

Kayak

DIGITAL PRODUCTION SWITCHER

Release Notes

SOFTWARE VERSION 6.9.2

071844608
SEPTEMBER 2007



Affiliate with the N.V. KEMA in The Netherlands

CERTIFICATE

Certificate Number: 510040.001

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Including its implementation, meets the requirements of the standard:

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Scope:

The design, manufacture and support of video hardware and software products and related systems.

This Certificate is valid until: June 14, 2009
This Certificate is valid as of: August 30, 2006
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Kayak

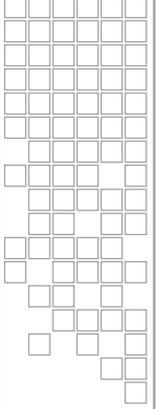
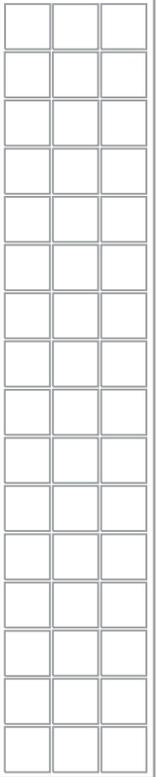
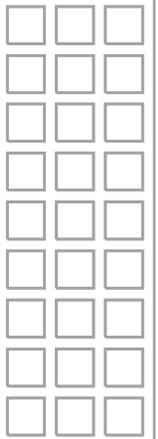
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Online User Documentation — Current versions of product catalogs, brochures, data sheets, ordering guides, planning guides, manuals, and release notes in .pdf format can be downloaded.

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Contents

Section — Kayak Release Notes	9
Introduction	9
New Features in Software Release 6.9.2.....	9
Kayak HD New Features	9
Compatibility	9
Options and Configuration Licenses	10
Output Recursive	11
Trails	14
Strobe Type.....	14
Layer Mode.....	15
Decay	15
Star Decay	15
Blur.....	16
Strobe Timing	16
Loop.....	16
Keyframe Reset.....	16
Force Strobe	16
Show Picture.....	16
Trail Wind.....	16
Freeze.....	18
Strobe Type.....	18
Decay	19
Star Decay	19
Blur.....	19
Strobe Timing	19
Loop.....	19
Keyframe Reset.....	20
Montage	21
Strobe Type.....	21
Decay	22
Star Decay	22
Blur.....	22
Strobe Timing	22
Loop.....	22
Keyframe Reset.....	23
Force Strobe	23
Show Picture.....	23
Trail Wind.....	23
Layering Mode	23
Motion Decay.....	25
Decay	25
Star Decay	25
Blur.....	25
Loop.....	26
Keyframe Reset.....	26

KayakHD MultiMix Mode	27
General	27
Additional Features im MultiMix Mode	29
Restrictions	29
Offset Transition	30
Transition Graphs	30
Component Table	31
Used RAM Recorder Channels	31
Arrow buttons	31
Show/Hide	31
Offset On	31
Copy Offsets.	31
% / Frames	31
Reverse / Normal Reverse.	31
Additional Changes	33
Kayak HDX Control Panels	33
Small Changes in Kayak Menus	34
Timeline Menu	34
Black Preset Mode in Main Menu	36
Numpad Extensions	37
Config E-Box Menu Changes	39
Key Mask Menu Changes	41
Small Changes in Sidepanel Menus	42
Sidepanel Startup Menu Changes	42
Sidepanel Main Menu Changes	43
Sidepanel Chroma Key Menu Changes	47
Sidepanel Mask Menu Changes	48
Sidepanel DPM Menu Changes	49
Sidepanel Install Menu Changes	53
Sidepanel Config E-Box Menu Changes	55
Sidepanel Remote Menu Changes	56
Kayak Software CD	57
Browse the Contents of the Installer CD-ROM	59
Kayak Documentation	59
Install Adobe Reader	59
Kayak Release Notes.	60
Kayak Manuals	61
Software Installation	64
Install Kayak Software	64
USB Flash Drive Installation	66
Installation over the Network	71
Install Graphical User Interface (PC Sidepanel Software)	73
To Install the Sidepanel Software Onto a PC:	73
Connecting to the Kayak System	74
Copy Sample Effects.	75
Licenses	81
Basics	81
Licenses Menu	81
How to Install Licenses	83
With a USB Flash Drive (recommended):	83
Manual Entry with Internal GUI Keyboard	84
Updating the CPLD Firmware	85
CPLD Update Troubleshooting	86
Inconsistent EEPROM Data.	86

Wrong Position of CPLD Program Switch..... 86

Kayak Release Notes

Introduction

This document includes notes for software installation, licenses, new features and changes, and other information specific to Kayak Release Version 6.9.2 software.

New Features in Software Release 6.9.2

Kayak HD New Features

- Spektra - Output Recursive (see [page 11](#))
- MultiMix Mode (see [page 24](#))
- Permanent Key Preview Mode (see [page 30](#))

Changes in this Release

- Kayak HDX Control Panels (see [page 33](#))
- Enhanced Kayak Menus (see [page 34](#))
- Enhanced Kayak Side Panel Menus (see [page 43](#))

Compatibility

The software for all connected devices Kayak DD Mainframe, Kayak HD Mainframes, Kayak Control Panels (1 M/E through 3 M/E), Sidepanel and XtenDD/DD-35 Control Panels is compatible if installed from the same release CD.

Scaling of Key Gain, ClipHi, and ClipLo has changed starting with software version 6.8.3. Recalling E-MEM effects created with previous software versions will show different key adjustments.

CAUTION Do not install software versions lower than 6.8.6 in control panels and main-frame units with WDT serial number **200** and higher (new RoHS compliant switcher). See type label on the rear of the units

Options and Configuration Licenses

The following operation features are options or configurations available only if the corresponding license is activated.

Table 1. Available Option and Configuration Licenses

Available Licenses	Kayak HD/SD	Kayak DD
Switcher Type	X	X
Number of Inputs	X	X
Number of Aux Busses	X	X
Chroma Key	X	X
Number of flexible Chroma Keys	X	X
RGB Color Correction	X	X
DPM Channels (includes Kurl in Kayak DD)	X	X
DPM Kurl Effects	X	
DPM Spektra	X	
Number of RAM Recorder Channels	X	X
NetCentral	X	X
Half M/E	X	
MatchDef	X	
HD Operation	X	
RAM Recorder Memory Size	X	
KlipCache	X	

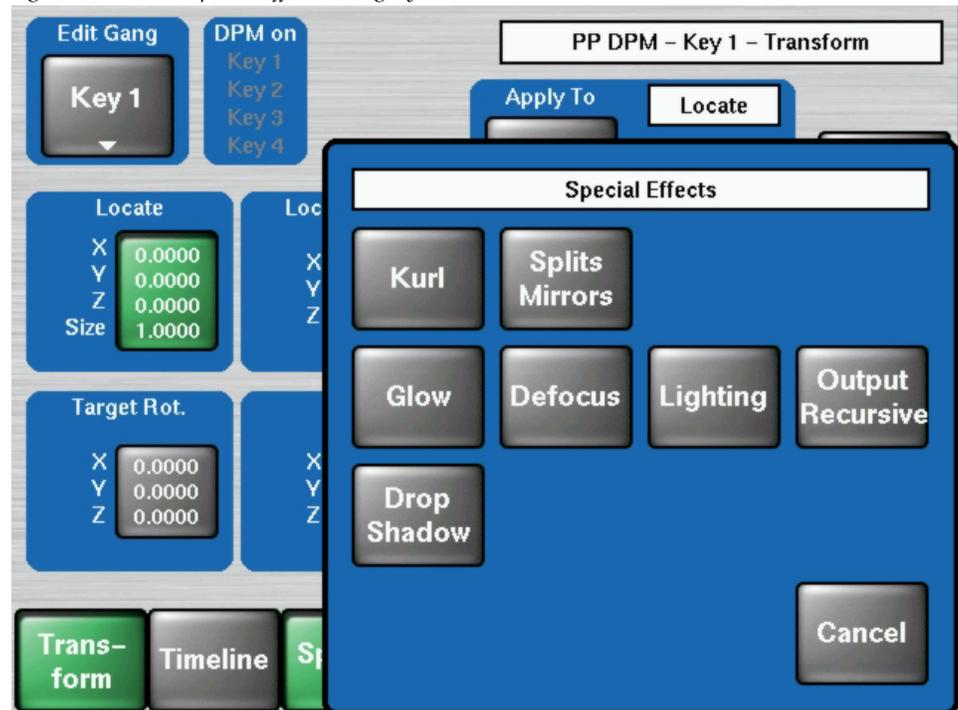
Basic operation licenses are required for **Switcher Type**, **Number of Inputs**, and **Number of Aux Busses**.

Output Recursive

The **DPM Spektra** license is required for Output Recursive.

The **Output Recursive** option is a new option in the DPM/SpecFX/Special Effects mode button, as shown in [Figure 1](#).

Figure 1. DPM—Special Effects Category



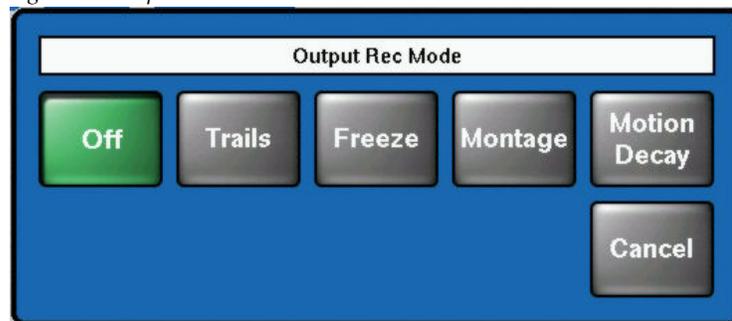
Selecting the **Output Recursive** mode button in the Special Effects mode button pane displays the DPM/SpecFX/Outp. Recursive screen, as shown in [Figure 2](#).

Figure 2. DPM—SpecFX, Output Recursive



Selecting the **Mode** button opens the **Output Rec Mode** mode button pane, as shown in [Figure 3](#).

Figure 3. Output Recursive Sub-Menu



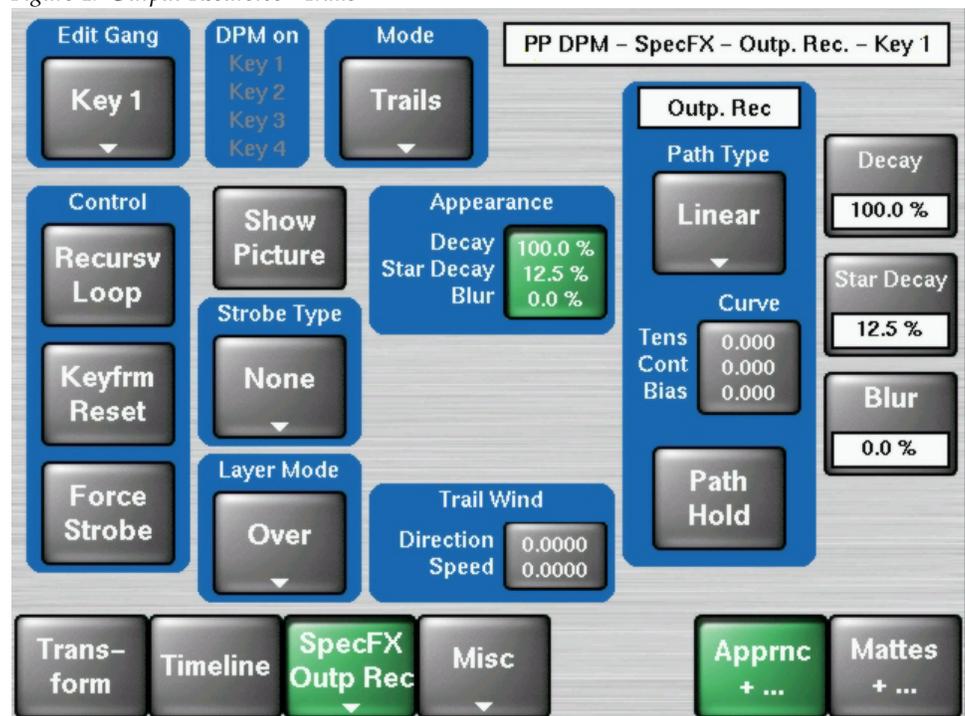
The Output Recursive system has four modes that can be selected:

- **Trails** – Leaves a trail of old images or partials of images behind as you move the image around the screen or create “wind” blown images. Decay settings can be adjusted to resemble particles.
- **Freeze** – Allows you to capture a still image from moving video and modify it. This provides freezing and strobes.
- **Montage** – Allows you to create a montage of still images from moving video.
- **Motion Decay** – Causes motion in the image to leave a blurred remnant in the area it has moved from.

Trails

After selecting **Trails**, a screen similar to the following will appear:

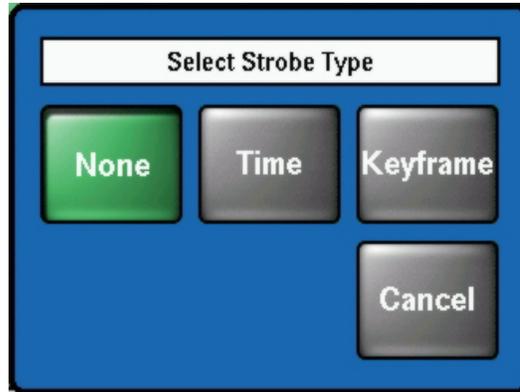
Figure 4. Output Recursive - Trails



Strobe Type

Strobe Type sets the type of strobe effect that will cause the automatic capture of a new image. Selecting the **Strobe Type** button displays the **Select Strobe Type** mode button pane, as shown in [Figure 5](#).

Figure 5. Output Recursive - Trails - Strobe Mode



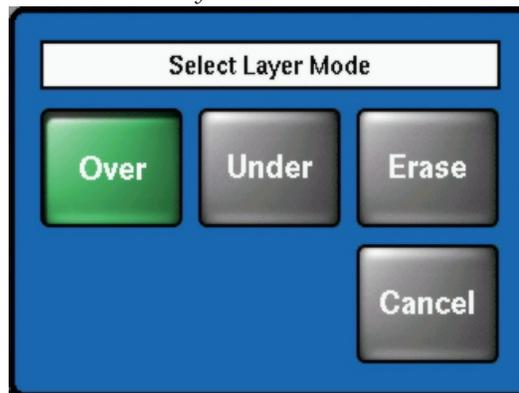
The following describes the function of each mode button:

- **None:** Turns Strobe Off.
- **Time:** strobes a new image at an adjustable time interval. (Normal Strobe)
- **Keyframe:** strobes a new image at each keyframe.

Layer Mode

Layer Mode controls how the live video interacts with the video in the image buffer. Selecting the **Select Layer Mode** button displays the **Select Layer mode** button pane, as shown in [Figure 6](#).

Figure 6. Output Recursive - Trails - Layer Mode



The following describes the function of each mode button:

- **Over:** Places the live video or newest image on top of the effect.
- **Under:** Places the live video or newest image under the effect.
- **Erase:** Erases the trail as you fly the new image over the effect.

Decay

The **Decay** causes the frozen image in the Output Recursive to fade away evenly over time.

Note Additive effect with Star Decay.

Star Decay

Star Decay causes random pixels of the frozen image in the Output Recursive to fade away over time.

Note Additive effect with Picture Decay.

Blur

Blur sets the percentage of blur on the effect.

Strobe Timing

- **Period** defines the number of frames in a Strobe Cycle. Only available when Strobe Type = TIME.
- **On Time** sets the percentage of the period that the image is unfrozen. The default is 0.0% and is only available when Strobe Type = TIME.

Loop

- **ON**: routes the image into the recursive hardware
- **OFF**: stops the recursive effect and returns to live video.

Keyframe Reset

Keyframe Reset clears the image in the recursive loop.

- **ON**: resets that loop by creating a new frozen image at each keyframe that has Keyframe Reset on.
- **OFF**: No keyframe reset.

Force Strobe

Force Strobe forces the strobe to turn on or off, depending on whether there is motion in the transform. ON strobes regardless of the transform motion. OFF forces strobes only if there is motion in the image transform.

Show Picture

- **ON** – (default) – displays the live video image in addition to the effect.
- **OFF** – displays only the effect without the live video image.

Trail Wind

Direction sets the direction of the wind and follows the same direction as rotations:

- 1.00 is up or “North”,
- 1.25 is right or “East”,
- 1.5 is down or “South”,
- and 1.75 is left or “West”.

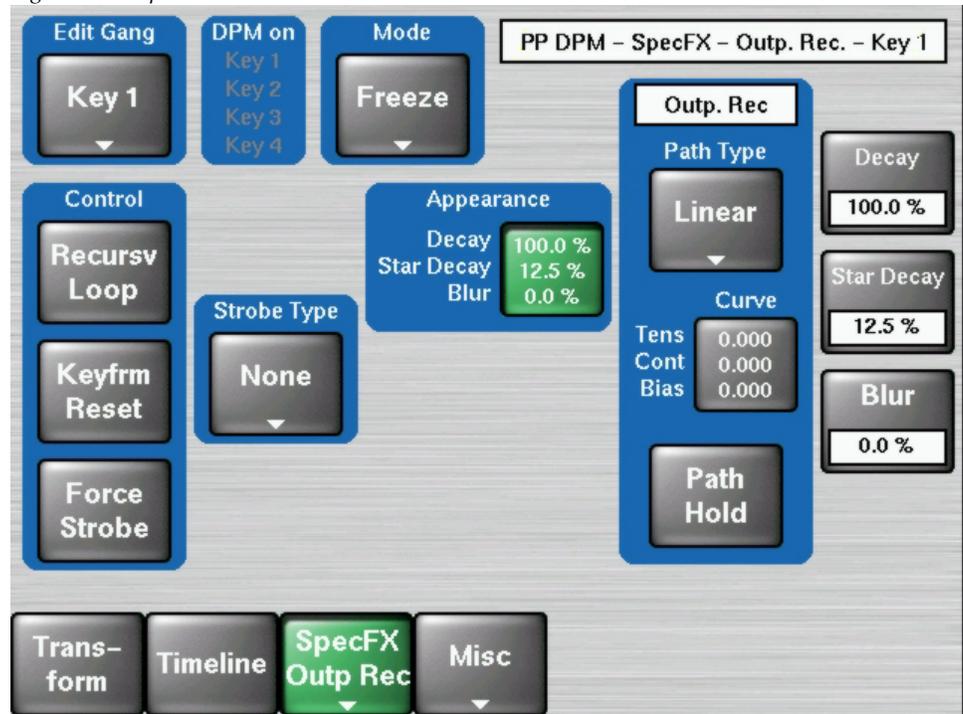
The defaults required for 4x3 and 16x9 (HD and SD) may vary.

Speed sets the speed that the wind blows the trails off of the screen.

Freeze

After selecting **Freeze**, a screen similar to the following will appear:

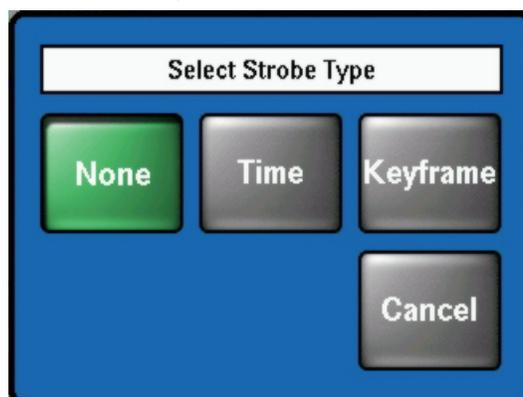
Figure 7. Output Recursive - Freeze



Strobe Type

Strobe Type sets the type of strobe effect that will cause the automatic capture of new image. Selecting the **Strobe Type** button displays the **Select Strobe Type** mode button pane, as shown in [Figure 8](#).

Figure 8. Output Recursive - Freeze - Strobe Mode



The following describes the function of each mode button:

- **None:** Turns Strobe Off.
- **Time:** freezes a new image at an adjustable time interval (Normal Strobe).
- **Keyframe:** freezes a new image at each keyframe.

Decay

Decay causes the frozen image in the Output Recursive to fade away evenly over time.

Note Additive effect with Star Decay.

Star Decay

Star Decay causes random pixels of the frozen image in the Output Recursive to fade away over time.

Note Additive effect with Picture Decay.

Blur

Blur sets the percentage of blur on the effect.

Strobe Timing

- **Period** defines the number of frames in a Strobe Cycle. Only available when Strobe Type = TIME.
- **On Time** sets the percentage of the period that the image is unfrozen. The default is 0.0% and is only available when Strobe Type = TIME.

Loop

- **ON:** routes the image into the recursive hardware.
- **OFF:** stops the recursive effect and returns to live video.

Keyframe Reset

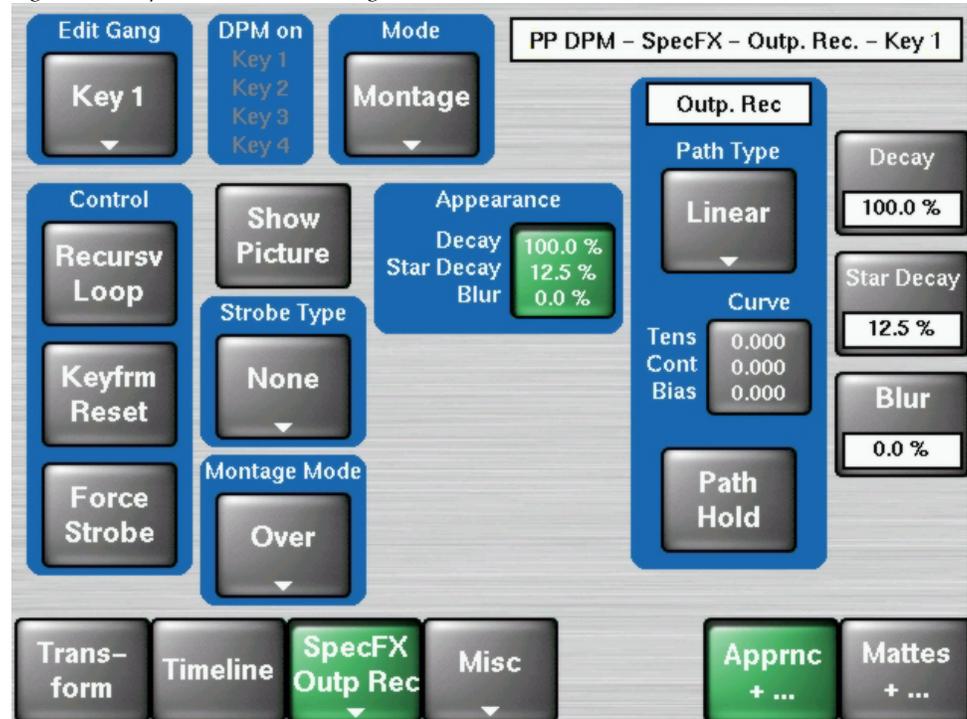
Keyframe Reset clears the image in the recursive loop.

- **ON:** resets that loop by creating a new frozen image at each keyframe that has Keyframe Reset on.
- **OFF:** No keyframe reset.

Montage

After selecting **Montage**, a screen similar to the following will appear:

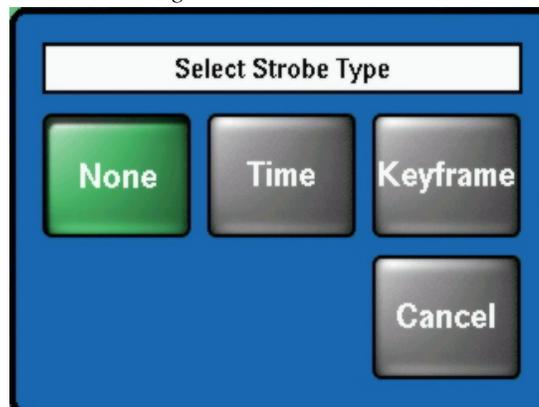
Figure 9. Output Recursive - Montage



Strobe Type

Strobe Type sets the type of strobe effect that will cause the automatic capture of new image. Selecting the **Strobe Type** button displays the **Select Strobe Type** mode button pane, as shown in Figure 10.

