

SONY®

Multi Format Switcher System

MFS-2000 System

(With MKS-2010/MKS-2015/MKS-2017 Control Panel)

User's Guide Appendix English

1st Edition (Revised 2)

Software Version 3.00 and Later

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Appendix

Effect Types List

The effects provided by the MFS-2000 system are classified into the groups shown in the following table.

See the “Effect Pattern List” (page 30) for more information about specific effect patterns and pattern numbers.

Pattern group name	Pattern number
Standard	0001 to 0024
Enhanced	0026 to 0049, 0300 to 0304
Rotary	0100 to 0162, 0516 to 0661
Matrix	0200 to 0269
Random Matrix	0270 to 0273
Diamond Dust	0274
NAM/Super Mix	0901, 0902
Slide ^{a)}	1001 to 1008
Split ^{a)}	1011 to 1013
Expansion ^{a)}	1015 to 1020, 1821
Squeeze ^{a)}	1021 to 1031
Door ^{a)}	1041 to 1048
2D Trans ^{a)}	1051 to 1069
3D Trans ^{a)}	1071 to 1094
Flip Tumble ^{a)}	1101 to 1113, 1121 to 1128, 1131 to 1138
Frame In/Out ^{a)}	1201 to 1208, 1221 to 1224, 1231
Picture-in-picture ^{a)}	1251, 1252
Page Turn ^{a)}	1301 to 1313, 1315 to 1318, 1341 to 1345
Page Roll ^{a)}	1321 to 1333, 1335 to 1338, 1346 to 1350
Mirror ^{a)}	1351 to 1358
Accordion ^{a)}	1361 to 1364
Sphere ^{a)}	1365 to 1369, 1501, 1551

Pattern group name	Pattern number
Character Trail ^{a)}	1371 to 1374
Wave ^{a)}	1375 to 1379, 1553, 1554
Ripple ^{a)}	1381, 1382, 1555, 1556
Split Slide ^{a)}	1384 to 1389
Sparkle ^{a)}	1391 to 1399, 1831
Mosaic ^{a)}	1701, 1801 to 1803
Defocus ^{a)}	1702, 1805 to 1807
Color Modify ^{a)}	1809 to 1811
Multi Move ^{a)}	1822
User Programmable DME ^{a)}	1901 to 1999
Slide (2ch) ^{a)}	2601 to 2608
Squeeze (2ch) ^{a)}	2621 to 2628
2D Trans (2ch) ^{a)}	2611 to 2620
3D Trans (2ch) ^{a)}	2631 to 2648
Picture-in-picture (2ch) ^{a)}	2651, 2652
Page Turn (2ch) ^{a)}	2701 to 2713, 2715 to 2718, 2741 to 2745
Page Roll (2ch) ^{a)}	2721 to 2733, 2735 to 2738, 2746 to 2750
Ripple (2ch) ^{a)}	2751, 2752
Frame In/Out (2ch) ^{a)}	2851 to 2854, 2861 to 2864
User Programmable DME (2ch) ^{a)}	2901 to 2999

a) The DME option must be installed to use DME 1- and 2-channel effects.

Effect Control Parameter List

The following effect patterns have parameters which you can change by rotating the knobs in the menu control block.

Note

For 2-channel effect patterns, parameters are adjusted for both channels at once.

Pattern group name	Pattern number	Parameters	Description	Setting values	Remarks
Enhanced	0049	Knob 1 (Polygon No.)	Number of corners	3 to 64	
		Knob 2 (Star Rate)	Corner sharpness	−100.00 to +100.00	−100.00: Corners rounded away +100.00: Corners sharpest
Matrix	0200 to 0203, 0206 to 0213, 0224 to 0247, 0250 to 0257, 0260 to 0269	Knob 1 (H Tile No.)	Number of horizontal tiles	2 to 36	
		Knob 2 (V Tile No.)	Number of vertical tiles	2 to 18	
	0220 to 0223	Knob 1 (Start)	Positions where tiles appear	−100.00 to +100.00	−100.00: Top edge (or left edge) of screen +100.00: Bottom edge (or right edge) of screen
		Knob 2 (Row No.)	Number of tile rows shown	1 to 36	
		Knob 3 (Phase)	Step to next row	0.00 to 100.00	0.00: Tiles displayed simultaneously in each row. 100.00: Display of tiles in next row starts when display of tiles in current row is completed.
Random Matrix	0273	Knob 1 (H Size)	Horizontal size of tiles	0.00 to 100.00	
		Knob 2 (V Size)	Vertical size of tiles	0.00 to 100.00	
		Knob 3 (Volatility)	Tile generation rate	0.00 to 100.00	
Diamond Dust	0274	Knob 1 (H Size)	Horizontal size of particles	0.00 to 100.00	
		Knob 2 (V Size)	Vertical size of particles	0.00 to 100.00	
		Knob 3 (Flash Rate)	Particle generation rate	0.00 to 100.00	The pattern does not vary when Flash Rate is set to 0.00 (regardless of setting values of H Size and V Size).
NAM/Super Mix	0902	Knob 1 (A-Gain)	Gain of program video at midpoint of transition	0.00 to 100.00	
		Knob 2 (B-Gain)	Gain of preset video at midpoint of transition	0.00 to 100.00	

Pattern group name	Pattern number	Parameters	Description	Setting values	Remarks
2D Trans	1069	Knob 1 (Offset)	Distance traveled by the image	0.00 to 100.00	
		Knob 2 (Magnitude)	Amount of rotation during transition	–200.00 to +200.00	–200%: 720° counterclockwise rotation (2 rotations) +200%: 720° clockwise rotation (2 rotations)
		Knob 3 (Angle)	Direction of movement at the start of transition	–100.00 to +100.00	–100%: 360° counterclockwise rotation +100%: 360° clockwise rotation
		Knob 4 (Rot Z)	Start point of rotation	–200.00 to +200.00	–200%: 720° counterclockwise rotation (2 rotations) +200%: 720° clockwise rotation (2 rotations)
Frame In/Out	1231	Knob 1 (Rot X)	Rotation (horizontal direction) around Y axis	–100.00 to +100.00	
		Knob 2 (Rot Y)	Rotation (vertical direction) around X axis	–100.00 to +100.00	
		Knob 3 (Rot Z)	Rotation around Z axis	–100.00 to +100.00	
		Knob 4 (Pers)	Perspective	–100.00 to +100.00	–100%: Least perspective +100%: Most perspective
Picture-in-picture	1252	Knob 1 (Rot X)	Rotation (horizontal direction) around Y axis	–100.00 to +100.00	
		Knob 2 (Rot Y)	Rotation (vertical direction) around X axis	–100.00 to +100.00	
		Knob 3 (Rot Z)	Rotation around Z axis	–100.00 to +100.00	
		Knob 4 (Pers)	Perspective	–100.00 to +100.00	–100%: Least perspective +100%: Most perspective
Page Turn	1301 to 1313, 1315 to 1318, 1341 to 1345	Knob 1 (Radius)	Radius of turn part	0.00 to 200.00	
		Knob 2 (Magnitude)	Amount of rotation during transition	–100.00 to +100.00	
		Knob 3 (Start Angle)	Angle at which turn starts	–100.00 to +100.00	
Page Roll	1321 to 1333, 1335 to 1338, 1346 to 1350	Knob 1 (Radius)	Radius of roll part	0.00 to 200.00	
		Knob 2 (Magnitude)	Amount of rotation during transition	–100.00 to +100.00	
		Knob 3 (Start Angle)	Angle at which roll starts	–100.00 to +100.00	

Pattern group name	Pattern number	Parameters	Description	Setting values	Remarks
Sphere	1501, 1551	Knob 1 (Rot X)	Amount of rotation in horizontal direction	–100.00 to +100.00	–100%: 360° counterclockwise rotation +100%: 360° clockwise rotation
		Knob 3 (Rot Z)	Rotation around Z axis	–100.00 to +100.00	–100%: 360° counterclockwise rotation +100%: 360° clockwise rotation
		Knob 4 (Radius)	Radius of sphere	0.00 to 100.00	0%: Plane 100%: Sphere created using minimum radius that can be specified for sphere
		Knob 5 (MinR)	Minimum radius that can be specified for sphere	0.00 to 100.00	0%: Radius 0.00 100%: Radius such that the diameter of the sphere equals the horizontal width of the screen
Charcter Trail	1371 to 1374	Knob 3 (Trail Angle)	Angle of character trail	–100.00 to +100.00	–100%: Approximately 85° counterclockwise rotation 0%: Straight vertical trail at border +100%: Approximately 85° clockwise rotation

Pattern group name	Pattern number	Parameters	Description	Setting values	Remarks
Wave	1377	Knob 1 (Amplitude)	Amplitude of waves	0.00 to 100.00	
		Knob 2 (Frequency)	Frequency of waves	0.00 to 100.00	
		Knob 3 (Angle)	Inclination of waves	−100.00 to +100.00	−100%: 360° counterclockwise rotation +100%: 360° clockwise rotation
		Knob 4 (Speed)	Direction and speed of waves	−100.00 to +100.00	−100%: Move left or down +100%: Move right or up
	1378	Knob 1 (Amplitude)	Amplitude of waves	0.00 to 100.00	
		Knob 2 (Frequency)	Frequency of waves	0.00 to 100.00	
		Knob 3 (Angle)	Inclination of waves	−100.00 to +100.00	−100%: 360° counterclockwise rotation +100%: 360° clockwise rotation
		Knob 4 (Random)	Degree of randomness in waveform	0.00 to 100.00	
		Knob 5 (Wave Form)	Waveform	1 to 6	1: Sine 2: Parabola 3: Triangle 4: Rectangle 5: Circle 6: Cubic
	1379	Knob 2 (Frequency)	Frequency of waves	0.00 to 100.00	
		Knob 3 (Angle)	Inclination of waves	−100.00 to +100.00	−100%: 360° counterclockwise rotation +100%: 360° clockwise rotation
		Knob 4 (Random)	Degree of randomness in waveform	0.00 to 100.00	
	1553, 1554	Knob 1 (Amplitude)	Amplitude of waves	0.00 to 100.00	
		Knob 2 (Frequency)	Frequency of waves	0.00 to 100.00	
		Knob 3 (Angle)	Inclination of waves	−100.00 to +100.00	−100%: 360° counterclockwise rotation +100%: 360° clockwise rotation
		Knob 4 (Speed)	Direction and speed of waves	−100.00 to +100.00	−100%: Move left or down +100%: Move right or up

Pattern group name	Pattern number	Parameters	Description	Setting values	Remarks
Ripple	1381, 1555	Knob 1 (Amplitude)	Amplitude of ripples along radius	0.00 to 100.00	0%: No ripples (no ripple effect) 100%: Maximum ripples
		Knob 2 (Frequency)	Frequency of ripples along radius	0.00 to 100.00	
		Knob 3 (Speed)	Speed of ripples along radius	-100.00 to +100.00	Minus: Movement like contracting concentric circles Plus: Movement like expanding concentric circles
	1382, 1556	Knob 1 (Amplitude)	Amplitude of ripples along circumference	0.00 to 100.00	0%: No ripples (no ripple effect) 100%: Maximum ripples
		Knob 2 (Frequency)	Frequency of ripples along circumference	0.00 to 100.00	
		Knob 3 (Speed)	Speed of ripples along circumference	-100.00 to +100.00	Minus: Ripples move counterclockwise Plus: Ripples move clockwise
Split Slide	1384, 1385	Knob 1 (Width)	Width of strip-like blocks into which image is divided	0.00 to 100.00	
		Knob 2 (Random)	Amount of randomness in distance traveled by blocks	0.00 to 100.00	
		Knob 3 (Rot Z)	Start point of rotation	-100.00 to +100.00	-100%: 360° counterclockwise rotation +100%: 360° clockwise rotation
	1386 to 1389	Knob 1 (Width)	Width of strip-like blocks into which image is divided	0.00 to 100.00	
		Knob 2 (Random)	Amount of randomness in distance traveled by blocks	0.00 to 100.00	
		Knob 3 (Rot Z)	Start point of rotation	-100.00 to +100.00	-100%: 360° counterclockwise rotation +100%: 360° clockwise rotation
		Knob 4 (Angle)	Tilt of split axis	-100.00 to +100.00	-100%: 360° counterclockwise rotation +100%: 360° clockwise rotation

