

SONY®

Editing Control Software

BZS-8050

User's Guide English

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Software Version 6.00 and Later

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Introduction

This User's Guide describes operation of the BZS-8050 Editing Control Software (subsequently called "this software" or "the software"). This section provides information about the organization of the User's Guide, conventions used in the text, and other basic items.

Organization of This User's Guide

This User's Guide consists of the following sections.

Chapter 1 Overview

Explains the major features and functions of the software and gives information on the dedicated keyboards, operating screens, etc.

Chapter 2 Basic Editing Procedure

Explains how to perform basic editing operations using this software. The chapter contains a sample procedure to illustrate the work flow.

Chapter 3 Editing

Explains in detail how to control devices, such as VTRs/DDRs (disk recorders) and the switcher to create edit data and record material.

Chapter 4 Event Settings

Explains the method of making GPI, key, DMC, switcher, and mixer event settings for controlling external devices from this software.

Chapter 5 Data Management

Explains project and EDL-related data operations, and management of system settings data.

Chapter 6 System Setup

Explains how to make software settings (setup) and how to reset editing parameters to the default condition (initialization). These steps are usually performed before starting to edit. The chapter also explains how to change parameter settings for specific devices after editing has started.

Appendix

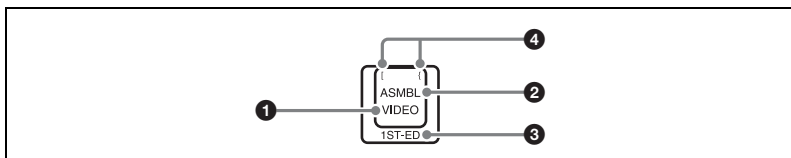
Comprises the following item:

- Managing of error messages
- Key function overview

Keytop Markings and Notational Conventions

Keytop markings

The dedicated MKS-2050 and MKS-8050 Editing Keyboards for use with this software have up to four functions per key. These are indicated on each keytop as follows.



❶ Function when the key by itself is pressed

Shown in lower part of keytop.

❷ Function when the key is pressed while the SHIFT key is pressed down

Shown in upper part of keytop.

❸ Function when the key is pressed while the CTRL key is pressed down

Shown on front side of keytop.

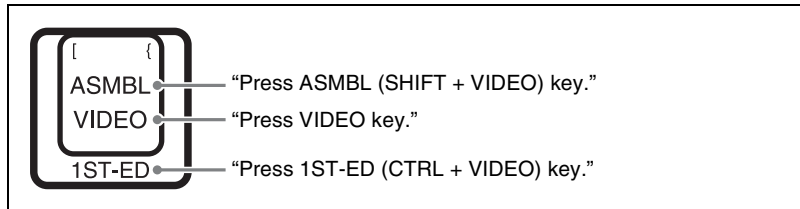
❹ Text input function

When the software is in the condition for text input, all keys automatically function as input keys for the symbols shown at the top left (and the top right), or as control keys. Symbols shown at the top right are input when a key is pressed while the SHIFT key is pressed down.

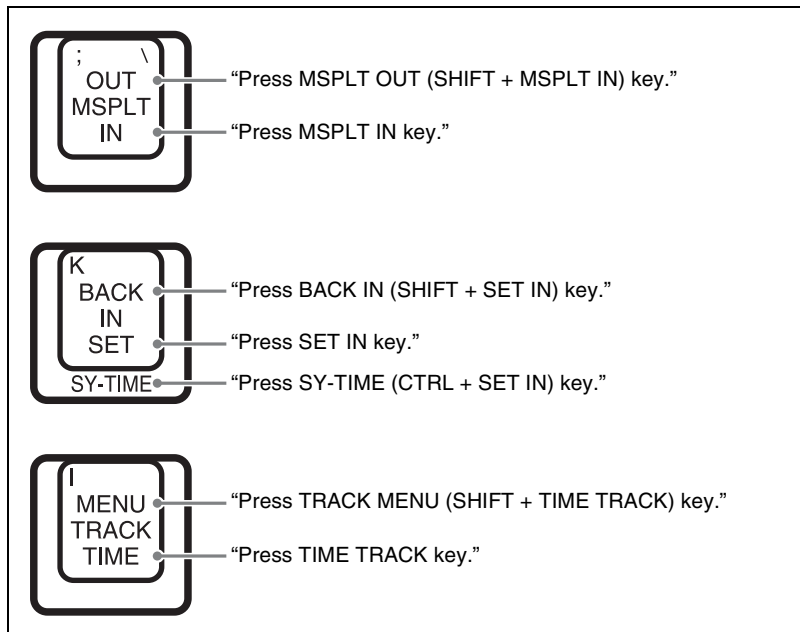
Notational conventions

This section shows examples for the above key operations ❶ to ❸ when the MKS-2050 is used. In this User's Guide, the keyboard operations are described using the following conventions.

- When keytop markings include two lines (besides character input marking)



- When keytop markings include three lines (besides character input marking)



In Chapter 6, some frequently used keys do not follow the above rules. When following instructions in Chapter 6, first read the note at the start of the chapter (*page 449*).

Note

(When using the MKS-8050)

This User's Guide generally explains key operations using the MKS-2050 Editing Keyboard as an example. The same operations are possible with the

MKS-8050. Where keytop markings of the MKS-2050 and MKS-8050 differ for the same function, information for both keyboards is given.

- **Notation example**

“Press the STBOF (SHIFT + PLAY) key [on MKS-8050: STB OFF (CTRL + STILL) key].”

For some functions, the keys pressed on the MKS-8050 are different from those pressed on the MKS-2050. Such cases are **denoted by an asterisk** (“*”) following the key name.

Notation example for operation where the same key is used on the MKS-2050 and MKS-8050 (no “*”)

Notation example (using MKS-2050)	Operation using MKS-8050
“Press P1 key.”	P1
“Press ASMBL (SHIFT + VIDEO) key.”	ASMBL (SHIFT + VIDEO)

Notation example for operation where different key is used on the MKS-2050 and MKS-8050 (with “*”)

Notation example (using MKS-2050)	Operation using MKS-8050
“Press P6* key.”	P6 (CTRL + P1)
“Press EJECT (SHIFT + STILL)* key.”	EJECT (CTRL + PLAY)

For keys followed by an asterisk, use the “Key Function List” *on page 564* of Appendix to find out the key to press on the MKS-8050.

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Main Features

The BZS-8050 Editing Control Software is designed to add video editing functions to the Sony MVS-8000 series, DVS-9000 series, and MFS-2000 series Production Switcher System.

To perform editing operations, the separately available MKS-2050 or MKS-8050 Editing Keyboard and an XGA compliant display are also required. These are to be connected to the System Control Unit of the switcher.

The VTRs/DDRs (disk recorders), audio mixer, and other devices as well as the GPI signal are connected to the Device Control Unit of the switcher.

As with the predecessor product BVE-2000 and BVE-9100, basic operation steps are carried out using a keyboard to navigate function menus. The menus appear on a character-based screen which also shows timecodes, status information and other information.

The main features of the software are listed below.

Select from two types of editing keyboards

The software can operate either with the MKS-8050, which is a full keyboard, or with the MKS-2050, a compact keyboard that employs a block layout with keys grouped by function. Also, the function assigned to the keys can be freely changed to suit the needs or preferences of the operator.

Programmable function keys

The MKS-8050 and the MKS-2050 are provided with 20 PF (programmable function) keys. Each PF key can be programmed with up to 100 keystrokes. (On the MKS-2050, 10 of the PF key come with factory-assigned functions. The functions of the remaining 10 PF keys can be assigned by the user.)

Functions can be assigned by either pressing the desired sequence of keys (learn function) or by selecting the function in the operating screen (program function). When the programmed PF key is pressed, a sequence of operations is carried out.

Compatible with generic XGA displays

The operating screens for this software can be displayed on any XGA (1024 × 768) compatible monitor with analog RGB input.

The background color, character color, and the display position of each block of the operating screen can be changed to suit the needs or preferences of the operator.

Ability to configure a multi-panel editing system (MVS-8000/DVS-9000 series)

When used with the MVS-8000/DVS-9000 series, the software allows you to configure as many editing systems as there are switcher control panels.

All frame rates supported

The software can handle any frame rate supported by the switcher system.

Simultaneous control of up to 16 VTR/DDR units

Up to 60 VTR/DDR units and similar devices (30 in the case of the MFS-2000 series) can be connected to the switcher system. Out of these, the software can control up to 16 devices simultaneously (four recorders/12 players).

When a DDR that supports VDCP protocol is used, a file is recalled from the file list. The recalled and used file name is stored to the EDL to be automatically recalled when the registered edit is executed. (Note that the picture data is not stored to the EDL.)

Frame bump (lip sync adjustment) function

When two or more VTRs are operating, timing on each VTR can be adjusted to carry out lip sync adjustment.

The adjustment amount can be reflected to the IN point.

Master/sub function

Master/sub relationship can be set between VTRs/DDRs. When the relationship is established, automatic IN point setting and synchronization of operation can be carried out according to the sync time setting.

Control on keyframes (effect) on the DME or switcher

Keyframes (effect) on the DME or switcher can be controlled in the same manner as controlling the VTRs by using the device control keys and search dial. Keyframes (effect) can also be set as the source of editing. Since this function does not require control cables, DME and switcher are not counted as the control devices of this software.

Also, when you insert a keyframe while monitoring the video, effect can be cued up to the position that coordinates with the

position of the video source with simple operation (Effect Follow Video function). The keyframes (effect) can also be set to be simultaneously controlled along with a reference VTR using search dial operations in jog mode (Sync Jog function).

Control on clips on the frame memory

A clip can be recalled from the clip file list of the frame memory and can be controlled in the same manner as controlling the VTRs. The selected and used clip file name is stored to the EDL to be automatically recalled when the registered edit is executed. It is also possible to record the specified edit as a clip. (Note that the MVS-8000 and MFS-2000 do not support clips. The picture data is not stored to the EDL.)

Automatic acquisition of keyframe (effect) data

When “AUTO EFFECT DATA” is set to ON, effect data stored to the region specified as an edit source is automatically acquired and stored to the EDL. In this way, when the edit is recalled to carry out preview or recording, recalling the effect on the switcher system is unnecessary.

Automatic acquisition of video process data of the switcher

When the automatic video process data function is activated, video process data used on the switcher for inputting the edit source can be automatically read from the switcher and stored to the EDL. Thus, when the edit is recalled to perform recording, adjusting the video process on the switcher is unnecessary.

Automatic acquisition of color corrector data of the switcher

Whether or not the color corrector data is applied to the sources can be specified. When the color corrector data is applied to the sources, the data is read and stored to the EDL. Thus, when the edit is recalled to perform recording, adjusting the color corrector data is unnecessary.

DMC events

You can set a speed event to change the transport speed of a VTR at the desired timing, as well as a freeze event to specify a desired timing for freeze on/ off of a device.

In the case of a keyframe (effect), in addition to the speed event, an effect register number can be registered, allowing the contents of the effect register to be recalled at the time recording takes place. If you do not register an effect register number, the effect register number that was last recalled is automatically read in and applied when you record an edit.

Control of the VTR video process (video control)

The search dial can be used to adjust the output signal level and other factors of the VTRs' video process. The adjustments can then be registered to the EDL. Thus, when the edit is recalled to perform recording, adjusting the video process is unnecessary.

Switcher events

When creating an edit, the settings on the switcher (initial panel) at the time of edit creation can be stored to the EDL to allow the same switcher settings to be reproduced during previewing or recording of the edit. In addition to the initial panel setting, a transition event for specifying the transition

start time and a snapshot event for recalling the snapshot register can be specified. The snapshot register data can be registered to the EDL.

Mixer events

A transition event for specifying the transition start time and a register event for recalling the register can be specified.

Key events

You can set a key event to start the key transition on the switcher at the desired timing, in the same manner as setting the GPI event. The key event can be set independently of the effect of the edit. It is thus possible to use a maximum of 16 keyers while wiping, for example.

Support for up to 16 audio insert channels

Up to 16 audio insert channels are supported for the recorder. (Audio mixer control allows up to eight channels.)

Note, however, that up to 12 audio insert channels are supported by the currently available VTRs.

Split editing

By specifying video and audio IN/OUT points independently in insert mode, split editing can be carried out. Also, multi-audio split function is provided by specifying IN and OUT points independently with each audio channel.

Pre-read editing

By using the pre-read function on the VTR, A/B roll editing can be carried out with single VTR.

Field editing

IN point, OUT point, and transition start point can be set in units of fields. Editing

using the film material or live recording thus can be carried out easily.

Maximum 32 GPI ports

With this software, you can make settings for up to 32 GPI (General Purpose Interface) ports. Using GPI ports, you can control external devices (titlers or character generators, for example) that cannot be controlled through the 9-pin remote interface. GPI pulses can be generated repeatedly by specifying the intervals and the number of repetitions.

Superimposing of edit information

When the MVS-8000A/G or MFS-2000 is used, superimposed characters indicating status and timecode of the source and recorder and progress of editing can be added to the specified edit preview output for the switcher. Superimposed characters are supported on all formats that the switcher supports. (Note that the MVS-8000 and DVS-9000 do not support the superimposed characters.)

Various match frame functions

Match frame functions (action track, scroll track, auto track, recorder track, and player track) are provided in addition to auto time track and manual time track.

Background recording

When background recording is turned on, creating, modifying, or recalling of the edit is possible during recording. Creating a new edit while recording created edit makes editing more efficient.

EDL management — list management functions

Up to 9999 edit data can be stored to an EDL (Edit Decision List).

You can use the list management functions to delete, insert, move, copy, modify, sort or renumber edits in an EDL. You can also display reel summaries, search for and eliminate timecode gaps, and do quick traces, as well as remove timecode overlaps between the edits in an EDL.

Also, five areas of buffer memory are provided and EDL-related operations can be easily undone or redone.

EDL data can be loaded or saved through the memory card slot or USB port on the switcher system.

(Depending on the number of sources and lines of comments in the edits, the number of edit data which can be stored to an EDL may not reach 9999.)

Management of EDLs by collecting them up into a project

Projects created for each program or operator can include related EDLs for effective EDL management.

Making backup copy of the projects and the EDLs can be easily done by importing/exporting the projects through the memory card slot or USB ports on the switcher system.

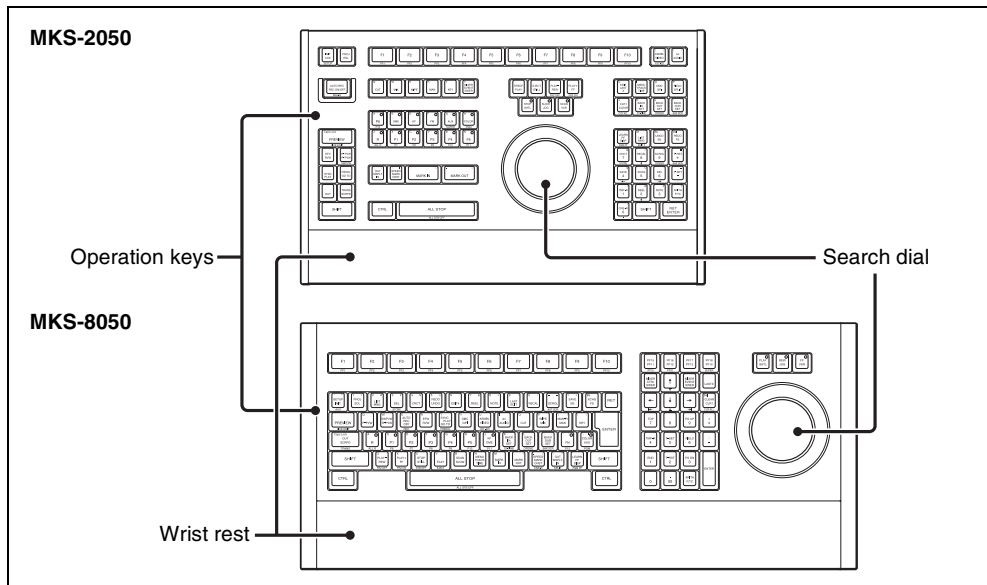
About the Keyboards

The software can be operated with two types of keyboard, namely the MKS-2050 and MKS-8050. These differ slightly in key layout and function assignment, but all functions of the software can be accessed with either keyboard.

This section gives an overview of the keys and other parts and explains the basic procedure for text input.

Names and Functions of Parts

The MKS-2050 and MKS-8050 consist of the following parts.

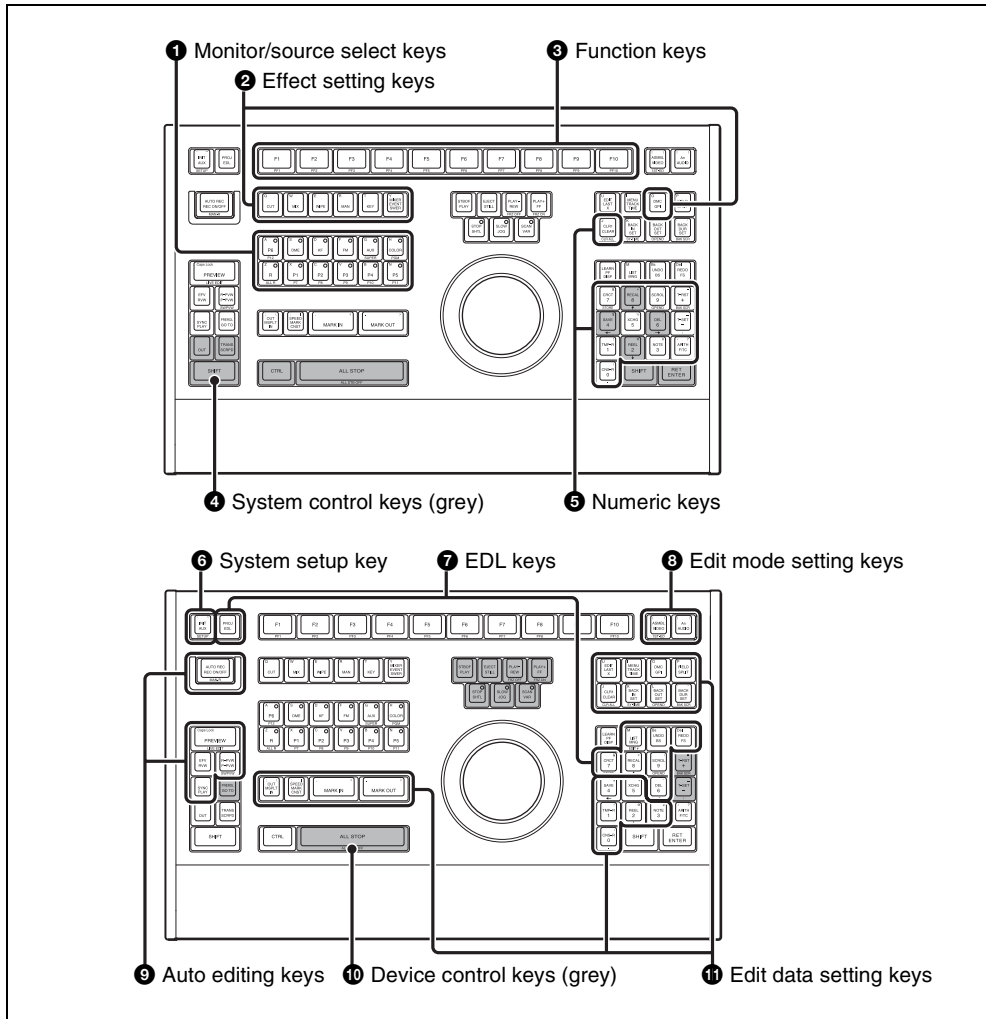


Operation keys in each function block are described below for each keyboard. Because the key layout differs for the MKS-2050 and MKS-8050, you should refer to the section for the keyboard that you are using.

For details on keyboard parts, rear-panel connectors, and connection examples, refer to the MKS-2050/MKS-8050 Operation Manual.

The keyboard is roughly divided into the following 11 function blocks.

For details on each block, see “Operation key function blocks” on page 23.



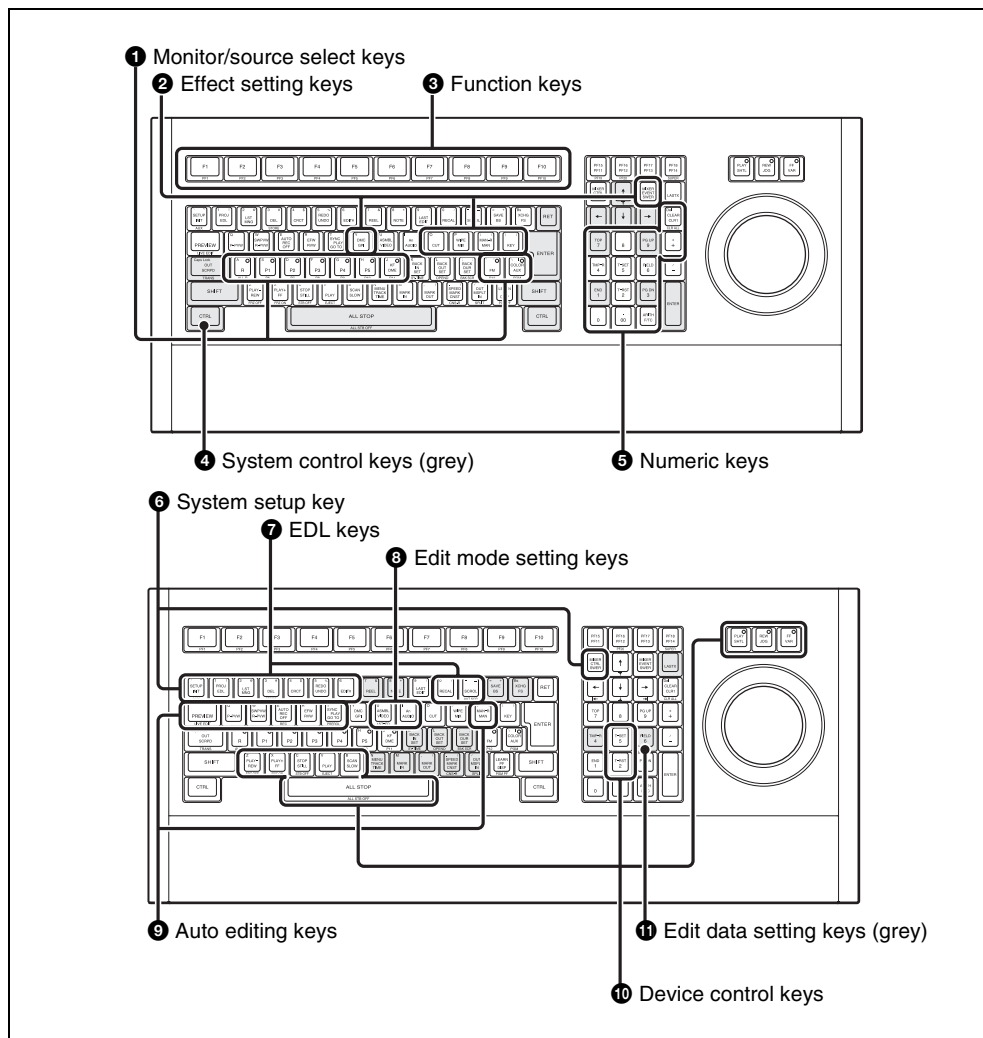
Besides their function in the respective blocks as outlined above, keys with keytop symbol markings (top left and top right) also serve for text input.

For details, see “Text input” on page 26.

MKS-8050 operation keys

The keyboard is roughly divided into the following 11 function blocks.

For details on each block, see “Operation key function blocks” on page 23.



Besides their function in the respective blocks as outlined above, keys with keytop symbol markings (top left and top right) also serve for text input.

For details, see “Text input” on page 26.

Operation key function blocks

Operation keys in the various blocks are allocated as follows.

❶ Monitor/source select keys

Select the source to be monitored and the device to be controlled.

❷ Effect setting keys

Set effect types and make event settings.

❸ Function keys

The operation of these keys corresponds to the function menu shown on the operating screen.

❹ System control keys

(SHIFT, CTRL, RET, ENTER, ALL STOP and cursor keys)

Used for general system control.

❺ Numeric keys

Used for numeric input.

❻ System setup key

Initiates setup of overall operation parameters for the software.

❼ EDL keys

Used for operations relating to an EDL (Edit Decision List).

❽ Edit mode setting keys

Control the edit mode, such as insert mode and assemble mode.

❾ Auto editing keys

Control automatic execution of functions such as preview and recording.

❿ Device control keys

Used to control device transport.

❿ Edit data setting keys

Used to make various data settings for editing.

For details on the functions of the various MKS-2050/MKS-8050 keys, see the “Key Function List” on page 564 of Appendix.

Keytop markings

Almost all keys on the keyboard are assigned multiple functions, depending on whether the key is pressed by itself or while the SHIFT key or CTRL key is pressed down.

For information on keytop markings, function assignments, and notational conventions used in this User's Guide, see “Keytop Markings and Notational Conventions” on page 11.

Basic Operation

To illustrate the basic operation principles of the keyboard, this section explains

numeric input, text input, cursor movement, and use of the search dial.

Numeric input

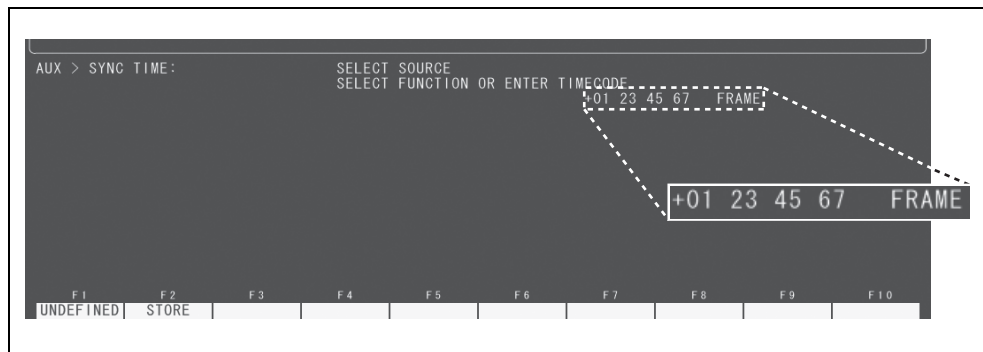
To enter timecodes during editing or specify numeric parameters during setup,

the numeric keys and scratchpad (or constant registers) are used.

About the scratchpad

Numeric input is always performed to a special area on the screen called the scratchpad. This serves for temporarily holding numbers. To actually insert the

numbers into the target location (timecode value, etc.), the ENTER key or SET key is used.



The scratchpad provides input fields for eight integers and one decimal. The decimal field is valid only in special cases such as when making speed settings.

To enter numerals into the scratchpad, proceed as follows.

- Press one of the numeric keys (0 to 9). The numeral is entered at the “1” digit position, and any previously entered numerals are moved left by one position. (This means that up to the last eight digits entered will always be displayed.)
Example: To enter the timecode “00:02:10:15,” proceed as follows.

Keypress	Indication in scratchpad
CLEAR*	All indications are cleared. It is not necessary to press this key, if nothing is indicated.
2	2
1	21
0	2 10
1	21 01
5	2 10 15

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Note

It is not possible to use the cursor keys for specifying the digit position in the scratchpad. Therefore you cannot edit the numeral of a specific position.

Constant registers

Constant registers are data storage locations, equivalent to 10 scratchpads. You can display them as required, and use them in the same way as the scratchpad.

For details on how to use constant registers, see “Using Constant Registers” on page 235 in Chapter 3.

Device constant registers are also provided for data storage of each device. The contents of the register can be recalled to the scratchpad and can be used.

For details on how to use device constant registers, see “Using Device Constant Registers” on page 239 in Chapter 3.

Numeric keys

The following keys serve for numeric input.

Key	Purpose
0, 1, 2, 3, 4, 5, 6, 7, 8, 9	Enter the single digit shown on the keytop.
00	Enters a dual-digit 00 (Only available on the MKS-8050. On the MKS-2050, this function must be assigned to any key that is available.) <i>For details, see “Keyboard Assignment” on page 515 in Chapter 6.</i>
+, –	Used to increase or decrease the value for time input or to set the speed. Each push of the key toggles between increase/decrease and absolute values. When entering speed values where negative numbers exist, specifying + (or none) means a positive speed value and specifying – means a negative speed value. When inputting numeric values other than times or speeds, the sign indication is ignored.
F/TC	Each push of this key toggles the input between frame units and timecode units (HH:MM:SS:FF). When frame unit input is selected, “FRAME” appears at the right edge of the scratchpad. If a dual-digit number was entered, this is always considered a frame value. (For example, when the frame rate 30F is selected and “99” is input, the indication becomes “3:09.”) When inputting numeric values other than times, the FRAME indication is ignored.

Key	Purpose
. (period) (CTRL+0)*	Enters a decimal point. This works only when decimal input is valid such as during speed setting. Numerals input after the period are placed to the right of the decimal point.

* The key allocation on the MKS-8050 is different.
See “Key Function List” on page 564 of
Appendix.

Control keys

The following keys are used as control keys during numeric input.

Key	Purpose
CLR1 (SHIFT + CLEAR)*	Deletes the rightmost digit in the scratchpad. The remaining integers are moved one position to the right.
CLEAR*	Deletes all digits from the scratchpad.
ENTER	Accepts the input.

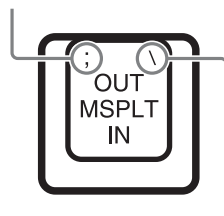
* The key allocation on the MKS-8050 is different.
See “Key Function List” on page 564 of
Appendix.

Text input

When inputting a reel name or an edit comment, this software automatically switches to the text input mode when text input is required.

In the text input mode, the keytop symbol markings (top left and top right) are valid, showing you which key to press for entering a character.

The character or symbol at the top left is entered when the key pressed by itself.



The character or symbol at the top right is entered when you press the key while holding down the SHIFT key.

The keys also have the typematic function that enters the character repeatedly when the key is held down.

Available characters and symbols

The following characters and symbols can be entered from the keyboard.

• MKS-8050

Keypress type	Character or symbol
Single keypress	` 1 2 3 4 5 6 7 8 9 0 - = [] \ ; ' , . / Space a to z (Caps Lock ON: A to Z)
Press the key while pressing down the SHIFT key.	~ ! @ # \$ % ^ & * () _ + { } : " < > ? Space A to Z (Caps Lock ON: a to z)
The numeric keys	1 2 3 4 5 6 7 8 9 0 - +
Press the numeric key while pressing down the SHIFT key.	/ *

• MKS-2050

Keypress type	Character or symbol
Single keypress	` 1 2 3 4 5 6 7 8 9 0 - + [] : ; ' , . / Space a to z (Caps Lock ON: A to Z)
Press the key while pressing down the SHIFT key.	~ ! @ # \$ % ^ & * () _ = { } \ " < > ? Space A to Z (Caps Lock ON: a to z)

Control keys

The following keys are used as control keys during text input.

Key	Purpose
Bs	Backspace key. Deletes the character to the left of the cursor and moves the following string to the left. SHIFT+Bs and SHIFT+Del also function as the Backspace key.
Del	Delete key. Deletes the character under the cursor and moves the following string to the left.
CTRL+Del	Delete After key. Deletes the character string from the cursor to the end of the line.
Caps Lock	Each push toggles between the Caps Lock on and off state. When Caps Lock is off, pressing any of the A to Z keys by itself enters a lower-case character. When Caps Lock is on, pressing any of the A to Z keys enters an upper-case character. When this software is started, the setting is off.

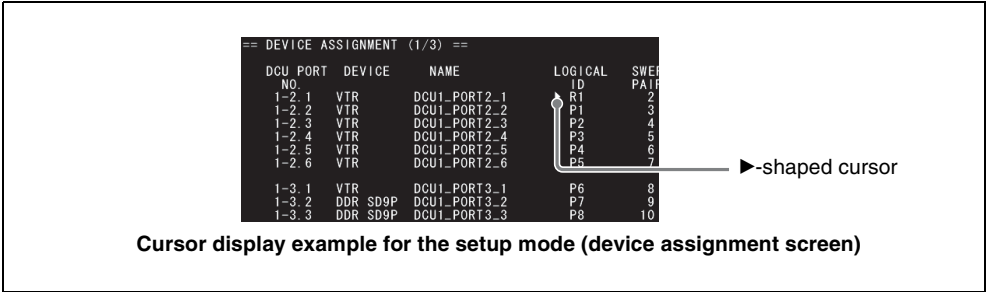
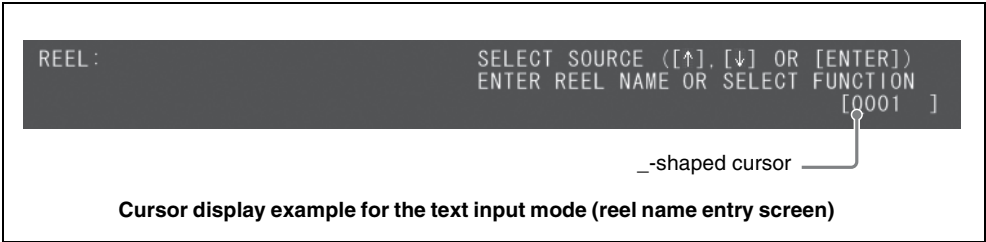
Key	Purpose
ENTER	Accepts the input. When the input field allows multiple lines, such as when entering a comment, the key serves as the Line feed key.

Note

When a previously set name is displayed, such as when inputting a reel name, if you move the cursor and press the character keys, text input starts from the cursor position and moves the text string that follows to the right. If you press a character key without moving the cursor, the previously set name is cleared and a new input is started.

Cursor movement

This section explains how to move the on-screen cursor, for example to change the text input position or make a selection from a menu.



Note

When you enter numeric characters, no cursor is displayed in the scratchpad area.

To move the cursor up/down/left/right

Press the respective key.

Operation	MKS-8050	MKS-2050
Move up	↑	↑ (CTRL+8)
Move down	↓	↓ (CTRL+2)
Move left	←	← (CTRL+4)
Move right	→	→ (CTRL+6)

To move the cursor to right end or left end of line

Operation	MKS-8050	MKS-2050
Move to the left end of line	← (CTRL + ←) or SHIFT + ←	SHIFT + CTRL + 4

Operation	MKS-8050	MKS-2050
Move to the right end of line	→ (CTRL + →) or SHIFT + →	SHIFT + CTRL + 6

To move the cursor to start or end

In order to perform the following operations with the MKS-2050, the corresponding functions must be assigned to any keys that are available.

For more details, see “Keyboard Assignment” on page 515 in Chapter 6.

Operation	Keypress
Move to start	TOP or ↑ (CTRL + ↑)
Move to end	END or ↓ (CTRL + ↓)

To move between pages

Operation	MKS-8050	MKS-2050
Move to the previous page	PG UP or SHIFT + ↑	SHIFT + CTRL + 8
Move to the next page	PG DN or SHIFT + ↓	SHIFT + CTRL + 2

Using the search dial

The search dial is used mainly to search for edit points. Turning the dial clockwise causes forward playback and turning the dial counterclockwise causes reverse playback. The search dial has four operation modes: Jog, Shuttle, Variable, and Sync Jog. These are selected by pressing the JOG, SHTL, VAR, or SYNC JOG ¹⁾ (CTRL+JOG) key, so that the LED on the corresponding keytop is lit.

1) This function has no keytop notation.

Playback operation in the four modes is as follows.

Mode	Operation
Jog	Playback speed varies according to the turning speed of the search dial. The search dial does not click and the limiter is disabled, allowing the dial to be turned freely.
Shuttle	Playback speed varies according to the turning angle of the search dial. At the 0% position (still picture), the dial clicks. At the maximum speed for forward playback and reverse playback, the limiter prevents further turning of the dial.

Mode	Operation
Variable	Playback speed varies according to the turning angle of the search dial. Within the speed range of $\pm 1\times$, the speed can be controlled in fine increments. At the 0% position (still picture) and the 100% position ($+1\times$ speed), the dial clicks. At the maximum speed for forward playback and reverse playback, the limiter prevents further turning of the dial.
Sync Jog	Controls keyframes (effect) on the DME or switcher with the search dial so that the playback direction and amount match those of a reference VTR.

For details on variable-speed playback using the search dial, see “Using the Search Dial” on page 96 in Chapter 3.

For details on Sync jog, see “To carry out Sync jog” on page 100 in Chapter 3.

Notes

- During EDL scrolling display, you can use the search dial to scroll the list of edits.

For more details, see “EDL Scroll Display” on page 354 in Chapter 5.

- During setting the GPI event, the search dial can be used to check the settings of the event.

For more details, see “Scroll display of the GPI event settings” on page 258 in Chapter 4.

- During adjusting the video process data of a VTR, the search dial can be used to adjust the setting of the selected item.

For more details, see “To adjust the video process data of a VTR” on page 289 in Chapter 4.

About the Operating Screen (Edit Data Page)

This section explains the concept of the “edit data page,” which is a type of screen

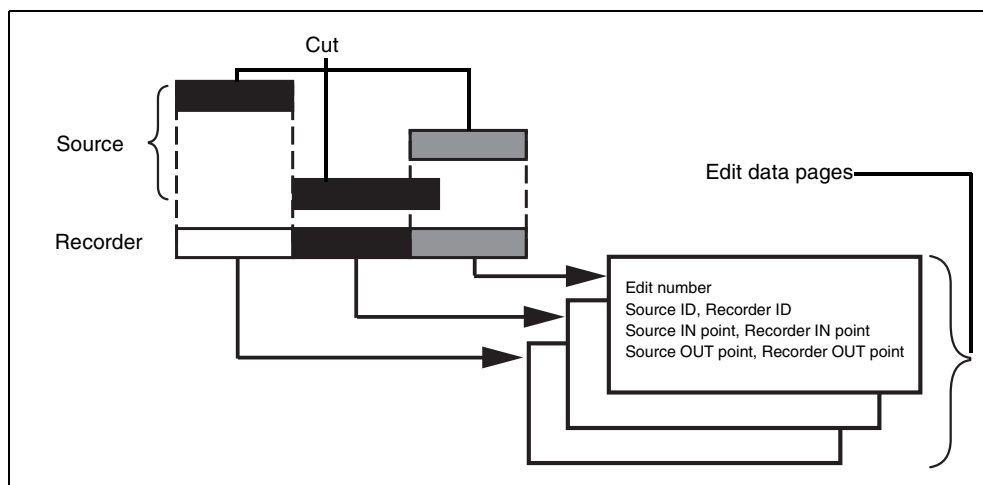
used for performing various editing operations.

Overview of the Operating Screen (Edit Data Page)

Video editing is a process which usually involves setting IN and OUT points to extract a “cut,” and then assembling multiple cuts into a final edit. In simple

terms, one edit page holds the editing information for one cut.

A simple representation of the edit page concept is shown below.



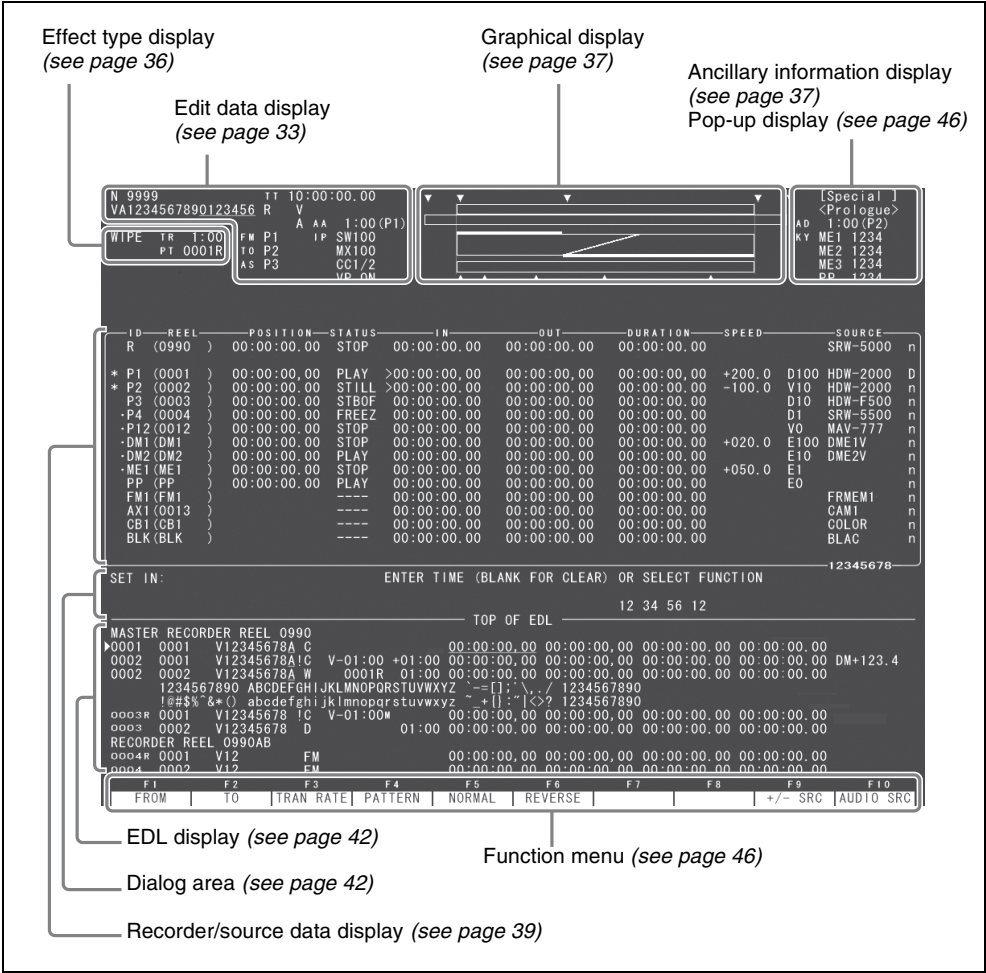
- Each edit data page holds a large amount of editing information, including the ID of the player to be used as an edit source, the IN and OUT point settings, the ID of the recorder to be used as the recording target, and IN and OUT point settings. The sum of this information is referred to as an “edit” or as “edit data.”
- In this software, you can handle created edit data of up to 9999 pages (9999 edits), and register it in an EDL (Edit Decision List). You can recall the registered edit data as required into an edit data page to edit the content, or carry out recording.
- An edit data page which shows edit data that have not yet been registered in

the EDL (Edit Decision List) is called a “new edit data page.” Such a page is indicated by an “N” preceding the edit

number shown in the top left of the screen.

Organization of the Operating Screen (Edit Data Page)

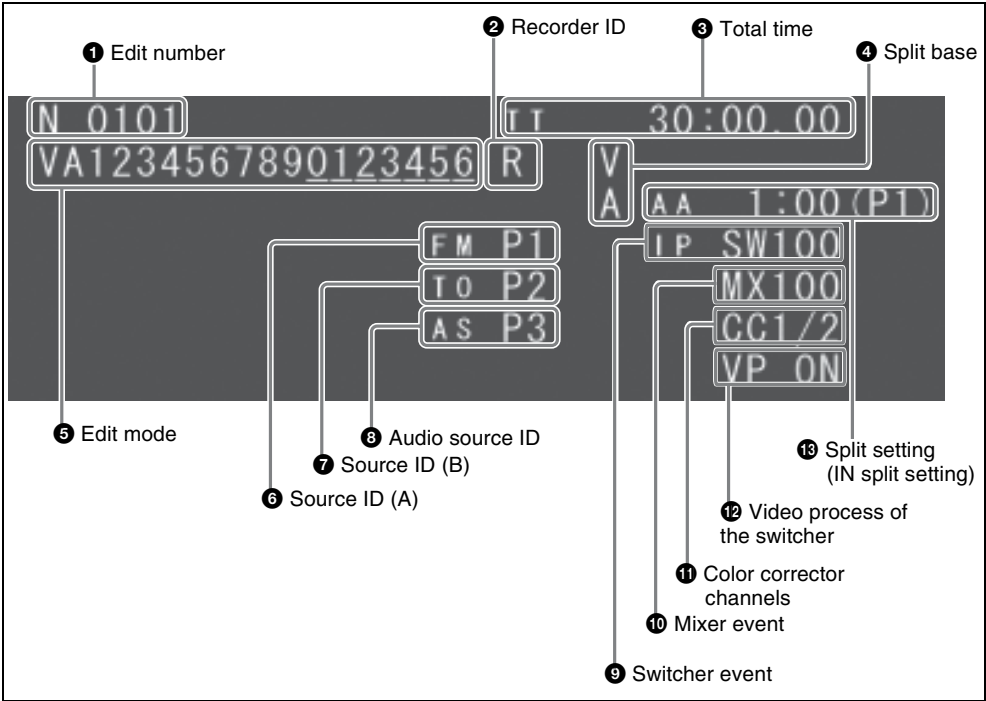
The overall appearance of the operating screen is as shown below.



Note

Pop-ups will appear as necessary over the ancillary information display.

Edit data display



1 Edit number

The edit number of the currently displayed edit data appears as a four-digit number. The following indications may also appear at the left of the number, depending on the status of the displayed edit data.

Display	Meaning
N	Indicates a new edit data page.

Display	Meaning
R	Indicates edit data recalled from an EDL. In the case of an already recorded edit recalled from an EDL, the "R" appears highlighted.
R (highlighted)	Indicates already recorded edit data. This highlighted "R" indication is called a "record mark."

2 Recorder ID

Shows the ID of the VTR set as the recorder. When pre-read editing has been set, this indication flashes.

3 Total time

This shows the total time from the EDL edit start point to the currently displayed edit data recorder IN point as a timecode value.

Note

The edit start point is determined by “SHOWSTART TIME” included in the SYSTEM area of the initialize menu.

For more details, see “Editing Parameter Settings (Initialization)” on page 475 in Chapter 6.

4 Split base

Shows the base signal for split editing in the upper position.

5 Edit mode

Shows the selected edit mode.

Display	Meaning
VA123456...	Insert mode is selected. <ul style="list-style-type: none"> For video insert, “V” is shown. For audio insert, “A” and a number indicating the audio channel are shown. The numerals 1 to 9 from the left indicate channels 1 to 9, and the numerals 0 to 6 to the right of 9 indicate channels 10 to 16.
ASSEMBLE (flashing)	Assemble mode is selected.
1ST EDIT (flashing)	First edit mode is selected.

6 Source ID (A)

The ID assigned to the source is shown at right. The indication at left depends on the selected effect type, as follows.

Display	Meaning
SRC	Indicates the effect type is CUT. The ID at right indicates the player that is used as cut edit source.
FM	Indicates the effect type is MIX, SUPER MIX, NAM, or WIPE. The ID at right indicates the player that is used as FROM edit source.
BGA	Indicates the effect type is MAN. The ID at right indicates the player that is used as BKGD-A (background A) source.
BG	Indicates the effect type is KEY. The ID at right indicates the player that is used as BKGD (background) source.

7 Source ID (B)

The ID assigned to the source is shown at right. The indication at left depends on the selected effect type, as follows.

Display	Meaning
(No indication)	When the effect type is CUT, nothing is shown (the field is blank).
TO	Indicates the effect type is MIX, SUPER MIX, NAM, or WIPE. The ID at right indicates the player that is used as TO edit source.
BGB	Indicates the effect type is MAN. The ID at right indicates the player that is used as BKGD-B (background B) source.

Display	Meaning
FG	Indicates the effect type is KEY. The ID at right indicates the player that is used as FRGD (foreground) source.

8 Audio source ID

When an audio source is set, the indication “AS” appears at left and the audio source ID is shown at right. If no audio source is set, this field remains blank.

9 Switcher event

Shows switcher event setting.

For more details, see “Making Switcher Event Settings” on page 299 in Chapter 4.

10 Mixer event

Shows the mixer event setting.

For more details, see “Making Mixer Event Settings” on page 312 in Chapter 4.

11 Color corrector channels

On a registered edit data page, the color corrector channels being used for the edit are shown. On a new edit data page, the channels set for the new edit are shown.

Display	Meaning
CC1	Color corrector channel 1
CC2	Color corrector channel 2
CC1/2	Color corrector channels 1 and 2

For more details, see “Assigning a Color Corrector Setting to a Reel” on page 158 in Chapter 3.

12 Video process of the switcher

When “AUTO VIDEO PROCESS” included in the SW CTRL area of the setup menu is set to “ON,” “VP ON” appears. Even when it is set to “OFF,” “VP” appears if the switcher video process data is stored to the EDL.

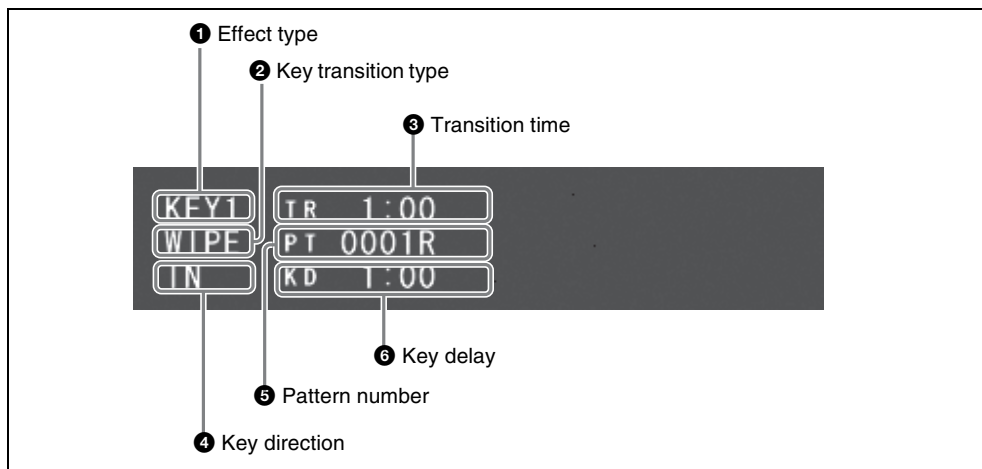
For more details, see “About the Video Process of the Switcher” on page 309 in Chapter 4.

13 Split setting (IN split setting)

Shows split IN point setting information during split editing.

For more details, see “Setting information display for split editing” on page 188 in Chapter 3.

Effect type display



1 Effect type

Shows the selected effect type.

Display	Meaning
CUT	Cut
MIX	Mix
S-MIX	Super Mix
NAM	Non-Additive Mix
WIPE	Wipe
MAN	Manual operation
KEY1 - KEY4 ¹⁾	Key

1) The number appended to "KEY" indicates the keyer number.

For details on the various effects, see "Setting Effects" on page 115 in Chapter 3.

2 Key transition type

Shows the selected key transition type. This indication appears only when the effect type is KEY.

Display	Meaning
CUT	Cut
MIX	Mix
S-MIX	Super Mix
NAM	Non-Additive Mix
WIPE	Wipe
FADE	Fade

For details on each key transition type, see "Key" on page 124 in Chapter 3.

3 Transition time

When the effect type is MIX, S-MIX, NAM, WIPE, or the effect type is KEY and the key transition type is other than CUT, the duration from the effect start point to the end point is shown here in the format "Seconds:Frames."

4 Key direction

Shows the selected key direction. This indication appears only when the effect type is KEY.

Display	Meaning
IN	Key in
OUT	Key out

5 Pattern number

When the effect type is WIPE, or the effect type is KEY and the key transition type is WIPE, the wipe pattern number is shown here. When reverse is specified, an “R” is appended to the indication.

6 Key delay

When the effect type is KEY and the key transition type is any key-in other than key-in FADE, the key delay is shown here in the format “Seconds:Frames.”

Note

When the key delay set on the recalled EDL is one minute or more, “*” appears at the beginning of the key delay indication.

Graphical display

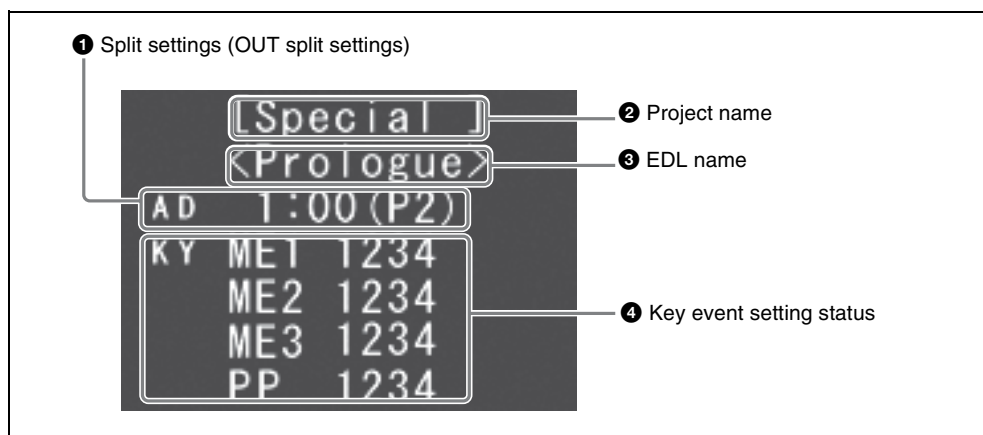
Shows a graphical representation of the editing condition.