Figure 10. Output Recursive - Montage - Strobe Mode



The following describes the function of each mode button:

- **None:** Turns Strobe Off.
- **Time:** Freezes a new image at an adjustable time interval (Normal Strobe).
- **Keyframe:** freezes a new image at each keyframe.

Decay

Decay causes the frozen image in the Output Recursive to fade away evenly over time.

Note Additive effect with Star Decay.

Star Decay

Star Decay causes random pixels of the frozen image in the Output Recursive to fade away over time.

Note Additive effect with Picture Decay.

Blur

Blur sets the percentage of blur on the effect.

Strobe Timing

- **Period** defines the number of frames in a Strobe Cycle. Only available when Strobe Type = TIME.
- **On Time** sets the percentage of the period that the image is unfrozen. Default is 0.0% and is only available when Strobe Type = TIME.

Loop

- **ON:** routes the image into the recursive hardware
- **OFF:** stops the recursive effect and returns to live video.

Keyframe Reset

Keyframe Reset clears the image in the recursive loop. Only available when Strobe Type = Keyframe.

- **ON:** resets that loop by creating a new frozen image at each keyframe that has Keyframe Reset on.
- **OFF:** does not change the frozen image at each keyframe.

Force Strobe

Force Strobe forces the strobe to turn on or off, depending on whether there is motion in the transform. ON strobes regardless of the transform motion. OFF forces strobes only if there is motion in the image transform.

Show Picture

- **ON** – (default) – displays the live video image in addition to the still montage.
- **OFF** – displays only the montage without the live video image.

Trail Wind

Direction sets the direction of the wind and follows the same direction as rotations:

- 1.00 is up or “North”,
- 1.25 is right or “East”,
- 1.5 is down or “South”,
- and 1.75 is left or “West”.

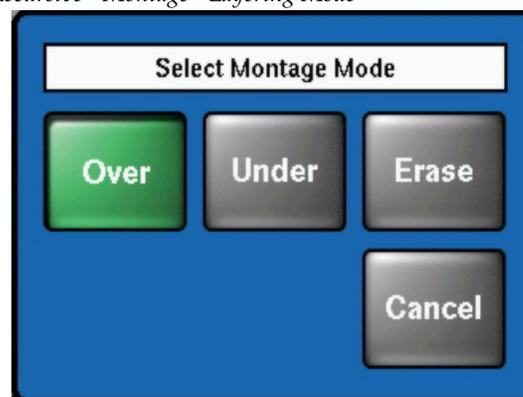
The defaults required for 4x3 and 16x9 (HD and SD) may vary.

Speed sets the speed that the wind blows the trails off of the screen.

Layering Mode

Layering Mode controls how the live video interacts with the video in the image buffer. Selecting the **Montage Mode** button displays the **Select Montage Mode** button pane, as shown in [Figure 11](#).

Figure 11. Output Recursive - Montage - Layering Mode



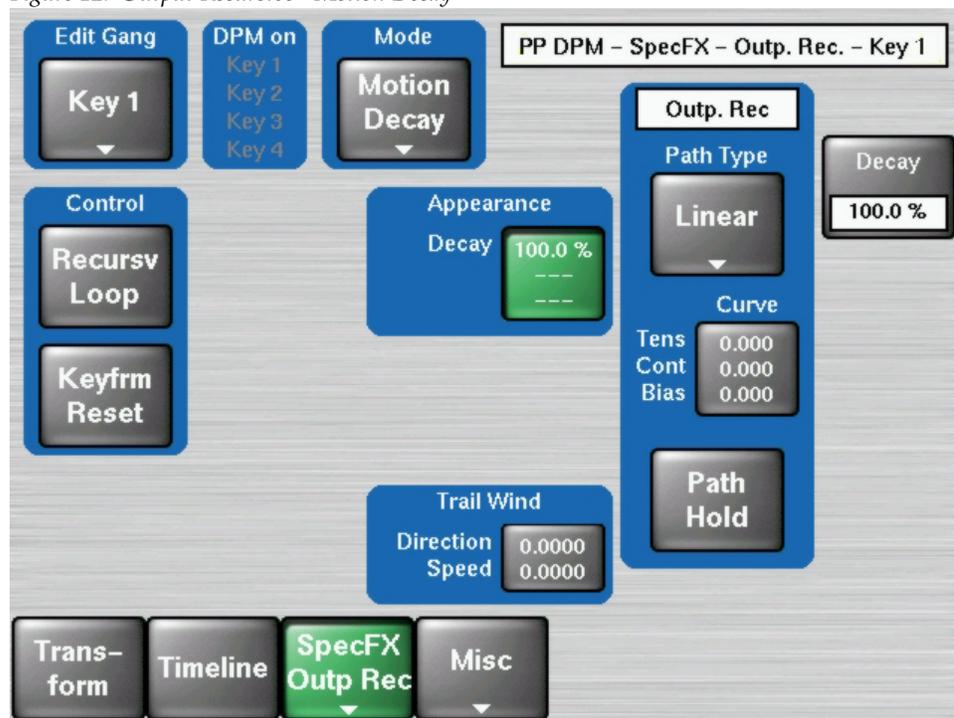
The following describes the function of each mode button:

- **Over:** Places the live video or newest image on top of the effect.
- **Under:** Places the live video or newest image under the effect.
- **Erase:** Erases the previously created video in the montage as you fly the new image over the effect.

Motion Decay

After selecting **Motion Decay**, a screen similar to the following will appear:

Figure 12. Output Recursive - Motion Decay



Decay

Decay causes the frozen image in the Output Recursive to fade away evenly over time.

Note Additive effect with Star Decay.

Star Decay

Star Decay causes random pixels of the frozen image in the Output Recursive to fade away over time.

Note Additive effect with Picture Decay.

Blur

Blur sets the percentage of blur on the effect.

Loop

- **ON**: routes the image into the recursive hardware.
- **OFF**: stops the recursive effect and returns to live video.

Keyframe Reset

Keyframe Reset clears the image in the recursive loop. Only available when Strobe Type = Keyframe.

- **ON**: resets that loop by creating a new frozen image at each keyframe that has Keyframe Reset on.
- **OFF**: does not change the frozen image at each keyframe.

KayakHD MultiMix Mode

General

MultiMix mode offers the user the option of using different transition types for individual transition components simultaneously.

Example:

- BGND-Transition is Main Wipe1
- Key1-Transition is Keyer-Wipe (related to the source of the inhibit mask of the keyer)
- Key2-Transition is Mix

With Offset Transitions the user can additionally specify individual start and end times within the total transition for each component.

Example:

- BGND transition starts at 0% and ends at 50% of the total transition
- Key1 transition starts at 52% and ends at 100% of the total transition
- Key2 transition starts at 80% and ends at 100% of the total transition

Note Offset Transition only works when MultiMix is on.

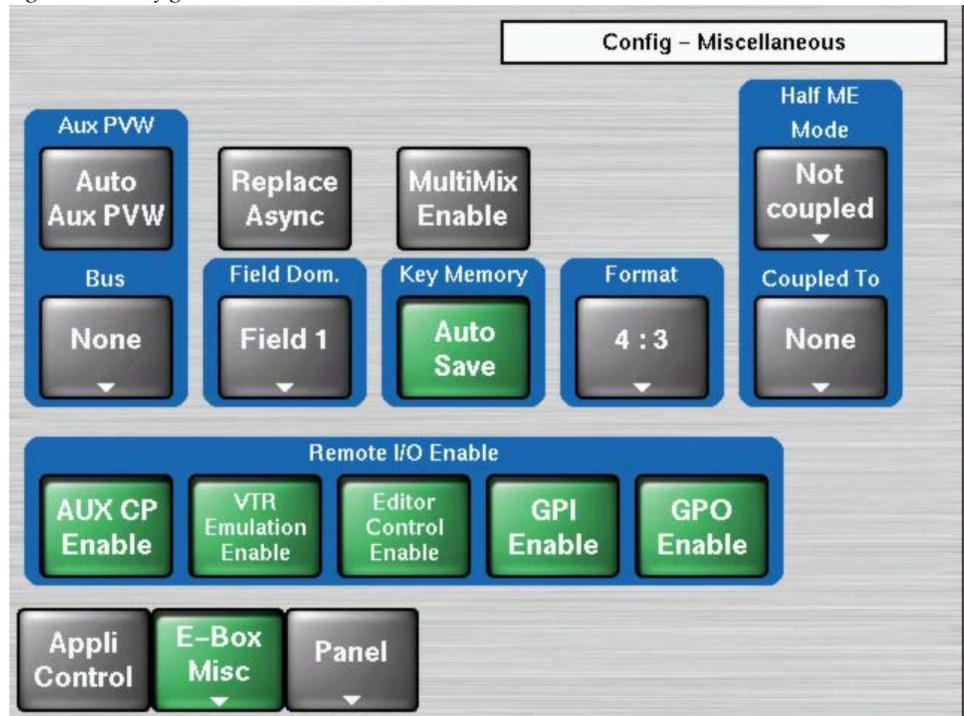
The MultiMix Mode, due to some hardware limitations, has some side effects (see *Restrictions on page 27*). For compatibility reasons it is generally disabled by default on application level. The MultiMix mode can be enabled in the configuration menu.

Note For MultiMix mode, a Sidepanel PC is recommended to provide a way to adjust the Offset Transition parameters.

Note Application without Sidepanel PC: When recalling application data from E-Mem, it can happen that **Offset Transition** is activated and custom-build parameters are restored. In this case Offset Transition can be disabled by toggeling the Kayak's **MultiMix Enable** or **Multimix** mode button. With the next E-Mem recall the Offset parameters are restored again.

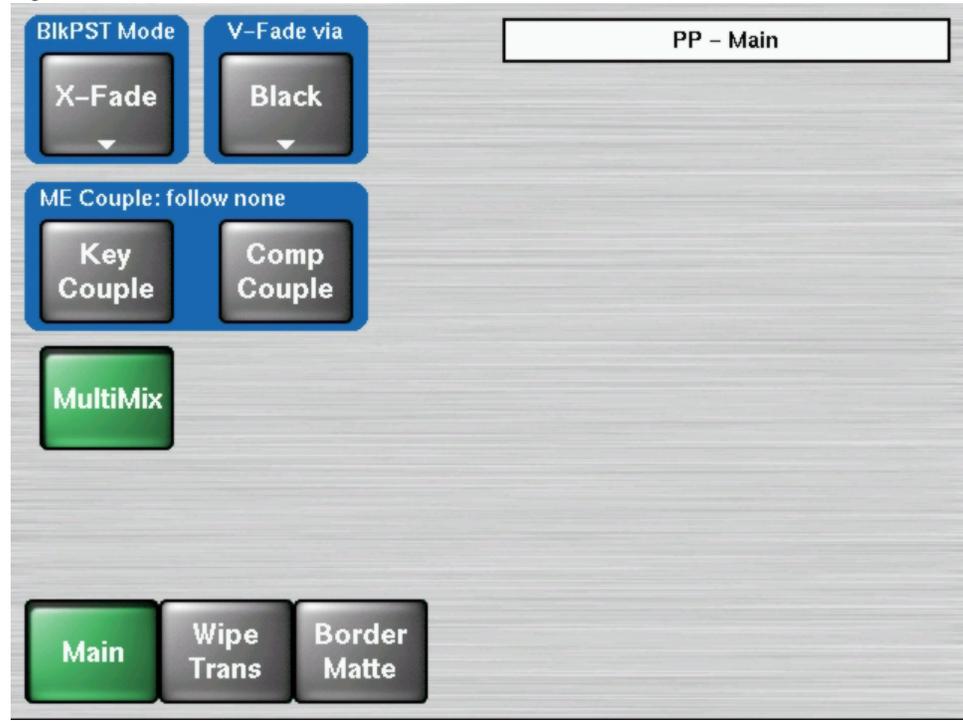
From the Main menu, press **Config/E-Box/Misc** to access the Config Miscellaneous menu.

Figure 13. Config Miscellaneous Menu



To activate the MultiMix mode for a specific M/E, press the **MultiMix** button in the ME/**Main** menu:

Figure 14. PP Main Menu 2



Note The MultiMix mode is E-MEMable, i.e. the settings are stored with the E-MEM parameters.

Additional Features in MultiMix Mode

- There are two new transition types: **MISC 1** and **MISC 2**. Each can be defined (SidePanel only) as DPM or RAM Recorder. UPKs can be used to map MISC 1 and MISC 2 to the control panel. For example: MISC 1 can replace the Priority Transition button, then a DPM transition can be run with MISC 1.
- For each component (**BGND**, **KEY1**, ..., **Misc**) a different transition type is selectable.
- Dedicated keyer buttons **Cut** and **Mix**: The **Cut** and **Mix** buttons will now perform the transition type selected for this keyer, not just **MIX**.
- You can select/deselect a transition component while you are in the middle of a transition. A deselected component will stay half way in while the other components finish their transition.
- **Limit Set/Limit On** is supported now. The **Limit Set/On** function offers the possibility to stop the transition before reaching 100%. On control panels the related **UPK** buttons can be programmed with this functionality. The buttons are also available on the SidePanel menu. Refer to *Sidepanel Main Menu on page 44* for details.
- **Offset Transition** is supported now. This provides the option to have individual start and end times per component in relation to the total transition time. The Offset Transition setup is only supported in the SidePanel application. Refer to *Offset Transition on page 28*
- A combination of **Limit Set/On** and **Offset Transition** is supported.

Restrictions

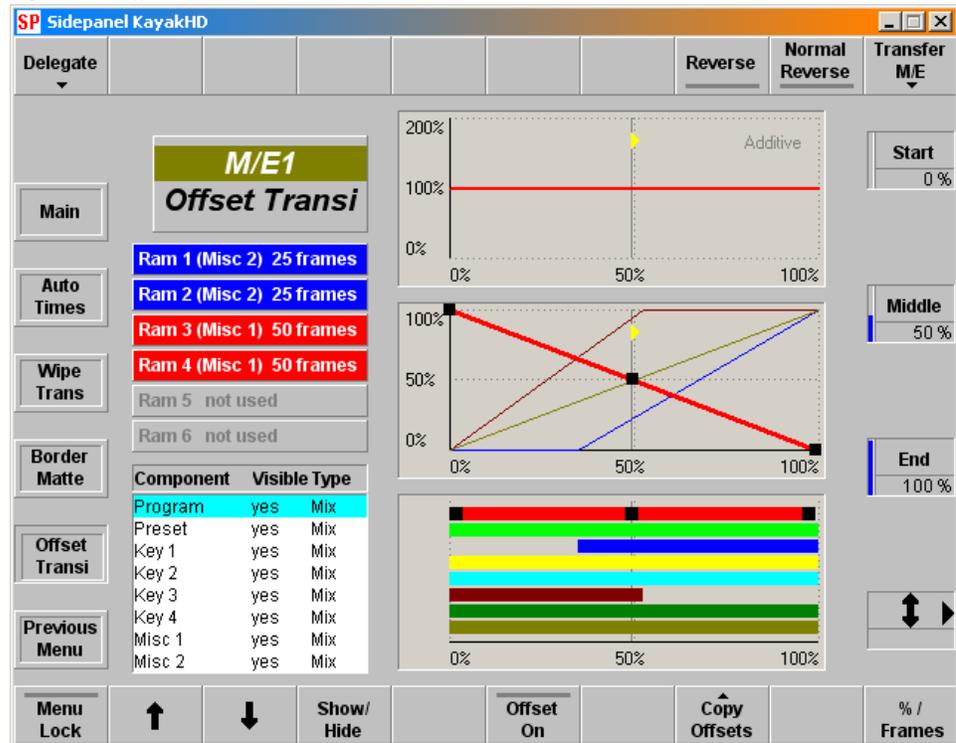
- For a wipe transition in the keyers, the associated keyer wipe should be used. Selecting the main wipe will force the BGND transition type to main wipe as well.
- Transition PVW does not show DPM transitions. The completed transition may be different due to the DPM effect on the Keys. During the DPM transition, the effect will also appear on the PVW.
- Limit Set for BlackPst is not supported.
- In the current software the Offset transition times for PGM and PST should be identical.

Offset Transition

Offset Transition can be operated using the SidePanel menu only. Figure 15 shows the Offset Transition menu in the SidePanel.

Note The Offset Transi mode can be part of an E-MEM. The settings are stored with the E-MEM parameters.

Figure 15. Offset Transition Menu



Transition Graphs

The **Offset Transi** menu contains three graphs showing transition details:

- **Upper graph:** Signal level curve of background transition (Program and Preset).
- **Middle graph:** Interactive level curve of each transition component.
- **Lower graph:** Interactive timeline bar of each transition component.

Double-click the timeline bar in order to change the values **Start**, **Middle**, and **End**. The values can be adjusted with the digipots also.

Component Table

The interactive table shows the transition components. In the **Visible** column, you can select whether the non-selected components are visible in the graphs or not (yes=visible). Double-click to show or hide the component curve/bar.

In column **Type** the selected **Transition Type** of the component is shown. A selected (blue bar) component is visible in the graphs and can be adjusted independent of whether it is switched, visible, or neither.

Used RAM Recorder Channels

If RAM recorder is selected as the function for Misc 1 and 2, then the Main menu's Misc 1 and 2 function as the transition component and the channels are colored and highlighted. In addition the lengths of the clip will be shown in frames.

Note Currently this is only selectable in the Sidepanel.

Arrow buttons

Selects an item in the component table.

Show/Hide

Show or hide the selected item in the graphs in order to improve the clarity.

Offset On

Activates the **Offset Transition** settings for use during the next MultiMix transition. Offset Transition can be activated in the M/E Main menu also. Refer *Sidepanel Main Menu* [on page 44](#).

Copy Offsets

If offset transition is switched off, a second parameter set of offset transitions appears. You can modify this set when offset transition is switched off. You can also make it the active one by using the **Copy Offset** button.

% / Frames

Toggles the adjusting units between **percentage (%)** and **Frames**.

Reverse / Normal Reverse

The **Normal Reverse** button determines the transition pattern direction. If this button is activated, the transition direction is changed every time the fader is in final position or when the transition is completed.

If you wish to change the preset transition direction, press the **Reverse** button.

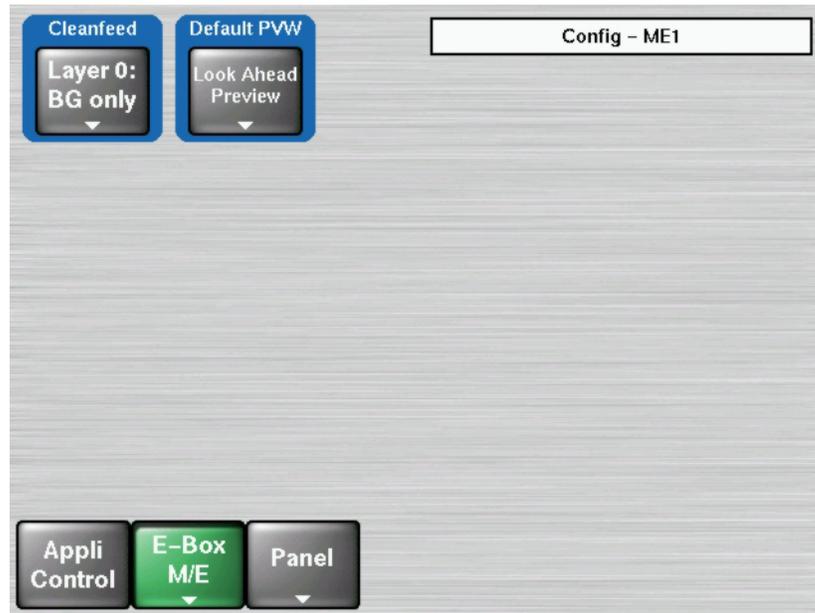
Permanent Key Preview Mode

The **Key PVW** panel button is located on the Kayak Keyer subpanel.

Look Ahead Preview and **Permanent Key Preview** have been added as sub-menu touch buttons in the Config/E-Box/ME/ menu (see [Figure 16](#)). Look Ahead Preview or LAP was only available with the Key PVW panel button in earlier versions (refer to the *KayakHD User Manual* for more information).

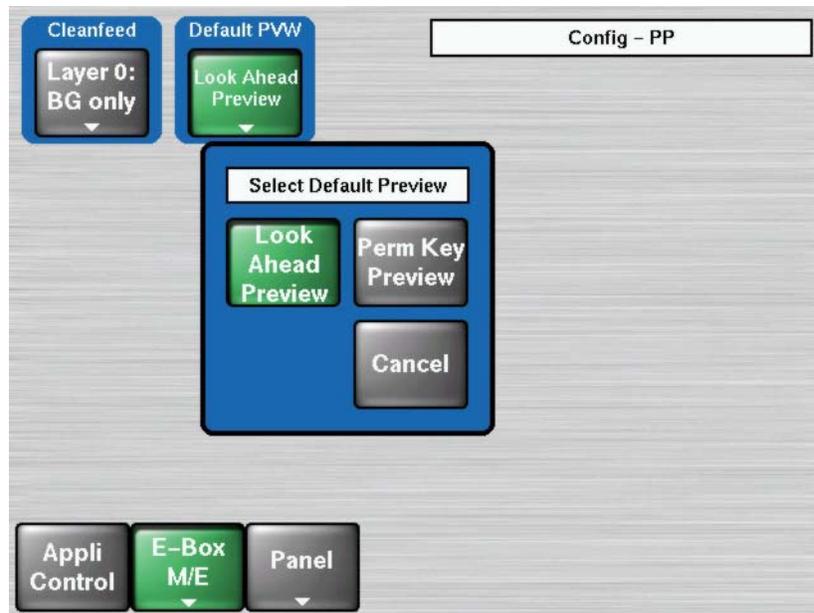
From the Home menu, select Config/E-Box/ME/Default PVW.

Figure 16. E-Box ME Menu



Press the **Default PVW** touch screen button to bring up the Default Preview sub-menu, as shown in [Figure 17](#).

Figure 17. Default Preview Menu Example



Permanent Key Preview

There are two modes for Permanent Key Preview:

- Key Selection mode:

To use the key selection mode:

1. Hold down the **Key PVW** panel button
2. Select any key combination of the keyer panel buttons, Keys 1-4 (selectable for each M/E)
3. Release the **Key PVW** panel button
4. Press the **Key PVW** again—the **Key PVW** panel button will now toggle between the delegated key signal and the selected keys (selected while performing **steps 1 and 2**)

- Autofollow mode:

To use the Autofollow mode:

1. Hold down the **Key PVW** panel button.
2. Deselect all keys (1-4) and release **Key PVW** button.

- 3.** Panel buttons for Keys 1-4 will now display the key signal for each key when delegated in the Keyer sub-panel.

Changes in this Release

Kayak HDX Control Panels

If a DD35/XtenDD control panel RPS35-4 is connected to the Kayak main-frame, some button foils should be exchanged in the **Masks** panel to get further functionality.

The new button foils will be delivered with the KHDX Upgrade Kit.

Figure 18. RPS 35-4 Mask Panel



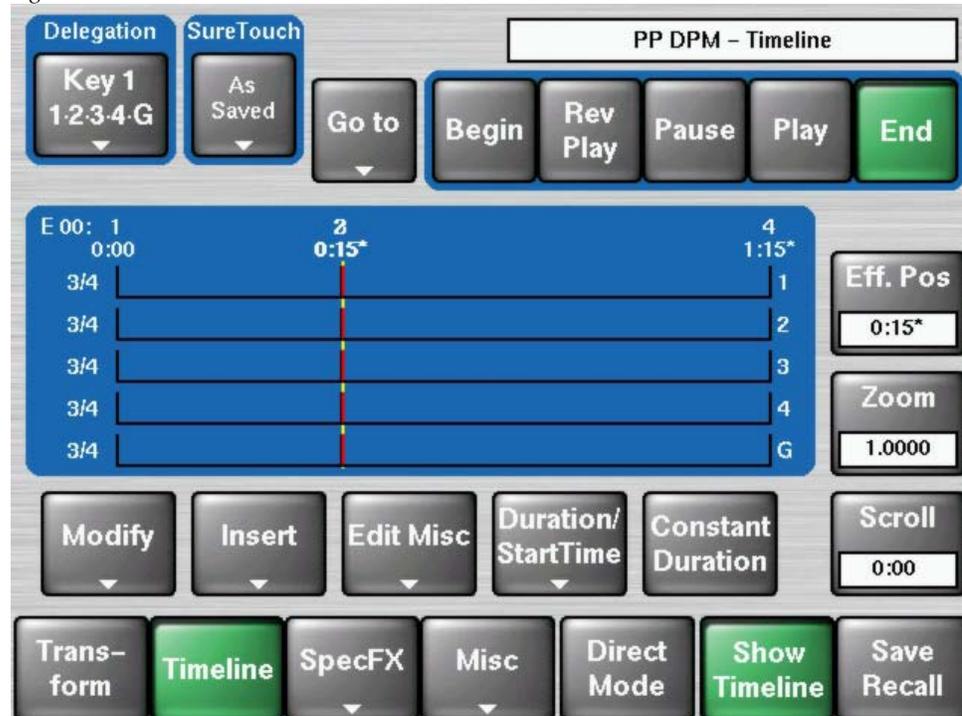
Enhanced Kayak Menus

Timeline Menu

Editing function buttons have been added and insertion buttons have been renamed in the timeline menu.

