

Zodiak

DIGITAL PRODUCTION SWITCHER

Release Notes



SOFTWARE VERSION 7.0

**071812713
DECEMBER 2006**



Affiliate with the N.V. KEMA in The Netherlands

CERTIFICATE

Certificate Number: 510040.001

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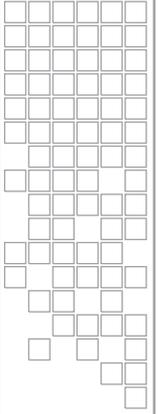
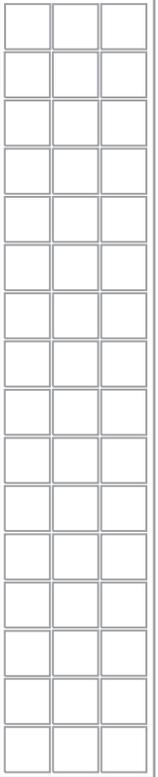
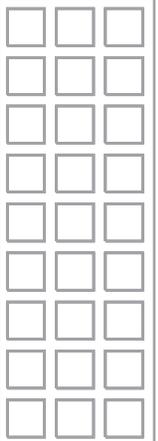
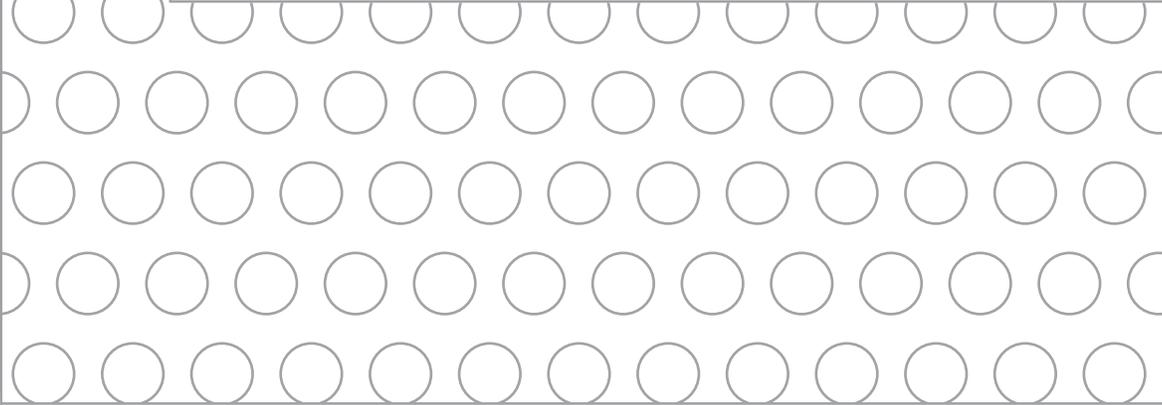
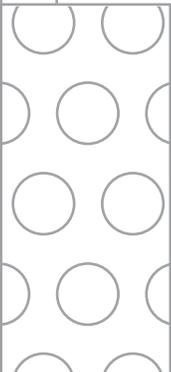
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Grass Valley Web Site

The www.thomsongrassvalley.com web site offers the following:

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 Asked Questions (FAQ) database.

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



END-OF-LIFE PRODUCT RECYCLING NOTICE

Grass Valley's innovation and excellence in product design also extends to the programs we've established to manage the recycling of our products. Grass Valley has developed a comprehensive end-of-life product take back program for recycle or disposal of end-of-life products. Our program meets the requirements of the European Union's WEEE Directive, the United States Environmental Protection Agency, and U.S. state and local agencies.

Grass Valley's end-of-life product take back program assures proper disposal by use of Best Available Technology. This program accepts any Grass Valley branded equipment. Upon request, a Certificate of Recycling or a Certificate of Destruction, depending on the ultimate disposition of the product, can be sent to the requester.

Grass Valley will be responsible for all costs associated with recycling and disposal, including freight. However, you are responsible for the removal of the equipment from your facility and packing the equipment to make it ready for pickup.

For further information on the Grass Valley product take back system please contact Grass Valley at + 800 80 80 20 20 or +33 1 48 25 20 20 from most other countries. In the U.S. and Canada please call 800-547-8949 or 530-478-4148, and ask to be connected to the EH&S Department. Additional information concerning the program can be found at: www.thomsongrassvalley.com/environment



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Zodiak Release Notes

Introduction

This document describes installation and other information specific to Zodiak Digital Production Switcher Release 7.0 software. See [page 19](#) for specific Zodiak system update instructions.

New Features in Release 7.0

- Still Store Loader enhancements (see [page 8](#))
- PBus Keyframeable Learn and Recall (see [page 9](#))
- PBus Device Patching (see [page 14](#))
- Multi-Delegate Transform Engines (see [page 17](#))

Changes in Release 7.0

- PBus trigger names can now be copied between devices and cleared (see [page 15](#)).
- Clip selection on the External Device Control menu now includes a search mechanism, to support folders with large numbers of clips. Entering the name of a clip in the **Go To Clip** datapad will scroll the list so that clip is displayed, permitting its selection. You can also choose whether or not the clip name search is case sensitive.
- The Odetics DDR machine control protocol now supports the Spotbox EVS external device.
- The Transform Engine Menus now include a parameter default reset. Select a soft knob then bring up the pop-up keypad in the Menu panel, enter a period ".", and press enter. This sets the parameter of the selected TEs to the default value. It will also affect any slave TEs that may be selected. This is not menu wide and is only in the TE menus.

Still Store Loader Enhancements

The Still Store Loader program now supports transfer and conversion of the following graphics formats. Earlier Still Store versions supported only .BMP, .TIF, and native Still Store .GVA and .IMD formats.

- Bitmap files (.BMP)
- Graphic Interchange Format files (.GIF)
- Zodiac Still Store files (current format .GVA, old format .IMD)
- JPEG files (.JPG, JIF, .JPEG, .JPE)
- .ICO (icon files)
- .JNG
- .PMG
- .PGM
- .PNG
- .PPM
- PhotoShop (.PSD)
- Tagged Image Format Files (.TIF, .TIFF)
- Targa files (.TGA, .TARGA)
- .XBM
- .XPM

Files in any of the above formats can be opened by Still Store Loader and transferred to the Zodiac Still Store. During the transfer files are converted to native .GVA format. Files of the above formats can also be saved locally as either .GVA, .TIF, or .BMP format files.

Source files transfer and convert bit for bit. For consistent Still Store image sizes you will need to match the resolution of the source image to the destination format. Bitmap editing software (PhotoShop, for example) may provide the means to resize images to a compatible resolution. [Table 1](#) can be used for reference when creating source image files:

Table 1. Pixel Dimensions of Supported Image Formats

525	625
768 x 512	768 x 576

Oversize images are cropped when transferred to the Still Store, and under-sized images can be matte filled to full raster before transfer.