Pattern group name	Pattern number	Parameters	Description	Setting values	Remarks
Sparkle	1391 to 1392	Knob 1 (Width)	Width of split off particles	0.00 to 200.00	
		Knob 2 (Spiral)	Amount of movement in circumferential direction during transition	−100.00 to +100.00	
		Knob 3 (Rot Z)	Start point of rotation	−100.00 to +100.00	−100%: 360° counterclockwise rotation +100%: 360° clockwise rotation
	1393	Knob 1 (Aspect)	Aspect ratio of effect	−100.00 to +100.00	−100%: Vertically stretched +100%: Horizontally stretched
		Knob 3 (Angle)	Number of effect rotations	−100.00 to +100.00	−100%: 360° counterclockwise rotation +100%: 360° clockwise rotation
	1394, 1395, 1397	Knob 1 (Amplitude)	Degree of swirl applied	−200.00 to +200.00	
	1396	Knob 1 (Partition)	Number of wedge-like blocks	0 to 100.00	
	1398, 1399	Knob 1 (Amplitude)	Amplitude of waves	0.00 to 100.00	
		Knob 2 (Frequency)	Frequency of waves	0.00 to 100.00	
		Knob 3 (Angle)	Angle of border section where image dissolves	−100.00 to +100.00	−100%: 360° counterclockwise rotation +100%: 360° clockwise rotation
		Knob 4 (Random)	Randomness of border section where image dissolves	0.00 to 100.00	
	1831	Knob 1 (Aspect)	Aspect ratio of lens	−100.00 to +100.00	−100%: Vertically stretched +100%: Horizontally stretched
		Knob 2 (Magnitude)	Magnifying power of lens	−100.00 to +100.00	
		Knob 3 (Angle)	Amount of lens rotation	−100.00 to +100.00	−100%: 360° counterclockwise rotation +100%: 360° clockwise rotation
		Knob 4 (Curve)	Curvature of lens	−100.00 to +100.00	Minus: Concave lens Plus: Convex lens

Pattern group name	Pattern number	Parameters	Description	Setting values	Remarks
Mosaic	1701, 1801	Knob 1 (Size)	Size of mosaic tiles	0.00 to 100.00	
		Knob 2 (Aspect)	Aspect ratio of mosaic tiles	–100.00 to +100.00	–100%: Vertically long tiles 0%: Square tiles +100%: Horizontally long tiles
	1802, 1803	Knob 1 (Size)	Size of mosaic tiles	0.00 to 100.00	
		Knob 2 (Aspect)	Aspect ratio of mosaic tiles	–100.00 to +100.00	–100%: Vertically long tiles 0%: Square tiles +100%: Horizontally long tiles
		Knob 3 (Mask Aspect)	Aspect ratio of mask	–100.00 to +100.00	–100%: Vertically long mask +100%: Horizontally long mask
		Knob 4 (Mask Invert)	Mask Invert setting	On/Off	In the menu display, a [Mask Invert] button is shown in place of a parameter button for knob 4. Press the button to toggle the Mask Invert function between On and Off.
Defocus	1702, 1805	Knob 1 (Defocus)	Amount of defocus	0.00 to 100.00	
		Knob 2 (HV Rate)	H, V defocus ratio	–100.00 to +100.00	–100%: Vertical defocus only 0%: Identical horizontal and vertical defocus +100%: Horizontal defocus only
	1806, 1807	Knob 1 (Defocus)	Amount of defocus	0.00 to 100.00	
		Knob 2 (HV Rate)	H, V defocus ratio	–100.00 to +100.00	–100%: Vertical defocus only 0%: Identical horizontal and vertical defocus +100%: Horizontal defocus only
		Knob 3 (Mask Aspect)	Aspect ratio of mask	–100.00 to +100.00	–100%: Vertically long mask +100%: Horizontally long mask
		Knob 4 (Mask Invert)	Mask Invert setting	On/Off	In the menu display, a [Mask Invert] button is shown in place of a parameter button for knob 4. Press the button to toggle the Mask Invert function between On and Off.

Pattern group name	Pattern number	Parameters	Description	Setting values	Remarks
Color Modify	1809	Knob 1 (Poster)	Degree of posterization (roughening of luminance gradations)	0.00 to 100.00	0%: No posterization 100%: Maximum posterization
		Knob 2 (Nega)	Invert luminance and chroma of image	On/Off	In the menu display, a [Nega] button is shown in place of a parameter button for knob 2. Press the button to toggle the Nega function between On and Off. Off: No change after transition On: Normal image changes into inverted image during transition.
		Knob 3 (Sepia)	Amount of sepia applied	0.00 to 100.00	0%: No sepia 100%: Maximum sepia
		Knob 4 (Sepia Sat)	Saturation of sepia	0.00 to 100.00	
		Knob 5 (Sepia Hue)	Hue of sepia	359.99 to 0.00	
	1810, 1811	Parameter group 1/2			
		Knob 1 (Poster)	Degree of posterization (roughening of luminance gradations)	0.00 to 100.00	0%: No posterization 100%: Maximum posterization
		Knob 2 (Nega)	Invert luminance and chroma of image	On/Off	In the menu display, a [Nega] button is shown in place of a parameter button for knob 2. Press the button to toggle the Nega function between On and Off. Off: No change after transition On: Normal image changes into inverted image during transition.
		Knob 3 (Mask Aspect)	Aspect ratio of mask	−100.00 to +100.00	−100%: Vertically long mask +100%: Horizontally long mask
		Knob 4 (Mask Invert)	Mask Invert setting	On/Off	In the menu display, a [Mask Invert] button is shown in place of a parameter button for knob 4. Press the button to toggle the Mask Invert function between On and Off.
		Knob 5 (More)	—	—	Display parameter group 2/2
		Parameter group 2/2			
		Knob 1 (Sepia)	Amount of sepia applied	0.00 to 100.00	0%: No sepia 100%: Maximum sepia
		Knob 2 (Sepia Sat)	Saturation of sepia	0.00 to 100.00	
		Knob 3 (Sepia Hue)	Hue of sepia	359.99 to 0.00	
		Knob 5 (More)	—	—	Display parameter group 1/2

Pattern group name	Pattern number	Parameters	Description	Setting values	Remarks
Multi Move	1822	Knob 1 (Center H)	Position in horizontal direction	−100.00 to +100.00	−100%: Left edge of screen +100%: Right edge of screen
		Knob 2 (Center V)	Position in vertical direction	−100.00 to +100.00	−100%: Bottom edge of screen +100%: Top edge of screen
		Knob 3 (Tile Size)	Minimum tile size	0.00 to +100.00	
Page Turn (2ch)	2701 to 2713, 2715 to 2718, 2741 to 2745	Knob 1 (Radius)	Radius of turn part	0.00 to 200.00	
		Knob 2 (Magnitude)	Amount of rotation during transition	−100.00 to +100.00	
		Knob 3 (Start Angle)	Angle at which turn starts	−100.00 to +100.00	
Page Roll (2ch)	2721 to 2733, 2735 to 2738, 2746 to 2750	Knob 1 (Radius)	Radius of roll part	0.00 to 200.00	
		Knob 2 (Magnitude)	Amount of rotation during transition	−100.00 to +100.00	
		Knob 3 (Start Angle)	Angle at which roll starts	−100.00 to +100.00	
Ripple (2ch)	2751	Knob 1 (Amplitude)	Amplitude of ripples along radius	0.00 to 100.00	0%: No ripples (no ripple effect) 100%: Maximum ripples
		Knob 2 (Frequency)	Frequency of ripples along radius	0.00 to 100.00	
		Knob 3 (Speed)	Speed of ripples along radius	−100.00 to +100.00	Minus: Movement like contracting concentric circles Plus: Movement like expanding concentric circles
	2752	Knob 1 (Amplitude)	Amplitude of ripples along circumference	0.00 to 100.00	0%: No ripples (no ripple effect) 100%: Maximum ripples
		Knob 2 (Frequency)	Frequency of ripples along circumference	0.00 to 100.00	
		Knob 3 (Speed)	Speed of ripples along circumference	−100.00 to +100.00	Minus: Ripples move counterclockwise Plus: Ripples move clockwise

Pattern group name	Pattern number	Parameters	Description	Setting values	Remarks
Frame In/Out (2ch)	2851 to 2854	knob 1 (Delay)	Timing at which image selected on utility bus enters the picture	–100.00 to +100.00	–100%: Image selected on utility bus enters before image selected on PST bus. 0%: Image selected on utility bus and image selected on PST bus enter at same time. +100%: Image selected on PST bus enters before image selected on utility bus.
		knob 1 (Rot X)	Rotation (horizontal direction) around Y axis	–100.00 to +100.00	
		knob 2 (Rot Y)	Rotation (vertical direction) around X axis	–100.00 to +100.00	
		knob 3 (Rot Z)	Rotation around Z axis	–100.00 to +100.00	
		knob 4 (Pers)	Perspective	–100.00 to +100.00	–100%: Least perspective +100%: Most perspective
		knob 5 (Delay)	Timing at which image selected on utility bus enters the picture	–100.00 to +100.00	–100%: Image selected on utility bus enters before image selected on PST bus. 0%: Image selected on utility bus and image selected on PST bus enter at same time. +100%: Image selected on PST bus enters before image selected on utility bus.

Effect Pattern Transformations and Modifications

Some effect patterns can be modified by changing their positions or shapes, adding borders, and so on (modifier functions).

The following list shows the modifier functions which can be applied to each pattern.

Effect Pattern Numbers 0001 to 0902

Yes: Can be applied, No: Cannot be applied

Pattern group name	Pattern number	Modifier function							
		Direction	Edge	Position	Rotation	Aspect	Multiplication	Modulation	Dust mix
Standard	0001	Yes	Yes	No	Yes	No	Yes	Yes	Yes
	0002	Yes	Yes	No	Yes	No	Yes	Yes	Yes
	0003	Yes	Yes	No	Yes	No	Yes	Yes	Yes
	0004	Yes	Yes	No	Yes	No	Yes	Yes	Yes
	0005	Yes	Yes	No	Yes	No	Yes	Yes	Yes
	0006	Yes	Yes	No	Yes	No	Yes	Yes	Yes
	0007	Yes	Yes	No	Yes	No	Yes	Yes	Yes
	0008	Yes	Yes	No	Yes	No	Yes	Yes	Yes
	0009	Yes	Yes	No	Yes	Yes	Yes	Yes	Yes
	0010	Yes	Yes	No	Yes	Yes	Yes	Yes	Yes
	0011	Yes	Yes	No	Yes	Yes	Yes	Yes	Yes
	0012	Yes	Yes	No	Yes	Yes	Yes	Yes	Yes
	0013	Yes	Yes	No	Yes	Yes	Yes	Yes	Yes
	0014	Yes	Yes	No	Yes	Yes	Yes	Yes	Yes
	0015	Yes	Yes	No	Yes	Yes	Yes	Yes	Yes
	0016	Yes	Yes	No	Yes	Yes	Yes	Yes	Yes
	0017	Yes	Yes	Yes	Yes	No	Yes	Yes	Yes
	0018	Yes	Yes	Yes	Yes	No	Yes	Yes	Yes
	0019	Yes	Yes	No	Yes	Yes	Yes	Yes	Yes
	0020	Yes	Yes	No	Yes	Yes	Yes	Yes	Yes
	0021	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
	0022	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
	0023	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
	0024	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Enhanced	0026	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
	0027	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
	0029	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
	0049	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
	0300	Yes	Yes	No	Yes	Yes	Yes	Yes	Yes
	0301	Yes	Yes	No	Yes	Yes	Yes	Yes	Yes
	0302	Yes	Yes	No	Yes	Yes	Yes	Yes	Yes
	0303	Yes	Yes	No	Yes	Yes	Yes	Yes	Yes
	0304	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

Pattern group name	Pattern number	Modifier function							
		Direction	Edge	Position	Rotation	Aspect	Multiplication	Modulation	Dust mix
Rotary	0100	Yes	Yes	No	No	No	Yes	Yes	Yes
	0101	Yes	Yes	No	No	No	Yes	Yes	Yes
	0102	Yes	Yes	No	No	No	Yes	Yes	Yes
	0103	Yes	Yes	No	No	No	Yes	Yes	Yes
	0104	Yes	Yes	Yes	Yes	No	Yes	Yes	Yes
	0105	Yes	Yes	Yes	Yes	No	Yes	Yes	Yes
	0106	Yes	Yes	Yes	Yes	No	Yes	Yes	Yes
	0107	Yes	Yes	Yes	Yes	No	Yes	Yes	Yes
	0150	Yes	Yes	No	No	No	Yes	Yes	Yes
	0151	Yes	Yes	No	No	No	Yes	Yes	Yes
	0156	Yes	Yes	Yes	Yes	No	Yes	Yes	Yes
	0158	Yes	Yes	Yes	Yes	No	Yes	Yes	Yes
	0160	Yes	Yes	Yes	Yes	No	Yes	Yes	Yes
	0162	Yes	Yes	Yes	Yes	No	Yes	Yes	Yes
	0516	Yes	Yes	No	No	No	Yes	Yes	Yes
	0518	Yes	Yes	No	No	No	Yes	Yes	Yes
	0604	Yes	Yes	No	No	No	Yes	Yes	Yes
	0606	Yes	Yes	No	No	No	Yes	Yes	Yes
	0624	Yes	Yes	Yes	Yes	No	Yes	Yes	Yes
	0661	Yes	Yes	Yes	Yes	No	Yes	Yes	Yes
Matrix	0200	Yes	Yes	No	No	No	Yes	No	Yes
	0201	Yes	Yes	No	No	No	Yes	No	Yes
	0202	Yes	Yes	No	No	No	Yes	No	Yes
	0203	Yes	Yes	No	No	No	Yes	No	Yes
	0206	Yes	Yes	No	No	No	Yes	No	Yes
	0207	Yes	Yes	No	No	No	Yes	No	Yes
	0208	Yes	Yes	No	No	No	Yes	No	Yes
	0209	Yes	Yes	No	No	No	Yes	No	Yes
	0210	Yes	Yes	No	No	No	Yes	No	Yes
	0211	Yes	Yes	No	No	No	Yes	No	Yes
	0212	Yes	Yes	No	No	No	Yes	No	Yes
	0213	Yes	Yes	No	No	No	Yes	No	Yes
	0220	Yes	Yes	No	No	No	No	No	Yes
	0221	Yes	Yes	No	No	No	No	No	Yes
	0222	Yes	Yes	No	No	No	No	No	Yes
	0223	Yes	Yes	No	No	No	No	No	Yes
	0224	Yes	Yes	No	No	No	Yes	No	Yes
	0225	Yes	Yes	No	No	No	Yes	No	Yes
	0226	Yes	Yes	No	No	No	Yes	No	Yes
	0227	Yes	Yes	No	No	No	Yes	No	Yes
	0228	Yes	Yes	No	No	No	Yes	No	Yes
	0229	Yes	Yes	No	No	No	Yes	No	Yes