The **Edit Misc** and **Insert** mode buttons are in the DPM/Timeline menu, as shown in [Figure 19](#).

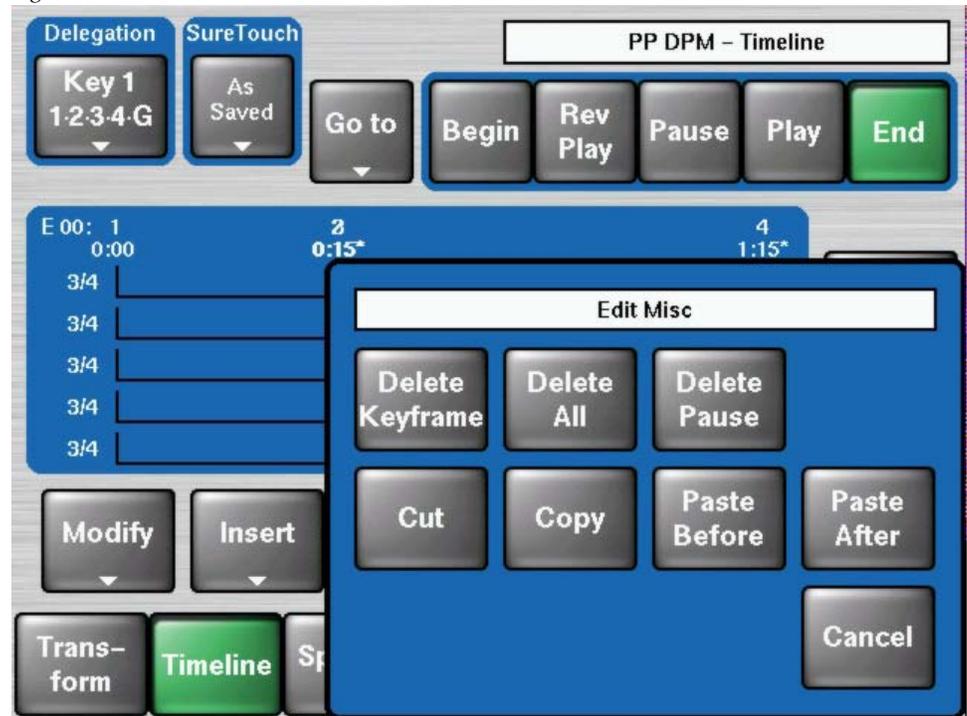
Figure 19. DPM Timeline Menu 1



Select the **Edit Misc** category button to display the **Edit Misc** pane (refer to [Figure 19](#)).

The edit functions **Cut**, **Copy**, **Paste Before**, and **Paste After** have been added to the DPM timeline menu, as shown in [Figure 20](#).

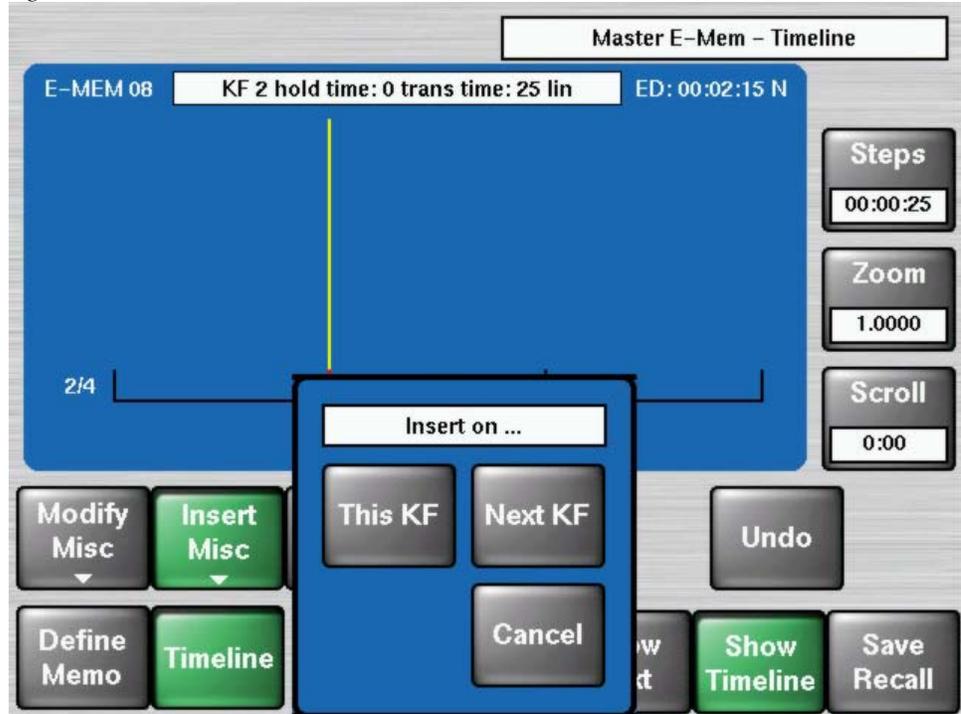
Figure 20. DPM Timeline Menu - Edit Misc2



Select the **Insert** mode button to display the **Insert on...** button pane (refer to [Figure 19](#)).

When inserting triggers into E-MEM timelines in Default mode, button labels for the last step are renamed: **This KF** and **Next KF** instead of **Before** and **After**, as shown in [Figure 21](#).

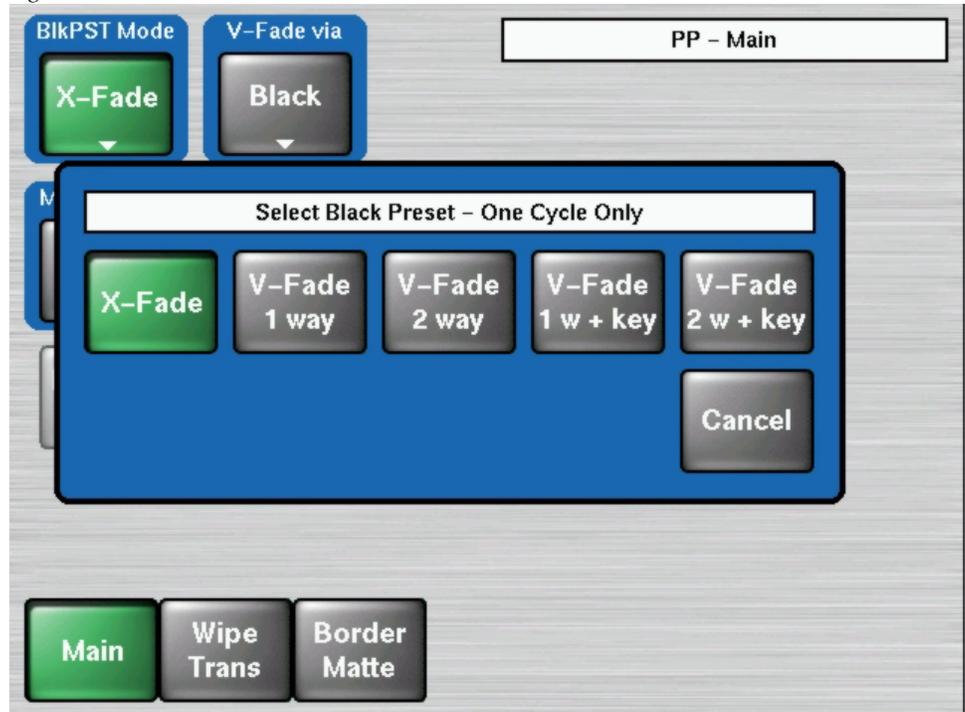
Figure 21. Master E-Mem Timeline Menu - Insert on...



Black Preset Mode in Main Menu

For clarity, **One Cycle Only** has been added to the header of the **Black Preset Mode** button pane in the ME-Main menu, as shown in [Figure 22](#).

Figure 22. Main Menu

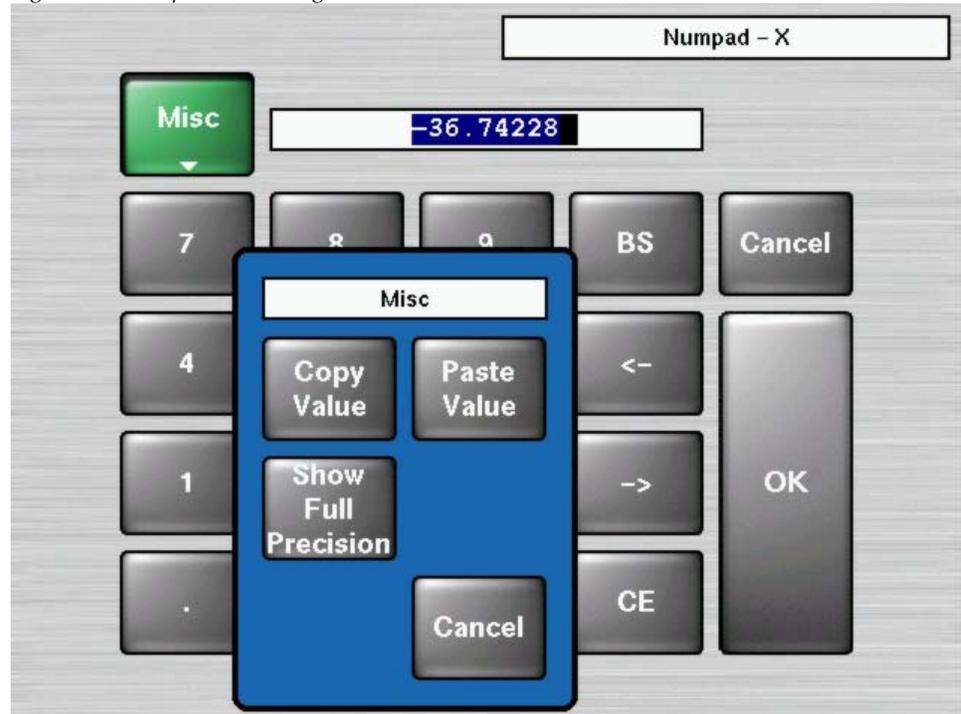


Numpad Extensions

With software version 6.9.2, the new functions **Copy**, **Paste**, and **Show Full Precision** have been added to the menu numpad.

Pressing the **Misc** button displays the new button pane, as shown in [Figure 23](#).

Figure 23. Numpad Misc dialog



Selecting the **Show Full Precision** button displays the full value, as shown in [Figure 24](#).

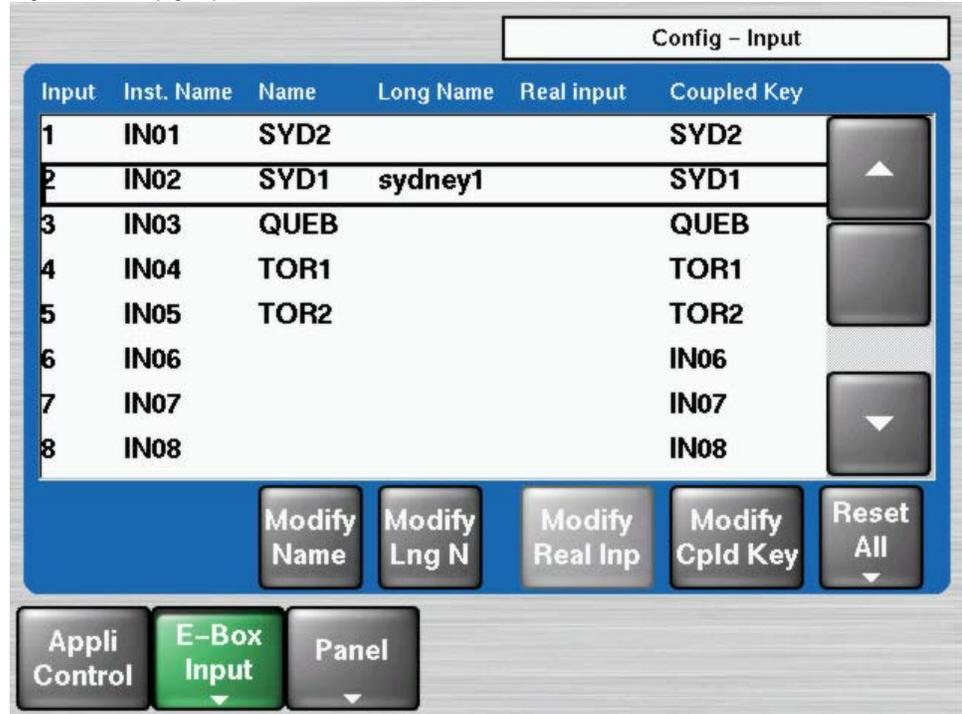
Figure 24. New Numpad Value—Show Full Precision button



Config E-Box Menu

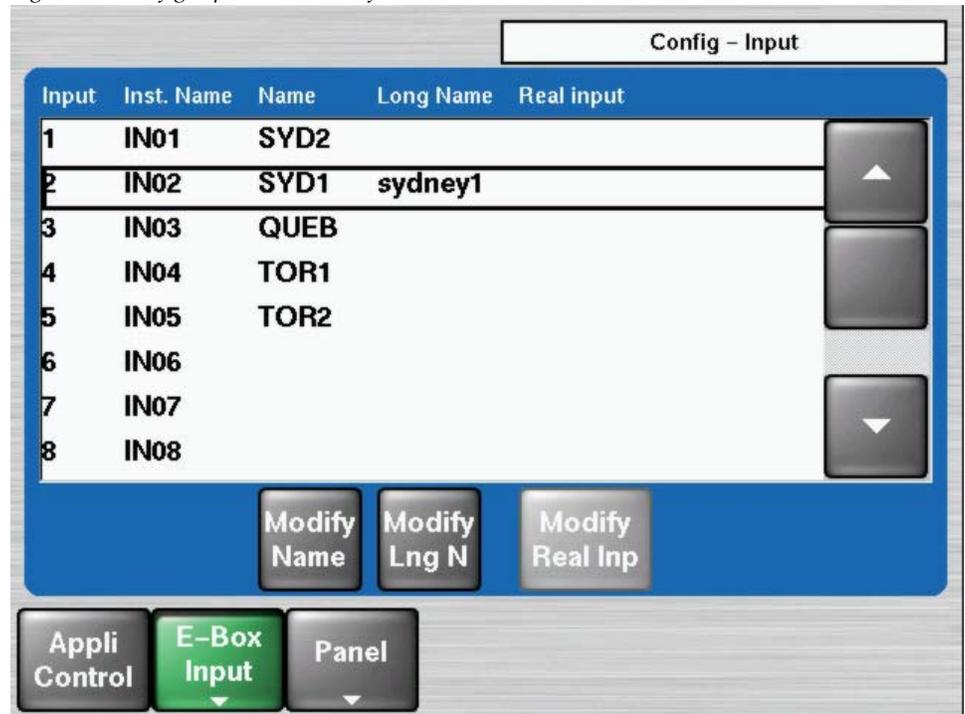
A new table column has been added to show the install name of the inputs in the **Config - E-Box - Install** menu.

Figure 25. Config Input Menu in DD Mode1



The input name can be changed in the **Install - E-Box - Input** menu, as shown in [Figure 26](#).

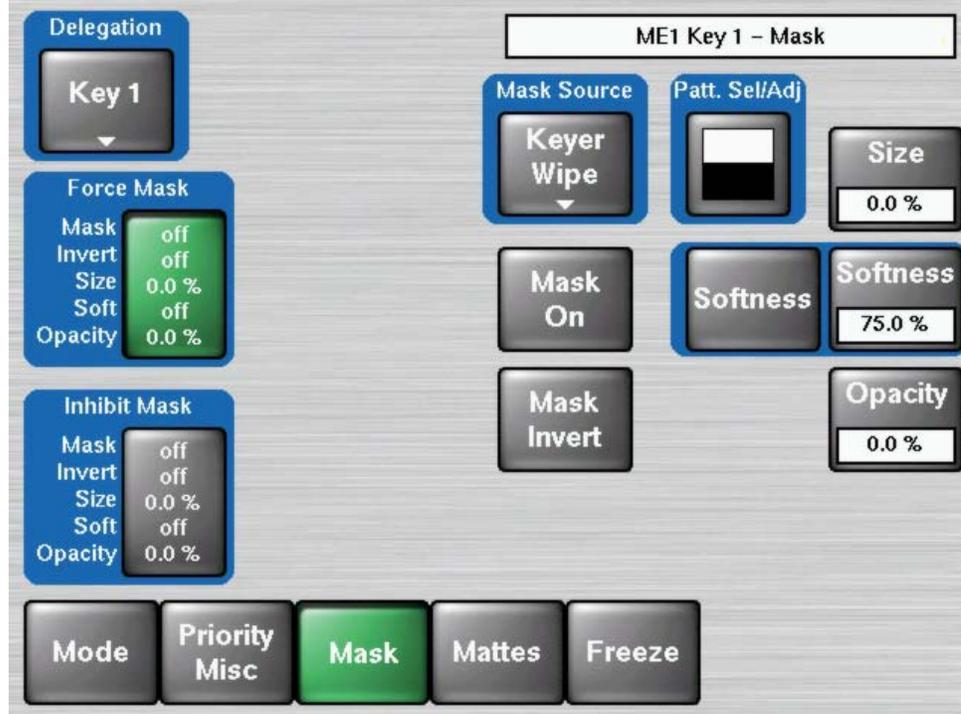
Figure 26. Config Input Menu in Default Mode



Key Mask Menu

The **Mask Preview** button has been removed in the **Key Mask** menus, as shown in [Figure 27](#).

Figure 27. Key Mask Menu Example



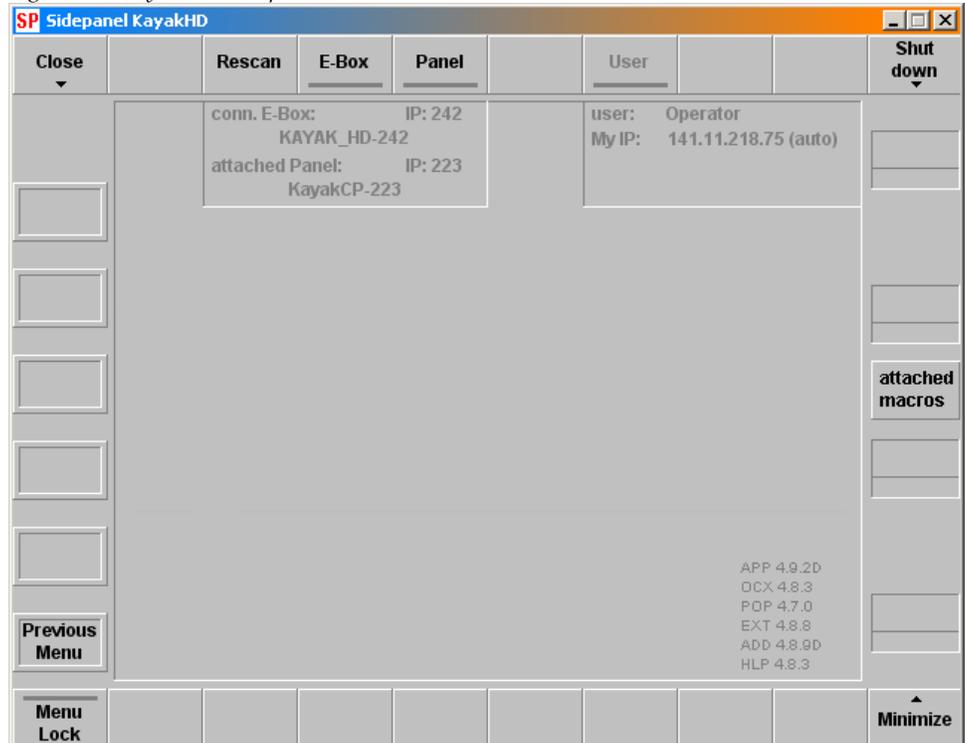
Enhanced Sidepanel Menus

Sidepanel Startup Menu

With initial startup, the **Startup** menu is called in order to enable selection of the mainframe, control panel, and to establish the connection. The menu shows the state of the switcher system:

- Connected mainframe (E-Box)
- Attached panel
- User name
- IP address

Figure 28. Kayak HD Sidepanel Menu



Sidepanel Main Menu

The Main menu has been expanded with new buttons to operate the new MultiMix mode.

If the MultiMix mode is enabled in the Sidepanel's **Config - E-Box** menu, the **MultiMix** will be activated. Refer to *Sidepanel Config E-Box Menu* on page 56.

Note The MultiMix mode is E-MEMable, i.e. the settings are stored with the E-MEM parameters.

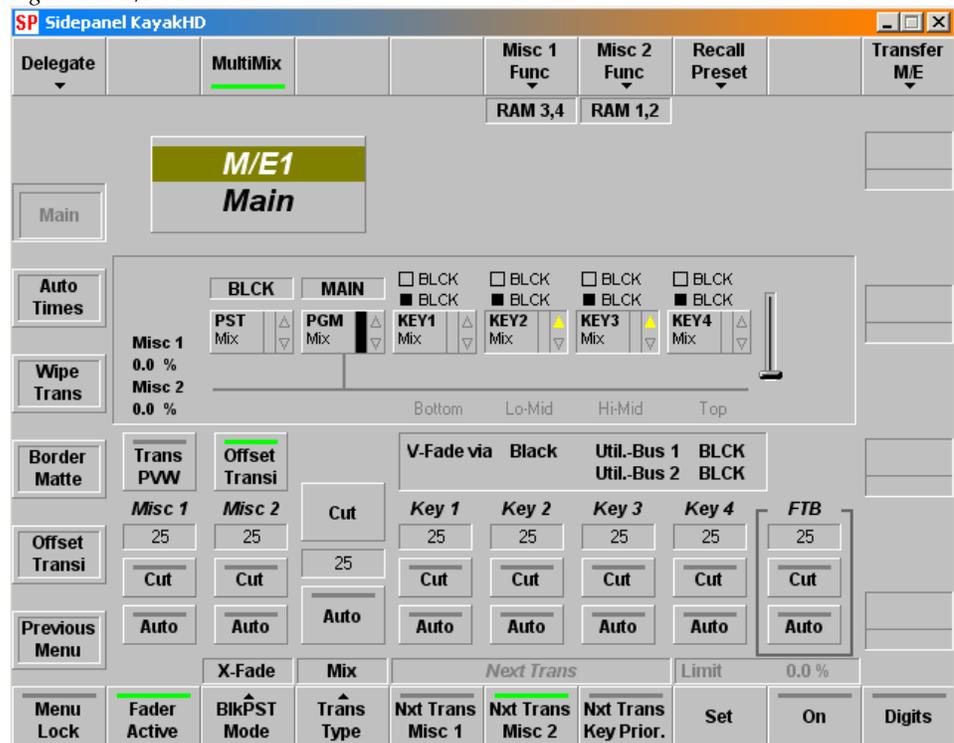
The buttons **Limit Set** and **On** are active also when MultiMix is enabled. The **Limit Set** and **Limit On** buttons serve to create reproducible partial transitions. This mode is available for all types of transitions. **Limit set** permits you to store the desired value set with the fader. **Limit On** enables the mode. Any transition with Cut or Auto and any manual transition with the fader is only executed up to the value previously defined with **Limit Set**.

Note Limit **On** works only if a "Limit" has been set in advance.

In addition, the **Offset Transi** button has been added. Refer *KayakHD MultiMix Mode* on page 24 for details.