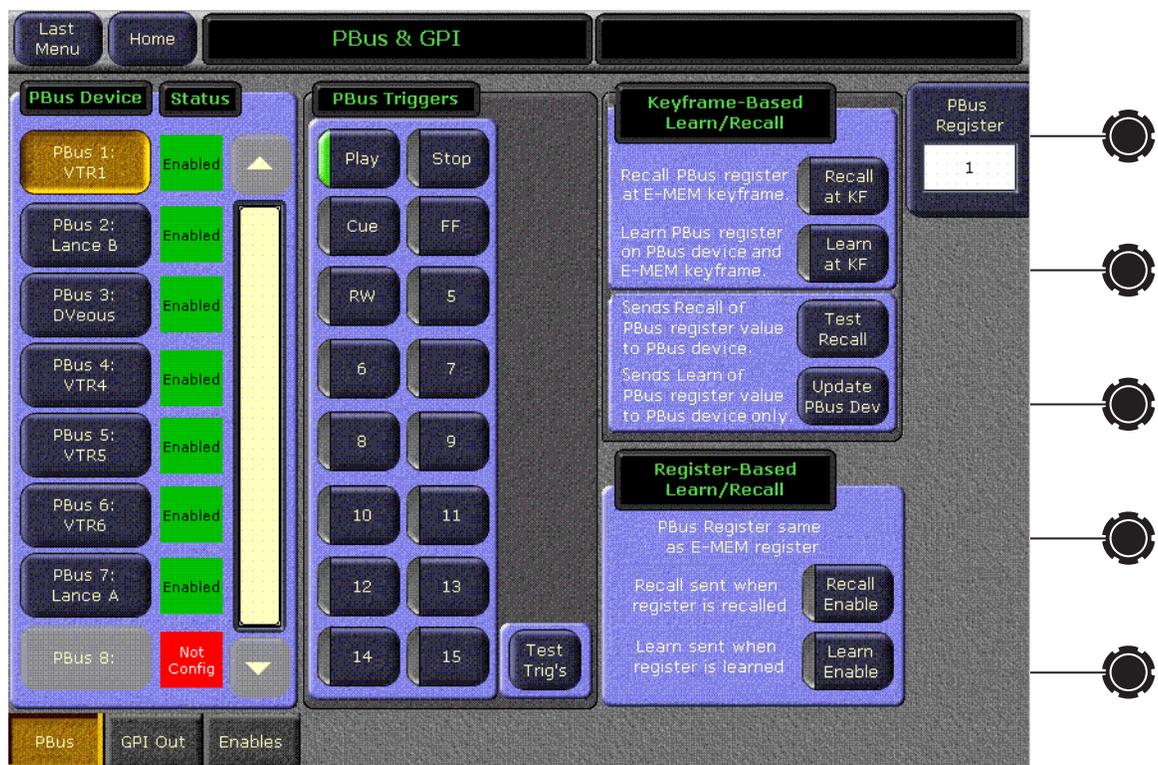
Refer to the Still Store Loader Appendix in the *Zodiac User Manual* for detailed Still Store Loader instructions.

PBus Keyframeable Recall

PBus device effect Learns and Recalls are now keyframeable. This makes it possible to recall several different external PBus effects within the same Zodiac E-MEM. Previously, only one PBus effect setting could be stored and recalled with an E-MEM. The single PBus effect per E-MEM method still remains available for use, if desired. However, because these two methods employ different mechanisms, both techniques should not be used in the same E-MEM.

PBus Recalls are programmed into an E-MEM with the PBus & GPI menu, accessed via **PBus & GPI, PBus** (Figure 1).

Figure 1. PBus & GPI Menu



PBus Device Pane

The **PBus Device** pane on the left allows selection of an external PBus device, to which the rest of the controls on the menu will be delegated. Only one PBus device can be selected at a time.

PBus Triggers Pane

The **PBus Triggers** pane in the center of the screen operates the same as in previous software releases.

1. Go to the location in the E-MEM where you want to send a trigger.
2. Select the PBus device to which you wish to send triggers.
3. Select the trigger command(s) on the menu you wish to send.
4. Either **Insert** a new keyframe or **Modify** the existing keyframe to add the triggers (and any other workbuffer changes) to that keyframe.
5. Repeat the above steps for all the keyframes in the E-MEM where you wish to send PBus triggers.

Running that E-MEM with Triggers Enabled will send those PBus commands at those keyframes.

The **Test Trig's** button can be used to manually send the selected triggers to the PBus device. Triggers are sent as soon as the button is touched, with no need to Insert or Modify keyframes.

Keyframe-Based Learn/Recall

The Zodiak system can interact with PBus devices by sending Learn and Recall commands. The Learn command Zodiak sends to the device instructs the device to remember its current state, and associate that state with a number sent by Zodiak along with the Learn. This number, shown as a PBus Register value on the Zodiak Menu, is not necessarily the same as the external PBus device effect storage register number (if one exists). Different external devices use different storage mechanisms. By mapping Zodiak PBus Register numbers to different PBus device states, potential problems with mismatches of the numbering of available storage locations are overcome.

The Recall command the Zodiak system sends to external PBus devices contains the PBus Register value, and the PBus device is then responsible for recalling the internal effect setting that had previously been learned when that Zodiak number was sent.

Understanding this mapping mechanism will help you successfully use PBus Learns and Recalls. For example, if the PBus device's effect settings are changed and saved to that same location after the Zodiak Learn was sent but before the Zodiak Recall is sent, the changed settings will be recalled. Carefully coordinating the operation of the external PBus devices and Zodiak E-MEM creation is essential. You should also check that your E-MEM effects run correctly with the PBus devices before you use these effects on-air.

PBus Register

The PBus Register control knob data pad is used when building E-MEMs to select the number that will be sent to the PBus device with a PBus **Recall**, **Learn**, or **Update** command. It also determines what number will be stored in the current Zodiac E-MEM keyframe if an **Insert** or **Modify** occurs with the **Recall at KF** and/or **Learn at KF** buttons illuminated.

When running an E-MEM, the PBus register number currently stored in each keyframe for the delegated PBus device is reported on the data pad.

Note The PBus Register number is NOT used for Register Based Learns or Recalls.

Recall at KF

When building E-MEMs, doing an **Insert** or **Modify** with the **Recall at KF** button illuminated will save the currently selected PBus Register number to the current keyframe. Subsequently running that E-MEM will send a PBus Recall with that number to the delegated and enabled PBus device.

When running an effect the Recall at KF button illuminates on every keyframe where that function is activated for the delegated PBus device.

Learn at KF

When building E-MEMs, doing an **Insert** or **Modify** with the **Learn at KF** button illuminated will save the currently selected PBus Register number to the current keyframe and also sends a Learn command with that number to the PBus device. The PBus device is responsible for remembering its current effect settings and will recall them if it receives a Recall command with that number when a Zodiac E-MEM is run.

Test Recall

Pressing the **Test Recall** button will manually send a PBus Recall command with the PBus Register number selected above to the PBus device. This action is instantaneous and does not require an Insert or Modify.

