SONY

Operation Software

BZS-7020A
BZS-7040A
BZS-7060A

Supplement 2
Software Version 5.20

English

Manual to be supplemented

BZS-7020A User's Guide 1st Edition
Software Version 5.00 and Later

BZS-7040A User's Guide 1st Edition
Software Version 5.00 and Later

BZS-7060A User's Guide 1st Edition
Software Version 5.00 and Later

Digital Video Switcher System

DVS-7300/7350 System
DVS-7200 System
DVS-7250 System

BZS-7020A/
7040A/7060A (WW)
3-204-395-**01**(1)

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This User's Guide describes additional functions and changes in Version 5.20 of the BZS-7020A/7040A/7060A Operation Software.

Functions Newly Supported From Version 5.20

The following functions are newly supported from version 5.20 of the BZS-7020A/7040A/7060A Operation Software.

Function **See page**

Cross-Point Button Reassignment Function for Separate M/E Banks

User's Guide name	BZS-7020A	BZS-7040A	BZS-7060A
Related page	14-68	14-51	14-54

Normally, all cross-point buttons in a single column select the same input signal. The button reassignment function allows you to assign the buttons in a single column to different input signals for each of the M/E banks, including the PGM/PST bank.
For example, you can arrange that pressing the leftmost button selects different signals on the M/E-1 and M/E-2 banks.
Further, when you have split a column of buttons in this way, you can reassign the buses (excluding the PGM/PST buses) controlled by the buttons. Thus, for example, the leftmost buttons in the M/E-1 and M/E-2 banks might select different signals, but both make the selection on the M/E-2 bank. This effectively extends the capacity of one bank at the expense of the other.

Notes

- You cannot reassign buttons in the auxiliary bus bank.
- This function only affects the operation of cross-point buttons on the control panel button. The AUX bus remote control panel is not affected.

Reassigning buttons in an M/E bank

Use the following procedure.

1 In the SETUP menu select item 5 (OPERATION).

The OPERATION menu appears.

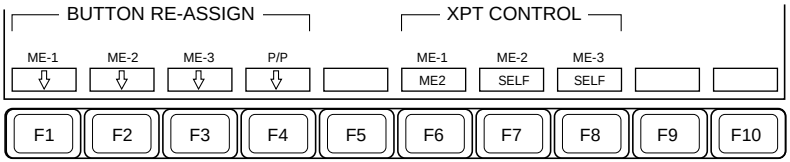
2 Select F3 (XPT ASSIGN).

The XPT ASSIGN menu appears.

(Continued)

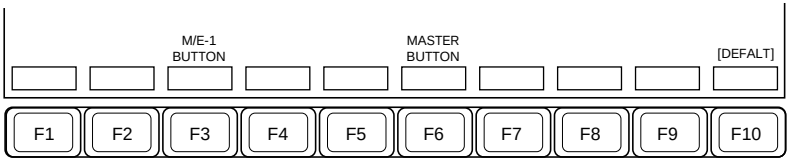
3 Press F9 (ME BUTTON RE-ASSIGN).

The ME BUTTON RE-ASSIGN menu appears.



4 Press one of F1 (M/E-1) to F4 (P/P) to select the bank containing the buttons you wish to reassign.

If for example you select F1 (M/E-1), the function key indications change as follows.



5 Select the column containing the buttons you wish to reassign, using either of the following methods.

- Hold down F3 (M/E-1 BUTTON) and press the corresponding cross-point button in the auxiliary bus bank.
- Hold down F3 (M/E-1 BUTTON) and use the cursor movement keys to select the cross-point button.
- Hold down F3 (M/E-1 BUTTON) and turn control knob 2.
- Hold down F3 (M/E-1 BUTTON) and enter the required cross-point button number using the numeric key pad.

6 Select the signal to which you wish to reassign the buttons, using any of the following methods.

- Hold down F6 (MASTER BUTTON) and press a cross-point button in the auxiliary bus bank.
- Hold down F6 (MASTER BUTTON) and use the cursor movement keys to select the required signal.
- Hold down F6 (MASTER BUTTON) and turn control knob 2.
- Hold down F6 (MASTER BUTTON) and enter a cross-point button number using the numeric key pad.

If for example you have selected "0 BLACK" in step **5** and "3 PRIMARY 3" in step **6** above, then the leftmost button in the M/E-1 bank will select the primary 3 input signal.

Canceling button reassignment

To return the buttons to their normal assignment, press F10 (DEFALT).

Reassigning the buttons to control a different M/E bank

In the ME BUTTON RE-ASSIGN menu *(see previous page)*, press one of F6 (M/E-1) to F8 (M/E-3).

Each time you press the button, the indication cycles through SELF, M/E-1, M/E-2, and M/E-3.

For example, to set the buttons in the M/E-1 bank to control the M/E-3 bank, press F6 (M/E-1) until it indicates "M/E-3."

Notes

- When the setting is other than "SELF," functions other than cross-point control within the M/E bank (that is, transitions, keys, etc.) are all disabled.
- It is not possible to set buttons in the PGM/PST bank to control a different bank.

Peripheral 2 and GPI Timeline Function

User's Guide name	BZS-7020A	BZS-7040A	BZS-7060A
Related page	8-33, 14-62	8-33, 14-47	8-33, 14-49

Overview

In the SETUP menus, by setting the DME3/DME4 buttons to "P2TL," you can use the Peripheral 2 and GPI timeline function, also referred to as the "P2&GPI" timeline function.
At the same time, the REMOTE 2 port of the switcher control panel is automatically assigned to the Peripheral 2 and GPI timeline function.

For details , see "Carrying Out Setup Relating to External Devices Controlled Using the Control Panel DME 3 to DME 6 Buttons" (page 20).

When using the GPI timeline, in the SETUP menu for PANEL GPI output, it is necessary to set "ACTION SELECT" to "TL MODE."

Option

Using the P2&GPI timeline function requires the optional BKDS-7001 Control Port Expansion Board to be installed in the control panel.

The PERIPHERAL II Protocol is a simple protocol which provides device IDs of 0 to 23, and LEARN, RECALL, and TRIGGER commands.

For more details, see "About PERIPHERAL II Protocol" (page 10).

What is the P2&GPI timeline function?

The P2&GPI timeline function allows LEARN, RECALL, and TRIGGER commands for any of the Peripheral 2 devices having IDs of 0 to 23 or GPI triggers for any of the control panel GPI OUT 1 to 8 ports to be pasted on the timeline and executed as effects.

Using the P2&GPI timeline function

As a particular application, you can control a device equipped with a Peripheral 2 interface, or a device connected through a device controller equipped with a Peripheral 2 interface (DNF CONTROLS and so on) in synchronization with switcher effects and DME effects.