The **Blk PST Mode** and **Trans Type** functions are changed to be conform to the Kayak menus, as shown in Figure 29.

Figure 29. P/P Main Menu



Misc Transition

One Misc component can control all (up to 6) Ram channels in parallel. One Misc component can control one DPM channel.

When the selected effect contains other channels than the selected one, all channels of this effect will be controlled.

Example:

- DPM channels 1 and 2 have selected effect Nr 5.
- DPM channels 3 and 4 have selected effect Nr 17.
- Misc1 has DPM channel 3 selected.
- Misc2 has DPM channel 2 selected.

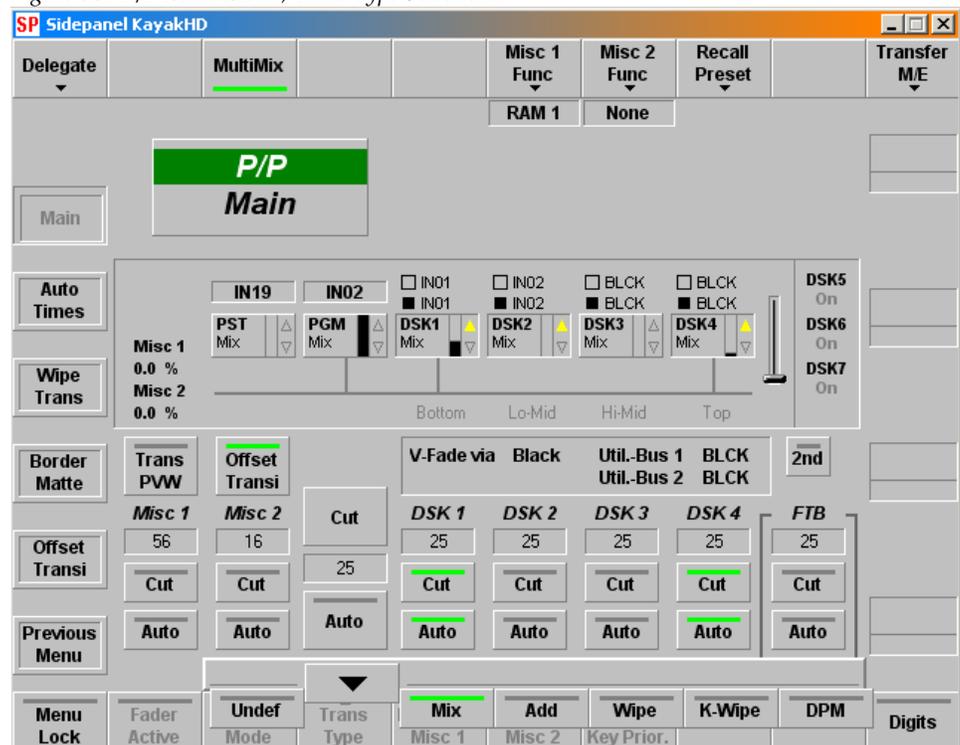
When Misc 1 is selected effect No. 17 with channels 3 and 4 will be controlled.

When Misc 2 is selected effect No. 5 with channels 1 and 2 will be controlled.

Trans Type

In MultiMix mode the **Trans Type** selections are extended with **K-Wipe** (Key Wipe), as shown in [Figure 30](#).

Figure 30. P/P Main Menu, Trans Type Selections

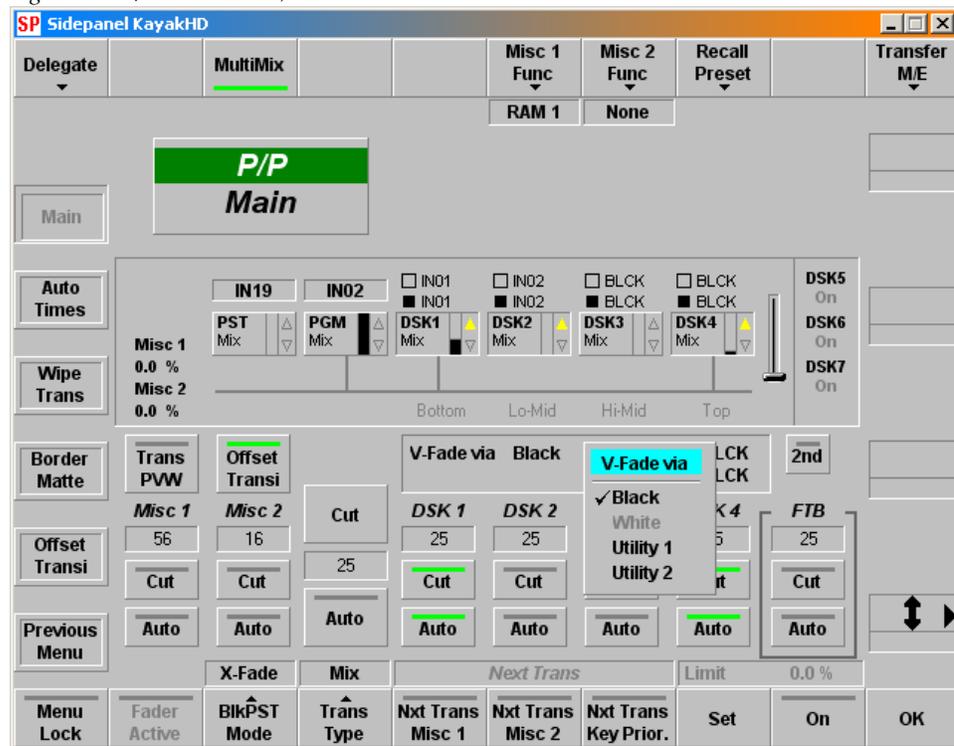


DPM effects or RAM Recorder clips can also be moved using the Fader or AUTO with the MiscFunction facility (in the M/E menu). In addition to the visible image components (BGD, Key1 ...), the Kayak switcher has invisible image components for flexible control purposes. These are called Misc 1 and Misc 2 and are treated logically as if they were key components i.e. can be mixed in and out. The value is between 0% and 100%. They can also be selected for Next Transition.

Note For RAM Recorder, more than one channel can be selected.

V-Fade via: With the software version 6.9.2 the **Util 2** bus can be selected, as shown in [Figure 31](#).

Figure 31. P/P Main Menu, V-Fade



In order to be conform with the Kayak menu the Black Preset Mode selections are expanded to include the following:

X-Fade: Normal cross-fade,

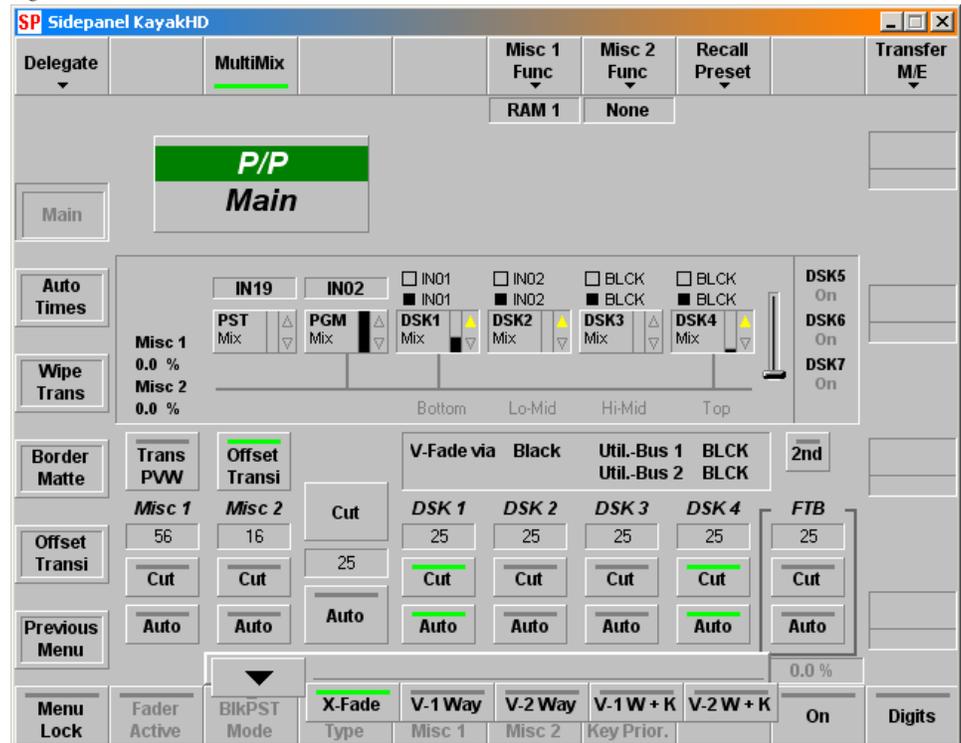
V 1 Way: V-Fade one-way, Key will not be faded,

V 2 Way: V-Fade two-way, Key will not be faded

V 1 W+K: V-Fade one-way, Key will be faded also

V 1 W+K: V-Fade two-way, Key will be faded also, as shown in [Figure 32](#).

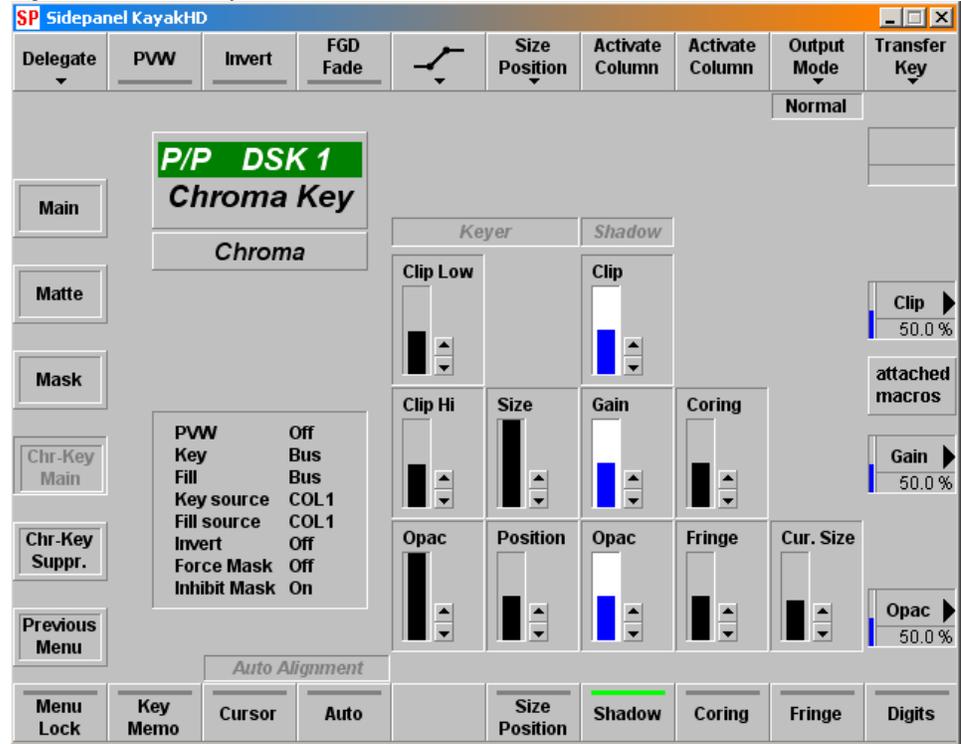
Figure 32. P/P Main Menu, Black PST Selections



Sidepanel Chroma Key Menu

Correction: Chroma Key is not possible in a Half-ME.

Figure 33. Chroma Key Menu



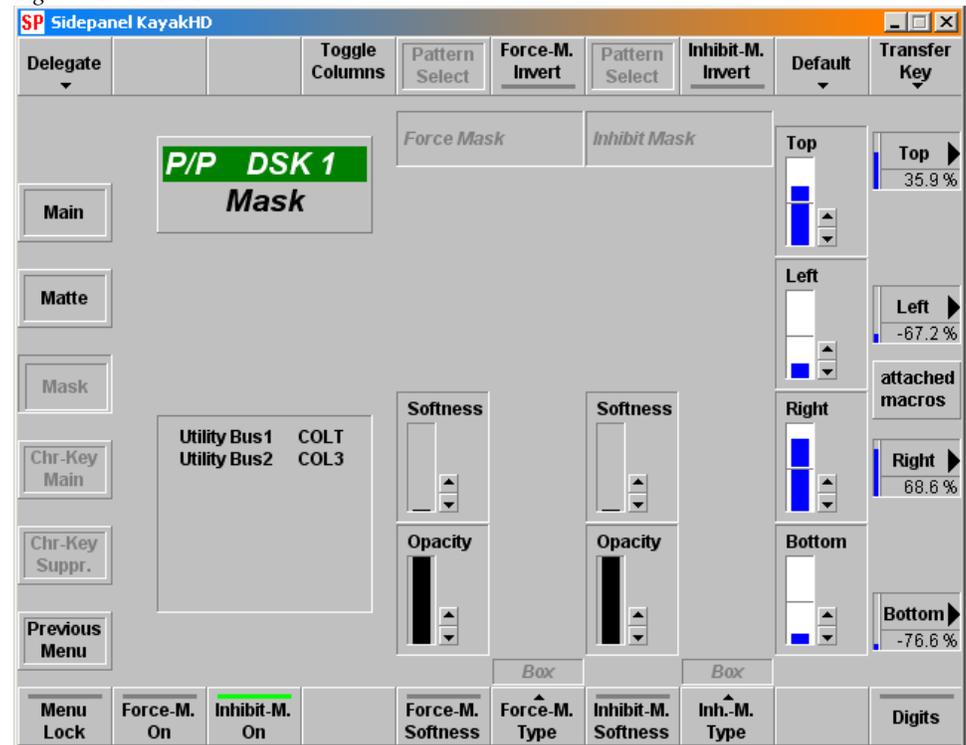
Sidepanel Mask Menu

The former Mask PVW button in the upper button row has been removed to match the Kayak menus.

The **Inh.-M Type** button (Mask Types) selects the source of the inhibit mask. Default Box mask is selected, M-Wipe and K-Wipe are the other selections., as shown in [Figure 34](#).

Note The Transition Type K-Wipe is related to this source.

Figure 34. DSK Mask Menu



Sidepanel DPM Menu

From software version 6.9.2, the DPM menus have changed. The register cards for parameter settings are now designed in three levels instead of two levels to support the addition of the new Output Recursive, as shown in [Figure 35](#), [Figure 36](#), [Figure 37](#), [Figure 38](#), [Figure 39](#), and [Figure 40](#).