Pattern group name	Pattern number	Modifier function							
		Direction	Edge	Position	Rotation	Aspect	Multiplication	Modulation	Dust mix
Matrix	0230	Yes	Yes	No	No	No	Yes	No	Yes
	0231	Yes	Yes	No	No	No	Yes	No	Yes
	0232	Yes	Yes	No	No	No	Yes	No	Yes
	0233	Yes	Yes	No	No	No	Yes	No	Yes
	0234	Yes	Yes	No	No	No	Yes	No	Yes
	0235	Yes	Yes	No	No	No	Yes	No	Yes
	0236	Yes	Yes	No	No	No	Yes	No	Yes
	0237	Yes	Yes	No	No	No	Yes	No	Yes
	0238	Yes	Yes	No	No	No	Yes	No	Yes
	0239	Yes	Yes	No	No	No	Yes	No	Yes
	0240	Yes	Yes	No	No	No	Yes	No	Yes
	0241	Yes	Yes	No	No	No	Yes	No	Yes
	0242	Yes	Yes	No	No	No	Yes	No	Yes
	0243	Yes	Yes	No	No	No	Yes	No	Yes
	0244	Yes	Yes	No	No	No	Yes	No	Yes
	0245	Yes	Yes	No	No	No	Yes	No	Yes
	0246	Yes	Yes	No	No	No	Yes	No	Yes
	0247	Yes	Yes	No	No	No	Yes	No	Yes
	0250	Yes	Yes	No	No	No	Yes	No	Yes
	0251	Yes	Yes	No	No	No	Yes	No	Yes
	0252	Yes	Yes	No	No	No	Yes	No	Yes
	0253	Yes	Yes	No	No	No	Yes	No	Yes
	0254	Yes	Yes	No	No	No	Yes	No	Yes
	0255	Yes	Yes	No	No	No	Yes	No	Yes
	0256	Yes	Yes	No	No	No	Yes	No	Yes
	0257	Yes	Yes	No	No	No	Yes	No	Yes
	0260	Yes	Yes	No	No	No	Yes	No	Yes
	0261	Yes	Yes	No	No	No	Yes	No	Yes
	0262	Yes	Yes	No	No	No	Yes	No	Yes
	0263	Yes	Yes	No	No	No	Yes	No	Yes
	0264	Yes	Yes	No	No	No	Yes	No	Yes
	0265	Yes	Yes	No	No	No	Yes	No	Yes
	0266	Yes	Yes	No	No	No	Yes	No	Yes
	0267	Yes	Yes	No	No	No	Yes	No	Yes
	0268	Yes	Yes	No	No	No	Yes	No	Yes
	0269	Yes	Yes	No	No	No	Yes	No	Yes
Random Matrix	0270	Yes	Yes	No	No	No	No	No	No
	0271	Yes	Yes	No	No	No	No	No	No
	0272	Yes	Yes	No	No	No	No	No	No
	0273	Yes	Yes	No	No	No	No	No	No
Diamond Dust	0274	Yes	Yes	No	No	No	No	No	No
NAM/ Super Mix	0901	No	No	No	No	No	No	No	No
	0902	No	No	No	No	No	No	No	No

Effect Pattern Numbers 1001 to 2999

The DME option is required to use effect pattern numbers 1001 to 2999.

“BKGD” in the Effect range column indicates effects which can be applied only to the background.

Nothing is indicated in the Effect range column if the modifier can be applied to both keys and background.

The meaning of “Yes”, “Δ”, and “No” for each modifier function is as follows.

Direction

Yes: Applicable to both background and keys

Δ: Applicable to background only

No: Not applicable

Border

Yes: Applicable unconditionally

Δ: Applicable under certain conditions (not applicable to all edges)

No: Not applicable

Pattern group name	Pattern number	Effect range	Direction	Edge		Positioner		Crop	Beveled edge	Trail/shadow	Lighting		
				Border	Soft	XY	Size				Plane	Preset	Preset + shade
Slide	1001		Δ	Δ	No	No	No	Yes	Yes	Yes	No	No	No
	1002		Δ	Δ	No	No	No	Yes	Yes	Yes	No	No	No
	1003		Δ	Δ	No	No	No	Yes	Yes	Yes	No	No	No
	1004		Δ	Δ	No	No	No	Yes	Yes	Yes	No	No	No
	1005		Δ	Δ	No	No	No	Yes	Yes	Yes	No	No	No
	1006		Δ	Δ	No	No	No	Yes	Yes	Yes	No	No	No
	1007		Δ	Δ	No	No	No	Yes	Yes	Yes	No	No	No
	1008		Δ	Δ	No	No	No	Yes	Yes	Yes	No	No	No
Split	1011		Δ	No	No	No	No	Yes	Yes	Yes	No	No	No
	1012		Δ	No	No	No	No	Yes	Yes	Yes	No	No	No
	1013		Δ	No	No	No	No	Yes	Yes	Yes	No	No	No
Expansion	1015		Δ	No	No	No	No	No	No	No	No	No	No
	1016		Δ	No	No	No	No	No	No	No	No	No	No
	1017		Δ	No	No	No	No	No	No	No	No	No	No
	1018		Δ	No	No	No	No	No	No	No	No	No	No
	1019		Δ	No	No	No	No	No	No	No	No	No	No
	1020		Δ	No	No	No	No	No	No	No	No	No	No
Squeeze	1021		Δ	Δ	No	No	No	Yes	Yes	Yes	No	No	No
	1022		Δ	Δ	No	No	No	Yes	Yes	Yes	No	No	No
	1023		Δ	Δ	No	No	No	Yes	Yes	Yes	No	No	No
	1024		Δ	Δ	No	No	No	Yes	Yes	Yes	No	No	No
	1025		Δ	Δ	No	No	No	Yes	Yes	Yes	No	No	No
	1026		Δ	Δ	No	No	No	Yes	Yes	Yes	No	No	No
	1027		Δ	Δ	No	No	No	Yes	Yes	Yes	No	No	No
	1028		Δ	Δ	No	No	No	Yes	Yes	Yes	No	No	No
	1029		Δ	Δ	No	No	No	Yes	Yes	Yes	No	No	No
	1030		Δ	Δ	No	No	No	Yes	Yes	Yes	No	No	No
	1031		Δ	Yes	No	Yes	No	Yes	Yes	Yes	No	No	No

Pattern group name	Pattern number	Effect range	Direction	Edge		Positioner		Crop	Beveled edge	Trail/shadow	Lighting		
				Border	Soft	XY	Size				Plane	Preset	Preset + shade
Door	1041		△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1042		△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1043		△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1044		△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1045		△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1046		△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1047		△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1048		△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
2D Trans	1051		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1052		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1053		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1054		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1055		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1056		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1057		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1058		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1059		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1060		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1061		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1062		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1063		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1064		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1065		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1066		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1067		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1068		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1069		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No

Pattern group name	Pattern number	Effect range	Direction	Edge		Positioner		Crop	Beveled edge	Trail/ shadow	Lighting		
				Border	Soft	XY	Size				Plane	Preset	Preset + shade
3D Trans	1071		△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1072		△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1073		△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1074		△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1075		△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1076		△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1077		△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1078		△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1079		△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1080		△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1081		△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1082		△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1083		△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1084		△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1085		△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1086		△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1087		△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1088		△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1089		△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1090		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
1091		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No	
1092		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No	
1093		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No	
1094		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No	

Pattern group name	Pattern number	Effect range	Direction	Edge		Positioner		Crop	Beveled edge	Trail/shadow	Lighting		
				Border	Soft	XY	Size				Plane	Preset	Preset + shade
Flip Tumble	1101	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1102	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1103	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1104	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1105	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1106	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1107	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1108	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1109	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1110	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1111	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1112	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1113	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1121	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1122	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1123	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1124	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1125	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1126	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1127	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1128	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1131	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	1132	BKGD	△	△	No	No	No	Yes	Yes	Yes	No	No	No
	1133	BKGD	△	△	No	No	No	Yes	Yes	Yes	No	No	No
	1134	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1135	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1136	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1137	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1138	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
Frame In/ Out	1201		No	Yes	No	Yes	Yes	Yes	Yes	Yes	No	No	No
	1202		No	Yes	No	Yes	Yes	Yes	Yes	Yes	No	No	No
	1203		No	Yes	No	Yes	Yes	Yes	Yes	Yes	No	No	No
	1204		Yes	Yes	No	Yes	Yes	Yes	Yes	Yes	No	No	No
	1205		No	Yes	No	Yes	Yes	Yes	Yes	Yes	No	No	No
	1206		No	Yes	No	Yes	Yes	Yes	Yes	Yes	No	No	No
	1207		Yes	Yes	No	Yes	Yes	Yes	Yes	Yes	No	No	No
	1208		No	Yes	No	Yes	Yes	Yes	Yes	Yes	No	No	No
	1221		Yes	Yes	No	Yes	Yes	Yes	Yes	Yes	No	No	No
	1222		Yes	Yes	No	Yes	Yes	Yes	Yes	Yes	No	No	No
	1223		Yes	Yes	No	Yes	Yes	Yes	Yes	Yes	No	No	No
	1224		Yes	Yes	No	Yes	Yes	Yes	Yes	Yes	No	No	No
	1231		No	Yes	No	Yes	Yes	Yes	Yes	Yes	No	No	No

Appendix

Pattern group name	Pattern number	Effect range	Direction	Edge		Positioner		Crop	Beveled edge	Trail/shadow	Lighting		
				Border	Soft	XY	Size				Plane	Preset	Preset + shade
Page Roll	1321		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	1322		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	1323		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	1324		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	1325		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	1326		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	1327		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	1328		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	1329		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	1330		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	1331		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	1332		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	1333		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	1335		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	1336		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	1337		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	1338		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	1346		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	1347		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	1348		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	1349		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	1350		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
Mirror	1351		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1352		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1353		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1354		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1355		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1356		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1357		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1358		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
Accordion	1361		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1362		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1363		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1364		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
Sphere	1365		△	Yes	No	No	No	Yes	Yes	Yes	No	Yes	No
	1366		△	Yes	No	No	No	Yes	Yes	Yes	No	Yes	No
	1367		△	Yes	No	No	No	Yes	Yes	Yes	No	Yes	No
	1368		△	Yes	No	No	No	Yes	Yes	Yes	No	Yes	No
	1369		△	Yes	No	No	No	Yes	Yes	Yes	No	Yes	No
Character Trail	1371		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1372		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1373		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1374		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No