Update PBus Dev

Pressing the **Update PBus Dev** button will send a PBus Learn command with the currently selected PBus Register number to the PBus device. This action is instantaneous and does not require an Inert or Modify. You can use this command to re-sync effects on a PBus device with the desired effects to be run if the E-MEM was built when the PBus device was not connected.

Keyframe-Based PBus Example Procedure

As an example, the following steps can be used with a DVEous properly configured for control by PBus to load several different DVEous effects and run them at specific timeline locations in an E-MEM.

1. Ensure the DVEous is PBus enabled in the PBus & GPI Out Enables menu and the E-MEM level that device is assigned to is enabled.
2. Delegate the DVEous for control by touching its PBus Device button on the left side of the PBus and GPI menu. Its status should report **Enabled**.
3. Setup the DVEous with the first effect you wish to use.
4. Go to a keyframe in the E-MEM effect that is earlier than the location where you wish to use that DVEous effect.
5. Select a PBus Register number with the soft knob or data pad on the PBus & GPI menu. Because it is the first DVEous effect you can use the number **1**, but any number will work.
6. Touch the **Recall at KF** and **Learn at KF** buttons so they are both illuminated.
7. Press **Modify** on the Main panel to store the Recall command and number into the E-MEM keyframe. This also sends the Learn command to the DVEous, saving that effect.
8. Go to the E-MEM keyframe where you want the first DVEous effect to begin running.
9. Touch the PBus Trigger **Run** button so it is illuminated.
10. Press **Modify** on the Main panel to store the Run command into the E-MEM keyframe.
11. Go to a later keyframe in the effect that is before the location where you want the second DVEous effect to run.
12. Setup the DVEous with the second effect you wish to use. Be sure it is in a different register than the first DVEous effect.
13. Select a different PBus Register number with the soft knob or data pad on the PBus & GPI menu. For this second effect you can use the number **2** (or any number different from that used above).
14. Touch the **Recall at KF** and **Learn at KF** buttons so they are both illuminated, then press **Modify** on the Main panel to store the second Recall command and number into the E-MEM keyframe and make the DVEous Learn its second effect.

15. Go to the E-MEM keyframe where you want the second DVEous effect to begin running, touch the PBus Trigger **Run** button so it is illuminated, then press **Modify** on the Main panel to store the Run command into the E-MEM keyframe.
16. Repeat [Step 11](#) through [Step 15](#) for all the DVEous effects you will use.

When this E-MEM is recalled and run, as each keyframe with a PBus command is encountered it will be sent to the DVEous which will recall and run its effects as programmed.

Reusing PBus Effects in the Same E-MEM

If you want to use the same DVEous effect at a different location in the E-MEM, go to that E-MEM keyframe and select only the **Recall at KF** button. Make sure the **Learn at KF** button is OFF. Then select the PBus Register Number that was used for the Learn of the DVEous effect you want to reuse and press **Modify**. This saves only the Recall command and number into that E-MEM keyframe and does not change the current state of the DVEous.

Register-Based Learn/Recall

Register-Based PBus operations are the same as the PBus Learn and Recall mechanism used in previous software versions. The number of the current E-MEM (not the PBus Register number on the data pad above) will be sent to the PBus device, and only one PBus setting is supported per E-MEM. The external PBus device must support this feature, and may need to maintain a map of switcher effect numbers and its own effect numbers (or the data for the effect itself).

The only difference in functionality is two separate menu buttons are available, one for Register-Based Recall and one for Register-Based Learn.

Recall Enable

When building E-MEMs, doing a **Learn** or **Learn Modify** with the **Recall Enable** button illuminated programs that E-MEM to send a PBus Recall command to the delegated PBus device (along with the register number of the E-MEM) when that E-MEM is later recalled.

When an E-MEM is recalled, this button will illuminate if this feature has been activated for the delegated PBus device.

Learn Enable

When building E-MEMs, doing a **Learn** or **Learn Modify** with the **Learn Enable** button illuminated sends a Learn command (with the E-MEM register number) to the PBus device. The PBus device is responsible for remembering its current effect number and associating it with the Zodiac E-MEM register number it received.

PBus Device Patching

PBus devices can now be patched, allowing easy reuse of E-MEM effects built on different Zodiac systems with different PBus port assignments.

PBus Patch Menu (Single Suite Mode)

The PBus Patch menu is accessed via **Daily Setups, Suite Prefs, PBus Patch** (Figure 2).

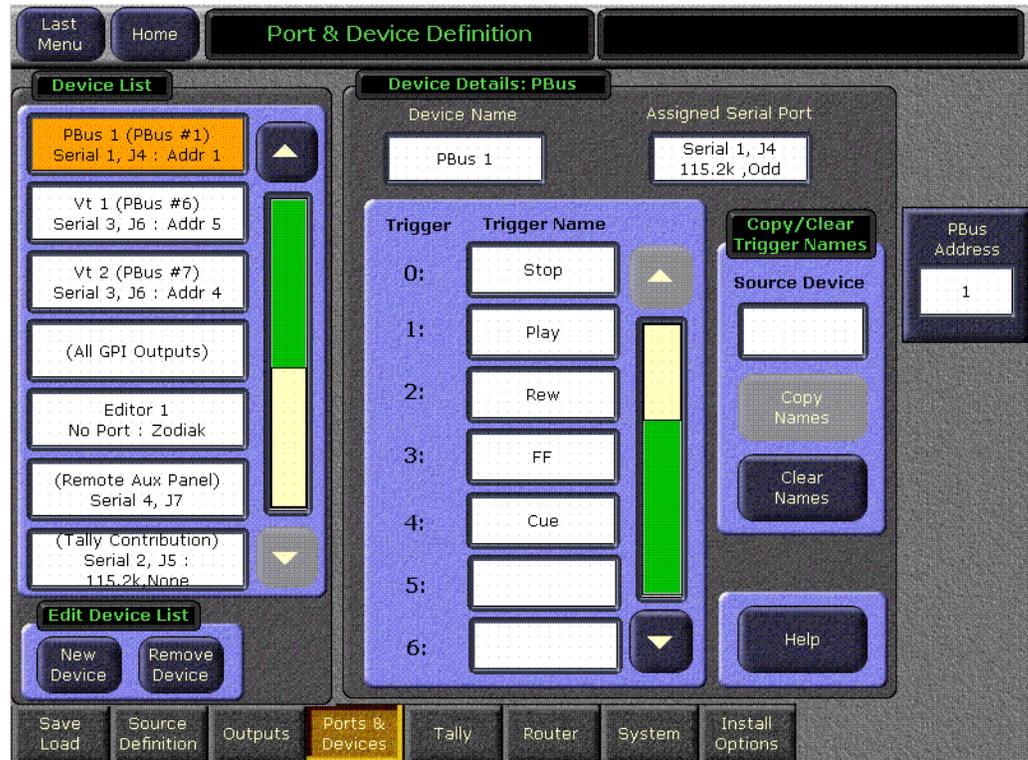
Figure 2. PBus Patch Menu



To patch the PBus devices, select a Logical ID of the device in the left pane, and then select the Physical PBus button on the right pane. The current mappings are reported in the central status boxes.