Figure 35. DPM Source Menu

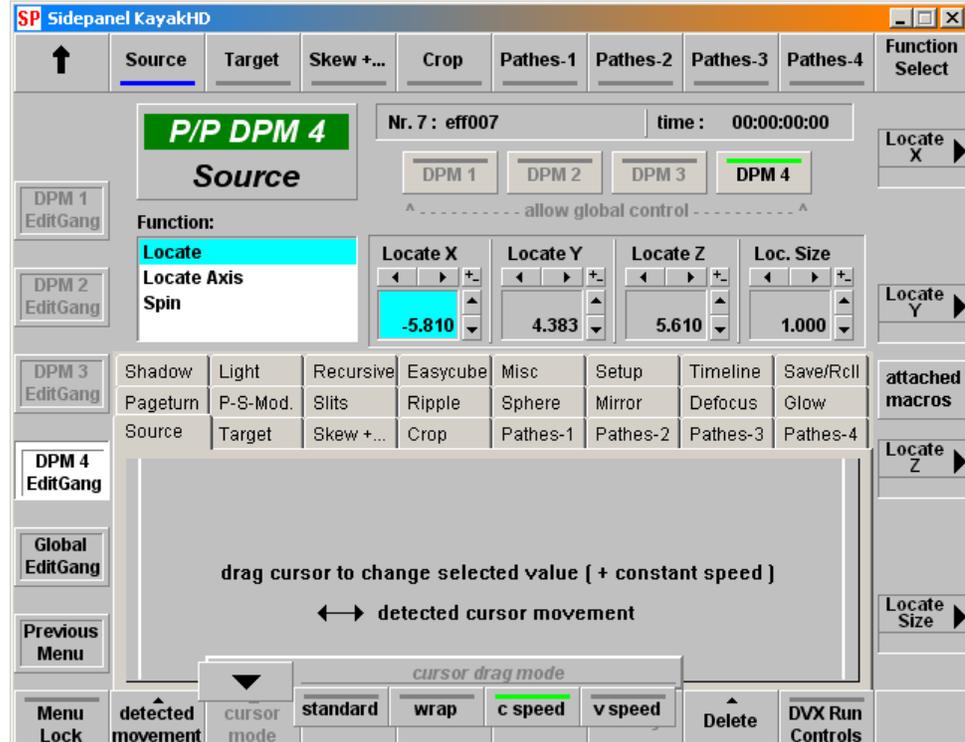


Figure 36. DPM Kurl PS Mod Menu

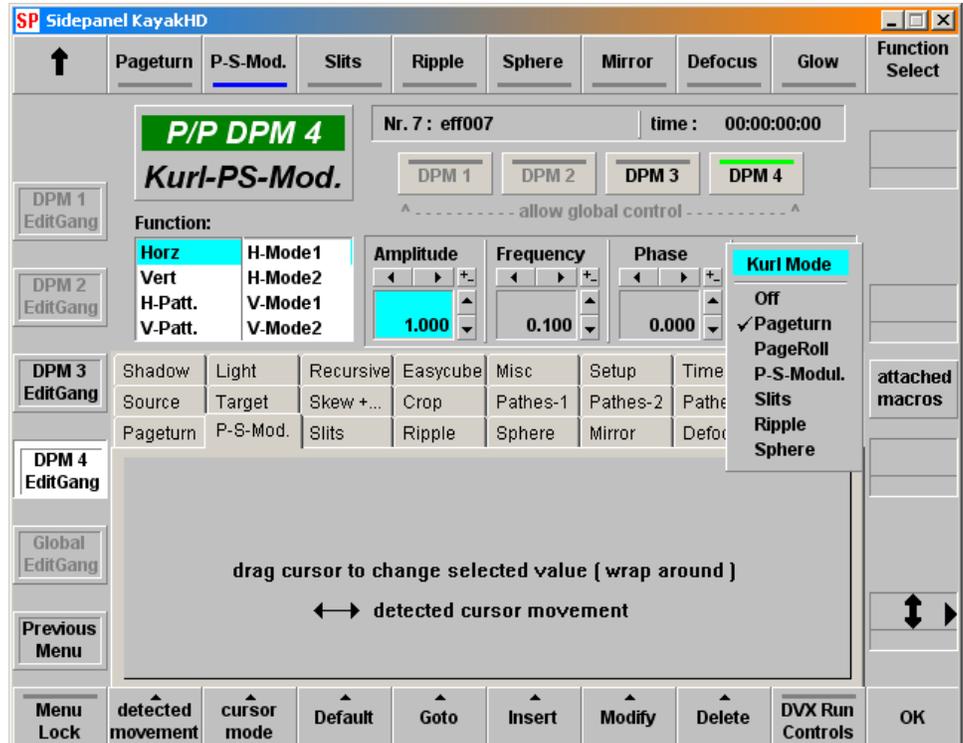


Figure 37. DPM Misc Menu

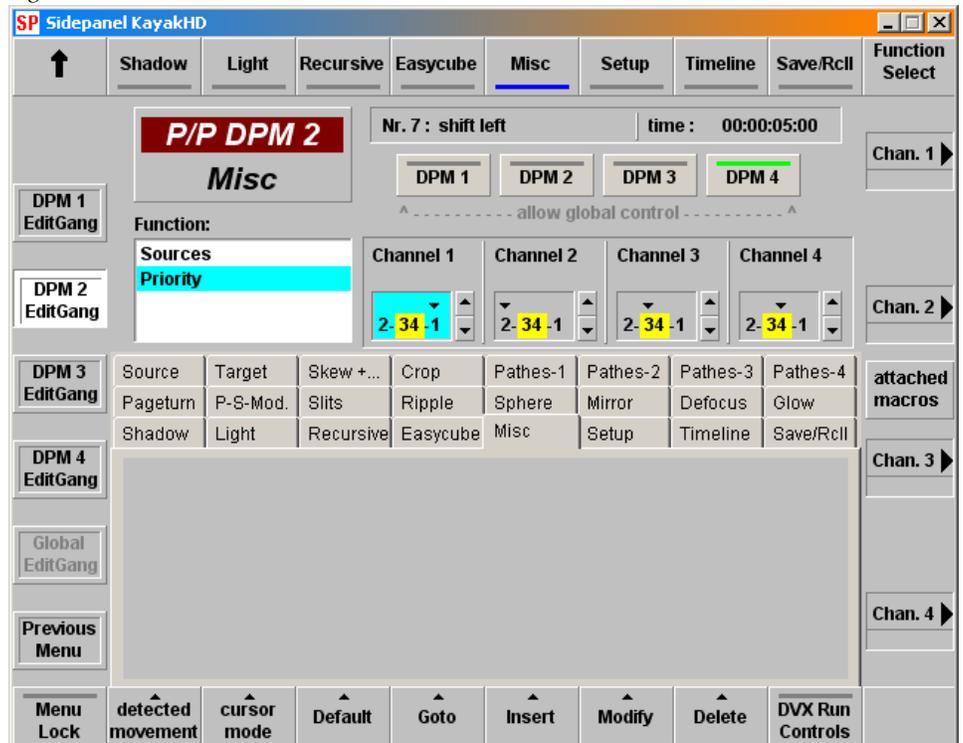


Figure 38. DPM Save/Recall Menu

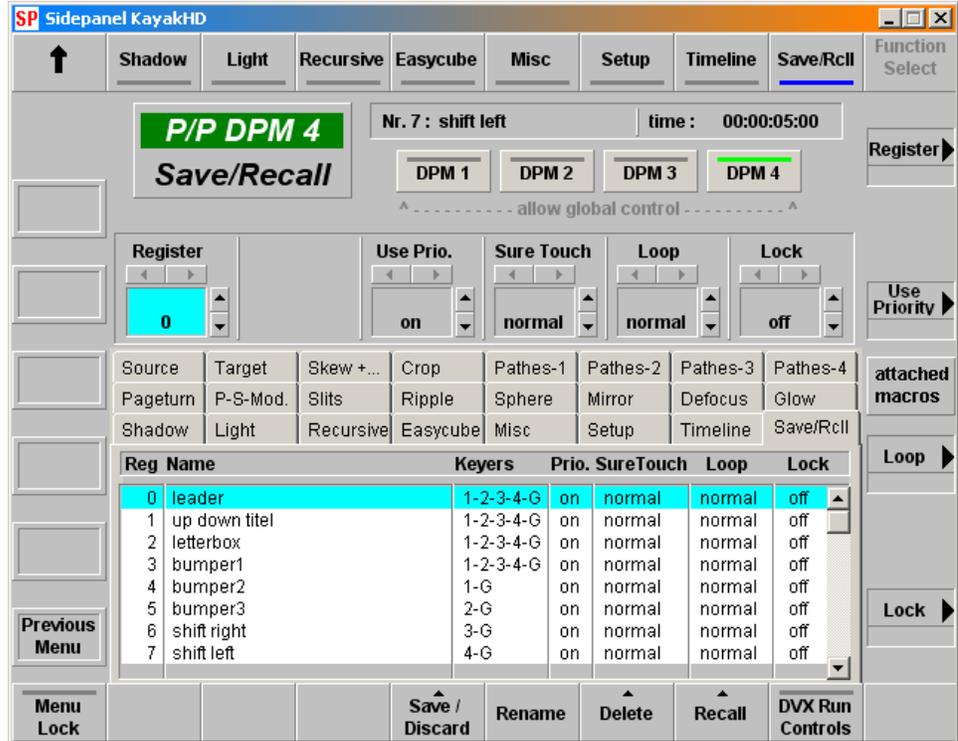


Figure 39. DPM Setup Menu 2

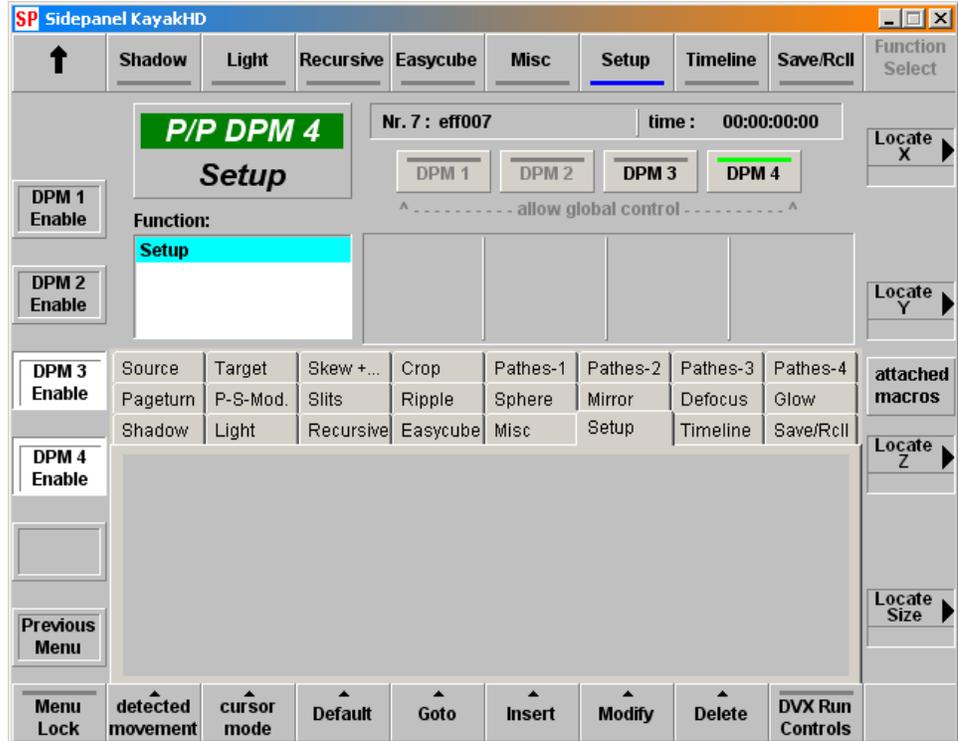
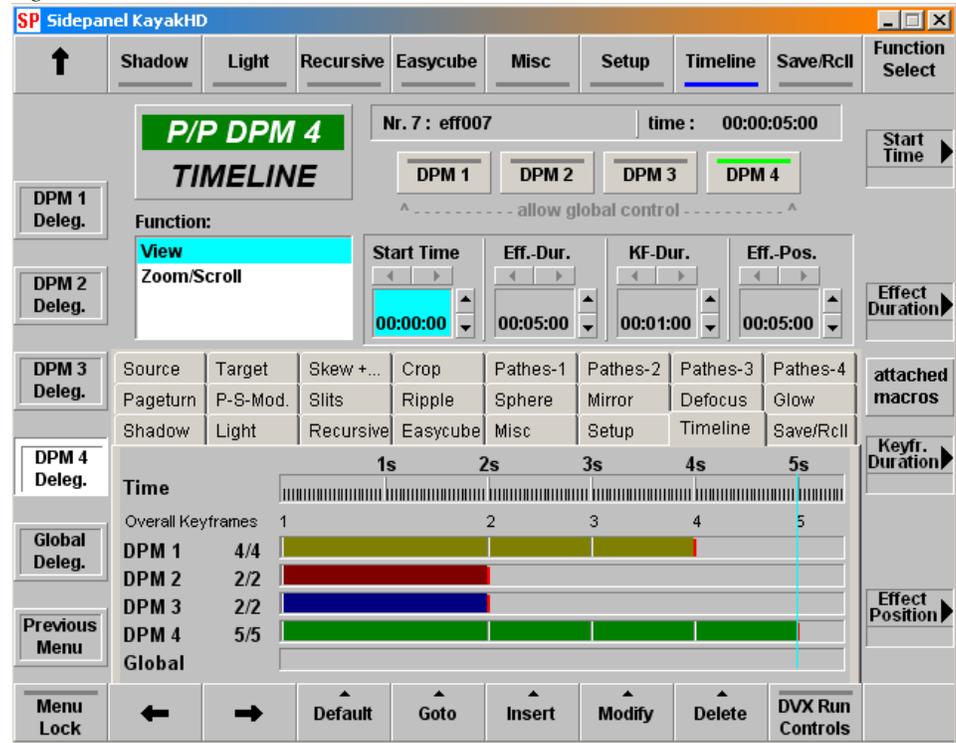


Figure 40. DPM Timeline Menu

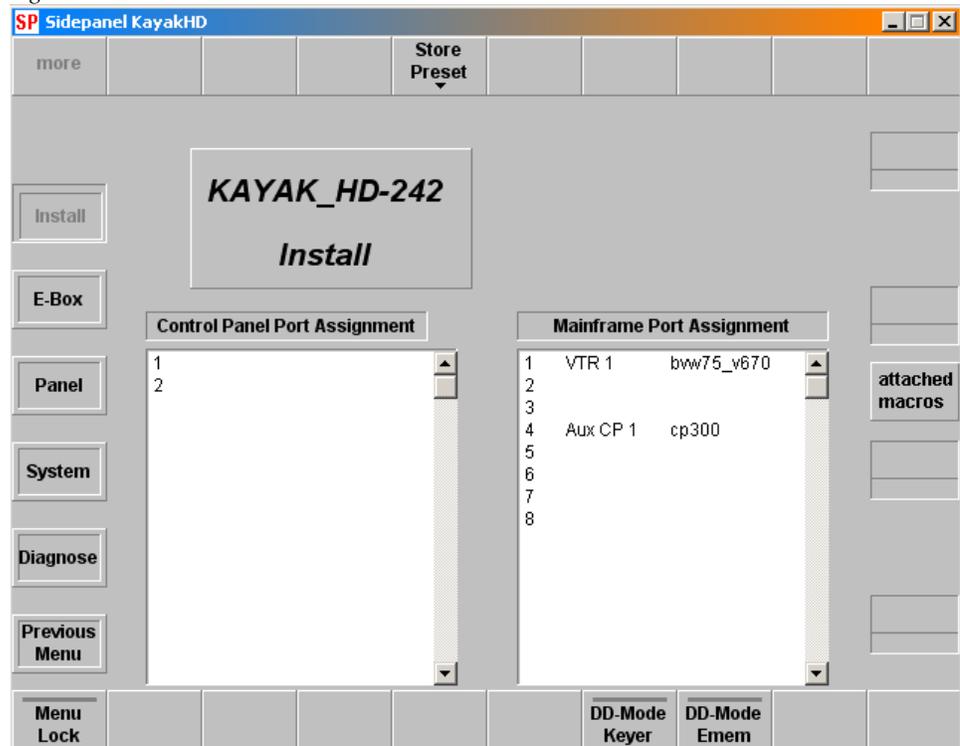


Sidepanel Install Menu

The number of listed control panel and mainframe ports is reduced to match the Kayak hardware design, as shown in [Figure 41](#).

- Control Panel two ports
- Mainframe eight ports

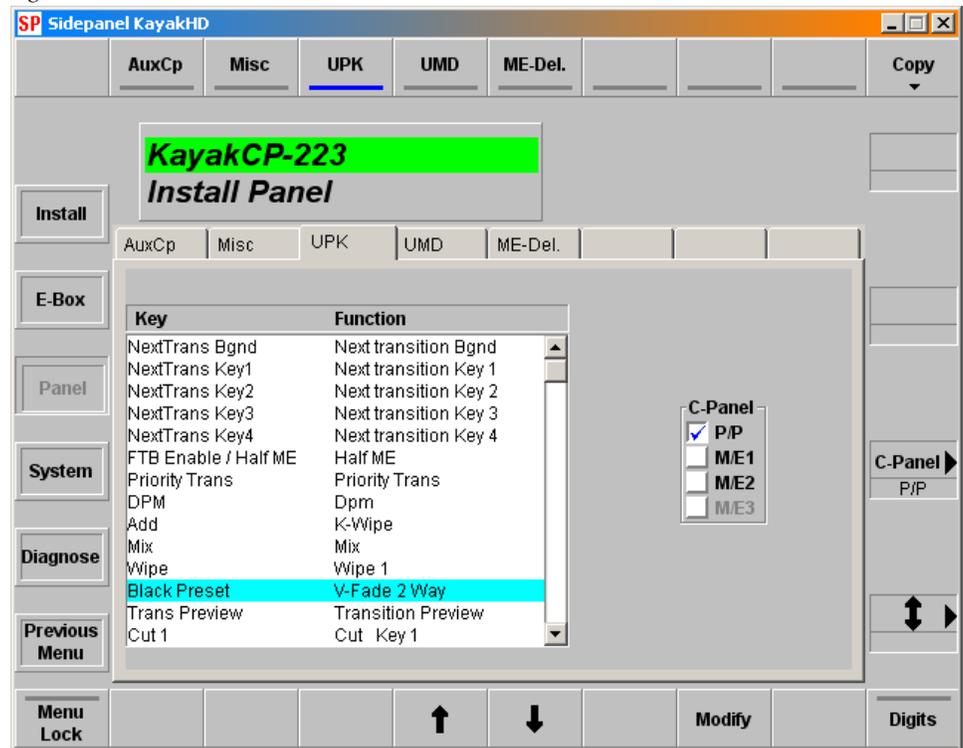
Figure 41. Install Main Menu



Black Preset UPK (User Programmable Key)

The UPK register card has been expanded to program the **Black Preset** button with additional functions, as shown in [Figure 42](#).

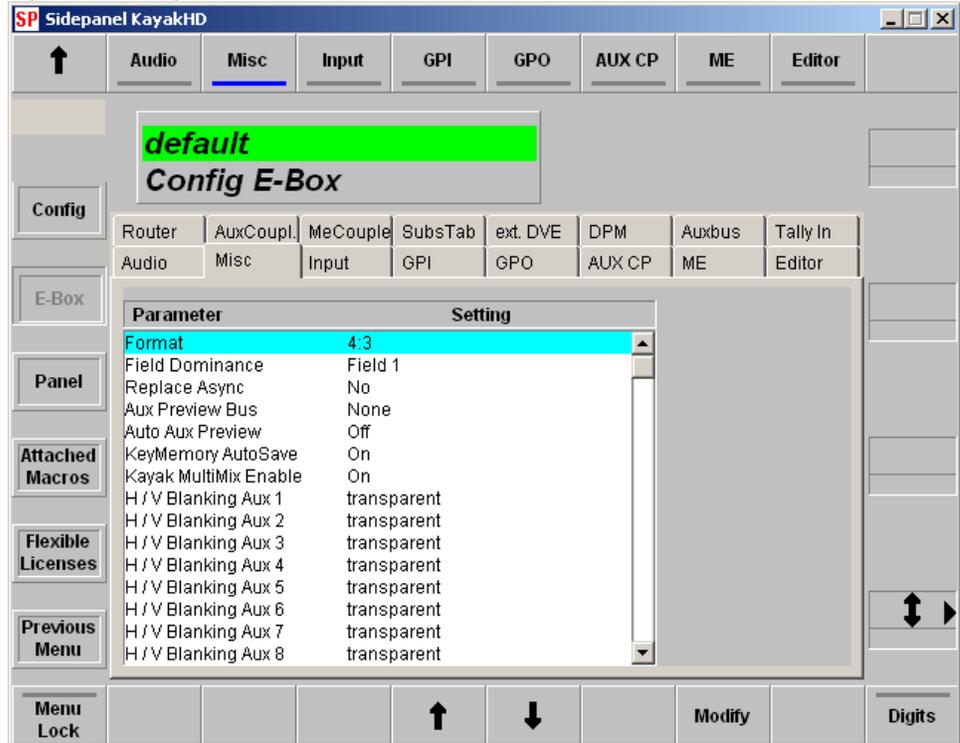
Figure 42. Install Panel Menu



Sidepanel Config E-Box Menu

A new parameter has been added to set the Kayak MultiMix mode. If the **Kayak MultiMix Enable** is switched to **On** the **MultiMix** button in the **Main** menu is visible and the MultiMix mode can be used, as shown in [Figure 43](#). (Also, refer to *Sidepanel Main Menu* on page 44 for more information).

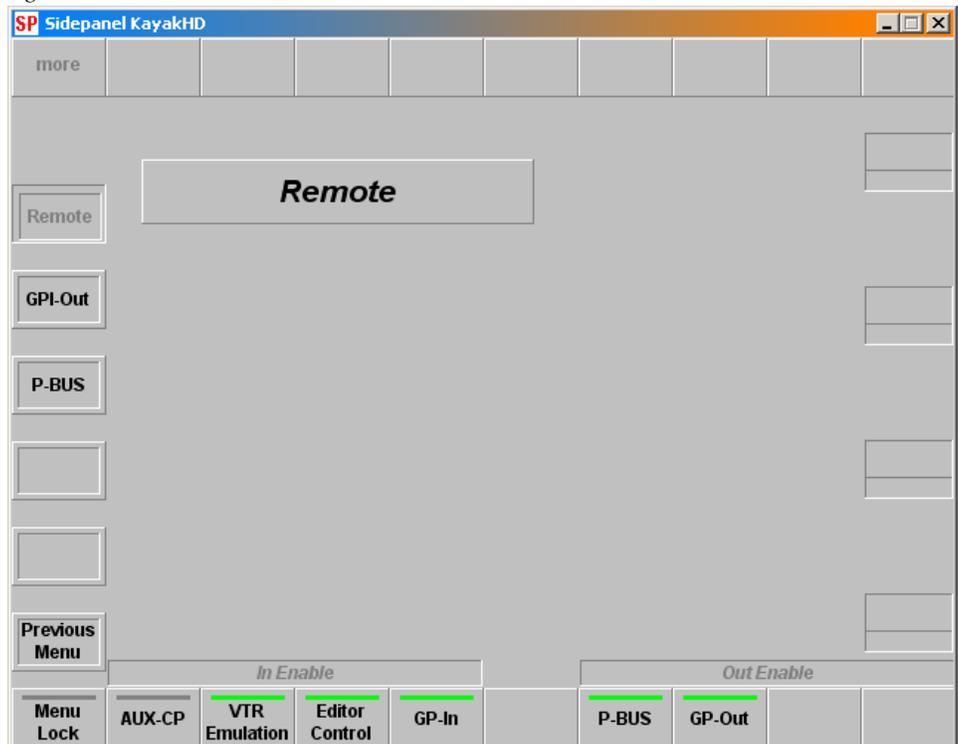
Figure 43. Config E-Box Menu



Sidepanel Remote Menu

The Enable buttons are renamed to **VTR Emulation** and **Editor Control** to conform to the Kayak menu nomenclature, as shown in [Figure 44](#).

Figure 44. Remote Menu



Kayak Software CD

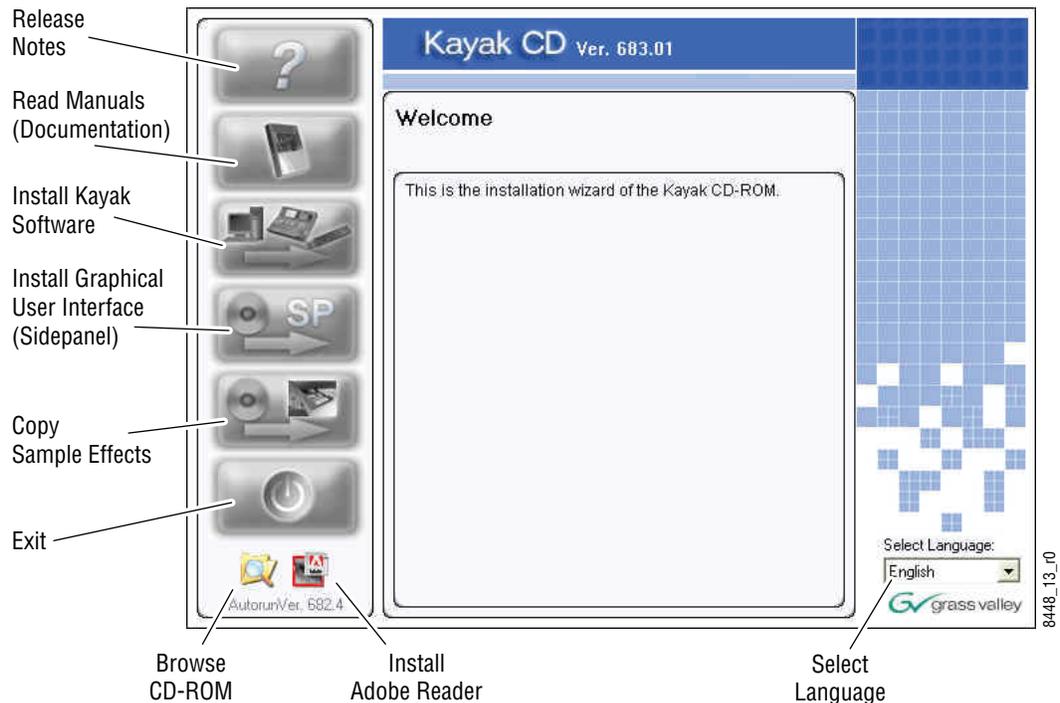
Kayak menu panel software can be installed from the Kayak Software CD over a network connected to the Kayak switcher or to a USB flash drive that can then be used to install software on the control panel.

The Kayak Software CD also lets you read the PDF version of the *Release Notes* and other manuals, copy DPM sample effects into applications, and modify some installation settings. The program is multilingual and self explanatory.

Autorun Launch

To use the Kayak Software CD, insert the Kayak Software CD into your computer's CD-ROM drive. The **CD Installer Welcome** screen will be displayed (Figure 45).

Figure 45. CD Installer Welcome Screen



You can perform several functions by clicking on the buttons on the left-hand side of the **CD Installer Welcome** screen:

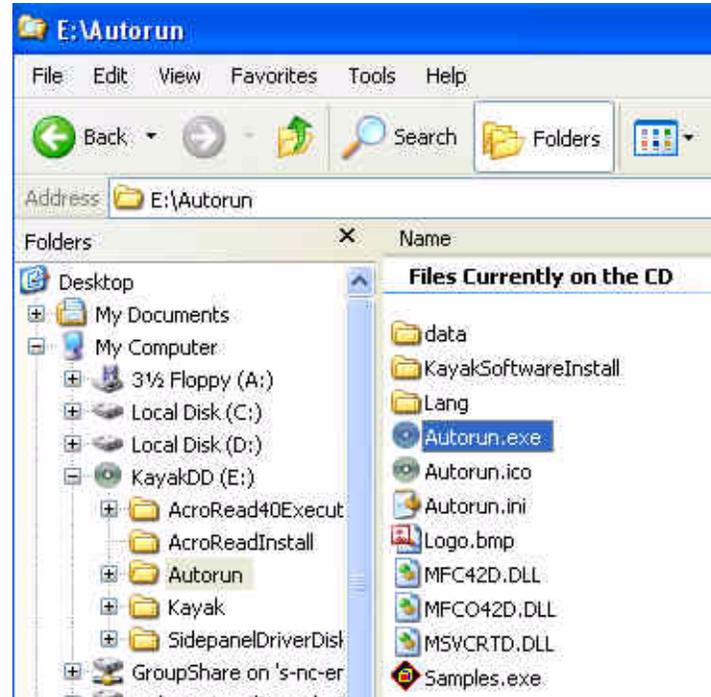
- Read the *Release Notes* and *Release Notes Addendum* for the latest information on this software release. (See *Kayak Release Notes* on page 61.)
- Read documentation including the User and Installation manuals for both Kayak DD and Kayak HD switchers. (See *Kayak Manuals* on page 62.)

- Install Kayak software to a USB flash drive or to devices connected to the network. (See *Install Kayak Software on page 65.*)
- Install the graphical user interface (Kayak PC Sidepanel software) to a PC computer. (See *Install Graphical User Interface (PC Sidepanel Software) on page 74.*)
- Copy sample effects to a USB flash drive for use on the RAM Recorder or into previously-stored applications. (See *Copy Sample Effects on page 76.*)
- Quit the CD Installer program by clicking the **Exit** button.
- Browse the contents of the CD-ROM. (See *Browse the Contents of the Installer CD-ROM on page 60.*)
- Install Adobe Reader to read Kayak documentation. (See *Install Adobe Reader on page 60.*)
- Select a language (English or Deutsch/German).

Manual Launch

If the autorun feature is disabled on your PC, you can launch the software manually by navigating to the directory `/autorun` on the CD-ROM and double-clicking on the file `autorun.exe` (Figure 46).

Figure 46. Kayak Software CD-ROM Directory

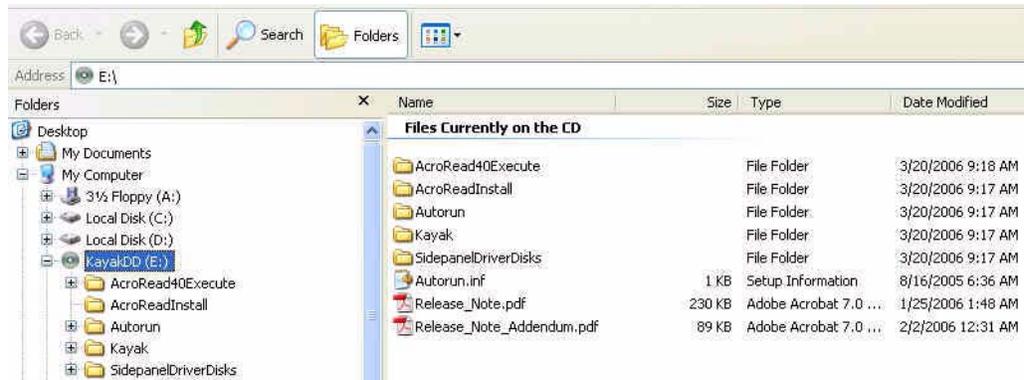


Browse the Contents of the Installer CD-ROM

To look at the files stored on the Installer CD-ROM, click on the **Browse CD** button (magnifying glass) at the bottom left of the **CD Installer Welcome** screen (Figure 45 on page 58).

A window displays showing all the files and directories contained within the Installer CD-ROM (Figure 47).

Figure 47. Browse the CD-ROM Contents



Kayak Documentation

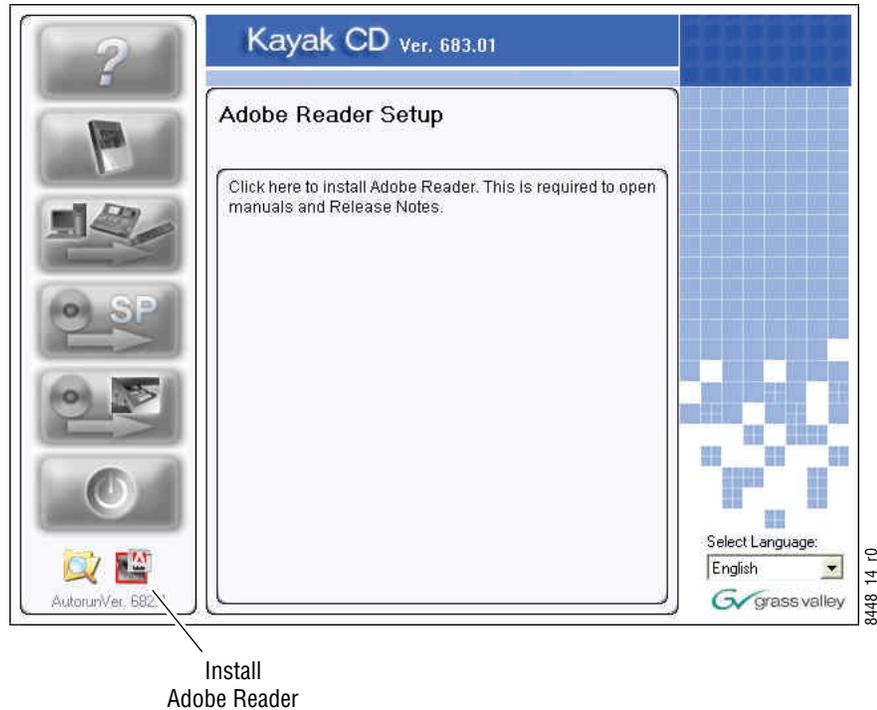
Note If you cannot read the Kayak documentation, available in Adobe PDF (Portable Document Format), you may need to install Adobe Reader software.

Install Adobe Reader

To install Adobe Reader software so you can read the Kayak documentation manuals on this CD-ROM in PDF format:

Click on the **Adobe Reader** icon at the bottom of the **CD Installer Welcome** screen (Figure 48) and then follow the instructions in the installation wizard.