“▼” above the graphic display indicates the GPI event location. “▲” below the graphic display indicates the key event location.

For details on display contents and meaning, see the section “Effects” on page 59 in Chapter 2.

For details of graphical displays when an error occurs, see “List of Graphical Displays When an Error Occurs” on page 557 of Appendix.

Ancillary information display



1 Split settings (OUT split settings)

Shows split OUT point setting information

during split editing.

For more details, see “Setting information display for split editing” on page 188 in Chapter 3.

② Project name

Shows the project name.

For more details, see “Project Management” on page 324 in Chapter 5.

③ EDL name

Shows the EDL name.

For more details, see “EDL Management” on page 333 in Chapter 5.

④ Key event setting status

“KY” appears when a key event is set. When one or more key events are set with M/E1, M/E2, M/E3, or P/P, the keyer number and the region name are displayed. When the key that is set for the event is “DISABLE,” “*” appears instead of the keyer number.

For more details, see “Making Key Event Settings” on page 269 in Chapter 4.

Recorder/source data display

Each line in this area shows the information of a recorder or source (player) being controlled by this software. In the following

explanation, these pieces of equipment are referred to as devices.

The screenshot shows a table with columns: ID, REEL, POSITION, STATUS, IN, OUT, DURATION, SPEED, and SOURCE. The table lists various devices like P1, P2, P3, P4, P12, DM1, DM2, ME1, PP, FM1, AX1, CB1, and BLK. Callouts point to specific elements: 1 (Device being operated - asterisk in ID), 2 (C roll device - point in REEL), 3 (Device ID), 4 (Reel name), 5 (Device current position), 6 (Device status display), 7 (Device IN point), 8 (Device duration), 9 (Initial speed), 10 (Number of DMC events), 11 (Source name), 12 (Device OUT point), 13 (Current position relative to the target point), 14 (Audio monitor status), and 15 (Frame control mode).

1 Device being operated

All devices selected for operation have an asterisk (“*”) in this column.

2 C roll device

All devices selected as additional sources have a point (“.”) in this column.

3 Device ID

Shows the device according to the following conventions.

Display	Meaning
R	Recorder
R1 - R4	Recorder 1 - recorder 4 (when the multi-recorder function is set)
P1 - P12	Player 1 - player 12
DM1 - DM8	Keyframes (effect) on the DME

Display	Meaning
ME1 - ME3, PP, US1 - US8	Keyframes (effect) on the switcher
FM1 - FM8	FM1 - FM8 frame memories ¹⁾
AX1 - AX8	AUX1 - AUX8 auxiliary sources ²⁾
CB1, CB2	Color signals ²⁾
BLK	Black signal ²⁾

1) When a still picture is recalled on the frame memory, the current position indication becomes blank and "STILL" appears for the status display. When neither clip nor still picture is recalled on the frame memory, the current position indication becomes blank and "- - -" appears for the status display.

2) For these devices, current position is blank and "- - -" appears for the status display.

In the following cases, the device IDs flash:

- When the device is a VTR, the timecode source is set to "CTL" or the sync grade is set to "+/- 1F," "ROUGH," "PRL&PLAY," "PLAY," or "MANUAL."
- When the device type is "DDR SD9P" or "DDR VDCP," the sync grade is set to "PLAY" or "MANUAL."

For details on the device allocation to ports, see "Device Assignment" on page 489 in Chapter 6.

4 Reel name

Shows the reel name currently set for each device in parentheses.

For information on setting reel names, see "Setting the Reel Name" on page 155 in Chapter 3.

5 Device current position

Shows the timecode for the current position of each device within the following range.

Display	Meaning
00:00:00.00 (Separator for seconds and frames is ".")	Non-drop frame
00:00:00,00 (Separator for seconds and frames is ",")	Drop frame
00:00:00:00 (Separator for seconds and frames is ":")	Other

When CTL timer is used, a "C" is appended to the end of the timecode.

6 Device status display

Shows the status of each device.

For details, see "Device Control" on page 92 in Chapter 3.

7 Device IN point

Shows the timecode of the IN point currently set for each device.

8 Device duration

Shows the timecode of the duration currently set for each device.

9 Initial speed

Shows the currently set initial speed for each device.

10 Number of DMC events

Shows the number of DMC events currently set for each device.

11 Source name

Shows the source name (set by the switcher system) corresponding to each device.

12 Device OUT point

Shows the timecode of the OUT point currently set for each device.

13 Current position relative to the target point

Shows the relative current position (hours:minutes:seconds:frames) with respect to the target point during automatic execution (from the point where cueing ends to the point where the device stops).

14 Audio monitor status

Shows the channels for which the monitor output from the audio mixer is turned on. Channels for which the monitor output is turned off do not appear.

A line appears for the channels for which the function of turning the monitor output from the audio mixer on or off (MONITOR A1 to MONITOR A8) is not assigned to a key on the keyboard.

For example, if the function for switching the monitor output for channels 1 and 3 from the audio mixer on or off has been assigned to two keys on the keyboard and the monitor output for channel 1 has been turned off, this status is indicated as follows:

- -3-----

For details on assigning keys on the keyboard to switch the monitor output from the audio mixer on or off, see “Keyboard Assignment” on page 515 in Chapter 6.

Note

When “CONTROL” included in the MX CTRL area of the setup menu is set to “DISABLE,” this indication does not appear.

15 Frame control mode**Note**

This indication appears only when the frame rate is set to 60, 59.94, 30, or 29.97 on the switcher control panel. When another frame rate is set, this indication does not appear.

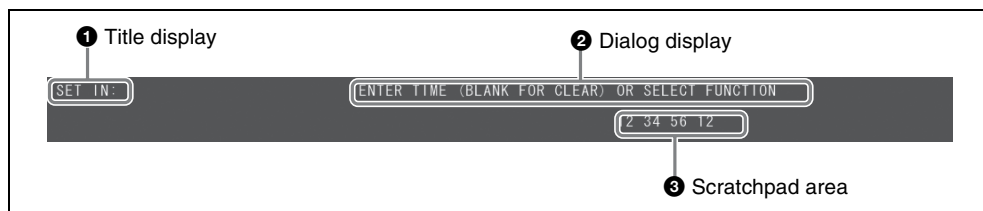
Shows the frame control mode set for each device.

Display	Meaning
d	Drop frame mode ¹⁾
D	Drop frame mode ²⁾
n	Non-drop frame mode ¹⁾
N	Non-drop frame mode ²⁾

1) Appears when the frame control mode set for the device matches the setting of “FRAME CONTROL MODE” included in the SYSTEM area of the initialize menu.

2) Appears when the frame control mode set for the device does not match the setting of “FRAME CONTROL MODE” included in the SYSTEM area of the initialize menu.

Dialog area



1 Title display

Depending on the key that was pressed, the dialog title is shown here.

2 Dialog display

Dialog type messages during system setup and effect operation are shown here.

3 Scratchpad area

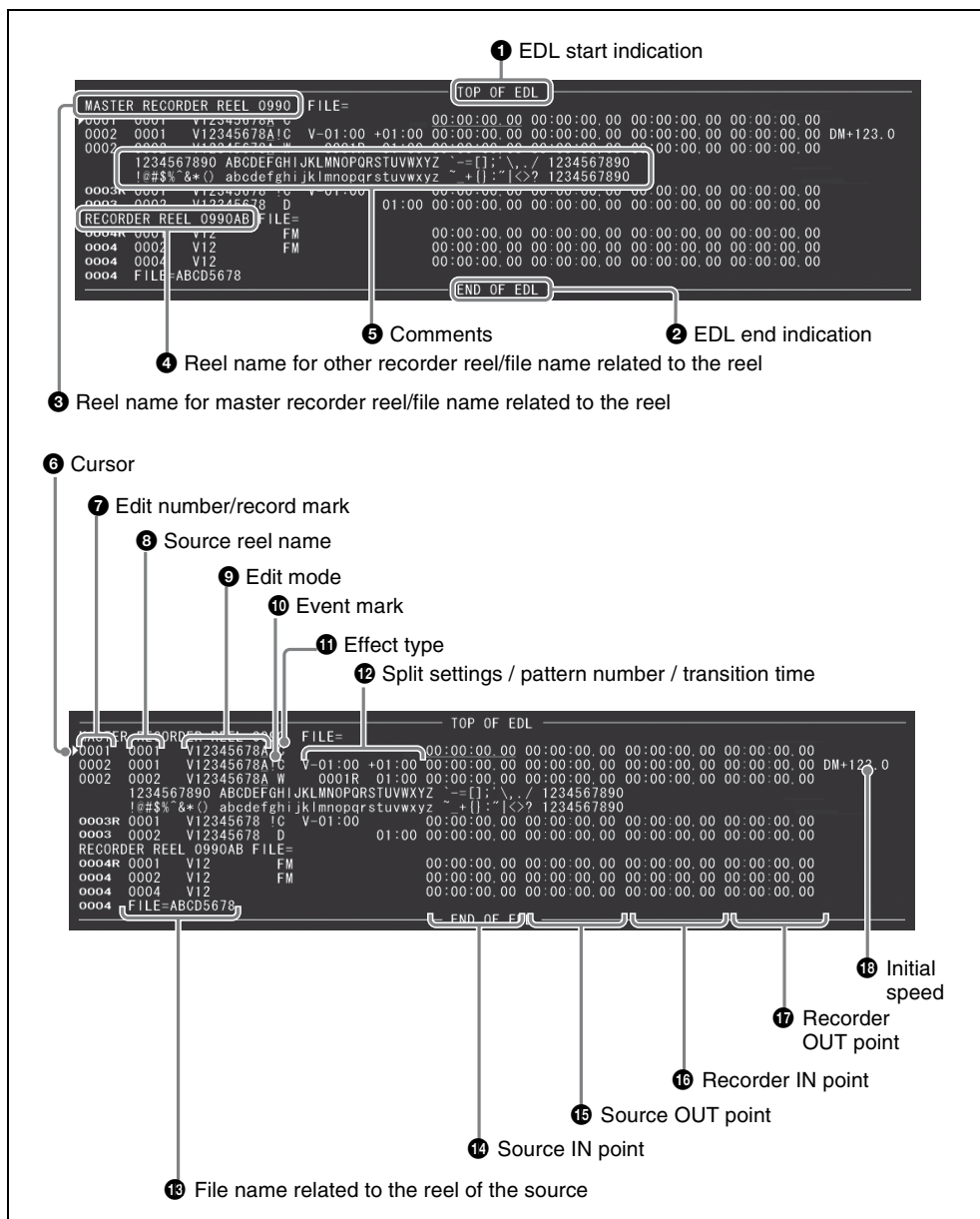
Numerals that are entered with the keyboard appear here temporarily. When frame unit input is selected during edit point setup, “FRAME” appears to the right of the entered numerals.

EDL display

During EDL scrolling display, this area shows a list of the edits within the EDL. Information for the current edit (the edit currently displayed on the edit data page) all appears in yellow.

The number of lines occupied by a single edit data indication depends on the content of the edit data.

For details of the EDL scrolling display, see “EDL Scroll Display” on page 354 in Chapter 5.



1 EDL start indication

This indicates the start of the EDL.

2 EDL end indication

This indicates the end of the EDL.

③ Reel name for master recorder reel/file name related to the reel

Shows the reel name for the EDL master recorder (currently set as recorder). When a file name is related to the master recorder reel and “DISP FILE NAME” included in the EDL area of the initialize menu is set to “ON,” the file name is displayed after the reel name. When no file name is related to the master recorder reel, only “FILE=” is displayed.

④ Reel name for other recorder/file name related to the reel

If an edit in the EDL has a reel name that is different from that of the master recorder reel, then that reel name of the edit appears immediately before the edit. Even if the same reel name is set for multiple edits, it appears for each edit.

When a file name is related to the recorder reel and “DISP FILE NAME” included in the EDL area of the initialize menu is set to “ON,” the file name is displayed after the reel name. When no file name is related to the recorder reel, only “FILE=” is displayed.

⑤ Comments

When comments are added to an edit, these appear at the beginning of the edit. Note that the comment does not show the edit number (⑦).

⑥ Cursor

Use this cursor when recalling an edit from the EDL scrolling display to an edit data page, or recalling edit point data to the scratchpad.

For details of recalling edit point data, see “To recall edit point displayed in EDL

scroll display to the scratchpad” on page 355 in Chapter 5.

⑦ Edit number/record mark

Shows the edit number of the edit associated with the row of data. For an already recorded edit, to the right of the edit number an “R” (record mark) appears. Note that a comment (⑤) does not show the edit number.

⑧ Source reel name

Shows the reel name of the reel used as edit source data.

⑨ Edit mode

Shows the edit mode of each edit, as follows.

Display	Meaning
ASSY1	Indicates first edit mode.
ASMBL	Indicates assemble mode.
V12345678A	Indicates insert mode. <ul style="list-style-type: none"> For a video insert, “V” appears. For an audio insert, numerals 1 to 8 indicate channels 1 to 8, and a final “A” indicates that at least one of channels 9 to 16 is set.

⑩ Event mark

When an edit has any event set, an exclamation mark (“!”) appears.

⑪ Effect type

Shows the effect type of each edit as follows.

Display	Meaning
C	CUT, or the FROM source of an A/B roll edit

Display	Meaning
D	TO source of MIX, SUPER MIX or NAM
W	TO source of a WIPE
FM	Sources for MAN
KB	BKGD (background) source of the key
KBF	BKGD source of the key-fade
KI	FRGD (foreground) source of the key-in
KO	FRGD source of the key-out
(No indication)	Shows an audio source or additional source.

12 Split settings/pattern number/transition time

Shows the following information for the editing carried out in each edit.

- With split editing, the split IN point setting appears on the left side of the first line showing the source, and the split OUT point setting appears on the right side of the line.

For more details, see “Setting information display for split editing” on page 188 in Chapter 3.

- When the effect type is WIPE, a four-digit wipe pattern number appears on the left side of the line showing the TO source of the edit.
When the effect type is KEY and the key transition type is WIPE, the wipe pattern number appears on the left side of the line showing the FRGD source of the edit.
Additionally, when the reverse direction is set, an “R” is appended.
When the effect type is KEY and the

key transition type is other than WIPE, the key transition type is indicated as follows.

Key transition type	Display
CUT, MIX, or FADE	MIX
S-MIX	S-MIX
NAM	NAM

- On the line showing the TO source of an A/B roll edit, or on the line showing the FRGD source of the edit whose effect type is KEY, the transition time is shown on the right side in the format “Seconds:Frames.” When the effect type is KEY and the key transition type is CUT, “00:00” appears.

13 File name related to the reel of the source

When a file name is related to the reel of the source and “DISP FILE NAME” included in the EDL area of the initialize menu is set to “ON,” the file name appears after the reel name. When no file name is related to the reel, the file name does not appear.

14 Source IN point

Shows the timecode of the IN point for the source indicated on each row.

15 Source OUT point

Shows the timecode of the OUT point for the source indicated on each row.

16 Recorder IN point

Shows the recorder IN point corresponding to the source IN point indicated on each row.

17 Recorder OUT point

Shows the recorder OUT point corresponding to the source OUT point indicated on each row.

18 Initial speed

Shows the initial speed for the source indicated on each row.

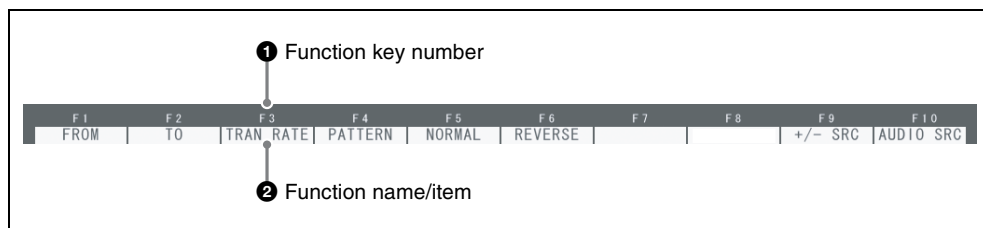
Note

When not using EDL scrolling display, this area shows any comment attached to the currently displayed edit in the edit data page (if the edit has a comment attached). If there is no comment attached to the displayed edit, this area is blank when not using EDL scrolling display.

For details of edit comments, see “Adding a Comment to an Edit” on page 344 in Chapter 5.

Function menu

This display shows which functions and other items can be accessed by the function keys.

**1 Function key number**

Corresponds to the function keys F1 to F10.

2 Function name/item

Shows the function executed or item selected by pressing the respective function key. The indication changes according to the operation condition.

Pop-up display

Data for special setup operations will appear as needed in the pop-up window. The shape and content of the window will differ, depending on the situation.

For details regarding the content of the pop-up display, see the section on the respective operation.

About System Setup

It is necessary to perform system setup before starting an editing session in order to match the software to the usage environment. The main items included in system setup are listed below.

The software can be used with most of the items set to the default settings, but the item “Device assignment” in “Editing parameters settings (initialization)” has no default settings, so be sure to make settings for this item.

For details on settings, see “Chapter 6 System Setup” on page 447.

Basic system settings (setup)

Item	Outline
Keyboard settings	This includes operation beep tone and search dial settings.
Audio insert key assignment	This refers to assignment of audio insert modes to the function keys.
Switcher control settings	This includes items such as the switcher control mode, monitoring mode, and other settings.
Audio mixer control settings	This includes items such as the audio mixer control mode, monitoring mode, and other settings.
VTR control settings	This includes items relating to basic conditions for controlling the VTR.

Item	Outline
DME control setting	This includes the item relating to control mode of keyframes (effect) on the DME.
Superimposition settings	This includes items relating to superimposing characters added to the preview output for the switcher.
Managing setting data	This includes saving a complete set or specific area of setup menu setting data in a file, or recalling the settings from a file.
Initialize settings	This restores a complete set or a specific area of setup menu settings to factory default condition.

Editing parameters settings (initialization)

Item	Outline
System settings	Comprises editing start point timecode, preroll ¹⁾ time and other basic editing settings.
Settings relating to automatic execution	These settings relate to functions executed automatically in editing or recording.

Item	Outline
Settings relating to EDL	These settings relate to various automatic processing when carrying out operations on an EDL, and operations on an edit.
Device assignment	For the assignment of devices to device ports carried out in the switcher DCU Setup, the ID, switcher V/K pair numbers, and other settings required for control by this software are set.
GPI port settings	Shows the state of GPI port settings carried out in the switcher DCU Setup. Make additional settings as required.
Operating screen settings	Sets the background color, character color, and the display position of each block of the operating screen.
Keyboard assignment	Assigns functions to keys on the keyboard.
Managing setting data	This includes saving a complete set or a specific area of initialize menu setting data in a file, or recalling the settings from a file.
Initialize settings	This restores a complete set or a specific area of initialize menu settings to factory default condition.
Clear EDL	Clears all edit data already registered within the EDL being edited.

- 1) This function serves to prevent image or sound disruption at a splice point by automatically rewinding the source tape and master tape to a point

before the edit point and starting the tape run from there.

Device parameter settings

Item	Outline
Sync time settings	Registers the sync time. The registered sync time can be used as a reference standard for fixing the relative IN point positions between devices.
Timecode source settings	Sets the timecode source.
Sync grade setting	Sets the sync grade (phase alignment accuracy) for automatic execution.
Source display settings	Sets the display conditions for sources in the recorder/source data display.
Timecode jump settings	Sets so that automatic sync adjustment is carried out by using the CTL when the portion with discontinuous timecode (timecode jump) is detected on the tape.
Master/sub settings	Registers master/sub relationship between the devices and sync time.
Temporary crosspoint settings	Changes the switcher V/K pair numbers and the audio mixer crosspoint temporarily.
Frame control mode settings	Sets the frame control mode.
DMC range settings	Sets the control range of the variable speed play, etc.

Chapter 2 Basic Editing Procedure

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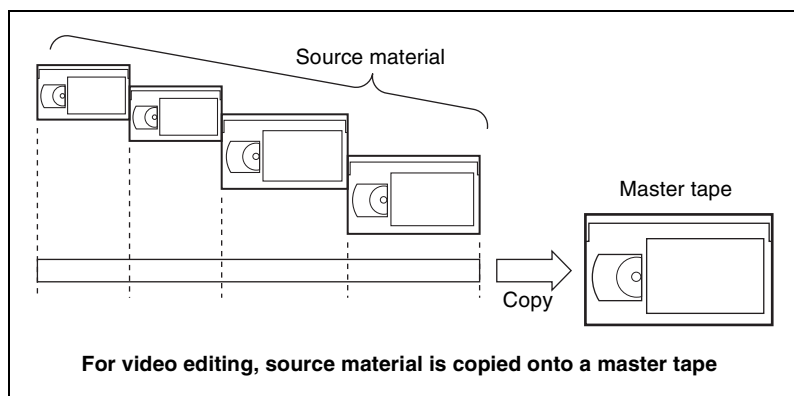
Overview

Following the editing workflow indicated *on page 52*, this chapter uses examples to explain the concepts, terminology, and procedures at each stage.

By way of introduction, the general concept of video editing is explained below.

What is video editing?

Video editing involves selecting visual material and audio material and combining it in such a way as to create a work (such as a program) of a given length. For this purpose, source material such as recorded tapes or video and audio files on a disc recorder are selected, a range for each source is specified, and the material is then recorded (copied) onto the master tape.



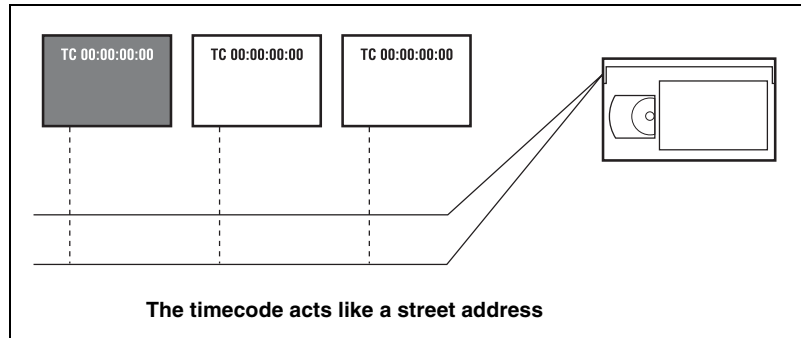
The essential purpose of this software (editor) is to control the copying of the source material to the master tape.

About the timecode

In video editing, time is the most essential aspect. All operating decisions such as which segment of the source material to use and where on the master tape to copy it to are based on time. The timecode is the basis for managing time related information in video editing.

A recorded tape always contains timecode information in addition to the video and audio signals. The timecode is expressed as "hours:minutes:seconds:frames." It is recorded from the start of the tape (or the recording start point) in frame units. The number of frames per second differs slightly depending on the video signal type. For example, the NTSC

format used in Japan and North America has 30 frames per second. Consequently, if the timecode at the start of the tape is “00:00:00:00,” the timecode at the 1000th frame will be “00:00:33:10.”



During editing, the timecode allows you to precisely specify any point within the material.

About the control (CTL) signal

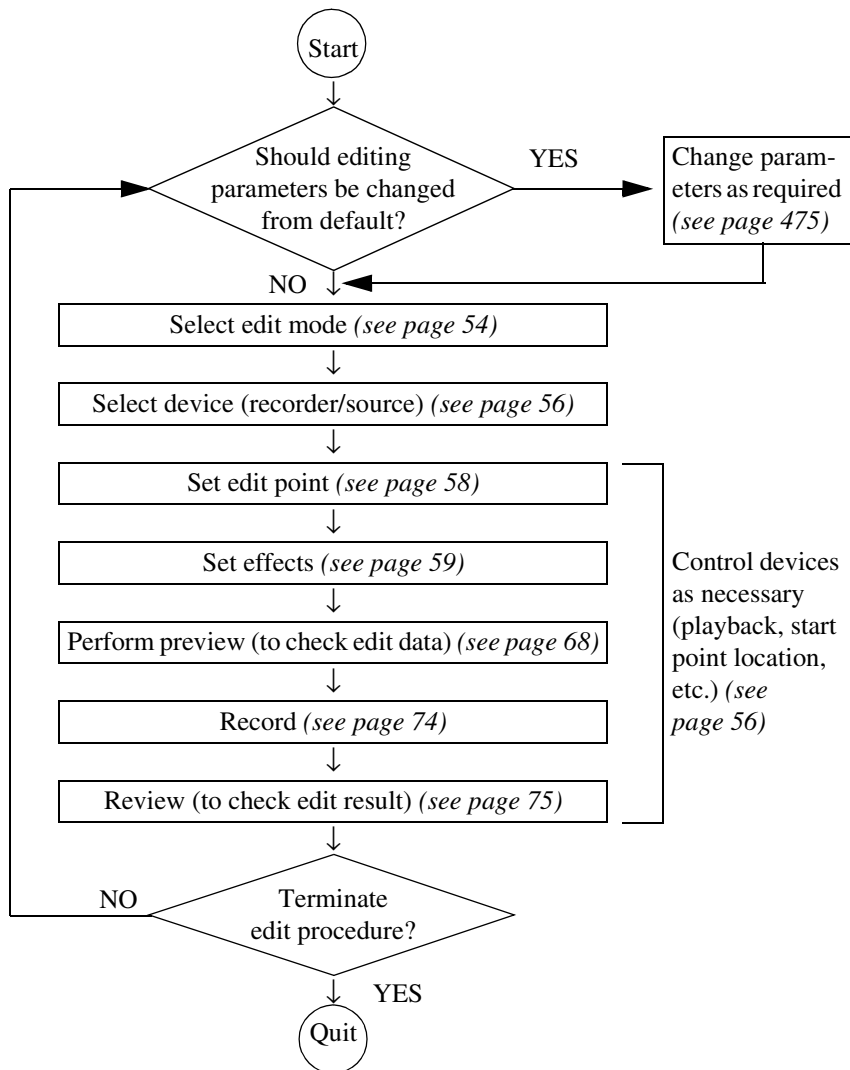
Video editing requires frame-level accuracy, but to properly copy a signal (read from the source tape) onto the master tape, the head movement and tape transport of the master VTR must be controlled with micron-level precision. This is achieved by means of the control (CTL) signal.

The CTL signal is recorded on the tape separately from the video, audio, and timecode information. You normally need not be concerned about this signal during editing, but the CTL signal and timecode information must at least be recorded at the beginning of the master tape. Otherwise there will be no proper reference for a copy position.

The “first edit” function *on page 54* that must be performed before using a blank tape as a master tape places CTL signal and timecode information at the start of the tape and creates a “leader” for preroll operation.

Editing Workflow

The basic workflow for using the software is shown below. Editing is carried out by performing the steps described on the indicated pages.



Editing Basics and Basic Operations

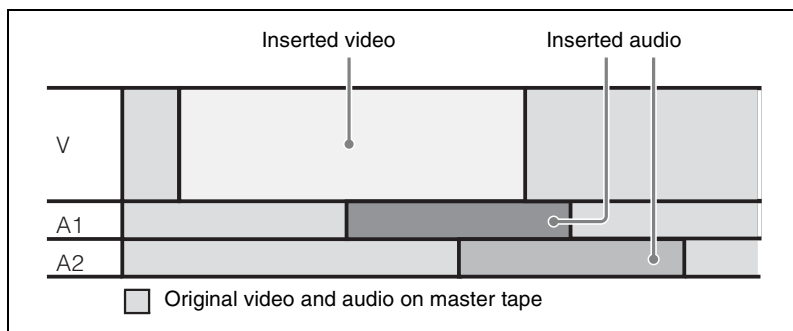
This section provides basic information about the various steps in *the “Editing Workflow” diagram on the preceding page*, and uses simple examples to illustrate the procedure.

Edit Mode

The edit mode determines the basic editing procedure. There are two edit modes: insert mode and assemble mode.

Insert mode

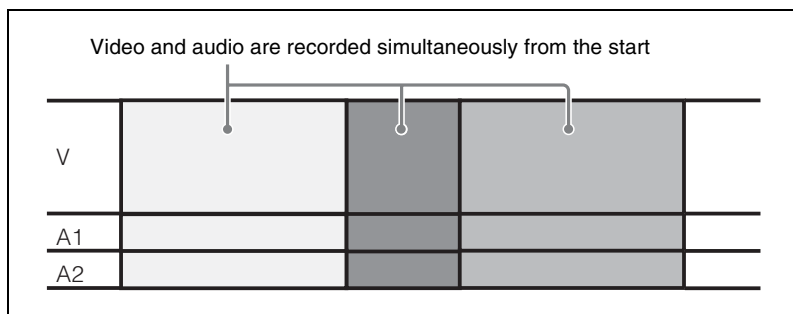
In this mode, video and audio signals can be recorded on any point on the master tape. The signals can replace video and audio which have already been recorded on a specified part of the tape. Video and audio can be edited separately.



To perform insert mode editing, CTL signals and timecode must already be recorded on the entire master tape.

Assemble mode

Select this mode when using a blank tape as master tape. Video and audio are recorded on the tape sequentially from the start, along with CTL signals and timecode. Video and audio cannot be edited separately.

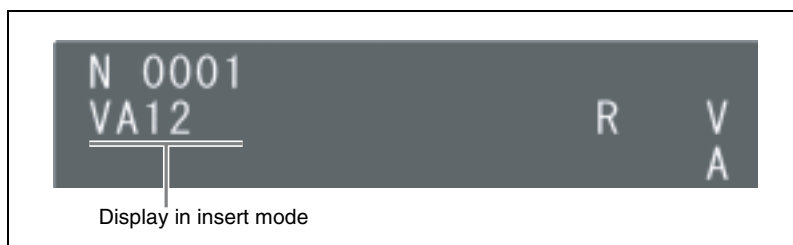


First edit mode

For assemble mode editing, CTL signals and timecode to be used as reference for edit points must first be recorded on the tape from the start. To record on a completely blank (new) tape, select the first edit mode to perform this task automatically before editing in assemble mode. The assemble mode is then selected automatically.

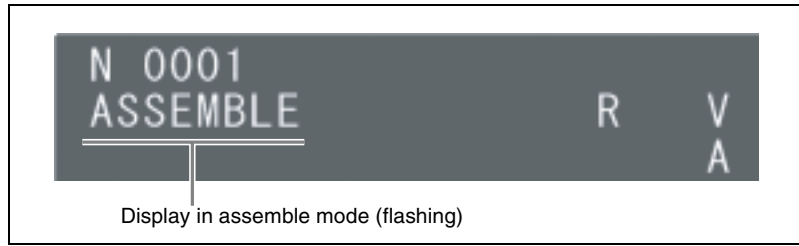
To select the edit mode

In the default condition of the software, the insert mode with video + audio one and two channels are selected. Therefore you can start using the insert mode straight away.



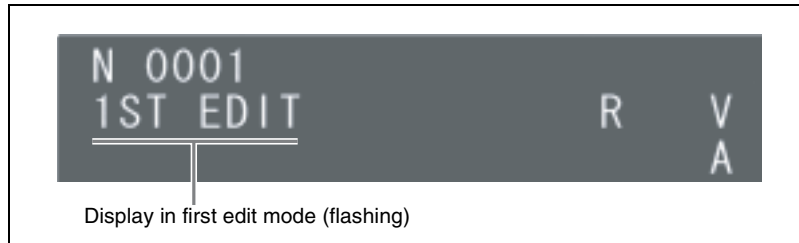
To select assemble mode

Press the ASMBL (SHIFT + VIDEO) key. A confirmation message appears. Press the ENTER key.



To select first edit mode

Press the 1ST-ED (CTRL + VIDEO) key. A confirmation message appears. Press the ENTER key.



To select insert mode

Press the VIDEO key and then the AUDIO key.

Note

For information on how to specify individual audio channels in insert mode, see “To switch individual audio channels on or off” on page 82.

Recorder and Source (Editing Material)

Player and recorder

To perform editing, a playback device to reproduce the material to be used as source (device such as VTR/DDR) and a recording device to record the editing result are required. The playback device is called the “player” and the recording device the “recorder.” This software can control up to 12 players and four recorders simultaneously. In addition to the players and recorders, keyframes (effect) on the DME or switcher can also be controlled.

Source

Material used for editing can be selected not only from a player such as a VTR, but also from other sources such as a live camera, a color signal, or a

black signal. Any type of signal or program, including material from players, that can be selected for editing is referred to as a “source.”

Selecting a Device (Recorder/Source)

Because there are usually multiple devices used in the editing process, you must select which device to operate at any given time. For example, to play a tape in a specific VTR, first select that playback VTR and then initiate the playback operation.

Devices are selected using the monitor/source select keys. The monitor screen shows which devices are selected.

To select a recorder (R1)

Press the R key.

- The keypad LED lights up.
- An asterisk (“*”) appears to the left of the “R” in the recorder/source data display.

ID	REEL	POS
* R	(0990)	00:05
P1	(0001)	00:18
P2	(0002)	00:06
P3	(0003)	00:39
P4	(0004)	00:40

To select a player (P1)

Press the P1 key.

- The keypad LED lights up, and an asterisk (“*”) appears to the left of the “P1” in the recorder/source data display.

Device Control (Playback Operations)

For editing work, it must be possible to quickly and accurately locate edit points on a VTR. In addition to basic actions such as playback, stop, and fast-forward, the search dial therefore allows highly flexible variable-speed playback and other functions.

Playback function examples

This section gives examples for playback start, high-speed search with the search dial (Shuttle mode), frame-by-frame playback (Jog mode), and playback stop. Before performing these steps, verify the following points.

- Tape for playback is inserted in the VTR.
- VTR is selected as operation target (*see “Selecting a Device (Recorder/Source)” on page 56*).

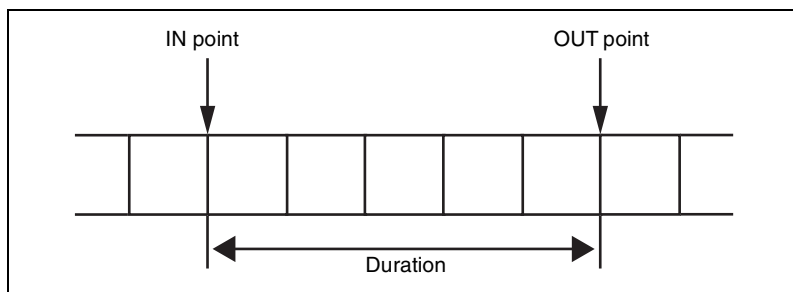
- 1** Press the PLAY key.
Playback starts and the playback image appears on the monitor.
- 2** Press the SHTL key.
The keytop LED lights up and shuttle mode is activated. In shuttle mode, the search dial rotation angle controls the playback speed.
- 3** Turn the search dial.
From the center position, turning the dial clockwise causes high-speed playback in the forward direction, and turning the dial counterclockwise causes high-speed playback in the reverse direction. (Speed will not increase above a certain maximum.) In the center clickstop position, a still picture is produced.
This function is convenient to quickly search for a point on the tape.
- 4** Press the JOG key.
The keytop LED lights up and Jog mode is activated. In Jog mode, the search dial rotation speed controls the tape transport.
- 5** Turn the search dial.
Turning the dial continuously clockwise causes the tape to move in the forward direction, and turning the dial continuously counterclockwise causes the tape to move in the reverse direction. When you stop turning the dial, a still picture is produced.
This function is convenient to cue up a specific frame on the tape.
- 6** Press the PLAY key.
Jog mode is canceled and normal playback starts.
- 7** Press the STOP key.
Playback stops.

For details on the various playback operations, see “Device Control” on page 92 in Chapter 3.

About the Edit Points

IN point/OUT point/Duration

Edit operations are carried out by setting edit points (edit start point and edit end point) both on the source and the recorder. The edit start point is called the IN point and the edit end point the OUT point. The interval between the IN and OUT points is called the duration. The illustration below shows this basic principle.



When setting edit points, after three of the four points (source IN/OUT and recorder IN/OUT) have been specified, the fourth will be calculated automatically. If all four points are specified, the recorder OUT point will be given priority and the source OUT point will be disregarded.

Setting edit points (MARK key and SET key)

There are two general methods for setting edit points.

- Cue up a specific point on the tape and use its timecode to specify the edit point (MARK IN and MARK OUT keys)
- Directly specify the timecode through numeric input (SET IN, SET OUT and SET DUR keys)

When you directly input the timecode, you can specify the duration in addition to the IN point and OUT point.

Setting edit points

As an example, this section describes how to set edit points for a player (P1). The IN point is set by cueing it up on the tape, and then the duration is entered numerically. The system then automatically calculates the OUT point.

1 Press the P1 key.

The player (P1) is selected as target device for operation.

An asterisk (“*”) appears to the left of “P1” in the recorder/source data display.

• **Steps 2 through 4 serve for setting the IN point**

2 Start playback and use shuttle mode to search for the location to be used as edit point (*see page 97*).**3** In the vicinity of the location, switch to Jog mode and precisely cue up the location to be used as edit point (*see page 97*).**4** Press the MARK IN key.

The timecode of the location established in Step **3** is taken as the IN point, and the indication “IN” appears on the recorder/source data display.

• **Steps 5 and 6 serve for setting the duration**

5 Use the numeric keys to enter the duration value as a timecode in the scratchpad area.

For example, to set a duration of 15 seconds, enter the following:

15 00

6 Press the SET DUR key.

The duration is set and appears on the recorder/source data display. The OUT point is calculated automatically and is also displayed.

Effects

What are effects?

When recording source material onto a recorder, various processing steps are possible, which are globally referred to as effects. For example, “Cut” or “Mix” are two ways of switching between scenes, and “Key” is a way of combining video material.

Cut editing, A/B roll editing, and key editing

Recording material cut from one player onto one recorder is referred to as cut editing.

For A/B roll editing, two players are used alternately or simultaneously to provide video material. When switching material during A/B roll editing,





the first player used is called the FROM source and the second player the TO source.

Recording composite material from two players onto one recorder is referred to as key editing. For key editing, the player that is used as background material of the composite picture is called BKGD (background) source; the player that is used as foreground material is called FRGD (foreground) source.

Depending on the desired effect, cut editing, A/B roll editing, or key editing is selected, as required.

Effect types

A brief description of effect types that are provided by this software is given below.

Effect type	Editing method	Description
Cut (CUT)	Cut editing	 <p>A single source is used for video, and there is an instantaneous cut from the previous scene.</p>
Mix (MIX, SUPER MIX, NAM)	A/B roll editing	 <p>The video from the FROM source and TO source is mixed to achieve a gradual transition.</p>
Wipe (WIPE)	A/B roll editing	 <p>A geometric pattern (called wipe pattern) is used to replace the video from the FROM source with that of the TO source.</p>
Key (KEY)	Key editing	 <p>A portion of the BKGD (background) source is cut out and the FRGD (foreground) source is inserted to the portion.</p>
Manual (MAN)	—	<p>Effects are controlled manually from the switcher. <i>For details, see “Manual” on page 122 in Chapter 3.</i></p>

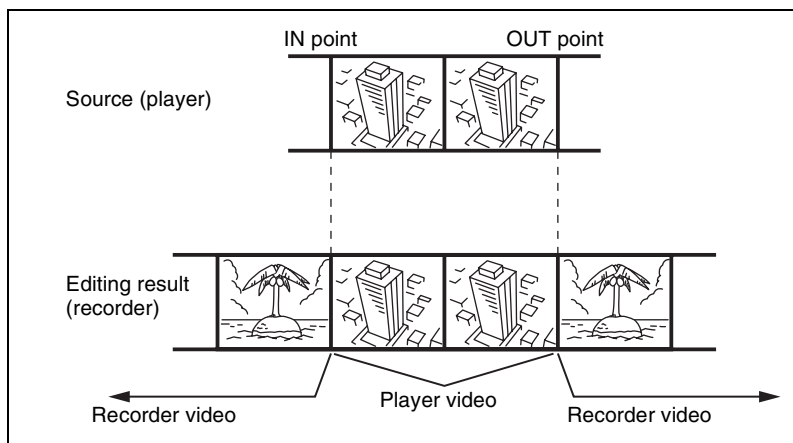
Note

The Mix effect type comprises three ways of mixing the FROM source and the TO source (MIX, SUPER MIX, NAM).

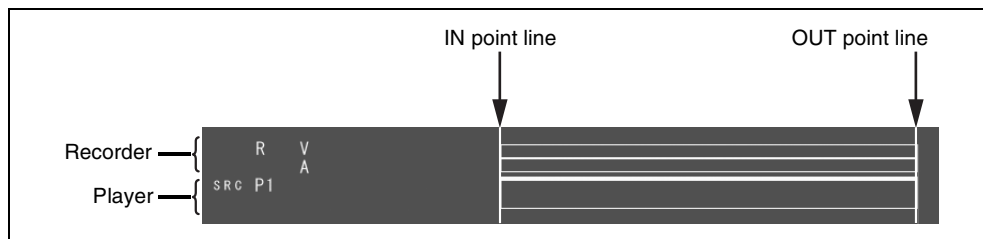
For details, see “Mix” on page 117 in Chapter 3.

Cut editing

Cut editing is a simple method of lining up scenes. The video between specified IN and OUT points on a single player is inserted into a specified position on the recorder. At the IN and OUT points, there is an instantaneous transition between scenes.



When you specify the edit points for cut editing, a graphical display such as in the example shown below appears on the screen. This simulates the way the video from the player will be inserted on the recorder.



Cut editing example

An example for cut editing using one player (P1) and recorder (R) is described below. In this example, the IN point on the recorder and the IN and OUT points on the player are specified. (The recorder OUT point is calculated automatically.)

- 1** Press the CUT key.
“SELECT SOURCE” appears in the dialog area.
- 2** Press the P1 key.
Player 1 is selected as source.
- **Steps 3 and 4 serve for setting the player IN/OUT points**
- 3** Use the MARK IN key or SET IN key to specify the IN point.
- 4** Use the MARK OUT key or SET OUT key to specify the OUT point.

Note

You can also use the SET DUR key to specify the duration.

- **Steps 5 and 6 serve for setting the recorder IN point**

- 5** Press the R key.
The recorder is selected as target.
 - 6** Use the MARK IN key or SET IN key to specify the IN point.
- This completes the necessary steps for cut editing.

For information on how to check the editing setup and how to carry out the editing process, see “To preview edit data” on page 73 and “To carry out recording” on page 74.

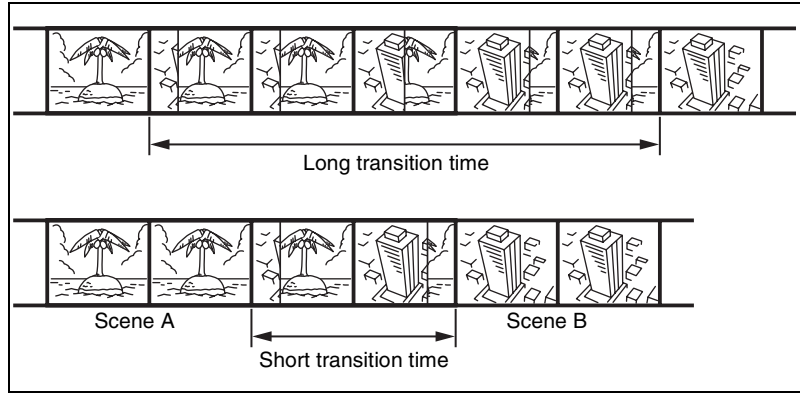
A/B roll editing

In A/B roll editing, video of a specified range from two players is recorded on a specified position of the recorder. Effect types available in A/B roll editing are Mix and Wipe.

Scene transitions

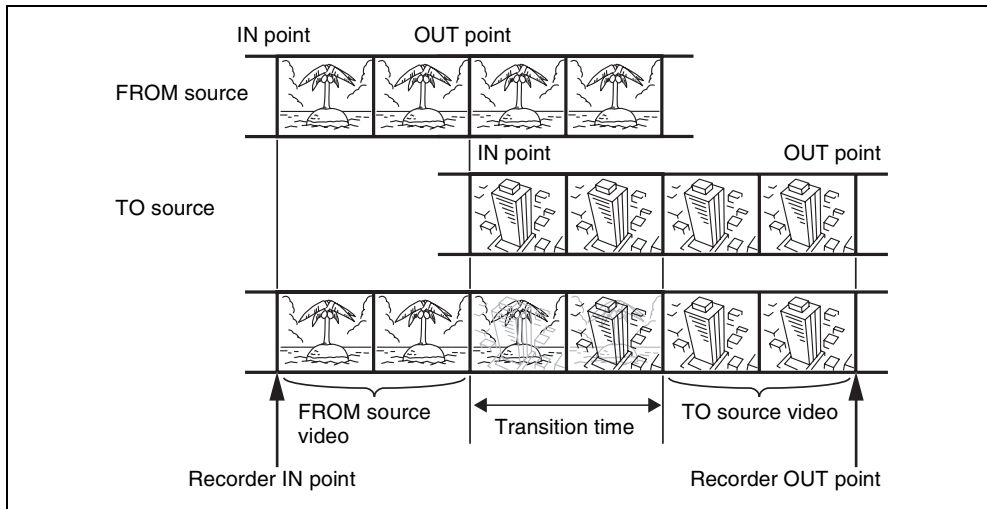
In A/B roll editing, operation can be set in more detail, such as selecting the effect type (Mix or Wipe) for the transition from scene A to scene B, selecting the switching pattern, etc. Because these settings affect the visual

transition, Mix and Wipe are called transition effects. When using Mix or Wipe, the transition time is also set. This determines whether the transition happens quickly or slowly.



Mix

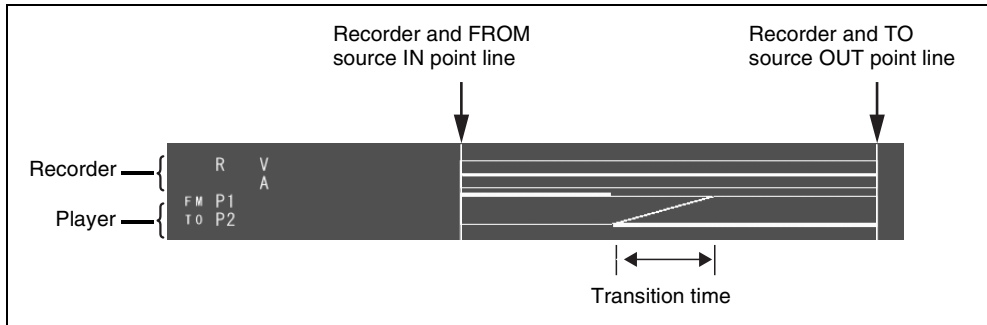
For the Mix effect, video from two players (FROM source and TO source) is mixed to gradually switch between the two.



- For the MIX effect, the IN and OUT points of the FROM source and TO source, the recorder IN point (or OUT point), and the transition time are specified.
- The FROM source OUT point (= TO source IN point) marks the effect start point. From this point onwards, the video changes into the

video of the TO source, and the process is completed at the end of the specified transition time.

- When the required edit points have been specified, a graphical display such as in the example shown below appears on the screen. This simulates the way the video from the sources will be inserted on the recorder.



Wipe

For the Wipe effect, the video of the FROM source player is gradually replaced by that of the TO source player, using a wiping pattern.

Except for specifying a wipe pattern number, the basic setting items and graphical display are similar to the Mix effect described in the preceding section.

A/B roll editing example (Mix)

An example for A/B roll editing using player 1 (P1), player 2 (P2), and recorder (R) is described below. In this example, the Mix effect is used.

- 1 Press the MIX key.

“SELECT FROM SOURCE” appears in the dialog area.

- 2 Press the P1 key.

Player 1 is selected as the FROM source, and “SELECT TO SOURCE” appears in the dialog area.

- 3 Press the P2 key.

Player 2 is selected as the TO source, and “ENTER TRANSITION RATE” appears in the dialog area.

- 4** Use numeric keys to enter the transition time in the scratchpad area, and press the ENTER key.

For example, to set a transition time of two seconds, make the entry as follows.

2 00

- 5** Set the IN and OUT points for the FROM source.

Press the P1 key to specify player 1 as operation target, and make the settings.

- 6** Set the IN and OUT points for the TO source.

Press the P2 key to specify player 2 as operation target, and make the settings.

- 7** Set the recorder IN point.

Press the R key to specify the recorder as operation target, and make the settings.

When you have made the setting, the recorder OUT point is calculated automatically based on the IN/OUT point settings for the FROM source and TO source.

When the settings are complete, a graphical display such as shown on page 64 appears.

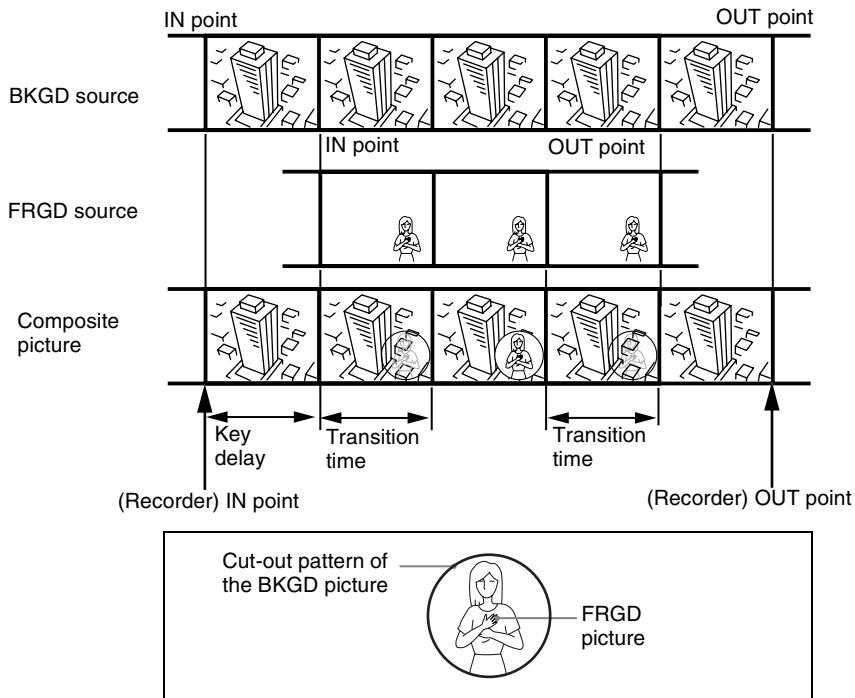
This completes the necessary steps for A/B roll editing.

For information on how to check the editing setup and how to carry out the editing process, see “To preview edit data” on page 73 and “To carry out recording” on page 74.

Key editing

Key editing allows you to create a composite picture by cutting out a portion of picture on one player (BKGD (background) source) and inserting a picture on another player (FRGD (foreground) source) into the portion that is cut out. The pattern of the cut out portion is determined by the external key source signal input to the switcher connected to the system or the wipe pattern. The audio from the BKGD source is output at this time. The type of key editing depends on how the FRGD source is inserted into BKGD source and extracted from BKGD source, as follows.

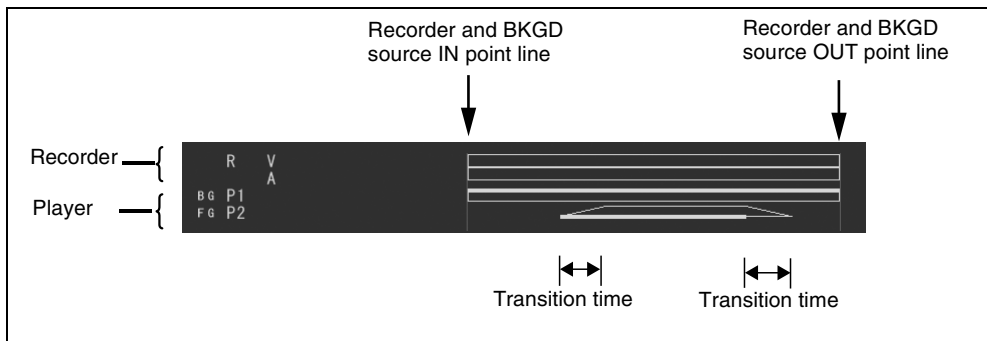
Key transition type		How the FRGD source is inserted and extracted
KEY-IN	CUT IN	Inserted with cut.
	MIX IN	Inserted with mix.
	WIPE IN	Inserted with wipe.
KEY-OUT	CUT OUT	Extracted with cut.
	MIX OUT	Extracted with mix.
	WIPE OUT	Extracted with wipe.
KEY-FADE	FADE IN	Inserted with mix, and then faded in from black with the BKGD source.
	FADE OUT	Extracted with mix, and then faded out to black with the BKGD source.