Creating Effects With the P2&GPI Timeline Function

Selecting the P2&GPI timeline function

Use the following procedure.

1 In the numeric keypad section, press the EFF button, turning it on.

2 Press the DME 3 button or DME 4 button, turning it on.

Recalling a register

To recall a register in which an effect has been saved, use the following procedure.

1 In the numeric keypad section, press the RCALL button, turning it on.

2 Enter the number of the register you want to recall, and press the ENTER button.
To specify an empty register, enter a period (“.”) and press the ENTER button.

The register is recalled.

Creating a new effect

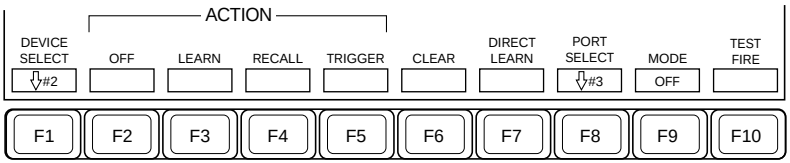
Use the following procedure.

1 In the menu control section, press the KF button.

The KEY FRAME menu appears.

2 Hold down the SHIFT button, and press F4 (P2&GPI).

The P2&GPI TIMELINE menu appears.



Function key indications in the P2&GPI TIMLINE menu

(Continued)

3 On the Key Frame Control Panel, press the EDIT ENABLE button, turning it on.

4
- To select a Peripheral 2 device, press F1 (DEVICE SELECT) or turn knob 2.
- To select a GPI port, press F8 (PORT SELECT) or turn knob 3.

5
- When you selected a Peripheral 2 device, press one of F3 to F5 to assign a command.
  In order not to assign a command, press F2 (OFF).
  F3 (LEARN): Save the current status information from the selected device in the register of the controller or the device.
  F4 (RECALL): Recall the status information from the register of the controller or the device.
  F5 (TRIGGER): Send a trigger command to the selected device from the controller or similar.
- Press F7 (DIRECT LEARN) to immediately send a LEARN command to the selected device.
- When you selected a GPI port, press F9 (MODE) to set the trigger on or off.

6 If you selected F3 to F5 or F7 in step **5**, enter the destination register number or trigger function number, and press the ENTER button.

7 On the Key Frame Control Panel, press the INS button.

The key frame number appears as “1/1”.

To check the operation
Press F10 (TEST FIRE).
This outputs all of the Peripheral 2 commands and GPI triggers set for this key frame.

8 If necessary, change the key frame duration.

Repeat steps **4** to **8** to create all of the required key frames.

For creating and editing P2&GPI timeline effect key frames, the same functions are supported as on the switcher subregisters (M/E-1 and so on).

For more details, see "Key Frame Creation and Editing" (page 8-6).

Notes

- P2&GPI timeline effects are not backed up on the switcher itself. Resetting the control panel destroys the data. Save any important data on a 3.5-inch floppy disk.
- The setting of key frame 1 (KF#1) for P2&GPI timeline effects is reflected when you recall (when Recall & Rewind mode is set) or rewind. However, the key frame 1 image is not reproduced when you press the RUN button to execute.

Example of Control With the Peripheral 2 Timeline Function

Purpose

To carry out the following control functions on a disk recorder through a controller using the Peripheral 2 interface (such as DFS CONTROLS):
• Cue up to the playback start point.
• Start playback.
• Stop after 10 seconds.

Preparations

Settings on the controller

Save the timecode value and clip name for the disk recorder in Cue Point Register #2. (Depending on the controller it may be possible to press F7 (DIRECT LEARN) in the P2&GPI timeline menu to save the current status of the disk recorder in any chosen register.)

Note

The description of the recall and execution procedure in the next section assumes that the PLAY command is assigned to the TRIGGER #1 and STOP command to TRIGGER #4.

Settings on the switcher

With the disk recorder to be controlled as DEVICE 1, make the following settings in the P2&GPI timeline menu, and save as EFFECT #1.

EFFECT #1:
KF#1:RECALL #2(DEVICE#1), KF DURATION:0.00
KF#2:TRIGGER #1(DEVICE#1), KF DURATION:10.00
KF#3:TRIGGER #4(DEVICE#1), KF DURATION:1.00

Recalling and executing

Use the following procedure.

1 On the switcher recall EFFECT #1.

This outputs the KF#1 RECALL command, and Cue Point Register #2 of the controller is recalled, and the disk recorder is cued up to the specified clip name and timecode value.
KF#1 is carried out on recall if the R & R (Recall & Rewind) mode is set.

2 In the key frame control section, press the RUN button.

Since KF DURATION is set to 0.00, the KF#2 TRIGGER#1 command is immediately output, the controller converts the PLAY command, and the disk recorder starts playback.
After 10 seconds, the KF#3 TRIGGER#4 command is output, the controller converts the STOP command, and the disk recorder stops.

For example, to execute KF#2 one second after pressing the RUN button, set KF#1 KF DURATION to 1.00. In this case again, KF#1 is not executed.

PERIPHERAL II Protocol

DVS-7000 Series Switchers use PERIPHERAL II protocol to interface with peripherals. Peripheral transmission to the switcher is not required.

The PERIPHERAL II protocol accommodates up to 24 devices on the same bus. The switcher selects devices on the bus by using an address from 0 to 23.

PERIPHERAL II can initiate (trigger) an operation once a recall has taken place. The PERIPHERAL II protocol acts as a serial form of GPI contact closure.

Unlike the SMPTE ES bus protocol, PERIPHERAL II does not use BRK/ address/STX as part of its command syntax. The command syntax uses 23 ASCII characters which may be displayed on a conventional computer terminal.

There are six commands in the PERIPHERAL II command set: LEARN, RECALL, TRIGGER, QUERY, READ, and WRITE. DVS-7000 Series Switchers only use LEARN, RECALL, and TRIGGER commands, which are described on the following pages.

Command and Character Set

PERIPHERAL II protocol uses the following commands and characters:

One-character command abbreviations:

L: Learn
R: Recall
T: Trigger
<cr>: End of Message (carriage return)

Data:

0-9
A-F
All other ASCII characters are reserved for future use.

Message Format

A PERIPHERAL II message begins with a command abbreviation, followed by one or more fields containing the data characters listed above. Fields are not separated by spaces. The message ends with a carriage return. PERIPHERAL II protocol ignores the ASCII characters for line feed and space within the body of a command.

Note

When a peripheral encounters a command with an unknown keyword, it should ignore the reminder of the message and go on to parse the next message.

