the canisters must be well aligned.</p>	

2. How to remove

	<p>1. Press the "unlock" button.</p>	
	<p>2. Pinch slightly the lock lever and pull out the canister.</p>	

3.5 MTPC BOARD

3.5.1 INTRODUCTION

The function of the PC board is mainly the control of the Video hardware and to interface the peripheral equipment (i.e. remote controller) with the Video hardware.

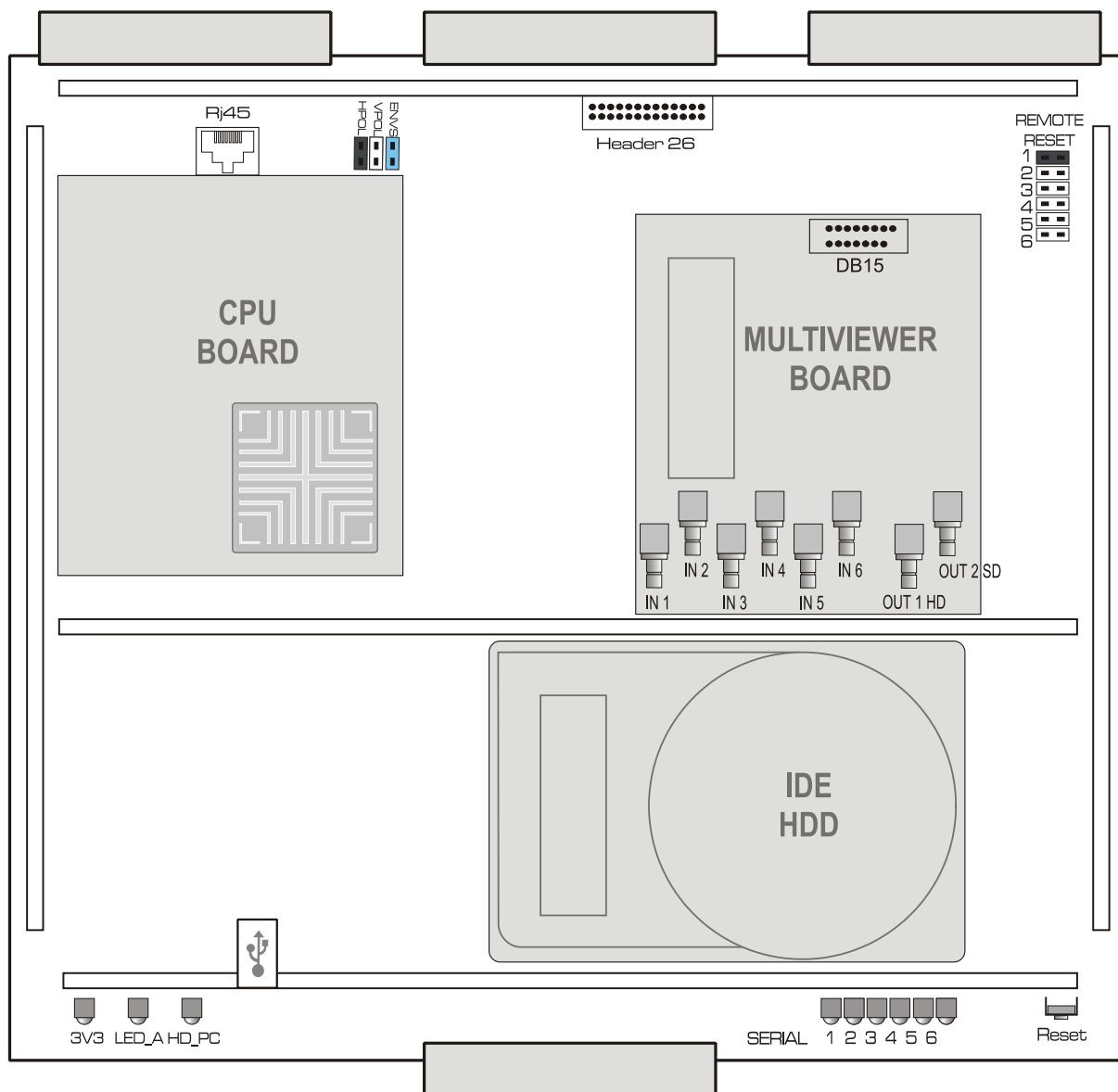
The following MTPC board is used:

- **A2/A4** with COMMEL HS870 motherboard and a new time code management module (with bootable USB)

In standard configuration the PC hardware is composed by:

- One mounting PC board, with serial ports, LTC reader and generator, is controlled by the motherboard.
- IDE System Hard disk: the IDE disk drive is used for storing the EVS software and the DOS operating system. Neither audio nor video data is saved on this disk. The capacity of this drive may vary depending on market availability, but the system partition is always set to 1GB. The remaining capacity of this drive is not used.
- 64/128MB SDRAM modified. The SDRAM used has been modified to suit the system requirements. Please contact EVS support for RAMs upgrade. Do not use standard PC RAM modules.

3.5.2 A2/A4 BOARD



MULTIVIEWER

The multiviewer board is an option on XT2+ servers.

Connectors

IN	The J2 connectors from the CODEC modules of the COHX board are connected to the IN connectors of the multiviewer board.
OUT1 HD	The OUT HD connector of the multiviewer board is connected to the MULTIVIEWER HD SDI connector on the rear panel of the server.

Connectors

OUT2 SD	The OUT SD connector of the multiviewer board is connected to the MULTIVIEWER SD SDI connector on the rear panel of the server.
DB15	The DB15 connector of the multiviewer board is connected to the MULTI DB15 connector on the rear panel of the server.

LED INFORMATION

Internal EVS information

BOARD CONFIGURATION

HPOL, VPOL and ENVS are used to configure the composite sync generator used in LSM TV mode (no effect if LSM is only used with a VGA monitor).

The **HPOL jumper** can be used to invert or not the VGA HS signal (Horizontal Sync) to generate the composite output signal (TV mode)

The **VPOL jumper** can be used to invert or not the VGA VS signal (Vertical Sync) to generate the composite output signal (TV mode)

The **ENVIS jumper** can be used to enable or not the presence of the VGA VS signal (Vertical Sync) in the composite output signal (TV mode)

If the LSM TV mode is used, these jumpers must be set-up according to EVS recommendations, which depend on LSM software version and CPU board model/revision:

Set up the jumpers as follows:

- HPOL=On; VPOL=Off; ENVIS=On

Remote Reset



REMOTE RESET jumpers are available to designate the remote(s) from which the RESET command can be sent.

This command resets the whole system: PC and video hardware.

In standard configuration only Remote one (on RS422 port 1) is allowed to reset the system.



Important

This jumper should be removed if the device connected to the RS422 port is NOT an EVS controller. Maximum voltage on pin 5 of an RS422 port of the XT2+ server should not exceed 5 Volt when the corresponding jumper is engaged. Applying a higher voltage on pin 5 when the corresponding jumper is engaged will result in permanent electronic damage to the board.

3.5.3 MEMORY HOLE ACTIVATION

The memory hole is disabled from Multicam version 9.00. From this version onwards, the BIOS parameters are automatically adapted to the hardware.

Notes:

EVS Broadcast Equipment

Liège Science Park
16, rue Bois St Jean
B-4102 Ougrée
Belgium



Corporate
Headquarters
+32 4 361 7000

North & Latin America
Headquarters
+1 973 575 7811

Asia & Pacific
Headquarters
+852 2914 2501

Other regional offices
available on
www.evs.tv/contact



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