Pattern group name	Pattern number	Effect range	Direction	Edge		Positioner		Crop	Beveled edge	Trail/shadow	Lighting		
				Border	Soft	XY	Size				Plane	Preset	Preset + shade
Wave	1375		△	Yes	No	No	No	Yes	Yes	Yes	No	Yes	No
	1376		△	Yes	No	No	No	Yes	Yes	Yes	No	Yes	No
	1377		△	Yes	No	No	No	Yes	Yes	Yes	No	Yes	No
	1378		△	Yes	No	No	No	Yes	Yes	Yes	No	Yes	No
	1379		△	Yes	No	No	No	Yes	Yes	Yes	No	Yes	No
Ripple	1381		△	Yes	No	Yes	No	Yes	Yes	Yes	No	Yes	No
	1382		△	Yes	No	Yes	No	Yes	Yes	Yes	No	Yes	No
Split Slide	1384		△	Yes	No	No	No	Yes	Yes	Yes	No	Yes	No
	1385		△	Yes	No	No	No	Yes	Yes	Yes	No	Yes	No
	1386		△	Yes	No	No	No	Yes	Yes	Yes	No	Yes	No
	1387		△	Yes	No	No	No	Yes	Yes	Yes	No	Yes	No
	1388		△	Yes	No	No	No	Yes	Yes	Yes	No	Yes	No
	1389		△	Yes	No	No	No	Yes	Yes	Yes	No	Yes	No
Sparkle	1391		△	Yes	No	Yes	No	Yes	Yes	Yes	No	No	No
	1392		△	Yes	No	Yes	No	Yes	Yes	Yes	No	No	No
	1393		△	Yes	No	Yes	No	Yes	Yes	Yes	No	No	No
	1394		△	Yes	No	Yes	No	Yes	Yes	Yes	No	Yes	No
	1395		△	Yes	No	Yes	No	Yes	Yes	Yes	No	Yes	No
	1396		△	Yes	No	Yes	No	Yes	Yes	Yes	No	No	No
	1397		△	Yes	No	Yes	No	Yes	Yes	Yes	No	Yes	No
	1398		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	1399		△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
Sphere	1501		No	Yes	No	Yes	Yes	Yes	Yes	Yes	No	Yes	No
	1551	BKGD	No	Yes	No	Yes	Yes	Yes	Yes	Yes	No	Yes	No
Wave	1553	BKGD	No	Yes	No	Yes	Yes	Yes	Yes	Yes	No	Yes	No
	1554	BKGD	No	Yes	No	Yes	Yes	Yes	Yes	Yes	No	Yes	No
Ripple	1555	BKGD	No	Yes	No	Yes	Yes	Yes	Yes	Yes	No	Yes	No
	1556	BKGD	No	Yes	No	Yes	Yes	Yes	Yes	Yes	No	Yes	No
Mosaic	1701	BKGD	No	No	No	No	No	No	No	No	No	No	No
Defocus	1702	BKGD	No	No	No	No	No	No	No	No	No	No	No
Mosaic	1801	BKGD	No	No	No	No	No	No	No	No	No	No	No
	1802	BKGD	No	No	Yes	Yes	Yes	No	No	No	No	No	No
	1803	BKGD	No	No	Yes	Yes	Yes	No	No	No	No	No	No
Defocus	1805	BKGD	No	No	No	No	No	No	No	No	No	No	No
	1806	BKGD	No	No	Yes	Yes	Yes	No	No	No	No	No	No
	1807	BKGD	No	No	Yes	Yes	Yes	No	No	No	No	No	No
Color Modify	1809	BKGD	No	No	No	No	No	No	No	No	No	No	No
	1810	BKGD	No	No	Yes	Yes	Yes	No	No	No	No	No	No
	1811	BKGD	No	No	Yes	Yes	Yes	No	No	No	No	No	No
Expansion	1821	BKGD	No	No	No	Yes	No	No	No	No	No	No	No
Multi Move	1822	BKGD	No	Yes	No	No	No	Yes	Yes	No	No	No	No
Sparkle	1831	BKGD	No	No	No	Yes	Yes	No	No	No	No	No	No

Pattern group name	Pattern number	Effect range	Direction	Edge		Positioner		Crop	Beveled edge	Trail/shadow	Lighting		
				Border	Soft	XY	Size				Plane	Preset	Preset + shade
User Programmable DME ^{a)}	1901 to 1999		Yes	Yes ^{b)}	No	Yes	Yes	Yes	Yes	Yes	Yes ^{b)}	Yes ^{b)}	Yes ^{b)}
Slide (2ch)	2601	BKGD	△	△	No	No	No	Yes	Yes	Yes	No	No	No
	2602	BKGD	△	△	No	No	No	Yes	Yes	Yes	No	No	No
	2603	BKGD	△	△	No	No	No	Yes	Yes	Yes	No	No	No
	2604	BKGD	△	△	No	No	No	Yes	Yes	Yes	No	No	No
	2605	BKGD	△	△	No	No	No	Yes	Yes	Yes	No	No	No
	2606	BKGD	△	△	No	No	No	Yes	Yes	Yes	No	No	No
	2607	BKGD	△	△	No	No	No	Yes	Yes	Yes	No	No	No
	2608	BKGD	△	△	No	No	No	Yes	Yes	Yes	No	No	No
2D Trans (2ch)	2611	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	2612	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	2613	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	2614	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	2615	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	2616	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	2617	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	2618	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	2619	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	2620	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
Squeeze (2ch)	2621	BKGD	△	△	No	No	No	Yes	Yes	Yes	No	No	No
	2622	BKGD	△	△	No	No	No	Yes	Yes	Yes	No	No	No
	2623	BKGD	△	△	No	No	No	Yes	Yes	Yes	No	No	No
	2624	BKGD	△	△	No	No	No	Yes	Yes	Yes	No	No	No
	2625	BKGD	△	△	No	No	No	Yes	Yes	Yes	No	No	No
	2626	BKGD	△	△	No	No	No	Yes	Yes	Yes	No	No	No
	2627	BKGD	△	△	No	No	No	Yes	Yes	Yes	No	No	No
	2628	BKGD	△	△	No	No	No	Yes	Yes	Yes	No	No	No

Pattern group name	Pattern number	Effect range	Direction	Edge		Positioner		Crop	Beveled edge	Trail/shadow	Lighting		
				Border	Soft	XY	Size				Plane	Preset	Preset + shade
3D Trans (2ch)	2631	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	2632	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	2633	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	2634	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	2635	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	2636	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	2637	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	2638	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	2639	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	No	No	No
	2640	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	2641	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	2642	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	2643	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	2644	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	2645	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	2646	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	2647	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
	2648	BKGD	△	Yes	No	No	No	Yes	Yes	Yes	Yes	No	No
Picture-in-picture (2ch)	2651	BKGD	△	Yes	No	Yes	Yes	Yes	Yes	Yes	No	No	No
	2652	BKGD	△	Yes	No	Yes	Yes	Yes	Yes	Yes	No	No	No
Page Turn (2ch)	2701		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2702		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2703		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2704		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2705		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2706		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2707		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2708		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2709		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2710		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2711		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2712		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2713		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2715		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2716		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2717		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2718		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes

Pattern group name	Pattern number	Effect range	Direction	Edge		Positioner		Crop	Beveled edge	Trail/shadow	Lighting		
				Border	Soft	XY	Size				Plane	Preset	Preset + shade
Page Roll (2ch)	2721		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2722		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2723		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2724		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2725		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2726		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2727		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2728		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2729		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2730		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2731		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2732		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2733		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2735		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2736		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2737		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2738		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
Page Turn (2ch)	2741		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2742		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2743		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2744		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2745		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
Page Roll (2ch)	2746		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2747		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2748		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2749		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
	2750		△	Yes	No	No	No	Yes	Yes	Yes	No	No	Yes
Ripple (2ch)	2751	BKGD	△	Yes	No	Yes	No	Yes	Yes	Yes	No	Yes	No
	2752	BKGD	△	Yes	No	Yes	No	Yes	Yes	Yes	No	Yes	No
Frame In/Out (2ch)	2851	BKGD	△	Yes	No	Yes	Yes	Yes	Yes	Yes	No	No	No
	2852	BKGD	△	Yes	No	Yes	Yes	Yes	Yes	Yes	No	No	No
	2853	BKGD	△	Yes	No	Yes	Yes	Yes	Yes	Yes	No	No	No
	2854	BKGD	△	Yes	No	Yes	Yes	Yes	Yes	Yes	No	No	No
	2861	BKGD	△	Yes	No	Yes	Yes	Yes	Yes	Yes	No	No	No
	2862	BKGD	△	Yes	No	Yes	Yes	Yes	Yes	Yes	No	No	No
	2863	BKGD	△	Yes	No	Yes	Yes	Yes	Yes	Yes	No	No	No
	2864	BKGD	△	Yes	No	Yes	Yes	Yes	Yes	Yes	No	No	No
User Programmable DME (2ch) ^{a)}	2901 to 2999		Yes	Yes ^{b)}	No	Yes	Yes	Yes	Yes	Yes	Yes ^{b)}	Yes ^{b)}	Yes ^{b)}

a) Depending on how keyframes were created, some effects may not appear even when modifiers are turned on.

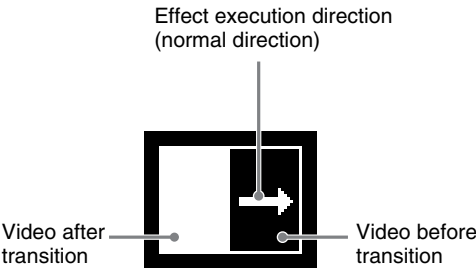
b) Unless an imported keyframe already has a modifier applied, it is not possible to add modifiers in this system.

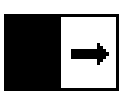
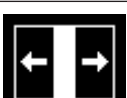
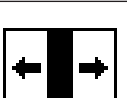
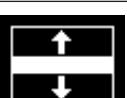
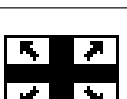
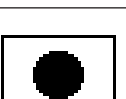
Effect Pattern List

The following list shows effect pattern images which illustrate how the effects provided by the MFS-2000 system are executed, and the corresponding icons which are displayed on the memory recall buttons of the Flexi Pad control block.

For each pattern number, the pattern image is shown in the left column, and the icon displayed on the Flexi Pad control block is shown in the right column.

Pattern image example

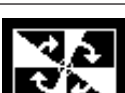


0001		0002		0003	
					
0004		0005		0006	
					
0007		0008		0009	
					
0010		0011		0012	
					
0013		0014		0015	
					
0016		0017		0018	
					
0019		0020		0021	
					
0022		0023		0024	
					

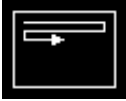
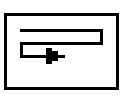
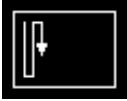
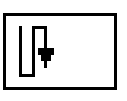
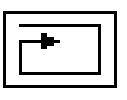
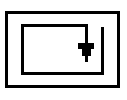
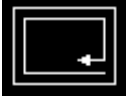
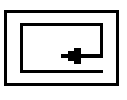
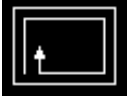
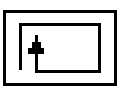
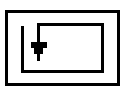
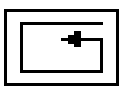
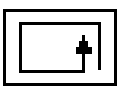
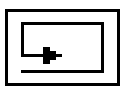
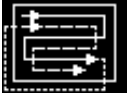
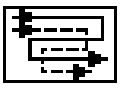
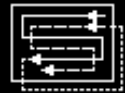
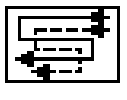
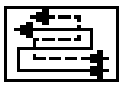
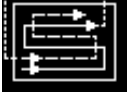
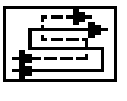
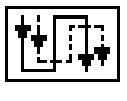
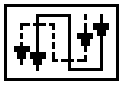
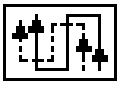
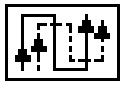
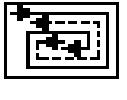
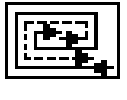
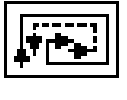
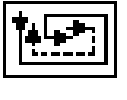
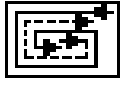
Enhanced

0026			0027			0029		
0049			0300			0301		
0302			0303			0304		

Rotary

0100			0101			0102		
0103			0104			0105		
0106			0107			0150		
0151			0156			0158		
0160			0162			0516		
0518			0604			0606		
0624			0661					

Matrix

0200 		0201 		0202 	
0203 		0206 		0207 	
0208 		0209 		0210 	
0211 		0212 		0213 	
0220 	KARAOKE 1	0221 	KARAOKE 2	0222 	KARAOKE 3
0223 	KARAOKE 4	0224 		0225 	
0226 		0227 		0228 	
0229 		0230 		0231 	
0232 		0233 		0234 	
0235 		0236 		0237 	

0238			0240		
0241			0242		
0243			0244		
0245			0246		
0247			0248		
0249			0250		
0251			0252		
0253			0254		
0255			0256		
0257			0258		
0259			0260		
0261			0262		
0263			0264		
0265			0266		
0267			0268		
0269			0270		

Random Matrix

0270		0271		0272	
0273					

Diamond Dust

0274	

NAM/Super Mix

0901		0902	

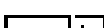
Slide

1001			1002		
1003			1004		
1005			1006		
1007			1008		

Split

1011		1012		1013	

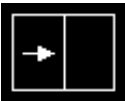
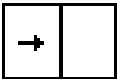
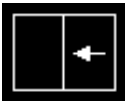
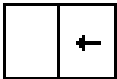
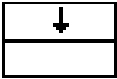
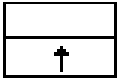
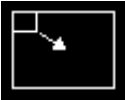
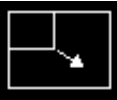
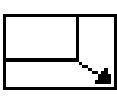
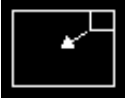
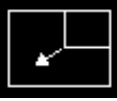
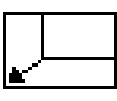
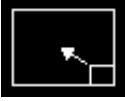
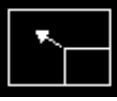
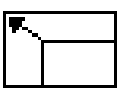
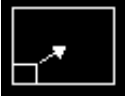
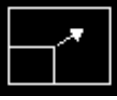
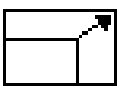
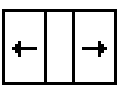
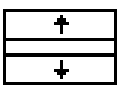
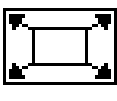
Expansion