PERIPHERAL II Commands

Learn

The LEARN command is sent by the master device to the peripheral device and is used to store data needed to save the selected peripheral device's state. The peripheral does not acknowledge this command.
The format of the LEARN command is:

Format:Ldddddddrrr<cr>

L	The LEARN command abbreviation.
dddddd	The peripheral address. It is a 6-character field that is interpreted as a hex representation of a 3-byte or 24-bit bitmask. The bits that are set (value 1) indicate which of 24 peripherals are included in the LEARN command.
rrr	A 3-character field which is interpreted as a register number from 0 to FFF.
<cr>	A carriage return.

Recall

The master device sends a RECALL command to selected peripherals prior to the vertical interval in which the master actually performs the recall. The amount of advance notice provided by the master may vary from one switcher to another. The maximum amount of advance is 7.5 fields, and the minimum is 1.5 fields. The peripheral does not respond to this command.

The format of the RECALL command is:

Format:Rddddddrrr<cr>

R	The RECALL command abbreviation.
dddddd	The peripheral address. It is a 6-character field that is interpreted as a hex representation of a 3-byte or 24-bit bitmask. The bits that are set (value 1)indicate which of 24 peripherals are included in the RECALL command.
rrr	A 3-character field, which is interpreted as a register number from 0 to FFF.
<cr>	A carriage return.

Trigger

The master device sends a TRIGGER command to run an event that has been previously readied. For example, a disk read command sends a character generator to recall the text of a credit sequence (unknown execution time) would be followed by a precisely timed TRIGGER command, causing a credit roll to take place. Further, a peripheral can have up to 16 triggerable functions.

The trigger command is sent either as part of a register recall or as the result of some manual operation of the panel. When invoked as part of a recall, the command is sent to the selected peripherals prior to the vertical interval in which the master actually performs the recall.

The amount of advance notice provided by the master may vary from one switcher to another, from a maximum advance of 7.5 fields to a minimum of 1.5 fields. There is no response to this command from the peripheral.

The format of the TRIGGER command is:

Format:Tddddddrrr<cr>

T	The TRIGGER command abbreviation.
dddddd	The peripheral address. It is a 6-character field that is interpreted as a hex representation of a 3-byte or 24-bit bitmask. The bits that are set (value 1) indicate which of 24 peripherals are included in the TRIGGER command.
rrr	A 3-character field which is interpreted as a register number from 0 to FFF.
<cr>	A carriage return.

Selecting Extended DME Wipe Patterns

User's Guide name	BZS-7020A	BZS-7040A	BZS-7060A
Related page	4-130	4-82	4-90

You can select the following extended DME wipe pattern numbers on the DME-3000 (version 3.10 or later) and DME-7000 (version 3.20 or later).
• 1500 to 1577 (3D transform effects)
• 1600 to 1678 (sparkle effects)
• 1700 to 1702 (picture modifier effects)

For details of the patterns, see the "Effect Pattern List" at the end of this supplement.

Selecting an extended pattern

With the DME WIPE menu displayed, enter the desired pattern number from the numeric keypad, then press the ENTER button.

Interface to the New WACOM Tablet

User's Guide name	BZS-7020A	BZS-7040A	BZS-7060A
Related page	12-5	12-5	12-5

You can use the new "intuos" series of tablets from WACOM (WACOM V protocol). When you connect the intuos series tablet, the type and size are recognized automatically, and no settings are required on the tablet.

Recommended model: WACOM GD-0405-R or GD-0608-R

Connection: Connect by the same method as the previous recommended model UD-0608-R. *For details, refer to the User's Guide.*

Still Mode During VTR Control

User's Guide name	BZS-7020A	BZS-7040A	BZS-7060A
Related page	13-8	13-8	13-8

When you enter a timecode in a VTR control register, if the timecode value for the stop point is equal to or earlier than the value for the start point, then when you press the RUN button in the key frame operation section, this switches to a "Still mode" in which the VTR pauses.

Resetting Communications Between the Control Panel and the Switcher

User's Guide name	BZS-7020A	BZS-7040A	BZS-7060A
Related page	14-17	14-16	14-15

Resetting communications between the control panel and the switcher

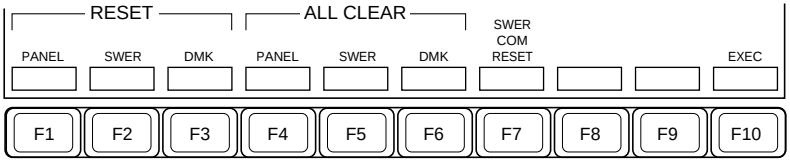
Use the following procedure.

1 In the SETUP menu select item 1 (SYSTEM).

The SYSTEM menu appears.

2 Select F6 (INITIALIZE).

The INITIALIZE menu appears.



Function key indications in the INITIALIZE menu

3 Press F7 (SWER COM RESET).

4 Press F10 (EXEC).

The function key indications change.

5 To carry out the reset press F9 (YES), and to cancel the reset press F10 (NO).

Switching the AUTO PVW2 Operation Mode

User's Guide name	BZS-7020A	BZS-7040A	BZS-7060A
Related page	14-42	14-30	14-31

Switching the AUTO PVW2 operation mode

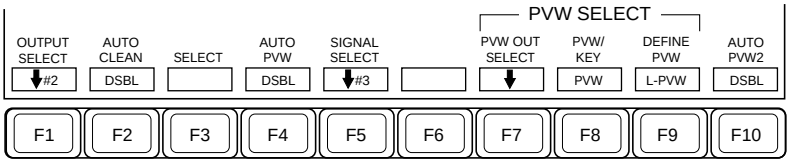
Use the following procedure.

1 In the SETUP menu select item 2 (INPUT/OUTPUT).

The INPUT/OUTPUT menu appears.

2 Select F9 (OUTPUT ASSIGN).

The OUTPUT ASSIGN menu appears.



Function key indications in the OUTPUT ASSIGN menu

3 Press F10 (AUTO PVW2), to select one of the following modes.

DSBL: Disable the AUTO PVW2 function.
EDPVW: Enable the AUTO PVW2 function on the EDIT PVW bus.
ALL: Enable the AUTO PVW2 function on all AUX buses including EDIT PVW.

Switching the Show Key Function Operation Mode

User's Guide name	BZS-7020A	BZS-7040A	BZS-7060A
Related page	14-45	14-32	14-33

Switching the show key function operation mode

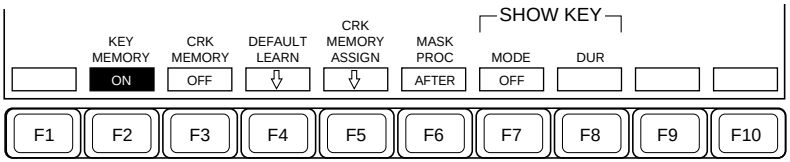
Use the following procedure.