PBus Device Configuration Changes

Figure 3. Port & Device Definition Menu, PBus Device Selected



In the Eng Setup, Port & Device Definition menu all PBus devices now appear in the scrolling list, whether or not they are configured. All must exist so they can be patched to one another. Unnamed PBus devices that are not configured are marked with asterisks and report **No Port**. When **New Device** is selected, a PBus Device button is no longer available, since they all are already listed.

To configure a PBus device, select it directly from the scrolling list and then enter the necessary information.

Copy/Clear Trigger Names

In the Ports & Devices menu PBus edit pane you can now copy trigger names from one PBus device to another. You can also clear the trigger names from a PBus device.

Copying Trigger Names

1. Select on the scrolling list on the left the PBus device you want to receive new trigger names.

2. Touch the **Source Device** datapad and enter the physical slot number of the PBus device with the trigger names you wish to copy. When selected, the Copy Names button will no longer be grayed out.
3. Touch **Copy Names** to copy the trigger names to the selected device.

Clear Trigger Names

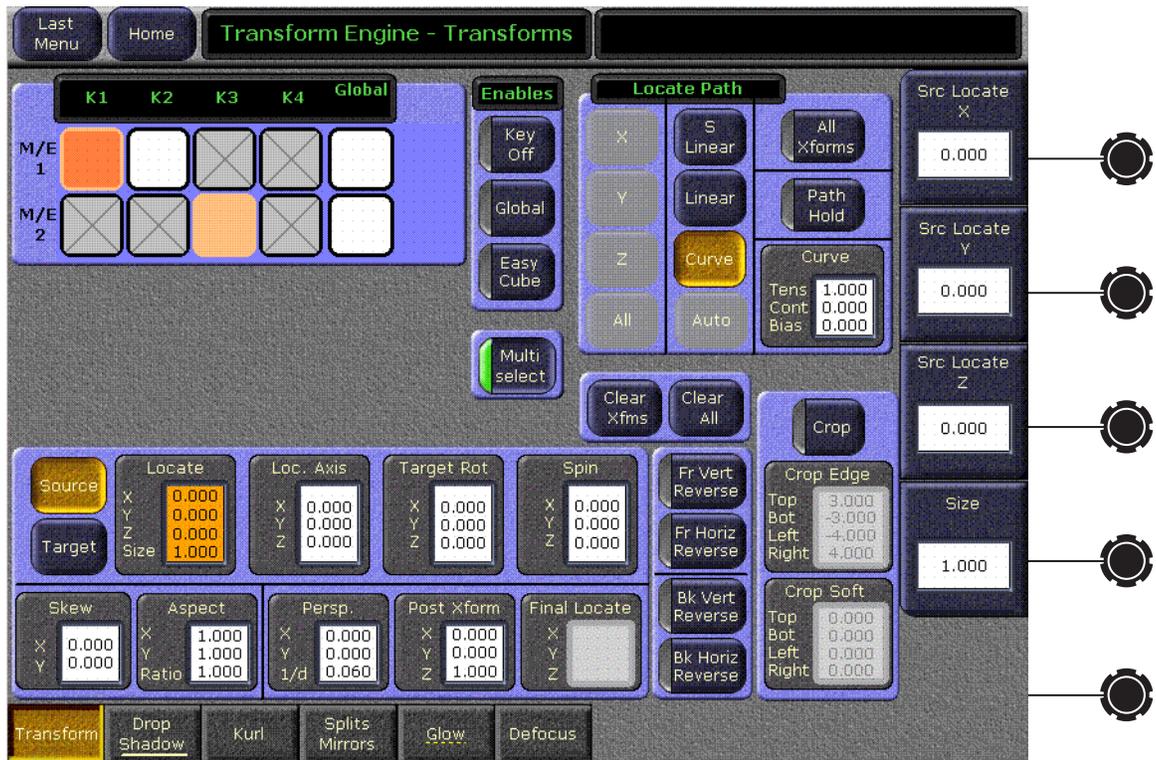
The trigger names for the PBus device currently selected in the scrolling list on the left can be cleared by touching the **Clear Names** button.

Multi-Delegate Transform Engines

Parameters for multiple Transform Engines can now be adjusted simultaneously on the Transform Engine menus, rather than having to change them separately for each Transform Engine. In addition, Effects Send for Transform Engines can now be activated or deactivated directly on the Transform Engine menu by double touching their delegation buttons.

Multiple Transform Engine Delegation

Figure 4. Transform Engine Menu, Multi-Select Enabled



Multi Select Button

When the **Multi Select** button is active, more than one Transform Engine or Global Channel can be selected for control on the menu. You cannot select a Transform Engine and a Global Channel at the same time, however. Only multiples of the same type can be selected. Adjustments to the parameters on the rest of the menu will be applied to all the selected Transform Engines or Channels.

When multiple Transform Engines are selected, parameter values for the first selected item (colored darker than the other items) will be displayed on the menu. This is considered the master Transform Engine for display purposes.

When a feature (like Drop Shadow or Glow) in another Transform Engine menu is active, the name of the menu category selection buttons will be underlined. If that feature is On for one or more of the delegated TEs but not for all, the underline will be broken.

As before, parameter changes made by entering values in datapads are absolute, while parameter changes made with the soft knob are relative.

Main Panel and Menu Panel Delegation Interactions

Transform Engine delegation operations performed on the Transform Engine subpanel of the Main panel can affect the delegations on the Menu pane (see bullet items below), but the reverse is not true. Delegation button tally lights on the Main panel will not change when delegations are changed with the Transform Engine menu. The joystick and other Main panel button controls will only apply to those Transform Engines that have been delegated using the Main panel, even if multiple Transform Engines have been delegated using the Transform Engine Menu.

- If Transform Engine delegations are changed using the Main panel when the Transform Engine menu **Multi Select** button is On, multiple delegations will be accepted by the Menu. The last TE delegated from the panel becomes the new master (the master can be changed at the menu).

Note When **Multi Select** is On and TEs are delegated from the panel to the current selection in the menu, previously delegated TEs are not deselected.

- If Transform Engine delegations are changed using the Main panel when the Transform Engine menu **Multi Select** button is Off, only the last touched Transform Engine delegation will be accepted by the Menu.

It has always been possible to delegate multiple Transform Engines in the same M/E for control on the Main panel, by holding down more than one delegation button in the Transform Engine subpanel. This feature is retained, but the existing limitation that the Transform Engines must be in the same M/E remains in force. If you wish to control Transform Engines in different M/Es, use the Transform Engine Menu. If you want to control multiple M/Es in the same M/E, you can use either the Main panel or the Menu.

Effects Send Double Touch Activation/Deactivation

Touching a Transform Engine Menu delegate button twice rapidly now turns Effects Send on or off for that Transform Engine. You no longer have to go to the Effects Send Menu or use the Main panel to activate/deactivate Effects Send for Transform Engine operations.