Example 1: MIX IN+MIX OUT

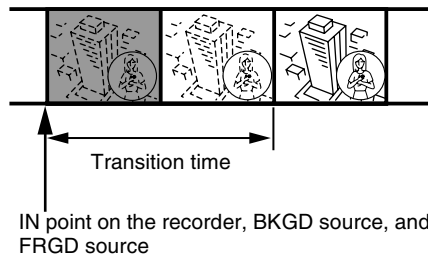
- For the KEY-IN or KEY-OUT effect, any three of the recorder IN and OUT points and IN and OUT points of the BKGD source must be

specified. Also, specify the IN point or OUT point of the FRGD source.

- The FRGD source IN point marks the key-in start point. From this point onwards, the FRGD source fades in, and the fading in is completed at the end of the specified transition time. And then, the FRGD source OUT point marks the key-out start point. From this point onwards, the FRGD source fades out, and the fading out is completed at the end of the specified transition time.
- When the required edit points have been specified, a graphical display such as in the example shown below appears on the screen. This simulates the way the video from the sources will be inserted on the recorder.



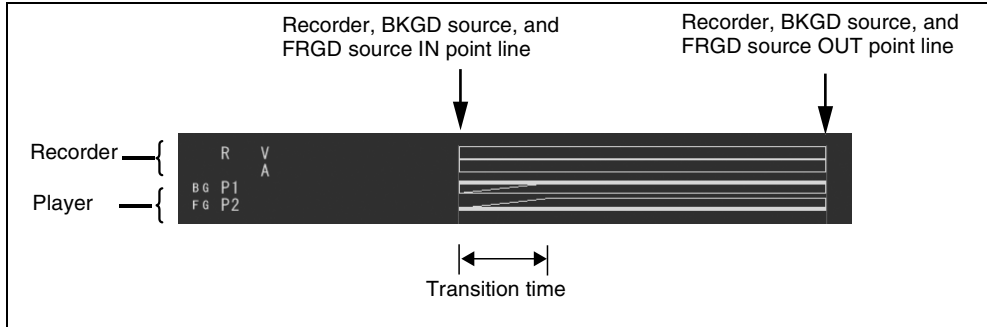
Example 2: FADE IN



- For the FADE IN effect, both the IN point and OUT point must be specified on either the recorder, BKGD source, or FRGD source. Also, either the IN point or OUT point must be specified on remaining two devices.
- The recorder, BKGD source, and FRGD source IN point marks the effect start point. From this point onwards, the BKGD source and the

FRGD source are mixed, and the process is completed at the end of the specified transition time and the picture fades in from the black.

- When the required edit points have been specified, a graphical display such as in the example shown below appears on the screen. This simulates the way the video from the sources will be inserted on the recorder.



Preview (Checking Edit Data)

Before carrying out the actual editing process, the preview (rehearsal) function should be used to check out what the resulting video will look like, based on the created edit data.

Preview types and preview range

Depending on which source is to be checked, there are four types of preview, as listed below.

Preview type	Description
Master preview	Preview of recorder and player. Select this to check the entire editing sequence.
Player preview	Preview of player only. Select this to check the video/audio that will be supplied to the recorder. (The recorder video will be black and audio will be muted.)
Recorder preview	Preview of recorder only. Select this to check the original video/audio of the recorder. (The source video will be black and audio will be muted.)

Preview type	Description
Switcher preview	This function allows you to preview an effect from the switcher or DME without operating the VTR/DDR or audio mixer.

You can also select the range of the preview from the following three possibilities.

Preview range	Description
Standard preview	Used to preview the entire edit.
OUT point preview	Used to preview only around the OUT point.
Effect preview	Used to preview from the effect start point to around the OUT point.

Notes

- When carrying out an effect preview, the actual preview start position is slightly before the effect start point. Between this preview start position and the effect start point, the video and audio may differ from that of a standard preview or the results of recording.
- When carrying out an OUT point preview, the actual preview start position is slightly before the OUT point. Between this preview start position and the OUT point, the video and audio may differ from the case of previewing other ranges or the results of recording.

Preview conditions

Depending on the selected edit mode, the types of preview that can be carried out are as follows.

- When insert mode is selected, for any type and range combination, a preview can be carried out. However, the switcher preview can only be performed as a standard preview.
- When assemble mode or first edit mode is selected, for some combinations a preview cannot be carried out, or is subject to restrictions.

Edit mode	Assemble			First edit		
	Standard preview	OUT point preview	Effect preview	Standard preview	OUT point preview	Effect preview
Master preview	Possible	1)	1)	Not possible	1)	1)
Player preview	Possible	Possible	Possible	Possible	Possible	Possible

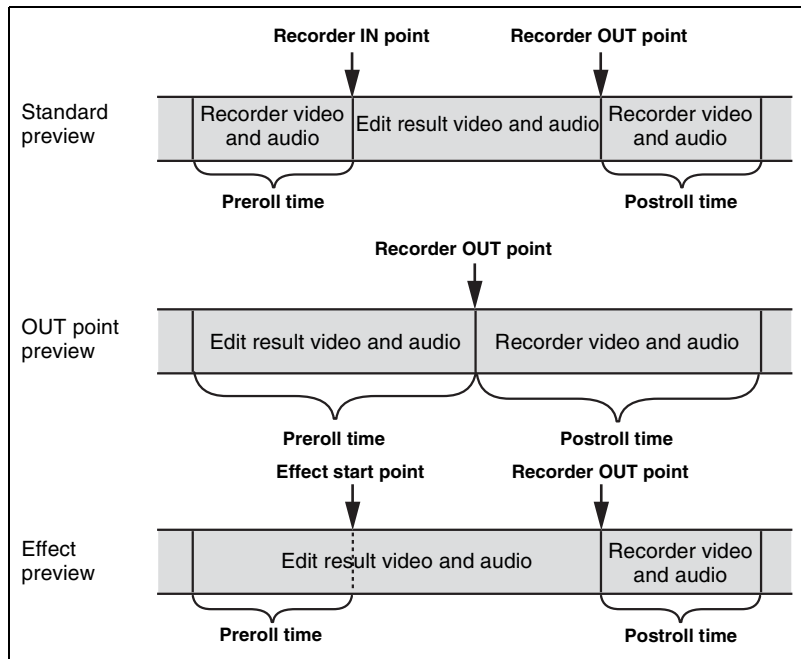
Edit mode	Assemble			First edit		
Preview range	Standard preview	OUT point preview	Effect preview	Standard preview	OUT point preview	Effect preview
Preview type						
Recorder preview	Possible	Not possible	Not possible	Not possible	Not possible	Not possible
Switcher preview	Possible	Not possible	Not possible	Possible	Not possible	Not possible

1) Can be carried out on the player only; the recorder does not operate.

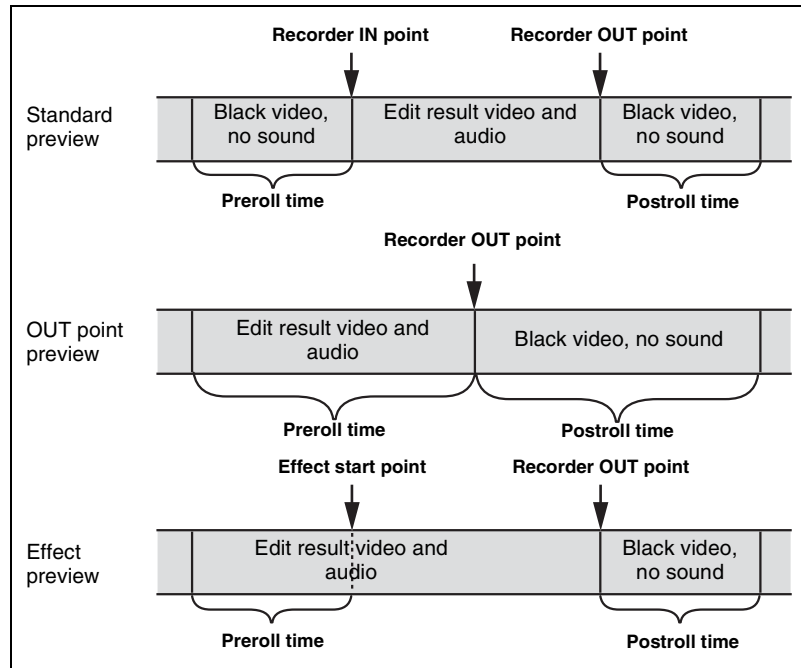
Video display in preview

When carrying out a master preview, player preview, or recorder preview, the following video appears on the monitor according to the type and range of the preview.

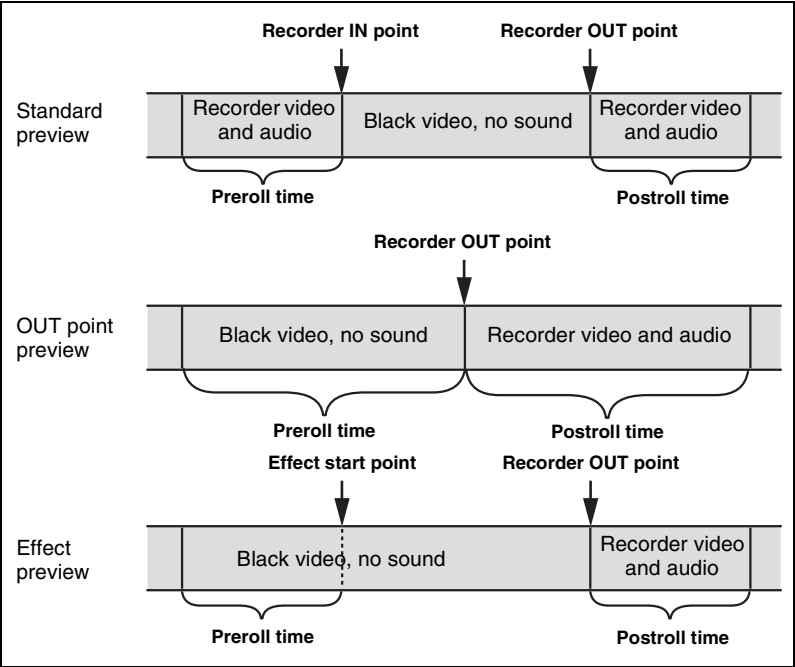
Master preview



Player preview



Recorder preview



Note

(Insert editing preview)

During insert editing preview, the content played back between the recorder IN point and OUT point is different depending on whether all or only some video/audio channels are specified. For example, when the editing target is V/A1 to A4, carrying out V/A1 to A2 insert editing will result in the preview shown in a bold frame below, according to preview type.

Master preview				Player preview				Recorder preview			
		IN point	OUT point			IN point	OUT point			IN point	OUT point
V			Player		V		Player	V		Black video	
A1			Player		A1		Player	A1		No sound	
A2			Player		A2		Player	A2		No sound	
A3			Recorder		A3		No sound	A3		Recorder	
A4			Recorder		A4		No sound	A4		Recorder	

During recorder preview, the playback image between the recorder IN point and OUT point will be black with no sound if assemble editing is carried out or if all video/audio channels have been specified in insert editing.

To preview edit data

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

1 Create the edit data.

Perform the steps described in “Cut editing example” on page 62 or “A/B roll editing example (Mix)” on page 64.

2 Depending on the range you want to preview, carry out one of the following operations.

Preview range	Operation
Standard preview	Proceed to Step 3.
OUT point preview	Press the OUT* key.
Effect preview	Press the TRANS (SHIFT + SCRPD)* key.

3 Depending on the type of preview you want to carry out, carry out one of the following operations.

Preview type	Operation
Master preview	Press the PREVIEW key.
Player preview	Press the P-PVW key.
Recorder preview	Press the R-PVW (SHIFT + P-PVW)* key.
Switcher preview	Press the SWPVW (CTRL + P-PVW)* key.

Depending on the selected preview range and type, a message is displayed in the dialog area, and the preview starts.

Range Type	Standard preview	OUT point preview	Effect preview
Master preview	PREVIEW	PREVIEW (OUT)	PREVIEW (TRANS)
Player preview	PLAYER PREVIEW	PLAYER PREVIEW (OUT)	PLAYER PREVIEW (TRANS)

Range Type	Standard preview	OUT point preview	Effect preview
Recorder preview	RECORDER PREVIEW	RECORDER PREVIEW (OUT)	RECORDER PREVIEW (TRANS)
Switcher preview	SWITCHER PREVIEW	—	—

Note

Press the ALL STOP key to cancel the preview.

Recording

This section describes how to carry out recording using the created edit data.

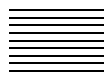
The following methods are available for recording.

Recording method	Operation	Description
Automatic recording	MKS-2050: Press the REC ON/OFF key. MKS-8050: Press the REC (CTRL + REC OFF) key.	Records according to edit data currently displayed on edit data page.
Auto- assembly	MKS-2050: Press the AUTO REC (SHIFT + REC ON/OFF) key. MKS-8050: Press the AUTO REC (SHIFT + REC OFF) key.	Automatically records a sequence according to edit data stored in the EDL.
Manual recording	MKS-2050: Press the MAN-R (CTRL + REC ON/OFF) key, and then press the REC ON/OFF key to start, stop, or resume recording. MKS-8050: Press the MAN-R (SHIFT + MAN) key, and then press the REC OFF key to start, stop, or resume recording.	Records manually.

To carry out recording

This section describes an example for automatic recording of displayed edit data.

- 1 Create the edit data.



Perform the steps described in “Cut editing example” on page 62 or “A/B roll editing example (Mix)” on page 64.

- 2** If desired, preview the edit data.

See “To preview edit data” on page 73.

- 3** Press the REC ON/OFF key (MKS-8050: REC key).

“RECORD” appears in the dialog area, and recording starts.

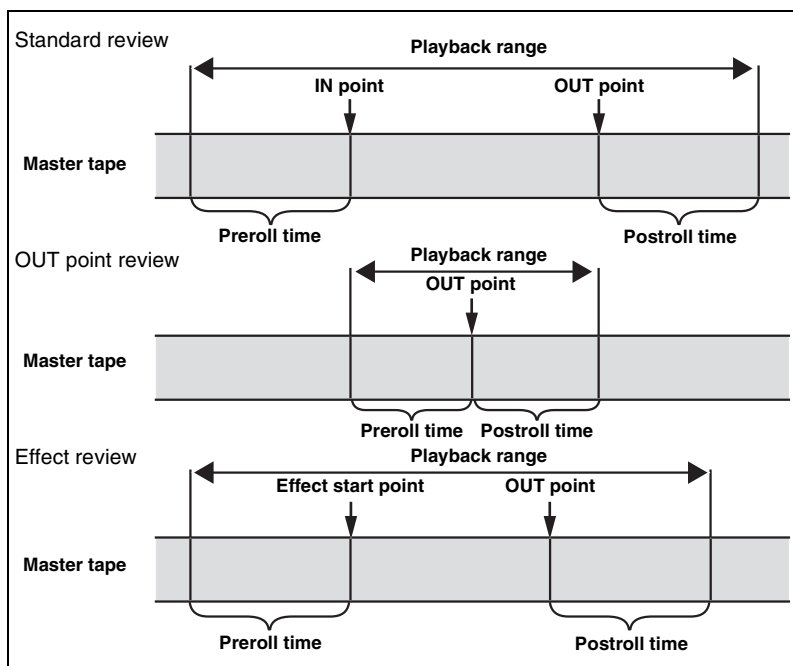
To cancel the recording process or stop before completion

- Press the ALL STOP key.
- Press the REC ON/OFF key (MKS-8050: REC OFF key) to stop before completion. The recorder timecode at this point will be taken as OUT point, and recording stops.

Review (Checking Edit Results)

Checking the results of an edit after the edit is carried out is a “review.” You can also select the range of the review from the following three possibilities.

Review range	Description
Standard review	Reviews the entire edit.
OUT point review	Reviews only the vicinity of the OUT point.
Effect review	Checks the range from the effect start point to the vicinity of the OUT point.



Notes

- It is also possible to carry out a review of an edit for which recording is not completed. In this case, the relevant parts on the recorder are played back.
- If you carry out a review on a new edit data page being displayed, the review is carried out for the edit registered at the end of the EDL.

To check the editing results

After carrying out the steps in “To carry out recording” on page 74, proceed as follows.

- 1 Depending on the range you want to review, carry out one of the following operations.

Review range	Operation
Standard review	Proceed to Step 2.
OUT point review	Press the OUT* key.
Effect review	Press the TRANS (SHIFT + SCRPD)* key.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

2 Press the RVW key.

Depending on the selected range, a message such as listed below appears in the dialog area.

Review range	Message
Standard review	REVIEW
OUT point review	REVIEW (OUT)
Effect review	REVIEW (TRANS)

Note

Press the ALL STOP key to cancel the review.

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Edit Mode Setting

This section describes how to select assemble mode or insert mode, and how to use first edit mode to create a tape that can be used in assemble mode.

For a general description of edit modes, see “Edit Mode” on page 53 in Chapter 2.

Selecting Insert Mode

Use the VIDEO, AUDIO, and An (SHIFT+AUDIO) keys to select the channels for use in insert mode.

To switch video on or off

- 1 Press the VIDEO key.

Each push of the VIDEO key toggles the video insert mode between ON and OFF.

- When the video insert mode is ON, a “V” appears in the edit data display.
- If you press the VIDEO key in assemble mode (or first edit mode), the video only is set to insert mode.

To switch individual audio channels on or off

- 1 Press the An (SHIFT+AUDIO) key.

“SELECT CHANNEL(S)” appears in the dialog area and the function menu changes as follows (in the default condition).

F1	F2	F3	F4	F5
A1	A2	A3	A4	A5
F6	F7	F8	F9	F10
A6	A7	A8		- 1 -

Note

The way the channels are assigned to function keys is determined by the setup menu.

For details, see “Audio Insert Key Assignment” on page 456 in Chapter 6.

- 2** If necessary, press the F10 key to switch to another function key page.

The F10 area of the function menu shows the number of the currently displayed page. Each push of the F10 key cycles through pages in the order 1 → 2 → 3 → 1, etc.

- 3** Press the function key of the channel you want to switch ON or OFF.

Each push of the function key toggles the respective audio channel between ON and OFF.

- When the audio insert mode is ON, an “A” appears in the edit data display, and the numbers of currently selected audio channels are shown. (Channels 10 to 16 are shown as underlined single digits 0 to 6.)
- If you perform Steps **1** to **2** in assemble mode (or first edit mode), the audio only is set to insert mode.

Notes**(Assignment of multiple channels to one function key)**

If more than one channel is assigned to one function key, the channels (called assignment channels) are switched on and off according to the following rules when the key is pressed.

- If all assignment channels are already ON, pressing the key turns all assignment channels OFF.
- If one or more channels are not yet ON, pressing the key will turn all channels ON.
- Channels other than the assignment channels are not affected by the keypress.

For example, if audio channels 1 to 3 (A123) are assigned to the F1 key, pressing the key has the following effect, depending on the condition before the key was pressed.

Condition before the key is pressed	Condition after the key is pressed	Condition after the key is pressed again
(All OFF)	A123	(All OFF)
A1	A123	(All OFF)
A2	A123	(All OFF)
A12	A123	(All OFF)
A123	(All OFF)	A123
A1234	A4	A1234
A4	A1234	A4

(Channel assignment on the MKS-8050 and the MKS-2050)

- On the MKS-8050, audio channels 1 to 8 are assigned to CTRL+numeric keys (1 to 8), respectively.
- On the MKS-2050, audio channels 1 to 4 are assigned to the following key combinations.

Key combination	Channel
CTRL+LASTX	1
CTRL+TIME TRACK	2
CTRL+GPI	3
CTRL+SPLIT	4

- Key assignment for the audio channels can be changed. Also, audio channels that have no key assignments can be assigned to any keys that are available.

For details, see “Keyboard Assignment” on page 515 in Chapter 6.

To switch all audio channels ON or OFF together

Press the AUDIO key.

Each push of the AUDIO key switches all audio channels that were set to ON with the An (SHIFT+AUDIO) keys to OFF/ON simultaneously.

Notes

- For example, if A1234 are currently ON, pressing the AUDIO key turns all these audio channels OFF. Pressing the AUDIO key once more turns the channels back ON again.
- If you press the AUDIO key in assemble mode (or first edit mode), the audio only is set to insert mode. In this case, the audio channels that were stored for individual operation as described above are switched ON.

About audio channel setting registration

The status of the audio channel ON/OFF settings is registered under the following conditions.

- When a function key is pressed in Step **3** of “To switch individual audio channels on or off,” or when a key on which an audio channel is assigned is pressed, the setting condition is registered.
- The registered audio channel setting does not change even if assemble mode or first edit mode is selected.

Selecting Assemble Mode

To perform assemble mode editing, the assemble mode must be selected. If no CTL signal and timecode information is recorded at the start of the tape, you must select first edit mode to automatically create a tape leader that can be used for recording before starting assemble mode editing.

To select assemble mode

- 1** Press the ASMBL (SHIFT+VIDEO) key.
“PRESS [ENTER] TO SELECT ASSEMBLE MODE” appears in the dialog area.
- 2** Press the ENTER key.
The message in the dialog area disappears, and assemble mode is activated. “ASSEMBLE” flashes in the edit data display.

To automatically create a tape leader for recording (first edit mode)

- 1 Press the 1ST-ED (CTRL+VIDEO) key.

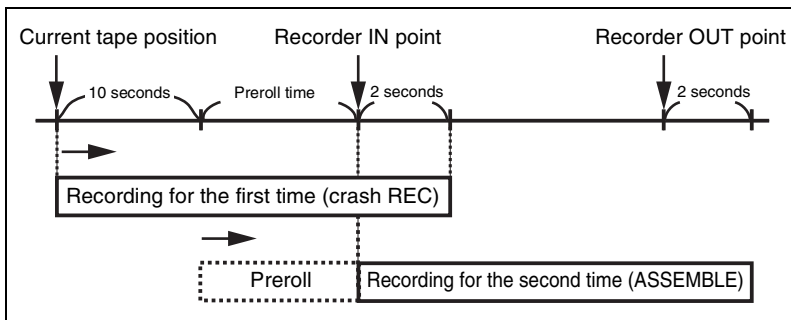
“PRESS [ENTER] TO SELECT 1ST EDIT MODE” appears in the dialog area.

- 2 Press the ENTER key.

The message in the dialog area disappears, and first edit mode is activated. “1ST EDIT” flashes in the edit data display.

Note

The first edit mode operation is composed of two steps, as illustrated below.



- For the first recording, BLK is selected as a source, and the start timecode is defined as follows:
 $\{\text{Recorder IN point (specified by SET IN)}\} - \{\text{Preroll time} + 10 \text{ seconds}\}$
- The second recording begins automatically when the first recording finishes.

Recorder and Source Selection

This section describes how to select the video and audio source material to be used for recording, and how to select the recorder to be used as target.

For a general description of recorder and source concepts, see “Recorder and Source (Editing Material)” on page 55 in Chapter 2.

About the Monitor/Source Select Keys

The recorder and source selection is performed with the monitor/source select keys. This block comprises the following keys.

Key	Selection target
R	Recorder
P1 - P5, P6*	Player
P7 - P12 (CTRL+P1 - P6)*	
DME	Keyframes (effect) on the DME
KF*	Keyframes (effect) on the switcher
FM	Frame memory
AUX	Auxiliary source
COLOR*	Color signal or black video signal

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Notes

- The function to select a recorder or a player (P1 to P12) can be assigned to any key that is available.
- The function to select the source by using the function key (keyframes (effect) on the DME or switcher, frame memory, auxiliary source, color signal, or black video signal) can be assigned to any key to allow direct selection.

For more details, see “Keyboard Assignment” on page 515 in Chapter 6.

Selecting the Recorder

To select a recorder

Press the R key. The keytop LED lights up and an asterisk (“*”) appears to the left of the recorder “R” device ID in the recorder/source data display.

Note

A different procedure applies when using multiple recorders.

For details, see “Using Multiple Recorders” on page 221.

Selecting the Source

You can select a single source or multiple sources to be used simultaneously. If you select a single source, all previous source (and recorder) selections are cleared.

To select a player

Press the monitor/source select key corresponding to the player that you want to select (P1 to P5, P6*, P7 to P12 (CTRL+P1 to P6)*).

The keytop LED lights up and an asterisk (“*”) appears to the left of the player device ID (P1 to P12) in the recorder/source data display.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Note

When you select a player with P7 to P12 (MKS-8050: P6 to P12), the keytop LED status does not change.

To select the keyframes (effect) on the DME

Press the DME key. “DME1 - DME8” appears in the function menu. Press the function key that corresponds to the region (DME component) you want to select.

The LED on the keytop lights up and an asterisk (*) appears to the left of the respective source device ID in the recorder/source data display.

To select the keyframes (effect) on the switcher

Press the KF* key. “M/E1 - M/E3” and “P/P” or “USER1 - USER8” appear in the function menu. Press the function key that corresponds to the region (switcher component) that you want to select.

The LED on the keytop lights up and an asterisk (*) appears to the left of the respective source device ID in the recorder/source data display.

Notes

- The selection of the keyframes (effect) on the switcher does not affect the monitor output.
- “ME” in the MFS-2000 system is equivalent to “M/E1” on this software. Also, “MISC” is equivalent to “USER1.”

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

To select a frame memory

Press the FM key. “FM1 - FM8” appears in the function menu. Press the function key that corresponds to the frame memory to be selected.

The keytop LED lights up and an asterisk (“*”) appears to the left of the source device ID in the recorder/source data display.

Note

Pressing the F10 (FILE LIST) key allows you to relate the file name of the clip on the frame memory to the reel.

For details, see “Relating a Frame Memory Clip File Name to a Reel” on page 167.

To select an auxiliary source

Press the AUX key. “AUX1 - AUX8” appears in the function menu. Press the function key that corresponds to the auxiliary source to be selected.

The keytop LED lights up and an asterisk (“*”) appears to the left of the source device ID in the recorder/source data display.

To select the color signal or black video signal

Press the COLOR* key. “CB1,” “CB2,” and “BLACK” appear in the function menu. Press the function key that corresponds to the signal to be selected.

The keytop LED lights up and an asterisk (“*”) appears to the left of the source device ID in the recorder/source data display.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

To select multiple sources

While holding down the SHIFT key, press in order the monitor/source select keys or the function keys corresponding to the multiple sources that you want to add. You can also press the R key to select the recorder.

The keytop LED of only the last key pressed lights up and an asterisk (“*”) appears to the left of the device IDs in the recorder/source data display.

Notes

- When you select multiple sources from keyframes (effect) on the DME or switcher, frame memory, auxiliary source, color signal, or black video signal, hold down the SHIFT key while pressing the function key.
- If you press one of the P1 to P12 keys or a function key without holding down the SHIFT key, multiple selections up to that point are cleared.
- When you select a player with P7 to P12 (MKS-8050: P6 to P12), the keytop LED status does not change.
- The function to select the multiple sources/recorder(s) (P1 to P12, R, or ALL R) simultaneously can be assigned to any single key that is available. The function to select the multiple sources (sources originally selectable by using the function keys) simultaneously can also be assigned to any single key.

For more details, see “Keyboard Assignment” on page 515 in Chapter 6.

About the Source/Recorder Supplying the Monitor Output

The following rules apply regarding the source/recorder that supplies the monitor output.

- Single source/recorder specified: specified source/recorder
- Multiple sources/recorders specified: most recently specified source/recorder

To select the switcher or audio mixer output as monitor output

When the preview bus is selected, pressing the PGM (CTRL+COLOR)* key selects both of the following as monitor output.

- Region output corresponding to the switcher V/K pair number set to PGM
- Audio mixer program bus output

Use this when setting and checking effects on the switcher or audio mixer.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Note

The keytop LED status does not change.

To turn the audio mixer monitor output on or off

You can assign to any key with a function that turns the audio mixer monitor output of a channel on or off. By doing this, you can turn the monitor output channel of the respective key on or off with the touch of the key.

For details, see “Keyboard Assignment” on page 515 in Chapter 6.

Note

When “CONTROL” in the MX CTRL area of the setup menu is set to “DISABLE,” the audio mixer monitor output cannot be switched on or off.

Device Control

Besides normal playback and stop, device control operations described in this section include using the search dial for variable-speed playback, locating a specific edit point or timecode point, etc.

For a general description of device control, see “Device Control (Playback Operations)” on page 56 in Chapter 2.

Using the Device Control Keys

The device control keys serve for performing playback, fast forward and rewind, and other tape transport functions.

To control tape transport

The basic keys for controlling the tape transport are as follows. The “Status display” values shown in the table below appear in the “STATUS” column of the recorder/source data display when the respective key is pressed.

ID	REEL	POSITION	STATUS	IN
* R	(0990)	00:05:35, 01	STOP	00:05:34, 00
P1	(0001)	00:18:55, 13	STOP	00:18:55, 00
P2	(0002)	00:06:31, 01	STOP	00:06:30, 00
P3	(0003)	00:39:13, 21	STOP	
P4	(0004)	00:40:46, 13	STOP	
P5	(0005)		XXXX	
P6	(0006)		XXXX	
P7	(0007)		XXXX	
P8	(0008)		XXXX	

Key	Status display	Function
PLAY	PLAY	Performs playback.
STILL	STILL	Shows still picture.
STOP (SHIFT+SHTL)*	STOP	Stops.
FF	FF	Fast-forwards.

Key	Status display	Function
REW	REW	Rewinds.
SLOW (SHIFT+JOG)*	+XXX/-XXX	Performs variable playback at the speed specified for each device ¹⁾ . For the device that is not the subject of variable playback speed setting, the variable speed playback is performed at 20% of normal speed.
SCAN (SHIFT+VAR)*	+YYY/-YYY	Performs variable playback at the speed specified for each device ²⁾ . For the device that is not the subject of variable playback speed setting, the variable speed playback is performed at 200% of normal speed.
PLAY+ (SHIFT+FF)	PLAY+	Advances the VTR by 1 frame.
PLAY- (SHIFT+REW)	PLAY-	Delays the VTR by 1 frame.
FRZ ON (CTRL+FF)	FREEZ	Freezes the picture while the tape is running (Available only with a VTR or other devices equipped with the freeze function)
FRZ OFF (CTRL+REW)	(original status returns)	Cancels freezing. Shows moving image as tape runs.
MKS-2050: STBOF (SHIFT+PLAY) MKS-8050: STB OFF (CTRL+STILL)	STBOF	Sets to standby off.
ALL STB OFF (CTRL+ALL STOP)	STBOF	Sets all devices to standby off.
EJECT (SHIFT+STILL)*	EJECT then T OUT	Ejects cassette.
ALL STOP	STOP	Stops all devices and stop auto editing.

1) The variable playback speed is determined with "SLOW" in the DMC RANGE popup window of the AUX menu.

- 2) The variable playback speed is determined with “SCAN” in the DMC RANGE popup window of the AUX menu.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Note

When a VTR or similar device is set to go automatically into freeze mode, even without carrying out the FRZ ON (CTRL+FF) operation, the status display may show “FREEZ.”

Also, if the slackening of tape tension is selected when the VTR is in the tape protection mode, the status display may show “T REL.”

To control the keyframes (effect) on the DME or the switcher

Use the device control keys to control the keyframes (effect) on the DME or the switcher in the same manner as you control other devices such as VTRs.

DME1 to DME8, M/E1 to M/E3, P/P, and USER1 to USER8 can be controlled, but not the following operations:

- Synchronizing the running timing
- Freezing the picture
- Setting the device to standby off
- Ejecting the cassette
- Setting/resetting the CTL timer

Note

“ME” on the MFS-2000 system is equivalent to “M/E1” on this software. Also, “MISC” is equivalent to “USER1.”

To control the clips on the frame memory

When the clips on the frame memory are loaded, you can use the device control keys to control them in the same manner as you control other devices such as VTRs.

However, the following operations cannot be performed:

- Synchronizing the running timing
- Freezing the picture
- Setting the device to standby off
- Ejecting the cassette
- Setting/resetting the CTL timer
- Sync jog

Note

The MVS-8000 and the MFS-2000 do not support clips on the frame memory.

To set and reset the CTL timer

You can set the CTL timer for a device to an arbitrary value, or reset it to zero.

You can set or reset the CTL timer independently of the timecode source selection.

To set the CTL timer

1 Use the monitor/source select keys to select the device for which you want to set the CTL timer value.

2 Press the T-SET (SHIFT+[-])* key.
“ENTER TIME” appears in the dialog area.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

3 Enter the CTL timer value in the scratchpad area, and press the ENTER key.

There are two ways of entering the CTL timer value as follows.

- Enter the timecode (or frame count) value as is.
- Press the – key, then enter a numeric value specifying the relative value from 00:00:00:00.

Note

When a frame count is entered, it is converted to a timecode value in “hours:minutes:seconds:frames” format. Make sure that the frame count entered is correct, according to the setting of the device as drop-frame mode or non-drop-frame mode.

To reset the CTL timer

1 Use the monitor/source select keys to select the device for which you want to reset the CTL timer.

2 Press the T-RST (SHIFT+[+])* key.

This resets the timer to “00:00:00:00.”

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Using the Search Dial

The playback direction of the currently selected device (tape travel direction of a VTR) and the playback speed can be controlled with the search dial. There are four different variable-speed playback modes: Shuttle, Jog, Variable, and Sync Jog.

The “Status display” value shown in the table below denotes what is shown in the “STATUS” column of the recorder/source data display when the search dial is operated.

Mode	Status display	Function
Shuttle mode	SHTL > (Forward playback) SHTL < (Reverse playback) SHTL (Still picture shown in Shuttle mode)	Tape travel direction and speed change according to search dial position. Useful for quickly locating edit points.
Jog mode	JOG > (Forward playback) JOG < (Reverse playback) JOG (Still picture shown in Jog mode)	Tape travel direction and speed change according to search dial turn direction and turn speed ¹⁾ . By turning the search dial in small increments, the playback image can be moved in frame units, for precise location of edit points.
Variable mode	–100 to +300 (percentage of normal playback speed)	Tape travel direction and speed change in the range from –1 to +3 times normal, according to search dial position ²⁾ . A smooth image can be obtained from a device with clear playback function.
Sync Jog mode	For details, see “To carry out Sync jog” on page 100.	

1) When the search dial is set to jog mode (including sync jog mode), the amount of tape transported for each rotation angle of the dial can be specified.

For details, see “Keyboard Settings” on page 455 in Chapter 6.

- 2) When the search dial is set to variable mode, the upper and lower limits of the playback speed can be specified (only for the device that is the subject of variable playback speed setting).

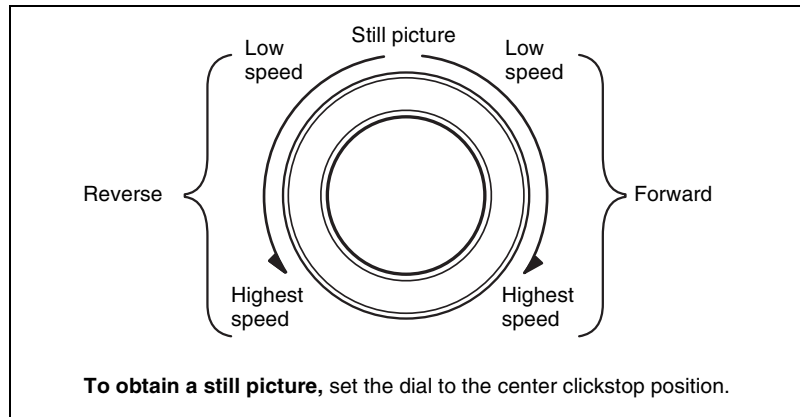
For details, see “DMC Range Setting” on page 541 in Chapter 6.

Note

The actual speeds that are achieved in each mode depend on the type of device that is being controlled.

To use Shuttle mode

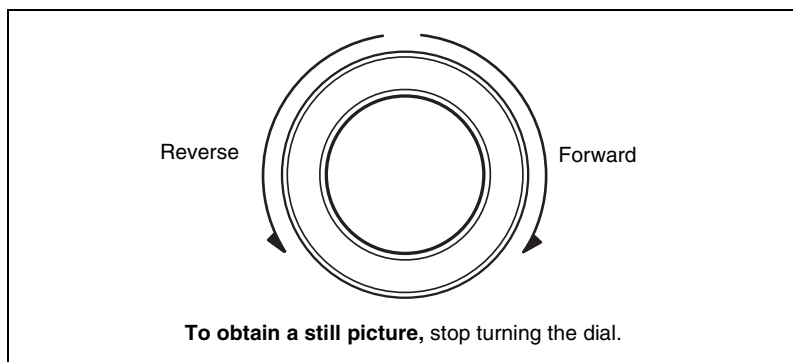
- 1** Press the SHTL key.
The keytop LED lights up and Shuttle mode is activated.
- 2** Turn the search dial to obtain the desired speed and direction.
Depending on the dial position, the following tape travel pattern is obtained.



To use Jog mode

- 1** Press the JOG key.
The keytop LED lights up and Jog mode is activated.
- 2** Turn the search dial to obtain the desired speed and direction.

Depending on the dial turn speed, the following tape travel pattern is obtained.



To use Variable mode

The Variable mode allows controlling the speed in the range from -1 to +3 times normal. However, when the upper and lower limits of the speed are specified with “REV” and “FWD” in the DMC RANGE popup window of the AUX menu, the playback speed can only change according to these limitations (only for the device that is the subject of variable playback speed setting).

Note

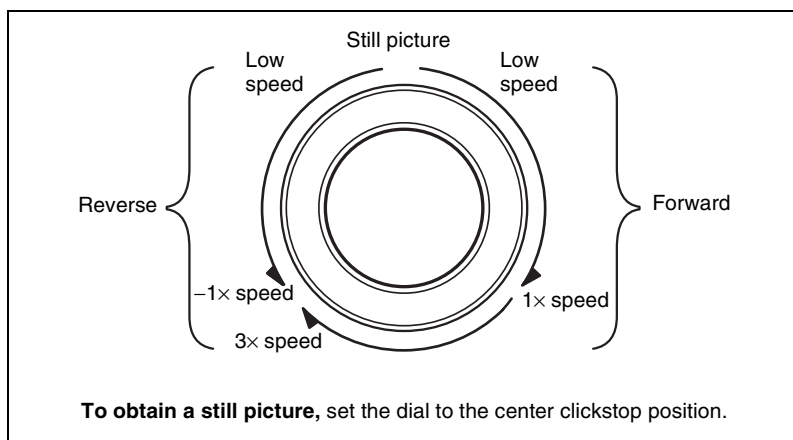
The actual speed obtained and smoothness of the image depend on the type of device and the tape format.

- 1 Press the VAR key.

The keytop LED lights up and Variable mode is activated.

- 2 Turn the search dial to obtain the desired speed and direction.

Depending on the dial position, the following tape travel pattern is obtained.

**Note**

The search dial will also click at the +1× speed position.

To cancel Shuttle/Jog/Variable mode

Press another device control key (PLAY, STILL, FF, REW, etc.). The current variable-speed playback mode is canceled, and the operation of the respective key is carried out.

Note

The following table shows the change in operating status of each device when a device control key is pressed for which multiple devices are specified.

Example operation	❶ Specify P1 to P3, and press the JOG key	❷ Specify P1 to P2, and press the PLAY key	❸ Specify P2 to P3, and press the SHTL key
P1 status	Jog mode	Normal playback	Normal playback
P2 status	Jog mode	Normal playback	Shuttle mode
P3 status	Jog mode	Jog mode	Shuttle mode

As will be seen from example operation ❷, cancellation of variable-speed playback mode applies only to the specified device (in this example, P1 and P2) when another device control key is pressed. The variable-speed playback mode remains in effect on the device not specified (in this example, P3). At the point at which operation ❷ is carried out, the specified devices are P1 and P2, but at this point only P3, which remains in

jog mode, is controlled by the search dial operation. Note that there are points at which the device specification status and control by search dial operation do not match. Operation ③ is an example where the device specification status and control by search dial operation are brought back into agreement.

Note that if you specify another device and set the variable-speed playback mode, the original device is released from search dial operation control and the status at that point is maintained.

At this point, the status display shows “VAR>” or “VAR<” when in variable mode. For the case of a still, it shows “STILL” in any mode.

To carry out Sync jog

Sync jog allows you to control keyframes (effect) on the DME or switcher with the search dial so that the playback direction and amount match those of a reference VTR.

This function is useful when creating sequential keyframes (effect) that follow the video or for checking keyframes (effect) that have been created against the video.

- 1** Operate the reference VTR and the keyframes (effect) so that they are matched at the right place for sync jog operations.
- 2** Use the monitor/source select keys to select the reference VTR and the keyframes (effect) which will follow the movement on the reference VTR.

The first selected VTR becomes the reference VTR and the selected keyframes (effect) on the DME or the switcher will run the same amount in the same direction as the image on the reference VTR.

Note

When you press the ALL R (CTRL+R) key to select all recorder VTRs, the R1 (recorder 1) becomes the reference VTR.

- 3** Press the SYNC JOG¹⁾ (CTRL+JOG) key, and then turn the search dial.

The reference VTR operates in jog mode and the selected keyframes (effect) on the DME or the switcher match the VTR in running amount and direction.

At this time, the selected VTRs (except the reference VTR) operate in jog mode.

During sync jog, the following information appears in the “STATUS” column of the recorder/source data display.

Device	Status display
Reference VTR	* JOG > (forward playback), * JOG< (reverse playback), * JOG (stopped)
Keyframes (effect) that follow the reference VTR	• JOG > (forward playback), • JOG< (reverse playback), • JOG (stopped)

4 If the match between the reference VTR and the selected keyframes (effect) is not correct, do the following steps to make corrections on the selected device.

- 1)** Use the monitor/source select keys to select the device (either the reference VTR or the keyframes (effect)) on which the correction will be done.
- 2)** Press the SHTL, JOG, or VAR key, and then turn the search dial to locate the desired position.
- 3)** Press the SYNC JOG¹⁾ (CTRL+JOG) key.
The devices that were selected in the beginning are selected again. Sync jog operations done thereafter are based on the new relationship between the reference VTR and the keyframes (effect).

1) This function has no keytop notation.

Notes

- Sync jog does not take place in the following cases:
 - When only one device is selected.
 - When multiple VTRs are selected, but no keyframes (effect) on the DME or the switcher are selected.
 - When keyframes of multiple effects on the DME or switcher are selected, but no VTRs are selected.
 - When jog mode cannot be used on the reference VTR (“XXXX,” “- - - -,” “T OUT,” or “LOCAL” appears in “STATUS” column of the recorder/source data display.
- When one of the following operations is carried out, sync jog is canceled and the relationship between the reference VTR and the selected keyframes (effect) is cleared.
 - A device control key other than SHTL, JOG, or VAR key is pressed.
 - Cueing up to a specific point or an automatic execution is carried out.
 - A device other than the ones selected in the procedure above is selected.

About the dial direct function

The search dial can be set so that it operates in the last mode that was used, eliminating the need to press the SHTL, JOG, or VAR key.

For details on how to set the search dial, see “Keyboard Settings” on page 455 in Chapter 6.

Cueing Up a Specified Point

You can cue up one of the following points.

- IN point
- OUT point
- Effect start point (A/B roll transition start point)
- Timecode point (specified via scratchpad).
- A point ahead of the preroll time for one of the above points

Operation target device

Cueing up a specified point is possible on a VTR, DDR, or keyframes (effect) on the DME or switcher.

To cue up a point

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1** Use the monitor/source select keys to select the device you want to cue up.
- 2** Perform the following steps, depending on the type of point which you want to cue up.

Cue point	Operation
IN point	Proceed to Step 3.
OUT point	Press the OUT* key.
Effect start point	Press the TRANS (SHIFT+SCRPD)* key.
Specified timecode point	Press the SCRPD key and enter the desired timecode in the scratchpad area.

- Depending on the cueing target, the following message is shown in the dialog area.

Cueing target	Message
OUT point	(OUT)
Effect start point	(TRANS)
Scratchpad area specified point	(SCRPD)

3 Press the GO TO key.

The specified point is located.

Notes

- To cue up to the beginning of the preroll time, press the PREROL (SHIFT+GO TO)* key at Step **3** instead of the GO TO key.
- While cueing, “CUE<” (reverse direction cueing) or “CUE>” (forward direction cueing) appears in the “STATUS” column of the recorder/source data display.
- When cueing starts, the message in the dialog area disappears.
- The preroll time here is determined by “PREROLL TIME” included in the SYSTEM area of the initialize menu.

To change the target during cueing

Repeat Steps **2** and **3**.

To stop cueing

Press the ALL STOP key.

Note

Cueing also stops if you press another device control key. (In this case, the operation of the respective key will be carried out.)

Operation conditions for cueing

The cueing function initiated by the GO TO key operates according to the following conditions.

- Only devices that are in operating condition will carry out cueing. If the cue point is not set or it could not be calculated, cueing cannot be carried out.
- The execution conditions are as follows, depending on the cue point.

IN point/OUT point: If the decision is established (all settings required for edit execution have been made), the values to be used in the actual edit are reflected. The source OUT point may be different from the setting value.

Effect start point: Cueing is carried out only if an A/B roll decision is established (all settings required for A/B roll editing have been made).

Scratchpad specified point: Cueing is carried out only if a valid value has been specified. For example, an entry such as “24 60 60 30” is considered invalid.

Matching the Position of the Keyframes (Effect) on the DME or Switcher With a Position on Another Device

When inserting a keyframe on the DME or switcher while monitoring the video on the player, this function, called the EFV (Effect Follow Video) function, matches the position of the keyframes (effect) to the current position on another device. This function is useful for inserting a keyframe that coordinates with the action in the video.

Notes

- With this function, the keyframes (effect) on the DME or switcher travel from the IN points by the amount of difference between the recorder IN point and the current position on the reference device, and the DME or switcher is cued to that position.
- When two or more devices are selected using the monitor/source select keys, the device selected last is used as the reference device.
- Any keyframes (effect) with an IN point on the DME or switcher can be used.

To cue up the keyframe (effect)

- 1 Use the monitor/source select keys to select the reference device and stop the tape at the desired position.
- 2 Press the EFV (SHIFT+RVW) key.

The keyframe (effect) on the DME or switcher travels from its IN point by the amount of difference between the recorder IN point and current position on the reference device, cueing up to that point.

About the Device Error Status Display

If the device selected as target cannot be controlled, the “STATUS” column of the recorder/source data display may show the following status indications. If an error occurs during cueing, the specified timecode may not exist, or the timecode may be discontinuous.

In such cases, check “Managing Error Messages” *on page 546 of Appendix* to eliminate the cause of the problem.

---- : Device ID is not assigned. Device is not set correctly.

XXXX : Cannot communicate with device.

ERROR : Hardware error has occurred at device.

LOCAL : Device REMOTE/LOCAL switch is set to LOCAL.

T OUT : No cassette tape is inserted in VTR.

Setting Edit Points

There are two ways of setting edit points (IN point, OUT point): by reading the timecode of the source (using the MARK key), and by numeric input (using the SET key). For specific sources, an IN point can be set automatically.

For an overview of edit points, see “About the Edit Points” on page 58 in Chapter 2.

Setting With the MARK Key

You can read the timecode (or CTL timer value) from the source and set it as an edit point.

To set an edit point by reading a timecode from the source

- 1** Use the monitor/source select keys to select the device for which you want to set the edit point.
- 2** Start playback and cue up the point to be specified as edit point, using the search dial and other controls as necessary.
- 3** Depending on the edit point to set, press one of the following keys.

IN point: MARK IN key

OUT point: MARK OUT key

The timecode of the point located in Step **2** is read in and appears in the IN point or OUT point field of the recorder/source data display. Previous data, if any, are replaced by the new data.

Note

The edit point settings can be returned to a previous condition up to five times.

For details, see “Using the LAST X Buffer (Returning to Previous Edit Point Settings)” on page 112.

Setting With the SET Key

With the SET key, you can enter a timecode numerically to set an edit point or duration. The following two methods are available.

- Enter the timecode first and then specify whether to use it as IN point, OUT point, or duration.
This method lets you quickly use a specified number as an edit point or duration.
- Specify whether to set the IN point, OUT point, or duration, and then enter the timecode.

To enter a timecode and use it as edit point or duration

- 1 Use the monitor/source select keys to select the device for which you want to set the edit point or duration.
- 2 Use the numeric keys to enter the desired value in the scratchpad area.

The following two entry methods are available.

- Enter the timecode value as is.
- Use a + or – symbol before the entry to increase or decrease a current setting. (*For details, see “Adding to or subtracting from an existing setting” on page 108.*)

Note

You can also skip the scratchpad entry at this point and perform it after Step 3. To enter something in the scratchpad while a number is already displayed, press the CLEAR* key first to erase the current number and then enter the new value.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 3 Depending on the edit point to set, press one of the following keys.

IN point: SET IN key

OUT point: SET OUT key

Duration: SET DUR key

Notes

- **If a timecode was entered in Step 2**, the setting is complete, and the IN point, OUT point, or duration is set, depending on the key that was pressed. The respective field of the recorder/source data display shows the setting. Previous data, if any, are replaced by the new data.
- **If no timecode was entered in Step 2**, “ENTER TIME (BLANK FOR CLEAR) OR SELECT FUNCTION” appears in the dialog area. Continue to the next Step 4. At this point, a “>” flashes at the left of the timecode indication being set.

4 Use the numeric keys to enter the desired timecode in the scratchpad area.

The following two entry methods are available.

- Enter the timecode value as is.
- Use a + or – symbol before the entry to increase or decrease a current setting. (*For details, see “Adding to or subtracting from an existing setting” below.*)

5 Press the ENTER key.

The timecode entered in Step 4 (or the increased or decreased value) is set as IN point, OUT point, or duration.

Notes

- If nothing was entered in the scratchpad area, pressing the ENTER key will delete the specified timecode value.
- The edit point and duration settings can be returned to a previous condition up to five times.

For details, see “Using the LAST X Buffer (Returning to Previous Edit Point Settings)” on page 112.

Adding to or subtracting from an existing setting

By pressing the + (plus) or – (minus) key before entering a numeric value in Step 2 or 4 above, you can add to or subtract from the current setting.

Example: Setting the IN point, with current IN point setting 00:10:15:00

Entered value	Resulting setting
+ 20 00	00:10:35:00
– 20 00	00:09:55:00

If there is no current setting, the following applies.

- **Setting the IN point when the IN point is currently not set**
If the OUT point is set, the addition/subtraction is applied to the OUT point. If the OUT point is also not set, the addition/subtraction is applied to 00:00:00:00.
- **Setting the OUT point when the OUT point is currently not set**
If the IN point is set, the addition/subtraction is applied to the IN point. If the IN point is also not set, the addition/subtraction is applied to 00:00:00:00.

To recall a set edit point or the duration to the scratchpad

The edit point or duration set to the selected recorder or source (the one selected last, if multiple devices are selected) can be recalled to the scratchpad or constant register. The recalled value can be set as another edit point/duration using the SET key.

To recall the IN point to the scratchpad

Press the BACK IN (SHIFT+SET IN) key.

To recall the OUT point to the scratchpad

Press the BACK OUT (SHIFT+SET OUT) key.

To recall the duration to the scratchpad

Press the BACK DUR (SHIFT+SET DUR) key.

Notes

- When no value is set to the recorder or the source, performing any procedure described above clears the value that is currently displayed in the scratchpad.
- An ID such as the following appears at the end of the value recalled to the scratchpad.
01 23 45 00 (P1)
- An ID such as the following appears at the end of the value recalled to the constant register.
01 23 45 00 P1

To recall data from the EDL scrolling display to the scratchpad

You can recall an edit point in the scroll display of the EDL display to the scratchpad. To recall, use the BAK SCR (CTRL+SET DUR) key.

For details, see “To recall edit point displayed in EDL scroll display to the scratchpad” on page 355 in Chapter 5.

To recall event data to the scratchpad

Note

To perform the following procedure, the “BACK AUX” function must be assigned to any key that is available.

For details on assigning functions to any keys that is available, see “Keyboard Assignment” on page 515 in Chapter 6.

The key to which the “BACK AUX” function is assigned is referred to as the “BACK AUX key,” hereafter.

While the SYNC TIME popup menu in the AUX menu, the GPI popup menu, or the KEY EVENT popup menu is displayed, you can use the BACK AUX key to recall the value of the item that the “►” cursor indicates to the scratchpad.

Notes

- When no value is set to the item that the “►” cursor indicates, pressing the BACK AUX key clears the value that is currently displayed in the scratchpad.
- An ID such as the following appears at the end of the value recalled to the scratchpad.

12 34 56 00 (P1)

When the recalled event time of the GPI or key event is a relative value, the value is signed and the device ID is not displayed.

