

Zodiak VIDEO PRODUCTION CENTER	
Release Notes Addendum	
SOFTWARE VERSION 7.0.1 071812826 MAY 2007	
the most watched worldwide	

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Grass Valley Web Site

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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.

FAQ Database — Solutions to problems and troubleshooting efforts can be found by searching our Frequently Ask — ed Questions (FAQ) database.

Software Downloads — Software updates, drivers, and patches can be downloaded.

Zodiak Release Notes Addendum

Software Issues Resolved in Release 7.0.1

Table 1. Resolved Software Issues

Area	Problem	ID
Frame	Sometimes, a reboot is required to start the frame.	75300
Keyer Wipe	For both Inhibit and Force Mask, when Keyer Wipe is selected the Softness knob does not work from the menu or panel. The user must manually turn on the Softness ON flag under Box Mask first to see the softness work on Keyer Wipe.	75264
Frame	Sometimes on reboot the frame crashes due to PBus2 configuration.	75262
Frame	Selecting "none" xpt on 1RU Sat Aux Panel kills frame.	70971
Transform Engine	Timing shift on screen when selecting a re-entry with aTE or Fill Freeze enabled.	53960
Preset Bus	At times, re-entry sources shift one line compared to direct sources.	53678
PGM	Using a key with transform engine, a phase shift occurs during a cut on Pgm bus.	51775

Known Software Problems

Table 2. Known Software Problems

Area	Problem	ID
Chroma Key	When Source Memory is on, if a keyer specifying a Chroma Key is selected, but a Chroma Keyer is not available for use, Source Memory for that source reverts to Fixed Linear Key. Later, if a Chroma Keyer becomes available, selecting that keyer source produces a Fixed Liner Key, not the desired Chroma Key.	31404
Editor Interface	When using the 560 Mhz frame processor, whenever a command is sent to Zodiak from the edit controller there is a flash on the program output. When in Edit or Preview mode from the editor the transform engines will flash until edit is locked, then the problem will clear itself. So the problem will not be a part of the edit but will only be seen during the pre-roll and post roll. This problem is not seen with the 1 Ghz frame CPU.	40612
E-MEM	When using Auto-Run to run a timeline with the Reverse button enabled, E-MEM will cut to the first keyframe of the effect, then pop to the end of the effect and begin running backwards instead of just popping to the end of the effect and running backwards.	17398
E-MEM	When running an effect in reverse with several pauses in the timeline, the effect will stop at the first pause and will not continue running in reverse on subsequent button presses.	19095
E-MEM	Playing back an E-MEM timeline and jogging through the effect can sometimes produce different results. Workaround: Instead of using the jog knob to preview an effect, use the E-MEM run command to see how the effect looks.	23221
E-MEM	If an effect is learned to re-enter M/E 1 into M/E 2 or 3, then another effect is learned to re-enter M/E 2 or 3 into M/E 1 in a different register, the re-entries do not swap as they should.	23395
E-MEM	When Master E-MEM has multiple levels out of sync (for example, enabling one Master E-MEM level, partially running it, disabling that level and enabling another level, and then running it), and the Master E-MEM is parked at or past the end of the effect, pressing the Run button snaps all levels to the Master's current time and then the run stops because the effect is at the end. A second press of the Run button is then required to run the effect. A work around is to rewind effects manually before running them. (If the levels are already parked at their beginning, the rewind won't disturb that state.)	29836
E-MEM	Numeric "ENTER" is treated as a relative modification for E-MEM mod operations.	39273
E-MEM	In 300 Mode, the offset register indicator '^'b does not always display on the E-MEM RT Panel display when is should. The timeline display correctly shows the offset register condition.	51108
E-MEM	Recall/auto-run of effect sometimes does not run.	52161
File Operations	Cancelling a load user profile operation does not revert to a pre-load state.	60696
Freeze Fill	When key mode changes during source change, the keyer stays in freeze mode.	17424
GPI Output	If a negative value is entered for GPI output Duration, it wraps to max value. This is a problem with all UINT32 parameters from the keypad popup.	26248
Keyer	Using Utility 1 for Keyer Preset Pattern Border Utility Fill shows Utility 2 and vice versa.	58674
Keypad	Existing keypad values are not cleared when negative values are entered on the Main panel unless the negative key is pressed last. For example, if 5 is the starting value, pressing - 1 results in a -15 value. Pressing 1 - gives the desired -1 value.	29886
M/E	If a keyer is being processed through a Transform Engine on an M/E, selecting a re-entry source on PGM can cause a one field color shift of the keyed signal on PGM. The same color shift also appears on PST.	51775
Macros	Macros created to load Still Store images that were recorded into any directory other than the Default Still Store directory may not load these Still Store images after system reboot. Work around is to use Kalypso 6.0.1 software and use only the Default Still Store directory.	63031
Net Central	On failure of one or more fans in the frame, Net Central III reports an informational message that the system cooling-fans resumed normal operation. Clicking on the fan button in Net Central will correctly show which fans are operational and which fans are not. Whenever this fan message appears in the message window, the fan button should be checked to ensure all fans are operational.	35757
Re-Entry	At times, re-entry sources shift one line compared to direct sources.	53678
Router Interface	Router sources do not show up on Menu or panel if router source is via a Tie line.	60080
Shot Box	Resetting the Shot Box causes Master E-MEM to recall register 00. Work round is to make sure all levels are disabled on Master E-MEM before resetting the Shot Box.	50938

Table 2. Known Software Problems - (continued)

Area	Problem	ID
Still Store	Video Dropouts on still store image load.	12137
Still Store	Playing back a Still Store animation clip on multiple outputs causes the dropping of frames across all outputs. Playback will appear to be double speed or faster. There is no workaround for this problem, except to not load clips onto more than one output.	21148
Still Store	Still Store directory changes are not saved/recalled via E-MEM.	57570
Still Store	Loading a still into one output can unload another output.	61966
Still Store	After turning off a Video Key pair, loading a still into the channel that was Key unloads the still in the channel that was Fill.	62307
Still Store	Glitches can appear in still or playing animation if the Still Store is simultaneously doing a save or load operation.	29993 34672
Transform Engine	Pixelator appears masked and only operational on Keyers 1 and 3. Workaround: Only use Pixelator on Keyers 1 and 3.	50884
Transform Engine	Timing shift on screen when selecting a re-entry with aTE Key that has Fill Freeze enabled.	53960
Transform Engine	If the Pixelator is turned on for a PST PTN key with a border, the key background fills with the border color instead of being pixelated.	55789
Wipe	Wipe scaling problem. Wipes appear on screen after the transition has started and complete before the transition panel has finished its transition.	11641
Wipe	E-MEM effects from releases before V3.0 that use a box generator as a preset pattern source may not preserve the same box size. They will need to be recalled and the size of the preset pattern box generator adjusted before they will work properly.	35225