1015		1016		1017	
					
1018		1019		1020	
					

Expansion (Non-Transition Type)

1821	
EXPAND	EXPAND

Squeeze

1021		1022	
			
1023		1024	
			
1025			
			
1026			
			
1027			
			
1028			
			
1029		1030	
			
1031			
			

Door

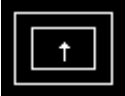
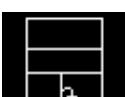
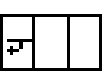
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1045			1046		
1047			1048		

2D Trans

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1054		1055		1056	
1057		1058		1059	
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3D Trans

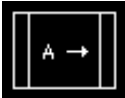
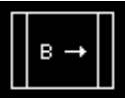
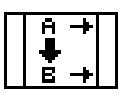
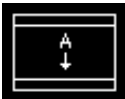
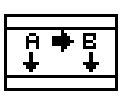
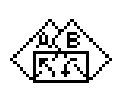
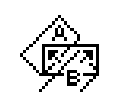
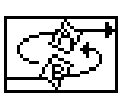
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Flip Tumble

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1110			
1111			

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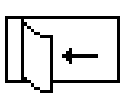
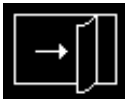
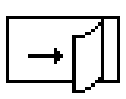
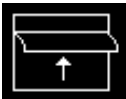
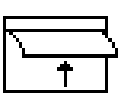
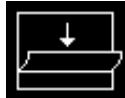
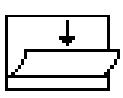
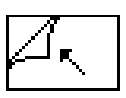
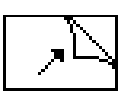
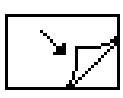
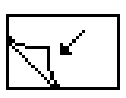
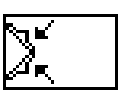
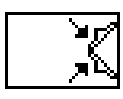
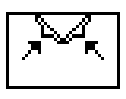
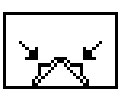
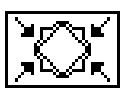
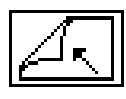
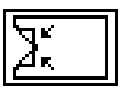
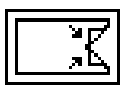
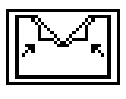
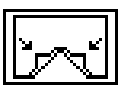
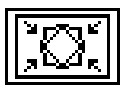
Frame In/Out (Non-Transition Type)

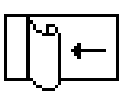
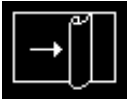
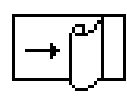
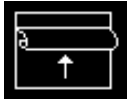
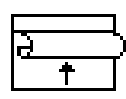
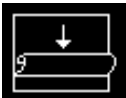
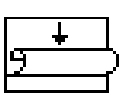
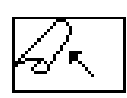
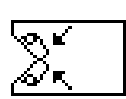
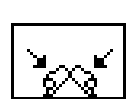
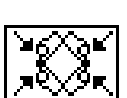
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1204		1205		1206	
1207		1208			
1221		1222			
1223		1224			
1231					

Picture-in-Picture (Non-Transition Type)

1251		1252	

Page Turn

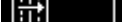
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1310			1311			1312		
1313			1315			1316		
1317			1318			1341		
1342			1343			1344		
1345								

1321		1322		1323	
					
1324		1325		1326	
					
1327		1328		1329	
					
1330		1331		1332	
					
1333		1335		1336	
					
1337		1338		1346	
					
1347		1348		1349	
					
1350					
					

Mirror

1352			
1353			
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1358			

Accordion

1361		1362		1363	
					
1364					
					

Sphere

1365				
1366				
1367				
1368				
1369				

Sphere (Non-Transition Type)

1501		1551	

Character Trail

1371		1372		1373	
1374					

Wave

1375		1376		1377	
1378		1379			

Wave (Non-Transition Type)

1553		1554	
			

Ripple

1381		1382	

Ripple (Non-Transition Type)

1555		1556	
			

Split Slide

1384		1385		1386	
					
1387		1388		1389	
					

Sparkle

1391				
1392				
1393				
1394				
1395				
1396				
1397				
1398				
1399				

Sparkle (Non-Transition Type)

1831		

Mosaic

1701	
	

Mosaic (Non-Transition Type)

1801		1802		1803	
					

Defocus

1702	
	

Defocus (Non-Transition Type)

1805		1806		1807	
					

Color Modify (Non-Transition Type)

1809		1810		1811	
					

Multi Move (Non-Transition Type)

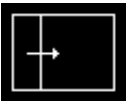
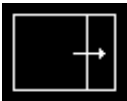
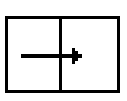
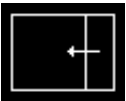
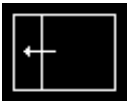
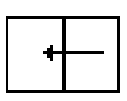
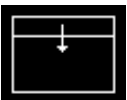
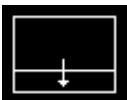
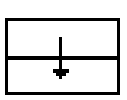
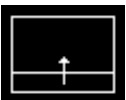
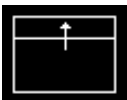
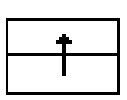
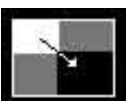
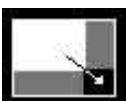
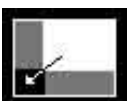
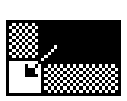
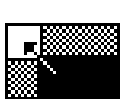
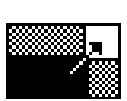
1822	
	

User Programmable DME

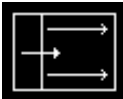
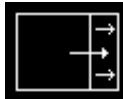
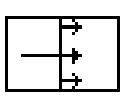
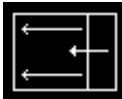
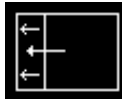
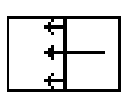
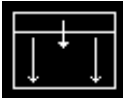
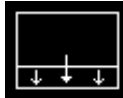
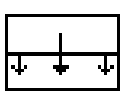
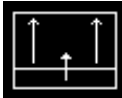
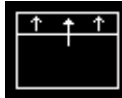
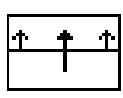
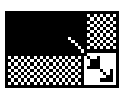
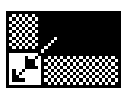
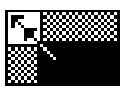
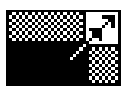
The pattern illustrations for patterns 1901 to 1999 show the register numbers or register names in effect when the patterns were imported.

1901	...	1999
	...	

Slide (2ch)

2601			2602		
					
2603			2604		
					
2605			2606		
					
2607			2608		
					

Squeeze (2ch)

2621   	2622   
2623   	2624   
2625   	2626   
2627   	2628   

2D Trans (2ch)

2611			
2612			
2613			
2614			
2615			
2616			
2617			
2618			
2619			
2620			

3D Trans (2ch)

2631			2632		
2633			2634		
2635					
2636					
2637					
2638					
2639					
2640					
2641					
2642					
2643					

2644					
2645					
2646					
2647					
2648					

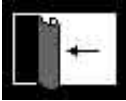
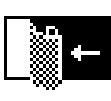
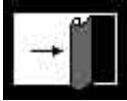
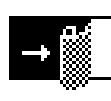
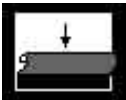
Picture-in-Picture (2ch)

2651				
2652				

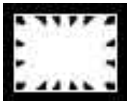
Page Turn (2ch)

2701		2702		2703	
2704		2705		2706	
2707		2708		2709	
2710		2711		2712	
2713		2715		2716	
2717		2718		2741	
2742		2743		2744	
2745					

Page Roll (2ch)

2721  	2722  	2723  
2724  	2725  	2726  
2727  	2728  	2729  
2730  	2731  	2732  
2733  	2735  	3736  
2737  	2738  	2746  
2747  	2748  	2749  
2750  		

Ripple (2ch)

2751  	 
2752  	 

Frame In/Out (2ch) (Non-Transition Type)

2851					
2852					
2853					
2854					
2861			2862		
2863			2864		

User Programmable DME (2ch)

The pattern illustrations for patterns 2901 to 2999 show the register numbers or register names in effect when the patterns were imported.

2901	...	2999
	...	

Macro File Editing Rules

When editing a macro file, follow the rules described below.

Macro File Syntax

The macro file syntax is as follows.

File format

The file is in CSV (comma-separated value) format.

Newline code

CR (ASCII code 0D), LF (ASCII code 0A), or CRLF may be used.

Statement syntax

There are four types of statement, each terminated by a newline code.

File header: This must always appear as the first line of the file. It comprises 28 characters, as follows.
 Example: PNL (space) 0001PNL_rrrr.PMRnnnnnnnn
rrrr: macro register number (0001 to 0099)
nnnnnnnn: In a file created on the switcher, this is a register name automatically set by the switcher. When creating a new file, it is recommended to set this to be the same as the file name (*see “File Name”*).

The name is limited to eight characters. The following characters may not be used.

space \ / : ; , (comma) . (dot) < > * ? “ ”

Comment: Begins with “#”. The remainder of the line up to the newline code is ignored.

Event statement: Begins with “Event?”, and defines the macro event. (*See next item, “Syntax of Event and Continue Statements”*.)

Continue statement: Begins with “Continue?”, and defines the macro event. (*See next item, “Syntax of Event and Continue Statements”*.)

Some events cannot be used. (*See “Macro Event Symbols and Parameters” (page 62)*.)

Syntax of Event and Continue Statements

An event can be written with an Event statement only, or with an Event statement followed by any number of Continue statements. The Event statements and Continue statements have the following syntax.

Word separator character

Use “,” (comma).

Ignored

Spaces and tabs are ignored. There is no distinction between lowercase and uppercase. If two or more separator characters appear consecutively, later ones are ignored. Separator characters at the beginning of a line are also ignored.

Content of line

Must begin with “Event?” or “Continue?”, followed by symbols and parameters.

Event?,[symbol], [parameter], [parameter], ...

Continue?,[symbol], [parameter], [parameter], ...

Symbol: ASCII character string showing the type of event (*See “Macro Event Symbols and Parameters” (page 62)*)

Parameter: Shows details of an event. Consists of parameter names and arguments, and these must appear in pairs. The number and type of parameters depends on the event. (*See “Macro Event Symbols and Parameters” (page 62)*)

If the same parameter appears twice or more, the last occurrence is valid.

How to use Continue statements

When a single parameter has more than one argument, use a Continue statement. The following example is of a snapshot event.

An event to recall a snapshot in the M/E region is written as:

```
Event?,Snapshot,Region?,ME1,Register?,1,Attribute?,Off,Time?,Current
```

In the Event statement, only one region can be specified. To specify both the M/E and PGM/PST regions, use a Continue statement, thus:

```
Event?,Snapshot,Region?,ME1,Register?,1,Attribute?,Off,Time?,Current
Continue?,Snapshot,Region?,PP,Register?,1,Attribute?,Off,Time?,Current
```

Note

In macros, the snapshot M/E region is written as “ME1”.

To specify more than one argument for a region parameter, follow the Event statement by a Continue statement on the next line.

File Name

Set the file name as follows.

Example: nnnnnnnn.PNL_rrrr.PMR

nnnnnnnn: In a file created on the switcher, this is a register name automatically set by the switcher.

The name is limited to eight characters.

The following characters may not be used.

space \ / : ; , (comma) . (dot) < > * ? “ ”

rrrr: macro register number (0001 - 0099)

Saving and Recalling a File

For a newly created file, if you create a directory on the “Memory Stick” (*see the following figure*), and move the file to the prescribed location, you can then recall it using the File >All menu or File >All (Selected) menu.

Notes

- When you modify a file saved by the switcher, always save it in the original directory.

Memory Stick ———— MFSFILES

|

SYSTEM

|

MACRO

|

nnnnnnnn.PNL_rrrr.PMR

Path example: Memory Stick\MFSFILES\SYSTEM\MACRO\nnnnnnnn.PNL_rrrr.PMR

- Files cannot be loaded when either of the following apply.
 - There is a syntax mistake in the file.
 - Required parameters are not specified.

Macro Event Symbols and Parameters

This section explains macro event symbols and parameters.

For more information about each event, see “Macros” in Chapter 6.

Cross-point selection

Symbol: MEXpt
Using Continue: No

Parameter	Arguments	Description
ME?	ME1 ^{a)} , PP ^{b)}	Operating bank
MEBus?	A, B, Key1, Key2, Key1Source, Key2Source, Utility1 ^{c)}	Bus
Xpt?	1 to 128	Cross-point pair number
VideoKey?	Video, Key	Video or key signal

a) The M/E bank is written as “ME1”.

b) To specify the downstream key bus and downstream key source bus, write the bank as “PP”.

c) The utility bus is written as “Utility1”.