1 In the SETUP menu select item 3 (EFFECT).

The EFFECT menu appears.

2 Select F3 (KEYER).

The KEYER menu appears.



Function key indications in the KEYER menu

3 Press F7 (SHOW KEY MODE), to select one of the following modes.

OFF: Disable the show key function.
EDPVW: Enable the show key function on the EDIT PVW bus.
ALL: Enable the show key function on all AUX buses including EDIT PVW.

Carrying Out Setup Relating to External Devices Controlled Using the Control Panel DME 3 to DME 6 Buttons

User's Guide name	BZS-7020A	BZS-7040A	BZS-7060A
Related page	14-62	14-47	14-49

The following descriptions are common to the BZS-7020A, BZS-7040A and BZS-7060A with the exception of settings for the DME 5 and DME 6 buttons (device 2), which cannot be made in the BZS-7040A/7060A.

Normally, the DME 3 to DME 6 buttons in the numeric keypad section are used to control a DME-7000/3000. These buttons can also be used to control external devices compatible with the PERIPHERAL II protocol or VTR protocol.

External devices controllable using DME 3 or DME 4 button

Device	Protocol	Interface port
DME 3 or DME 4	DME	REMOTE2
Devices compatible with PERIPHERAL II protocol	PERIPHERAL II	REMOTE2
GPI-compatible devices	—	GPI

External devices controllable using DME 5 or DME 6 button

Device	Protocol	Interface port
DME 5 or DME 6	DME	REMOTE3
Devices compatible with PERIPHERAL II protocol	PERIPHERAL II	REMOTE3
GPI-compatible devices	—	GPI
VTR1 and VTR2	VTR	REMOTE 4 and REMOTE 5

Option

Using the REMOTE 2 to REMOTE 5 ports requires the optional BKDS-7001 Control Port Expansion Board.

The following describes how to make these settings in the PANEL PORT ASSIGN menu.

Setting external devices controlled using DME 3 to DME 6 buttons

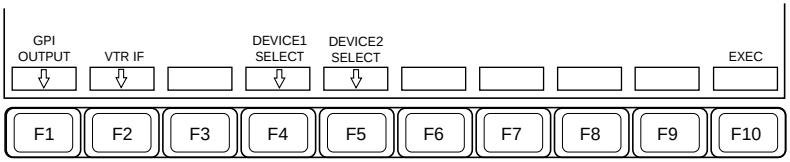
Use the following procedure.

1 In the SETUP menu select item 4 (PERIPH).

The PERIPH menu appears.

2 Press F9 (PANEL PORT).

The PANEL PORT ASSIGN menu appears.



Function key indications in the PANEL PORT ASSIGN menu

In the case of the BZS-7040A/7060A, F5(DEVICE2 SELECT) does not appear and the function key indication for F4 is “DEVICE SELECT.”

3 For settings for the DME 3 and DME 4 buttons, press F4 (DEVICE1 SELECT); for settings for the DME 5 and DME 6 buttons, press F5 (DEVICE2 SELECT).

The DEVICE SELECT menu appears.

4
- For DEVICE1 (DME 3 and DME 4 buttons), select from F1 (GPI), F2 (DME3&4), F3 (PERIPH), and F4 (P2TL).
- For DEVICE2 (DME 5 and DME 6 buttons), select from F1 (GPI), F2 (DME 5&6), F3 (PERIPH), and F4 (VTR).

F1 (GPI): Control the external device connected to a GPI port of the control panel.
When this is selected, press F1 (GPI OUTPUT) and make the required GPI output port settings (*see the next section for details*).
F2 (DME 3&4)/(DME 5&6): Control a DME-7000/3000.
F3 (PERIPH): Control an external device compatible with the PERIPHERAL II protocol.
F4 (P2TL): Carry out timeline control of an external device supporting the PERIPHERAL II protocol.
F4 (VTR): Control a VTR.

(Continued)

5 Press F10 (EXEC).

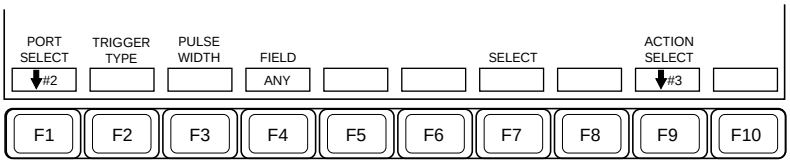
The control panel is reset and the selected interface is set.

Setting the GPI output ports

When the DME 3 to DME 6 buttons are linked to the GPI output ports, use the following procedure to set the GPI output ports.

1 In the PANEL PORT ASSIGN menu (see previous page), press F1 (GPI OUTPUT).

The GPI OUTPUT menu appears.



Function key indications in the GPI OUTPUT menu

2 Either press F1 (PORT SELECT) or turn knob 2 to align the cursor with the one of the GPI output ports (1 to 8) for which you wish to make the setting.

3 Press F2 (TRIGGER TYPE) to select the trigger signal polarity.

Pressing F2 cycles through the settings: ⎍, ⎎, ⨯, and NOP.

⎍: When the trigger occurs, the relay contact opens or the output level turns high, and then that state is maintained for the specified pulse width.

⎎ : When the trigger occurs, the relay contact closes or the output level turns low, and then that state is maintained for the specified pulse width.

⨯: When the trigger occurs, relay contact state or output level alternately switches between closed and open or between high and low.

NOP: The trigger has no effect on the relay state or output level.

4 Press F3 (PULSE WIDTH), then turn knob 4 to adjust the pulse width (1 to 60 fields).

5 Press F4 (FIELD) to select the GPI trigger output timing.

Pressing this button cycles through the settings: ANY (arbitrary timing), F1 (first field), and F2 (second field).

6 Press F9 (ACTION SELECT) or turn control knob 3 to align the cursor with the desired action causing the GPI output.

- If you selected F1 (GPI) for DEVICE1 or DEVICE2, select “GPI MODE.”
- If you selected F4 (P2TL) for DEVICE1, select “TL MODE.”

7 Press F7 (SELECT) to confirm the selection of the action causing the GPI output.

8 Repeat steps **2** to **7** to make the settings for the other output ports.

Setting VTR Constants

User's Guide name	BZS-7020A	BZS-7040A	BZS-7060A
Related page	14-65	14-48	14-51

It is necessary to set the VTR constants so that in VTR control, the VTR stops precisely at the timecode set for the stop point.

Setting VTR Constants

Use the following procedure.