Setting With the FIT function

When a particular edit point for a device (for example, the P1 IN point) can be calculated from a related edit point on another device (for example, the R1 IN point and OUT point), you can set this calculated value as the edit point. This function is called the “FIT function.”

Setting an edit point using the FIT function can be carried out in the following cases. In the following description, a device for which edit points are set with the FIT function is called a “FIT target device.”

- For a cut edit, when the duration is determined on a device other than the FIT target device.
- For an A/B roll edit, when the duration is determined on two devices other than the FIT target device.

In either case, at least one edit point (IN point or OUT point) must be set on the FIT target device.

To set an edit point or duration using the FIT function

- 1** Press the monitor/source select keys to select the device for which you want to set the edit point using the FIT function.
- 2** Depending on the setting, press the following keys.

IN point: SET IN key

OUT point: SET OUT key

Duration: SET DUR key

The function menu changes as follows.

F1
FIT

- 3** Press the F1 (FIT) key.

The timecode for the setting specified in Step **2** (IN point, OUT point, or duration) is calculated from the edit point data for the other device and automatically input.

Example: In Step 1 specify P1, and in Step 2 press the SET IN key
(effect type =cut)

Before setting

	IN	OUT	DURATION
R	00:00:01:00	00:00:05:00	4:00
P1	00:00:08:00	00:00:10:00	2:00

After setting

	IN	OUT	DURATION
R	00:00:01:00	00:00:05:00	4:00
P1	00:00:06:00	00:00:10:00	4:00

The player (P1)IN point value is calculated and set to fit with the relation between the recorder (R)OUT point and IN point, that is, the duration.

The result of the edit in this case is different from what it would have been without using the FIT function.

Note

When an additional source *on page 115* or audio source *on page 117* is specified as the FIT target device, the basis of the calculation is the edit data duration.

Using the LAST X Buffer (Returning to Previous Edit Point Settings)

The LAST X buffer is a special memory area that retains the most recent five settings for items such as edit points set with the MARK or SET keys. The following data items can be saved in memory.

- IN point, OUT point, and duration timecode values
- Initial speed *on page 198*
- Master/sub setting *on page 534 in Chapter 6*

To return to a previous setting

Press the LASTX key.

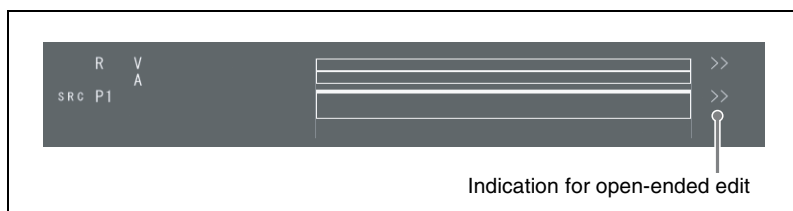
With each push of the key, the setting is returned to the condition existing one step previously.

Open-Ended Editing

When editing using this software, you can use “open-ended editing,” leaving the OUT point not set and determining the end point in the course of editing.

To carry out an open-ended edit

To make a displayed edit an open-ended edit, press the OPEND (CTRL+SET OUT) key. The OUT point only disappears from the set edit points, changing this to an open-ended edit. At this point, the graphic indications show an indication of an open-ended edit.



Notes

- In the case of an A/B roll edit, the FROM source OUT point is not deleted. However, if you press the OPEND (CTRL+SET OUT) key a second time immediately after the first time, the FROM source OUT point will be deleted. If an OUT point has not been set for the edit, the OPEND (CTRL+SET OUT) key must be pressed two consecutive times in order to delete the FROM source OUT point.
- When an IN point is a calculated value, the OUT point and duration clear, and the IN point is replaced by the setting value.
- The OUT point of an additional source *on page 115* or audio source *on page 117* also clears.
- Open-ended editing cannot be carried out for an edit whose effect type is KEY and the key transition type is FADE OUT.

Setting IN Point Automatically

When a source other than R (recorder) and P (player) 1 to P12 is selected as the edit source, an IN point is set automatically. The devices with which an IN point can be set automatically and the IN point positions are described in the table below.

Device	IN point
DME	01:00:00:00
KF	01:00:00:00
FM	01:00:00:00
AUX	00:00:00:00
COLOR	00:00:00:00

- IN point is automatically set on the device except for DME, KF, and FM, according to the frame mode setting (drop frame mode/non-drop frame mode) of the system.
- Field property of the automatically set IN point is always field 1.

In either one of the following cases, IN point is set automatically:

- When the device is set as the cut source
- When the device is set as the FROM source or TO source of the mix or wipe
- When the device is set as the BKGD-A (background A) source or BKGD-B (background B) source of the edit for which the effect type is manual
- When the device is set as the BKGD (background) source or FRGD (foreground) source
- When the device is set as an additional source being carried forward to a new edit page
- When the device is set as an audio source

Notes

- In other cases than the ones described above (including the case that the device is set as an additional source only for that edit and is not carried forward to a new edit page), IN point is not automatically set.
- When the IN point is already set for the device, automatic setting of the IN point is not carried out.
- IN point automatically set is not cleared as long as the device is set as the edit source. However, it is cleared when the data of all edit data pages is cleared.

Setting Effects

This section describes the effect settings used when carrying out editing.

For a general description of effects, see “Effects” on page 59 in Chapter 2.

Cut

For cut editing, only the video from a single source is used, and the transition from the old video to the new video is instantaneous.

To make settings for cut editing

- 1 Press the CUT key.

The system switches to cut mode.

“SELECT SOURCE” appears in the dialog area and the function menu changes as follows.

F1	F2	F3	F4	F5
SOURCE				
F6	F7	F8	F9	F10
			+ / – SRC	AUDIO SRC

Note

If a source is already selected, pressing the F1 (SOURCE) key here selects that source for monitor output.

- 2 Use the monitor/source select keys to select the source for which you will set the effect.

If the currently displayed source is acceptable, press the ENTER key.

To specify an additional source

You can carry out the following operation for any of a cut, mix, wipe, key, or manual effect type.

- 1 Press the F9 (+ / – SRC) key.

“SELECT ADDITIONAL SOURCE (TOGGLE ON/OFF)” appears in the dialog area and the function menu changes as follows.

F1
ALL CLEAR

Note

In manual mode, selecting the BKGD-B (background B) source automatically switches to this status.

- 2 Use the monitor/source select keys to select the source to be the additional source.

On the left of the source device ID selected in the recorder / source data display, “.” appears. Press the monitor/source select key once more to cancel the selection.

ID	REEL	POSITION	STATUS
R	(0990)	00:04:02.06	STOP
* P1	(0001)	00:00:27.01	STOP
. P2	(0002)	00:05:45.14	STOP
. P3	(0003)	23:57:17.22	STOP
. P4	(0004)	00:01:49.15	STOP

Additional source indication

To cancel all additional sources

In Step 2, press the F1 (ALL CLEAR) key.

Note

An additional source specified by this method, after registering the edit in the EDL, is carried forward to a new edit page. To set the additional source for this edit only, use the following method for recording or registering the edit.

- 1) Hold down the SHIFT key, and press the monitor/source select key to select all additional sources.
- 2) Carry out the recording with this edit data or register it in the EDL.

For details on carrying out recording, see “Recording” on page 137, and for details on registering in the EDL only, see “Registering an Edit Without Performing Recording” on page 349 in Chapter 5.

To specify an audio source

You can carry out the following operation for any of a cut, mix, wipe, key, or manual effect type.

- 1 Press the F10 (AUDIO SRC) key.

“SELECT AUDIO SOURCE” appears in the dialog area and the function menu changes as follows.

F1
UNDEFINED

- 2 Use the monitor/source select keys to select the source to be the audio source.

The edit data display shows the specified audio source.

To cancel an audio source

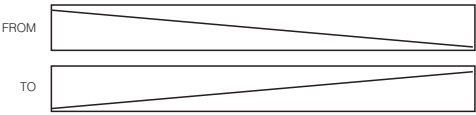
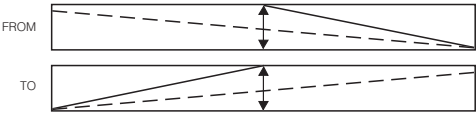
In Step 2, press the F1 (UNDEFINED) key.

Note

After registering the edit in the EDL, the audio source is carried forward to the new edit page. To avoid this, cancel the setting.

Mix

Mixing involves using two players (FROM source and TO source), with a gradual transition between the video of the two sources. Three transition types can be selected, as shown below.

Type	Visual effect
MIX	<p>As the video of the FROM source is faded out, the video of the TO source is faded in. The illustration below shows how the output level of the two sources changes during the transition.</p>  <p>The sum of FROM source output and TO source output remains constant, resulting in a natural transition.</p>
SUPER MIX	<p>At first, the video of the TO source is faded in until it is fully mixed with the FROM source. Then the video of the FROM source is faded out.</p>  <p>The output level of each source at the center point of the transition period can be set from 0 to 100%.¹⁾ The output level at 50% is equal to MIX.</p>
NAM	<p>This method is called “Non-Additive Mix.” The video of FROM source and TO source are compared, and the signal of the source whose brightness level is higher is output with priority. While the level of the FROM source is maintained at 100%, the level of the TO source is gradually increased and video of both sources is compared. At the center point of the transition period, the video of both sources at 100% is compared. Then, while the level of the TO source is maintained at 100%, the level of the FROM source is gradually decreased and video of both sources is compared.</p>

1) Setting can be made on the switcher, but not by this software.

To make settings for mix editing

1 Press the MIX key.

The system switches to mix mode.

“SELECT FROM SOURCE” appears in the dialog area and the function menu changes as follows.

F1	F2	F3	F4	F5
FROM	TO	TRAN RATE		NAM
F6	F7	F8	F9	F10
SUPER MIX			+ / – SRC	AUDIO SRC

2 Select the desired effect.

At the point when mix mode is activated, the effect type MIX is automatically selected. You can change this by pressing F5 (NAM) or F6 (SUPER MIX).

Note

If you have selected NAM or SUPER MIX and want to return to MIX, press F4 (MIX).

3 Make settings 1 through 3 in sequence, according to the message appeared in the dialog area.

Number	Dialog area message	Operation
1	SELECT FROM SOURCE	Use the monitor/source select keys to select the FROM source.
2	SELECT TO SOURCE	Use the monitor/source select keys to select the TO source.
3	ENTER TRANSITION RATE	Use the numeric keys to enter the transition time in the scratchpad area. (Default setting: 1:00)

When the current setting for each item is acceptable, press the ENTER key.

To change the source selection or transition time

Depending on the item you want to change, press the respective key in mix mode. The operation procedure is the same as in Step 3 above.

Item to change	Operation
FROM source	Press the F1 (FROM) key.
TO source	Press the F2 (TO) key.
Transition rate	Press the F3 (TRAN RATE) key.

To specify an additional source or audio source

You can use the F9 (+ / – SRC) key and F10 (AUDIO SRC) key to make the specification.

For more details, see “To specify an additional source” on page 115, and “To specify an audio source” on page 117.

Wipe

For this effect, two players are used. The video of the FROM source is gradually replaced by that of the TO source, using a geometric pattern.

To make settings for wipe editing

- 1 Press the WIPE* key.

The system switches to wipe mode.

“SELECT FROM SOURCE” appears in the dialog area and the function menu changes as follows.

F1	F2	F3	F4	F5
FROM	TO	TRAN RATE	PATTERN	NORMAL
F6	F7	F8	F9	F10
REVERSE			+ / – SRC	AUDIO SRC

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 2 Make settings 1 to 5 in sequence, according to the message appeared in the dialog area.

Number	Dialog area indication	Operation
1	SELECT FROM SOURCE	Use the monitor/source select keys to select the FROM source.
2	SELECT TO SOURCE	Use the monitor/source select keys to select the TO source.
3	ENTER TRANSITION RATE	Use the numeric keys to enter the transition time in the scratchpad area. (Default setting: 1:00)

Number	Dialog area indication	Operation
4	ENTER PATTERN NO. & SELECT WIPE DIRECTION	Use the numeric keys to enter the number of the desired pattern in the scratchpad area. (Default setting: 0000) Note The pattern number is the wipe pattern number for the switcher that is being used.
5		Press F5 (NORMAL) or F6 (REVERSE) to select the wipe direction. Note NORMAL results in a forward wipe, and REVERSE in a reverse wipe.

When the current setting for each item is acceptable, press the ENTER key.

To change the source selection, transition time, or other settings

Depending on the item you want to change, press the respective key in wipe mode. The operation procedure is the same as in Step 2 above.

Item to change	Operation
FROM source	Press the F1 (FROM) key.
TO source	Press the F2 (TO) key.
Transition rate	Press the F3 (TRAN RATE) key.
Pattern number	Press the F4 (PATTERN) key.
Wipe direction	Press the F5 (NORMAL) or F6 (REVERSE) key.

To specify an additional source or audio source

You can use the F9 (+ / – SRC) key and F10 (AUDIO SRC) key to make the specification.

For more details, see “To specify an additional source” on page 115, and “To specify an audio source” on page 117.

Manual

The “Manual” effect type involves using two players (BKGD-A (background A) source and BKGD-B (background B) source) and manually switching between the two using the controls of the switcher or mixer. In this software, only the source selection is performed.

To make settings for manual editing

- 1 Press the MAN key.

The system switches to manual mode.

“SELECT BKGD-A SOURCE” appears in the dialog area and the function menu changes as follows.

F1	F2	F3	F4	F5
BKGD-A	BKGD-B			
F6	F7	F8	F9	F10
			+ / – SRC	AUDIO SRC

- 2 Make settings 1 to 3 in sequence, according to the message appeared in the dialog area.

Number	Dialog area message	Operation
1	SELECT BKGD-A SOURCE	Use the monitor/source select keys to select the BKGD-A (background A) source.
2	SELECT BKGD-B SOURCE	Use the monitor/source select keys to select the BKGD-B (background B) source.
3	SELECT ADDITIONAL SOURCE (TOGGLE ON/OFF)	Specify an additional source as required. <i>For more details, see “To specify an additional source” on page 115.</i>

When the current setting for each item is acceptable, press the ENTER key.

To change the source selection

Press either of the following keys in manual mode, depending on the item you want to change. The operation procedure is the same as in Step 2 above.

Item to change	Operation
BKGD-A (background A) source	Press the F1 (BKGD-A) key.
BKGD-B (background B) source	Press the F2 (BKGD-B) key.

To specify an additional source or audio source

You can use the F9 (+ / – SRC) key and F10 (AUDIO SRC) key to make the specification.

For more details, see “To specify an additional source” on page 115, and “To specify an audio source” on page 117.

To specify the BKGD-A (background A) source, BKGD-B (background B) source, and additional sources at the same time

In Step 2 above, select multiple sources, and then press the ENTER key. What appears next depends on the message in the dialog area at the time and the order in which you selected the sources:

When “SELECT BKGD-A SOURCE” is displayed:

The source selected first is specified as the BKGD-A (background A) source. The source selected next is automatically specified as the BKGD-B (background B) source and all sources selected afterwards are automatically specified as additional sources. The operation is thus completed without the selection of the BKGD-B (background B) source and additional sources.

Notes

- If you press the ENTER key when only one source is selected, the selected source is specified as the BKGD-A (background A) source and the black video signal is automatically specified as the BKGD-B (background B) source, and the operation is completed. When an IN point has not been set for the black video signal, the IN point is set automatically (*see page 113*). In this case, the operation is completed without the specification of additional sources.
- If you press the ENTER key when no source is selected, the BKGD-A (background A) source is automatically specified and “SELECT BKGD-B SOURCE” appears in the dialog area. Repeat Step 2 above to select the BKGD-B (background B) source and additional sources.
- Even if additional sources have been specified in advance, the additional sources must be selected again by pressing the corresponding monitor/

source selection keys after selecting the BKGD-A (background A) and BKGD-B (background B) sources.

When “SELECT BKGD-B SOURCE” is displayed:

The source selected first is specified as the BKGD-B (background B) source and all the sources selected afterwards are automatically specified as additional sources. The operation is thus completed without the selection of additional sources.

Notes

- If you press the ENTER key when only one source has been selected, the selected source is specified as the BKGD-B (background B) source and the operation is completed. In this case, no additional sources are specified.
- If you press the ENTER key when no source has been selected and the BKGD-B (background B) source has already been specified, “SELECT ADDITIONAL SOURCE (TOGGLE ON/OFF)” appears in the dialog area. If the BKGD-B (background B) source has not been specified at this point, the procedure is suspended until you select the BKGD-B (background B) source and press the ENTER key.
- Even if additional sources have been specified in advance, the additional sources must be selected again by pressing the corresponding monitor/source selection keys after selecting the BKGD-B (background B) source.

Key

Key editing allows you to create a composite picture by cutting out a portion of picture on one player and inserting a picture on another player into the portion that is cut out.

The pattern of the cut out portion is determined by the external key source signal (with luminance key, linear key, chroma key, or color vector key) or the wipe pattern (with pattern key). The audio from the BKGD source is output at this time.

The picture to be inserted (key fill) can be selected from the signal specified by key bus or the color mat signal.

The signal selected by the key bus (self key) or another signal (separate key) can be specified as the key source signal. When the key source signal is selected so that it is specified automatically, the paired signal with the signal selected with the key bus is selected.

For the key type, key fill, and key source mode, make settings on the switcher.

To make settings for key editing

1 Press the KEY key.

The system switches to key mode.
“SELECT TRANSITION TYPE” appears in the dialog area and the function menu changes as follows.

F1	F2	F3	F4	F5
CUT IN	MIX IN	WIPE IN	FADE IN	CUT OUT
F6	F7	F8	F9	F10
MIX OUT	WIPE OUT	FADE OUT		-- 1 --

When the F10 (-- 1 --) key is pressed, the function menu changes to page 2 as follows.

F1	F2	F3	F4	F5
	NAM IN	S-MIX IN		
F6	F7	F8	F9	F10
NAM OUT	S-MIX OUT			-- 2 --

When the F10 (-- 2 --) key on page 2 is pressed, the function menu returns to page 1.

For details on each key transition type, see “Key editing” on page 65 in Chapter 2.

2 Select the desired key transition type.

“SELECT BKGD SOURCE” appears in the dialog area and the function menu changes as follows.

F1	F2	F3	F4	F5
BKGD	FRGD	TRAN RATE ¹⁾	PATTERN ²⁾	NORMAL ²⁾
F6	F7	F8	F9	F10
REVERSE ²⁾	DELAY ³⁾	KEY SEL	+/- SRC	AUDIO SRC

1) Appears only when any item other than “CUT IN” and “CUT OUT” is selected in step 1.

2) Appears only when “WIPE IN” or “WIPEOUT” is selected in step 1.

3) Appears only when “CUT IN,” “MIX IN,” “WIPE IN,” “NAM IN,” or “S-MIX IN” is selected in step 1.

3 Make settings 1 to 6 in sequence, according to the message appeared in the dialog area.

Number	Dialog area message	Operation
1	SELECT BKGD SOURCE	Use the monitor/source select keys to select the BKGD (background) source.
2	SELECT FRGD SOURCE	Use the monitor/source select keys to select the FRGD (foreground) source.
3	ENTER TRANSITION RATE ¹⁾	Use the numeric keys to enter the transition time in the scratchpad area. (Default setting: 1:00)
4	ENTER PATTERN NO. & SELECT WIPE DIRECTION ²⁾	Use the numeric keys to enter the number of the desired pattern in the scratchpad area. (Default setting: 0000) Note The pattern number is the wipe pattern number for the switcher that is being used.
5		Press F5 (NORMAL) or F6 (REVERSE) to select the wipe direction. Note NORMAL results in a forward wipe, and REVERSE in a reverse wipe.
6	ENTER KEY DELAY ³⁾	Use the numeric keys to enter the key delay in the scratchpad area. (Default setting: 0:00)

1) Appears only when any item other than “CUT IN” and “CUT OUT” is selected in step 1.

2) Appears only when “WIPE IN” or “WIPEOUT” is selected in step 1.

3) Appears only when “CUT IN,” “MIX IN,” “WIPE IN,” “NAM IN,” or “S-MIX IN” is selected in step 1.

When the current setting for each item is acceptable, press the ENTER key.

To change the source selection or other settings

Press either of the following keys in key mode, depending on the item you want to change. The operation procedure is the same as in Step 3 above.

Item to change	Operation
BKGD (background) source	Press the F1 (BKGD) key.
FRGD (foreground) source	Press the F2 (FRGD) key.
Transition rate	Press the F3 (TRAN RATE) key.
Pattern number	Press the F4 (PATTERN) key.
Wipe direction	Press the F5 (NORMAL) or F6 (REVERSE) key.
Key delay	Press the F7 (DELAY) key.

To select the keyer to be used

- 1 In step 2 or 3 of “To make settings for key editing” on page 125, press the F8 (KEY SEL) key.

“SELECT KEY” appears in the dialog area and the function menu changes as follows.

F1	F2	F3	F4
KEY1	KEY2	KEY3	KEY4

- 2 Select the desired keyer by pressing the corresponding function key.

To specify an additional source or audio source

You can use the F9 (+ / – SRC) key and F10 (AUDIO SRC) key to make the specification.

For more details, see “To specify an additional source” on page 115, and “To specify an audio source” on page 117.

To set the key delay by reading timecode from the source

When the effect type is KEY and the BKGD (background) source is set, the key delay can be set by reading the timecode from the BKGD (background) source.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

- 1** Use the monitor/source select keys to select the BKGD (background) source.
- 2** Start playback and cue up the point to be specified as the key transition start point, using the search dial and other controls as necessary.
- 3** Press the MARK K-DLY ¹⁾ (CTRL+MSPLT IN)* key.

The timecode of the point located in Step **2** is read in as the key transition start point and the key delay indication on the effect data display is updated.

1) This function has no keytop notation,

Notes

- When setting the key delay by reading the timecode from the BKGD (background) source, the initial speed of the device is reflected to the key delay setting. If the initial speed is set or changed after setting the key delay, the key delay changes accordingly.
- The key delay is set to “0:00” when the specified timecode is before the IN point (or after the IN point when the BKGD source device runs in reverse direction).
- When the difference between the timecode that is read in and the IN point is one minute or more, the key delay is set to “0:00.”
- The key delay is reset to “0:00” if either of operations below is performed.
 - The IN point of the BKGD (background) source is cleared.
 - The BKGD (background) source is changed.
- The key delay setting is cleared when the edit is stored to the EDL or the CLR ALL (CTRL+CLEAR)* key is pressed.

On exporting the EDL

When the EDL is exported in BVE-9100 format, NAM INs/OUTs and S-MIX INs/OUTs are replaced with MIX INs/OUTs. Since the information on the keys that are used with the effects are not exported, KEY1 is always selected on the BVE-2000 and BVE-9100.

Automatic Effect Data Setting

When you change the effect type for an edit from CUT to MIX (including SUPER MIX and NAM) or WIPE, the edit data needed to carry out A/B roll editing can be automatically set. In other words, the source of the current

edit is set as the TO source and the source of the previous edit is set as the FROM source.

When you change the effect type for an edit from MIX, WIPE, or MAN to CUT, the edit data needed to carry out the editing can also be automatically set.

To change the effect type from CUT to MIX or WIPE

When the recorder IN point of the edit whose effect type is to be changed (edit *n*) is set between the recorder IN and OUT points of the previous edit (the edit previously registered in the EDL) (*n*–1), or when the timecode for the recorder IN point of edit *n* is the same as the timecode for the recorder OUT point of edit *n*–1, the edit data is automatically set so that edit *n*–1 and edit *n* are connected.

- 1** Recall from the EDL the edit data whose effect type is to be changed.
- 2** Press the MIX key or the WIPE key, depending on which effect type to be changed to.

The edit data necessary for the selected edit type is automatically set.

Conditions for carrying out the automatic setting of effect data

- The same recorder reel must be set in edit *n* and edit *n*–1. However, a reel set for the temporary recorder is not applicable.
- If edit *n* is the first edit registered in the EDL, automatic effect data setting cannot be carried out.

About the FROM source of edit *n*

The FROM source of edit *n* changes according to the effect type setting of edit *n*–1, as follows.

Effect type of edit <i>n</i> –1	FROM source of edit <i>n</i>
CUT	FROM source of edit <i>n</i>
MIX or WIPE	Cut source of edit <i>n</i> –1
MAN	BKGD-A (background A) source of edit <i>n</i> –1
KEY	BKGD (background) source of edit <i>n</i> –1

About the TO source of edit *n*

The cut source of edit *n* is used as the TO source.

However, if the TO source eventually becomes identical to the FROM source, it will no longer be possible to determine the TO source.

About other settings

The most recent settings are used for the transition time and wipe pattern number. If the setting has not been made for these items, the default values are applied.

Notes

- When the effect type is changed from MIX or WIPE to CUT, the TO source of the same edit is used as the cut source.
- When the effect type is changed from MIX or WIPE to KEY, the TO source of the same edit is used as the BKGD (background) source.
- When the effect type is changed from MAN to CUT, the BKGD-B (background B) source of the same edit is used as the cut source.
- When the effect type is changed from MAN to KEY, the BKGD-B (background B) source of the same edit is used as the BKGD (background) source.
- In all cases above, edit points do not change.

Preview (Checking Edit Data)

This section describes the various kinds of preview available for verifying (rehearsing) edit operations, and the use of the last edit buffer, which allows you to compare edit data before and after a modification.

For a general description of preview types, preview ranges, execution conditions, and so on, see “Preview (Checking Edit Data)” on page 68 in Chapter 2.

Carrying Out a Master Preview

The master preview serves for checking the entire edit data.

To carry out a master preview

- 1 Depending on the range you want to preview, carry out one of the following operations.

Preview range	Operation
Standard preview	Proceed to Step 2.
OUT point preview	Press the OUT* key.
Effect preview	Press the TRANS (SHIFT+SCRPD)* key.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 2 Press the PREVIEW key.

Master preview of the range selected in Step 1 begins. Depending on the selected preview range, the following message is shown in the dialog area.

Preview range	Message
Standard preview	PREVIEW
OUT point preview	PREVIEW (OUT)
Effect preview	REVIEW (TRANS)

The function menu changes as follows.

F1	F2	F3
IN	TRANS	OUT

When the preview is completed, the message disappears, and the function menu returns to its original state.

Notes

- If you carry out a cut edit or manual edit in insert mode, then carry out a master preview of an effect preview, the whole edit is previewed.
- In the case of assemble mode or first edit mode, the following points are different from insert mode.
 - If you carry out a master preview of a standard preview, the recorder stops 1 second after passing the IN point (cannot be carried out in first edit mode).
 - If you specify an effect preview or OUT point, the recorder does not operate.
 - If you carry out a cut edit or manual edit, and carry out a master preview of an effect preview, then the whole edit is previewed, but the recorder does not operate.

To change the preview range during preview

Depending on the preview range you want to newly specify, carry out one of the following operations.

New preview range	Operation
Standard preview	Press the F1 (IN) key.
OUT point preview	Press the F3 (OUT) key or OUT* key.
Effect preview	Press the F2 (TRANS) key or TRANS (SHIFT+SCRPD)* key.

As soon as you press a key, the current preview is canceled and preview of the newly specified range starts.

Note

In the case of edit data with a long duration, to preview only the vicinity of the IN and OUT points, first carry out a standard preview to check the vicinity of the IN point, then after making the required checks, press the F3 (OUT) key (or OUT* key) to jump to the vicinity of the OUT point.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

About changing edit data during a preview

All edit data can be changed even during a preview. After the edit data has been changed, the preview continues using the edit data before the change. Changing edit data during preview can be done when “LIVE PREVIEW” in the EXECUTION area of the initialize menu is set to “ON.”

For details on “LIVE PREVIEW” of the EXECUTION area in the initialize menu, see “Editing Parameter Settings (Initialization)” on page 475 in Chapter 6.

Notes

- All changes made to edit data during a preview can be canceled and the original data restored by pressing the LAST EDIT (SHIFT+LASTX)* key.
- The last change made to edit data can be canceled and the original data restored by pressing the LASTX key.
- When an edit point or duration data is recalled to the scratch pad or constant registers, the data of the edit being previewed is displayed.
- When the OUT* key or TRANS (SHIFT+SCRPD)* key is pressed to change the preview range, the preview is carried out using the new range.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

About changing settings on devices unrelated to preview during preview

During the automatic execution of functions, devices unrelated to the function can be selected and operated. The reel name can also be changed on those devices.

Note, however, that the OUT* key and the TRANS (SHIFT+SCRPD)* key are inoperable at this time.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

Notes

- The device selection does not affect the monitor output.
- When carrying out a player preview with “MONITORING” in the SW CTRL area or the MX CTRL area of the setup menu set to “RECORDER” or “RECORDER2,” the recorder also becomes subject to automatic execution.

To cancel the preview

Press the ALL STOP key.

Carrying Out a Player Preview

To check only the player video/audio in edit data, carry out a player preview.

The operation of a player preview is basically the same as in “To carry out a master preview” on page 131. The following points are different, however.

- In Step 2, in place of the PREVIEW key, press the P-PVW key.
- The dialog area messages during the preview are as follows.

Preview range	Message
Standard preview	PLAYER PREVIEW
OUT point preview	PLAYER PREVIEW (OUT)
Effect preview	PLAYER PREVIEW (TRANS)

Carrying Out a Recorder Preview

To check only the recorder video/audio in edit data (the part of the video/audio originally recorded on the recorder which remains after carrying out recording), carry out a recorder preview.

The operation of a recorder preview is basically the same as in “To carry out a master preview” on page 131. The following points are different, however.

- In Step 2, in place of the PREVIEW key, press the R-PVW(SHIFT+P-PVW)* key.
- The dialog area messages during the preview are as follows.

Preview range	Message
Standard preview	RECORDER PREVIEW
OUT point preview	RECORDER PREVIEW (OUT)
Effect preview	RECORDER PREVIEW (TRANS)

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Notes

- In assemble mode, it is not possible to carry out an OUT point preview or effect preview.
- In first edit mode, it is not possible to carry out a recorder preview.

Carrying Out a Switcher Preview

To check an effect from the switcher or DME without operating the VTR/DDR or audio mixer, carry out a switcher preview.

The operation of a switcher preview is basically the same as that explained in “To carry out a master preview” on page 131. The following points, however, are different:

- In Step **2**, in place of the PREVIEW key, press the SWPVW (CTRL+P-PVW)* key.
- Only the standard preview is possible with the switcher preview.
- “SWITCHER PREVIEW” appears in the dialog area during the switcher preview.
- While the preview is taking place, the function menu changes as follows.

F1
IN

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

Notes

- The devices that are used for the switcher preview are as follows:
 - Switching or effect on the switcher (when a switcher event is set, the event execution is included.)
 - Keyframes (effect) on the DME or switcher (when a DMC event is set, the DMC event execution is included.)
 - Device connected to the GPI port
 - Monitor (superimpose)
- Devices that are not used for the switcher preview are as follows:
 - VTR and DDR
 - Audio mixer
- The preroll time is always 2 seconds regardless of the “PREROLL TIME” setting in the SYSTEM area of the initialize menu. However, if an event such as a GPI event is set preceding the preroll time, the preroll time is extended accordingly.
- The postroll time is determined by the “POSTROLL TIME” setting in the SYSTEM area of the initialize menu.

Using the Last Edit Buffer

When you perform a preview after modifying edit data, the edit data before the modification are retained in the last edit buffer. This allows you to alternately preview the data before and after modification, to compare and select the best data.

To use the last edit buffer, press the LAST EDIT (SHIFT+LASTX)* key after the preview has ended.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of *Appendix*.

Note

The data in the last edit buffer are updated whenever the edit data are modified. If you only repeat a preview without changing the edit, the last edit buffer will not be updated.

About the Errors During Preview

If preview is not possible due to a problem with the edit data, an error message appears.

Recording

This section describes how to carry out recording using the edit data.

For a general description of recording, see “Recording” on page 74 in Chapter 2.

Recording the Current Edit (Automatic Recording)

To record the edit data currently displayed on the screen, press the REC ON/OFF key (MKS-8050: REC (CTRL+REC OFF) key).

“PRESS [REC OFF] FOR RECORD COMPLETION” appears in the dialog area and recording starts.

- Recording stops automatically when the recorder passes the OUT point set within the edit data.
- When performing open-ended editing, the OUT point must be set manually. *See the section “To stop recording by setting the OUT point during recording” below.*

If recording cannot be started

If there is a problem with the edit data or recording cannot start due to some other reason, an error message will be displayed. Correct the edit data and try again.

To cancel automatic recording

Press the ALL STOP key.

To stop recording by setting the OUT point during recording

When you want to move the OUT point to an earlier location than set in the edit data, or if no OUT point was set in the edit data (open-ended editing), the recording can be terminated by manually setting the OUT point while the recording is in progress.

To set the OUT point, press the REC ON/OFF key (MKS-8050: REC OFF key). At the point where the key is pressed, the recorder timecode is set as the OUT point, and recording stops.

Note

Field property (page 208) of OUT point set by using the REC ON/OFF key (MKS-8050: REC OFF key) is always field 1.

Record marks

When an edit is recalled after recording and the edit data page displayed, a record mark appears in the following locations to show that the edit has been recorded.

- To the left of the edit number in the edit data display (the letter “R” highlighted)
- To the right of the edit number in the EDL display (the letter “R”)

For more details of the display locations, see “Organization of the Operating Screen (Edit Data Page)” on page 32 in Chapter 1.

User’s bits settings using edit comments

Using edit comments, you can make user’s bits settings when carrying out auto recording.

For details of the operation to attach a comment to an edit, see “Adding a Comment to an Edit” on page 344 in Chapter 5.

Background recording

An edit data page can be created, edited, or recalled while recording is taking place.

For details of the setting, see “About background recording” on page 484 in Chapter 6.

Edit data page after automatic recording stops

When automatic recording has stopped, the condition of the edit data page will be as follows.

Item	Condition
Edit mode	Same as before the start of automatic recording. However, if first edit was carried out, the assemble mode will be selected.
Effect type	Cut. When the manual effect is selected, the effect type setting is maintained after automatic recording has stopped.

Item	Condition
Source	When recording edit data from cut editing, there is no change. In case of A/B roll editing, the source that was specified as TO source will be the cut source. When the key effect is selected, the BKGD (background) source changes to the cut source. When the manual effect is selected, the BKGD-A (background A) source and BKGD-B (background B) source settings are maintained after automatic recording has stopped.
Recorder IN point	Recorder OUT point set in recorded edit data will automatically be set as recorder IN point.
Source IN point	Source OUT point set in recorded edit data will automatically be set as source IN point. However, for the FROM source, the point (time) where the recorder reached the OUT point will be set as the IN point. Also, if the initial speed was set for the source, the timecode of the source at the recorder OUT point is read and set as the IN point (<i>see page 172</i>).
Total time	This shows the time from the edit start point set in "SHOW START TIME" included in the SYSTEM area of the initialize menu to the new recorder IN point.
Initial speed	The initial speed set in the recorded edit data is carried forward to each source. However, if the manual override operation is performed, the source speed at the recorder OUT point is read and becomes the initial speed (<i>see page 202</i>).

To change the audio/video to be inserted while recording in insert mode

While automatic recording of an edit is being carried out in insert mode, you can change the audio channels or video to be inserted.

It is possible to add audio channels to an edit for which only the insertion of video has been selected. It is also possible to add video to an edit for which only the insertion of audio channels has been selected.

Notes

- Changing to another edit mode during recording is not reflected to the EDL or the EDL display.
- Changes to the audio or video channels can be made only when automatic recording was initiated by the REC ON/OFF key (MKS-8050: REC (CTRL + REC OFF) key). However, the audio or video channels to be

used for the edit cannot be changed during editing when “BACKGROUND REC” in the EXECUTION area of the initialize menu is set to “ON”.

- When previewing is in progress, changes cannot be made to the audio or video channels to be inserted.

About the interval in which changes can be made to the audio/video to be inserted

When split editing has been set, the interval in which changes can be made depend on the split point as follows:

Split point set	Interval in which the change is possible
Split IN point (advance)	From the IN point to the OUT point
Split IN point (delay)	From the split IN point to the OUT point
Split OUT point (advance)	From the split OUT point to the OUT point
Split OUT point (delay)	From the OUT point to the split OUT point

To change the audio or video to be inserted, press the VIDEO key, AUDIO key, a function key that appears when the An (SHIFT + AUDIO) key is pressed, or a key to which an audio channel is assigned within the corresponding interval.

The edit data display then returns to the status before the change.

For details on changing the audio/video to be inserted, see “Selecting Insert Mode” on page 82.

Note

You can use the An (SHIFT + AUDIO) keys after the preroll start point to display the function menu.

Carrying Out Auto-assembly

Auto-assembly is a recording method for continuously carrying out auto recording of the edit data registered in the EDL.

Material recorded in auto-assembly

In auto-assembly, unrecorded edits whose range is specified by an edit number in the EDL are recorded. Already recorded edits (edits with a record mark) are not included in the recording. To re-record these edits, it is first necessary to clear the record marks.

For details of clearing record marks, see “To modify specific data of multiple edits” on page 392 in Chapter 5.

Skip recording (SKIP REC) function

To record a particular edit requires that all reels included in that edit are ready. To record an edit including an unmounted reel, the reel settings are required.

The skip recording function means that, while carrying out auto-assembly, any edit including an unmounted reel is skipped and recording proceeds, giving precedence to edits comprising only currently usable reels. After the recording given precedence is completed, the necessary reel settings are made for recording the skipped edits, and then auto-assembly can be continued.

The skip recording function is activated when “SKIP REC” in the EXECUTION area of the initialize menu is set to “ON.”

For details of skip recording function settings, see “Editing Parameter Settings (Initialization)” on page 475 in Chapter 6.

For details of unmounted reels, see “About Unmounted Reels” on page 364 in Chapter 5.

Continuous recording (CONTINUOUS REC) function

The continuous recording function means that even if one of the following edits requiring manual operation occurs during auto-assembly, the recording is carried out continuously without interruption.

- Edits using a live source (AUX etc.)
- Edits for which the effect type is manual
- Edits for which the edit mode is first edit

The continuous recording function is activated when “CONTINUOUS REC” included in the EXECUTION area of the initialize menu is set to “ON.”

For details of continuous recording function settings, see “Editing Parameter Settings (Initialization)” on page 475 in Chapter 6.

Successive edit execution (NON-STOP REC) function

The successive edit execution function allows edits, for which successive execution by auto-assembly is possible, to be continuously recorded without sync re-adjustment on the VTRs. Sync re-adjustment is carried out only when necessary, and successive execution continues as long as it is possible. This function is convenient for the automatic execution of the EDL created by fly editing (*see page 224*).

Since successive execution of edits is carried out in the order in which edits appear on the EDL, sorting of edits in advance may be necessary. The range where the successive execution occurs is determined by the pre-check, and all the devices involved in the edits are cued up.

For details on sorting edits, see “Sorting Edits” on page 406 in Chapter 5.

Use of the successive multiple edit execution function is possible only when “NONSTOP EXECUTE” in the EXECUTION area of the initialize menu is set to “ON”.

For details on the settings for the successive edit execution function, see “Editing Parameter Settings (Initialization)” on page 475 in Chapter 6.

When the successive edit execution function cannot be carried out:

This function cannot be carried out under any of the following conditions:

- When the timecode of the recorder OUT point of a preceding edit does not match the timecode of recorder IN point of the next edit.
- When the same source is used for two consecutive edits, the relationship between the recorder and the edit points of the source on the first edit does not continue on the next edit.
- When the edit mode is different for two consecutive edits.
- When the first edit mode has been set for an edit.
- When split editing has been set for an edit.
- When the initial speed or program play has been set for a player.
- When a GPI event or a key event has been set for an edit.
- When a DMC event, switcher event, mixer event, color corrector, or video process has been set for an edit.
- When a temporary recorder has been set for an edit.
- When pre-read editing has been set for an edit.
- When the character string “==US” has been entered at the beginning of the comment for an edit.
- When field 2 has been set for the field property of an edit point.
- When cut editing has been set for an edit preceding an edit for which A/B roll editing has been set, with a duration between the two edits of less than 10 frames.
- When A/B roll editing has been set for an edit preceding an edit for which A/B roll editing has been set, with a duration between the transition end point and the OUT point (the difference between the duration of the B roll and the transition time) of less than 10 frames.
- When a DME wipe (wipe editing with a pattern number of 1000 or more) has been set for an edit.

Notes

- The following settings or operations are required for successive edit execution in the same way that they are necessary during conventional recording (i.e., carrying out the sync adjustment of the players for each edit).
 - Skip recording function setting (ON or OFF)
 - Continuous recording function (ON or OFF)
 - Record mark indication
 - Operation and indication when the first sync adjustment during successive edit execution fails and the specified sync grade cannot be obtained (However, successive execution continues.)
 - Monitoring of the devices involved in the execution
 - Record progress indicator (updated each time an edit is recorded)
 - Indication of prompt requesting the mounting of unmounted reels
 - Indication of already recorded edits in the EDL scrolling display (updated each time an edit is recorded)
- When you press the F1 (PAUSE) key when successive edit execution is in progress, the edit currently being recorded may not be canceled immediately. In this case, successive edit execution will pause after the recording of the current edit has completed.
- When recording two consecutive edits (edit n and n+1), if the sync adjustment of the source device used for edit n+1 but not for edit n fails, recording will pause after recording of edit n finishes. Recording of edit n+1 then resumes. However, depending on the timing of the sync adjustment failure, a portion beyond the OUT point of edit n may be recorded.

Settings using edit comments

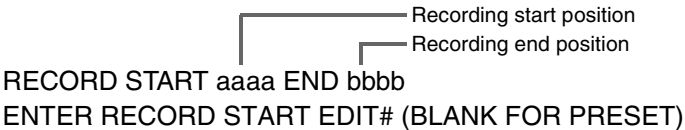
- You can make the following settings during auto-assembly by using edit comments.
- Auto-assembly pause settings
- User's bits settings

For details of how to attach a comment to an edit, see "Adding a Comment to an Edit" on page 344 in Chapter 5.

To carry out auto-assembly

- 1** Press the AUTO REC (SHIFT+REC ON/OFF)* key.

The following appears in the dialog area.



Initially, the edit number of the currently displayed edit (or the edit number of the beginning of the EDL when a new edit data page is displayed) is displayed as the recording start position, and the edit number of the end of the EDL is displayed as the end position.

The function menu changes as follows.

F10
LOG

Press the F10 (LOG) key to display the error log for the previous auto-assembly or to save the error log as a text file.

For details, see “The error log produced during auto-assembly” on page 147.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 2** Enter the edit number you want to specify as the recording start position in the scratchpad area, and press the ENTER key.

To continue without changing the start position, simply press the ENTER key.

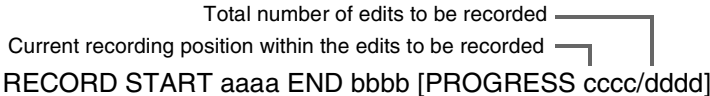
The second line of the dialog area changes as follows:

ENTER RECORD END EDIT# (BLANK FOR PRESET)

- 3** Enter the edit number you want to specify as the recording end position in the scratchpad area, and press the ENTER key.

To continue without changing the end position, simply press the ENTER key.

This starts the recording, and the following appears in the dialog area.



The function menu changes as follows.

F1
PAUSE

When the recording of one edit is completed, the next edit is recalled, and edits are recorded sequentially over the specified range.

To pause recording, press the F1 (PAUSE) key.

For more details, see “To pause recording” on page 146.

If a message appears prompting for unmounted reel settings

While carrying out auto-assembly, if an edit including an unmounted reel is recalled, the following message appears.

Second line of dialog area:

SET ALL UNMOUNTED REELS OR PRESS [F1] TO SEARCH
EXCUTABLE EDIT

Upper part of function menu:

SELECT SOURCE FOR ZZZZZZ
UNMOUNTED REEL: #1 ZZZZZZ #2 XXXXXX #3 XXXXXX #4
XXXXXX #5

When these messages appear, carry out one of the following operations.

To set a reel and resume recording

In the upper part of the function menu, when the message “SELECT SOURCE FOR ZZZZZZ” appears (“ZZZZZZ” is the reel name for the unmounted reel), select the device on which the reel is mounted, using the monitor/source select keys. For example, if the reel is mounted on a VTR connected to the P2 port, press the P2 key. Once the device selection for all unmounted reels is complete, resume recording.

For the meanings of messages appearing in the upper part of the function menu, and operations based on these messages, see “About Unmounted Reels” on page 364 in Chapter 5.

To manually set a reel and resume recording

Use the REEL popup menu to carry out reel name settings. Once appropriate devices have been selected for all of the unmounted reels named in the “UNMOUNTED REEL: #1 ZZZZZZ #2 XXXXXX...” messages that appear in the upper part of the function menu, recording resumes automatically.

This operation is possible even when the message “SELECT SOURCE FOR ZZZZZZ” does not appear.

Note

If settings are made for some of the unmounted reels, to resume recording using only those reels, press the F1 (CONTINUE) key.

For details of the reel name setting operation, see “Reel Name Setting” on page 156.

To stop recording without making reel settings

Press the ALL STOP key.

If a message appears prompting for source settings

When the continuous recording function (*page 141*) is disabled and an edit that needs to be operated manually (edit using a live source, etc.) is recalled, the message “SET SOURCE, THEN PRESS [F1] TO CONTINUE” appears on the second line of the dialog area and the function menu changes to the following.

F1
CONTINUE

When this message appears, perform one of the following operations.

To set the source and resume recording

Press the F1 (CONTINUE) key after the necessary preparations for the edit displayed are complete.

To stop recording without making source settings

Press the ALL STOP key.

To pause recording

Press the F1 (PAUSE) key.

Once recording has been completed for the edit currently being recorded, the next edit is recalled to the screen and recording pauses.

While recording is paused, the message “PAUSE, PRESS [F1] TO CONTINUE” appears on the second line of the dialog area and the function menu changes as follows.

F1
CONTINUE

To resume recording, press the F1 (CONTINUE) key.

Note

If an edit recalled during auto-assembly has “PAUSE” entered at the beginning of the first comment line, recording pauses at the moment this edit is recalled to the screen, resulting in the same state as when the F1 (PAUSE) key is pressed.

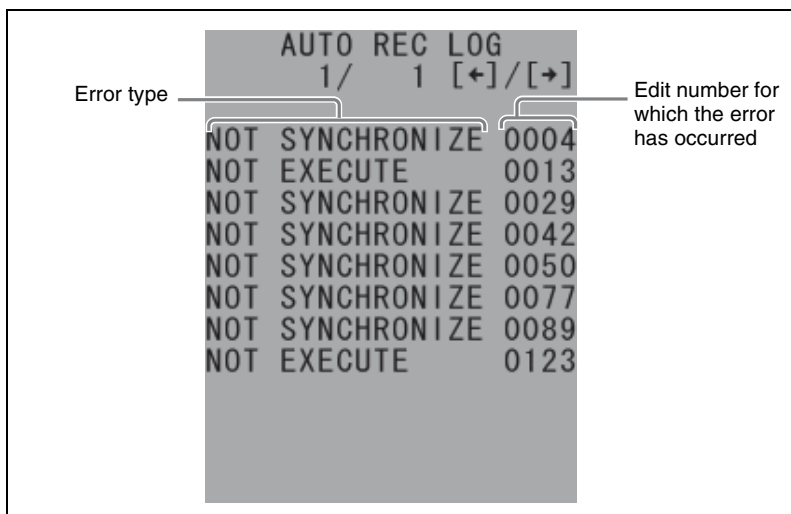
For details of recording control functions using comments, see “About using a comment to add a setting” on page 347 in Chapter 5.

To stop recording

To stop recording while recording is in progress or paused, press the ALL STOP key.

The error log produced during auto-assembly

If an error occurs during auto-assembly, the AUTO REC LOG popup window appears after auto-assembly finishes. The popup window also appears when the ALL STOP key is pressed to stop recording or recording is canceled due to errors.



There are the following two types of error messages:

Error message	Meaning
NOT SYNCHRONIZE	The sync grade set by the SYNC GRADE popup window in the AUX menu was not obtained.
NOT EXECUTE	Recording of the edit was not done for some reason.

To move to the next page of the popup window, press the ← (CTRL+4)* key or the → (CTRL+6)* key.

When recording starts, the error log is cleared and any errors that occur during the recording are stored.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

To save the error log as a text file

The error log can be stored to an external USB storage device.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

1 Press the AUTO REC (SHIFT+REC ON/OFF)* key.

“ENTER RECORD START EDIT# (BLANK FOR PRESET)” appears on the second line in the dialog area.

2 Press the F10 (LOG) key,

The AUTO REC popup window appears, the stored error log appears in the window and “AUTO REC LOG: SELECT FUNCTION” appears in the dialog area.

The function menu changes as follows:

F8	F9
HNDL FILE	MORE

To move to the next page of the popup window:

Press the F9 (MORE) button or the → (CTRL+6)* key. When you reach the last page, press the F9 (MORE) button or the → (CTRL+6)* key to return to the first page.

To move to the previous page of the popup window:

Press the ← (CTRL+4)* key. When you reach the first page, press the ← (CTRL+4)* key to return to the last page.

3 Press the F8 (HNDL FILE) key.

“SELECT FUNCTION” appears in the dialog area.

The function menu changes as follows:

F4
SAVE(USB)

4 Press the F4 (SAVE(USB)) key.

A list of external USB storage devices appears and “SELECT USB DEVICE AND PRESS [ENTER]” appears in the dialog area.

For details on the list of external USB storage devices and the related function key operations, see “About File Operations” on page 442 in Chapter 5.

5 Use the ↑ (CTRL+8)* and ↓ (CTRL+2)* keys to move the “▶” cursor to the desired USB storage device, and then press the ENTER key.

A list of directories on the selected external USB storage device appears and “SELECT DIRECTORY AND PRESS [ENTER] OR SELECT FUNCTION” appears in the dialog area.

For details on the list of directories and the related function key operations, see “About File Operations” on page 442 in Chapter 5.

- 6** Perform the procedure “To save the settings data for the setup menu” on page 437 in Chapter 5 starting with Step 4.

An error log file is created in the following directory of the USB storage device.

MVS/DVS system: \xxx¹⁾\PIE_AUTOREC_LOG

MFS system: \MFSFILES\xxx¹⁾\PIE_AUTOREC_LOG

If the PIE_AUTOREC_LOG directory could not be found, it is automatically created.

1) The directory specified in Step 4 of “To save the settings data for the setup menu” on page 437 in Chapter 5

Carrying Out Manual Recording

Manual recording can be carried out in the same way as on the control panel of the recorder.

Notes

- During manual recording, edit data is not created or stored to the EDL.
- Manual recording cannot be carried out on a tape that has no timecode or a CTL signal recorded at the recording start position.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1** Select the edit mode.
- 2** Select the sources and start playback, if necessary.
- 3** Press the MAN-R (CTRL+REC ON/OFF)* key.

“MAN REC” appears in the dialog area and the recorder changes to play mode automatically.

If the temporary recorder is set (*see page 214*), the temporary recorder operates instead.

If the multiple recorders are used (*see page 221*), all the specified recorders operate.

Note

Manual recording cannot be carried out if first edit mode is selected.

- 4 Use the monitor/source select keys to select the sources other than the recorder.
- 5 Make sure that the recorder status has changed from “SYNC” to “PLAY,” then press the REC ON/OFF key (MKS-8050: REC OFF key) at the point you want to start recording.
Recording starts in the edit mode selected in Step 1.
- 6 Change the edit mode and the source, if necessary.

Notes

- It is possible to change the edit mode from insert to assemble, but not from assemble to insert.
- First edit mode cannot be selected.
- When you carry out assemble edit on a previously recorded portion of the tape, noise may be recorded in the video or audio portion beyond the OUT point.

To stop manual recording

Press the REC ON/OFF key (MKS-8050: REC OFF key).

When the recording is stopped, the recorder enters play mode and the tape transportation continues.

To resume recording, press the key again.

To cancel manual recording

Press the ALL STOP key.

All devices stop.

About the timecode generator of the recorder

In manual recording, the timecode generator in the recorder VTR is controlled so that the continuous timecode is recorded on the tape.

About the user's bits

In manual recording, user's bits are recorded in accordance with the "USER BITS" setting included in the SYSTEM area of the initialize menu. Even if "==US" is entered at the beginning of the comment of an edit, the initialize menu setting takes priority.

About operations that are possible during manual recording

During manual recording, the following operations are possible:

- Source selection
- Device control operations as follows:
 - Sync jog (Only when the recorder is not the reference VTR. When the recorder is synchronized to the reference VTR, the relationship between sync jog and the reference VTR is canceled.)
 - Resetting the timer (for the players only)
 - Selecting or changing the edit mode
 - Operations using the MARK IN/OUT keys, MARK SPEED key, and MARK CNST key (Except for the recorder. However, operations using the MARK CNST key are possible on the recorder.)