Auxiliary bus cross-point selection

Symbol: AuxXpt
Using Continue: No

Parameter	Arguments	Description
AuxBus?	EditPreview, Aux1 to Aux4, FrameMemoryV, FrameMemoryK, CCR1, CCR2	AUX bus
Xpt?	1 to 128	Cross-point pair number
VideoKey?	Video, Key	Video or key signal

Auto transition execution

Symbol: MEAutoTransition
Using Continue: No

Parameter	Arguments	Description
ME?	ME1 ^{a)} , PP	Operating bank
Time?	0 to 999, Current ^{b)}	Transition rate
ABusXpt?	1 to 128, Current ^{b)}	Cross-point pair number in A bus
BBusXpt?	1 to 128, Current ^{b)}	Cross-point pair number in B bus

a) The M/E bank is written as “ME1”.

b) Mode in which the current value is used

Cut execution

Symbol: MECut
Using Continue: No

Parameter	Arguments	Description
ME?	ME1 ^{a)} , PP	Operating bank

a) The M/E bank is written as “ME1”.

Key auto transition execution

Symbol: KeyAutoTransition
Using Continue: Yes

Parameter	Arguments	Description
ME?	ME1 ^{a)} , PP ^{b)}	Operating bank
Key?	Key1, Key2	Key of the M/E key transition control block (1.5 M/E panel only) or of the downstream key/fade to black control block
Time?	0 to 999, Current ^{c)}	Transition rate (number of frames)
Direction?	ToOn, ToOff, Any	Transition execution mode ToOn: Key is inserted. ToOff: Key is deleted. Any: Transition is always executed.

a) The M/E bank is written as “ME1”.

c) Mode in which the current value is used

b) To specify the downstream key bus and downstream key source bus, write the bank as “PP”.

Key On/Off

Symbol: KeyCut
Using Continue: Yes

Parameter	Arguments	Description
ME?	ME1 ^{a)} , PP ^{b)}	Operating bank
Key?	Key1, Key2	Key of the M/E key transition control block (1.5 M/E panel), of the M/E transition control block (1 M/E panel) or of the downstream key/fade to black control block
Direction?	ToOn, ToOff, Any	Transition execution mode ToOn: Key is inserted. ToOff: Key is deleted. Any: Transition is always executed.

a) The M/E bank is written as “ME1”.

b) To specify the downstream key bus and downstream key source bus, write the bank as “PP”.

Disk recorder/Extended VTR file recalling

Symbol: DiskFileLoad
Using Continue: No

Parameter	Arguments	Description
Device?	1 to 6	Device
FileName?	ASCII string	File name

Recall snapshot

Symbol: Snapshot
Using Continue: Yes

Parameter	Arguments	Description
Region?	ME1 ^{a)} , PP, User1 ^{b)}	Region
Register?	1 to 99	Register number
Attribute?	Off, Dissolve, AutoTransition, Dissolve&Auto Transition	Snapshot temporary attributes
Time?	0 to 999, Current ^{c)}	Duration of dissolve

a) The M/E region is written as “ME1”.

b) The Misc region is written as “User1”.

c) Mode in which the current value is used

Recall effect snapshot

Symbol: WipeSnapshot
Using Continue: No

Parameter	Arguments	Description
ME?	ME1 ^{a)} , PP	Operating bank
Register?	1 to 10	Register number

a) The M/E bank is written as “ME1”.

Pause event

Symbol: Pause
Using Continue: No

Parameter	Arguments	Description
Time?	0, 1 to 999	Pause duration (number of frames)

Transition type selection

Symbol: TransitionType
Using Continue: No

Parameter	Arguments	Description
ME?	ME1 ^{a)} , PP	Operating bank
TransitionType?	Mix, PresetColorMix, Wipe ^{b)}	Transition type

a) The M/E bank is written as “ME1”.

b) Mode in which Wipe is used even when effect type is selected in the M/E transition control block

Next transition selection

Symbol: NextTransition
Using Continue: No

Parameter	Arguments	Description
ME?	ME1 ^{a)} , PP	Operating bank
KeyPriority?	On, Off	Key priority setting
BKGD?	On, Off	BKGD
Key1?	On, Off	Key 1
Key2?	On, Off	Key 2

a) The M/E bank is written as “ME1”.

Fade to black execution

Symbol: FadeToBlack
Using Continue: No

Parameter	Arguments	Description
Time?	0 to 999, Current ^{a)}	Transition rate (number of frames)

a) Mode in which the current value is used

Operation of user-assigned Play button (utility control block)

Symbol: Play
Using Continue: Yes

Parameter	Arguments	Description
Device?	1 to 6	Device
Speed?	−100 to 200, Normal ^{a)}	Variable speed

a) Executes Play at a fixed playback speed (100%).

Operation of user-assigned Stop button (utility control block)

Symbol: Stop
Using Continue: Yes

Parameter	Arguments	Description
Device?	1 to 6	Device

Operation of user-assigned Cueup button (utility control block)

Symbol: Cue
Using Continue: Yes

Parameter	Arguments	Description
Device?	1 to 6	Device
Timecode?	hh:mm:ss:ff, Current ^{a)}	Start point timecode hh=hours (00 to 23) mm=minutes (00 to 59) ss=seconds (00 to 59) ff=frames (00 to 29)

a) Mode in which the current value is used

Operation of user-assigned Start TC button (utility control block)

Symbol: StartTC

Using Continue: Yes

Parameter	Arguments	Description
Device?	1 to 6	Device

Operation of utility control block buttons (except for user-assigned Play, Stop, Cueup and Start TC buttons)

Symbol: UtilityButton

Using Continue: No

Parameter	Arguments	Description
UtilityModule?	EnableUtility, DeviceUtility	Operation button
Button?	1 to 9	Button number
UtilityStatus?	On, Off, Current ^{a)}	Status

a) Mode in which the current value is used

Note

Operations with the buttons to which Device 1 to Device 6, All Stop, Shuttle, Jog, Rec, Mcro AT with Rate, Mcro AT with A/B, Mcro Only Set, and TL Run Control have been assigned are not events.

Timeline effect execution

Symbol: TimelineRun

Using Continue: Yes

Parameter	Arguments	Description
Region?	ME1 ^{a)} , PP, User1 ^{b)} , Current ^{c)}	Region

a) M/E region is written as "ME1."

b) Misc region is written as "User1."

c) Mode to use current settings

Timeline effect rewind

Symbol: TimelineRewind

Using Continue: Yes

Parameter	Arguments	Description
Region?	ME1 ^{a)} , PP, User1 ^{b)} , Current ^{c)}	Region

a) M/E region is written as "ME1."

b) Misc region is written as "User1."

c) Mode to use current settings

Timeline effect recall

Symbol: MasterTimelineRecall

Using Continue: Yes

Parameter	Arguments	Description
Register?	1 to 99	Register number

Timeline effect execution direction (normal)

Symbol: TimelineDirectionNormal
Using Continue: Yes

Parameter	Arguments	Description
Region?	ME1 ^{a)} , PP, User1 ^{b)} , Current ^{c)}	Region

a) M/E region is written as “ME1.”

c) Mode to use current settings

b) Misc region is written as “User1.”

Timeline effect execution direction (reverse)

Symbol: TimelineDirectionReverse
Using Continue: Yes

Parameter	Arguments	Description
Region?	ME1 ^{a)} , PP, User1 ^{b)} , Current ^{c)}	Region

a) M/E region is written as “ME1.”

c) Mode to use current settings

b) Misc region is written as “User1.”

Timeline effect execution direction (normal and reverse switching mode: On)

Symbol: TimelineNormalReverseOn
Using Continue: Yes

Parameter	Arguments	Description
Region?	ME1 ^{a)} , PP, User1 ^{b)} , Current ^{c)}	Region

a) M/E region is written as “ME1.”

c) Mode to use current settings

b) Misc region is written as “User1.”

Timeline effect execution direction (normal and reverse switching mode: Off)

Symbol: TimelineNormalReverseOff
Using Continue: Yes

Parameter	Arguments	Description
Region?	ME1 ^{a)} , PP, User1 ^{b)} , Current ^{c)}	Region

a) M/E region is written as “ME1.”

c) Mode to use current settings

b) Misc region is written as “User1.”

Example of File Contents

Line	Content	Description
1	PNL 0001PNL_0000.PMRMACROREG	File header
2	#,Sample,	Comment
3	Event?,Snapshot,Region?,ME1,Register?,1,Attribute?,Off,Time?,Current	Simultaneously recall snapshots from register number 1 in the M/E and PGM/PST regions.
4	Continue?,Snapshot,Region?,PP,Register?,1,Attribute?,Off,Time?,Current	
5	Event?,MEXpt,ME?,ME1,MEBus?,A,Xpt?,121,VideoKey?,Video	Select button number 121 on the M/E A bus.

Error Messages

Menu Start Errors

If an error occurs while a menu is starting, a popup window appears to display one of the following messages.

Error message	Error description
Internal Error: Data HDD	Corrupt data in internal HDD. HDD must be reformatted.
Internal Error: HDD Format	Internal HDD is not formatted, or partition cannot be recognized. HDD must be reformatted.
Internal Error: Recovery HDD	Recovery program in internal HDD is broken. The maintenance menu must be displayed to repair the recovery program.
Internal Error: System Disk	The program area is corrupt, and the recovery program is running. The corrupt program area must be repaired.

When the “Internal Error: System Disk” message appears, you can repair the corrupt area with the recovery program. Press [Yes] to display the dialog and carry out the repair. If another error message appears, make a note of the content of the message and press [OK] to close the popup window.

Error Messages Displayed in the Error Status/Error Log Menu

When an error occurs, [Diag] in the top menu blinks. To confirm the error information, press [Diag] to display the Error Status menu or Error Log menu.

When [Diag] blinks in red

An error is current effective and pressing [Diag] displays the Error Status menu.

When [Diag] blinks in amber

An error has already been cleared and pressing [Diag] displays the Error Log menu.

Note

To indicate the occurrence of an error by blinking [Diag], it is necessary to enable this function in the Error Status menu or Error Log menu. *For details, see page 68.*

To display the error status or error log regardless of whether there is currently an error

From the top menu, select Setup/Diag > Diag > Error Status to display the Error Status menu and select Setup/Diag > Diag > Error Log to display the Error Log menu.

Error Status menu

The Error Status menu lists currently occurring error information, listed with the most recent information at the top.

When an error has been cleared, the error disappears from the list.



No.	Time	Device	Status
1	13:00:00	SWR	Fan-L1 Stop Error
2	12:10:10	DME	Reference Error
3	12:10:10	PNL	Fan-A Error

The following information is displayed in the status area.

Time: This shows the time the error occurred.

Device: This shows the device on which the error occurred.

Symbol	Device
SWR	Switcher
DME	DME
PNL	Control panel
DCU	DCU

Status: This shows the details of the error.

For more information, see “Error status” (page 69).

To select error information

Use any of the following methods.

- Directly press the list in the status area.
- Use the arrow buttons to scroll the reverse video cursor.
- Turn the knob.

Knob	Description	Setting values
1 (No)	Error number selection	1 and upwards

To refresh the list display

Press [Refresh].

To blink [Diag] when an error occurs

Press [Err Indicator] to turn it on.

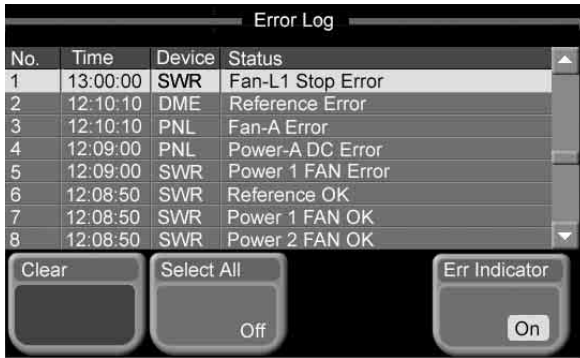
The same effect can be obtained by pressing [Err Indicator] in the Error Log menu to turn it on.

Error Log menu

The Error Log menu lists changes in the error status from the time that the menu display in the menu control block is

started up, listed with the most recent information at the top.

A maximum of 1024 error status changes appear, and when the number exceeds 1024, the oldest items disappear from the list.



No.	Time	Device	Status
1	13:00:00	SWR	Fan-L1 Stop Error
2	12:10:10	DME	Reference Error
3	12:10:10	PNL	Fan-A Error
4	12:09:00	PNL	Power-A DC Error
5	12:09:00	SWR	Power 1 FAN Error
6	12:08:50	SWR	Reference OK
7	12:08:50	SWR	Power 1 FAN OK
8	12:08:50	SWR	Power 2 FAN OK

The following information is displayed in the status area.

Time: This shows the time the error occurred.

Device: This shows the device on which the error occurred.

Symbol	Device
SWR	Switcher
DME	DME
PNL	Control panel
DCU	DCU

Status: This shows the details of the error.

For more information, see “Error status” (page 69).

To delete error information

Using any of the following methods, select the error information to delete, and then press [Clear].