1 In the SETUP menu select item 4 (PERIPH).

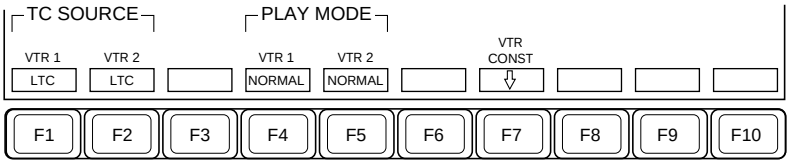
The PERIPH menu appears.

2 Select F9 (PANEL PORT).

The PANEL PORT ASSIGN menu appears.

3 Select F2 (VTR IF).

The VTR INTERFACE menu appears.



Function key indications in the VTR INTERFACE menu

4 Select F7 (VTR CONST).

The function key indications change.

5 Set F3 (VTR1 OVER RUN) and F6 (VTR2 OVER RUN).

The OVER RUN setting is a fixed value for the particular model of VTR. (Byte 7 of the VTR constants)

Assigning Functions to the NAM Button and SUPER MIX Button

User's Guide name	BZS-7020A	BZS-7040A	BZS-7060A
Related page	14-81	14-57	14-65

You can assign the key ON/OFF or key mix function to the NAM button and SUPER MIX button in the transition operation section of each M/E bank.

Assigning functions to the NAM button and SUPER MIX button

Use the following procedure.

1 In the SETUP menu select item 5 (OPERATION).

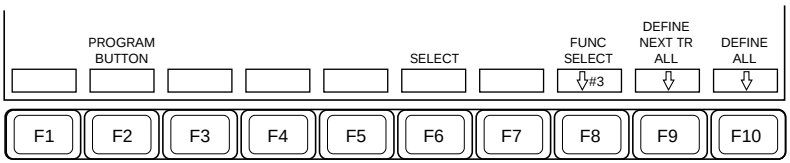
The OPERATION menu appears.

2 Select F5 (OPERAT MODE).

The OPERATION MODE menu appears.

3 Press F8 (PROGRAM BUTTON).

The PROGRAMMABLE BUTTON menu appears.



Function key indications in the PROGRAMMABLE BUTTON menu

4 Hold down F2 (PROGRAM BUTTON), and press the NAM button or SUPER MIX button.

5 Press F8 (FUNC SELECT), or turn knob 3, to select one of the following settings from the list.

NAM & SUPER MIX: Assign the functions given by the button names (NAM and super mix). (Factory default setting)
KEY1, KEY2 ON: Assign the same functions as the KEY1 ON and KEY2 ON buttons in the M/E key operation section.
KEY1, KEY2 MIX: Assign the same functions as the KEY1 MIX and KEY2 MIX buttons in the M/E key operation section.

Switching the Operation Mode of the AUTO TRANS Button and RUN Button

User's Guide name	BZS-7020A	BZS-7040A	BZS-7060A
Related page	14-82	14-60	14-66

You can switch the operation mode of the AUTO TRANS button (including during a key mix) and two presses of the RUN button (when the button is pressed again during execution).

Switching the operation mode of the AUTO TRANS button and RUN button

Use the following procedure.

1 In the SETUP menu select item 5 (OPERATION).

The OPERATION menu appears.

2 Select F5 (OPERAT MODE).

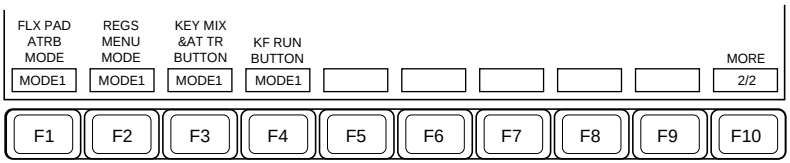
The OPERATION MODE menu appears.

3 Select F7 (CUSTOM MODE).

The CUSTOM MODE menu appears.

4 Select F10 (MORE).

The function key indications change as follows.



5 • To switch the operation of the AUTO TRANS button, press F3 (KEY MIX & AT TR BUTTON), to select one of the following settings.

MODE1: A second press stops the transition.
MODE2: A second press is ignored, and the transition continues.

• To switch the operation of the RUN button, press F4 (KF RUN BUTTON), to select one of the following settings.

MODE1: A second press stops the effect.
MODE2: A second press is ignored, and the effect continues.

Switching the REGISTER Menu Display Mode

User's Guide name	BZS-7020A	BZS-7040A	BZS-7060A
Related page	14-82	14-60	14-66

Changing the information displayed in the REGISTER menu

Use the following procedure.

1 In the SETUP menu select item 5 (OPERATION).

The OPERATION menu appears.

2 Select F5 (OPERAT MODE).

The OPERATION MODE menu appears.

3 Select F7 (CUSTOM MODE).

The CUSTOM MODE menu appears.

4 Select F10 (MORE).

The function key indications change. *(See page 26.)*

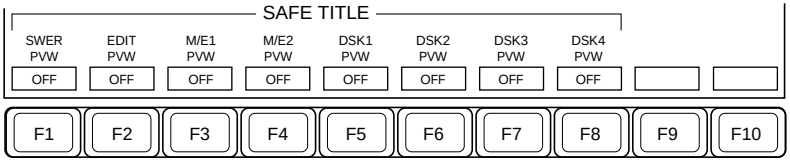
5 Press F2 (REGS MENU MODE) to select one of the following.

MODE1: When an effect or snapshot is selected in the REGISTER menu, show the subregister holding the data.
MODE2: When an effect or snapshot is selected in the REGISTER menu, show the name of the register holding the data.

Safe Title Link (DVS-7350 system only)

User's Guide name	BZS-7020A	BZS-7040A	BZS-7060A
Related page	12-8, 14-48		

When AUTO PVW2 is set to EDPVW or ALL, as the safe title on the EDIT PVW output is switched on or off, the safe title on the output assigned by F8 (DSK4 PVW) in the SAFE TITLE menu *(see figure below)* under the MISC menu is also automatically switched on or off in the same way.



Function key indications in the SAFE TITLE menu

However, this linking does not occur if the output assigned with F8 in the SETUP menu is PGM.

For details for the SAFE TITLE menu under the SETUP menu, see the page 14-48.

Overwriting the DMK-7000 Cross-Point Assignment Data (DVS-7350 system only)

User's Guide name	BZS-7020A	BZS-7040A	BZS-7060A
Related page	14-13		

You can overwrite the XPT ASSIGN and AUTO SELECT settings in the DMK with the corresponding data from the switcher.

Overwriting the DMK-7000 cross-point assignment data

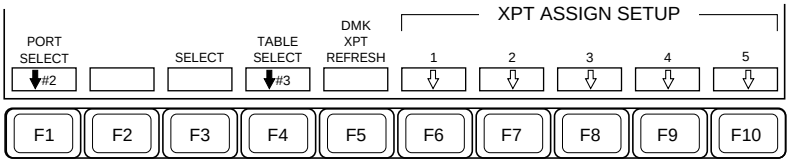
Use the following procedure.