Review (Checking Edit Results)

This section describes the operation of checking edit results.

For an overview of the review function, see “Review (Checking Edit Results)” on page 75 in Chapter 2.

Checking Edit Results

- 1 Depending on the range you want to review, carry out one of the following operations.

Review range	Operation
Standard review	Proceed to Step 2.
OUT point review	Press the OUT* key.
Effect review	Press the TRANS (SHIFT+SCRPD)* key.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 2 Press the RVW key.

The review starts.

The following messages appear in the dialog area depending on the specified review range.

Review range	Message
Standard review	REVIEW:
OUT point review	REVIEW (OUT):
Effect review	REVIEW (TRANS):

The function menu changes as follows.

F1	F2	F3
IN	TRANS	OUT

When the review is completed, the message disappears and the function menu returns to its original state.

Note

When the effect type is cut or manual, the operation of an effect review is the same as a standard review.

To change the review range during the review

Depending on the new range you want to review, carry out the following operation.

New review range	Operation
Standard review	Press the F1 (IN) key.
OUT point review	Press the F3 (OUT) key, or OUT* key.
Effect review	Press the F2 (TRANS) key, or TRANS (SHIFT+SCRPD)* key.

When one of the keys is pressed, the current review stops and the review for the newly specified range begins.

Note

When you want to check only the vicinity of the IN point and vicinity of the OUT point of edit data with a long duration, you can first perform a standard review to check the vicinity of the IN point and then use the F3 (OUT) key (or the OUT* key) to jump to the vicinity of the OUT point after you have finished checking the necessary parts.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

To stop during the review

Press the ALL STOP key.

Setting the Reel Name

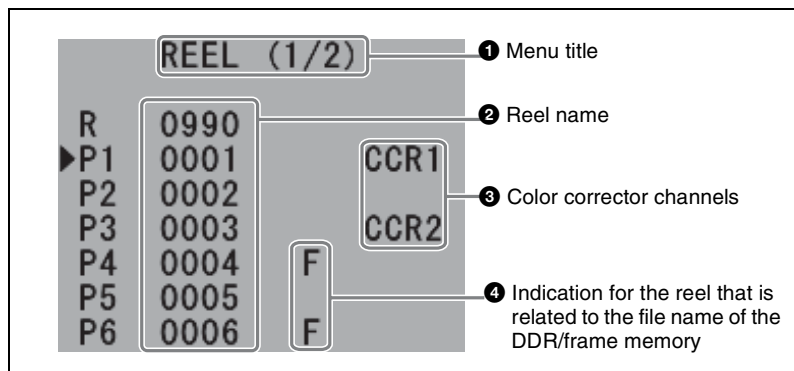
This software allows control of up to 12 players (VTR, DDR, or similar). However, the number of tapes that are used during actual editing will normally be much higher than the number of players. Therefore the software provides a way of managing tapes by means of labels. A recorder and each source can be assigned a reel name of up to six characters. When using several tapes on the same VTR for editing, this lets you keep track of tape changes. By storing the reel name as data, video material can be identified for later editing changes and editing reruns.

Note

The reel name assigned by this software to a specific tape is not stored on the tape itself. You should therefore attach a label to the tape or use other suitable means of managing the reel name information.

Pop-up menu for reel name setting

When the reel name setting mode is activated, the REEL pop-up menu appears. The elements of this menu are explained below.



1 Menu title

The REEL pop-up menu has two pages, which are indicated as “REEL (1/2)” and “REEL (2/2).”

The first page contains information about the recorder (R) and player (P1 to P12) sources, and the second page contains information about auxiliary sources (AX1 to AX8) and frame memory (FM1 to FM8).

② Reel name

The currently set reel name is shown to the right of each source.

Reel name default settings

The default settings for the reel name are listed below.

Device ID	Reel name
R	0990
P1 - P12	0001 - 0012
AX1 - AX8	0013 - 0020

Note

Reel name settings for frame memory (FM1 to FM8) are not supported. Use “FM1” to “FM8.”

③ Color corrector channels

When the color corrector is set for the source, color corrector channel used for the source is displayed at the right of each source.

④ Indication for the reel that is related to the file name of the DDR/frame memory

When a file name of the DDR (disk recorder) or a clip on the frame memory is related to the reel, “F” appears at the right of the reel name indication.

Reel Name Setting

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

1 Press the REEL (SHIFT+2)* key.

The reel name setting mode is activated, and the REEL pop-up menu appears.

Note

The page (1 or 2) including the source selected last will appear, and the “▶” cursor will be on the last selected source.

The following message appears in the dialog area.

SELECT SOURCE ([↑], [↓] OR [ENTER])
 ENTER REEL NAME OR SELECT FUNCTION
 [XXXXXX]

The function menu changes as follows.

F1	F2	F3	F4	F5
UNDEFINED			REEL1	REEL2
F6	F7	F8	F9	F10
FILE LIST ¹⁾		CCR1	CCR2	

1) This indication does not appear while the background recording or auto-assembly recording is in progress.

- 2 Press F4 (REEL1) or F5 (REEL2) as appropriate to switch to the other page.
- 3 Use the ↑ (CTRL+8)*, ↓ (CTRL+2)*, and ENTER keys to move the “►” cursor to the source for which you want to set a reel name.
- 4 Enter a reel name of up to six alphanumeric characters or symbols.

Note

Spaces are not allowed.

For details on text input and cursor movement during input, see “Text input” on page 26 and “Cursor movement” on page 27 in Chapter 1.

- 5 To confirm the input, press the ENTER key.

The “►” cursor moves to the next source.

Notes

- If you enter a reel name that has already been assigned to another source, the entry for the other source will be cleared and return to the undefined condition.
- If you enter a numeral of less than four digits, the preceding digits will automatically be set to “0.” For example, entering “10” will result in “0010.”
- If you enter an alphanumeric string of less than four characters, the trailing positions will automatically be set to “_.” For example, entering “A1” will result in “A1__.”

- 6** When the entry procedure is completed, press the RET (SHIFT+ENTER)* key.

This returns to the state before the operation of Step **1** (before entering the reel name setting mode).

To clear a reel name setting

To specify no reel name for a device, press the F1 (UNDEFINED) key in Step **4** above. The reel name is cleared, and the “►” cursor moves to the next source.

However, when a device with no reel name is used, edit execution or EDL registration is not possible.

To cancel the reel name setting

Press the RET (SHIFT+ENTER)* key before performing Step **5** above. The reel name setting mode is terminated, and the pop-up menu closes.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Assigning a Color Corrector Setting to a Reel

Whether or not to use the color corrector of the switcher can be specified for the reels mounted on each source.

The signal corresponding to the device on which the reel with a color corrector setting is mounted is selected via the specified color corrector when the edit is previewed or recorded.

Notes

- In order to use the color corrector, the optional color corrector must be installed to the switcher.
- In order to select the signal for the device via the color corrector, assign the switcher V/K Pair number to “CCR1” and “CCR2” at “SWER PAIR#” included in the ASSIGN3 area of the initialize menu.
- Name the reel on which a color corrector setting is to be assigned.
- During background recording or auto-assembly, assigning a color corrector setting cannot be carried out.
- The color corrector setting returns to undefined status when the switcher system is restarted or an EDL is opened.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1** Perform Steps **1** and **2** in “Reel Name Setting” on page 156.
- 2** Use the ↑ (CTRL+8)*, ↓ (CTRL+2)*, and ENTER keys to move the “►” cursor to the source on which the reel that you want to assign the color corrector setting is mounted.

Note

All players are selectable. However, only “R1” can be selected from the recorders.

- 3** Press the F8 (CCR1) key or the F9 (CCR2) key to select the color corrector channel to be used.

According to the conditions, one of the following messages appear in the dialog area:

LEARN COLOR CORRECTION DATA, PRESS [ENTER] TO EXECUTE ¹⁾

Or,

SELECT FUNCTION ²⁾

1) The color corrector is not assigned. Or, color corrector channel that is different from the one used for the reel mounted on the selected source is selected.

2) Color corrector channel that is the same as the used for the reel mounted on the selected source is specified.

The function menu changes as follows.

F1	F2	F3
RECALL	LEARN	CLEAR

The signal from the source selected in Step **2** is output to the monitor via the color corrector bus.

- 4** Carry out one of the following.

When “LEARN COLOR CORRECTION DATA, PRESS [ENTER] TO EXECUTE” is displayed in the dialog area:

This message appears when the color corrector is newly assigned or when the color corrector channel that is different from the one used for the reel mounted on the selected source is selected.

- 1)** Adjust the color corrector on the switcher while confirming the video on the monitor.

- 2) Press the ENTER key to learn the color corrector data from the switcher.

When the color corrector is newly assigned, color corrector channel indication appears at the right of the selected source name.

When the color corrector channel that is different from the one used for the reel mounted on the selected source is specified, the color corrector channel indication at the right of the selected source name changes accordingly.

When “SELECT FUNCTION” is displayed in the dialog area:

This message appears when the color corrector channel that is the same as the used for the reel mounted on the selected source is specified.

- **To recall the color corrector setting assigned to the reel mounted on the selected source**

- 1) Press the F1 (RECALL) key.

The following message appears in the dialog area.

RECALL COLOR CORRECTION DATA, PRESS [ENTER]
TO EXECUTE

- 2) Press the ENTER key.

The color corrector data assigned to the reel is transmit to the switcher and the setting is reproduced on the switcher.

The message in the dialog area returns to “SELECT FUNCTION.”

- **To change the color corrector setting**

- 1) Press the F2 (LEARN) key.

The following message appears in the dialog area.

LEARN COLOR CORRECTION DATA, PRESS [ENTER]
TO EXECUTE

- 2) Adjust the color corrector on the switcher while confirming the video on the monitor, then press the ENTER key.

The color corrector setting is obtained from the switcher.

The message in the dialog area returns to “SELECT FUNCTION.”

- **To delete the color corrector setting assigned to the reel mounted on the selected source**

- 1) Press the F3 (CLEAR) key.

The following message appears in the dialog area.

CLEAR COLOR CORRECTION DATA, PRESS [ENTER]
TO EXECUTE

- 2) Press the ENTER key.

The color corrector setting is deleted and the color corrector channel indication at the right of the selected source name disappears.

The message in the dialog area returns to “SELECT FUNCTION.”

Note

When “CONTROL” included in the SWER CONTROL area of the initialize menu is set to an item other than “ENABLE” or when operations on the Editing Keyboard is disabled on the switcher, recalling the color corrector setting assigned to the reel or newly making or changing the color corrector setting is invalid.

To return to reel name setting procedure

Press the RET (SHIFT+ENTER)* key.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

About the indication of the color corrector setting on the new edit page

When the color corrector setting is assigned to a reel and the reel is mounted on the selected source, the specified color corrector channel(s) is (are) indicated in the edit data display of the edit data page. Color corrector channel indication has nothing to do with the setting of the channel(s) for the source that is actually used for the edit.

When the reel on which the color corrector setting is assigned is not mounted, the corresponding reel is regarded that the color corrector setting has been made. When that reel is mounted on a source, color corrector setting becomes effective.

About registration of the color corrector setting to the EDL

When an edit is registered to the EDL, color corrector setting is also registered to the EDL if the color corrector setting is assigned to a reel used for the edit and the reel is mounted on the source. The color corrector setting assigned to a reel that is not used for the edit is not registered to the EDL.

When the edit with the color corrector setting is registered to the EDL, “!” appears before the effect type indication of the edit in the EDL scroll display. When such an edit is recalled, the color corrector channel indication appears at the edit data display section.

When recording or preview (except for recorder preview and review) is carried out, the color corrector data is sent to the switcher and the setting is reproduced.

To change or delete the color corrector setting that is already registered to the EDL

- 1** Recall the edit whose color corrector setting you want to change or delete.

Be sure that the reels used for the edit are mounted on the devices.

- 2** Perform Steps **1** and **2** in “Assigning a Color Corrector Setting to a Reel” on page 158.
- 3** Press the F8 (CCR1) key or F9 (CCR2) key to select the specified color corrector channel.

The color corrector data registered to the EDL is sent to the switcher and the setting is reproduced on the color corrector.

- 4** Perform one of the following.

To	Do the following:
Change the color corrector setting	Perform the procedure in “To change the color corrector setting” on page 160.
Delete the color corrector setting	Perform the procedure in “To delete the color corrector setting assigned to the reel mounted on the selected source” on page 160.

- 5** Modify the edit.

Note

If another edit is recalled before modifying the current edit, the changes to the color corrector setting are lost.

For details on modifying of the edit, see “Modifying the Edit” on page 369 in Chapter 5.

Notes

- When the reel is renamed by using the list management function, color corrector setting is retained on the renamed reel.

- When the name given to a reel on which the color corrector setting is applied is given to another reel, the color corrector setting is also applied to that reel.
- The color corrector setting is stored to the last edit buffer and edit page buffer.
- The procedure of color corrector application cannot be undone. However, the color corrector setting stored to the EDL can be changed or cleared.

Relating a DDR File Name to a Reel

A list of files recorded to the DDR (disk recorder) that supports the VDCP protocol can be displayed just like the list of EDLs or projects. The files in the list can be sorted according to the sorting condition. You can also select and recall a file from the list to relate it to the reel that is currently mounted. The relationship between the reel and a file name is stored to the EDL, and the file is automatically recalled to the DDR on which the related reel is mounted for automatic execution.

Notes

During background recording or auto-assembly, relating a file name to the reel cannot be carried out.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1** Perform Steps **1** and **2** in “Reel Name Setting” on page 156.
- 2** If necessary, press the F4 (REEL1) key to switch to page 1.
- 3** Use the ↑ (CTRL+8)*, ↓ (CTRL+2)*, and ENTER keys to move the “►” cursor to the DDR on which the file that you want to relate with the reel is recorded.
- 4** Press the F6 (FILE LIST) key.

A list of files recorded to the selected DDR appears.

List of the files on the DDR

SELECT FUNCTION OR FILE
 CURRENT REEL NAME = rrrrrr , FILE NAME = xxxxxxxx
 Name of the reel mounted to the selected DDR File name related to the reel

F1	F2	F3	F4
UPDATE	SORT	LOAD	UNDEFINED

- When you display the file list for the first time after the switcher system has started up, you need to update the file list in step **5** below.
- When a device whose type is not “DDR VDCP” is selected in step **3**, or when the name of the reel mounted to the selected device is undefined, nothing happens when you press the F6 (FILE LIST) key in this step.
- You can relate the clip file name on the frame memory to the reel by pressing the F5 (REEL2) to switch to page 2 in step **2** above, then moving the “▶” cursor to the frame memory in step **3**, and then pressing the F6 (FILE LIST) key in this step.

For details, see “Relating a Frame Memory Clip File Name to a Reel” on page 167.

- 5** Press the function key corresponding to the operation that you want to perform.

To update the file list

Press the F1 (UPDATE) key.

While the list is being updated, “IN PROGRESS” appears on the second line of the dialog area.

Recalled file to the DDR selected in step **3** is displayed in yellow.

To cancel updating the file list:

Press the ALL STOP key.

Only the files that has been read by the time update is canceled are displayed in the list.

To sort the file list

The function menu changes as follows.

- 1)** Press the F2 (SORT) key.

“SELECT FUNCTION” appears on the first line of the dialog area and the function menu changes as follows.

F1	F2	F3	F4
ASC	DESC	A → Z	Z → A

- 2)** Press the function key for the sorting order you want to use.

Sorting Order	Keypress	Sorting order indication ¹⁾
Sort by number in ascending order	F1 (ASC)	▲
Sort by number in descending order	F2 (DESC)	▼
Sort by name in ascending order	F3 (A → Z)	▲
Sort by name in descending order	F4 (Z → A)	▼

1) Appears according to the ascending/descending order at the title of the list.

When you press any of F1 to F4, sorting is performed.

To recall the specified file to the DDR

- 1) Use the ↑ (CTRL+8)* and ↓ (CTRL+2)* keys to move the “►” cursor to the file that you want to recall to the DDR.
- 2) Press the F3 (LOAD) key.
The selected file is recalled to the DDR selected in step 3.
While recalling the file, function menu disappears,
When the file is recalled to the DDR, the file name displayed in yellow on the file list (i.e., the file being recalled to the DDR selected in step 3) and the file name related to the reel displayed on the second line of the dialog area are updated.

To clear the file name related to the reel

Press the F4 (UNDEFINED) key.
The file name that has been displayed on the second line of the dialog area disappears.

- 6 Press the RET(SHIFT+ENTER)* key.

The dialog area and function menu indications return to the state before step 5 was performed.

About the relationship between the reel and the file name

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- Even if the file on the DDR is recalled on the switcher system, the file name cannot be related to the reel.
- The reel mounted to the DDR that supports VDCP protocol can be used as a source for automatic execution by using currently recalled file if the reel is not related to the file name on the DDR.
- Once the relationship between the reel and the file name is established, the relationship is maintained until the file name is cleared by pressing the F4 (UNDEFINED) key. The relationship between the reel and the file name continues onto the new edit data page.
- If the reel name setting for a device is cleared, the relationship between the reel and the file name is cleared.
- The relationship between the reel and the file name is maintained until the switcher system is turned off or the CLR ALL (CTRL + CLEAR)* key is pressed. The updated file list is also kept until the switcher system is turned off.
- On the edit scroll screen, the relationship between the reel and the file name is displayed at the next line to the corresponding reel indication. By

setting “DISP FILE NAME” included in the EDL area of the initialize menu, whether or not the DDR file name related to the reel can be displayed in the EDL scroll display can be determined.

Relating a Frame Memory Clip File Name to a Reel

A list of clips recorded to the frame memory can be displayed just like the list of EDLs or projects. The clips in the list can be sorted according to the sorting condition. You can also select and recall a clip from the list to relate it to the reel that is currently mounted.

The relationship between the reel and a clip file name can be stored to the EDL, and the clip is automatically recalled to the frame memory on which the related reel is mounted for automatic execution.

Notes

During background recording or auto-assembly, relating a clip file to the reel cannot be carried out.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1** After pressing the FM key, press the F10 (FILE LIST) key.
- 2** Use the F1 (FM1) to F8 (FM8) keys to select the frame memory.

A list of clip files recorded to the selected frame memory appears.

Notes

- When two frame memory boards (MVS-8000A: MKS-8440A boards, MVS-8000G: MKS-8442G boards) are installed in the MVS-series switcher, one of the boards is used to record clips only. The clips that are recorded on the board are referred to as “extended clips.”
- When a frame memory (FM3 to FM8) is selected on the MVS-8000A, the extended clips do not appear on the clip list. To display the names of extended clips, select FM1 or FM2.
- On the MVS-8000 or MFS-2000 system, the function to relate a clip file name to a reel is not available.

FILE LIST			FILE LIST		LOOP
NO	FILE NAME	LENGTH	EX	TOP OF LIST	STOP TC
1	C000	12.19			1.00
2	C001	5.02			
3	C002	1.18			
4	C003	2.19			
5	C004	3.25			
6	C005	3.25			
7	C006	7.29			
8	C007	5.01			
9	C008	2.28			
			END OF LIST		

List of the files on the frame memory

The following messages appears in the dialog area.

SELECT FUNCTION OR FILE
CURRENT REEL NAME = FMn , FILE NAME = xxxx
Name of the reel mounted to the selected frame memory File name related to the reel

The function menu changes as follows.

F1	F2	F3	F4	F5
UPDATE	SORT	RECALL	UNDEFINED	
F6	F7	F8	F9	F10
				-- 1 --

When the F10 (-- 1 --) key is pressed, the function menu changes to page 2 as follows.

F1	F2	F3	F4	F5
			LOOP	SET STOP
F6	F7	F8	F9	F10
MARK STOP				-- 2 --

When the F10 (-- 2 --) key on page 2 is pressed, the function menu returns to page 1.

Notes

- When you display the file list for the first time after the switcher system has started up, you need to update the file list in step **3** below.
- Instead of performing steps **1** and **2** above, you can display the file list on the frame memory by performing the procedure on “Note” on step **4** of “*Relating a DDR File Name to a Reel*” (see page 164).

- 3** Press the function key corresponding to the operation that you want to perform.

To update the file list

The operation of updating the file list is the same as in “*To update the file list*” of “*Relating a DDR File Name to a Reel*” on page 165.

To sort the file list

The operation of sorting the file list is the same as in “*To sort the file list*” of “*Relating a DDR File Name to a Reel*” on page 165.

To recall the specified clip file to the frame memory

- 1)** Use the ↑ (CTRL+8)* and ↓ (CTRL+2)* keys to move the “▶” cursor to the clip file that you want to recall to the frame memory.
- 2)** Press the F3 (RECALL) key.
The selected clip file is recalled to the frame memory selected in step **2**.
While recalling the clip file, function menu disappears,
When the clip file is recalled to the frame memory, the clip file name displayed in yellow on the file list (i.e., the file being recalled to the frame memory selected in step **2**) and the file name related to the reel displayed on the second line of the dialog area are updated.

To clear the file name related to the reel

Press the F4 (UNDEFINED) key.

The file name that has been displayed on the second line of the dialog area disappears.

- 4** Press the RET(SHIFT+ENTER)* key.

The dialog area and function menu indications return to the state before step **2** was performed.

To set the loop playback of the clip

- 1** Perform steps **1** and **2** of “*Relating a Frame Memory Clip File Name to a Reel*” on page 167.

2 After pressing the F10 (-- 1 --) key, press the F4 (LOOP) key.

Each press on the F4 (LOOP) key turns the loop playback on or off. “LOOP” appears in the pop-up display.

Notes

- The range of the loop playback is between the IN point and the stop timecode. When the stop timecode is not set, the loop playback stops at the OUT point.
- The loop playback setting is maintained after clearing the file name related to the reel or recalling a clip file to the frame memory.
- The loop playback setting becomes effective when recording or previewing takes place.
- The loop playback setting is cleared by pressing the CLR ALL (CTRL+CLEAR)* key.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

To set the stop timecode of the clip

The following two methods are available for setting the stop timecode of the clip.

- Enter the timecode in the scratchpad area.
- Set the current timecode of the clip file.

1 Perform steps 1 and 2 of “Relating a Frame Memory Clip File Name to a Reel” on page 167.

2 Do one of the following to set the stop timecode.

To set the stop timecode by directly entering a numeric value:

1) After pressing the F10 (-- 1 --) key, press the F5 (SET STOP) key.

“ENTER STOP TIME (BLANK FOR CLEAR)” appears in the dialog area.

2) Enter the stop timecode in the scratchpad area, and then press the ENTER key.

Enter minutes, seconds, and then frames. There are two ways of entering the timecode value as follows.

- Enter the timecode value as is.
- Press the + key or – key, then enter a numeric value specifying the relative value from the current setting. (For details, see

“Adding to or subtracting from an existing setting” on page 108.)

If you press the ENTER key without entering the timecode, the stop timecode of the clip file is left undefined.

To set the stop timecode with a direct reading of the current timecode of the clip file:

After pressing the F10 (-- 1 --) key, press the F6 (MARK STOP) key.

The current timecode of the clip file is entered as the stop timecode.

Notes

- The stop timecode is effective only when the reel and the clip file name is related to the reel.
- The stop timecode setting is maintained after clearing the clip file name related to the reel or recalling a clip file to the frame memory.
- The stop timecode setting becomes effective when recording or previewing takes place.
- The stop timecode setting is cleared by pressing the CLR ALL (CTRL+CLEAR)* key.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Using the Time Track Function

The time track (match frame) function automatically sets an IN point on a device using an IN point on another device as a reference. There are two varieties of this function: the auto time track function and the manual time track function.

About the Auto Time Track Function

The auto time track function means that this software automatically sets edit points on a new edit data page.

Action of the auto time track function and examples

There are two patterns for the edit points automatically set by the auto time track function.

- (1) Recorder IN point and player IN point on a newly created new edit data page
- (2) Player IN point on a new edit data page when the recorder IN point is changed

These two patterns of operation are now described in detail with examples.

(1) Recorder IN point and player IN point on a new edit data page

When edit data is newly registered in the EDL, the recorder OUT point and player OUT point in the registered edit are automatically set as the recorder IN point and player IN point, respectively, of the new edit data page.

At this point, the “.” flashes at the end of the timecode for the automatically set player IN point. The flashing “.” indicates that the player IN point is subject to the action of the auto time track processing (2).

Example of operation

This is the status of the IN points on the new edit data page when edit data with effect type = mix, FROM source = P1, and TO source = P2 is newly registered in the EDL without carrying out recording. In the table, numeric values in parentheses show the initial speed.

Edit newly registered in EDL
(effect type = mix, FROM
source = P1, TO source = P2)

	IN	OUT
R	00:00:00.00	00:01:00.00
P1	01:00:00.00 (50%)	01:00:15.00
P2	02:00:00.00	02:00:30.00



New edit data page

	IN
R	00:01:00.00
P1	01:00:30.00T (50%)
P2	02:00:30.00T

The P1 IN point on the new edit data page does not match the timecode of the P1 OUT point of the edit registered in the EDL because this P1 is a mix FROM source. For more details, see the following notes.

Notes

- For a player having an OUT point before the recorder OUT point, as in a FROM source such as a mix or wipe, the value calculated in the case of transport to the recorder OUT point is set as the player IN point on the new edit data page.
- When the initial speed is set for the player on a new edit data page (referred to as “edit A”), and recording is carried out, at the recorder OUT point position the player timecode is read in, and this value is set as the player IN point for the next new edit data page (referred to as “edit B”). In this case, the “.” indication does not appear, and auto time track processing does not apply.
Note that if edit A is registered without being recorded, then the value calculated for the case in which the edit A player transports to the recorder OUT point at the initial speed is set as the edit B IN point, and the “.” indication flashes.
- Normally, auto time track processing does not apply to the keyframes (effect) on the DME or switcher when the new edit data is stored to the EDL. However, “DME/KF AUTO TIME TRACK” included in the EDL area of the initialize menu is set to “ON,” auto time track processing applies to the keyframes (effect) on the DME or switcher.

For details, see “Settings Relating to EDL” on page 485 in Chapter 6.

(2) Player IN point on a new edit data page when the recorder IN point is changed

When the recorder IN point is changed on a new edit data page, all player IN points with the flashing “.” indication appended to the timecode are automatically changed by the same amount.

At this point, when the initial speed is set for the player in the immediately previous edit (the edit newly registered in the EDL in (1)), the change in the player IN point is the change on the recorder multiplied by this speed. This is not affected by the initial speed set on the new edit data page.

However, if the immediately previous edit was recorded and registered, the IN point of the player for which the initial speed is set is no longer subject to auto time track processing, and therefore is not affected by the change in the recorder IN point.

Example

In the new edit data page of example (1), if the R IN point is moved by +10.00, and the P1 initial speed is changed to 200%, then this is the status of each IN point. In the table, numeric values in parentheses show the initial speed.

Before change		After change	
	IN		IN
R	00:01:00.00	R	00:01:10.00
P1	01:00:30.00T (50%)	P1	01:00:35.00T (200%)
P2	02:00:30.00T	P2	02:00:40.00T

Since P2 has no initial speed set, the movement of the R IN point is reflected unchanged in the movement of the P2 IN point. On the other hand, since P1 has the initial speed set to 50% in the edit on the previous page, the movement of the P1 IN point is obtained as the movement of the R IN point $\times 50\% = +5.00$.

Note

Field property (*page 208*) of IN point set by the auto time track function is the same as that of the reference OUT point.

When the auto time track function does not apply

In the following cases, the auto time track function does not apply.

- When the IN point of the player which is subject to the auto time track function (having the flashing “.” indication appended to the timecode) is changed, or a MARK IN key operation is carried out
- When the reel is changed on the player to which the auto time track function applies
- When a player to which the auto time track function applies is registered on a new edit data page without being used

(On the next new edit data page, this player will not be subject to the auto time track function.)

Again, if an edit registered in the EDL is recalled and recorded, or if an edit modification registration is carried out, the auto time track function does not apply.

About the Manual Time Track Function

The manual time track function is a manually executed function which performs the same processing as the auto time track function (referred to as “time track processing”), used in the following cases.

- In a new edit data page, when a player is not subject to the auto time track function, when you want to restore it to being subject to the auto time track, and set the IN point.
- When an edit has been recalled from the EDL by an edit search operation, and you want to change the recorder IN point, and change the player IN point accordingly.

Action of the manual time track function and examples

Use the manual time track function to perform time track processing as follows.

- To start searching backwards in the EDL from the current position within the EDL of the edit to be processed (end of the EDL in the case of a new edit data page).
- To determine as the reference edit, the edit using the same reel as the edit to be processed on the first recorder and player found.
- To carry out time track processing based on the reference edit recorder/player OUT points, and player initial speed.

However, if no edit meeting the conditions is found, time track processing is not performed.

Example operation of the manual time track function

If edit numbers 0001 to 0003 are registered edits, and edit number 0004 is a new edit data page, suppose the edit points for each edit are set as follows. The number in parentheses on the right of each device ID indicates the reel name, and for each device the reel does not change between edits.

	R0001		R0002		R0003		N0004
	IN	OUT	IN	OUT	IN	OUT	IN
R (0990)	00:00:00.00	00:01:00.00	00:01:00.00	00:02:00.00	00:02:00.00	00:03:00.00	00:03:00.00
P1 (0001)	01:00:00.00	01:01:00.00			(D)		(A)
P2 (0002)			02:00:00.00	02:00:30.00 (50%)			(B)
P3 (0003)			(E)		03:00:00.00	03:01:00.00	03:01:00.00
P4 (0004)							(C)

At this point, the result of manually applying time track processing to the edit / device / edit point at each of positions (A) to (E) in the table, and the edits used as reference edits are as follows.

Processing point	Processing result	Reference edit	Explanation
(A)	01:03:00.00	R0001	Since the first edit found by searching up from the position of N0004 with the same reel as R and P1 is R0001, this is used as reference for time track processing.
(B)	02:01:00.00 (50%)	R0002	A similar search is carried out as in (A), and as a result, time track processing is performed with R0002 as the reference.
(C)	Not calculated	None applicable	Searching up from the position of N0004, there is no edit with the same reel for R and P4, and therefore time track processing is not performed.
(D)	01:02:00.00	R0001	A similar search is carried out as in (A), and as a result, time track processing is performed with R0001 as the reference.
(E)	Not calculated	None applicable	For the same reason as in (C), time track processing is not performed.

To carry out time track processing manually

- 1 Display the edit data you want to subject to time track processing.

Either display a new edit data page, or search for an edit registered in the EDL and display.

For details of the method of displaying an already registered edit, see “Searching for an Edit” on page 356 in Chapter 5.

- 2** Use the monitor/source select keys to select all players to which you want to apply time track processing.
- 3** Press the TIME TRACK key.

This carries out time track processing on the displayed edit. As the time track function operates and the IN point is set, it becomes subject to the auto time track function.

Time track processing for the recorder

To perform time track processing for the recorder manually, delete the recorder IN point, then press the TIME TRACK key. At this point, the following processing is performed on the recorder and player for the displayed edit.

- The EDL is searched backwards from the current position of the displayed edit within the EDL, and the edit OUT point using the same reel as the first recorder found is set as the new IN point of the recorder. Then, “.”flashes at the end of the recorder IN point timecode to indicate that the timecode has been processed.
- With respect to a player specified as being subject to processing, or a player which was subject to the auto time track function (having the flashing “.” indication appended to the timecode), time track processing is performed with the set recorder IN point as the reference.

Note that with the recorder IN point deleted, when the player only is selected, if you press the TIME TRACK key, the same processing is performed, since the recorder IN point is the reference.

Note

If without deleting the recorder IN point, you specify both recorder and player as being subject to processing, and press the TIME TRACK key, then the recorder IN point does not change.

About Other Track Functions

In addition to the auto and manual time track functions, the following track (match frame) functions are also provided for automatically setting IN points on a source or recorder in relation with an IN point on a reference device.

Track function	Explanation
Action track	With devices cued up so that time consistency is maintained, IN points are calculated on the devices based on the difference between the IN point and the current position on the reference device. <i>See "To carry out the action track function" on page 179.</i>
Scroll track	After a player in the current edit is specified and the reference edit on which the same player is selected on the edit scroll screen, the player IN point on the current edit is calculated based on the difference between the recorder IN points on both edits. <i>See "To carry out the scroll track function" on page 180.</i>
Auto track	This function searches for the nearest edit including the same edit mode and the timecode of the recorder IN point of the current edit. The player IN point on the current edit is calculated and set based on the difference between the recorder IN points on both edits. <i>See "To carry out the auto track function" on page 181.</i>
Recorder track	This function searches for the nearest edit including the timecode of the recorder IN point of the current edit. The player IN point on the current edit is calculated based on the difference between the recorder IN points on both edits. <i>See "To carry out the recorder track function" on page 183.</i>
Player track	This function searches for the nearest edit including the timecode of the player IN point of the current edit. The recorder IN point on the current edit is calculated based on the difference between the player IN points on both edits. <i>See "To carry out the player track function" on page 185.</i>

To select a track function

- 1 Press the TRACK MENU (SHIFT+TIME TRACK) key.

The function menu changes as follows.

F1	F2	F3	F4	F5
ACTION	SCROLL	AUTO	RECORDER	PLAYER

Note

You can assign the function to select a track function to a key that suits your preferences.

For details, see “Keyboard Assignment” on page 515 in Chapter 6.

- 2 Press the function key for the desired track function.

To carry out the action track function

- 1 Select the reference device, and then set the IN point.
- 2 Cue up the reference device and other devices on which the IN points are to be set so that time consistency among the reference device and other devices is maintained.
- 3 Select the reference device and the devices on which IN points are to be set.

For details on selecting multiple devices, see “To select multiple sources” on page 90.

- 4 Press the TRACK MENU (SHIFT+TIME TRACK) key.
- 5 Press the F1 (ACTION) key.

The IN points are calculated on the devices based on the difference between the IN point and the current position on the reference device.

Notes

- If an IN point is already set on one of the devices other than the reference device, press the CLEAR* key to reset the scratch pad, then press the SET IN key and ENTER key to clear the IN point in advance.
- When the initial speed is set on a device, the initial speed is also reflected to the calculation results.

- If one of the devices other than the reference device is set as the TO source for A/B roll editing, the duration of the FROM source is reflected to the IN point calculation.
- If one of the devices other than the reference device is set as the FRGD (foreground) source for key editing, the key delay setting is reflected to the IN point calculation (only for the key transition type that the key delay can be set).
- An IN point cannot be calculated for a device whose position is not displayed.
- In the following cases, an error message is displayed.
 - An IN point is not set on all devices.
 - An IN point is set on more than one devices.
 - The current positions of the reference device and the selected devices are not displayed.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

To carry out the scroll track function

- 1 Set the IN point on the recorder.
- 2 Use the source/monitor select keys to select the source.

Note

Multiple sources can be selected.

For details on selecting multiple sources, see “To select multiple sources” on page 90.

- 3 In the EDL scroll display, move the “▶” cursor to select the edit to be used as the reference.

For details on how to enable scroll display, see “To enable EDL scroll display (scroll mode)” on page 354 in Chapter 5.

- 4 Press the TRACK MENU (SHIFT+TIME TRACK) key to display the function menu.
- 5 Press the F2 (SCROLL) key.

The IN point in the currently displayed edit on the selected source is calculated based on the difference between the recorder IN point on the source and the recorder IN point on the reference edit.

Note

In the following cases, the scroll track function cannot be carried out.

- The EDL scroll display is not open.
- The reel that is set for the recorder of the edit selected in the EDL scroll display differs from the reel currently set for the recorder.
- None of the reels set for the selected source are used in the edit selected in the EDL scroll display.

To carry out the auto track function

- 1** Set the IN point on the recorder.
- 2** Press the TRACK MENU (SHIFT+TIME TRACK) key.
- 3** Press the F3 (AUTO) key.

A search begins from the currently selected edit towards the top of the EDL for an edit that meets the following conditions:

- The edit mode is the same as that of the currently selected edit.
- The specified recorder reel is the same as that for the currently selected edit, and the timecode for the recorder IN point of the currently selected edit is included.

When an edit which meets these conditions is found, one of the following messages appears in the dialog area.

When the reel used in the source of the found edit is set for the device:

```

AUTO TRACK: EXECUTED
              EDIT# yyyy Pnn XX:XX:XX:XX
                |         |         |
                |         |         |
            Edit number Device ID Calculated IN point
  
```

The auto track function is carried out and the device ID for which the reel is set and the edit number of the found edit are displayed on the second line of the dialog area, and the timecode of the calculated IN point for the currently selected edit is also displayed.

When the found edit has multiple sources, “EXECUTED, PRESS [F3] TO REPEAT” is displayed on the first line of the dialog area. In this case, press the F3 (AUTO) key to repeat the IN point setting process for the other sources.

When the reel used in the source of the found edit is not set for the device:

```

AUTO TRACK:  SELECT SOURCE TO EXECUTE
              EDIT# yyyy    XX:XX:XX:XX REEL zzzzzz
                  |          |
                  |          |
              Edit number  Calculated IN point
  
```

The auto track function is not carried out yet. The reel name set for the source of the found edit, the number of the found edit, and the timecode of the calculated IN point for the currently selected edit are displayed on the second line of the dialog area.

Use the monitor/source select keys to select the device (except the recorder) for which you want to set the reel displayed in the dialog area. The reel is set for that device and “AUTO TRACK: EXECUTED” is displayed on the first line of the dialog area, and then auto track function is carried out.

When the found edit has multiple sources, “EXECUTED, PRESS [F3] TO REPEAT” is displayed on the first line of the dialog area. In this case, press the F3 (AUTO) key to repeat the IN point setting process for the other sources.

When A/B roll editing is specified for found edit

If the recorder IN point of the found edit is within the boundaries of the transition time, the TO source is searched first, and then the FROM source is searched. If the recorder IN point is out of the boundaries of transition time, either the TO source or the FROM source is searched.

When key editing is specified for found edit

If the recorder IN point of the found edit is within the boundaries of the key delay or after the key out position, only the BKGD (background) source is searched. If the recorder IN point is anywhere else, the BKGD source is searched first, and then FRGD (foreground) source is searched.

To cancel the auto track function

Press the RET (SHIFT+ENTER)* key.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Note

An error message appears in the following cases.

- An IN point is not set on the recorder.

- An applicable edit could not be found after searching to the top of the EDL.
- No edit is registered in the EDL.

To carry out the recorder track function

- 1 Set the IN point on the recorder.
- 2 Press the TRACK MENU (SHIFT+TIME TRACK) key.
- 3 Press the F4 (RECORDER) key

A search begins from the currently selected edit towards the top of the EDL for an edit that meets the following condition:

- The specified recorder reel is the same as that for the currently selected edit, and the timecode for the recorder IN point of the currently selected edit is included.

When an edit which meets this condition is found, one of the following messages appears in the dialog area.

When the reel used in the found edit is set for the device:

RECORDER TRACK: PRESS [ENTER] TO EXECUTE OR
PRESS [F4] TO SKIP

EDIT# yyyy Pnn XX:XX:XX:XX

Edit number Device ID Calculated IN point

The device ID for which the reel is set and the edit number of the found edit are displayed on the second line of the dialog area, and the timecode of the calculated IN point for the currently selected edit is also displayed.

To set the displayed timecode as the IN point of the device whose ID is displayed and continue searching for other edits, press the ENTER key.

When the reel used in the found edit is not set for the device:

RECORDER TRACK: SELECT SOURCE TO EXECUTE OR
PRESS [F4] TO SKIP

EDIT# yyyy XX:XX:XX:XX REEL zzzzzz

Edit number Calculated IN point Reel name

The reel name set for the source of the found edit, the number of the found edit, and the timecode of the calculated IN point for the currently selected edit are displayed on the second line of the dialog area.

To set the displayed reel for the device, set the displayed timecode as the IN point for that device, and then continue searching for other edits, use the monitor/select keys to select the device (except the recorder) for which you want to set the reel.

When A/B roll editing is specified for found edit

If the recorder IN point of the found edit is within the boundaries of the transition time, the TO source is searched first, and then the FROM source is searched. If the recorder IN point is out of the boundaries of transition time, either the TO source or the FROM source is searched.

When key editing is specified for found edit

If the recorder IN point of the found edit is within the boundaries of the key delay or after the key out position, only the BKGD (background) source is searched. If the recorder IN point is anywhere else, the BKGD source is searched first, and then FRGD (foreground) source is searched.

To continue searching without setting the displayed IN point

Press the F4 (RECORDER) key.

Notes

- If no other applicable edits are found, the recorder track function is canceled.
- If there is even one IN point set within a source, the search for other edits stops and a search is conducted for reels within that edit. The recorder track function is canceled when no more reels are found.

To cancel recorder track function without setting the displayed IN point

Press the RET (SHIFT+ENTER)* key.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Note

An error message appears in the following cases.

- An IN point is not set on the reference recorder.
- An applicable edit could not be found after searching to the top of the EDL.
- No edit is registered in the EDL.

To carry out the player track function

- 1** Select the source to be the reference, and then set the IN point.
When more than one source is selected, the source selected last and its IN point will be the reference.
- 2** Press the TRACK MENU (SHIFT+TIME TRACK) key.
- 3** Press the F5 (PLAYER) key.

A search begins from the currently selected edit towards the top of the EDL for an edit that meets the following condition:

- The specified reel is the same as that for the source selected as the reference, and the timecode of the IN point of the reference source is included.

When an edit which meets this condition is found, one of the following messages appears in the dialog area.

When the recorder reel used in the found edit is set for the device:

PLAYER TRACK: PRESS [ENTER] TO EXECUTE OR
PRESS [F5] TO SKIP

EDIT# yyyy R XX:XX:XX:XX

Edit number | | Calculated IN point
 Device ID

The device ID for which the reel is set, the edit number of the found edit, and the timecode of the calculated IN point for the currently selected edit are displayed on the second line of the dialog area.

To set the displayed timecode as the IN point of the device whose ID is displayed and finish searching, press the ENTER key.

When the recorder reel used in the found edit is not set for the device:

PLAYER TRACK: SELECT SOURCE TO EXECUTE OR
PRESS [F5] TO SKIP

EDIT# yyyy XX:XX:XX:XX REEL zzzzzz

Edit number | | Reel name
 Calculated IN point

The reel name of the recorder of the found edit, the timecode of the calculated IN point for the currently selected edit, and the edit number of the found edit are displayed on the second line of the dialog area.

To set the displayed reel for the device, set the displayed timecode as the IN point for that device, and then finish searching, use the monitor/source select keys to select the device for which you want to set the reel.

To continue searching without setting the displayed IN point

Press the F5 (PLAYER) key.

Note

If no other applicable edits are found, the player track function is canceled.

To cancel the player track function without setting the displayed IN point

Press the RET (SHIFT+ENTER)* key.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Note

An error message appears in the following cases.

- An IN point is not set on the reference source.
- An applicable edit could not be found after searching to the top of the EDL.
- No edit is registered in the EDL.

Split Editing

In split editing, the video and audio edit points are specified independently. For example, when switching from one scene to another, the audio may switch to that of the later scene while the video is still showing the previous scene, and then the video switches later.

Overview of Split Editing

This section describes the terminology and concepts relating to split editing, how to set the edit points for split editing, and the screen displays during split editing.

About split base

In split editing, either the video or the audio signal is used as the reference, and the other signal is specified by an offset from the reference signal. The signal used as a reference is referred as the “split base” (or simply “base”). Depending on which signal is the base, the following setting patterns are possible.

- **Using the video signal as the base (“video base”)**
With the video IN/OUT point as reference, the audio IN/OUT point is set as a relative position. Offsetting the audio forward is called “audio advance,” and offsetting it back is called “audio delay.”
- **Using the audio signal as the base (“audio base”)**
With the audio IN/OUT point as reference, the video IN/OUT point is set as a relative position. Offsetting the video forward is called “video advance,” and offsetting it back is called “video delay.”

You can change the split base as required during split editing operations.

Note

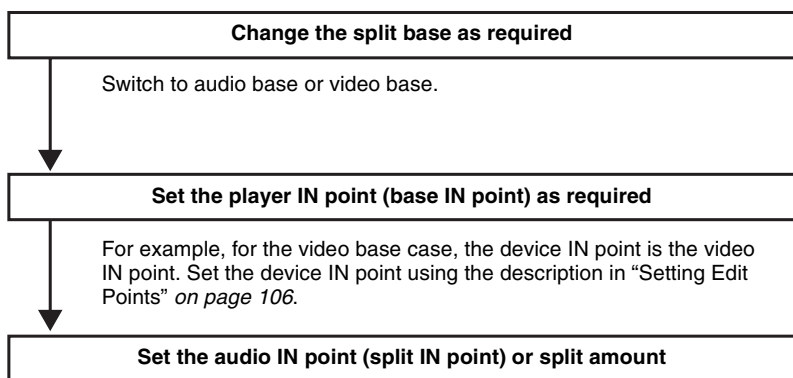
The initial setting of split base is determined by “DECISION BASE” setting included in the SYSTEM area of the initialize menu. If the setting is changed, this is reflected in the next new edit page.

For details, see “Editing Parameter Settings (Initialization)” on page 475 in Chapter 6.

Split editing methods (setting the split point or split amount)

For example, in video-based split editing, consider the case where the video and audio IN points are each specified on a device. In this case, the video IN point is the “base IN point,” and the audio IN point is the “split IN point.” The difference between the base IN point and the split IN point is called the “split amount.” In split editing, you either set the “split IN point” or the “split amount.”

The general sequence of operations for split editing is as follows.



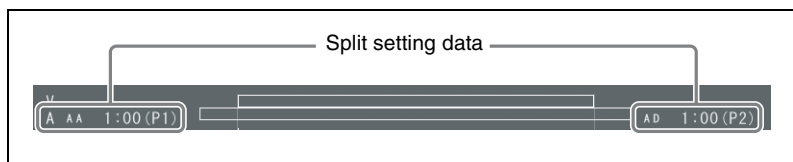
Set this with either of the following methods.

- Setting with the MSPLT key (mark split):
Set the timecode read from the device as the split point, and calculate the split amount.
- Setting with the SPLIT key:
Set the split amount by directly entering a numeric value.

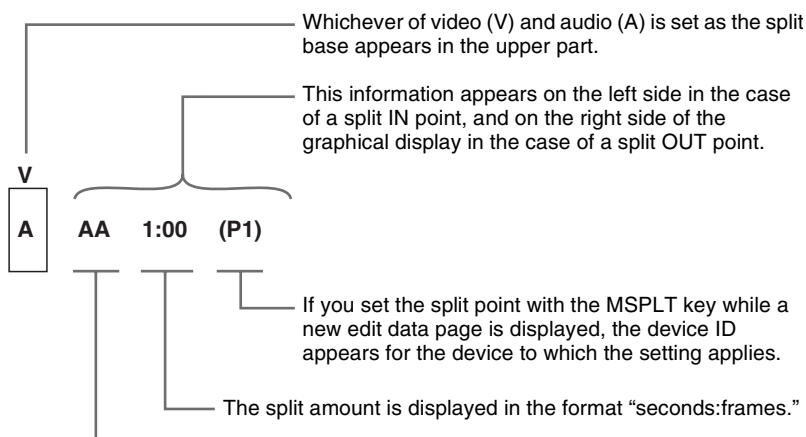
Whichever method you use, the split amount appears on the screen.

Setting information display for split editing

Setting information for split editing appears in the edit data display and ancillary information display (on both sides of the graphical display) as follows.



The details of the displayed information are as follows.



The split type is displayed as follows.

AA: video base, audio advance

AD: video base, audio delay

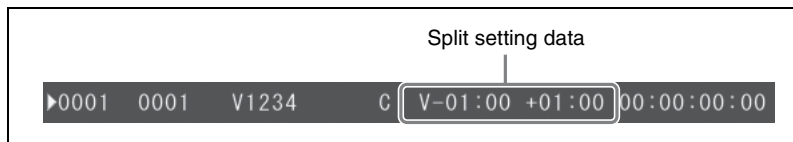
VA: audio base, video advance

VD: audio base, video delay

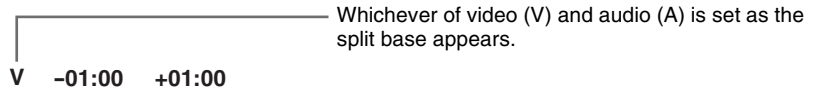
MA: Typical split amount (the first split point) for a multi-audio split setting is audio advance.

MD: Typical split amount (the last split point) for a multi-audio split setting is audio delay.

In the EDL display, the split setting data is displayed as follows for each edit registered in the EDL.



The details of the display information are as follows.



This appears on the left side in the case of a split IN point, and on the right side in the case of a split OUT point. The meaning of the displayed information is as follows.

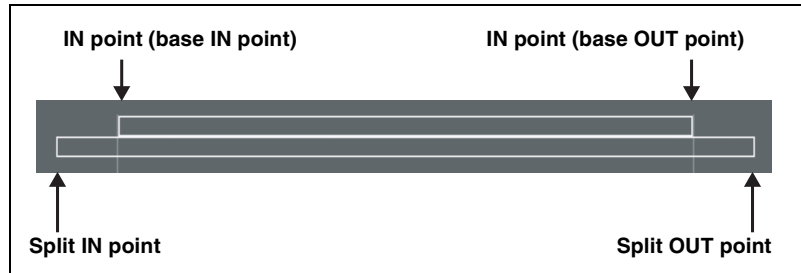
—: Depending on the split base, shows audio advance or video advance.

+: Depending on the split base, shows audio delay or video delay.

01:00: The split amount appears in the format “seconds:frames.” When multi-audio split is set and the typical split amount OK for all the audio channels is displayed, “M” appears to the right of the frame indication.

Split editing graphical displays

In split editing, the following graphical displays appear (display is an example).



The two horizontal bars show the video and audio, but the split base is always on the top. If the split base is video, the split IN point in this figure is an audio advance setting, and the split OUT point is an audio delay setting.

Setting With the MSPLT Key (Mark Split)

You can read the timecode for the desired position from the device, and set it as the split point. On the screen, the split point set appears together with the split amount calculated from the base IN/OUT point.

To set the split point by reading the timecode from the device

- 1** Switch the split base as required.
If it is not necessary to switch, proceed to Step **2**.
For details of the switching operation, see “Switching the Split Base” on page 194.
- 2** Use the monitor / source select keys to select the device for which to set the split point.
- 3** Start playback, and by means of search dial or other operations as required, cue up to the position where you want to set the split point.
- 4** According to the split point you want to set, press the following key.

Split IN point: MSPLT IN key

Split OUT point: MSPLT OUT (SHIFT+MSPLT IN) key

After the timecode for the position cued up in Step **2** is read, the split amount is calculated from the IN/OUT point (base IN/OUT point) for the specified device, and then displayed on the screen. If there is previous data, it is replaced by the new data.

Notes

- If you change the base IN/OUT point after setting the split IN/OUT point, the split IN/OUT point does not change. As a result, the split amount changes.
- If you carry out the operation of Step **3** when the base IN/OUT point is not set, then the split point is set, but the split amount does not appear. The split amount is calculated and displayed at the point when the base IN/OUT point is set.
- Field property (*page 208*) of split IN/OUT points is always field 1.
- If the difference between the split IN/OUT point and the base IN/OUT point is 1 minute (1:00:00) or more, then the split amount does not appear. The split amount appears when it is in the range strictly within ± 1 minute. The set split point is valid only when the split amount is displayed.
- It is not possible to set the split IN point after the base OUT point. If you attempt to make such a setting, error message appears, and a graphical display indicating an error appears.

- It is not possible to set the split OUT point before the base IN point. If you attempt to make such a setting, an error message and a graphic error display appear in sequence.
- It is not possible to set the split OUT point before the split IN point.

For details on error messages and graphic error displays, see “Managing Error Messages” on page 546 of Appendix.

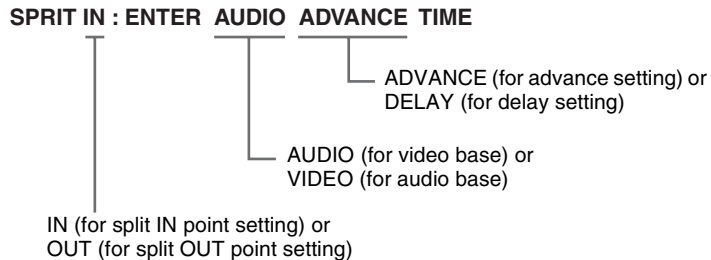
Setting With the SPLIT Key (Directly Entering the Split Amount)

You can directly enter the split amount with respect to the base IN/OUT point.