- Directly press the list in the status area.
- Use the arrow buttons to scroll the reverse video cursor.
- Turn the knob.

Knob	Description	Setting values
1 (No)	Error number selection	1 and upwards

To delete several continuous lines of error information, select the first line to delete and then turn knob 2 to specify the number of lines to delete. To delete all error information, press [Select All], turning it on.

To blink [Diag] when an error occurs

Press [Err Indicator] to turn it on.

Error status

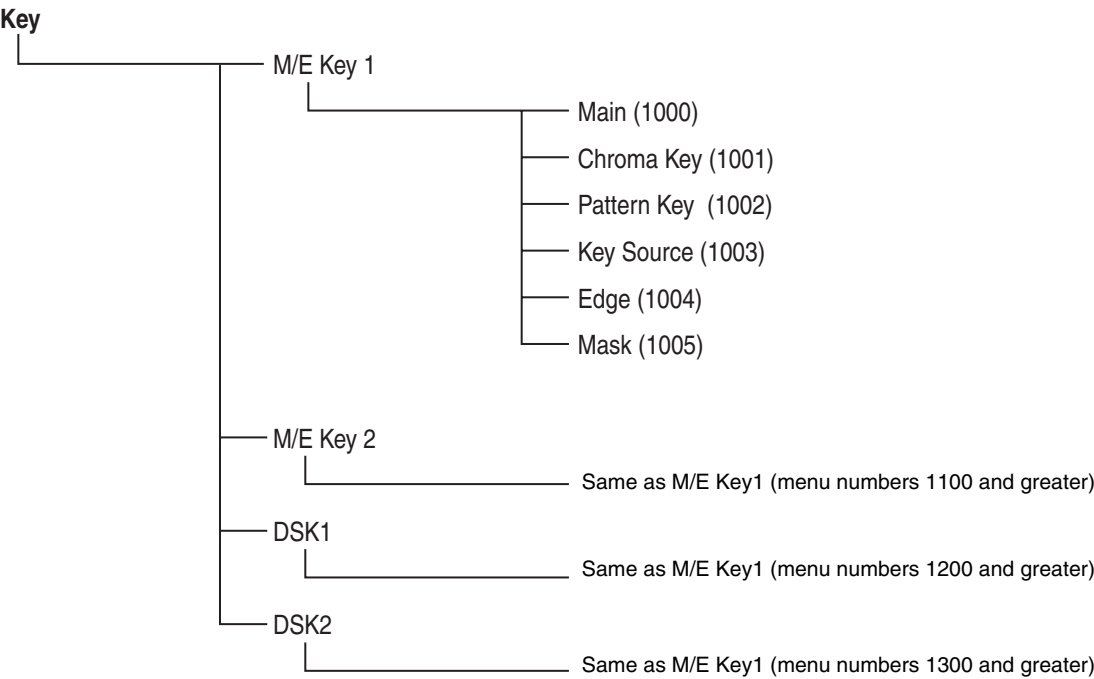
The following table shows the errors displayed in the Error Status/Error Log menu.

Status display	Error description	Error device
Fan XX Stop Error ^{a)}	Fan error inside system case.	Switcher, control panel, DCU
Power XX FAN Error ^{a)}	Fan error in power supply module.	Switcher, control panel, DCU
Power XX AC Error ^{a)}	Error on AC side of power supply.	Switcher, DCU
Power XX DC Error ^{a)}	Error on DC side of power supply.	Switcher, control panel, DCU
Fuse Error	Blown fuse on system board.	Switcher, DME
No Reference	No reference signal present.	Switcher, DME, control panel, DCU
Reference Error	No input of specified reference signal.	Switcher, DME
License Error	License information could not be read.	Switcher, DME, control panel

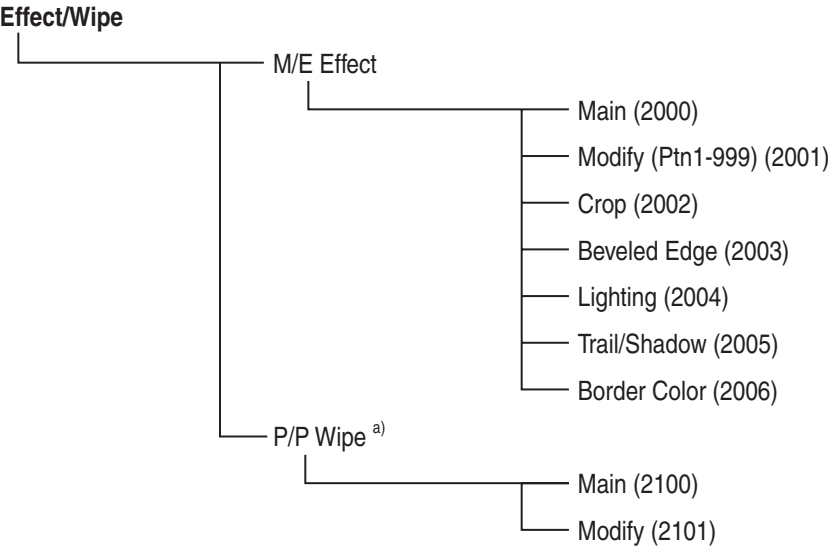
a) XX: Display differs depending on error device.

Menu Tree

Key Menu

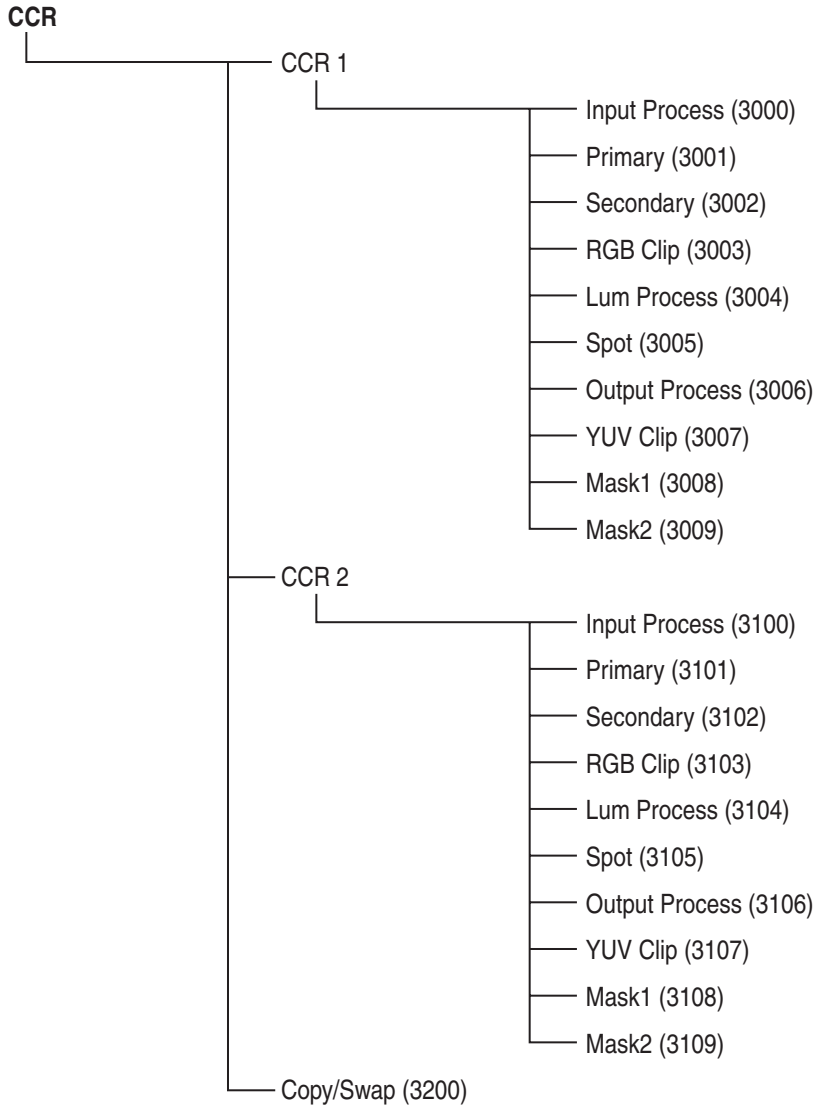


Effect/Wipe Menu

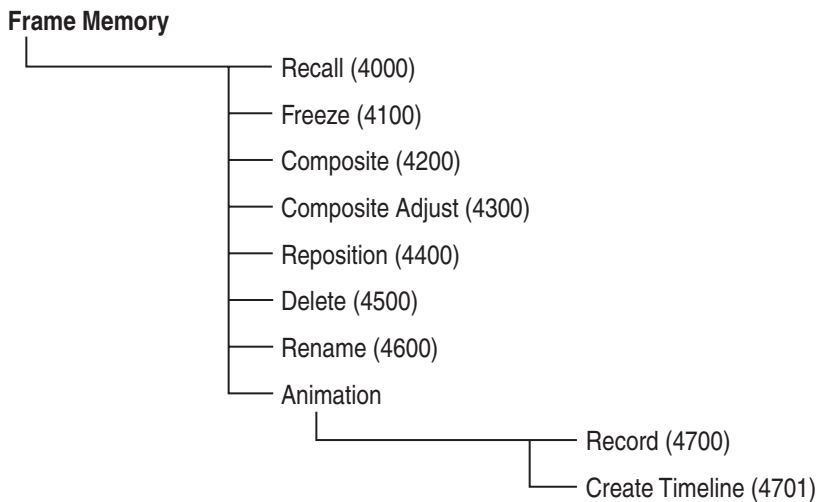


a) Can be used in a 1.5 M/E system only.