1 In the SETUP menu select item 1 (SYSTEM).

2 Select F4 (SYSTEM CONFIG).

3 Select F10 (MLT XPT ASSIGN).

The MLT XPT ASSIGN menu appears.



Function key indications in the MLT XPT ASSIGN menu

4 Press F5 (DMK XPT REFRESH).

Next Transition Setting Selected by the NEXT TR ALL Button (DVS-7350 system only)

User's Guide name	BZS-7020A	BZS-7040A	BZS-7060A
Related page	14-75		

When "NEXT TR ALL" is assigned to the blank programmable button in the transition operation section on the PGM/PST bank, you can specify the range of the next transition selected when you press this button.

Specifying the range of the next transition selected by pressing the "NEXT TR ALL" button

Use the following procedure.

1 In the SETUP menu select item 5 (OPERATION).

The OPERATION menu appears.

2 Select F5 (OPERAT MODE).

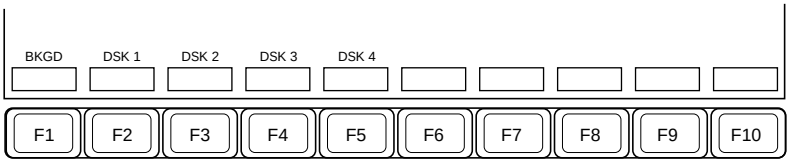
The OPERATION MODE menu appears.

3 Press F8 (PROGRAM BUTTON).

The PROGRAMMABLE BUTTON menu *(see page 25)* appears.

4 Press F9 (DEFINE NEXT TR ALL)

The function key indications change as follows.



5 Select the range to be selected by pressing the NEXT TR ALL button, from F1 (BKGD) to F5 (DSK4).

Assigning Functions to the Buttons in the DSK Operation Section (DVS-7350 system only)

User's Guide name	BZS-7020A	BZS-7040A	BZS-7060A
Related page	14-81		

You can assign the PVW SELECT function to the NORM, NORM/REV, REV and two blank buttons in the DSK operation section.

Assigning functions to the buttons in the DSK operation section

Use the following procedure.

1 In the SETUP menu select item 5 (OPERATION).

The OPERATION menu appears.

2 Select F5 (OPERAT MODE).

The OPERATION MODE menu appears.

3 Press F8 (PROGRAM BUTTON).

The PROGRAMMABLE BUTTON menu *(see page 25)* appears.

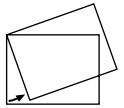
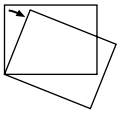
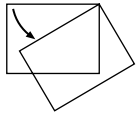
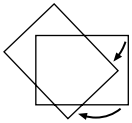
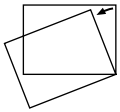
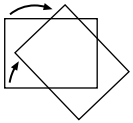
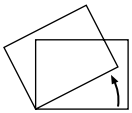
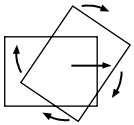
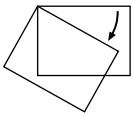
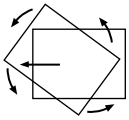
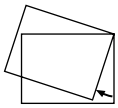
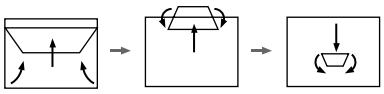
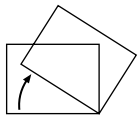
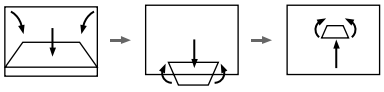
4 Hold down F2 (PROGRAM BUTTON), and press the button to which you wish to assign the PVW SELECT funciton.

5 Press F8 (FUNC SELECT) or turn knob 3, to select PVW SELECT from the list.

This assigns the following functions to the buttons.

NORM: Select M/E-1 PVW on the EDIT PVW bus.
NORM/REV: Select M/E-2 PVW on the EDIT PVW bus.
REV: Select M/E-3 PVW on the EDIT PVW bus.
Blank button (upper): Select PRESET on the EDIT PVW bus.
Blank button (lower): Select DIRECT IN(EXT) on the EDIT PVW bus.

Effect Pattern List

3D transform effects			
1500		1507	
1501		1508	
1502		1509	
1503		1510	
1504		1511	
1505		1512	
1506		1513	

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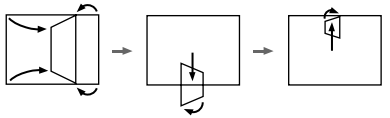
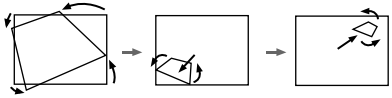
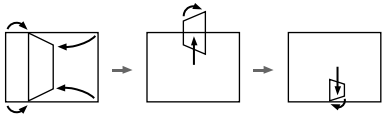
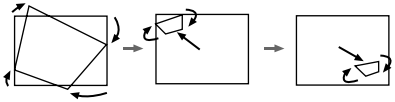
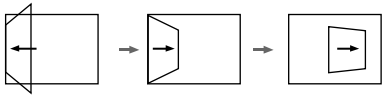
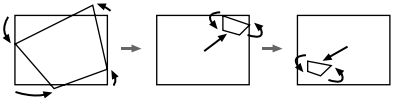
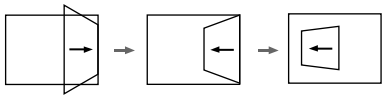
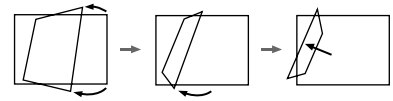
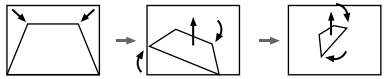
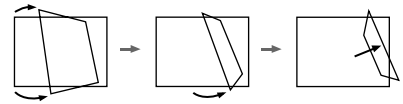
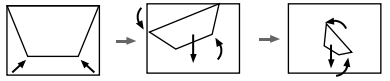
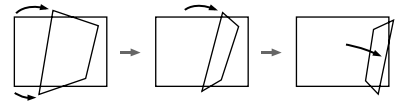
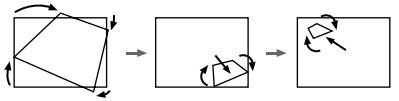
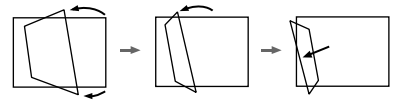
3D transform effects (Continued)