Figure 48. Install Adobe Reader



Kayak Release Notes

To read the latest *Release Notes* and *Release Notes Addendum* using Adobe Acrobat Reader:

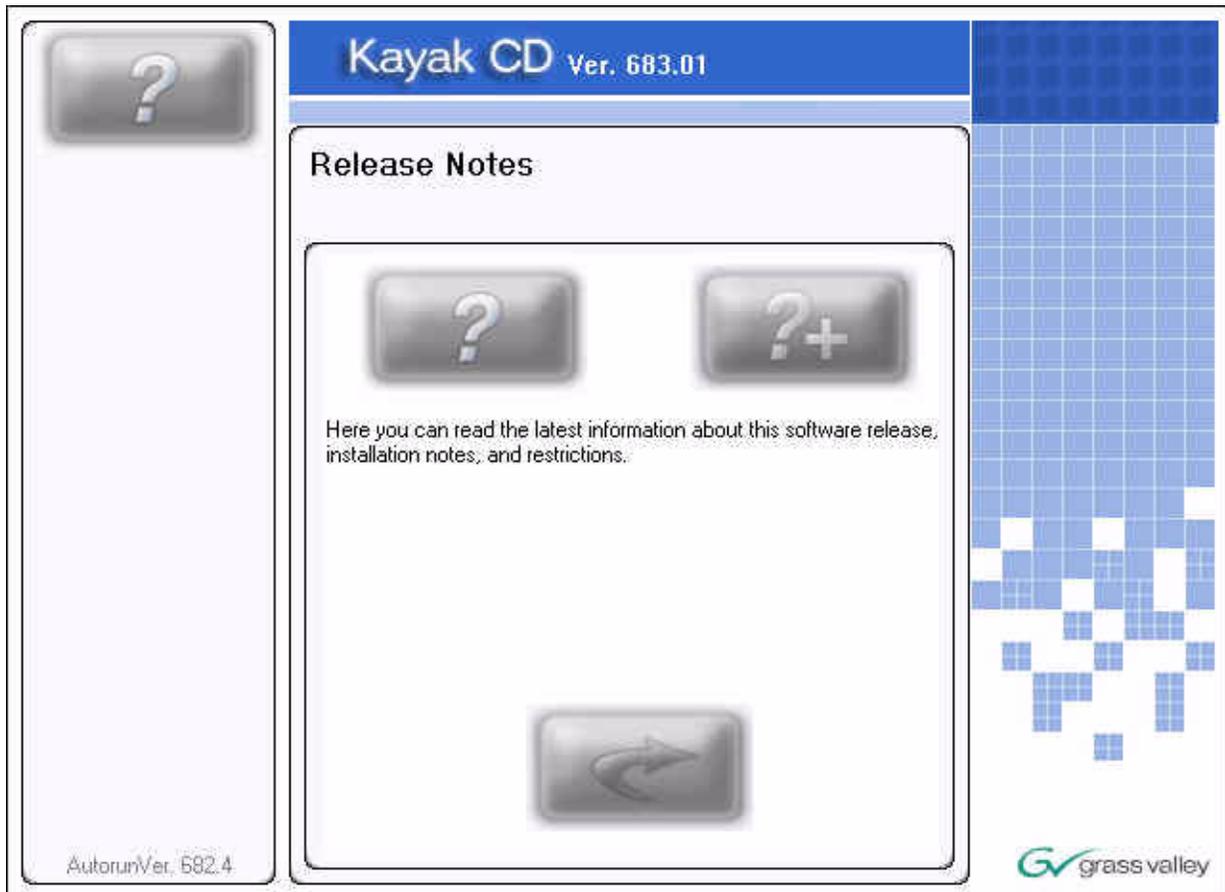
1. From the **CD Installer Welcome** screen click on the **Release Notes** button (red question mark) in the upper left-hand corner (Figure 49)

Figure 49. Release Notes Button on the CD Installer Welcome Screen



2. The **Release Notes Welcome** screen displays (Figure 50).

Figure 50. Release Notes Welcome Screen



3. Click on the **Release Notes** button (question mark) on the left to open the *Release Notes* or click on the **Release Notes Addendum** button (question mark with the plus (+) sign) on the right to open the *Release Notes Addendum*.

Click the **Return** button (arrow) to return to the main installer screen.

Kayak Manuals

To read the latest documentation manuals for Kayak switchers:

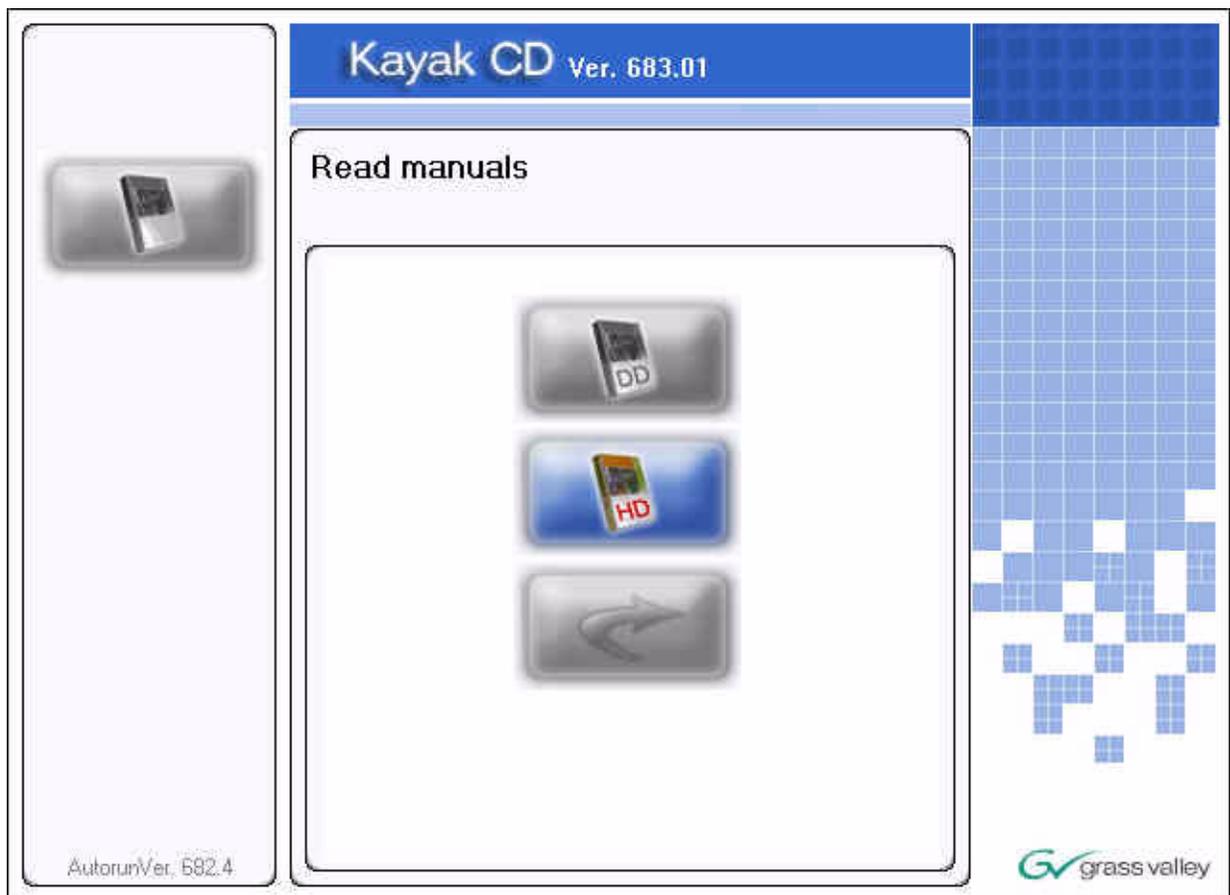
1. From the **CD Installer Welcome** screen click on the **Read Manuals** button (Book icon in Figure 51) in the upper left.

Figure 51. Read Manuals Button on the CD Installer Welcome Screen



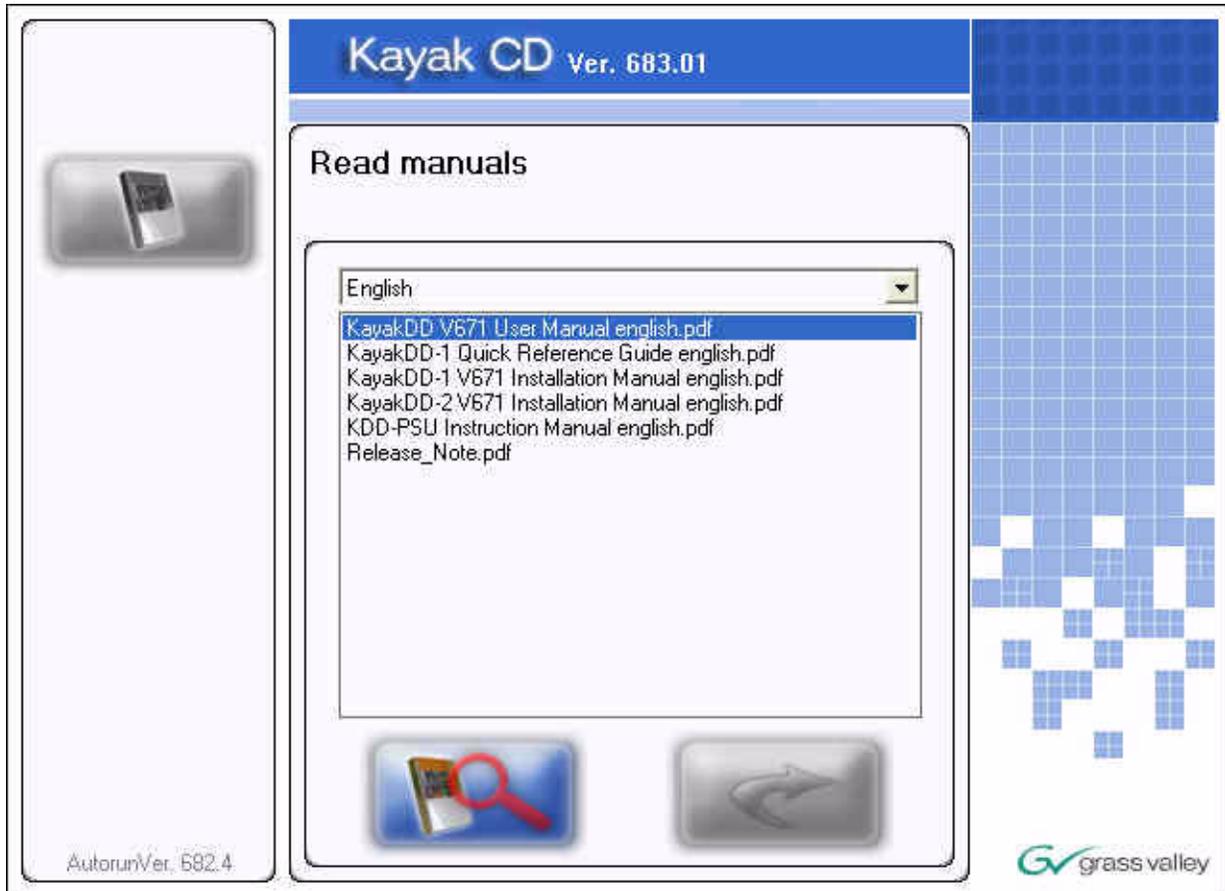
2. The **Kayak Read Manuals Selection** screen displays (Figure 52).

Figure 52. Kayak Read Manuals Selection Screen



3. Click on the **DD Documentation** button to see all Kayak DD manuals or click on the **HD Documentation** button to see all the Kayak HD manuals. A screen listing the appropriate manuals is displayed (Figure 53).

Figure 53. Kayak DD Documentation Screenshot Example



4. If manuals are available in multiple languages, you can select the desired language using the drop down menu at the top of the list.
5. With the list of available manuals displayed, double-click the manual you want to view, or select the manual and then click on the **Read** button (magnifying glass) at the bottom left of the screen. The manual will open in Adobe Reader.

Click on the **Return** button (arrow) to return to the main installer screen.

Software Installation

Software updates for Kayak are given to our customers on the Kayak Release CD-ROM or can be downloaded from the Thomson Grass Valley web site. Menu panel software updates can be installed into any Kayak device connected to the switcher network or alternatively by transferring the software to a USB flash drive that can be plugged into the switcher control panel.

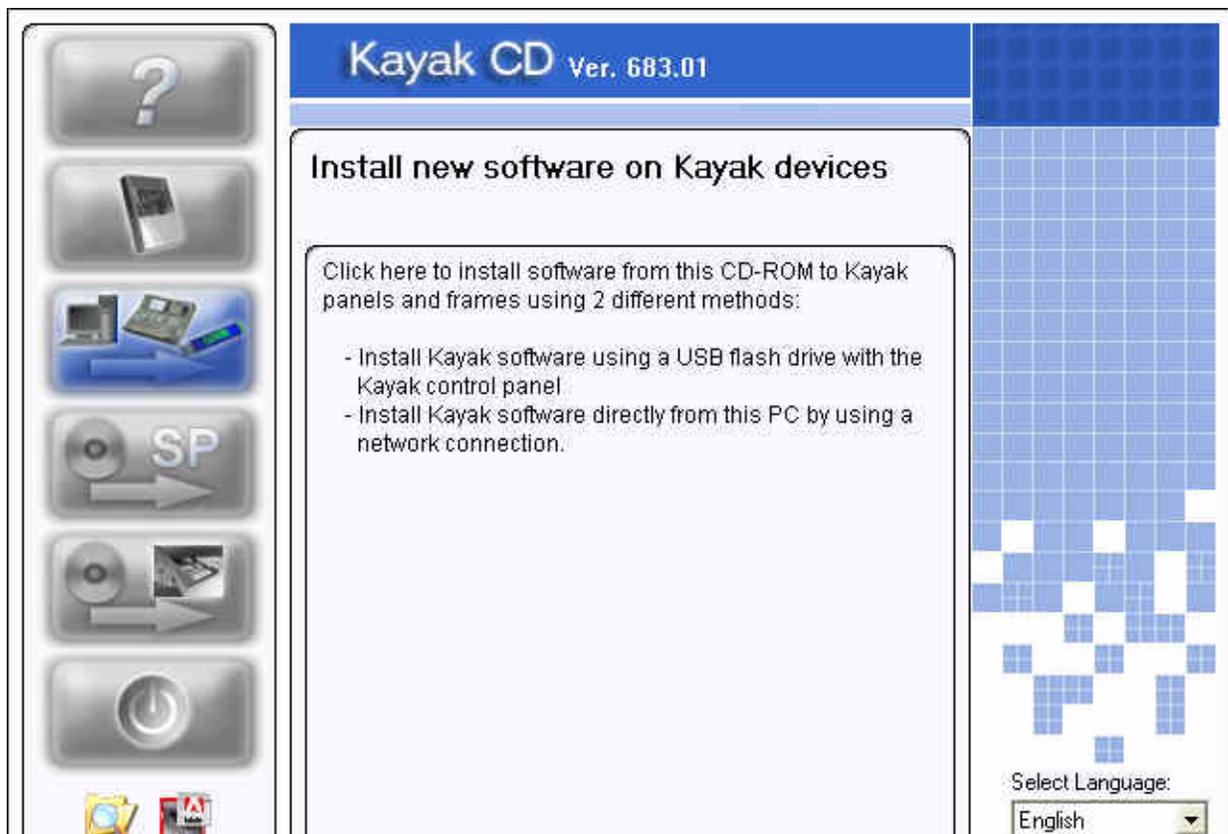
During this installation procedure the system checks the software update for completeness and to make sure that there have been no changes to the software. If a modification is detected, the installation process stops at 99% and displays a related error message. In this case the previous installation remains active.

A second CPLD update process is appended on system demand (see [Updating the CPLD Firmware on page 86](#)).

Install Kayak Software

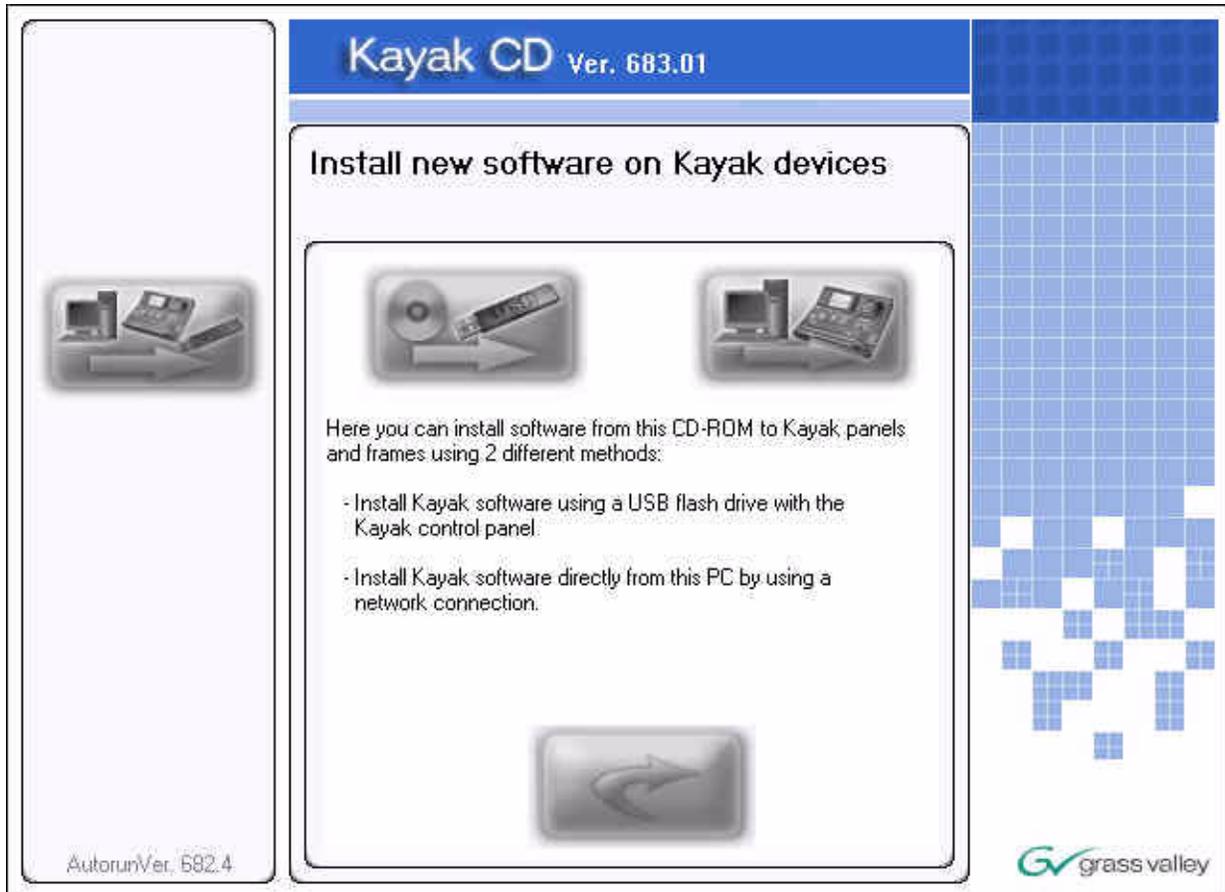
1. From the **CD Installer Welcome** screen click on the **Install Kayak Software** button (third from the top on the left as shown in [Figure 54](#)):

Figure 54. Install Kayak Software Button on the CD Installer Welcome Screen



2. The **Install new software on Kayak devices** selection screen displays (Figure 55).

Figure 55. Install Kayak Software Selection Screen



Note Before you click on the **Kayak software** button (top left) to load software onto a flash drive for installation to a local switcher panel you must first connect a supported USB flash drive to your computer. Not all USB flash drives are supported for Kayak installation. A complete list of supported drives and installation instructions can be found in the section *Recommended USB Flash Drives* on page 67.

USB Flash Drive Installation

Select this option if you want to load menu panel software from the CD-ROM to a USB flash drive for installation onto the control panel.

1. Plug a supported USB flash drive into your computer.

Recommended USB Flash Drives

A 128MB USB flash drive is supplied with your switcher. The following types of USB flash drives are approved for use with the Kayak HD switcher:

Table 2.

Recommended USB Drives	Note
Apacer USB Flash Drive (HandySteno) 256MB (USB1.1)	These first three Apacer USB flash drives require a cable adapter for the Kayak HD USB 4 slot. Normally part of delivery
Apacer USB Flash Drive (HandySteno) 256MB (USB2.0)	
Apacer USB Flash Drive 128MB (USB1.1)	
Apacer Handy Steno HT202 USB 2.0 Flash Drive 128MB	
Buffalo Firestix 1GB (USB2.0)	V6.8.5 or higher required
Corsair Flash Voyager 1GB (USB2.0)	V6.8.5 or higher required
LG XTIC Mirror 1GB (USB2.0)	V6.8.5 or higher required
Memorex Thumb Drive USB 256 MB	
Memorex TravelDrive - Smart U3, 1GB (USB2.0)	V6.8.5 or higher required
PQI Corp. Intelligent Stick 1GB, CoolDrive 512MB, CoolDrive 1GB	
SanDisk Cruzer Mini 256MB	
SanDisk Cruzer Mini 128MB	
SanDisk Cruzer Micro 2GB (USB2.0)	V6.8.5 or higher required
Sony Micro Vault USM 1GB (USB2.0)	V6.8.5 or higher required
Transcend JetFlash Type TS256MJFLASHA (USB2.0)	
TrekStore CS 1GB (USB2.0)	V6.8.5 or higher required
Twinmos Mobile DiskIII 128MB	USB Setup does not detect this device as a removable device.
Verbatim Stor'n'go 1GB (USB2.0)	V6.8.5 or higher required

2. From the Kayak Software Selection screen ([Figure 55 on page 66](#)) click on the **Kayak software** button (USB flash drive icon on the left).
3. Follow the instructions in the USB Flash Device Setup Program wizard to transfer the software from the CD to the flash drive.

CAUTION When using a USB Flash drive to update the panel software, it is recommended that any **frame** updates be performed first.

4. When the software has finished loading onto the USB flash drive remove it from your computer and take it to the Kayak HD control panel.

Note USB ports 1 and 3 are not supported on Kayak HD control panel.

5. Plug the USB flash drive into either USB port 2 or 4 on the Kayak HD control panel. If the USB flash drive doesn't fit (mechanically) into the USB 4 slot use the extension cable that comes with your switcher as an adapter.

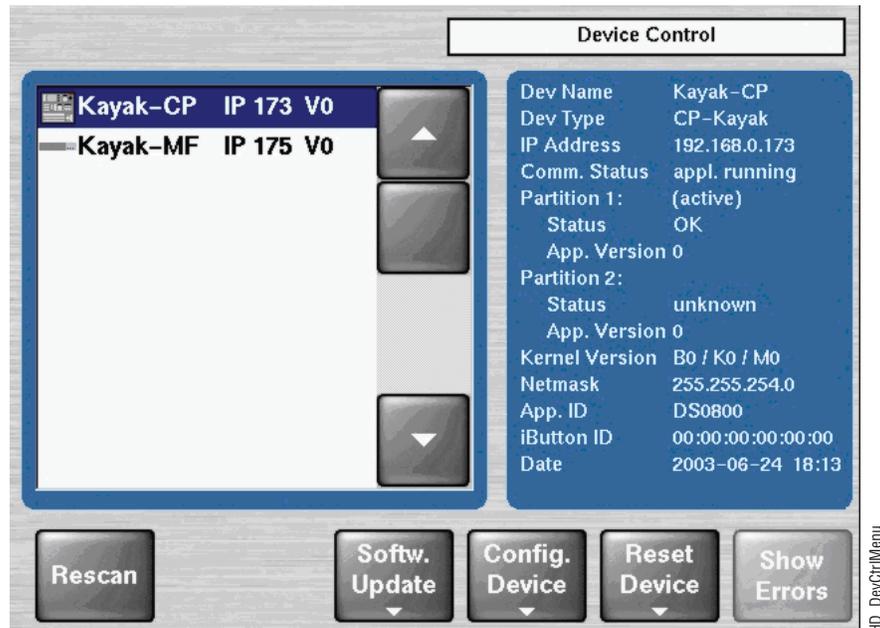
Note If the control panel software recognizes a valid Kayak release version on the USB flash drive the **Device Control** menu launches automatically. If the **Device Control** menu does not display when you plug in the USB flash drive, reload the software onto the flash drive using the process described in *USB Flash Drive Installation on page 67*

6. The **Device Control** menu displays all connected network devices with the last three digits of the device's IP address and the version of software installed.