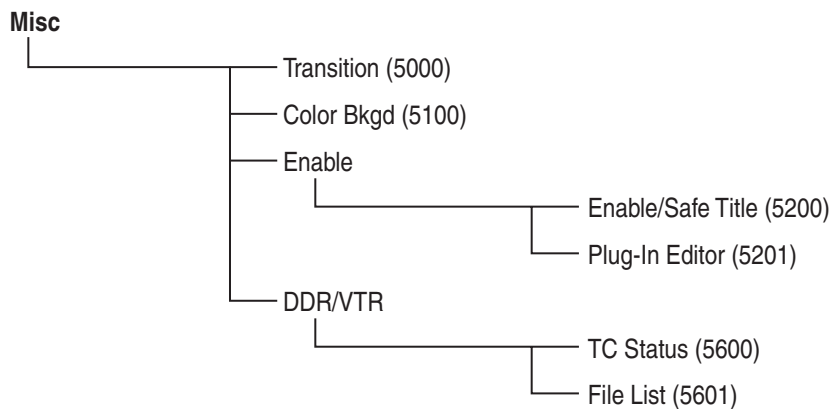
CCR Menu



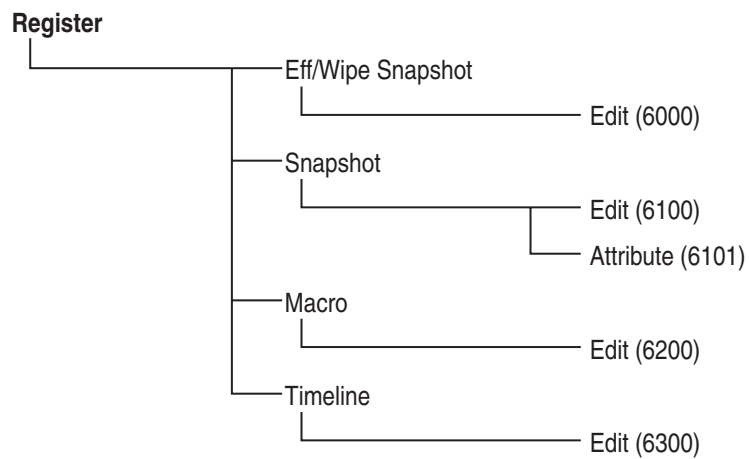
Frame Memory Menu



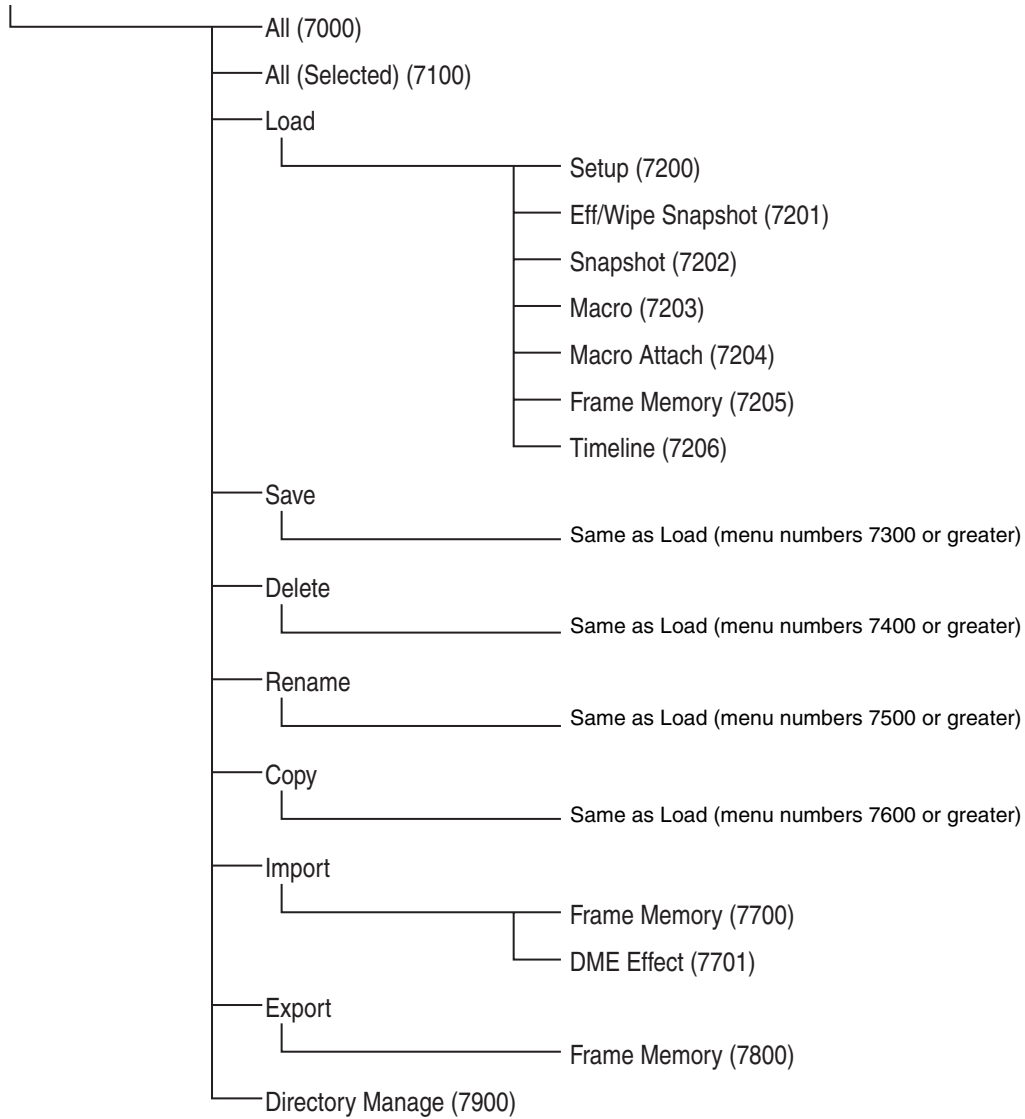
Misc



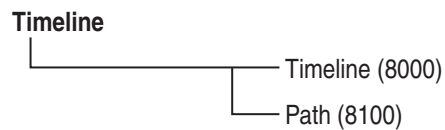
Register

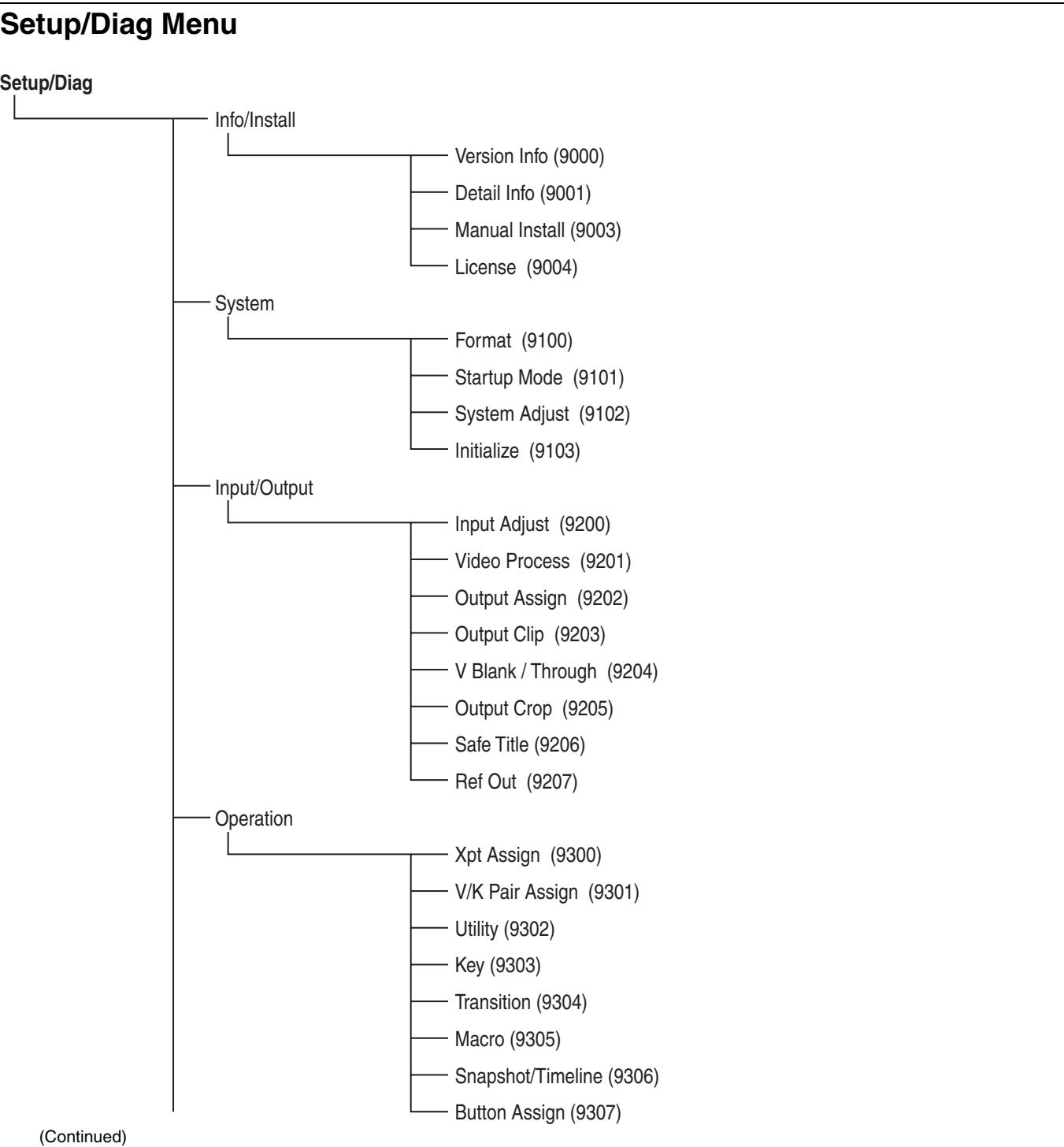


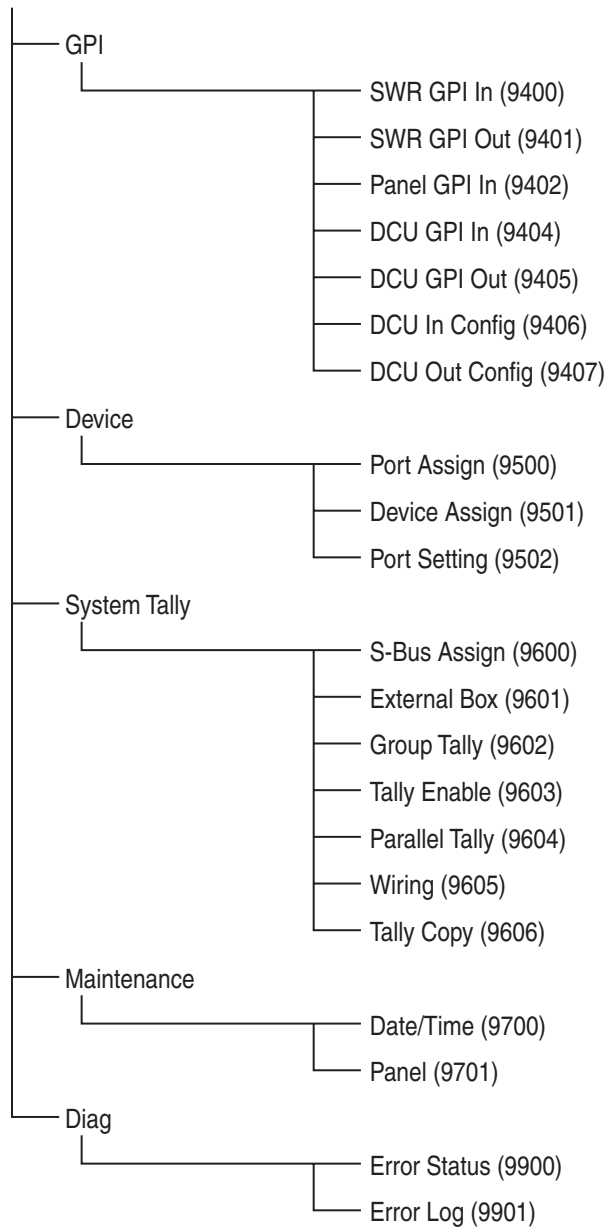
File Menu



Timeline Menu







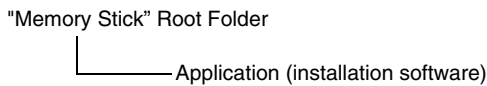
Installing Software

Preparing a “Memory Stick” to Use in Software Installation

Before it can be used in the Manual Install menu, a “Memory Stick” must be prepared by loading it with the software to be installed.

System software for installation on this switcher is provided in a folder named “Application”. Copy this entire folder to the “Memory Stick”.

When you do so, the folder structure of the installation “Memory Stick” appears as follows.



Installation Preparations

1 Set the startup mode as follows.

- Custom mode
- Setup: User (user settings)
- Initial status: User (user settings)

For details about operations, see “Setting the Startup Mode (Startup Mode Menu)” in Chapter 9 of the User’s Guide.

2 Restart the system by doing one of the following.

- In the Setup/Diag >System >Initialize menu, press [Reset].
- Exit the menu system, power the control panel and the processor off and then power it on again.

Note

Be sure to exit the menu system before powering the control panel off. (*On how to exit the menu system, see “Exiting the Menu System” in Chapter 3 of the User’s Guide.*)

The setup and initial status user settings are recalled.

3 Save the required data on an empty “Memory Stick”.

For details about operations, see Chapter 7, “File Operations” in User’s Guide.

4 Set the startup mode as follows.

- Custom mode

- Setup: Factory (factory default settings)
- Initial status: Factory (factory default settings)

For details about operations, see “Setting the Startup Mode (Startup Mode Menu)” in Chapter 9 of the User’s Guide.

Executing an Installation

Use the Manual Install menu to install software.

For details about operations, see “Manually Installing Software (Manual Install Menu)” in Chapter 9 of the User’s Guide.

Use the following procedure when installing the DCU software together with software other than the DCU software.

- 1 First install the software other than the DCU software.
- 2 Exit the menu system, power the control panel off and then power the control panel on again.

Note

Be sure to exit the menu system before powering the control panel off. (*On how to exit the menu system, see “Exiting the Menu System” in Chapter 3 of the User’s Guide.*)

- 3 Install the DCU software.
- 4 When installation of the DCU software finishes, carry out steps 2 and following of “Operations After an Installation”.

Operations After an Installation

- 1 Exit the menu system, power the control panel off and then power the control panel on again.

Note

Be sure to exit the menu system before powering the control panel off. (*On how to exit the menu system, see “Exiting the Menu System” in Chapter 3 of the User’s Guide.*)

- 2 In the Setup/Diag >System >Initialize menu, press [All Clear].

Memory is initialized and the system is reset to the factory default settings.

- 3 Save setup and initial status data, and initialize the system’s non-volatile memory.

For details about operations, see “Saving Setup (Startup Mode Menu)” in Chapter 9 of the User’s Guide.

- 4 Check the software version to confirm that the installation was completed successfully.

For more information about how to check the version, see “Displaying Version Information (Version Information Menu)” and “Displaying Detail Information (Detail Information Menu)” in Chapter 9 of the User’s Guide.

- 5 Set the startup mode as follows.

- Custom mode
- Setup: User (user settings)
- Initial status: User (user settings)

For details about operations, see “Setting the Startup Mode (Startup Mode Menu)” in Chapter 9 of the User’s Guide.

- 6 Load the data saved to the “Memory Stick” in step 3 of “Installation Preparations”.

For more information about loading data, see Chapter 7, “File Operations” in the User’s Guide.

- 7 Save setup and initial status data in the system’s non-volatile memory.

For details about operations, see “Saving Setup (Startup Mode Menu)” in Chapter 9 of the User’s Guide.

- 8 Restart the system by doing one of the following.

- In the Setup/Diag >System >Initialize menu, press [Reset].
- Exit the menu system, power the control panel and the processor off and then power it on again.

Note

Be sure to exit the menu system before powering the control panel off. (*On how to exit the menu system, see “Exiting the Menu System” in Chapter 3 of the User’s Guide.*)

- 9 If the startup mode is different from the mode before the installation, change the mode.

For details about operations, see “Setting the Startup Mode (Startup Mode Menu)” in Chapter 9 of the User’s Guide.



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