Note If you encounter responsiveness issues when double-touching within the TE menu, reduce the double-click speed for the mouse in the Windows operating system at the menu panel. You can access the double-click speed adjustment through the Windows Start Menu, select Control Panel, and click on the Mouse icon.

Zodiak 7.0 Update

Zodiak System Update Checklist

The following checklist is an overview of the steps involved in updating a system running recent Zodiak software to version 7.0. These actions should be performed in the listed order. Detailed instructions for all the procedures are provided later in this document.

Verify heat sinks are installed on the Mix Effects module(s), an SBC1000 is installed, and the Mix Effects Module fuses have been upgraded.

REQUIRED – Backup Eng Setups, Suite Profile, User Prefs, Source Memory, Macros, and E-MEM files.

Note You will need these backup files to restore system data after the update, and if you reinstall older software.

Update Zodiak system software with the Software Update Tool.

Note If updating from earlier software, prompts for updating the frame kernel will appear.

REQUIRED– Clear NV Memory:

- Close the Zodiak Menu application and any other running programs.
- Set the Video Processor frame boot dial switch to **1**.
- Reset the frame and wait at least 30 seconds for reboot.
- Run the Zodiak Install program and select Clear NV Memory.

Note Allow the Clear NV Memory function to complete before moving to the next step.

- Set the Video Processor frame boot dial switch back to zero (0) and reboot the frame.

REQUIRED – Reload saved configuration files.

- Verify correct switcher operation after update. If this is an upgrade from a version earlier than 2.2, reconfigure existing Serial and CPL ports and devices with new Ports & Devices menu.
- Save the current Eng Setups, Suite Prefs, User Prefs, Source Memory, Macros, and E-MEM files to a NEW backup
- Verify date and time settings on the Menu panel, Video Frame, and Main panel.
- Perform Lever Arm and Joystick Calibration.
- OPTIONAL – Install Still Store Loader application with Software Update Tool (see [page 22](#)).
- Consult Release Notes for new features and config changes.

Update Software with Zodiac Software Update Tool

The Zodiac Software Update Tool installs various software elements to Zodiac system devices. The Update Tool and all the associated software is provided on the Zodiac Software CD. The Update Tool installs on the Menu panel and creates backup copies of the current and previous versions of software.

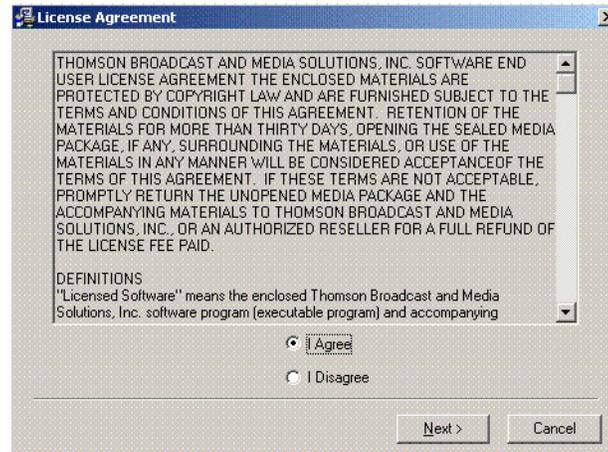
A mouse and PC computer keyboard are useful for a standard software installation. However, if IP addresses are to be changed from their defaults, mouse and keyboard are required.

Install Zodiac System Software

1. If you have not already done so, save your system configuration files and E-MEM registers to removable media and store it in a safe place. You will need these files if you decide to return to the earlier software version or if you perform the Drain NV RAM procedure.
2. Check that the rotary Boot switches on both the Video frame ([Figure 11 on page 25](#)) and the Main panel ([Figure 12 on page 25](#)) are set to **0** (the normal operating position).
3. Exit the currently running Zodiac Menu by touching the **Home** button, then the **Exit Menu** button on the Home menu. Exit any other running applications on the Windows Toolbar.
4. Insert the Zodiac Software CD into the CD-ROM drive on the right side of the Zodiac Menu panel. The Zodiac installation program will automatically launch.

- A license agreement screen will appear (Figure 5).

Figure 5. Grass Valley License Agreement



- Agree to the terms and touch **Next >**.

Note If a Internet Explorer Installation box appears, touch **OK**. The upgrade of Explorer is not necessary for the Software Update but is recommended. Internet Explorer is available from Microsoft.

- The Zodiak Installation screen appears (Figure 6) with the following options.

Figure 6. Zodiak Application Software Selected

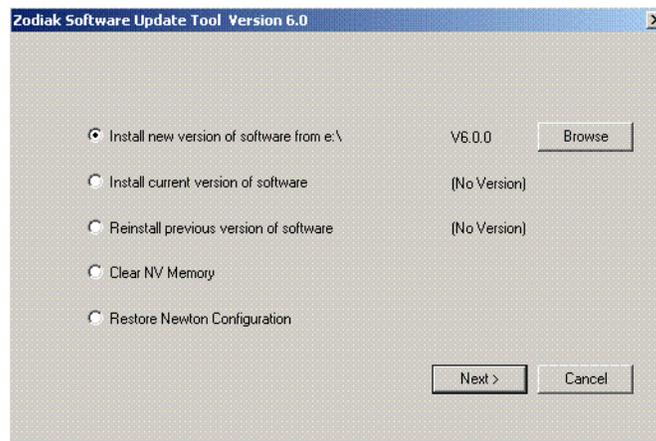


- **Zodiak Application Software** — Used for installing software on actual Zodiak system hardware.
- **Menu on PC** — Installs only the Zodiak Menu application on a PC or an additional Menu panel, which when networked with the Zodiak system provides an additional control point.
- **Still Store Loader** — Installs the Still Store Loader utility program on the system where the CD is currently mounted, either a PC or the Zodiak Menu panel.
- **NetCentral Agent Configuration Tool** — Used to install the NetCentral Agent, required for the NetCentral option, on a Zodiak system. Available only when SNMP is configured.
- **NetConfig with Newton Configurator** — Installs NetConfig, a network configuration tool originally created for Grass Valley Modular products. Newton Configurator is a NetConfig software plug-in that allows the user to configure the Newton controls in the Zodiak Menu application.

Only one option can be selected at a time.

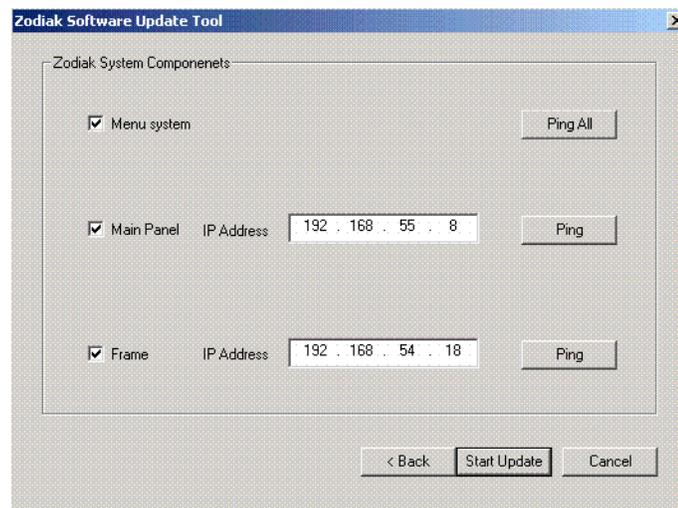
8. Select the **Zodiak Application Software** button and then touch the **Install** button.
9. The following screen appears with the available options listed. Only one can be selected at a time.