1514		1521	
1515		1522	
1516		1523	
1517		1524	
1518		1525	
1519		1526	
1520		1527	

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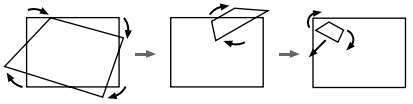
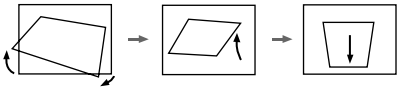
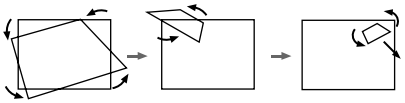
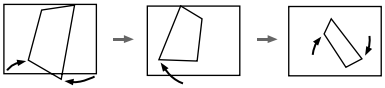
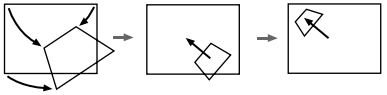
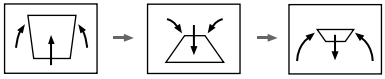
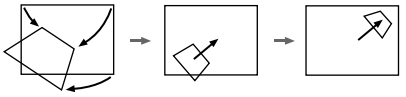
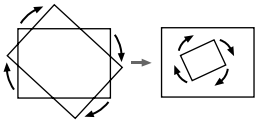
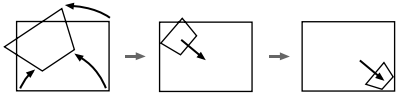
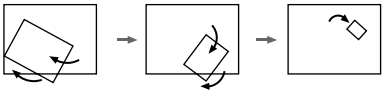
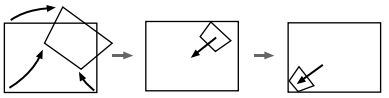
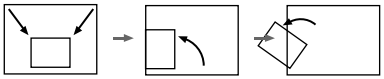
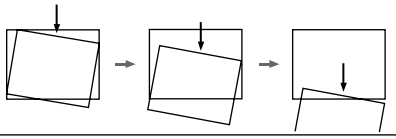
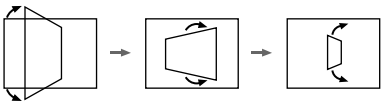
3D transform effects (Continued)

1528		1535	
1529		1536	
1530		1537	
1531		1538	
1532		1539	
1533		1540	
1534		1541	

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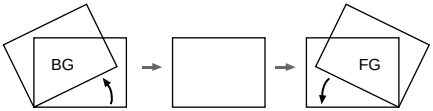
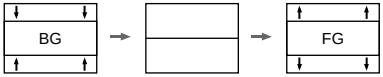
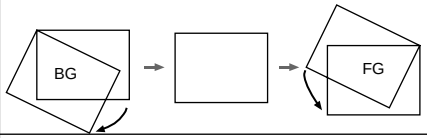
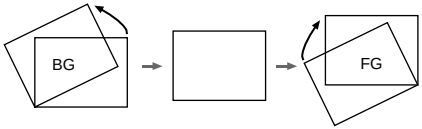
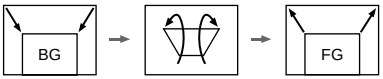
3D transform effects (Continued)

1550		1557	
1551		1558	
1552		1559	
1553		1560	
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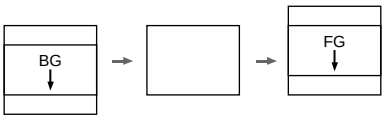
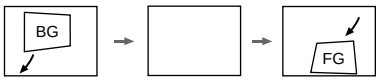
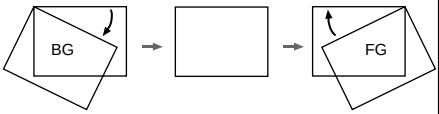
1555		1562	
1556		1563	

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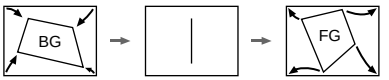
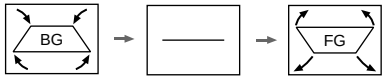
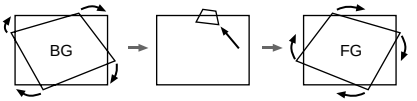
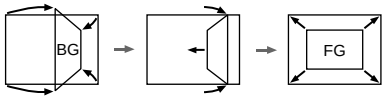
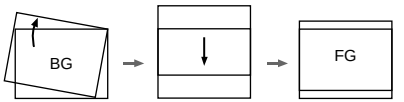
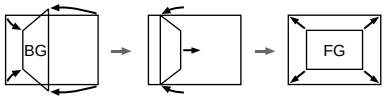
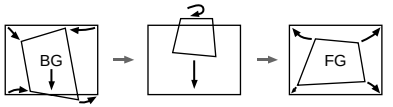
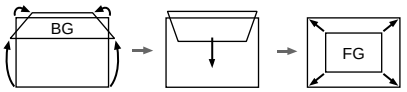
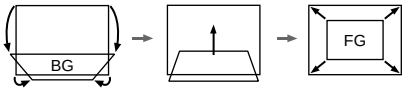
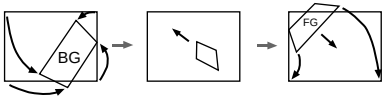
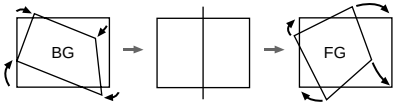
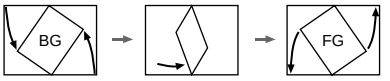
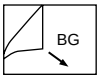
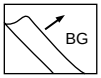
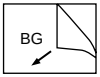
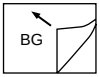
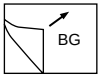
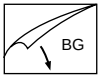
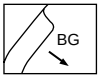
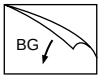
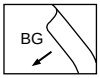
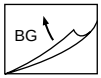
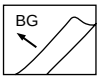
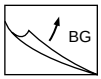
3D transform effects (Continued)

1564		1571	
1565		1572	
1566		1573	
1567		1574	
1568		1575	
1569		1576	
1570		1577	

Sparkle effects			
1600		1607	
1601		1608	
1602		1609	
1603		1610	
1604		1611	
1605		1612	
1606		1613	