To directly enter the split amount

- 1 Press the SPLIT* key.

This switches to split setting mode, and the following message appears in the dialog area (this is just an example).



The function menu changes as follows.

F1	F2	F3	F4	F5
SWAP BASE	CONV BASE	IN/OUT	ADV/DELAY	OFF
F6	F7	F8	F9	F10
MULTI/ALL ¹⁾			MORE ²⁾	ALL OFF

1) Only for video base

2) Only for multi-audio split mode

Notes

- The message that initially appears in the dialog area depends on the target selected for the settings that were made the last time the SPLIT* key was pressed.
- Thereafter, as you carry out function key operations according to the target you want to set, the content of the display changes. Continue with operations while checking the content of the display.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

2 Press the function key for the desired setting change.

Desired setting change	Operation
Switching the split base	Press the F1 (SWAP BASE) key.
Switching the split IN point/split OUT point selection	Press the F3 (IN/OUT) key.
Switching the advance/delay selection	Press the F4 (ADV/DELAY) key.

If no setting change is necessary, proceed to Step 3.

Notes

- If you press the F4 (ADV/DELAY) key after the split amount has already been set for the current target, the setting will be cleared.
- It is also possible to switch the split base setting by pressing the F2 (CONV BASE) key.

For details on the difference between F1 and F2, see “Switching the Split Base” on page 194.

3 Enter the split amount in the scratchpad area.

The value that can be set as the split amount is less than 1 minute in either the advance direction or delay direction. If you enter a numeric value outside this range, only the part of the input value corresponding to “seconds:frames” will be used as the split amount.

Note

If you enter a negative value, it is subtracted from the current setting value. When the resulting value is negative, the advance/delay setting is reversed.

4 Press the ENTER key.

The entered split amount appears on the screen. If there is previous data, it is replaced by the new data.

Note

At this point, split point data set using the MSPLT key is also cleared.

To end the split setting without changing the previous data

In Step 3, press the ENTER key without anything entered in the scratchpad area.

To clear the split setting

In Step 3, press the F5 (OFF) key, to clear the split amount being set. If you enter 0 as the split amount, and press the ENTER key, this also clears the split setting. Note that split point data set using the MSPLT key is also cleared.

To clear the split IN/OUT points and the split base setting

Press the F10 (ALL OFF) key.

The split IN/OUT points are cleared and split base setting returns to the status determined by the “DECISION BASE” setting included in the SYSTEM area of the initialize menu. In the dialog area, the same message that is displayed when setting the advance split IN point appears.

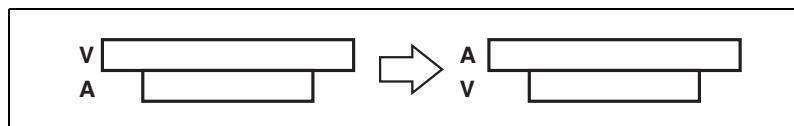
Switching the Split Base

You can switch the split base using the following two methods.

• SWAP BASE

This simply switches the target of the split between video and audio.

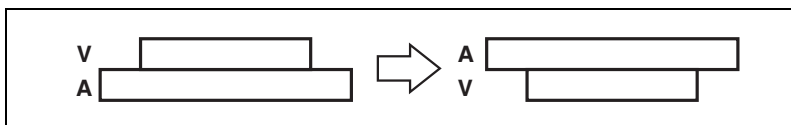
With this method, the result of editing is not the same as the original, since the split point (or split amount) setting moves from audio to video or vice versa.



• CONVERT BASE

This switches the target of the split between video and audio, while simultaneously interchanging the base IN/OUT point and split IN/OUT

point. Therefore, even when you switch with the split setting made, the editing result does not change from the original.



To switch the split base

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1** Press the SPLIT* key, to enter split setting mode.
- 2** Press the F1 (SWAP BASE) or F2 (CONV BASE) key, depending on the desired method of changing the split base.
- 3** Press the RET (SHIFT+ENTER)* key to end the split setting mode.

Notes

- In the following cases, CONVERT BASE cannot be executed.
 - If the split IN point is set after the effect start point
 - If the split OUT point is set before the effect end point
- Edit points changed by executing CONVERT BASE are not saved in the LAST X buffer.

Setting a Multi-Audio Split

You can set a different split amount for each audio channel.

Key	Function
F6 (MULTI/ALL)	<p>Each press of this key selects the audio split setting amount that is the same for all channels (ALL) or different for each channel (MULTI: multi-audio split). When “MULTI” is selected, the popup window to show the multi-audio split setting appears.</p> <div> Notes <ul style="list-style-type: none"> • The settings of “ALL” and “MULTI” are stored independently. • If a mark split is set for the split IN and split OUT points when “MULTI” has been set, the setting for the SPLIT IN/OUT points is stored as the setting for all channels. </div>

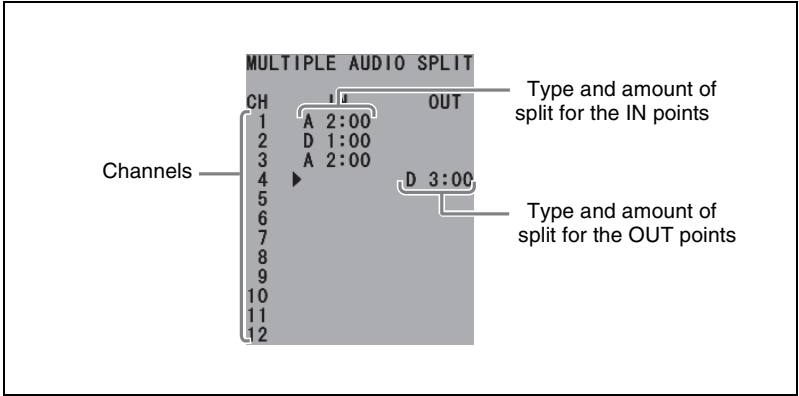
Key	Function
↑ (CTRL+8)*/ ↓ (CTRL+2)*	Select the audio channel on the popup window. Note If you input the value in the dialog area before selecting the channel (with no cursor appearing on the popup window), the entered value is treated as the split amount for all audio channels.
F9 (MORE)	Select the audio channels to be displayed on the popup window (CH1 - CH4, CH1 - CH8, CH1 - CH12, or CH1 - CH16).

- Notes**
- An audio channel with no split amount setting switches when the corresponding video switches.
 - When “MULTI” is set for both the split IN point and split OUT point, the split amount of both points appears in the popup window. In this case, you can use the ← (CTRL+4)* and → (CTRL+6)* keys to alternate between the split IN point setting and split OUT point setting. The F3 (IN/OUT) key can be used to do the same operation.
 - When performing the multi-audio split setting, the split amount (typical split amount) appears in the graphic display.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

About the MULTIPLE AUDIO SPLIT popup window

The MULTIPLE AUDIO SPLIT popup window (displayed by pressing the F6 (MULTI/ALL) key to select “MULTI”) shows the multi-audio split setting.



The details of the display information are as follows.

A 2:00



The split amount is displayed in the format “seconds: frames.”

The split type is displayed as follows.

A: Advance

D: Delay

To select the audio channels to be displayed on the popup window

Press the F9 (MORE) key.

Each press on the key changes the audio channels to be displayed on the popup window as follows:

CH1 - CH4 → CH1 - CH8 → CH1 - CH12 → CH1 - CH16 →
CH1 - CH4

Note

If you change the audio channel to be displayed from CH1 - CH16 to CH1 - CH4 while the “▶” cursor is between CH5 and CH16, the cursor disappears and the entered value is treated as the split amount that is common to all audio channels.

To cancel a multi-audio split

Press the F5 (OFF) key.

The current setting (split IN point setting or split OUT point setting) is canceled, the F6 (MULTI/ALL) key setting automatically changes so that the same split amount is set for all channels, and the popup display for the multi-audio split setting disappears.

To cancel audio split for all audio channels at one time

Press the F10 (ALL OFF) key.

The split IN/OUT points for all audio channels are cleared and split base setting returns to the status determined by the “DECISION BASE” setting included in the SYSTEM area of the initialize menu. In the dialog area, the same message that is displayed when setting the advance split IN point appears.

The function of the F6 (MULTI/ALL) key changes to “ALL” and the popup window disappears.

Setting the Initial Speed

For a device that can be controlled from this software, you can set the initial speed in the range -1 to $+3$ times normal playback speed. When the initial speed is set, recording or preview starts at this speed. In addition, during recording or previewing, you can control the playback speed manually (manually override) between the IN point and OUT point with a device on which the initial speed has been set.

Methods of setting the initial speed

There are four possible methods of setting the initial speed, as follows.

- Set by reading the current playback speed of the device
- Set by directly entering a numeric value for variable control playback speed
- Set by directly entering a numeric value for program play control playback speed
- Set the device's initial speed by calculation from the recorder duration and the device's IN/OUT point settings (FIT function)

Methods other than by directly entering a numeric value constitute setting the variable control playback speed.

Note

It is not possible to set the initial speed to recorder or the clip of the frame memory.

About variable control and program play control

There are two data values that can be set as an initial speed: variable control and program play control.

• Variable control

The initial speed is set by the same control data as when the device playback speed is controlled by this software in variable mode.

• Program play control

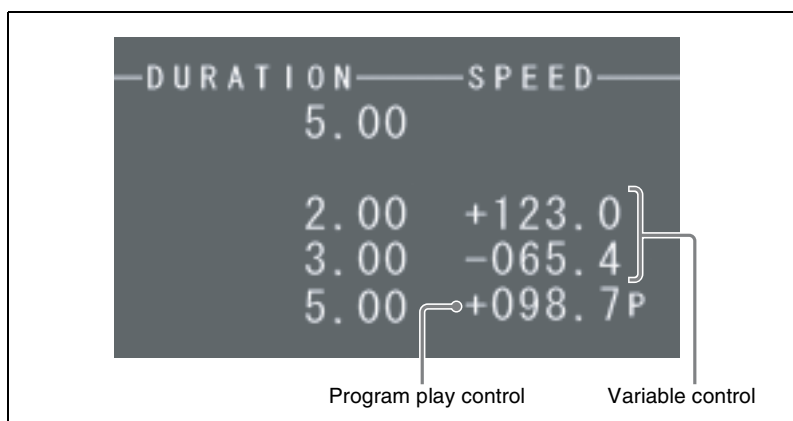
For a device supporting the program play function, the initial speed is set by the program play control data in the range 85% to 115%. When this type of initial speed data is set, "P" is appended to the end of initial speed displayed on the screen.

Notes

- By the nature of the program play function, sufficient precision at the IN point may not always be obtained.
- The time required for synchronization may be longer than usual.

Initial speed indications

For devices set to an initial speed, the control type and initial speed setting value appears in the “SPEED” column of the recorder/source data display.



Setting the Initial Speed by Directly Reading the Device Playback Speed

- 1 Use the monitor/source select keys to select the device for which you want to set the initial speed.
- 2 Press the VAR key to enter variable mode, and carry out playback.
- 3 Turn the search dial to adjust the device's playback speed.

Here you can also press the SLOW (SHIFT+JOG)* key or SCAN (SHIFT+VAR)* key.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 4 Press the MARK SPEED (SHIFT+MARK CNST) key.

The playback speed is read in at the instant you press the key, and this is set as the initial speed for the specified device.

Notes

- In Step 1, you can also select multiple devices. However, in this case, the initial speed is set for all the selected devices.
- An initial speed set with the MARK SPEED (SHIFT+MARK CNST) key is treated as variable control data.

Setting the Initial Speed by Directly Entering a Numeric Value

To set the initial speed by entering a numeric value for variable control

- 1 Use the monitor/source select keys to select the device for which you want to set the initial speed.
- 2 Press the DMC (SHIFT+GPI) key.
“ENTER VARIABLE SPEED OR SELECT FUNCTION” appears in the dialog area and the “>” cursor flashes at the left of the initial speed indication of the selected device.

The function menu changes as follows.

F1	F2	F3
FIT	VARIABLE	PGM PLAY

Notes

- Entering a numeric value at this stage make a variable control setting. Press the F3 (PGM PLAY) key to set a program play control numeric value.

For details, see “To set the initial speed by entering a numeric value for program play control” on page 201.

- Press the F1 (FIT) key to set the initial speed based on the recorder duration and the device’s IN/OUT point settings.

For details, see “Setting the Initial Speed Using the FIT Function” on page 202.

3 Enter the initial speed in the scratchpad area.

Enter the initial speed as a percentage of the normal speed, with the normal speed equal to 100 percent. The range of values that can be set is from -100.0 to +300.0, with up to one digit after the decimal point. When setting the initial speed in the forward direction, the “+” sign can be omitted.

Notes

- In this operation, entering a signed numeric value does not increase or decrease the current setting. The entered numeric value is directly set as the initial speed.
- If the value outside the boundaries of the speed that are specified with “REV” and “FWD” in the DMC RANGE popup window of the AUX menu is entered, an error occurs during execution of recording or preview.

4 Press the ENTER key.

This sets the entered value as the initial speed setting for the specified device.

Note

The initial speed can be set by first entering the initial speed value in the scratchpad area and then pressing the DMC (SHIFT+GPI) key.

To set the initial speed by entering a numeric value for program play control

1 See the procedure “To set the initial speed by entering a numeric value for variable control” on page 200. After completing Step 2, press the F3 (PGM PLAY) key.

“ENTER PGM PLAY SPEED (85.0-115.0%) OR SELECT FUNCTION” appears in the dialog area.

2 Enter the initial speed in the scratchpad area.

Enter the initial speed as a percentage of the normal speed, with the normal speed equal to 100 percent. The range of values that can be set is from +85.0 to +115.0, with up to one digit after the decimal point. The “+” sign can be omitted.

3 Press the ENTER key.

This sets the entered value as the initial speed setting for the specified device.

Setting the Initial Speed Using the FIT Function

- 1 Prepare the edit data for which you want to set the initial speed of the device using the FIT function.

Set the recorder duration and the IN/OUT points of the device for which you want to set the initial speed.

- 2 Use the monitor/source select keys to select the device for which you want to set the initial speed.
- 3 Press the DMC (SHIFT+GPI) key.
- 4 Press the F1 (FIT) key.

The playback speed between the device's IN and OUT points is calculated to match the recorder duration, and the resulting numeric value is set as the initial speed setting for the device. If playback is in the forward direction between the device's IN and OUT points, the initial speed is a positive numeric value. In the reverse direction, it is a negative numeric value.

Notes

- If the calculated numeric value is outside the setting range for variable control (–100.0 to +300.0), an error results.
- If the value outside the boundaries of the speed that are specified with “REV” and “FWD” in the DMC RANGE popup window of the AUX menu is calculated, an error occurs during execution of recording or preview.

Using Manual Override

During recording or preview, you can manually control the playback speed of the device having the initial speed set. This function is called “manual override.”

In the currently displayed edit, you can carry out manual override on a device set to an initial speed, after passing the IN point and up to the OUT point.

Note

A manual override operation is also possible for a device having the initial speed set by program play control data. In this case, however, the playback speed control is carried out by variable control.

To manually control the playback speed of the device during recording or preview

- 1** Start recording or preview using the edit including the device having the initial speed set.
- 2** Use the monitor/source select keys to select a single device having the initial speed set.

If more than one device are specified, the last specified device from those having the initial speed set will be the target of the operation.
- 3** After passing the IN point of the specified device, manually control the playback speed.

You can use the following device control keys for this operation.

Key	Action when pressed
VAR	Carries out variable playback at the initial speed.
STILL	Carries out variable playback at 0% speed, thus pausing playback.
SLOW (SHIFT+JOG)*	Carries out variable playback at the speed specified with "SLOW" in the DMC RANGE popup window of the AUX menu. For the device that is not the subject of playback speed setting, the variable speed playback is performed at 20% of normal speed.
PLAY	Carries out variable playback at 100% speed.
FF	Carries out variable playback at the speed specified with "FWD" in the DMC RANGE popup window of the AUX menu. For the device that is not the subject of playback speed setting, the variable speed playback is performed at +300% of normal speed.

Key	Action when pressed
REW	Carries out variable playback at the speed specified with “REV” in the DMC RANGE popup window of the AUX menu. For the device that is not the subject of playback speed setting, the variable speed playback is performed at –100% of normal speed.
SCAN (SHIFT+VAR)*	Carries out variable playback at the speed specified with “SCAN” in the DMC RANGE popup window of the AUX menu. For the device that is not the subject of playback speed setting, the variable speed playback is performed at +200% of normal speed.

Whichever key you press, the VAR key LED lights and you can continue variable playback operation using the search dial.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Note

If you perform a manual override during recording, when the device you manually override passes the recorder OUT point, the playback speed is set in a new edit page as the initial speed for that device.

Pre-read Editing

Pre-read editing uses the playback signal of the recorder as its edit source. The signal is read by the pre-read head of the recorder immediately before recording. By adding effects to this signal with a switcher or mixer and then recording it on the recorder, pre-read editing allows operations including A/B roll editing to be carried out with one player.

Setting Auto Pre-read Editing

Specify a recorder for the cut source, FROM source, TO source, BKGD-A (background A) source, BKGD-B (background B) source, BKGD (background) source, FRGD (foreground) source, or audio source. When editing is done under these conditions, pre-read editing is set automatically.

Notes

- To specify a recorder for the cut source, “SELECT SOURCE” must be displayed in the dialog area. If not, press the F1 (SOURCE) key.
- When the auto pre-read editing is set, the recorder ID indication on the graphic display flashes.
- When a recorder is specified as the FROM source for A/B roll editing, the transition starts when the recorder reaches the IN point.
- Auto pre-read editing cannot be carried out properly on a recorder which is not compatible with pre-read editing.
- An error message will appear if an attempt is made to record or store the edit in the EDL while assemble editing mode is selected.
- When the “MONITORING” setting of both the “SW CTRL” and “MX CTRL” areas in the setup menu is “RECORDER” or “RECORDER2,” it will not be possible to perform a preview properly. Make sure the “MONITORING” setting of “SW CTRL” and “MX CTRL” is “PVW BUS,” “PVW (MIX),” or “PVW (PARA).”
- During recording, the video and audio to be recorded cannot be monitored using the recorder output.
- When recording is performed, the signal that was previously recorded on the tape is overwritten. To record the same signal again and to obtain the same results, it is necessary to record the signal using the same edits. Furthermore, if the recording order of the edits is different from that of the previous recording, the same results may not be obtained.

Setting Manual Pre-read Editing

To set the pre-read editing manually without specifying the recorder as a source, perform the following procedure.

1 Press the PREREAD ¹⁾ (CTRL+AUDIO) key.

“SELECT FUNCTION” appears in the dialog area and the function menu changes as follows.

F1	F2	F3
ON	OFF	CONTINUE ²⁾

1) This function has no keytop notation.

2) Appears only when the new edit data page is open.

2 Depending on the operation you want to perform, press one of the following keys.

Operation to be performed	Keypress
Setting the pre-read editing for the current edit only	F1 (ON) key
Canceling the pre-read editing for the current edit and reverting the normal editing	F2 (OFF) key
Setting the pre-read editing for the current new edit and the succeeding new edits	F3 (CONTINUE) key

Notes

- When you press the F3 (CONTINUE) key while the new edit is displayed, “CONTINUE” appears at the right of the dialog area. When you register the new edit to the EDL, manual pre-read editing setting is applied to the succeeding new edits. When you set the manual pre-read editing for the current edit only by pressing the F1 (ON) key, manual pre-read setting is not applied to the succeeding new edits.
- Even when the manual pre-read is canceled by pressing the F2 (OFF) key, auto pre-read editing is carried out if the conditions for the auto pre-read editing are met.

To finish manual pre-read editing setting

Press the RET (SHIFT+ENTER)* key.

* The key allocation on the MKS-8050 is different. See “*Key Function List*” on page 564 of *Appendix*.



Field Editing

This function allows you to set the IN/OUT points or control the switcher in units of field.

When performing editing with sources 2-3 pulldown processed or when switch timing of live recording is set to field 2, edit points can be set in field 2.

Note

In order to perform field editing, devices involved with editing, such as the switcher system, recorder VTR, etc., must be set accordingly.

On the switcher system, set “Switching Timing” to “Any.”

On the recorder VTR, set “EDIT FIELD” to “1F/2F.”

For details, refer to the User’s Guide supplied with respective devices.

Field property of an edit point can be changed by operation on the EDL.

Setting the Field Property of Edit Points Automatically

- 1** Press a monitor/source select key to specify the device you want to set an edit point.
- 2** Operate the device and cue up to the point to be specified as an edit point.
- 3** Depending on the edit point to be set, press one of the following keys.

IN point: MARK IN key

OUT point: MARK OUT key

The field property set in the initialize menu is applied to the edit point.

Note

The field property of the edit points set by pressing the MARK IN/OUT keys depends on the setting of the initialize menu described in Chapter 6.

For details, see “System Settings” on page 481 in Chapter 6.

Specifying the Field Property of Edit Points

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

- 1 Press a monitor/source select key to specify the device you want to set an edit point.
- 2 Use the numeric keys to enter the timecode in the scratchpad area.

Note

If you do not enter timecode in Step 2, perform Step 4, then go to Step 3. In this way, the field property of the edit point with the “>” cursor flashing at the left of the recorder/source data display in the edit data page can be specified. (When the edit point with the flashing “>” cursor is not specified, field property of the edit point cannot be changed.)

- 3 Press the FIELD (SHIFT+SPLIT)* key.

Each press of the key changes the field property of the edit point. When field 2 is selected, timecode entered in the scratchpad area is highlighted.

Note

When timecode is not entered in Step 2, field property of the timecode in the recorder/source data display in the edit data page and with the flashing “>” cursor to the left changes.

- 4 Depending on the edit point to be set, press one of the following keys.

IN point: SET IN key

OUT point: SET OUT key

Note

When you enter a symbol or decimal point (.) in the scratchpad area, property of field 2 is canceled. If necessary, delete the symbol or decimal point and set the property of field 2 to the edit point.

About edit points whose field property can be set

Field property can be set for IN/OUT points on the recorder and all other sources. However, only the field property of edit point of the recorder, cut source, FROM source, TO source, BKGD-A (background A) source,

BKGD-B (background B) source, BKGD (background) source, or FRGD (foreground) source is stored in the EDL.

About edit points whose field property cannot be set to field 2

Field property of split IN/OUT points are always set to field 1. Also, when stored in the EDL, field property of edit point of the additional source (*page 115*) or audio source (*page 117*) is always field 1.

Field property indication on the edit scroll screen

Field property of timecode can be identified by the separator between seconds (SS) and frames (FF).

- **For frame rate of 60, 59.94, 30, or 29.97 system**

	Field 1	Field 2
Drop frame mode	Separator: “,” (comma) (Example: 00 : 00 : 00 , 00)	Separator: “;” (semicolon) (Example: 00 : 00 : 00 ; 00)
Non-drop frame mode	Separator: “.” (period) (Example: 00 : 00 : 00 . 00)	Separator: “:” (colon) (Example: 00 : 00 : 00 : 00)

- **For frame rate of 50, 25, 24, or 23.976 system**

Field 1	Field 2
Separator: “.” (period) (Example: 00 : 00 : 00 . 00)	Separator: “:” (colon) (Example: 00 : 00 : 00 : 00)

Carrying Out the Edit Without Specifying IN Points (Butt Editing)

In normal editing, edit points on the recorder and the players must be specified. With butt editing, automatic execution can be carried out by specifying the IN points automatically.

In order to perform butt editing, “BUTT EDIT” included in the EXECUTION area of the initialize menu must be set to “ON.”

Butt editing can be used in recording, master preview, player preview, and recorder preview, for new edits only.

When the IN points are not set for the recorder or the sources, the points that are cued up on the recorder and the sources at the start of automatic execution are set as the IN points. When the IN points are set for the recorder and the sources, automatic execution is carried out by using those IN points. IN points can be automatically set for the cut source, FROM source, TO source, BKGD-A (background A) source, BKGD-B (background B) source, BKGD (background) source, FRGD (foreground) source, or audio source only.

The field property of the IN point that is automatically set is determined by “FIELD EDITING” included in the SYSTEM area of the initialize menu.

Note

Butt editing cannot be carried out when first edit mode is specified.

Recorder actions during butt editing

At the point when the REC ON/OFF key (MKS-8050: REC OFF key) is pressed, the recorder timecode is set as the OUT point, and automatic execution stops. Then, the OUT point is automatically cued up on the recorder. On the edit data page, “.” flashes instead of the timecode of the recorder IN point.

If the recorder has not been operated after automatic execution had stopped and the IN points that were automatically set are not cleared, the OUT points become the IN points of the next edit and automatic execution starts again.

If the recorder has been operated after automatic execution had stopped or the IN points that were automatically set are cleared, current timecode of

the recorder is set as the recorder IN point of the next edit. On the edit data page, only “.” for the recorder IN point disappears.

When initial speed is set for a source, actual timecode and playback speed at the OUT point are read just like normal recording. After automatic execution stops, the actual timecode and playback speed at the OUT point are then reflected to the new edit data page.

Initial speed setting is displayed on the new edit data page and only “.” flashes for the automatically set IN points instead of the timecode. The timecode of the IN points are displayed when recording is performed without operating the sources.

Butt editing while auto time track function is set

After automatic execution stops by pressing the REC ON/OFF key (MKS-8050: REC OFF key) key, only “.” flashes for the IN point of the sources where auto time track function is possible.

If the recorder has not been operated after automatic execution had stopped, IN points are automatically set for the sources with flashing “.” by auto time track function. These IN points are used for recording.

If the recorder has been operated after automatic execution had stopped or the recorder IN point that was automatically set is cleared and flashing “.” for the recorder IN point disappears.

Butt editing while manual time track function is set

When manual time track function is carried out while only “.” flashes for the recorder IN point, the recorder IN point is treated in the same way as the OUT point of the previous edit.

When manual time track function is carried out when “.” for the recorder IN point is turned off, the recorder IN point is treated in the same way as the current point of the recorder.

About the indication of the IN point created after registration, correction, or deletion of an edit

Only “.” flashes for the IN point that is created after registration, correction, or deletion of an edit by pressing the STORE (CTRL+7)* key.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

When butt editing is turned off

When “BUTT EDIT” included in the EXECUTION area of the initialize menu must be set to “OFF,” timecode of the IN point created by the auto time track function appears in the EDL instead of flashing “.”.

When “BUTT EDIT” is set to “ON,” only “.” flashes for the IN point created by the auto time track function or manual time track function.

Temporarily Using a Player as a Recorder

This function allows you to temporarily use a player as a recorder when you want to perform editing using two or more effects or use different parts of the same tape as separate sources. With this function, you can first record an edit containing one source or effect onto the player temporarily being used as a recorder, and then perform editing using the playback picture from that player. In this way, you can perform editing without changing the reel on the recorder.

Hereafter, a player that is temporarily used as a recorder is called the “temporary recorder” and the original recorder is called the “master recorder.”

Details on how to set the temporary recorder is given below.

Setting the Temporary Recorder

- 1 Press the TMP-R (SHIFT+1)* key.

This switches to the temporary recorder setting mode and the following message appears in the dialog area.

XXXXX: SELECT TEMPORARY RECORDER (P1-12)

└── Current effect setting (CUT, MIX, etc.)

The function menu changes as follows.

F1	F2	F3	F4	F5
UNDEFINED				CLIP REC
F6	F7	F8	F9	F10
DDR REC				

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

- 2 Press a monitor/source select key to specify the player to be used as the temporary recorder.

The ID of the specified player appears as the recorder ID in the edit data display.

To cancel the operation without changing the setting

Press the RET (SHIFT+ENTER)* key.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

To clear the setting

Press the F1 (UNDEFINED) key (or the R key).

Notes

- The temporary recorder setting does not affect the contents of the new edit data page even if recording is performed or the new edit data page is stored to the EDL.
- The total time of the edit is not displayed when editing is done using the temporary recorder.
- If the initial speed has been set for a player and that player is selected as the temporary player, the initial speed setting is canceled.
- The master recorder can be used as a source when using the temporary recorder for editing.
- R key operations and recorder-related settings affect the master recorder, not the temporary recorder.
- When editing is carried out using the temporary recorder, “RECORDER REEL XXXXXX” (the reel name set for the temporary recorder) appears at the top of the edit in the EDL scrolling display.

For details on the EDL scrolling display, see “EDL Scroll Display” on page 354 in Chapter 5.

Performing Editing Using the Temporary Recorder

In the following example, effect B is added to effect A that is already recorded on a tape in the master recorder.

- 1** Specify a player as the temporary recorder (example: P1).
- 2** Select R-VTR (recorder VTR, i.e., master recorder) as the source VTR.
- 3** Record the edit containing effect A onto the temporary recorder (P1).

When the recording finishes, the temporary recorder setting is automatically canceled.

- 4 Edit the part recorded on the temporary recorder (P1) to add effect B using another source.
- 5 Record the edit in Step 4 onto the recorder (R-VTR).

Recording to a DDR

The execution result of the created edit data can be recorded to a DDR (disk recorder) to allow saving it as a file. This is done through crush REC. All audio and video channels are therefore recorded regardless of the edit mode setting. The IN point and duration settings of the reference recorder or the temporary recorder are effective.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

- 1 Press the TMP-R (SHIFT+1)* key.

- 2 Press the F6 (DDR REC) key.

“SELECT DDR FOR RECORD (R, P1-P12)” appears in the dialog area.

Note

The function to enter a mode that selects a DDR for recording without pressing the TMP-R (SHIFT+1)* key can be assigned to any key that is available.

For details, see “Keyboard Assignment” on page 515 in Chapter 6.

- 3 Press a monitor/source select key to specify the DDR to be used as the recorder.

The ID of the specified DDR appears as the recorder ID in the edit data display and “ENTER FILE NAME TO START RECORDING (REMAIN hh:mm:ss:ff) (“hh:mm:ss:ff” indicates the remaining recording capacity of the DDR.)” appears in the dialog area.

Notes

- Even when the master/sub setting is made to the specified DDR using the MASTER/SUB popup window of the AUX menu, the DDR cannot be used as a C-roll device.
- The DDR that is selected as an edit source cannot be used as a recorder. When all the DDRs are the edit sources, press the RET

(SHIFT+ENTER)* key to cancel the setting. Then, select source(s) other than the specified DDR so that you can use the DDR as a recorder by pressing the corresponding monitor/source select key. And then, start again from step **1** above.

4 Enter the file name in the scratchpad area.

Upper limit of the number of characters of file name is 8 or 23, depending on the setting of the switcher.

If you use one of the following characters for the file name, it is converted to the underbar (_) character at the time you press the ENTER key in step **5**.

Space \ / : ; . , * ? " < > |

5 Press the ENTER key to start recording.

“PRESS [ALL STOP] TO STOP RECORDING” appears in the dialog area.

When the duration setting is effective on the reference recorder or temporary recorder, recording continues according to the duration, then finishes.

When recording finishes, normal edit data page display resumes.

Note

If the file name you entered in step **4** already exists, the message “FILE NAME IS NOT UNIQUE” appears. Enter different file name, then press the ENTER key.

To cancel the recording

Press the ALL STOP key.

About the operation while DDR is recording

- The recorded edit remains in EDL as the one that is recorded with a normal recorder or the temporary recorder.
- When split IN/OUT points are set for the edit, the edit is recorded according to the split base setting.
- The recorded file name and the reel that is mounted to the DDR (recorder) are not related.
- Postroll is not carried out.
- The field 2 of the edit point becomes invalid, and the recording is carried out in field 1.
- Recording is possible even when “MONITORING” included in the SW CTRL area of the setup menu is set to “RECORDER.”

Recording to a Frame Memory

The execution result of the created edit data can be recorded to a frame memory to allow saving it as a clip file. This is done through crush REC. All audio and video channels are therefore recorded regardless of the edit mode setting. The IN point setting of the reference recorder or the temporary recorder is ignored, but the duration setting is effective.

Notes

- Recording to a frame memory is possible when “CONTROL” included in the SW CTRL area of the setup menu is set to anything except “DISABLE.”
- Recording to a frame memory cannot be carried out when a frame memory is selected as an edit source.
- While recording to a frame memory, do not perform any frame memory operations on the switcher.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

1 Press the TMP-R (SHIFT+1)* key.

2 Press the F5 (CLIP REC) key.

“SELECT FM FOR RECORD” appears in the dialog area and the function menu changes as follows.

F1	F2	F3	F4	F5
FM1	FM2	FM3	FM4	FM5
F6	F7	F8	F9	F10
FM6	FM7	FM8		

Note

The function to enter a mode that selects a frame memory for recording without pressing the TMP-R (SHIFT+1)* key can be assigned to any key that is available.

For details, see “Keyboard Assignment” on page 515 in Chapter 6.

3 Press a function key to specify the frame memory to be used as the recorder.

The ID of the specified frame memory temporarily appears as the recorder ID in the edit data display.

When extended clips (see page 167) are available on the frame memory:

The function menu changes as follows.

F1	F2
CLIP	EXT CLIP

When extended clips are not available on the frame memory:

Go to step 5.

- 4 Press a function key to specify the frame memory board to be used.

“ENTER CLIP NAME TO START RECORDING (REMAIN mm:ss:ff) (“mm:ss:ff” indicates the remaining capacity of the frame memory.)” appears in the dialog area. “Cxxx (“xxx” indicates the smallest number that does not exist on the frame memory file list)” appears as the default file name in the scratchpad area.

- 5 If necessary, enter the file name in the scratchpad area.

Upper limit of the number of characters of file name is 4.

If you use one of the following characters for the file name, it is converted to the underbar (_) character at the time you press the ENTER key in step 6.

Space \ / : ; . , * ? " < > |

- 6 Press the ENTER key to start recording.

“PRESS [ALL STOP] TO STOP RECORDING” appears in the dialog area.

When the duration setting is effective on the reference recorder or temporary recorder, recording continues according to the duration, then finishes.

When recording finishes, normal edit data page display resumes.

Notes

- If the file name you entered in step 5 already exists, the message “FILE NAME IS NOT UNIQUE” appears. Enter different file name, then press the ENTER key.
- When the clip file with which the duration is set is recorded and the memory is insufficient for recording, the message “MEMORY FULL” appears. Delete unnecessary clip files on the switcher, then press the ENTER key to start recording.

- When the memory becomes short during recording, the record stops and the message “MEMORY FULL” appears.
- The shortest duration of the clip file is two frames. When one-frame edit data is recorded, recording continues for two frames.

To cancel the recording

Press the ALL STOP key.

About the operation while frame memory is recording

See “About the operation while DDR is recording” on page 217.

Note

When switcher control mode is set to “PVW ONLY,” video recorded on the frame memory and the picture output to the preview bus may differ.

Using Multiple Recorders

You can carry out a preview or recording operation using up to four recorders (R1 to R4) simultaneously. Each recorder performs the same actions.

To use multiple recorders, it is first necessary to assign the required number of device IDs. Then, as required, set the timecode offset of the other recorders with respect to recorder R1. Carry out these operations using the initialize menu.

For the procedures for setting multiple recorders, see “To make multi-recorder settings” on page 494 in Chapter 6.

This section describes the method of recorder selection when multiple recorders are set, and the special actions and screen indications when using multiple recorders.

Selecting the Recorder

Note

When multiple recorders are set, you can either select one or all of these recorders. It is not possible to select a subset of recorders (for example, to select two out of the four recorders set).

To select a single recorder

Carry out the operation while checking the recorder / source data display recorder ID. Press the R key until the recorder ID you want to select appears. Pressing the R key cycles through the sequence R1 → R2 → R3 → R4 → R1... (in the case that four recorders are set).

Notes

- If you press the R key while a device other than a recorder is selected, R1 is normally selected. However, when “SELECT R1 AFTER” included in the KEYBOARD area of the setup menu is set to “ANY KEY,” R1 is always selected on condition that any key other than the R key has been

pressed before pressing the R key, even when a recorder other than R1 has been selected.

For details, see “Keyboard Settings” on page 455 in Chapter 6.

- Whichever recorder is selected, the keytop LED of the R key lights.
- The function that selects a recorder (R2 to R4) can be assigned to any key that is available.

For details, see “Keyboard Assignment” on page 515 in Chapter 6.

To select all recorders

Press the ALL R (CTRL+R) key.

The keytop LED of the R key lights, and the recorder / source data display recorder ID shows “R1,” with a highlighted asterisk (“*”).

To make simultaneous recorder and source selections

- 1 In the case of a single recorder, first display the desired recorder ID.
- 2 Hold down the SHIFT key, and press the monitor/source select keys corresponding to the desired recorder or additional source(s).

The keytop LED of the last pressed key lights, and an asterisk (“*”) appears to the left of the relevant recorder / source data display source ID.

Note

The sequence of the recorder and source selection is not significant. However, if you want to select a single recorder and other source(s) simultaneously, if you select the source(s) first, it may not be possible to select the desired recorder. Basically, it is recommended to select the recorder first.

About the Special Actions and Screen Indications in Operations Using Multiple Recorders

This section describes the special actions and screen indications when using multiple recorders.

IN point, OUT point, and duration indications

The data for R1, being the reference recorder, appears.

Position and status indications

The timecode and status of the selected recorder appears.

Action of various MARK key operations

The MARK IN key, MARK OUT key, MSPLT IN key, MSPLT OUT (SHIFT+MSPLT IN) key, and MARK CNST key operate as follows.

- When R1 is selected, the keys have their normal actions.
- When any of R2 to R4 is selected, the selected recorder timecode is read. A reference value (R1 timecode) is then calculated from the offset set for that recorder, and the setting is made corresponding to the key pressed. When the reading source device IDs are displayed, all appear as “R.” However, for the user’s bits, the data for the selected recorder appears.

Action for device control operations (excluding GO TO/PREROLL)

The currently selected recorder only is the target of control. However, if all recorders are selected by pressing the ALL R (CTRL+R) key, then all recorders are the target of control.

Action for cueing operations (GO TO/PREROLL)

Regardless of the currently selected recorder, all recorders are cued up. The cueing position reference is always R1.

Action during preview, recording, or review

All recorders always operate with the R1 timecode as reference. The recorder selected on the preview bus during preview, recording, or review becomes R1.

Condition settings for each device (AUX menu)

The settings except for temporary crosspoint are common to all recorders (Note that the temporary crosspoint (TEMP XPT) can be set for R1 only.) and only “R” appears in the popup windows displayed from the AUX menu. There is, however, the following difference:

- Synchronization precision setting (SYNC GRADE)
Operations may differ for each recorder. Operations begin according to the precision setting, but if one or more recorder fails to synchronize, that recorder switches the synchronization precision down by one grade.

Action during pre-read editing

During preview or recording, pre-read editing is set for all the recorders.

Live Editing

Carrying Out Fly Editing

Fly editing is a function to create edit data (an EDL) by using the monitor/source select keys only while playing multiple sources recorded by the multi-camera at the same time.

Fly editing can be carried out for master preview or recording.

Note

“BACK GROUND REC,” “LIVE PREVIEW,” and “BUTT EDIT” settings included in the EXECUTION area of the initialize menu do not affect the execution of fly editing.

Preparations for fly editing

Perform the following procedure to make settings for the new edit from which the fly editing starts.

1 Specify the edit mode.

During fly editing, the selected edit mode is effective and the edit mode cannot be changed.

Notes

- When assemble mode is selected, fly editing using master preview cannot be carried out.
- When first edit mode is selected, fly editing cannot be carried out.

2 Specify the effect type.

Effect types applicable for the new edit from which the fly editing starts are cut, mix (including SUPER MIX and NAM), and wipe.

When other effect type is selected, fly editing cannot be carried out.

3 Select the sources.

Select the sources necessary for selected effect type. Then, select all the sources involved in the edits to be created.

Note

While fly editing is carried out, you cannot add any other sources.

4 Set the edit points.

Set the IN point for all the sources and the recorder used for the fly editing.

Notes

- If a split OUT point is set, fly editing cannot be carried out.
- When the OUT point is set for the recorder, fly editing ends at the time the OUT point is reached. The recorder OUT point calculated from the recorder IN point and the duration can also be used.
- At the start of fly editing, IN points on the sources used for the first edit, all the sources involved in the edits to be created with fly editing, and the recorder are cued up. If an IN point is not set on either device, fly editing is canceled.

5 Make other necessary settings.

If necessary, make settings such as the initial speed of the devices and split IN point setting (only for the first edit).

Notes

- While fly editing is carried out, initial speed settings for the devices are maintained. Manual override can also be used. If so, IN points for the edits stored to the EDL are calculated from the initial speed and time track function.
- When the temporary recorder or effect register (a switcher event, mixer event, DMC event, video process, or color corrector) has been set for an edit, fly editing cannot be started.

To start fly editing

Press the LIVE EDIT (CTRL+PREVIEW) key.
“SELECT FUNCTION” appears in the dialog area.

The function menu changes as follows.

F1	F2
FLY (PVW)	FLY (REC)

Depending on the operation you want, perform one of the following procedures:

To carry out fly editing while previewing

Press the F1 (FLY (PVW)) key.

“PREVIEW (FLY)” appears at the left of the dialog area.

Each function key is assigned with the function to select a source that is selected in “Preparations for fly editing” on page 224.

The order in which the source selection function is assigned to the function keys (F1 to F10) are as follows: player (P) → keyframes (effect) on the DME (DME) → keyframes (effect) on the switcher (ME) → keyframes (effect) on the switcher (PP) → keyframes (effect) on the switcher (US) → frame memory (FM) → auxiliary source (AUX) → color signal (CB) → black signal (BLK)

To carry out fly editing while recording

Press the F2 (FLY (REC)) key.

“PREVIEW (REC)” appears at the left of the dialog area.

Each function key is assigned with the function to select a source as described in “To carry out fly editing while previewing” above.

Note

When the TRANS (SHIFT+SCRPF) key has been pressed and “(TRANS)” is displayed in the dialog area, or when the OUT key has been pressed and “(OUT)” is displayed in the dialog area, “(TRANS)” or “(OUT)” is cleared when you press the F1 (FLY (PVW)) key or the F2 (FLY (REC)) key to start fly editing.

To store the edit while fly editing is taking place

- 1 Specify the effect type of the edit to be created next.

Selectable effect types are cut and mix (except for SUPER MIX and NAM).

When you do not specify the effect type, cut is automatically specified. When you select mix, the transition time that has been specified by the time fly editing starts is set. If transition time has not been specified, it is set to 1:00 (default value). Transition time cannot be changed during fly editing.

- 2 Select the sources of the edit.

Press the monitor/source select key or the function key at the point where you want to change the source.

When the key is pressed, the OUT point of the edit currently being created is set and the edit is stored to the EDL. The IN point of the new edit is calculated by the time track function.

Pressing the STORE (CTRL+7)* key at this time does not register the edit to the EDL. The edit can be stored to the EDL only when the source that was selected before the start of fly editing is selected.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

To finish fly editing

Press the ALL STOP key.

The edit that is being created when the key is pressed is not stored to the EDL.

To cancel fly editing while recording

Press the REC ON/OFF key (MKS-8050: REC OFF key).

The edit that is being created when the key is pressed is stored to the EDL, and then fly editing is canceled.

About the source change

The timing when the source change becomes possible is determined by the specified effect type and the split IN point setting.

When cut is specified for the effect type, the source can be changed after passing the IN point.

When mix is specified for the effect type, the source can be changed after passing the transition end point.

When the split IN point is set, the source can be changed after passing the last split timing.

After the source is changed, the new source is used as the cut source when cut is specified for the effect type. When mix is specified for the effect type, the new source is used as the TO source and the source before the change is used as the FROM source.

About the edit creation

When the cut edit is executed, new edit is created even if the cut source is selected again by pressing the monitor/source select key or the function key.

When the mix is selected for the effect type of the next edit while the mix edit is being executed, new edit is not created if the TO source of the mix edit being executed is selected again by pressing the monitor/source select key or the function key.

The recorder can be selected as a source, but the edit is not created.

The field property of the IN point of the edit created by fly editing is determined by “FIELD EDITING” setting included in the SYSTEM area of the initialize menu.

Notes**(On the operation of the device that is in master-sub relationship with another device while fly editing is taking place)**

- When the master device has been selected as a source before the start of fly editing, the sub device follows the movement of the master device.
- When the sub device is selected as a source before the start of fly editing, the master device does not follow the movement of the sub device.
- When “M/S SOURCE STORE” included in the EDL area of the initialize menu is set to “ON,” master and sub devices are registered as the additional sources only if the master device is selected as a edit source and the edit is stored to the EDL. However, if the master device has been selected as an additional source before the start of fly editing, the edit points of the sub device are set according to the relationship between the edit points of the master device.
- While fly editing is taking place, master and sub device settings cannot be changed and the master-sub relationship at the start of fly editing is maintained.
- When the master device has been selected as an additional source before the start of fly editing, the sub device follows the movement of the master device.

Utilizing Various Useful Functions for Editing

This section describes the following useful functions for editing.

- Setting multiple device IN points in a single operation, based on the sync time setting
- Saving and recalling timecodes and other data using constant registers
- Clearing all data from an edit data page in a single operation
- Calculating the timecode

Setting IN Points Based on the Sync Time

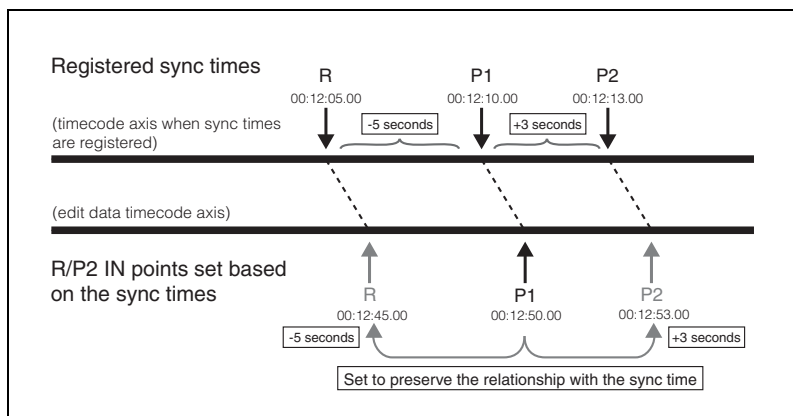
By registering the relative positioning of timecodes across multiple devices as the sync time, you can specify an IN point on the device you want to be the reference, and automatically set the IN points on other devices based on the sync time.

Example using sync time

The following example shows how the R and P2 IN points are set automatically based on the sync times already registered for R, P1, and P2, when only the P1 IN point is set in the edit data.

Registered sync time		P1 IN point only set		Automatically set IN Points for R/P2	
	IN		IN		IN
R	00:12:05.00	R	(not set)	R	00:12:45.00
P1	00:12:10.00	P1	00:12:50.00	P1	00:12:50.00
P2	00:12:13.00	P2	(not set)	P2	00:12:53.00

This can be illustrated schematically as follows.



Note

To set the IN points based on the sync times, the sync times must be registered in advance for both the reference device and the target devices. You can use the AUX menu SYNC TIME popup window, or the operation described below to perform sync time registration.

For details of the sync time registration operation using the AUX menu, see “Sync Time Settings” on page 527 in Chapter 6.

For details of the sync time registration operation, see the later section, “To register the current timecode as the sync time” on page 231.

To set the IN points based on the sync times

1 From the devices for which a sync time is registered, set the IN point on the device you want to be the reference.

2 Press the SY-TIME (CTRL+SET IN) key.

“RECOVER SYNC TIME, SELECT REFERENCE SOURCE AND PRESS [ENTER]” appears in the dialog area and the function menu changes as follows.

F1	F2
RECOVER	STORE

- 3 Use the monitor/source select keys to select the device you want to be the reference (the device for which you set the IN point in Step 1).

The “>” cursor flashes at the left of the IN point on the devices on which a sync time is registered (except the device specified as reference).

- 4 Press the ENTER key.

The dialog area message disappears, and the IN point is set on all devices with a sync time registered (except the device specified as reference).

To register the current timecode as the sync time

- 1 Set the IN point for all devices on which you want to register a sync time.

You can register a sync time for devices R, and P1 to P12.

- 2 Press the SY-TIME (CTRL+SET IN) key, then press the F2 (STORE) key.

“STORE SYNC TIME, SELECT SOURCE AND PRESS [ENTER]” appears in the dialog area.

- 3 Using the monitor/source select keys, select all devices for which you want to register the sync time.

The “<” cursor flashes at the left of the IN point on the corresponding devices.

- 4 Press the ENTER key.

The dialog area message disappears, and the IN points of the specified devices are registered as the respective device sync times.

An undefined device sync time is displayed as “UNDEFINED.”

Note

With this method, it is possible to simultaneously register sync times for multiple devices. On the other hand when setting sync times using the AUX menu, it is only possible to register one device sync time at a time. Note that when setting sync times using the AUX menu, it is also possible to enter the timecode as a numeric value.

For details of the operations for registering sync times using the AUX menu operation, see “Sync Time Settings” on page 527 in Chapter 6.

Sync Play and Lip Sync Adjustment

Two or more VTRs can be synchronized toward the one of the following target points, then playback automatically starts to that point (sync play).

- IN point
- OUT point
- Starting point of effect (transition start point of A/B roll editing)

While automatic playback to the target point is taking place, synchronization can be carried out manually in units of frame (lip sync adjustment).

About the devices on which sync play and lip sync adjustment can be carried out

Sync play and lip sync adjustment can be carried out on VTRs (R and P1 to P12) only.

To perform sync play and lip sync adjustment

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

- 1 Press a monitor/source select key to specify the VTRs you want to perform sync play and lip sync adjustment.

Depending on the target point of sync play, carry out one of the following operations.

Target point	Operation
IN point	Proceed to Step 3.
OUT point	Press the OUT* key.
Starting point of effect	Press the TRANS (SHIFT+SCRPD)* key.

Depending on the target point of sync play, one of the following messages appears in the dialog area.

Target point	Message
OUT point	(OUT)

Target point	Message
Starting point of effect	(TRANS)

Note

When CUT or MAN is selected as the effect type, the target point is set to IN point even if the target point is set to the starting point of effect.

2 Press the SYNC PLAY* key.

Synchronization toward the target point starts.

To cancel synchronization:

Press the ALL STOP key.

When synchronization on all selected VTRs has finished, the FRAME BUMP popup window appears and the function menu changes as follows.

F1
TRIM IN

3 While monitoring video and audio and switching among the VTRs by pressing the monitor/source select keys, use the following keys to synchronize the timing.

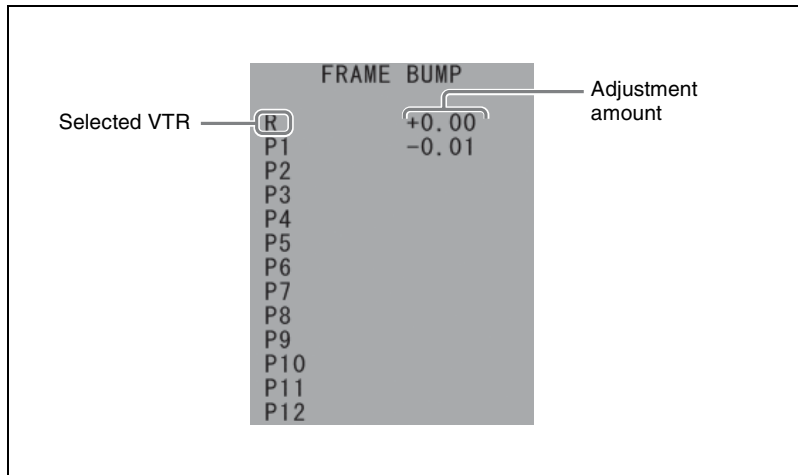
PLAY+ (SHIFT+FF) key: Advances the selected VTR by 1 frame.

PLAY- (SHIFT+REW) key: Delays the selected VTR by 1 frame.

VTR switching and timing synchronization can be carried out as many times as necessary.

About adjustment amount indication:

The amount of lip sync adjustment is shown for the VTR(s) which is not currently selected by the monitor/source select key. For example, while lip sync adjustment is carried out for R and P1 and the PLAY+ (SHIFT+FF) key is pressed once while R is selected, adjustment amount for P1 changes as shown in the FRAME BUMP popup window below.



If you then select P1 instead of R, adjustment amount of P1 changes to “+0.00” and adjustment amount of R changes to “+0.01.”

4 Press the F1 (TRIM IN) key.

Adjustment amount is reflected to the IN point of the VTR(s) except for the currently selected VTR. Adjustment amount shown in the FRAME BUMP popup window is reset.

When the OUT point or starting point of effect is the target point, adjustment amount is not reflected to the VTRs to which the IN point is not set.

5 If necessary, repeat Steps 3 and 4.

To finish lip sync adjustment

Press the RET (SHIFT+ENTER)* key.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

To stop the VTR playback

Press the ALL STOP key.