Kayak-MF = Frame

Kayak-CP = Control Panel

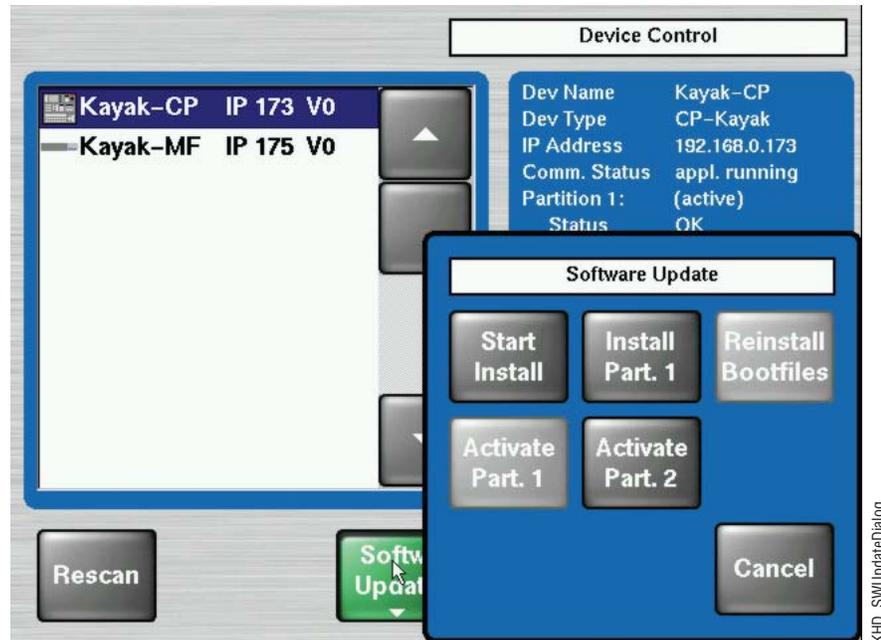
Figure 56. Device Control Menu



7. Select the device for software installation from the scrolling list in the **Device Control** menu.

- Click the **Softw. Update** button (Figure 56 on page 68). The **Software Update** sub-menu displays.

Figure 57. Device Control Menu with Software Update Sub-Menu



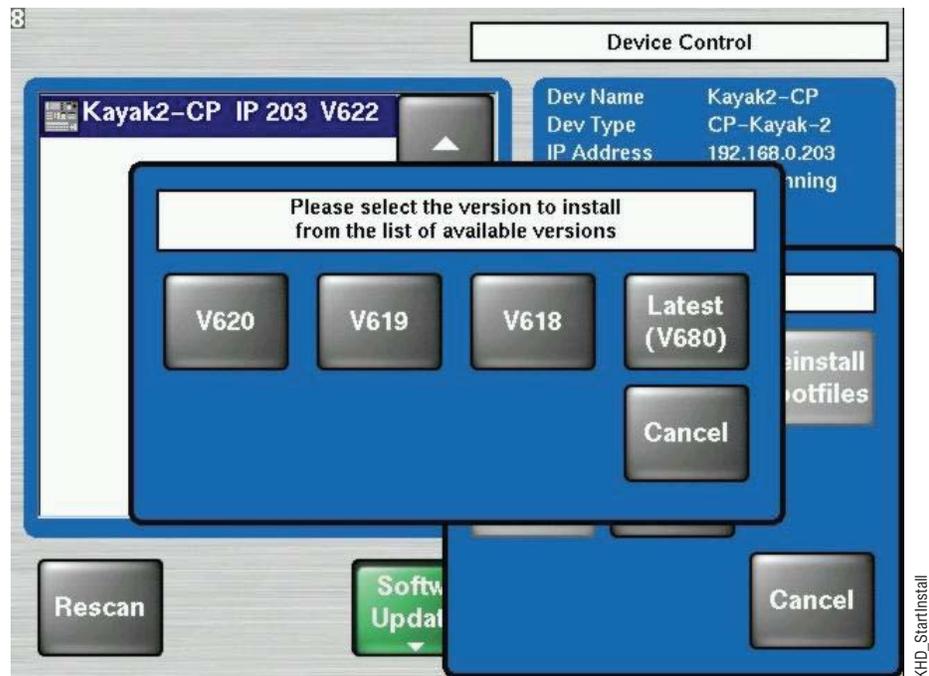
- Click either the **Start Install** or the **Install Part.x** button (Figure 57). The correct software will be installed in the respective device (MF or CP) automatically.

Two partitions are available on the USB flash drive for the application software.

- Clicking **Start Install** installs the software in the non-active partition by default (recommended).
- Clicking **Install Part.x** installs the software in the partition containing the current active software.

After clicking the **Start Install** (or the **Install Part.x**) button, a dialog box displays the software versions available for installation.

Figure 58. Start Installation Procedure



Installation Procedure

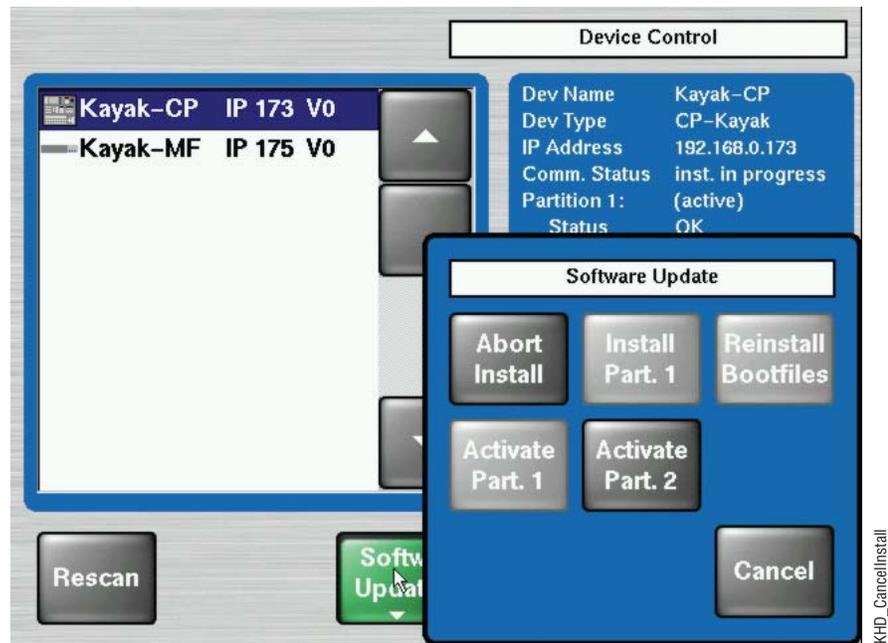
CAUTION Do not remove the USB flash drive during installation.

CAUTION Do not abort installation while installing on the Active partition! If you stop the installation process on the Active partition the switcher will not function.

- Click to select the software version to install from the software version sub-menu (Figure 58). Installation begins immediately with progress displayed as a percentage.

If you need to cancel the Installation click the **Abort Install** button in the **Software Update** menu. If you cancel the installation, the system displays the status `inst. failed` as shown in Figure 60 on page 71. The partition used for the cancelled installation is no longer available for use and cannot be activated.

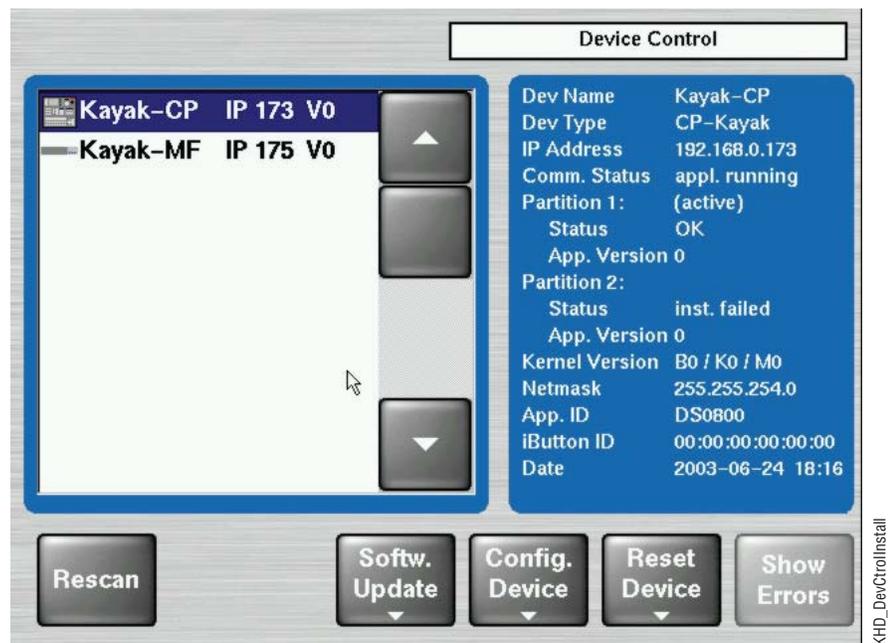
Figure 59. Abort Install Button



CAUTION Use only the **Abort Install** button to cancel installation. Do not interrupt the installation using any other method.

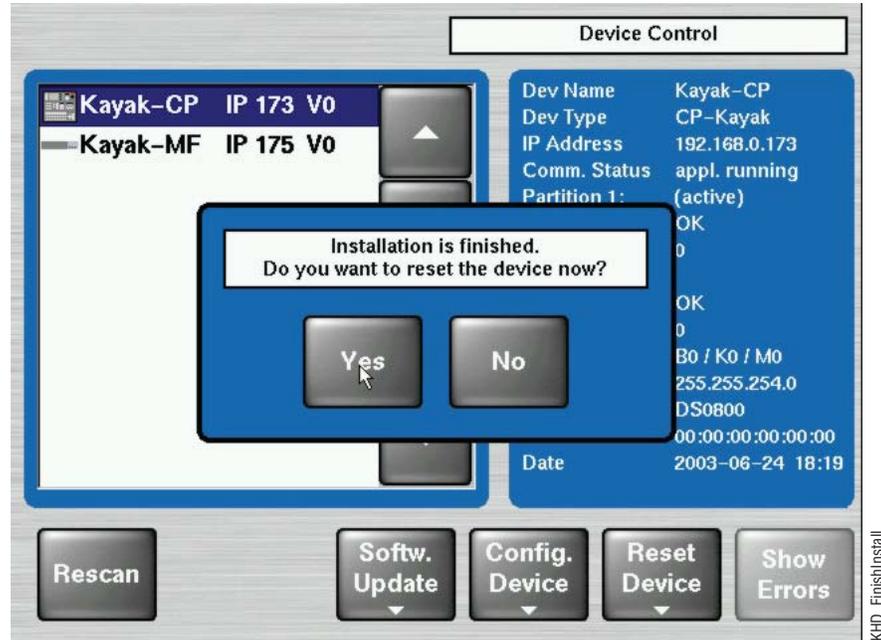
CAUTION Do not cancel the installation by turning off power to any device.

Figure 60. Device Control Installation Failure Status on Partition 2



11. After finishing the installation procedure, a dialog box displays the question, Do you want to reset the device now?

Figure 61. Finish Installation



Note Verify that the active partition shows the new software version you just installed (e.g., 6.8.5) before restarting the device.

12. If the active partition shows that the new software was successfully installed click **Yes**. The installed software is available only after you restart the system.

Note Always restart each device after upgrading its software.

Installation over the Network

1. From the **Install new software on Kayak devices** screen click on the **Kayak Network Devices** button on the right to install Kayak software to any device visible from the same subnet connected to the PC computer running the CD Installer.

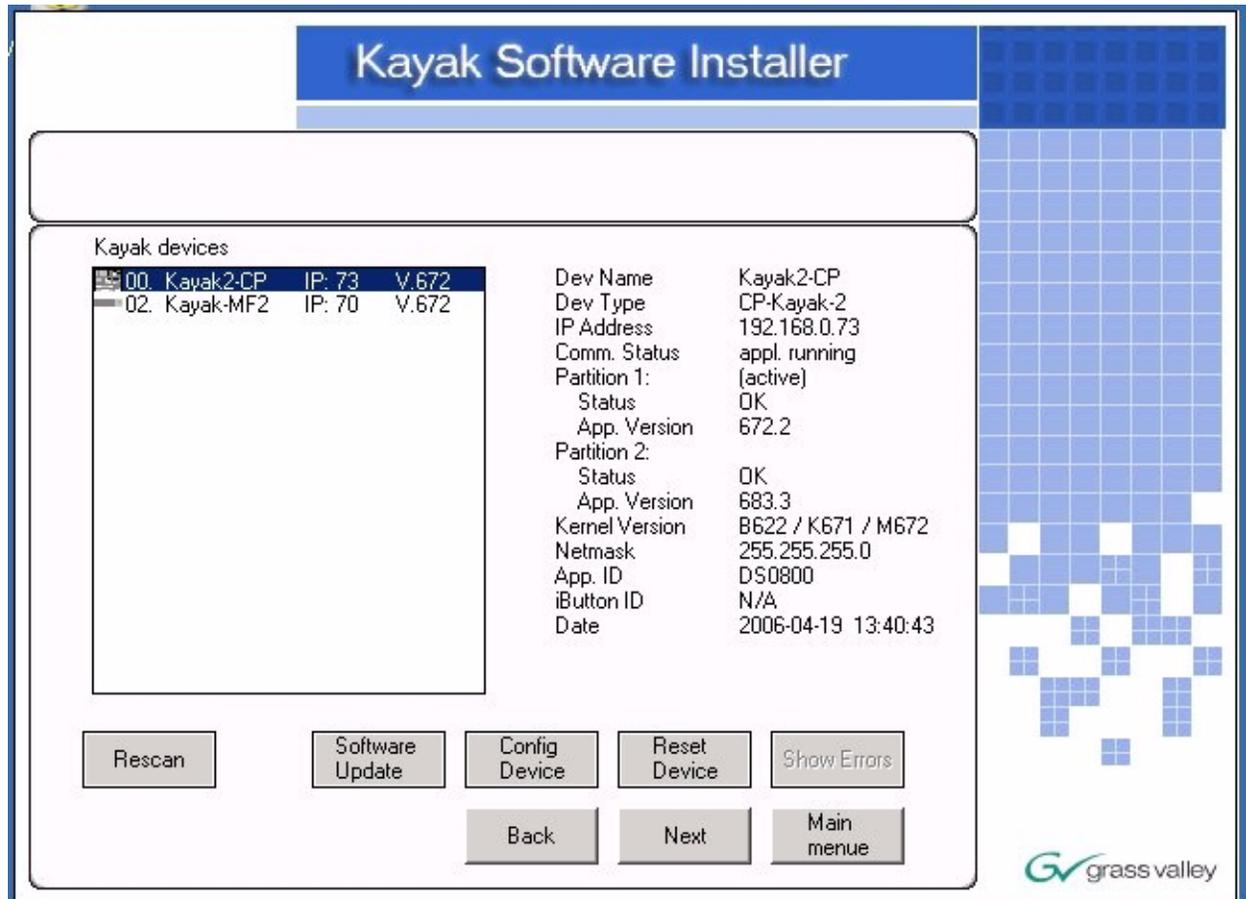
The **Kayak Software Installer** displays.

2. Click the **Next** button to continue.

You can also click the **Back** button to return to the **Install new software on Kayak devices** screen.

- Clicking the **Next** button displays the **Kayak Device Selection** screen (Figure 62). Every Kayak device connected to your computer's network is displayed here in the Kayak devices window. Click on a name in the list to select a device for installation.

Figure 62. Kayak Network Device Selection



4. Once you have selected a device click one of the active buttons below the device list (see [Figure 62 on page 73](#)) to choose the action you want to perform:
 - The **Rescan** button will go back to the network to check for any new devices that may have been added.
 - **Software Update** installs Kayak software to the device you selected.
 - **Config Device** lets you configure the selected device over the network.
 - **Reset Device** resets the selected device to its default settings.
 - **Show Errors** displays a list of any errors discovered by the Kayak software.
 - The **Next** button to exit the Kayak Software Installer.
 - The **Back** button returns you to the previous screen.
 - The **Main Menu** button returns to the main **CD Installer Welcome** screen.

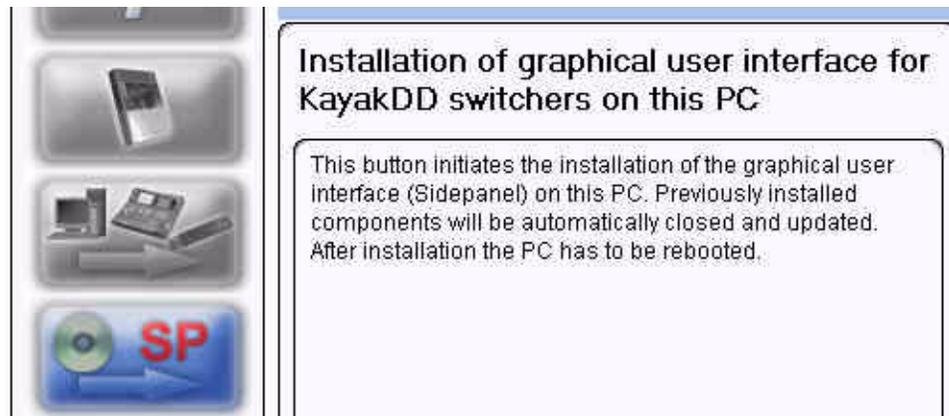
Install Graphical User Interface (PC Sidepanel Software)

The PC Sidepanel software can be used to configure and control Kayak switchers from a PC computer.

To Install the Sidepanel Software Onto a PC:

1. From the **CD Installer Welcome** screen click on the **Install Sidepanel Software** button on the left (with the disc and the SP logo as shown in [Figure 63](#)).

Figure 63. Install Sidepanel Software Button on the CD Installer Welcome Screen



2. A software wizard launches. Follow the instructions on the screen to install the Kayak Sidepanel software.
3. During the installation process you need to choose the type of installation you wish to perform:

CAUTION Be careful when selecting the type of software installation to use. This setting cannot be changed later.

- Demo:** Demo version, no connection to a panel or a frame.
- GUI PC:** Connection only to a frame, not to a panel.
- MultiPanel:** Connection to frame and panel.
- SinglePanel:** Connection to a specified panel during the installation.

4. When you are done the wizard asks if you wish to reset the computer. You can do this now, or at a later time.

The Sp_dd35.exe Sidepanel application is installed at:

C:\Programme\DD35\bin.

Connecting to the Kayak System

For non-Demo installs you need to establish the computer connection to the Kayak HD system after the computer has rebooted:

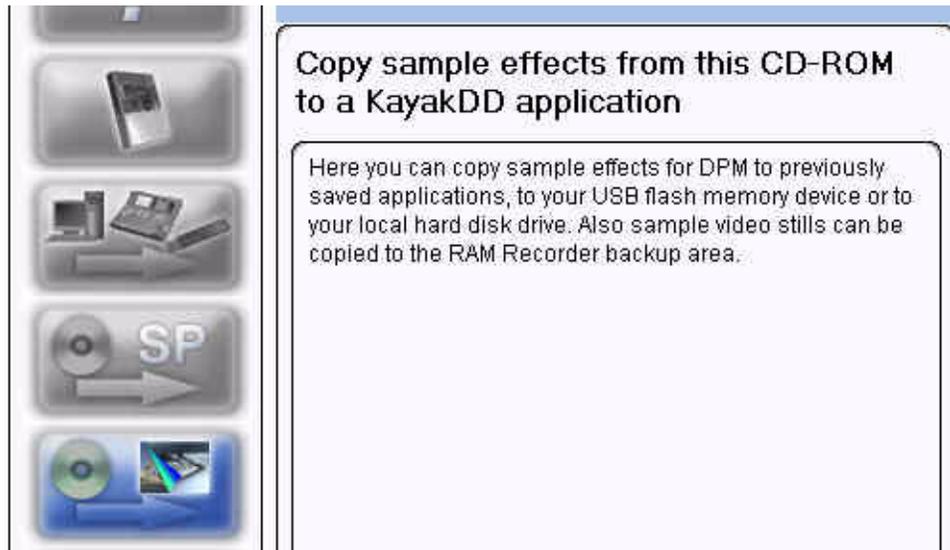
1. Launch the Sidepanel software application.
2. Right-click the **Menu** button and select the **Startup** option.
3. Click to select the box for E-Box at the top of the screen. A blue line displays in the bottom of the box to indicate that it has been selected.
4. Click to select the box for **Panel** (if available) at the top of the screen. (The **Panel** box is active only if you selected to install the Sidepanel software in **MultiPanel** mode.)
5. Click to select the name and IP address for the frame from the scrolling list at the bottom of the screen.
6. If needed, click to select the name and IP address for the panel.
7. Click the **Connect** button to connect the frame to the panel and to the computer Sidepanel software for this session.
8. Click **Attach** to make the connection from the frame to the panel and to the computer Sidepanel software persistent so that it will remain after the computer reboots.

Copy Sample Effects

Note Sample effects are only available on the CD-ROM for the Kayak DD switcher type. Sample effects in HD will be available with the next software release.

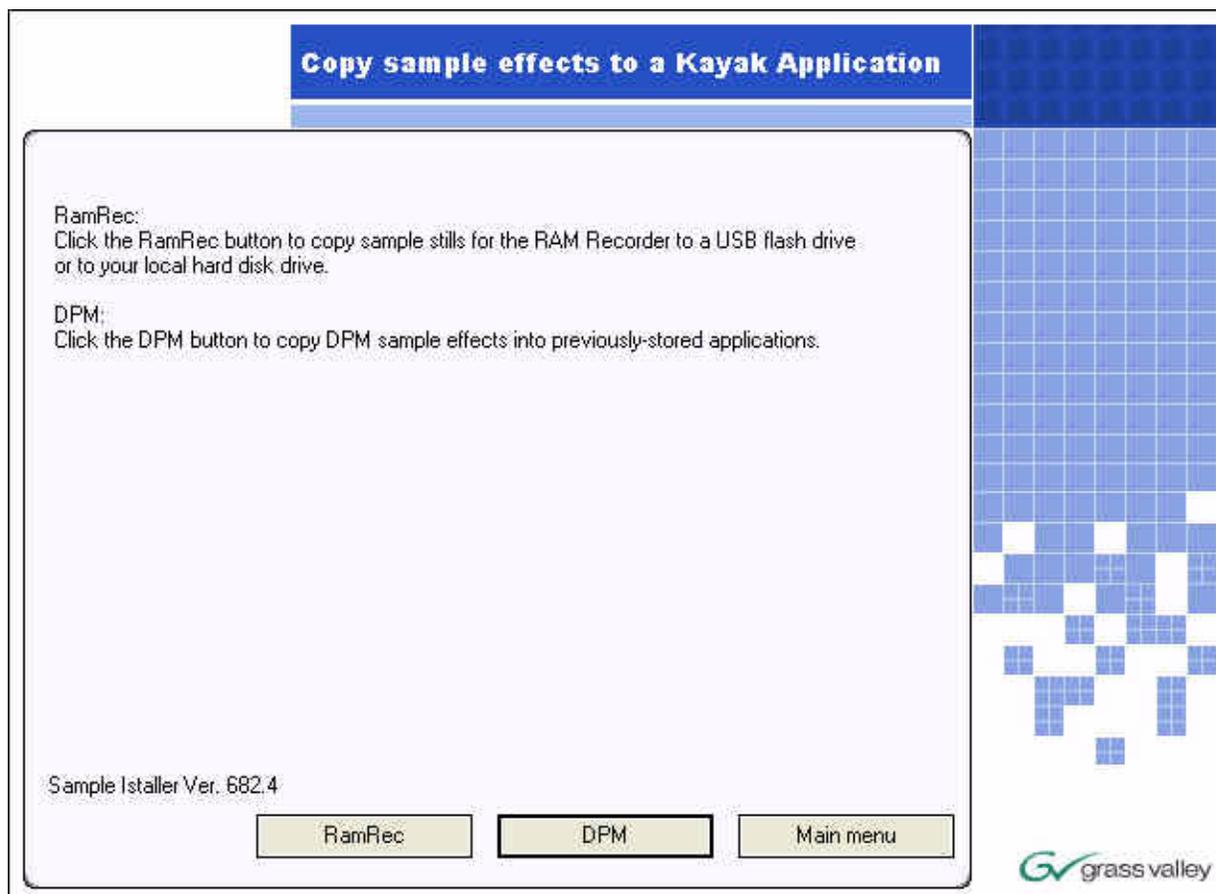
1. From the **CD Installer Welcome** screen click on the **Copy Sample Effects** button (with the disc and the page turn icon as shown in [Figure 64](#)) in the upper left-hand corner to copy sample effects to a USB flash drive for use on the RAM Recorder or to copy DPM sample effects into previously-stored applications.