Figure 7. Install New Version of Software Selected



- **Install new version of software** — Select this option if you are updating your system software. It installs new software from the inserted CD. The **Browse** button is intended for software installation over the network, if the CD disk is not available.
 - **Install current version of software** — Re-installs the currently loaded version of software from Menu Panel hard drive. This is generally used to install the current software on new Zodiak hardware attached to the system.
 - **Reinstall previous version of software** — Installs the previously loaded software from the Menu Panel hard drive.
 - **Clear NV Memory** — Used to drain Zodiak system non-volatile memory.
 - **Restore Newton Configuration** — Used to set Newton configuration information back to factory defaults.
10. Select **Install new version of software** option then touch the **Next>** button.
 11. The following screen appears listing the Zodiak system component installation options available. Only the software of the selected targets will be affected.

Figure 8. Zodiak Software Install Screen 2

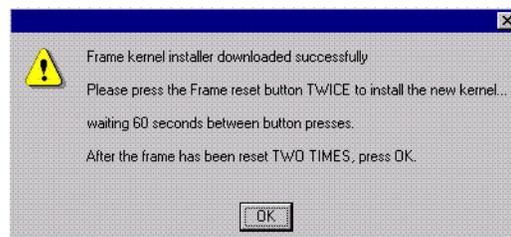


- **Menu System** — Installs the Zodiak menu application software onto the Menu panel hard disk.
- **Main Panel** — Installs software to the Zodiak Main panel.
- **Frame** — Installs software to the Video Frame.

Note Typically check all boxes when installing a new software version.

12. Touch the **Ping All** button on the upper right, after checking the boxes of all the devices you wish to install. Valid IP addresses are required. The previously used IP addresses are displayed by default.
 - If communications succeeds, an **All selected targets Pinged ok** message will appear.
 - If a device fails to respond, that device will be identified with a **No reply to Ping** message. The device might be disconnected from the network, be unpowered, or the IP address may be incorrect. If necessary, change the IP addresses on the screen using a standard computer keyboard and mouse connected to the ports on the rear of the Menu panel as described in Section 3 – Configuration of the Zodiac Installation and Service manual. You can test whether a single device is communicating with its individual **Ping** button.
- Note** All selected devices should Ping successfully before proceeding. If Ping for a selected device fails, continuing installation will make the Update Tool exit.
13. When the installation option selections and IP addresses are correct, touch the **Start Update** button.
 14. If you are updating from a version earlier than 2.2 a kernel update screen will display informing you that the kernel must be replaced.
 - a. Press **OK** to continue.
 - b. Once the new software kernel is downloaded successfully, a screen similar to [Figure 9](#) will prompt you to reset the frame at 60 second intervals.

Figure 9. Kernel Update Reset Message



CAUTION Follow the instructions to reset the Frame Control Processor twice, waiting the specified time (60 seconds) between resets (see [Figure 11 on page 25](#) for Reset button location). When done, touch **OK** on the Reset screen.

- c. The installer will return to the Zodiac Software Install screen ([Figure 8 on page 23](#)). The kernel is now updated but the software has NOT been loaded. Select the **Start Update** button to complete the update.
15. During software installation, a Zodiac Download Status screen appears and installation begins. A progress bar is displayed and the components being loaded are identified.

Note If a **Locked .dll** error message appears select **ignore**.

16. When the file transfers are complete, a screen similar to [Figure 10](#) appears. Touch **OK**. The Menu panel automatically resets itself, but you must manually reset the other hardware components you updated ([Figure 11](#) and [Figure 12](#)).

Figure 10. Zodiak Hardware Install Reset Prompt

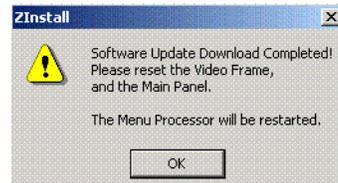


Figure 11. Frame Reset Button

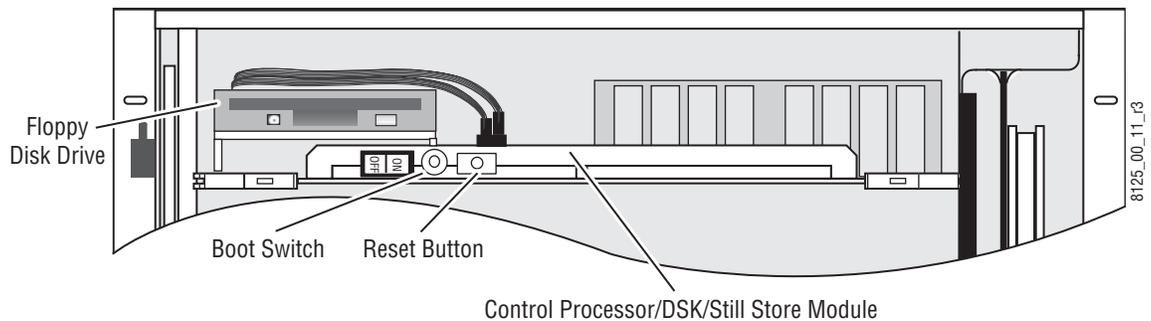
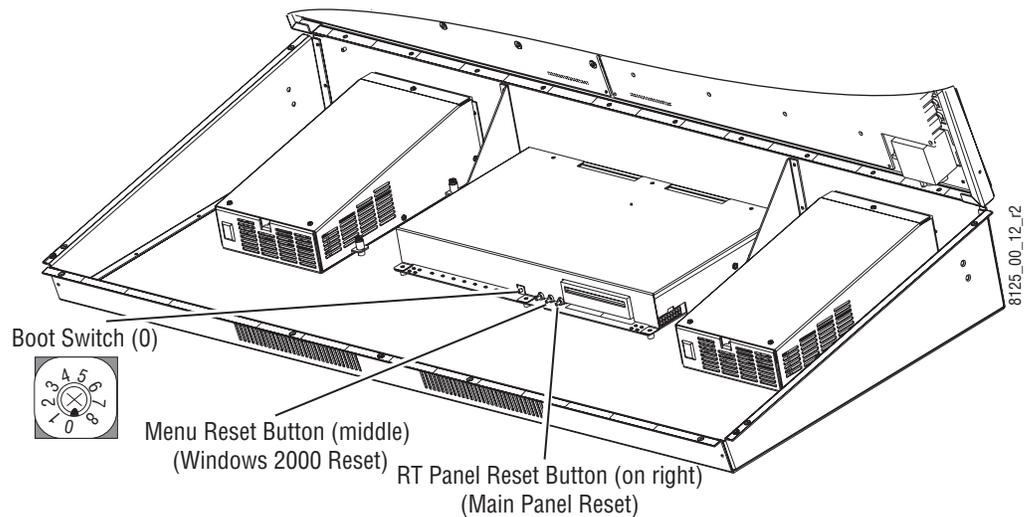


Figure 12. Main Panel Reset Button



17. When Menu panel initialization completes (which may occur before the Video Processor initializes) a Windows logon window appears. You do not have to enter a user name or password. Just touch **OK**.