Sync play and lip sync adjustment conditions

Sync play and lip sync adjustment are carried out according to the following conditions.

- Sync play and lip sync adjustment are not carried out for the VTR to which IN/OUT point or effect starting point is not set, or none of those points can be calculated using other edit points.
- Sync play and lip sync adjustment are not carried out for the VTR whose sync grade is set to “PLAY” or “MANUAL.”
- When only one VTR is selected, sync play is carried out. However, lip sync adjustment does not take place.
- Sync play is carried out for the VTR whose initial speed is set. However, amount of the lip sync adjustment is not shown for that VTR.

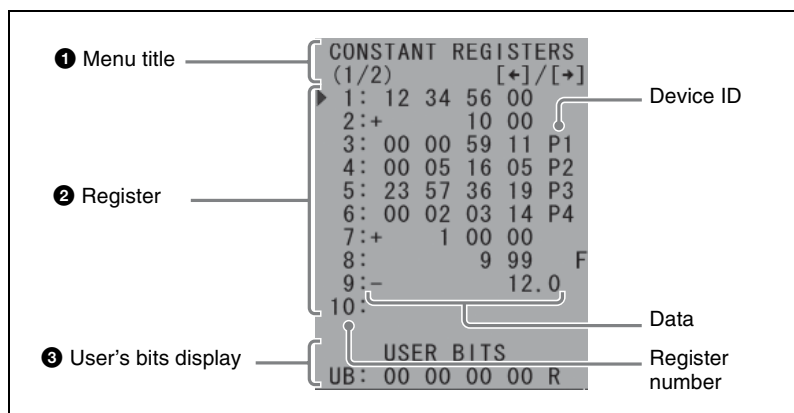
Using Constant Registers

The constant registers are an extension function of the scratchpad. There are ten register for holding data values, each used in exactly the same way as the scratchpad. The difference from the scratchpad is that you can save data in each register.

For details of the scratchpad, see “About the scratchpad” on page 24 in Chapter 1.

CONSTANT REGISTERS popup menu

You use constant registers by displaying the following CONSTANT REGISTERS popup menu. The function of each part of this popup menu is described below.



❶ Menu title

The CONSTANT REGISTERS popup menu has two screens: “(1/2)” appears on the title line on the first screen, “(2/2)” appears on the second screen. The first screen includes the ten registers, and the second screen includes five “last marks” (the five most recent timecode settings made by pressing the MARK IN key and so on).

❷ Register contents (register number, data, device ID)

Each of the ten registers is displayed on a single line. The register number and currently stored contents are displayed for each register. When the register is read from data in an edit data page, the source device ID appears at the end. The timecode of the data whose field property is set to field 2 is highlighted.

❸ User’s bits display

When a timecode value read by pressing the MARK CNST key includes a user’s bits value, this data is displayed together with the device ID. This data is simply displayed, and cannot be used.

To save data in a constant register

For each constant register, you can directly enter a numeric value, or read a value (edit point, duration, etc.) from an edit data page. Whether entered directly or read in, data is retained until overwritten by a new value.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

❶ Press the CNS-R (SHIFT+0)* key.

The first screen (1/2) of the CONSTANT REGISTERS popup menu appears.

Note

If the second screen (2/2) is currently displayed, use the ← (CTRL+4)* and → (CTRL+6)* keys to switch to the first screen.

❷ Use the ↑ (CTRL+8)* and ↓ (CTRL+2)* key to move the “►” cursor to the position of the register where you want to save the data.**❸** Carry out either of the following operations.

To enter data directly:

- 1) Using the numeric input keys, directly enter the numeric value you want to save.

The acceptable numeric values are same as for the scratchpad.

Note

It is not possible to set a user's bits value in the constant register. Therefore, hexadecimal digits A to F cannot be entered.

- 2) Press the ENTER key.

Reading a value from an edit data page:

- 1) Use the monitor/source select keys to select the device holding the data you want to read.
- 2) Depending on the data you want to read, press the following keys.

Desired data	Operation
Current position timecode of specified device	Press the MARK CNST key.
IN point timecode of specified device	Press the BACK IN (SHIFT+SET IN) key.
OUT point timecode of specified device	Press the BACK OUT (SHIFT+SET OUT) key.
Duration of specified device	Press the BACK DUR (SHIFT+SET DUR) key.
Underline position data in the EDL scrolling display	Press the BAK SCR (CTRL+SET DUR) key.

The data corresponding to the key pressed is read in, and the device ID that the data was read from is appended to the end of the data.

Notes

- When reading the underline position data from the EDL scrolling display, the device specification operation is not required.
- The operation of moving the underline position in the EDL scrolling display must be carried out while the CONSTANT REGISTERS popup menu is not displayed.
- Data read from the edit data page by pressing the BACK IN (SHIFT+SET IN)/BACK OUT (SHIFT+SET OUT) keys holds the same field property (*page 208*) as the original IN/OUT points and does not change according to field property setting in the scratchpad area.

For details of the EDL scrolling display, see “EDL Scroll Display” on page 354 in Chapter 5.

- 4** Repeat the operations of Steps **2** and **3** as required.
- 5** Press the RET (SHIFT+ENTER)* key to close the CONSTANT REGISTERS popup menu.

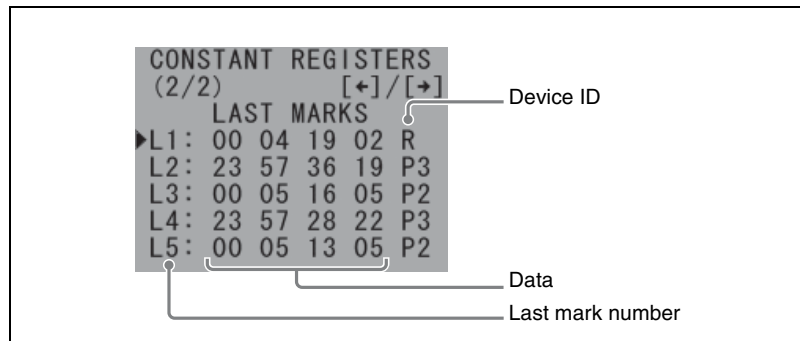
To erase the content of a specified register

In Step **3**, if you press the CLEAR* key, the content of the currently specified register is erased.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

About last marks

Of the device timecode values obtained by key operations with the MARK IN key, MARK OUT key, MSPLT IN key, MSPLT OUT (SHIFT+MSPLT IN) key, or MARK CNST key, the most recent five values are saved as “last marks.” The last marks appear on the second screen of the CONSTANT REGISTERS popup menu. The displayed information is basically the same as that for the register, except that the number is preceded by an “L” indicating “last mark.”



Data saved as a last mark can be used in the same way as data saved to a register.

To use the data from constant registers

You can use the value saved in a constant register, in the same way that you use a value entered in the scratchpad for a particular setting value, such as an IN point or OUT point. While the CONSTANT REGISTERS popup menu is opened, the scratchpad is disabled, and the currently specified register (or last mark) takes the place of the scratchpad.

For example, perform the following procedure to set the IN point on the specified device using a constant register value.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1** Use the monitor/source select keys to select the device for the operation.
- 2** Press the CNS-R (SHIFT+0)* key to display the CONSTANT REGISTERS popup menu.
- 3** If required, use the ← (CTRL+4)* and → (CTRL+6)* keys to switch to the first screen or second screen.
- 4** Use the ↑ (CTRL+8)* and ↓ (CTRL+2)* keys to move the “▶” cursor to the register number (or last mark number) whose value you want to use.
- 5** Press the SET IN key.

This saves the value from the register (or last mark) specified in Step 4 as the duration for the specified device, and closes the CONSTANT REGISTERS popup menu.

To end constant register operations and to return to the previous screen

Press the RET (SHIFT+ENTER)* key.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Using Device Constant Registers

The registers are provided to store one item of data for each individual device. These registers are referred to as the device constant registers.

The device constant registers can be used with all devices individually. However, recorders share one device constant register, even when multiple recorders are specified.

The contents of the device constant registers remain after closing the EDL, but they are cleared when the switcher system is restarted.

Note

In order to use the “STORE CNST” and “RECAL CNST” functions, they must first be assigned to any available keys.

For details, see “Keyboard Assignment” on page 515 in Chapter 6.

The keys to which the “STORE CNST” and “RECAL CNST” functions are assigned are referred to as the “STORE CNST key” and “RECAL CNST key,” hereafter.

To save the data in the device constant register

1 Use the monitor/source select keys to select the device to whose device constant register you want to save data.

2 Press the STORE CNST key.

The value displayed in the scratchpad (including the selected constant register) is read into the device constant register of the device that is currently selected.

When multiple devices are selected, the value is read into the device constant register of the device selected the last.

To recall the data from the device constant register

1 Use the monitor/source select keys to select the device from whose device constant register you want to recall data.

2 Press the RECAL CNST key.

The data saved to the device constant register of the device that is currently selected is recalled to the scratchpad (including the selected constant register).

When multiple devices are selected, the data is recalled from the device that is selected the last.

Note

When no data is stored to the device constant register of the selected device, the value displayed in the scratchpad area is cleared.

To clear the contents of a device constant register

While no value is displayed in the scratchpad area, select the device whose device constant register contents you want to clear. Then, press the STORE CNST key.

Clearing the Data of All Edit Data Pages

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1** If a message is displayed in the dialog area, press RET (SHIFT +ENTER)* key to clear the message.
- 2** Press the CLR ALL (CTRL+CLEAR)* key.

This sets the edit data page to the following state.

Item	State
IN points, OUT points, durations, initial speed, color corrector setting, pre-read editing setting, settings of events, master/sub setting, and temporary crosspoint settings of all sources and the recorders	All are cleared.
Effect type	Cut
Source	P1 is set.
Total time	Not displayed.
Edit mode	Original selected state is maintained.
Frame control mode	System setting is restored.

To restore cleared data

Press the LASTX key.

However, all items except IN points, OUT points, durations, initial speed, and master/sub setting are not restored.

For details, see “Using the LAST X Buffer (Returning to Previous Edit Point Settings)” on page 112.

Note

Edit data that is already stored to the EDL can be obtained by recalling that edit.

Using the PF Keys

You can program any of the PF (programmable function) keys with a sequence of operations. Then, pressing the programmed PF keys executes the sequence of operations. Up to 20¹⁾ sequences each of which can contain up to 100 steps of operations can be labeled and registered. It is also possible to include a reference to one PF key in the operations registered to another, and to register the PF key operations to that PF key itself in order to repeat the programmed operations.

The PF key settings are contained in the initialize menu and can be stored to system HDD and external USB storage device and can be recalled from the HDD or the storage device.

When you initialize the PF key settings by performing initialize menu operation, the sequences registered to all PF keys are cleared.

For details, see “Initializing the Settings” on page 473 in Chapter 6.

1) In the case of the MKS-2050, functions are assigned to 10 PF keys at the factory, while functions can be assigned to the 10 remaining keys by using the initialize menu.

For details, see “Keyboard Assignment” on page 515 in Chapter 6.

The keys used to program the PF keys and their functions are described below.

DISP PF key: Shows the list of PF key labels.

LEARN PF (SHIFT+DISP PF) key: Programs the PF key with a sequence of edit operation.

PGM PF (CTRL+DISP PF) key: Programs the PF key without carrying out the actual edit operation, or edits the programmed steps.

To display the list of PF key labels

Pressing the DISP PF key displays the popup window of PF key labels.

Labels			Number of steps that have been registered
	12345678		
PF1	Load	EDL	003
PF2	Save	EDL	004
PF3	Setting1		018
PF4	Setting2		025
PF5	Test1		077
PF6	Test2		064
PF7			039
PF8	Test3		
PF9			
PF10			
PF11			
PF12			
PF13			
PF14			
PF15			
PF16			
PF17			
PF18			
PF19			
PF20			

While the popup window is displayed, press the DISP PF key to turn off the window. The popup window also disappears when a message appears in the dialog area, the function menu appears, or another popup window appears.

To program a PF key with a sequence of actual edit operation

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1 Press the LEARN PF (SHIFT+DISP PF) key.

The popup window of PF key labels appears and the following message appears in the dialog area.

LEARN PF: SELECT PF KEY

- 2 Press the PF key to which the operations to be registered.

The message in the dialog area changes as follows.

LEARN PF: ENTER LABEL

To cancel the programming without entering the label:

Press the RET (SHIFT+ENTER)* key.

3 Enter the label and press the ENTER key.

Up to eight alphanumeric characters can be entered. You can press the ENTER key without entering the label.

After the ENTER key is pressed, the popup window of PF key labels disappears and the following status indication appears at the lower left of the recorder/source data display (or above “F1” in the function menu if the edit screen is not displayed).

PF key number Number of steps of operation to be registered
 (000 to 100)
 LEARN PFnn:mmm

If the selected PF key has already been programmed with functions, number of steps that have been registered appears instead of number of steps to be registered.

To cancel the operation without registering the functions:

Press the LEARN PF (SHIFT+DISP PF) key. If you cancel the operation at this time, functions that have already been programmed resume. However, the label is updated if it is entered.

4 Press the keys corresponding to the functions to be registered.

The functions that have been registered to the PF key are cleared. Indication of number of steps of operations to be registered increases as you press the keys.

Note

A press of a PF key in Step **4** is also registered as a step of operations.

5 Press the LEARN PF (SHIFT+DISP PF) key.

Programming of the key operations finishes.

Notes

- The DISP PF key, LEARN PF (SHIFT+DISP PF) key, and the PGM PF (CTRL+DISP PF) key cannot be registered to the PF keys.
- When the number of steps of operation to be registered exceeds 100, a beep sounds. The 101st step and after cannot be registered.

- When the system is in text input mode, the popup window of PF key labels cannot be displayed and you cannot perform operations to be registered. Whenever the system enters text input mode, you cannot finish the programming until text input mode is canceled.
- Registration cannot be canceled in Step 4.

To repeat the programmed operations

In Step 4, press the same PF key as the one pressed in Step 2. When the programmed PF key is pressed, the sequence of operation is carried out repeatedly. Note that the operations registered after the PF key is pressed in Step 4 will not be carried out. The sequence of operations is repeated until the ALL STOP key is pressed.

To program a PF key without carrying out the actual edit operation

In the procedure below, the PF key can be programmed by using a list of programmed key operations (events) without carrying out the actual edit operation. Also, key operations programmed to a PF key (events) can be edited.

Notes

- Unlike the procedure described in “To program a PF key with a sequence of actual edit operation” on page 243, only the key presses are programmed as the events, not the operation or display in the edit screen produced by the key presses. For this reason, when a PF key is pressed to carry out the programmed events, the operation that results may differ depending on the function menu displayed at the time, especially when a function key operation is one of the events.
- When the operation of a SHIFT+function key is programmed, the corresponding function appears as “SHIFT+Fn” in the list of events. When carrying out the event by pressing the PF key, the operation that results may differ depending on the contents of the function menu. When a function is assigned with the SHIFT+function key, the function name is displayed in the list.
- A PF key can be programmed with other PF keys and even the same PF key itself. However, the operations programmed to CTRL+function key (PF1 key to PF10 key as the factory setting) cannot be programmed to a PF key. In order to program an operation that is programmed to CTRL+function key, carry out the procedure in “To program a PF key with a sequence of actual edit operation” on page 243 or assign the

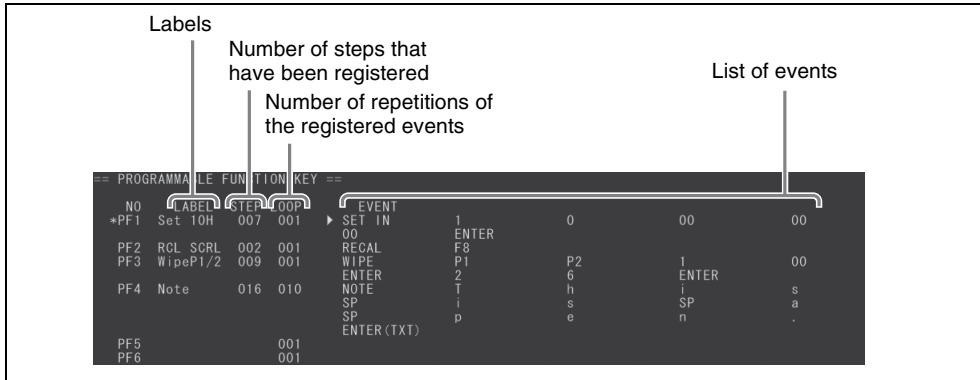
function that you want to program to another key in advance (*page 515*), and then program that keypress.

To start programming a key operation

1 Press the PGM PF (CTRL+DISP PF) key.

A list of events programmed to all the PF keys appears in the operating screen and the following message appears in the dialog area.

PGM PF: PRESS KEYS OR SELECT FUNCTION ([PGM PF] IN NORMAL MODE FOR RETURN)



The function menu changes as follows.

CTRL+F1	CTRL+F2	CTRL+F3	CTRL+F4	CTRL+F5
UP ↑	DOWN ↓	LEFT ←	RIGHT →	INSERT
CTRL+F6	CTRL+F7	CTRL+F8	CTRL+F9	CTRL+F10
DELETE	DEL AFTER	TEXT/NORM	LABEL	LOOP

2 Use the following keys to move the “►” cursor to the position where you want to add, replace, insert, or delete an event in the list.

Keypress	Function
CTRL+F1 (UP ↑)	Moves the cursor to the line above.
CTRL+F2 (DOWN ↓)	Moves the cursor to the line below.
CTRL+F3 (LEFT ←)	Moves the cursor to the previous event.

Keypress	Function
CTRL+F4 (RIGHT →)	Moves the cursor to the next event.

To add or replace an event

- 1 Carry out one of the following.

To add an event to the list:

Move the “▶” cursor to the last (undefined) event of the PF key to which the operation will be added.

To replace an event in the list:

Move the “▶” cursor to the PF key event to be replaced.

- 2 Perform the key operations to be added or used as the replacement.
The “▶” cursor moves to the next event.

To insert a new event in the list

- 1 Move the “▶” cursor to the position in the PF key at which the new event will be inserted.
- 2 Press the CTRL+F5 (INSERT) key.
The cursor changes to “▶◀.”
- 3 Perform the key operations to be inserted as the new event.
The key operations are programmed and stored at the “▶◀” cursor position, and the cursor reverts to “▶” and moves to the next event.

To delete an event from the list

- 1 Move the “▶” cursor to the event registered to the PF key that you want to delete.
- 2 Press the CTRL+F6 (DELETE) key.
The selected event is deleted.

To delete all the events located at the cursor and below at one time:

Press the CTRL+F7 (DEL AFTER) key.

To enter a comment or a reel name for an edit

Press the CTRL+F8 (TEXT/NORM) key to select text input mode.

When text input mode is selected, ">TEXT MODE<" appears on the second line of the dialog area.

When you finish the text input, press the CTRL+F8 (TEXT/NORM) key to cancel text input mode.

To enter a label for a PF key

* The key allocation on the MKS-8050 is different. See "Key Function List" on page 564 of the appendix.

- 1** Move the "►" cursor to any event registered to the PF key that you want to label.
- 2** Press the CTRL+F9 (LABEL) key.
"ENTER LABEL" appears on the first line of the dialog area.
- 3** Enter the label of the PF key in the scratchpad area, and then press the ENTER key.

To cancel the labeling of a PF key:

Press the RET (SHIFT+ENTER)* key.

To set the number of repetitions of an event programmed to a PF key

* The key allocation on the MKS-8050 is different. See "Key Function List" on page 564 of the appendix.

- 1** Move the "►" cursor to the event registered to a PF key that you want to repeat.
- 2** Press the CTRL+F10 (LOOP) key.
"ENTER NUMBER OF LOOP TIMES (1-999)" appears on the first line of the dialog area.
- 3** Enter the number of repetitions within a range of 1 to 999 in the scratchpad area, and then press the ENTER key.

To cancel setting the number of repetitions of the event programmed to a PF key:

Press the RET (SHIFT+ENTER)* key.

To finish programming the key operation

Press the PGM PF (CTRL+DISP PF) key.

Notes

- A keypress on the DISP PF key, LEARN PF (SHIFT+DISP PF) key, or the PGM PF (CTRL+DISP PF) key cannot be programmed to a PF key.
- When the 100th event has been programmed to a PF key, a beep sounds.
- When text input mode is selected, programming cannot be finished until text input mode is canceled.

To carry out the operations programmed into the PF key

Press the PF key with which the sequence of operations are programmed.

While the programmed sequence is taking place, the following status indication appears at the lower left of the recorder/source data display (or above “F1” in the function menu if the edit screen is not displayed).

PF key number PF key label
 | |
 PFnn:ABCDEFGH

PF key number and the label indications disappear when the last step of the sequence finishes.

To cancel the operations programmed into the PF key

Press the ALL STOP key.

When the operation being performed at the point when the ALL STOP key has been pressed finishes, PF key operation is canceled.

About the difference between PF key operation and normal operation

- PF key can be programmed with the invalid key operation. For example, when the SETUP key is pressed while previewing operation is carried out, the setup menu does not appear. However, during PF key operation, the setup menu appears after preview finishes.
- When one valid key operation is registered while another operation is in progress, the registered operation is carried out after previous operation finishes in PF key operation. For example, in normal operation, when the PREVIEW button is pressed while preview is taking place, preview is canceled and then starts over again. However, during PF key operation, the preview starts again after preview finishes.

- PF key operation can be interrupted by normal key operation or another PF key operation. PF key operation resumes and continues after interrupting operation finishes. However, depending on the circumstances, operation may lead to results different from the PF key operation without interruptions.

Calculating the Timecode

The following types of calculation can be carried out.

Calculation	Explanation
Addition	timecode + duration = timecode
Subtraction	timecode – duration = timecode
Multiplication	duration × integer = duration
Division	duration ÷ integer = duration (or duration ÷ duration = integer)

To calculate the timecode

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

- 1 Press the ARITH (SHIFT+F/TC) key.

The TC CALCULATION popup window appears in the display.

- 2 Using the numeric keys and the BACK key, enter the timecode or the duration in the scratchpad area.

When performing division (duration ÷ duration), press the . (CTRL+0)* key to display the decimal point before proceeding to Step 3.

- 3 Enter the symbol for the calculation to be performed.

Calculation	Press
Addition	+ key
Subtraction	– key
Multiplication	* (CTRL+“+”)* key
Division	/ (CTRL+“–”)* key

The value entered in Step 2 appears on the first line of the popup window, and the calculation symbol and the type of value to be entered in Step 4 appear on the second line.

- 4** Using the numeric keys and the BACK key, enter the duration or integer for the respective calculation in the scratchpad area.

To perform another calculation

Repeat Steps 3 and 4.

Each time these steps are done, the results are displayed on the first line of the popup window and the scratchpad area.

To redo the calculation from the start

Press the ARITH (SHIFT+F/TC) key.

- 5** Press the ENTER key.

The value entered in Step 4 is displayed on the second line of the popup window and the calculation results are displayed on the third line and in the scratchpad.

To cancel the timecode calculation

Press the RET (SHIFT+ENTER)* key or display another dialog or menu.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

Notes

- Drop frame mode and non-drop frame mode of the entered timecode are treated as follows.
 - Timecodes and durations entered using the numeric keys are handled in accordance with the system setup.
 - Timecodes and durations entered using the BACK IN (SHIFT+SET IN) key, BACK OUT (SHIFT+SET OUT) key, BAK SCR (CTRL+SET DUR) key, BACK AUX key, or RECAL CNST key and the calculation results are handled in accordance with the frame mode of the original data.
 - Timecodes and durations entered using the BACK DUR (SHIFT+SET DUR) key are handled in accordance with the system setup.
- When a timecode or duration is entered in frame units, it is displayed in the format of “hours:minutes:seconds:frames.”
- The results of the calculation duration ÷ integer are shown in frame units, with fractions of a frame discarded.
- The results of the calculation duration ÷ duration are shown in integers, with fractional values discarded.
- In timecode calculation, field property (page 208) of the timecode is ignored.

Chapter 4 Event Settings

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Making GPI Event Settings

This section describes how to use the GPI popup menu for GPI event settings, and how to enable and disable individual GPI ports.

Note

In this Chapter, GPI events are referred to either as “GPI events” or simply as “events.”

Overview

Using GPI ports, you can control external devices that cannot be controlled through the 9-pin remote interface. A GPI event is the information that defines this control. You can set GPI events independently for each edit and for each GPI port.

This software can control up to of 32 GPI ports, and eight GPI events can be assigned to each port.

Note

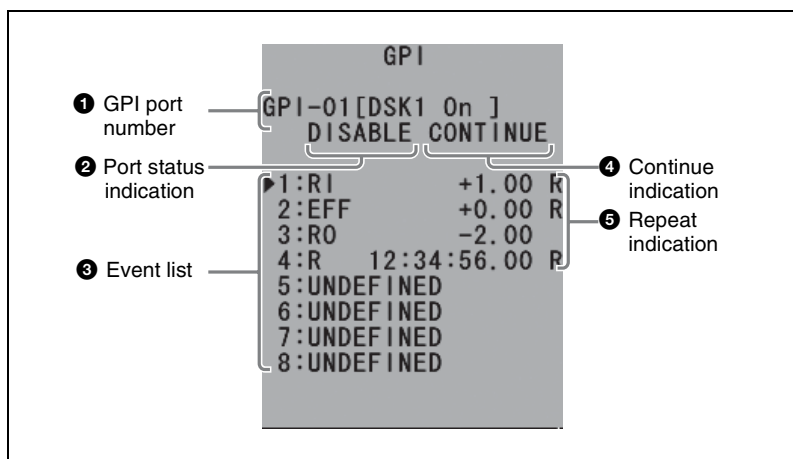
(GPI port settings)

For each GPI port, the port name and reaction time settings are made in the Initialize menu, described in Chapter 6.

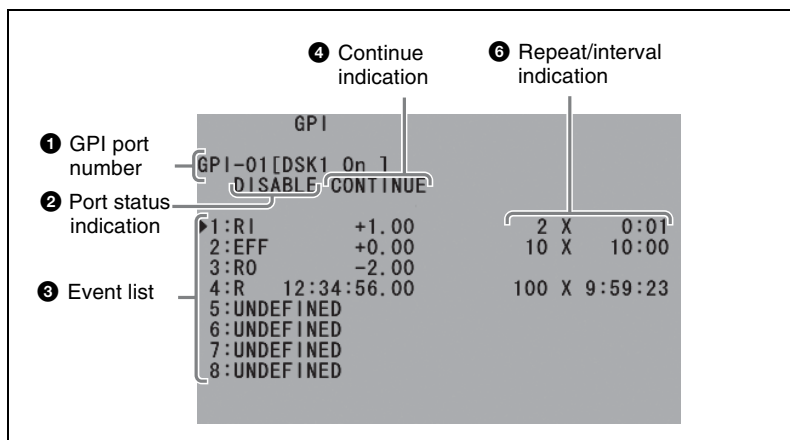
For details, see “GPI Port Settings” on page 498 in Chapter 6.

About the GPI popup menu

When you press the GPI key, the following GPI popup menu appears.



When you press the F3 (ATTRIBUTE) key after pressing the F10 (-- 1 --) key of the function menu, the GPI popup menu changes as follows.



❶ GPI port number

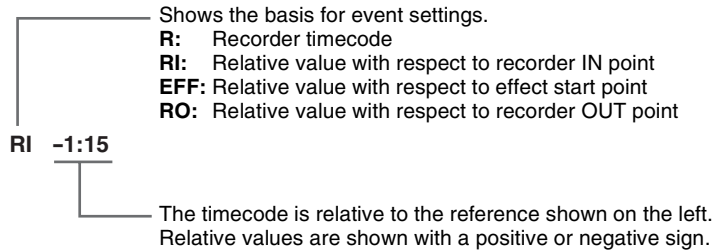
This is the currently selected GPI port number for settings. To the right of GPI port number, the port name set in the GPI port setting screen of the Initialize menu is shown enclosed in square brackets “[]”.

❷ Port status indication

When the currently displayed GPI port is disabled, “DISABLE” appears. When enabled, nothing appears.

③ Event list (event number and event status)

This list shows a list of the events currently set for the GPI port being displayed. The numerals from 1 to 8 are the event numbers, and the “►” cursor at the left indicates the currently selected event number for settings. If nothing is set for an event, to the right of the number “UNDEFINED” appears, and when there are settings, the event setting status appears, as shown below.



④ Continue indication

When the event settings for the GPI port being displayed continue to the next edit, “CONTINUE” appears. If the event settings are not continued to the next edit, nothing appears.

⑤ Repeat indication

The repeat indication appears when the GPI event is set so that the GPI pulse is output repeatedly. When you display the GPI popup menu by pressing the F3 (ATTRIBUTE) key after pressing the F10 (-- 1 --) key of the function menu, this indication does not appear.

⑥ Repeat/interval indication

The number of repetitions of the GPI pulse output and their intervals are shown. This indication appears only when you display the GPI popup menu by pressing the F3 (ATTRIBUTE) key after pressing the F10 (-- 1 --) key of the function menu.

Function menu items while the GPI popup menu is displayed

When you press the GPI key and the GPI popup menu appears, at the same time the function menu changes as follows.

F1	F2	F3	F4	F5
GPI #	TAPE TIME	REF POINT	CLR EVT	CONTINUE
F6	F7	F8	F9	F10
GPI CTRL	COPY PORT	PASTE PRT	TEST FIRE	-- 1 --

When the F10 (-- 1 --) key is pressed, the function menu changes to page 2 as follows.

F1	F2	F3	F4	F5
		ATTRIBUTE		
F6	F7	F8	F9	F10
	SAVE PORT	RCL PORT		-- 2 --

When the F10 (-- 2 --) key on page 2 is pressed, the function menu returns to page 1.

The functions of the menu items are as follows.

Menu item	Function
F1 (GPI #)	Sets the GPI port number shown in the GPI popup menu.
F2 (TAPE TIME)	This operation applies to an individual event number. Switch to a mode in which you enter the timecode of the device as the event time. <i>See “To set a GPI event to an edit” on page 259.</i>
F3 (REF POINT)	This operation applies to an individual event number. Switch to a mode in which event times are set as a value relative to the recording start point, effect start point, or recording end point. <i>See “To set a GPI event to an edit” on page 259.</i>
F4 (CLR EVT)	This operation applies to an individual event number. Clear the currently set event. <i>See “To clear the current event settings:” on page 260.</i>
F5 (CONTINUE)	This operation applies to a single GPI port. Specify whether the currently set event in the GPI port being displayed continues to the next edit. <i>See “To continue GPI port event settings to the next edit” on page 265.</i>

Menu item	Function
F6 (GPI CTRL)	<p>This operation applies to GPI ports being displayed or all GPI ports.</p> <ul style="list-style-type: none"> • Enable or disable event execution for the GPI port being displayed (or all GPI ports). <p><i>See “To enable or disable GPI ports” on page 263.</i></p> <ul style="list-style-type: none"> • Clear the event of the GPI port being displayed (or all GPI ports). <p><i>See “To clear GPI port events” on page 264.</i></p>
F7 (COPY PORT)	<p>These operations apply to all GPI ports. Save the set of events for the GPI port being displayed in a buffer using F7 (COPY PORT), or recall from the buffer using F8 (PASTE PRT).</p> <p><i>See “To copy an event from a GPI port to the same GPI port of another edit” on page 266.</i></p>
F8 (PASTE PRT)	
F9 (TEST FIRE)	<p>This operation applies to a single GPI port. Output a GPI test pulse from the GPI port being displayed.</p> <p><i>See “To output a GPI test pulse” on page 268.</i></p>
F3 (ATTRIBUTE) ¹⁾	<p>This operation applies to an individual event number. Set the number of repetitions of the selected event and the intervals between repetitions.</p> <p><i>See “To set the number of repetitions and intervals” on page 262.</i></p>
F7 (SAVE PORT) ¹⁾	<p>These operations apply to a single GPI port. Save the set of events for the GPI port being displayed in a buffer using F7 (SAVE PORT), and copy the set of events stored to the buffer to the same GPI port of another edit using F8 (RCL PORT).</p> <p><i>See “To copy an event from a GPI port to the same GPI port of another edit” on page 266.</i></p>
F8 (RCL PORT) ¹⁾	

1) Appears on page 2 of the function menu.

Scroll display of the GPI event settings

While making GPI event settings by pressing the GPI key, a scrollable list of the GPI event settings is shown in the EDL display area at the bottom of an edit data page. Use the search dial to move the “►” cursor to the position of the GPI port whose settings you want to display, then press the ENTER key to show the information on the selected GPI port on the GPI popup menu. When the “►” cursor on the scroll display is placed on an event at

the time the ENTER key is pressed, the “▶” cursor on the GPI popup menu also moves to the event.

Notes

- If scroll mode is enabled when any one of variable playback speed modes Shuttle, Jog, or Variable is selected, the variable playback speed mode is disabled and search dial control is switched to scrolling the GPI event settings. If you want to use the search dial to control a device while you are in scroll mode, press the SHTL key, JOG key, or VAR key corresponding to the variable playback speed mode you want to select. If you want to use the search dial again to control scrolling the GPI event settings after you finish the operation, disable the variable playback mode by, for instance, pressing the STOP (SHIFT+SHTL)* key.
- When you perform a GPI event setting, the contents of the scroll display of the GPI event settings are updated.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

GPI Event Setting Operations

This section describes the procedure for setting GPI events for each GPI port. The GPI events set here only apply to the edit displayed at the start of the operation.

To set a GPI event to an edit

- 1 Press the GPI key.

This switches to the GPI event setting mode, and the GPI popup menu appears.

“ENTER TIME OR SELECT FUNCTION” appears in the dialog area and the function menu changes as follows.

F1	F2	F3	F4	F5
GPI #	TAPE TIME	REF POINT	CLR EVT	CONTINUE
F6	F7	F8	F9	F10
GPI CTRL	COPY PORT	PASTE PRT	TEST FIRE	-- 1 --

- 2 In the GPI popup menu, display the GPI port for which you want to make the setting.

There are two methods of doing this, as follows.

- Press the ← (CTRL+4)* or → (CTRL+6)* keys.
Each press of key switches the next or previous GPI port.
- Press the F1 (GPI #) key, enter a GPI port number (1 to 32), and press the ENTER key.
The GPI port of the specified number appears.

3 Use the ↑ (CTRL+8)* and ↓ (CTRL+2)* keys to move the “▶” cursor to the position of the event number you want to set.

4 Carry out the event settings.

There are two methods: setting the timecode of the device, or setting a relative value with respect to a reference point.

For the respective setting operations, see “To set a timecode of the device as an event time” on page 260 and “To set a relative value with respect to a reference point as an event time” on page 261.

To clear the current event settings:

Press the F4 (CLR EVT) key.

5 Repeat Steps **2** to **4** for each of the GPI port and GPI event combinations you want to set.

6 Press the RET (SHIFT+ENTER)* key to end the settings.

This closes the GPI popup menu.

To set a timecode of the device as an event time

In Step **4** of the procedure “To set a GPI event to an edit” on page 259, carry out the following operation.

The devices with whose timecode the event time can be set are the recorder and all sources (except for the black signal).

1 Press the F2 (TAPE TIME) key.

“SELECT SOURCE AND ENTER TIME” appears on the first line of the dialog area and the device name appears within the “()” parentheses appended to the timecode indication on the second line of the dialog area.

Note

When no device is selected or the black signal is selected, the device name is not displayed and the recorder timecode is set as the event time.

- 2 Select another device if necessary, and enter the timecode of the device that you want to set as the event time in the scratchpad area.

If there is already a timecode set, enter a signed timecode value to adjust the existing value.

- 3 Press the ENTER key to confirm the setting.

Notes

(On the event that is set by selecting a source)

- If the device (source) is not set as the recorder, an edit source, an audio source, or an additional source of the edit at the time the edit is registered to the EDL, the GPI event that has been set is not registered to the EDL.
- The GPI event is related to the reel mounted to the device. If that reel is the unmounted reel when the edit is recalled, the device ID of the source is displayed as “# n.”
- The GPI event that is set by selecting a source will not be the subject of modification of timecode data of the player (*see page 398*).

(On the event that is set by selecting the recorder)

- The GPI event is related to the reel mounted to the recorder.

To set a relative value with respect to a reference point as an event time

In Step 4 of the procedure “To set a GPI event to an edit” on page 259, carry out the following operation.

- 1 Press the F3 (REF POINT) key.

“SELECT FUNCTION” appears in the dialog area and the function menu changes as follows.

F1	F2	F3
REC-IN	TRANS	REC-OUT

- 2 Specify the reference point for the event time.

Press the key corresponding to the reference point you want to specify as follows.

F1 (REC-IN) key: Set the recorder IN point as reference point.

F2 (TRANS) key: Set the effect start point as reference point.

F3 (REC-OUT) key: Set the recorder OUT point as reference point.

The dialog area and function menu indications return to the state when the GPI key was first pressed.

- 3** Enter the relative value of the event time with respect to the reference point.

Enter a signed timecode value in the scratchpad area. The input range is strictly within -12 to +12 hours.

If there is already a relative value set, this value is adjusted. If you enter a timecode without a sign, this is interpreted as a positive relative value.

- 4** Press the ENTER key to confirm the setting.

Notes

- When the event time is not set, the recorder IN point is taken as the reference point if you carry out Steps **3** and **4** without specifying the reference point for the event time.
- When the event time is set, event numbers do not change.

To set the number of repetitions and intervals

In Step **5** of the procedure “To set a GPI event to an edit” on page 259, carry out the following operation.

- 1** After pressing the F10 (-- 1 --) key, press the F3 (ATTRIBUTE) key.

“SELECT FUNCTION” appears in the dialog area and the function menu changes as follows.

F5	F6
REPEAT	INTERVAL

- 2** Press the F5 (REPEAT) key.

“ENTER REPEAT COUNT” appears in the dialog area.

- 3** Enter the number of repetitions of event in the scratchpad area, then press the ENTER key.

The settable range is 1 to 100.

When you enter a value of 2 or greater and press the ENTER key, the new setting is reflected to the GPI popup menu. The current interval setting also appears on the popup menu.

- 4** Press the F6 (INTERVAL) key.

“ENTER INTERVAL TIME” appears in the dialog area.

- 5 Enter the interval between the repetitions of events in the scratchpad area.

The settable range is 1 frame to 9 minutes:59 seconds:29 frames.

Notes

- The settable range and actual interval setting change depending on the switcher system settings. (For example, with PAL format, the settable range is 1 frame to 9 minutes:59 seconds:24 frames.) The interval setting also changes when frame control mode is changed from non drop-frame mode to drop-frame mode.
- The setting in units of frames and the input of signed timecode are possible.

- 6 Press the ENTER key to confirm the setting.

Note

To cancel the event repetitions, reset the number of repetitions of event to 1.

Operations on GPI Ports

This section describes the operations relating to GPI events.

To enable or disable GPI ports

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1 Press the GPI key to display the GPI popup menu.
- 2 Use the ← (CTRL+4)* and → (CTRL+6)* keys to display the GPI port you want to enable or disable.

You can also press the F1 (GPI #) key, enter a GPI port number (1 to 32), and press the ENTER key to display the port.

Note

To apply the operation to all GPI ports, this step is not necessary.

3 Press the F6 (GPI CTRL) key.

“SELECT FUNCTION” appears in the dialog area and the function menu changes as follows.

F1	F2	F3	F4	F5
ENBL ALL	DSBL ALL	ENBL PORT	DSBL PORT	
F6	F7	F8	F9	F10
	CLR ALL	CLR PORT		

4 Enable or disable the selected GPI port (or all GPI ports).

Press one of the following keys to make the desired setting.

F1 (ENBL ALL) key: Enable all GPI ports

F2 (DSBL ALL) key: Disable all GPI ports

F3 (ENBL PORT) key: Enable selected GPI port

F4 (DSBL PORT) key: Disable selected GPI port

The dialog area and function menu indications return to the state when the GPI key was first pressed.

5 Press the RET (SHIFT+ENTER)* key to end the settings.

This closes the GPI popup menu.

To clear GPI port events

You can clear the events of all GPI ports or the events of a particular GPI port.

1 Carry out the operations of Steps 1 and 3 of “To enable or disable GPI ports” on page 263.

2 If necessary, select the GPI port whose events you want to clear. Then, press either one of the following keys.

F7 (CLR ALL) key: Clear all events of all GPI ports

F8 (CLR PORT) key: Clear all events of the selected GPI port

“CLEAR ALL GPI PORTS (when the F7 (CLR ALL) key is pressed) or CLEAR SELECTED GPI PORT (when the F8 (CLR PORT) key is pressed), PRESS [ENTER] TO EXECUTE” appears in the dialog area.

3 Press the ENTER key.

Events of all GPI ports or the selected GPI port are cleared and the function menu indications return to the state when the GPI key was first pressed.

“SELECT FUNCTION” appears in the dialog area.

To cancel clearing the GPI events

Before Step 3, press the RET (SHIFT+ENTER)* key. The dialog area and the function menu revert to the status before the GPI key was pressed.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

To continue GPI port event settings to the next edit

You can select a particular GPI port and specify so that the GPI event assigned to that GPI port is continued to the next edit. Here, the state in which the event is continued to the next edit is referred to as “continue ON,” and the state in which it is not continued is referred to as “continue OFF.”

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

1 Press the GPI key to display the GPI popup menu.

2 Use the ← (CTRL+4)* and → (CTRL+6)* keys to display the GPI port for which you want to continue the event settings to the next edit.

You can also press the F1 (GPI #) key, enter a GPI port number (1 to 32), and press the ENTER key to display the port.

3 Press the F5 (CONTINUE) key.

“CONTINUE” appears on the second line of the GPI popup menu. This indicates the state known as “continue ON.”

Note

Each press of the F5 (CONTINUE) key toggles between the “continue ON” and “continue OFF” states. In the “continue OFF” state, the “CONTINUE” indication disappears.

4 Carry out the operations of Steps 2 and 3 for each of the GPI ports you want to set.

5 Press the RET (SHIFT+ENTER)* key to end the settings.

This closes the GPI popup menu.

To copy an event from a GPI port to the same GPI port of another edit

You can copy the event settings assigned to a particular GPI port into a buffer, then copy the settings to the same GPI port of another edit by recalling the contents of the buffer.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1** Press the GPI key to display the GPI popup menu.
- 2** Use the ← (CTRL+4)* and → (CTRL+6)* keys to display the GPI port you want to use as the source for copying events.

You can also press the F1 (GPI #) key, enter a GPI port number (1 to 32), and press the ENTER key to display the port.
- 3** Press the F10 (-- 1 --) key, and then press the F7 (SAVE PORT) key.

This saves the event settings of the GPI port being displayed, into the buffer.
- 4** Recall the edit to be the destination for copying the events.

Note

When you carry out the following steps, the currently set events for the same GPI port in the edit selected in Step 4 are all overwritten by the events saved in Step 3.

- 5** Press the GPI key to display the GPI popup menu again, then select the same GPI port.
- 6** Press the F10 (-- 1 --) key, and then press the F8 (RCL PORT) key.

This recalls the event settings saved in the buffer, writing them over the settings for the same GPI port of the selected edit.
- 7** To change some of the overwritten settings, carry out an event setting or clear operation.

Follow the procedure from Step 3 of “To set a GPI event to an edit” on page 259.

- 8 Press the RET (SHIFT+ENTER)* key to end the operation.

This closes the GPI popup menu.

Note

The event settings remain saved in the buffer after you close the GPI popup menu. Once you have carried out Step 3, you can close the GPI popup menu and carry out other operations (for example creating other edit data), then continue from Step 5.

To copy an event from one GPI port to another

You can copy the event settings assigned to a particular GPI port into a buffer, then copy the settings to another GPI port by recalling the contents of the buffer.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1 Press the GPI key to display the GPI popup menu.
- 2 Use the ← (CTRL+4)* and → (CTRL+6)* keys to display the GPI port you want to use as the source for copying events.

You can also press the F1 (GPI #) key, enter a GPI port number (1 to 32), and press the ENTER key to display the port.

- 3 Press the F7 (COPY PORT) key.

This saves the event settings of the GPI port being displayed, into the buffer.

- 4 Use the ← (CTRL+4)* and → (CTRL+6)* keys to display the GPI port to be the destination for copying the events.

You can also press the F1 (GPI #) key, enter a GPI port number (1 to 32), and press the ENTER key to display the port.

Note

When you carry out the following steps, the currently set events for the GPI port displayed in Step 4 are all overwritten by the events saved in Step 3.

- 5 Press the F8 (PASTE PRT) key.

This recalls the event settings saved in the buffer, writing them over the settings for the GPI port being displayed.

- 6** To change some of the overwritten settings, carry out an event setting or clear operation.

Follow the procedure from Step **3** of “To set a GPI event to an edit” *on page 259*.

- 7** Press the RET (SHIFT+ENTER)* key to end the operation.

This closes the GPI popup menu.

Note

The event settings remain saved in the buffer after you close the GPI popup menu. Once you have carried out Step **3**, you can close the GPI popup menu and carry out other operations (for example creating other edit data), then reopen the GPI popup menu and continue from Step **4**.

To output a GPI test pulse

You can select a particular GPI port, and output a test pulse from the GPI port.

- 1** Press the GPI key to display the GPI popup menu.
- 2** Use the ← (CTRL+4)* and → (CTRL+6)* keys to display the GPI port from which you want to output a GPI test pulse.

You can also press the F1 (GPI #) key, enter a GPI port number (1 to 32), and press the ENTER key to display the port.

* The key allocation on the MKS-8050 is different. See “Key Function List” *on page 564 of Appendix*.

- 3** Press the F9 (TEST FIRE) key.

This outputs a GPI test pulse from the GPI port being displayed.

Making Key Event Settings

This section describes how to use the KEY EVENT popup menu for key event settings, and how to enable and disable individual keyers.

Note

In this Chapter, key events are referred to either as “key events” or simply as “events.”

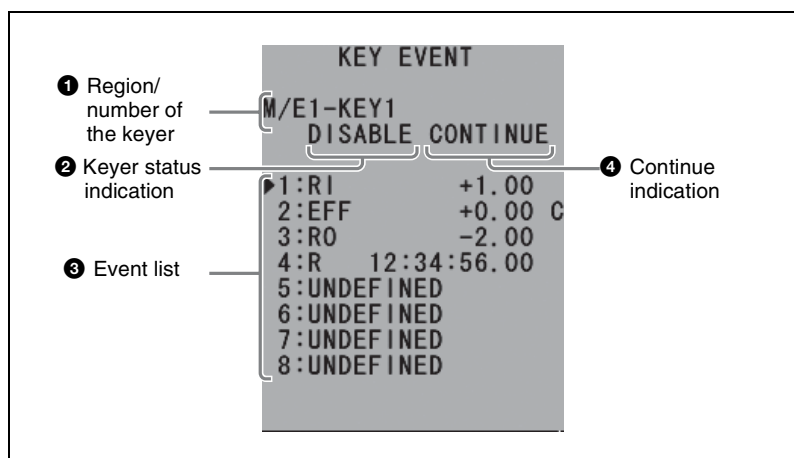
Overview

Besides the background transition, key transition can be set by registering the transition exclusively for keyers of the switcher as an event. This is also possible for A/B roll edit whose effect type is mix, wipe, etc. With this software, up to 16 keyers can be controlled, and up to eight key events can be set for each keyer per one edit.

About the KEY EVENT popup menu

When you press the KEY EVENT¹⁾ (SHIFT+KEY) key, the following KEY EVENT popup menu appears.

1) This function has no keytop notation.



❶ Region/number of the keyer

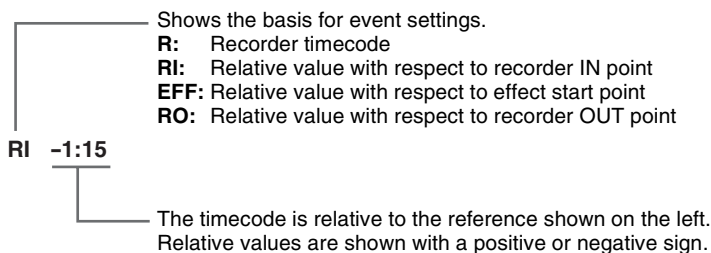
The region and number of the currently selected keyer for settings.

❷ Keyer indication

When the currently displayed keyer is disabled, “DISABLE” appears. When enabled, nothing appears.

❸ Event list (event number and event status)

This list shows a list of the events currently set for the keyer being displayed. The numerals from 1 to 8 are the event numbers, and the “▶” cursor at the left indicates the currently selected event number for settings. If nothing is set for an event, to the right of the number “UNDEFINED” appears, and when there are settings, the event setting status appears, as shown below.



❹ Continue indication

When the event settings for the keyer being displayed continue to the next edit, “CONTINUE” appears. If the event settings are not continued to the next edit, nothing appears.

Function menu items while the KEY EVENT popup menu is displayed

When you press the KEY EVENT¹⁾ (SHIFT+KEY) key and the KEY EVENT popup menu appears, at the same time the function menu changes as follows.

1) This function has no keytop notation.

F1	F2	F3	F4	F5
KEY #	TAPE TIME	REF POINT	CLR EVT	CONTINUE
F6	F7	F8	F9	F10
KEY CTRL	COPY KEY	PASTE KEY	TEST FIRE	-- 1 --

When the F10 (-- 1 --) key is pressed, the function menu changes to page 2 as follows.

F1	F2	F3	F4	F5
		AUTO/CUT		
F6	F7	F8	F9	F10
	SAVE KEY	RECAL KEY		-- 2 --

When the F10 (-- 2 --) key on page 2 is pressed, the function menu returns to page 1.

The functions of the menu items are as follows.

Menu item	Function
F1 (KEY #)	Sets the keyer shown in the KEY EVENT popup menu, as follows. <ul style="list-style-type: none"> • KEY1 - KEY4 of the M/E1: 1 - 4 • KEY1 - KEY4 of the M/E2: 5 - 8 • KEY1 - KEY4 of the M/E3: 9 - 12 • KEY1 - KEY4 of the P/P: 13 - 16
F2 (TAPE TIME)	This operation applies to an individual event number. Switch to a mode in which you enter the timecode of the device as the event time. <i>See “To set a key event to an edit” on page 272.</i>
F3 (REF POINT)	This operation applies to an individual event number. Switch to a mode in which event times are set as a value relative to the recording start point, effect start point, or recording end point. <i>See “To set a key event to an edit” on page 272.</i>
F4 (CLR EVT)	This operation applies to an individual event number. Clear the currently set event. <i>See “To clear the current event settings:” on page 273.</i>
F5 (CONTINUE)	This operation applies to a single keyer. Specify whether the currently set event for the keyer being displayed continues to the next edit. <i>See “To continue keyer event settings to the next edit” on page 278.</i>

Menu item	Function
F6 (KEY CTRL)	<p>This operation applies to keyers being displayed or all keyers.</p> <ul style="list-style-type: none"> • Enable or disable event execution for the keyer being displayed (or all keyers). <p><i>See “To enable or disable keyers” on page 276.</i></p> <ul style="list-style-type: none"> • Clear the event of the keyer being displayed (or all keyers). <p><i>See “To clear key events” on page 277.</i></p>
F7 (COPY KEY)	<p>These operations apply to all keyers. Save the set of events for the keyer being displayed in a buffer using F7 (COPY KEY), or recall from the buffer using F8 (PASTE KEY).</p> <p><i>See “To copy an event from a keyer to the same keyer of another edit” on page 279.</i></p>
F8 (PASTE KEY)	
F9 (TEST FIRE)	<p>This operation applies to a single keyer. Start a automatic transition for the keyer being displayed.</p> <p><i>See “To test the keyer operation” on page 281.</i></p>
F3 (AUTO/CUT) ¹⁾	<p>This operation applies to an individual event number. Set the transition type of the selected event.</p> <p><i>See “To set the transition type of the event” on page 276.</i></p>
F7 (SAVE KEY) ¹⁾	<p>These operations apply to a single keyer. Save the set of events for the keyer being displayed in a buffer using F7 (SAVE KEY), and copy the set of events stored to the buffer to the same keyer of another edit using F8 (RECAL KEY).</p> <p><i>See “To copy an event from one keyer to another” on page 280.</i></p>
F8 (RECAL KEY) ¹⁾	

1) Appears on page 2 of the function menu.

Key Event Setting Operations

This section describes the procedure for setting key events for each keyer. The key events set here only apply to the edit displayed at the start of the operation.

To set a key event to an edit

* The key allocation on the MKS-8050 is different. *See “Key Function List” on page 564 of Appendix.*

1 Press the KEY EVENT¹⁾ (SHIFT+KEY) key.

This switches to the key event setting mode, and the KEY EVENT popup menu appears.