Figure 64. Copy Sample Effects Software Button on the CD Installer Welcome Screen



The **Copy Sample Effects to a Kayak Application** screen displays (Figure 65).

Figure 65. Copy Sample Effects to a Kayak Application Screen

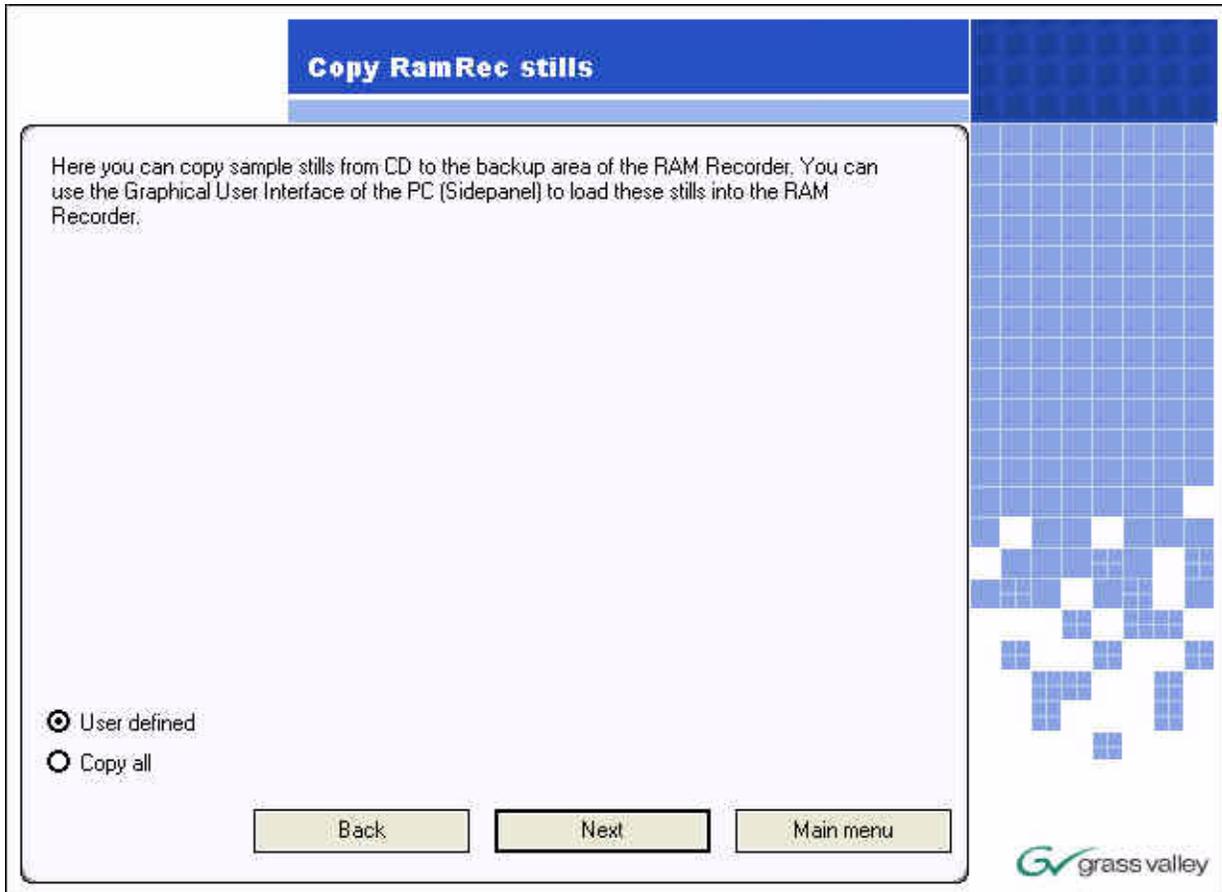


2. From this screen you can:

- Click on the **RamRec** button to copy sample still images from the CD-ROM to a USB flash drive (or your computer hard disk) to use for the Kayak RAM Recorder.
- Click on the **DPM** button at the bottom of the screen to copy DPM sample effects into applications that have been previously stored on your Kayak system.
- Click on the **Main menu** button to return to the **CD Installer Welcome** screen.

3. When you click on the **RamRec** button the **Copy RamRec Stills** screen displays.

Figure 66. Copy Sample Effects to a Kayak Application Screen



You can click the **Back** button to return to the previous screen or click the **Main menu** button to return to the **CD Installer Welcome** screen.

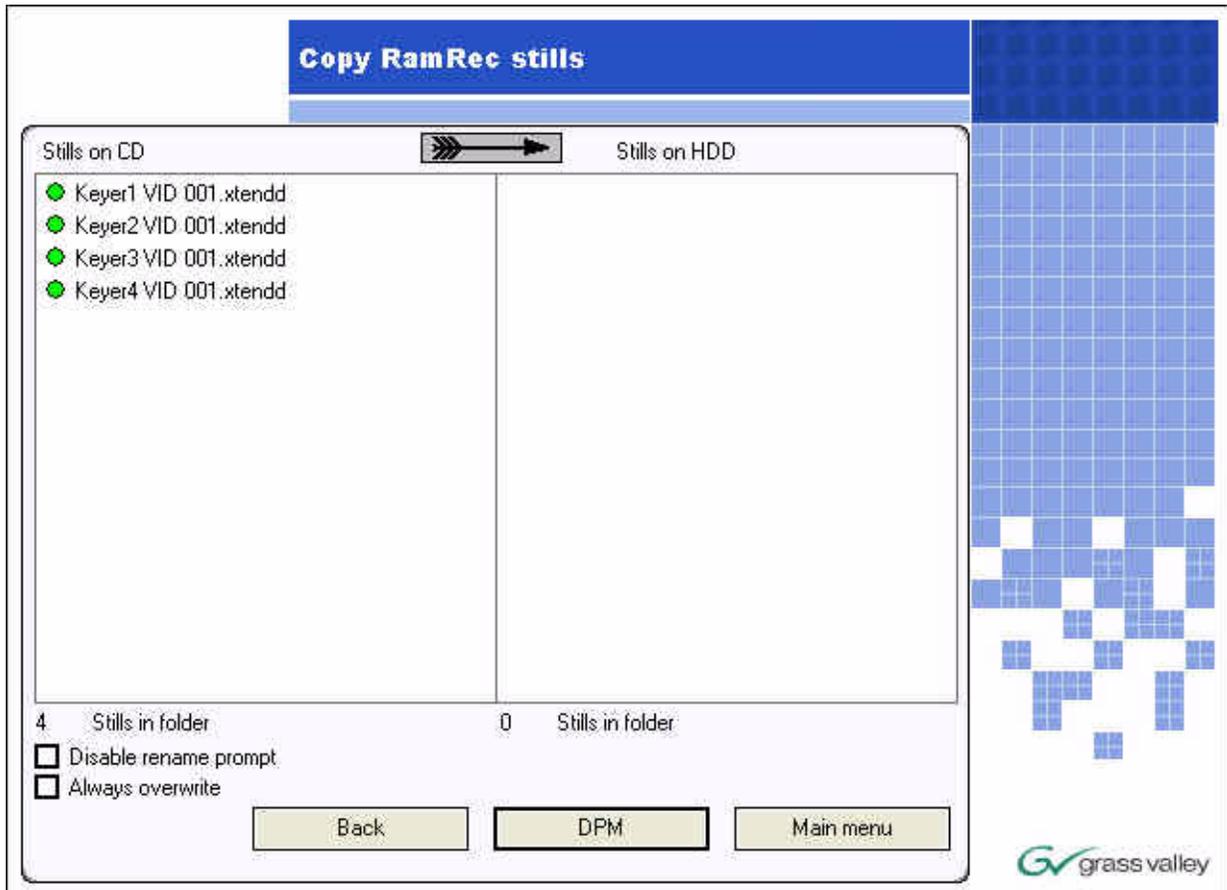
4. Click on the **User defined** radio button at the bottom left to copy only those still images that were created by the user, or select the **Copy all** radio button to copy all still images, and then click the **Next** button to begin the copy process.

If you selected the **Copy all** radio button, clicking the **Next** button copies all files to your local hard disk drive in the directory:

C:\Programme\DD35\ramrecStills

- If you selected the **User defined** radio button clicking the **Next** button displays a menu showing the stills stored on the CD-ROM and a list of stills stored on your computer's local hard disk drive as shown in [Figure 67](#).

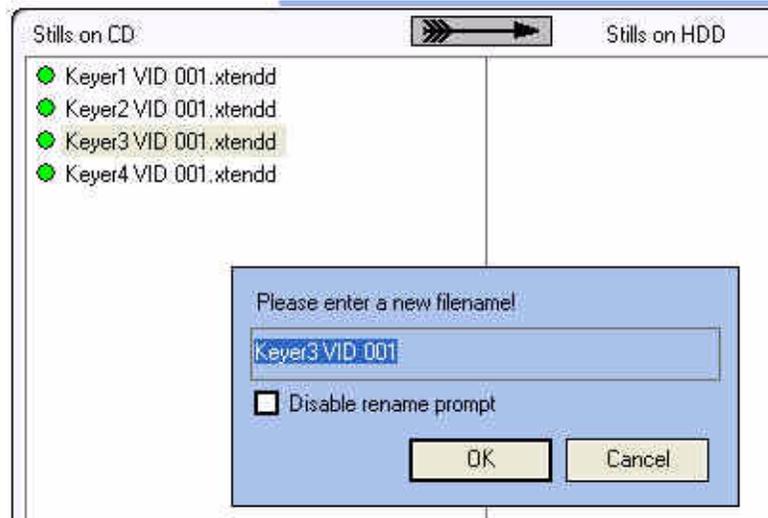
Figure 67. Copy User Defined Stills



- Select the **Disable rename prompt** checkbox if you want to accept the still names from the CD-ROM, or leave it unchecked if you want to rename the files.
 - Select the **Always overwrite** checkbox to let the copy program overwrite any existing files you have with the same name.
- Select the names of the files you want to copy by clicking on them. You can select multiple files by holding down the **Control (Ctrl)** key while you click. To transfer the files to your hard disk drive click on the **Arrow** button at the top of the window.

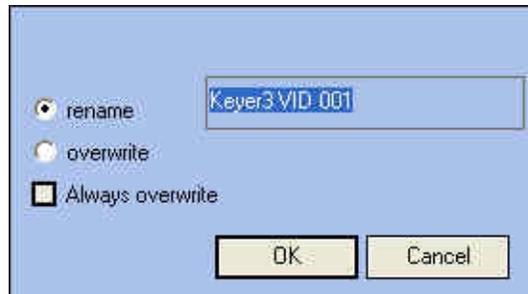
7. Clicking on the **Arrow** button displays a dialog box asking you to enter a new filename (Figure 68). You can accept the existing default filename or type in a new one and then click **OK**. If you select the checkbox to **Disable rename prompt** in the dialog box you will not be asked to change the filename during the next file transfer.

Figure 68. Rename File Dialog Box



If you try to copy a still image file that already exists on your hard disk drive a dialog box displays asking if you want to **Rename** or **Overwrite** the file (Figure 69).

Figure 69. Rename or Overwrite Dialog Box



You also have the option to select the checkbox to **Always overwrite** files in the future.

8. Select the radio button to **rename** the file or to **overwrite** it and then click **OK**.

9. From the **Copy Sample Effects to a Kayak Application** screen (Figure 65 on page 77) click on the **DPM** button to display the **Copy DPM effects** screen (Figure 70).

Figure 70. Copy DPM Effects

Copy DPM effects

Storage device
 HD-Drive
 USB-Drive
 Please select!

Saved applications:
 Please select an application!

Target M/E
 PP
 M/E - 1
 Please select!

DPM License per M/E
 1 - CH
 4 - CH
 Please select!

User defined
 Copy all

Back Next Main menu

grass valley

10. From this screen click on a radio button on the left-hand side to select a location where you want to copy the DPM effects from the CD-ROM:
- Storage device (HD-drive or USB Drive)
 - Saved applications
 - Target M/E (PP or one of the available M/Es)
 - DPM License per M/E (1-CH or 4-CH, may vary with your system)

Click on the **User defined** radio button at the bottom left to copy only those DPM effects that were created by the user, or select the **Copy all** radio button to copy all DPM effects, then click the **Next** button to begin the copy process.

Licenses

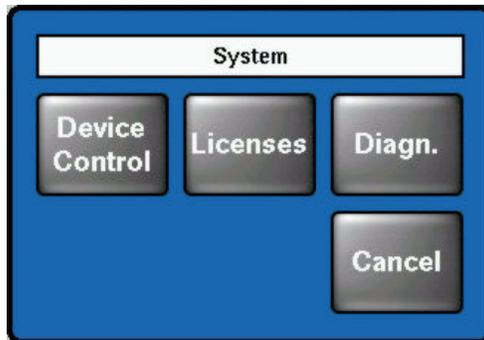
Basics

Kayak HD has a software option licensing system. You can see the number and type of possible licenses for your system by going to the **Licenses** menu under **Home | Install | System | Licenses**. This menu is also used to add licenses to a system. The licenses are stored in 2 EEPROMs (Electrically Erasable Programmable Read Only Memory chips) located in the backplane of the frame. Licenses cannot be moved between different Kayak HD frames. (See the *Kayak HD Installation and Service Manual* for more details.)

Licenses Menu

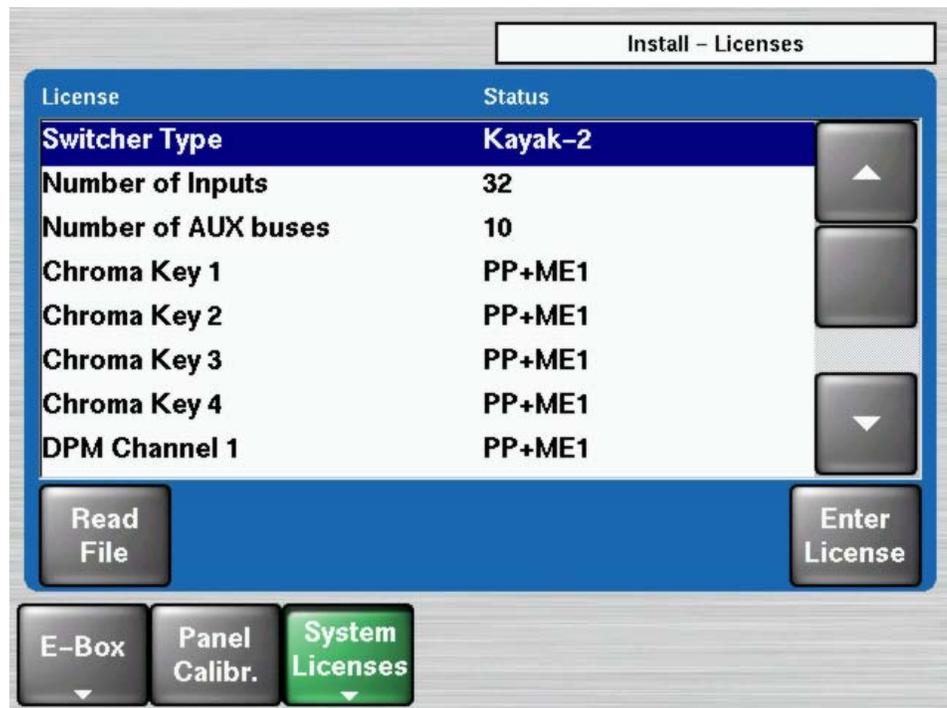
The Licenses menu is available from the control panel by pressing **Home – Install – System**.

Figure 71. System Setup Sub-Menu



Press the **Licenses** button to display the **Install - Licenses** menu.

Figure 72. Install Licenses Menu



How to Install Licenses

A license is a line of text expressed in a format similar to this chroma key license key:

```
key="LIC_CHROMA_KEY1", "1", "0000:00:00", "9999:12:31", "34567", "8-xyz", "2005:12:06", "3489c00db5b1c548e9daf7fbe0ed67eb21"
```

The license key contains the:

License name	LIC_CHROMA_KEY1
License value:	1
Start date:	0000:00:00
End date:	9999:12:31
Serial no:	34567
wksID:	5-xyz
License creation date:	2005:12:06
LicenseKey:	3489c00db5b1c548e9daf7fbe0ed67eb21

After installing the software version you can add licenses to the system. There are two ways to do this:

With a USB Flash Drive (recommended):

1. Copy the file `sp_license.txt` (which contains all your licenses) to the root directory of your USB flash drive.
2. Connect the Kayak control panel (CP) to the frame.
3. Insert the USB flash drive into the control panel USB port 2 or 4 (just as you would for software installation) and enter the **Home | Install | System | Licenses** menu
4. Push the button **ReadFile** and follow the instructions. After installation you must reset the frame.

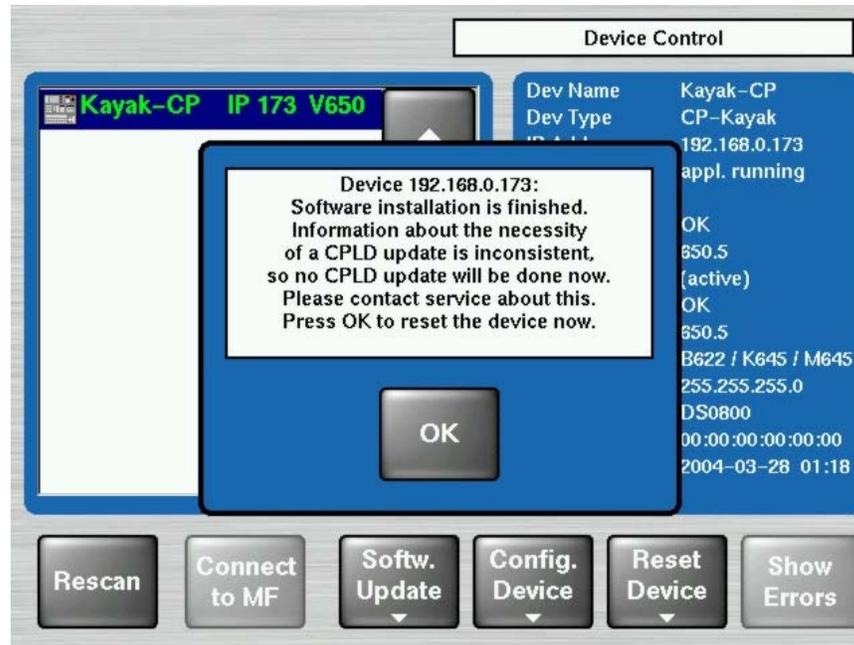
Manual Entry with Internal GUI Keyboard

1. Connect the Kayak control panel to the frame.
2. Go to the CP menu **Home | Install | System | Licenses**.
3. Select the option **LIC_CHROMA_KEY1** with the menu cursor
4. Press the **Enter License** button. This starts a keyboard dialog. A window displays reading `Enter value for Chroma Key 1`.
 - a. Enter the value `1` and press **OK**. The next window displays reading `Enter start date for Chroma Key 1`.
 - b. Enter the value `0000:00:00` (without quotation marks) and press **OK**. (Normally this value is already entered for you.) The next window displays reading `Enter end date for Chroma Key 1`.
 - c. Enter the value `9999:12:31` and press **OK**. (Normally this is the default value.) The next window displays reading `Enter iButton ID for Chroma Key 1`.
 - d. Enter the value `34567` and press **OK**. (Normally this is the default value.) The next window displays reading `Enter wks ID for Chroma Key 1`.
 - e. Enter the value `8-xyz` and press **OK**. The next window displays reading `Enter license creation date`.
 - f. Enter the value `2005:12:06` and press **OK**. The next window displays reading `Enter license key for Chroma Key 1`.
 - g. Enter the value `3489c00db5b1c548e9daf7fbe0ed67eb21` and press **OK**.
5. If all values are correct the license will be installed successfully.
6. Enter all the remaining licenses in the same way and reboot the frame afterwards.

Updating the CPLD Firmware

At the end of each installation process the system checks to determine if a CPLD (Complex Programmable Logic Device) update is necessary. This is done by comparing the versions of the installed CPLD firmware files in flash memory with the current CPLD version tags stored within an EEPROM of each hardware board. If the version of at least one file is newer an update of the CPLD is necessary and the user is notified.

Figure 73. CPLD Update



To skip the CPLD update press **No**, to confirm the update press the **Yes** button (recommended). After the user has confirmed the update, the device will be restarted. During this sequence the CPLD will be updated. The progress of the update procedure is displayed in percent within the Device Control menu. The currently installed file (file name) is shown as well.

CAUTION Do not change to a menu other than the Device Control menu after initiating a CPLD update on a Kayak frame. If you change menus you cannot monitor the update process.

CAUTION Do not switch off the device while the CPLD update is running, as evidenced by a red progress indicator. If you turn off the device it will be permanently damaged.

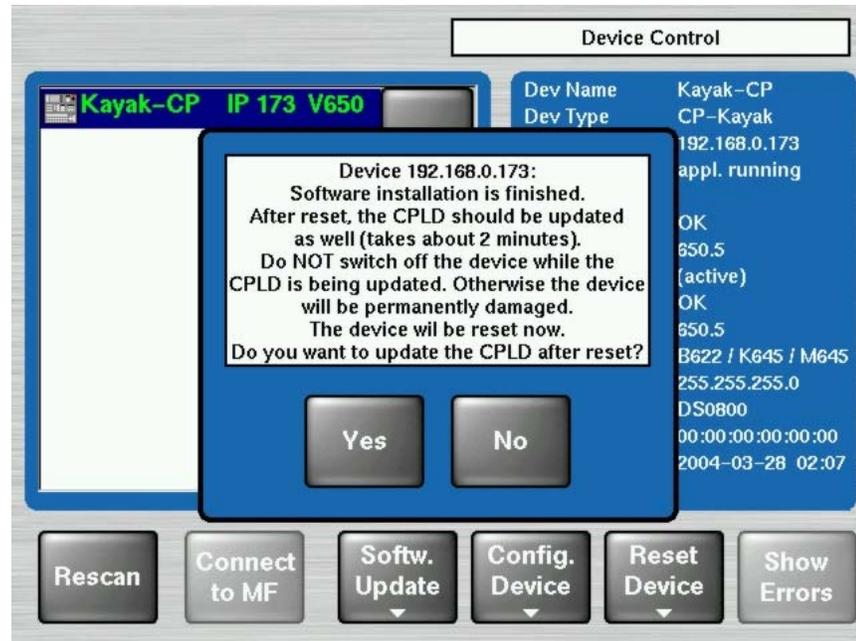
After the CPLD update is finished the system must be restarted. This brings the device to normal operation mode. If the installation process is terminated from the system, refer to [CPLD Update Troubleshooting](#).

CPLD Update Troubleshooting

Inconsistent EEPROM Data

When the software installation process checks whether a CPLD update is necessary or not, it initiates a plausibility check of the EEPROM data of each hardware board. If the EEPROM data is inconsistent or has a problem the user is notified and the update will not be initiated.

Figure 74. Error Message During CPLD Update



The CPLD update can be performed manually at any time.

CAUTION An update tries to correct inconsistent EEPROM data. A manual CPLD update should only be performed by qualified service engineers or experienced users.

Wrong Position of CPLD Program Switch

A switch (ETX. BSCAN) on each hardware board controls external or internal programming of the CPLD. If this switch is set to **On** the CPLD cannot be updated by the software installation process. In this case the user is informed by an error message (CPLD update failed: validating chain failed, check test switch (EXT. BSCAN)) and the update process will be terminated. If this happens contact your Grass Valley service representative. (See *Contacting Grass Valley* on the rear of the title page). To bring the system back to normal operation mode, perform a reset.