18. The Zodiac Menu application will then load, run, and display its startup screen. Touch the **Home** button, then the **Status & Diag** button to verify the correct software version has been installed (Figure 13).

Figure 13. Zodiac Status Screen



Drain NV Memory

Note Make sure you have backed up the Zodiac configuration, E-MEM, R-MEM, and Macro data to a Zip drive.

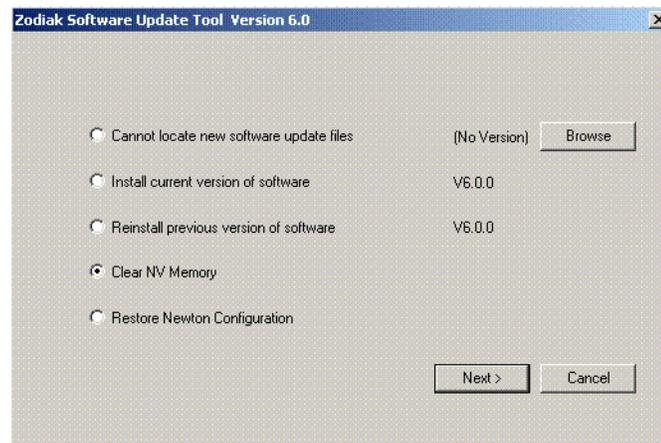
Zodiac system non-volatile memory contains Engineering, Suite, and User configuration data, and also has data for all the E-MEM, R-MEM, and Macro registers. This data is stored as files on the Video Processor Frame hard disk, and is loaded on bootup. Errors in this data could cause Zodiac system problems, which may be overcome, perhaps only temporarily, by draining the NV Memory using this procedure.

You should always maintain current backup copies of your configuration E-MEM, and Macro files compatible with your current software version, so that they can easily be restored after the NV Memory is drained. Draining NV Memory reverts the system back to default values. Installing backup files immediately returns your system to its fully operation state. Without backup files you will need to re-enter all the Engineering, Suite, and User settings and rebuild all your effects and macros.

To Drain the Zodiak NV Memory:

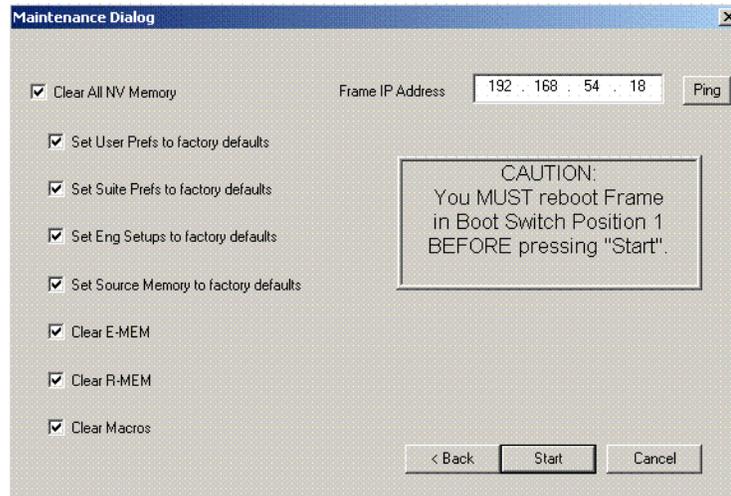
19. Reset the Video Frame using the engineering boot dial setting **1** (one).
 - a. Turn the Control Processor/Still Store/DSK module **S2** boot dial switch to position **1**. Position 1 boots the control processor operating system without launching the Zodiak application, to permit software update if the application hangs.
 - b. Press the **Reset** button and allow at least 30 seconds for the system to reboot. The frame must be reset after changing the boot switch position. Simply moving the switch does not affect a running system.
20. Drain NV Memory.
 - a. Run the Zodiak Install program from the Menu panel desktop or from the Zodiak Software CD (the CD is not required).
 - b. Select the **Clear NV Memory** button and then touch the **Next** button.

Figure 14. Zodiak Application Software Selected



The following screen will appear (Figure 15 on page 28).

Figure 15. Drain NV Memory Screen



- c. Communications must exist between the Menu panel and the Video Frame, where NV Memory resides. Make sure the Frame IP Address is correct, then touch **Ping** to test the connection. If unsuccessful, the communications problem must be corrected before proceeding (it could be an incorrect IP address).
 - d. After a successful Ping, select the **Clear All NV Memory** check box so all the categories are selected, then and touch **Start**, and confirm the dialog box by touching **OK**.
 - e. A progress bar will be displayed. When done, touch **OK**.
21. Reset the Video Frame again, using the operation boot dial setting.
 - a. Turn the Frame Control Processor/Still Store/DSK module **S2** boot dial switch to position **0**.
 - b. Press the **Reset** button and allow at least 30 seconds for the system to reboot.

Restore Backup Files

22. Restore your backup files in the following order:
 - a. Reload your backup Engineering Setup file and make sure it is correct by, for example, checking that the proper source names appear in the Eng Setups Sources menu.
 - b. Load a Suite Profile, and check that the Suite Preferences settings are correct.
 - c. Load a User Profile and check that the User Preferences settings are correct.

- d. Load a bin of E-MEMs and run them to check that they operate correctly.
 - e. Reload your Macros and test their operation.
 - f. Load Source Memory and test their defaults.
23. If there are any problems with any of the restored files, they may have become corrupted and need to be deleted and rebuilt. If a problem file locks the system, you may need to drain NV Memory again to restore system operation, but you will know what file is responsible. Contact Grass Valley Group Customer Service if you need troubleshooting assistance.

Note After NV Memory files are removed, the Still Store will not be prepared for use until NV Memory File Saves are enabled. This may take 2 minutes. If you are using the Still Store or viewing the Stillstore menus at the time of system reset, a **Still store disconnected** message will appear. Once the files have been saved, the Stillstore menu bar will report **Still store – connected**. You will then need to refresh the Stillstore menu manually by making a menu change on the Menu panel.

Verify Switcher Operation

After software installation is complete, verify switcher operation by performing the following checks:

- 24. Check overall switcher operations. Make sure panel and frame communication is working by checking crosspoint selection from the Main panel and Menu panel DPOPs.
- 25. Check that your Eng Setup and Daily Setup configuration settings are correct. Older settings should be the same as before, but the new software may have additional settings that will need to be defined.

Note This includes the new Ports & Devices menu in Eng Setup. This menu modifies serial and CPL port configuration. Existing serial and CPL ports in use will need to be reconfigured with this new menu.