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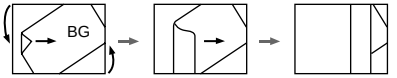
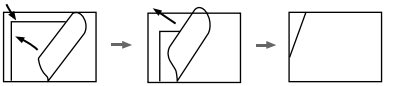
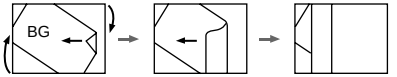
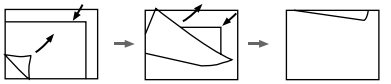
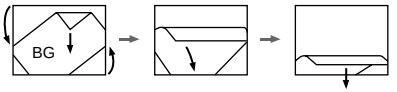
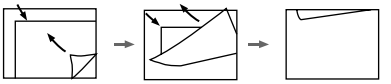
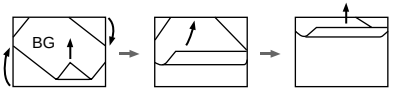
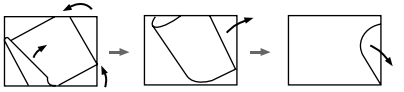
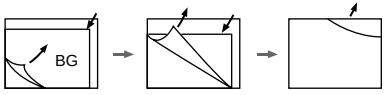
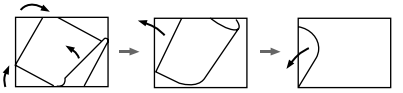
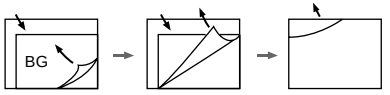
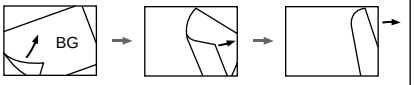
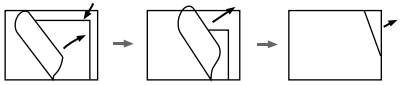
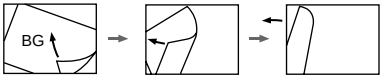
Sparkle effects (Continued)

1614		1623	
1615		1624	
1616		1625	
1617		1626	
1620		1627	
1621		1628	
1622		1629	

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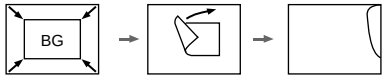
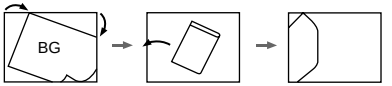
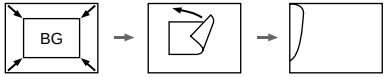
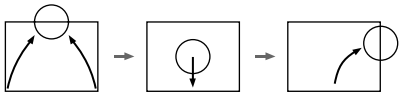
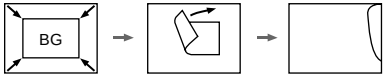
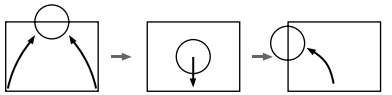
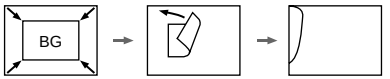
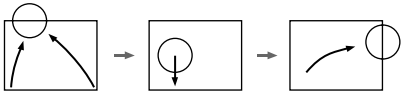
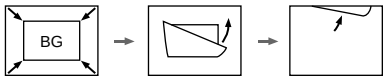
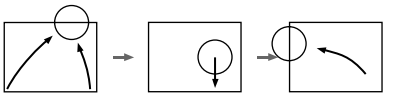
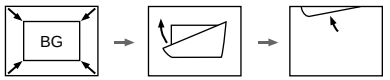
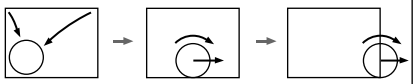
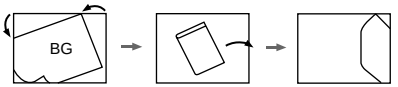
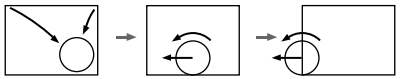
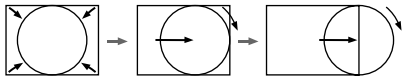
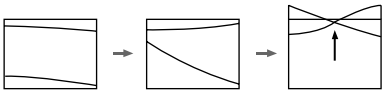
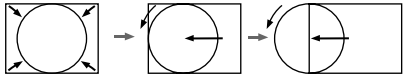
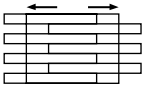
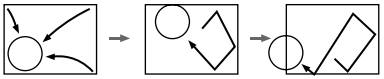
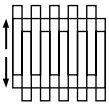
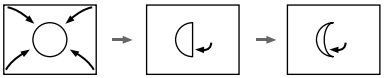
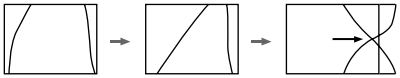
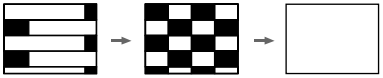
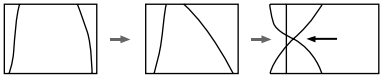
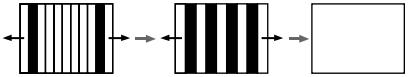
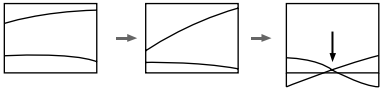
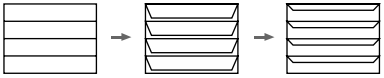
Sparkle effects (Continued)

1630		1637	
1631		1640	
1632		1641	
1633		1642	
1634		1643	
1635		1644	
1636		1645	

(Continued)

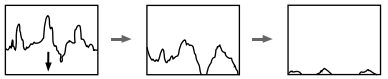
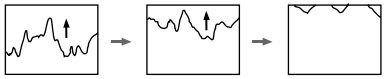
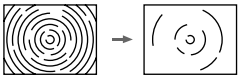
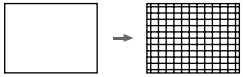
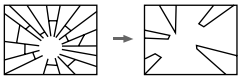
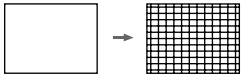
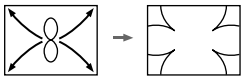
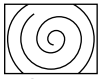
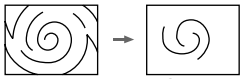
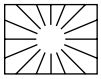
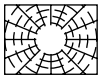
Sparkle effects (Continued)

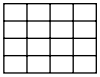
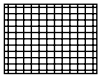
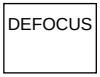
1646	 CIRCLE	1653	
1647	 CIRCLE	1654	
1648		1655	
1649		1656	
1650		1657	
1651		1658	 FLYING BARS
1652		1659	 BLIND

(Continued)

Effect Pattern List

Sparkle effects (Continued)

1660	 MELT	1672	 RIPPLE(Radial)
1661	 MELT	1673	 RIPPLE(Angular)
1662	 RINGS	1674	 MOSAIC(H&V)
1663	 BROKEN GLASS	1675	 MOSAIC(SLANT)
1664	 EXPLOSION	1676	 SWIRL
1665	 SWIRL	1677	 KALEIDO
1670	 WAVE	1678	 KALEIDO
1671	 FLAG		

Picture modify effects			
1700	 MULTI MOVE	1702	 MOSAIC
1701	 DEFOCUS		