- 26. Check that your effects run properly. Older effects should work with the new software. If there are differences, however, you will need to edit or rebuild the effect with the new software version.

If you experience system errors or unusual switcher behavior, perform the *Drain NV Memory* [on page 26](#).

If all system operational checks are correct, save the new configuration file and effects to a new Zip disk and store in a safe place. Do not overwrite the files previously saved from the old software. New configuration and effect files will not work with older software.

Backup New Configuration and Effects Files

27. When you are satisfied the configuration works properly, save the new configuration file and effects to a new Zip disk.

CAUTION Do not overwrite the files previously saved from the old software. Newer software files do not work with older software.

28. Label the disk with the version and date and store it in a safe place.
29. Reactivate any virus protection on the Menu panel that may have been disabled at the start of this procedure.
30. The software installation process is complete. System time checks and hardware calibration should be done next.

Verify or Set Date and Time of System Components

After software installation is complete and switcher operation has been verified, verify that your system components (Menu panel, Video Frame, and Main panel) are all set to the correct date and time. Incorrect date and time settings can interfere with the use of Temporary Authorization codes issued for enabling switcher options.

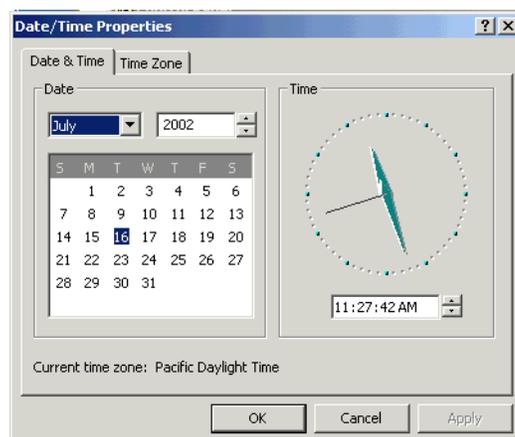
Note These procedures use a keyboard and mouse connected to the Menu panel.

Verify or Set Menu Panel Date and Time

To verify or set the date, time, and time zone on the Menu panel, do the following:

1. Minimize the Zodiac Menu panel application by selecting the **Home** button, then the **Minimize Menu** button in the Home menu to view the Windows 2000 desktop.
2. Under the Windows **Start** button, select **Settings/Control Panel/Date/Time**.
3. This will bring up the Date/Time Properties screen ([Figure 16](#)). In the Date & Time tab verify or set the correct time and date.

Figure 16. Verify or Set Windows 2000 Date and Time



4. Under the Time Zone tab, verify or set the correct time zone.
5. Select **OK** and close the window.

Verify or Set Video Processor Date and Time

To verify or set the date and time on the Video Frame, do the following:

1. With the Zodiac Menu panel application minimized, open Windows Internet Explorer on the Menu panel.
2. In the web browser's address field, type the Video Processor's frame IP address, 192.168.54.18 (the factory default), for example.
3. This will bring up the main Zodiac Web Access screen (not shown). Select the link on the left labeled **Frame Date and Time**.
4. In the Frame Date and Time screen ([Figure 17](#)), enter the current date and time to match that of the Menu panel

Figure 17. Video Frame Date and Time Screen

Zodiac Web Access

[Software Versions](#)

[Frame Status](#)

[Frame Message Log](#)

[Frame Network Addresses](#)

[Frame Date and Time](#)

[RT Panel](#)

Frame Date And Time

Date

Day : Range 1 to 31

Month : Range 1 to 12

Year :

Time

Hour : Range 0 to 23

Minute : Range 0 to 59

Second : Range 0 to 59

5. When finished, select the **Save New Settings** button.
6. Select the RT Panel link in the Frame Date and Time screen.

Verify or Set Main Panel Date and Time

To verify or set the date and time on the Main (RT) panel, do the following:

1. From the Frame Date and Time screen, select the **RT Panel** link ([Figure 17 on page 32](#)).

Note The Main panel (RT) Web Access screens may also be reached by entering the Main panel IP address in the address line of the web browser.

2. This will bring up the main web access screen for the Main panel (not shown). Select the Main Panel Date and Time link.
3. In the Main Panel Date and Time screen ([Figure 18](#)), verify or set the correct date and time to match that of the Video Frame and the Menu panel.
4. Select the **Save New Settings** button to finish.
5. Close the web browser.

Figure 18. Verify or Set Date and Time on Main Panel

Zodiak Web Access

[Main Panel Message Log](#)

[Main Panel Network Addresses](#)

[Main Panel Date and Time](#)

[Zodiak Frame](#)

Main Panel Date And Time

Date

Day : Range 1 to 31

Month : Range 1 to 12

Year :

Time

Hour : Range 0 to 23

Minute : Range 0 to 59

Second : Range 0 to 59

Calibrate Lever Arms and Joystick

The Main panel must be booted to a calibration mode to calibrate the Lever Arms and Joystick. If the Main panel hardware is not behaving properly, open the Main panel, set the boot switch to position **9**, then reset the Main panel. After about 30 seconds the panel comes up in calibration mode. Use the M/E 2 E-MEM display and buttons to step through the calibration process. Refer to the *Zodiak Installation and Service Manual* for specific instructions.

Other Zodiac Update Information

Zodiak System Default IP Addresses

The default IP addresses shipped from the factory have been chosen to make Zodiac configuration easy. Numbers were chosen to work with other Grass Valley Group devices in a default standalone network configuration.

Table 2. Default IP Addresses

Device	IP Address	Address Set/Viewed In:
Video Processor Frame	IP Address: 192.168.54.18 (Menu or Facility LAN)	Web browser
	IP Address: 192.168.55.18 (Panel LAN)	
	Gateway IP: 192.168.54.1 (External Gateway)	
Main Panel	Panel IP Address: 192.168.55.8 (Panel LAN)	Web browser or Main Panel Configuration procedure
	Panel Gateway IP: 192.168.55.18 (To Menu Panel)	
	Frame IP Address: 192.168.55.18 (Panel LAN)	
	Menu IP Address: 192.168.54.8	
Menu Panel	IP Address: 192.168.54.8 (Menu LAN)	Windows 2000 Network and Dial Up Connections
	Default Gateway: 192.168.54.1 (External Gateway)	
	Frame IP: 192.168.54.18	Eng Setup – System – Config Menu
	RT Panel IP: 192.168.55.8	
32 Crosspoint Remote Aux panels (when hard reset with the front panel buttons)	V0.0.2a Software: IP Address: 192.168.0.250 Frame IP: 192.168.0.251 Gateway IP: 192.168.0.1 Subnet Mask 255.0.0.0,	Web browser
	V1.6.5 Software: IP Address: 192.168.1.2 Frame IP: 192.168.1.1 Gateway IP: 192.168.1.1 Subnet Mask 255.255.255.0,	Note that 32-Crosspoint Remote Aux panel default IP addresses must be changed to operate with a Zodiac system whose other components are configured with default IP addresses.