“ENTER TIME OR SELECT FUNCTION” appears in the dialog area and the function menu changes as follows.

F1	F2	F3	F4	F5
KEY #	TAPE TIME	REF POINT	CLR EVT	CONTINUE
F6	F7	F8	F9	F10
KEY CTRL	COPY KEY	PASTE KEY	TEST FIRE	-- 1 --

1)This function has no keypad notation.

2 In the KEY EVENT popup menu, display the keyer for which you want to make the setting.

There are two methods for doing this, as follows.

- Press the ← (CTRL+4)* or → (CTRL+6)* keys.
Each press of key switches the next or previous keyer.
- Press the F1 (KEY #) key, enter a number corresponding to the keyer (1 to 16), and press the ENTER key.

The keyers and the corresponding numbers are as follows:

- KEY1 to KEY4 of the M/E1: 1 to 4
- KEY1 to KEY4 of the M/E2: 5 to 8
- KEY1 to KEY4 of the M/E3: 9 to 12
- KEY1 to KEY4 of the P/P: 13 to 16

The specified keyer is displayed.

3 Use the ↑ (CTRL+8)* and ↓ (CTRL+2)* keys to move the “▶” cursor to the position of the event number you want to set.

4 Carry out the event settings.

There are two methods: setting the timecode of the device, or setting a relative value with respect to a reference point.

For the respective setting operations, see “To set a timecode of the device as an event time” on page 274 and “To set a relative value with respect to a reference point as an event time” on page 275.

To clear the current event settings:

Press the F4 (CLR EVT) key.

- 5 Repeat Steps 2 to 4 for each of the keys and key event combinations you want to set.
- 6 Press the RET (SHIFT+ENTER)* key to end the settings.

This closes the KEY EVENT popup menu.

To set a timecode of the device as an event time

In Step 4 of the procedure “To set a key event to an edit” on page 272, carry out the following operation.

The devices with whose timecode the event time can be set are the recorder and all sources (except for the black signal).

- 1 Press the F2 (TAPE TIME) key.

“SELECT SOURCE AND ENTER TIME” appears on the first line of the dialog area and the device name appears within the “()” parentheses appended to the timecode indication on the second line of the dialog area.

Note

When no device is selected or the black signal is selected, the device name is not displayed. The recorder timecode is set as the event time.

- 2 Select another device if necessary, and enter the timecode of the device that you want to set as the event time in the scratchpad area.

If there is already a timecode set, enter a signed timecode value to adjust the existing value.

- 3 Press the ENTER key to confirm the setting.

Notes

(On the event that is set by selecting a source)

- If the device (source) is not set as the recorder, an edit source, an audio source, or an additional source of the edit at the time the edit is registered to the EDL, the key event that has been set is not registered to the EDL.
- The key event is related to the reel mounted to the device. If that reel is the unmounted reel when the edit is recalled, the device ID of the source is displayed as “# n.”
- The key event that is set by selecting a source will not be the subject of modification of timecode data of the player (*see page 398*).

(On the event that is set by selecting the recorder)

- The key event is related to the reel mounted to the recorder.

To set a relative value with respect to a reference point as an event time

In Step **4** of the procedure “To set a key event to an edit” *on page 272*, carry out the following operation.

- 1** Press the F3 (REF POINT) key.

“SELECT FUNCTION” appears in the dialog area and the function menu changes as follows.

F1	F2	F3
REC-IN	TRANS	REC-OUT

- 2** Specify the reference point for the event time.

Press the key corresponding to the reference point you want to specify as follows.

F1 (REC-IN) key: Set the recorder IN point as reference point.

F2 (TRANS) key: Set the effect start point as reference point.

F3 (REC-OUT) key: Set the recorder OUT point as reference point.

The dialog area and function menu indications return to the state when the KEY EVENT¹⁾ (SHIFT+KEY) key was first pressed.

1) This function has no keytop notation.

- 3** Enter the relative value of the event time with respect to the reference point.

Enter a signed timecode value in the scratchpad area. The input range is strictly within –12 to +12 hours.

If there is already a relative value set, this value is adjusted. If you enter a timecode without a sign, this is interpreted as a positive relative value.

- 4** Press the ENTER key to confirm the setting.

Notes

- When the event time is not set, the recorder IN point is taken as the reference point if you carry out Steps **3** and **4** without specifying the reference point for the event time.
- When the event time is set, event numbers do not change.

To set the transition type of the event

In Step 5 of the procedure “To set a key event to an edit” on page 272, press the F10 (-- 1 --) key, then press the F3 (AUTO/CUT) key.

Each time you press the F3 (AUTO/CUT) key, the transition type setting changes between key automatic transition and key cut.

When key cut is selected, “C” appears at the right of the corresponding event indication on the event list.

Note

Even when the event time is not set, the transition type setting is possible. In this case, however, the transition type reverts to the default setting (key automatic transition) when another keyer is displayed or when the same keyer is displayed again after transition setting has been completed.

Operations on Keyers

This section describes the operations relating to keyers.

To enable or disable keyers

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1 Press the KEY EVENT¹⁾ (SHIFT+KEY) key to display the KEY EVENT popup menu.

1) This function has no keytop notation.

- 2 Use the ← (CTRL+4)* and → (CTRL+6)* keys to display the keyer you want to enable or disable.

You can also press the F1 (KEY #) key, enter a number corresponding to the keyer (1 to 16), and press the ENTER key to display the keyer.

Note

To apply the operation to all keyers, this step is not necessary.

- 3 Press the F6 (KEY CTRL) key.

“SELECT FUNCTION” appears in the dialog area and the function menu changes as follows.

F1	F2	F3	F4	F5
ENBL ALL	DSBL ALL	ENBL KEY	DSBL KEY	
F6	F7	F8	F9	F10
	CLR ALL	CLR KEY		

4 Enable or disable the selected keyer (or all keyers).

Press one of the following keys to make the desired setting.

F1 (ENBL ALL) key: Enable all keyers

F2 (DSBL ALL) key: Disable all keyers

F3 (ENBL KEY) key: Enable selected keyer

F4 (DSBL KEY) key: Disable selected keyer

The dialog area and function menu indications return to the state when the KEY EVENT (SHIFT+KEY) key was first pressed.

5 Press the RET (SHIFT+ENTER)* key to end the settings.

This closes the KEY EVENT popup menu.

To clear key events

You can clear the events of all keyers or the events of a particular keyer.

1 Carry out the operations of Steps 1 and 3 of “To enable or disable keyers” on page 276.

2 If necessary, select the keyer whose events you want to clear. Then, press either one of the following keys.

F7 (CLR ALL) key: Clear all events of all keyers

F8 (CLR KEY) key: Clear all events of the selected keyer

“CLEAR ALL KEY EVENTS, PRESS [ENTER] TO EXECUTE” (when the F7 (CLR ALL) key is pressed) or “CLEAR SELECTED KEY, PRESS [ENTER] TO EXECUTE” (when the F8 (CLR KEY) key is pressed), appears in the dialog area.

3 Press the ENTER key.

Events of all keyers or the selected keyers are cleared and the function menu indications return to the state when the KEY EVENT key was first pressed.

“SELECT FUNCTION” appears in the dialog area.

To cancel clearing the key events

Before Step **3**, press the RET (SHIFT+ENTER)* key. The dialog area and the function menu revert to the status before the KEY EVENT key was pressed.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

To continue keyer event settings to the next edit

You can select a particular keyer and specify so that the key event assigned to that keyer is continued to the next edit. Here, the state in which the event is continued to the next edit is referred to as “continue ON,” and the state in which it is not continued is referred to as “continue OFF.”

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1** Press the KEY EVENT¹⁾ (SHIFT+KEY) key to display the KEY EVENT popup menu.

1) This function has no keytop notation.

- 2** Use the ← (CTRL+4)* and → (CTRL+6)* keys to display the keyer for which you want to continue the event settings to the next edit.

You can also press the F1 (KEY #) key, enter a number corresponding to the keyer (1 to 16), and press the ENTER key to display the keyer.

- 3** Press the F5 (CONTINUE) key.

“CONTINUE” appears on the second line of the KEY EVENT popup menu.

This indicates the state known as “continue ON.”

Note

Each press of the F5 (CONTINUE) key toggles between the “continue ON” and “continue OFF” states. In the “continue OFF” state, the “CONTINUE” indication disappears.

- 4** Carry out the operations of Steps **2** and **3** for each of the keyers you want to set.
- 5** Press the RET (SHIFT+ENTER)* key to end the settings.

This closes the KEY EVENT popup menu.

To copy an event from a keyer to the same keyer of another edit

You can copy the event settings assigned to a particular keyer into a buffer, then copy the settings to the same keyer of another edit by recalling the contents of the buffer.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1** Press the KEY EVENT¹⁾ (SHIFT+KEY) key to display the KEY EVENT popup menu.

1) This function has no keytop notation.

- 2** Use the ← (CTRL+4)* and → (CTRL+6)* keys to display the keyer that you want to use as the source for copying events.

You can also press the F1 (KEY #) key, enter a number corresponding to the keyer (1 to 16), and press the ENTER key to display the keyer.

- 3** Press the F10 (-- 1 --) key, and then press the F7 (SAVE KEY) key.

This saves the event settings of the keyer being displayed, into the buffer.

- 4** Recall the edit to be the destination for copying the events.

Note

When you carry out the following steps, the currently set events for the same keyer in the edit selected in Step 4 are all overwritten by the events saved in Step 3.

- 5** Press the KEY EVENT (SHIFT+KEY) key to display the KEY EVENT popup menu again, then select the same keyer.

- 6** Press the F10 (-- 1 --) key, and then press the F8 (RECAL KEY) key.

This recalls the event settings saved in the buffer, writing them over the settings for the same keyer of the selected edit.

- 7** To change some of the overwritten settings, carry out an event setting or clear operation.

Follow the procedure from Step 3 of “To set a key event to an edit” on page 272.

- 8** Press the RET (SHIFT+ENTER)* key to end the operation.

This closes the KEY EVENT popup menu.

Note

The event settings remain saved in the buffer after you close the KEY EVENT popup menu. Once you have carried out Step **3**, you can close the KEY EVENT popup menu and carry out other operations (for example creating other edit data), then continue from Step **5**.

To copy an event from one keyer to another

You can save the event settings assigned to a particular keyer into a buffer, then copy the settings to another keyer by recalling the contents of the buffer.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1** Press the KEY EVENT¹⁾ (SHIFT+KEY) key to display the KEY EVENT popup menu.

1) This function has no keytop notation.

- 2** Use the ← (CTRL+4)* and → (CTRL+6)* keys to display the keyer that you want to use as the source for copying events.

You can also press the F1 (KEY #) key, enter a number corresponding to the keyer (1 to 16), and press the ENTER key to display the keyer.

- 3** Press the F7 (COPY KEY) key.

This saves the event settings of the keyer being displayed, into the buffer.

- 4** Use the ← (CTRL+4)* and → (CTRL+6)* keys to display the keyer to be the destination for copying the events.

You can also press the F1 (KEY #) key, enter a number corresponding to the keyer (1 to 16), and press the ENTER key to display the keyer.

Note

When you carry out the following steps, the currently set events for the keyer displayed in Step **4** are all overwritten by the events saved in Step **3**.

5 Press the F8 (PASTE KEY) key.

This recalls the event settings saved in the buffer, writing them over the settings for the keyer being displayed.

6 To change some of the overwritten settings, carry out an event setting or clear operation.

Follow the procedure from Step **3** of “To set a key event to an edit” on page 272.

7 Press the RET (SHIFT+ENTER)* key to end the operation.

This closes the KEY EVENT popup menu.

Note

The event settings remain saved in the buffer after you close the KEY EVENT popup menu. Once you have carried out Step **3**, you can close the KEY EVENT popup menu and carry out other operations (for example creating other edit data), then continue from Step **4**.

To test the keyer operation

You can select a particular keyer, and perform a test of the keyer operation.

1 Press the KEY EVENT¹⁾ (SHIFT+KEY) key to display the KEY EVENT popup menu.

1) This function has no keytop notation.

2 Use the ← (CTRL+4)* and → (CTRL+6)* keys to display the keyer that you want to test the operation.

You can also press the F1 (KEY #) key, enter a number corresponding to the keyer (1 to 16), and press the ENTER key to display the keyer.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

3 Press the F9 (TEST FIRE) key.

This starts up the automatic transition of the keyer with the transition time specified by the switcher.

Making DMC Event Settings

Note

The DMC event cannot be set to the clip on the frame memory.

The DMC event function allows you to register as an event the playback speed or freeze status of an edit source that corresponds to a particular position on the recorder, and to reproduce that status whenever the edit is previewed or recorded.

Up to 100 DMC events can be set for a source.

When the keyframes (effect) on the DME or switcher are used for an edit, the effect register number can be set in a source. This enables the effect to be recalled automatically whenever the edit is previewed or recorded (effect register recall).

Only one effect register recall can be set for a source and it is not counted as a DMC event.

Moreover, video process setting of the VTR (video control) can be registered and reproduced that setting when the edit is previewed or recorded (video process data). Video process setting of the VTR can be adjusted by using the cursor keys and the search dial.

Only one video process setting can be set for a VTR and it is not counted as a DMC event.

Function Menu Items Related to DMC Events

Press the DMC EVENT¹⁾ (CTRL+SWER EVENT) key, select the source, and then press the ENTER key.

The function menu changes as follows.

F1	F2	F3	F4	F5
EFFECT# ²⁾ or V PROCESS ³⁾	STEP/LIN.	FREEZE ³⁾	CLEAR	COPY
F6	F7	F8	F9	F10
DELETE	MODIFY		AL EN/DIS	DEL ALL

1) There is no keytop notation for this function.

2) Appears only when the keyframes (effect) on the DME or switcher are the source.

3) Appears only when a VTR is the source.

The functions of the menu items are as follows.

Menu item	Function
F1 (EFFECT#) ¹⁾	Sets the effect register number of the keyframes (effect) on the DME or switcher for use in an edit. <i>See “To create an effect register recall event” on page 294.</i>
F1 (V PROCESS) ²⁾	Adjusts the video process of a VTR and registers the setting. <i>See “To adjust the video process data of a VTR” on page 289.</i>
F2 (STEP/LIN.)	Specifies a change to speed-changing mode during creation of a speed event. <i>See “To create a speed event” on page 284.</i>
F3 (FREEZE) ²⁾	Specifies freeze ON or OFF during creation of a freeze event. <i>See “To create a freeze event” on page 289.</i>
F4 (CLEAR)	Clears the contents of the NEW EVENT line in the operating screen. <i>See “To clear the contents of the NEW EVENT line without registering the event” on page 288.</i>
F5 (COPY)	Copies the contents of the RECALL EVENT line in the operating screen to the NEW EVENT line. <i>See “To copy the recalled event to the NEW EVENT line:” on page 296.</i>
F6 (DELETE)	Deletes an event. <i>See “To delete the recalled event:” on page 296.</i>
F7 (MODIFY)	Modifies the created event. <i>See “To change the contents of a recalled event:” on page 297.</i>
F9 (AL EN/DIS)	Enables or disables the execution of a created event. <i>See “To prohibit the execution of DMC events” on page 298.</i>
F10 (DEL ALL)	Deletes all DMC events. <i>See “To delete all DMC events at one time” on page 297.</i>

1) Appears only when the keyframes (effect) on the DME or switcher are the source.

2) Appears only when a VTR is the source.

DMC Event Setting Operations

The results of the creation, modification, and deletion of DMC events are registered when the edit is modified or registered to the EDL.

However, events set to sources that are not used for an edit are not registered to the EDL.

Notes

- If an edit is recalled and a DMC event is set to that edit, the DMC event setting of the edit is cleared when another edit is recalled before the first edit is modified.
- For an edit to which a DMC event has been set, “!” appears before the effect type display in the scrolling display.
- The DMC event data is stored to the last edit buffer and edit page buffer.
- When carrying out a preview, player preview, switcher preview, recording, or auto-assembly, DMC events are conducted in the following way. However, in the case of a switcher preview, only events specified for the keyframes (effect) on the DME or switcher are carried out.
 - The effect register is recalled at the start of execution.
 - Video process data is transmit to the VTR at the start of execution.
 - Speed events and freeze events are carried out in the order of the event time.
 - When a speed event is set for an edit, manual override cannot be performed.
 - If a speed event is set for an edit that is being recorded and the recording is canceled, the speed setting is applied to the new edit.
- When speed events and freeze events are set and enabled, a standard preview (preview starting from the IN point) is performed even if you attempt to carry out an effect preview or OUT point preview. However, when only the effect register event or video process data is set for the edit, the preview is performed for the specified range.

To create a speed event

Note

You can perform Steps **3** to **5** below in any order.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1** Press the DMC EVENT¹⁾ (CTRL+SWER EVENT) key.

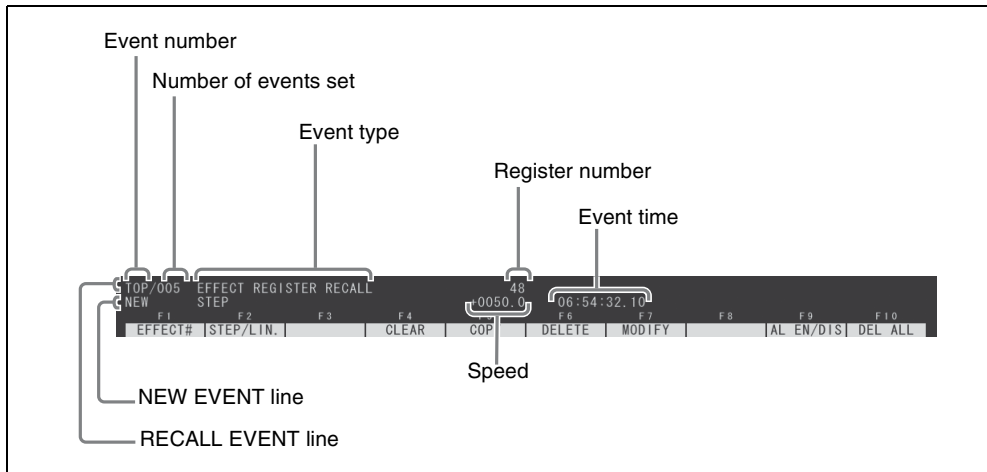
“SELECT SOURCE AND PRESS [ENTER]” appears in the dialog area.

1) There is no keytop notation for this function.

- 2** Use the monitor/source select keys to select the device to be used as the edit source, and then press the ENTER key.

The DMC event menu appears and the following message appears in the dialog area.

Selected device
DMC EVENT (XX): SET SPEED AND EVENT TIME OR
SELECT FUNCTION



The function menu changes as follows.

F1	F2	F3	F4	F5
EFFECT# ¹⁾ or V PROCESS ²⁾	STEP/LIN.	FREEZE ²⁾	CLEAR	COPY
F6	F7	F8	F9	F10
DELETE	MODIFY		AL EN/DIS	DEL ALL

1)Appears only when the keyframes (effect) on the DME or switcher are the source.

2)Appears only when a VTR is the source.

- 3 Use the MARK IN or SET IN key to set the event time with the timecode of the recorder (or the temporary recorder) with which the event is carried out.

For details, see “Setting With the MARK Key” on page 106 or “Setting With the SET Key” on page 107 in Chapter 3.

If you press the SET IN key but without entering anything in the scratchpad area, “ENTER EVENT TIME (BLANK FOR CLEAR)” appears in the dialog area and the “>” cursor flashes at the left of event time indication on the NEW EVENT line.

Note

When using the SET IN key to set the event time, plus or minus values entered in the scratchpad area with a + or – symbol are treated as follows.

Timecode indication in the NEW EVENT line	Event time displayed
No timecode (event time is not set)	Relative value (plus or minus)
Absolute event time	Absolute event time calculated with the plus or minus value
Relative event time	Relative event time calculated with the plus or minus value

Notes

- The MARK IN key can be used to set the event time only when the recorder is selected.
- If you press the ENTER key after pressing the SET IN key while no timecode displayed in the scratchpad area, the event time that has already been set is cleared.

- 4 Do one of the following to set the playback speed of the device.

To set the speed with a direct reading of the current playback speed:

Use the MARK SPEED (SHIFT+MARK CNST) key.

For details, see “Setting the Initial Speed by Directly Reading the Device Playback Speed” on page 199 in Chapter 3.

Note

Setting the playback speed with a direct reading of the current speed is possible only for the device selected in Step 2.

To set the playback speed by directly entering a numeric value:

- 1) When nothing is displayed in the scratchpad area, press the DMC (SHIFT+GPI) key.

“ENTER EVENT SPEED (BLANK FOR CLEAR)” appears in the dialog area and the “>” cursor flashes at the left of speed indication on the NEW EVENT line.

- 2) Enter the playback speed in the scratchpad area, and then press the ENTER key.

A value of -5000% to $+5000\%$ can be set.

Notes

- You can also enter the playback speed in the scratchpad area in advance, and press the DMC (SHIFT+GPI) key to set the playback speed.
- Although the playback speed can be set within the range described above, whether the speed can be actually produced depends on the characteristics of the device in question.
- If you press the ENTER key while no playback speed is displayed in the scratchpad area, the playback speed that has already been set is cleared.

The specified playback speed appears on the NEW EVENT line of the operating screen.

- 5 Press the F2 (STEP/LIN.) key to set the speed-changing mode for the speed event.

Each press of the key toggles the mode.
Details on modes are as follows.

Mode	Display in the NEW EVENT line	Device operation
Step	STEP	The playback speed changes to the specified speed instantly at the specified event time.

Mode	Display in the NEW EVENT line	Device operation
Linear	LINEAR	<ul style="list-style-type: none"> • The playback speed gradually changes from the speed set for the previous event to the speed set for the current event. • When a linear mode speed event exists right after the OUT point of the source, the playback speed gradually changes from the speed set for the event within the edit to the speed set for the event after the OUT point. • If neither of the above applies, the playback speed gradually changes from the initial speed set for the IN point of the source to the speed of the current speed event.

When no setting has been made, STEP mode is set.

6 Press the STORE (CTRL + 7)* key.

The speed event is entered and the settings are displayed on the RECALL EVENT line.

The contents of the NEW EVENT line are cleared.

Registered events are sorted in order of event time order and renumbered.

“Dn” appears to the right of the initial speed indication of the recorder/ source data display. (“n” indicates the number of registered events.)

When the effect register recall events are set, “En” appears, and “Vn” appears when the video process are set.

To clear the contents of the NEW EVENT line without registering the event

Press the F4 (CLEAR) key.

The contents of the NEW EVENT line is cleared.

Notes

- When the value entered in the NEW EVENT line is a relative value, the value calculated from the values on the RECALL EVENT line and the NEW EVENT line is registered as the event time. However, when no event time is displayed on the RECALL EVENT line, the value calculated from the IN point timecode of the recorder (When the selected source is the TO source, the value is the addition of recorder IN point

timecode and the FROM source duration.) and the value on the NEW EVENT line is registered.

- When the recorder IN point or the FROM source duration is changed after a speed event is registered, the registered event times will change accordingly. This also occurs when the recorder IN point or the FROM source duration of the edit registered to the EDL is changed.
- When the recorder IN point is cleared, the registered event times change based on a timecode of 00:00:00:00 for the recorder IN point.

To cancel a DMC event setting

- Press the RET (SHIFT+ENTER)* key while the contents of the DMC event is displayed.
- When an operation unrelated to the event is performed, the display returns to its previous contents after the operation results are obtained. However, the dialog area returns to the contents before the function key was pressed.

To create a freeze event

Basically, a freeze event can be created by the procedure described in “To create a speed event” *on page 284*. There are, however, the following differences.

- Step **4** is unnecessary.
- In Step **5**, press the F3 (FREEZE) key instead of the F2 (STEP/LIN.) key.
- Each press of the F3 (FREEZE) key toggles the mode. The modes that are set are as follows.

Mode	Display on the NEW EVENT line
Freeze ON	FREEZE ON
Freeze OFF	FREEZE OFF

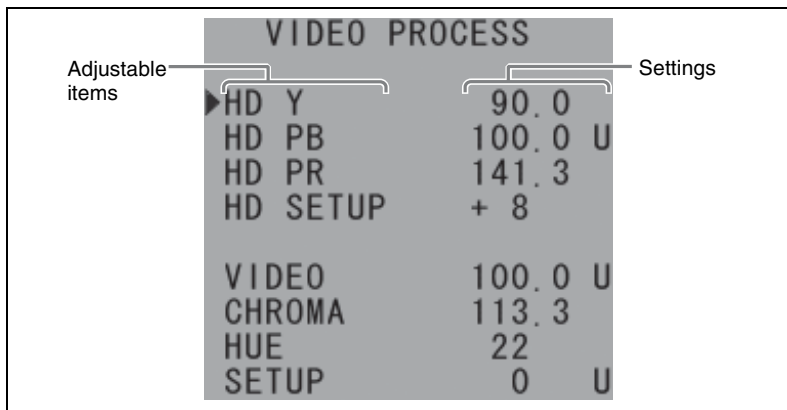
Notes

- The F3 (FREEZE) key appears only when a VTR is selected as the source. This key is not displayed when a DDR or the keyframes (effect) on the DME or switcher is (are) selected.
- When the freeze is set to ON, the playback speed setting at the NEW EVENT line is cleared.

To adjust the video process data of a VTR

* The key allocation on the MKS-8050 is different. See “Key Function List” *on page 564 of Appendix*.

- 1** Perform Steps **1** and **2** in “To create a speed event” on page 284.
- 2** Press the F1 (V PROCESS) key.
The VIDEO PROCESS popup window appears.



Settings of the items that were obtained by pressing the F1 (V PROCESS) key appear in the VIDEO PROCESS popup window. The settings of the items that could not be obtained are left blank and they cannot be adjusted.

Note

All types of automatic execution are prohibited during video process data adjustment.

The following message appears in the dialog area.

ADJUST VIDEO PROCESS DATA OR SELECT FUNCTION
([←], [→] OR SEARCH DIAL)

The function menu changes as follows.

F1	F2	F3	F4	F5
RECALL	LEARN	CLEAR		
F6	F7	F8	F9	F10
	REFRESH	UNITY	ALL UNITY	

The functions of the menu items are as follows.

Menu item	Function
F1 (RECALL)	Sends the stored video process data to the VTR to reproduce the settings. <i>See “To reproduce the stored video process data on the VTR” on page 293.</i>
F2 (LEARN)	Obtains and stores the settings from the VTR. <i>See “To obtain and store all settings from the VTR” on page 292.</i>
F3 (CLEAR)	Clears stored video process data. <i>See “To clear the stored video process data” on page 293.</i>
F7 (REFRESH)	Obtains and displays the settings from the VTR. <i>See “To obtain and display the settings from the VTR” on page 291.</i>
F8 (UNITY)	Set the selected item to its default setting. <i>See “To set the selected item to default setting” on page 292.</i>
F9 (ALL UNITY)	Sets all the items to their default settings. <i>See “To set all the items to default settings” on page 292..</i>

- 3** Use the \uparrow (CTRL+8)* and \downarrow (CTRL+2)* keys to move the “►” cursor to the item you want to set in the VIDEO PROCESS popup window.
- 4** Use the \leftarrow (CTRL+4)* and \rightarrow (CTRL+6)* keys or the search dial to adjust the setting of the selected item.

Notes

- When you use the search dial for adjustment, press the ALL STOP key if the search dial is in either one of the variable-speed playback mode. After the variable-speed playback mode is canceled, you can control the VTRs again by pressing the SHTL, JOG, or VAR key.
- The value displayed in the VIDEO PROCESS popup window during adjustment is the value with which the switcher system is attempting to adjust the VTR, not the value obtained from the VTR.

- 5** Repeat Steps **3** and **4** to adjust all the items that need adjustment.

To obtain and display the settings from the VTR

Press the F7 (REFRESH) key.

The settings of items are obtained from the VTR and the values are displayed in the VIDEO PROCESS popup window.

Note

While the switcher system is attempting to adjust the VTR, the values are displayed up to one decimal. The values obtained from the VTR may be rounded off to integers. Therefore, the value with which the switcher system is attempting to adjust the VTR and the value obtained from the VTR may vary ± 0.1 .

To set the selected item to default setting

Press the F8 (UNITY) key.

The value of the selected item is set to its default setting. “U” appears at the right of the value.

To set all the items to default settings

Press the F9 (ALL UNITY) key.

The values of all items are set to their default settings. “U” appears at the right of the values.

Note

When the F7 (REFRESH) key or F2 (LEARN) key is pressed, the values obtained from the VTR are displayed in the VIDEO PROCESS popup window. If the values change when the settings are obtained from the VTR, the accurate values may not be obtained from the VTR. However, if the correct settings are reproduced on the video output, press the STORE (CTRL + 7)* key instead of the F2 (LEARN) key to store the settings with which the switcher system attempted to adjust the VTR.

To store the video process data of a VTR

To obtain and store all settings from the VTR

1 Press the F2 (LEARN) key.

“LEARN VIDEO PROCESS DATA, PRESS [ENTER] TO CONTINUE” appears at the right of the dialog area.

2 Press the ENTER key.

Settings of the items are obtained from the VTR and stored. Settings displayed in the VIDEO PROCESS popup window are updated.

The dialog area returns to the state that it was in before the F1 (V PROCESS) key was pressed in Step **2** of “To adjust the video process data of a VTR” on page 289.

Notes

- When the video process data is stored, “TOP/nnn VIDEO PROCESS” appears in the RECALL EVENT line of the DMC event menu. The contents of the NEW EVENT line do no change at this time.
- Video process events are not counted as an event.
- When no other events than the video process events are registered to a source, “V0” appears to the right of the initial speed indication in the recorder/source data display section of the operating screen. When any other events are registered to the source, “Dn” changes to “Vn” (“n” indicates the number of registered events.).

To reproduce the stored video process data on the VTR

- 1 Press the F1 (RECALL) key.

“RECALL VIDEO PROCESS DATA, PRESS [ENTER] TO EXECUTE” appears at the right of the dialog area.

- 2 Press the ENTER key.

The settings stored appear in the VIDEO PROCESS popup window, and are sent to the VTR. The settings are reflected to the video output. The dialog area returns to the state that it was in at the time the F1 (V PROCESS) key was pressed in Step 2 of “To adjust the video process data of a VTR” *on page 289*.

Note

When the video process data is not stored, the procedure above takes no effect.

To clear the stored video process data

- 1 Press the F3 (CLEAR) key.

“CLEAR VIDEO PROCESS DATA, PRESS [ENTER] TO CONTINUE” appears at the right of the dialog area.

- 2 Press the ENTER key.

The video process data is cleared.

The dialog area returns to the state that it was in at the time the F1 (V PROCESS) key was pressed in Step 2 of “To adjust the video process data of a VTR” *on page 289*.

Notes

- When the video process data is not stored, the procedure above takes no effect.
- When “TOP/nnn VIDEO PROCESS” has been displayed in the RECALL EVENT line of the DMC event menu, “VIDEO PROCESS” disappears.
- In the recorder/source data display section of the operating screen, “V0” at the right of the initial speed indication disappears. “Dn” changes to “Vn” (“n” indicates the number of registered events.).

To create an effect register recall event

- 1** Perform Steps **1** and **2** in “To create a speed event” on page 284.
- 2** Press the F1 (EFFECT#) key.
“ENTER EFFECT REGISTER# (BLANK FOR CURRENT)” appears to the right of the dialog area.
- 3** Enter the effect register number to be recalled in the scratchpad area, and then press the ENTER key.

A register number of 0 to 99 can be set.

When you press the ENTER key without entering a register number in the scratchpad area, the currently recalled effect register number in the region of the corresponding DME or switcher is automatically entered.

Notes

- When the effect register recall event is stored, “TOP/nnn EFFECT REGISTER RECALL m” appears in the RECALL EVENT line of the DMC event menu (“m” indicates the register number to which the event is stored.).
- Effect register recall event is not counted as a DMC event.
- When no other event is registered for a source, “E0” appears at the right of the initial speed indication of the recorder/source data display. When other types of events are registered, “Dn” changes to “En.” (“n” indicates the number of registered events.).

Notes

- The F1 (EFFECT#) key appears only when the keyframes (effect) on the DME or switcher are selected as the source. This key is not displayed when a VTR or DDR is selected.

- When “AUTO EFFECT DATA” included in the SW CTRL area of the setup menu is set to “ON,” effect register data takes priority over the effect register recall event. Recalling of the register number thus cannot be carried out even when effect register recall event is registered.
- In the following cases, the effect register recall event of the switcher is not carried out.
 - “CONTROL” included in the SW CTRL area of the setup menu is set to other than “ENABLE.”
 - Switcher operation on the Editing Keyboard is disabled.
- In the following case, the effect register recall event of the DME is not carried out.
 - “CONTROL” included in the DME CTRL area of the setup menu is set to other than “ENABLE.”

Automatic registration of the effect register recall event

When an effect register recall event is not registered to an edit, the register number that is currently recalled to the region of the DME or switcher can be automatically registered to the edit when that edit is stored to the EDL or re-registered to the EDL after being modified. When an effect register event is already registered to the edit, automatic registration does not take place.

When effect register 0 is set, effect register recall event is regarded as undefined. In this case, automatic registration of the effect register recall event does not take place. If you do not want to register an effect register recall event, set the effect register 0.

At this time, “EFFECT REGISTER RECALL 0” appears in the RECALL EVENT line of the DMC event menu. However, this does not affect the indications at the right of the initial speed indication of the recorder/source data display section of the operating screen or before the effect type indication of the scroll display.

To edit a created event

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1 Do one of the following to recall an event to be edited on the RECALL EVENT line.

To recall events sequentially:

Press the BS key or the FS key.

Press the BS key to move to the previous event; press the FS key to move to the next event.

When the first event is recalled, “TOP/nnn” appears on the RECALL EVENT line and the effect register recall event is carried out if one has been created for the edit. The BS key is not operable at this time.

When the last event is recalled, “nnn/nnn” appears on the RECALL EVENT line. The FS key is not operable at this time. The FS key is also disabled when no event has been created for the edit. (“TOP/000” appears on the RECALL EVENT line.)

To recall an event by entering its number:

- 1) Press the RECAL (SHIFT+8)* key.

“RECALL EVENT, ENTER EVENT#” appears in the dialog area.

- 2) In the scratchpad area, enter the recall number of the event, and then press the ENTER key.

The event is recalled.

If you enter “0,” the first event is recalled and the effect register recall event is carried out if one has been created for the edit.

If you enter a number greater than the total number of existing events, the last event is recalled.

- 2 Perform one of the following according to the desired operation.

To copy the recalled event to the NEW EVENT line:

Press the F5 (COPY) key,

The recalled event is copied to the NEW EVENT line.

Note

This operation is invalid when the first event is recalled. (“TOP/nnn” appears on the RECALL EVENT line at this time.)

To delete the recalled event:

- 1) Press the F6 (DELETE) key.

“DELETE EVENT, PRESS [STORE] TO EXECUTE” appears to the right of the dialog area.

- 2) Press the STORE (CTRL+7)* key.

The recalled event is deleted and the next event appears on the RECALL EVENT line.

The events following the deleted event are renumbered and the total number of events in the recorder/source data display is updated.

Notes

- Deleting the recalled event does not affect the contents of the NEW EVENT line.
- When an effect register recall event or video process data is deleted, “EFFECT REGISTER RECALL” or “VIDEO PROCESS” disappears from the right of the “TOP/nnn” indication on the RECALL EVENT line. At this time, the next event is not displayed and the events are not renumbered.
- When the last event is deleted, the preceding event is displayed in the RECALL EVENT column.

To change the contents of a recalled event:

- 1) Enter the new contents of the event on the NEW EVENT line.

The playback speed of the device, speed-changing mode, event timecode, and freeze setting can be changed.
Leave out the contents that you do not want to change.

- 2) Press the F7 (MODIFY) key.

“MODIFY EVENT, PRESS [STORE] TO EXECUTE” appears to the right of the dialog area.

- 3) Press the STORE (CTRL+7)* key.

The contents entered on the NEW EVENT line are reflected on the RECALL EVENT line.

Note

- To change the effect register number, press the F1 (EFFECT#) key to create the effect register recall event again.
- To modify the video process data, press the F1 (V PROCESS) key and recreate the video process data.

To delete all DMC events at one time

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1 Press the F10 (DEL ALL) key.

“DELETE ALL EVENT, PRESS [STORE] TO EXECUTE” appears to the right of the dialog area.

2 Press the STORE (CTRL+7)* key.

All the DMC events are deleted and the total event number indication in the recorder/source data display disappears.

To prohibit the execution of DMC events

Press the F9 (AL EN/DIS) key.

The indication to the right of the initial speed indication in the recorder/source data display (e.g., “Dn”) changes (e.g., “D__”) and the execution of DMC events is prohibited.

To cancel the prohibition on DMC event execution

While prohibition is in effect, press the F9 (AL EN/DIS) key.

Notes

- Creating, editing, or deleting events is possible while the execution of DMC events is prohibited. However, the indication to the right of the initial speed indication of the recorder/source data display (e.g., “D__”) does not change.
- The setting or cancellation of the prohibition on DMC event execution remains valid even if the edit is not registered or changed.
- If an attempt is made to register an edit while the execution of DMC events is prohibited, the DMC event is not registered to the EDL. Also, if an edit is corrected, the DMC event is deleted from the EDL.

Making Switcher Event Settings

The switcher event function allows you to register as an event the initiation of the transition at a particular position on the recorder or recalling the snapshot register, and to reproduce the event whenever the edit is previewed or recorded.

Up to 100 switcher events can be set to an edit.

Also, the switcher settings at the start of the edit can be stored to the EDL, in order to reproduce the settings when previewing or recording the edit (initial panel).

For example, when a WIPE edit is created, the wipe pattern number and transition time are contained in the basic edit information, but not the wipe border information. Therefore, when you preview or record the edit, the same border as the one generated when the edit was created may not be generated. Setting the initial panel allows you to generate the same border as the first edit operation.

One initial panel can be set for an edit, and it is not counted as a switcher event.

About the region used for the switcher event

The switcher region where the switcher event settings are stored is determined by “ACTIVE REGION” included in the SW CTRL area of the setup menu.

Notes

- The active region (the region determined by “ACTIVE REGION” included in the SW CTRL area of the setup menu) is used to store the initial panel settings. If a region to which the initial panel settings are stored is not the active region, switcher settings cannot be reproduced when the edit is previewed or recorded.
- A transition event can be created when the region to which the transition event settings are stored is not the active region.
- A snapshot register recall event can be created when the region to which the snapshot register recall event settings are stored is not the active region. However, the register data stored to a region that is not the active region cannot be stored to the EDL. Also, if the region used for creation of a snapshot register recall event is not the active region when the edit is previewed or recorded, register data transfer does not take place. In this case, only the register data recall is carried out.

- When “SNAPSHOT DATA TRANSFER” included in the SWER CTRL area of the setup menu is set to “OFF,” snapshot register data is not stored to the EDL at the time the snapshot register recall event is created. When the edit is previewed or recorded, only the register data recall is carried out. When “SNAPSHOT DATA TRANSFER” is set to “ON,” the register data is stored to the EDL at the time the snapshot register recall event is created.
- When the register data is stored to the region used for the switcher event, “D” is displayed in front of the register number in the RECALL EVENT line of the switcher event menu.
- The snapshot register No.99 in the active region is preferentially used for storing initial panel setting and cannot be used arbitrarily.
- In the following cases, the snapshot register recall event (including initial panel settings and the register data) cannot be set and the switcher events are not carried out.
 - “CONTROL” included in the SW CTRL area of the setup menu is set to other than “ENABLE.”
 - Switcher operation on the Editing Keyboard is disabled.

Function Menu Items Related to Switcher Events

Press the SWER EVENT key, and the function menu changes as follows.

F1	F2	F3	F4	F5
INIT PNL	TRANS	SNAPSHOT	CLEAR	COPY
F6	F7	F8	F9	F10
DELETE	MODIFY		AL EN/DIS	DEL ALL

The functions of the menu items are as follows.

Menu item	Function
F1 (INIT PNL)	Sets the initial panel. <i>See “To set the initial panel” on page 302.</i>
F2 (TRANS)	Creates a transition event. <i>See “To create a transition event” on page 304.</i>
F3 (SNAPSHOT)	Creates a snapshot register recall event. <i>See “To create a snapshot register recall event” on page 306.</i>

Menu item	Function
F4 (CLEAR)	Clears the contents of the NEW EVENT line in the operating screen. <i>See “To clear the contents of the NEW EVENT line without registering the event” on page 306.</i>
F5 (COPY)	Copies the contents of the RECALL EVENT line in the operating screen to the NEW EVENT line. <i>See “To edit a created event” on page 308.</i>
F6 (DELETE)	Deletes an event. <i>See “To edit a created event” on page 308.</i>
F7 (MODIFY)	Modifies the created event. <i>See “To edit a created event” on page 308.</i>
F9 (AL EN/DIS)	Enables or disables the execution of a created event. <i>See “To prohibit the execution of switcher events” on page 309.</i>
F10 (DEL ALL)	Deletes all switcher events. <i>See “To delete all switcher events at one time” on page 308.</i>

Switcher Event Setting Operations

The results of the creation, modification, and deletion of switcher events are registered when the edit is modified or registered to the EDL.

Notes

- If the edit registered to the EDL is recalled and a switcher event is set to that edit, the switcher event setting of the edit is cleared when another edit is recalled before the first edit is modified.
- When a new edit data page appears after the edit is stored to the EDL, all the switcher event settings are cleared.
- For an edit to which a switcher event has been set, “!” appears before the effect type display in the scrolling display.
- The switcher event data is stored to the last edit buffer and edit page buffer.
- The switcher event setting operation cannot be undone by using the UNDO (SHIFT+BS)* button.
- When all the contents of the edit data page is cleared, all the switcher events set for the edit are also cleared.

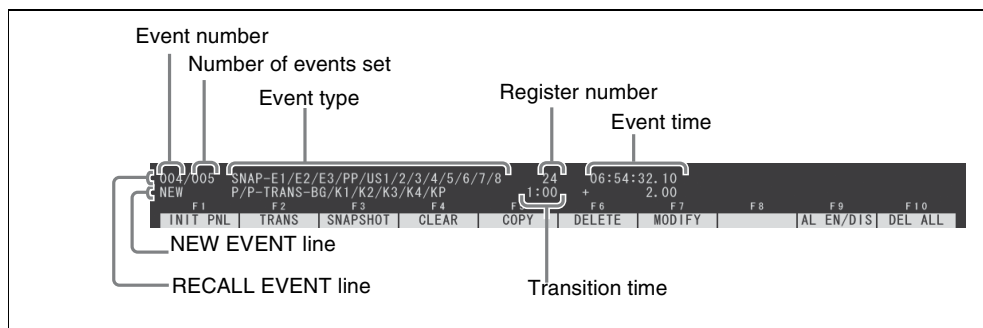
- When carrying out a preview, player preview, switcher preview, recording, or auto-assembly, switcher events are conducted in the following ways.
 - When previewing or recording, the initial panel settings are recalled and transmit to the switcher at the edit start point and the switcher settings are reproduced.
 - The snapshot register data is transmit to the switcher at the start of the execution.
 - While the transmission is taking place, a message “TRANSFERRING FILE” appears.
 - When the initial panel is set for multiple regions or when many snapshot register recall events are set for an edit, data transmission may take up to one minute.
 - Transition events and register recall events are carried out in the order of the event time.
 - Switcher events before the preroll start point or after postroll end point are not carried out.
- When the switcher events are set and enabled, a standard preview (preview starting from the IN point) is performed even if you attempt to carry out an effect preview or OUT point preview.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

To set the initial panel

- 1** Operate the switcher to set it to the status whose setting you want to store.
- 2** Press the SWER EVENT key.

The switcher event menu appears and “SELECT FUNCTION” appears in the dialog area.



The function menu changes as follows.

F1	F2	F3	F4	F5
INIT PNL	TRANS	SNAPSHOT	CLEAR	COPY
F6	F7	F8	F9	F10
DELETE	MODIFY		AL EN/DIS	DEL ALL

Note

While previewing, switcher event settings cannot be carried out even when “LIVE PREVIEW” included in the EXECUTION area of the initialize menu is set to “ON.” Also, while recording, switcher event settings cannot be carried out even when “BACKGROUND REC” included in the EXECUTION area of the initialize menu is set to “ON.”

3 Press the F1 (INIT PNL) key.

The current settings of the switcher panel is temporarily stored. When the settings are stored, “TOP/nnn INITIAL PANEL” appears on the RECALL EVENT line of the switcher event menu, the function menu reverts to the original status, and “IP SW” appears in the effect type display of the operating screen. Depending on the number of regions specified, it may take several seconds or more until the settings are stored.

When the edit is stored to the EDL, switcher settings temporarily stored is also stored to the EDL. “!” appears right before the effect type display in the scrolling display.

To recall the edit with which the initial panel is set and to carry out preview or editing

Carry out previewing or editing normally. The switcher panel setting is recalled and applied to the edit. When “ACTIVE REGION” settings applied to the initial panel setting and that applied when carrying out preview or editing are different, the latter takes priority.

Depending on the number of regions specified, it may take several seconds or more until the switcher panel setting is recalled.

To cancel setting the switcher event

- Press the RET (SHIFT+ENTER)* key while the switcher event menu is displayed.
- When an operation independent of the switcher event is carried out, the display responds to the operation and then resumes to the status before the operation is carried out, Indication in the dialog area returns to the status before the function key was pressed.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

Note

When an edit is recalled to add, change, or delete the initial panel settings, the edit must be modified.

To create a transition event

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

Note

You can perform Steps **4** to **6** below in any order.

1 Perform Steps **1** and **2** in “To set the initial panel” on page 302.

2 Press the F2 (TRANS) key.

“SELECT REGION” appears in the dialog area and the function menu changes as follows.

F1	F2	F3	F4
M/E1 TRAN	M/E2 TRAN	M/E3 TRAN	P/P TRAN

3 Specify the region by pressing the corresponding function key.

“SELECT TRANSITION MODE AND ENTER TRANSITION RATE” appears in the dialog area.

Note

To select M/E region of the MFS-2000 system, press the F1 (M/E1 TRAN) key.

When a transition event has not been displayed in the NEW EVENT line of the switcher event menu, “XXX-TRANS-AUTO” (“XXX” indicates the selected region) appears. When a transition event has been displayed, the region indication changes to the one specified by pressing the function key. When you press a function key other than the F4 (P/P TRAN) key while “P/P-TRANS-FTB” is displayed, the transition mode indication changes to “AUTO.”

The function menu changes as follows.

F1	F2	F3	F4	F5
BKGD	KEY1	KEY2	KEY3	KEY4
F6	F7	F8	F9	F10
KEY PRIOR		FADE BLK ¹⁾		

1) Appears only when the F4 (P/P TRAN) key is pressed in Step 3.

4 Specify the transition mode by pressing the corresponding function key.

The selectable transition modes are background (BKGD), key1 to key 4 (KEY1 to KEY4), key priority (KEY PRIOR), and fade black (FADE BLK). Multiple transition modes except for the fade black can be specified simultaneously.

Each press of a function key turns on or off the corresponding transition mode indication in the NEW EVENT line of the switcher event menu. Transition type (e.g., wipe, mix) is determined by the switcher settings when the edit is previewed or recorded.

Notes

- When background or key priority is specified, the setting is selected in the next transition and the common transition is carried out. When the key priority is set preceding the wipe or mix type transition, wipe and mix may not be carried out properly.
- When the key 1, 2, 3, or 4 is specified, the transition dedicated to the key is carried out.

- When no transition mode is specified, “AUTO” appears in the NEW EVENT line of the switcher event menu. At this time, the common transition is carried out for the next transition, according to the switcher settings when the edit is previewed or recorded.

5 Enter the transition time in the scratchpad area, and press the ENTER key.

The settable range is the same as the transition time for the mix or wipe edits.

6 Perform Step **3** in “To create a speed event” on page 284.

Note

Event time before the recorder IN point or after the recorder OUT point can be set.

7 Press the STORE (SHIFT + ENTER)* key.

The transition event is stored and the details are displayed in the RECALL EVENT line of the switcher event menu. The contents of the NEW EVENT line are cleared.

Registered events are sorted by the event time and renumbered. “SWn” appears in the effect type display section of the operating screen (“n” indicates the number of registered events.).

Note

When you shift the timecode of the recorder IN point after registering transition events, event time of the registered events is shifted accordingly. This occurs even when the timecode of the recorder IN point is shifted after the edit is stored to the EDL. If the recorder IN point is cleared, the recorder IN point is assumed to be 00:00:00:00.

To clear the contents of the NEW EVENT line without registering the event

Press the F4 (CLEAR) key.

To create a snapshot register recall event

1 Perform Steps **1** and **2** in “To set the initial panel” on page 302.

2 Press the F3 (SNAPSHOT) key.

“SELECT REGION AND ENTER REGISTER#” appears in the dialog area and “SNAP-” appears in the NEW EVENT line of the switcher event menu.

The function menu changes as follows.

F1	F2	F3	F4	F5
M/E1	M/E2	M/E3	P/P	
F6	F7	F8	F9	F10
				-- 1 --

When the F10 (-- 1 --) key is pressed, the function menu changes to page 2 as follows.

F1	F2	F3	F4	F5
USER1	USER2	USER3	USER4	USER5
F6	F7	F8	F9	F10
USER6	USER7	USER8		-- 2 --

When the F10 (-- 2 --) key on page 2 is pressed, the function menu returns to page 1.

3 Specify the region by pressing the corresponding function key.

Selectable regions are M/E1 to M/E3, P/P, and USER1 to USER8. Each press of a function key turns on or off the corresponding region indication in the NEW EVENT line of the switcher event menu.

Notes

- To select M/E region of the MFS-2000 system, press the F1 (M/E1) key on page 1 of the function menu. To select the MISC region, press the F1 (USER1) key on page 2 of the function menu.
- Even if the register recall event that is halfway through the setting is displayed in the NEW EVENT line of the switcher event menu, you can create the next switcher event.

4 Enter the snapshot register number in the scratchpad area, and press the ENTER key.

The settable range is 1 to 99.

Notes

- Snapshot register number can be entered while the region is being specified.

- When you created multiple events that use the same snapshot register in the same region, the data of the event specified last is used.
- When an event that uses snapshot register No.99 is created and initial panel is set for the same region, the data created for the initial panel is used for the event, regardless of the creation or execution order of the events.

To edit a created event

Basically, the following procedures for editing a created event are the same as the procedures described in “To edit a created event” on page 295.

- Copying the recalled event to the NEW EVENT line (F5 (COPY))
- Deleting the recalled event (F6 (DELETE))
- Changing the contents of a recalled event (F7 (MODIFY))

There are, however, the following differences.

- When the first event is recalled and the initial panel is set for that event, the event is carried out.
- When you recall and delete an event, the next event is carried out. When you delete the initial panel, “INITIAL PANEL” disappears from the right of “TOP/nnn” in the RECALL EVENT line. “IP” in the effect type display section in the operating screen also disappears. When no other events are set, “SW” at the right of “IP” disappears. Numbers of the succeeding events do not move up.
- When the last event is deleted, the contents of event right before the deleted one appear in the RECALL EVENT line. However, that event is not carried out.
- Before changing the contents of an event, recall the event and display the contents in the RECALL EVENT line. Event type, transition time, register number, and event time can be changed. Press the STORE (CTRL+7)* key to reflect the contents of the NEW EVENT line to the RECALL EVENT line and to carry out the changed event.
- Before changing the initial panel, operate the switcher panel to specify the status after the change.

To delete all switcher events at one time

All the switcher events can be deleted at one time by the procedure described in “To delete all DMC events at one time” on page 297.

To prohibit the execution of switcher events

The execution of switcher events can be prohibited by the procedure described in “To prohibit the execution of DMC events” on page 298. There is, however, the following difference.

- When the execution of the events are prohibited, the indications except for “SW” in the edit data display section of the recorder/source data display change to “___”.

About the Video Process of the Switcher

When the video process obtained from the switcher is set for the source of an edit and that edit is registered or corrected, switcher video process data can be obtained from the switcher pair number for the device ID of the source and the video process data can be stored to the EDL.

To do this, “AUTO VIDEO PROCESS DATA” included in the SW CTRL area of the setup menu must be set to “ON.” When set to “ON,” “VP ON” appears in the effect type display section of the operating screen. When set to “OFF,” “VP” appears when the edit to which the switcher video process data is registered is recalled.

To change or delete the registered switcher video process data

- 1 Carry out one of the following operations.

To change the video process data:

- 1) Recall the edit and perform previewing to transmit the registered video process data to the switcher in order to reproduce the settings.

Once the video process data is transmit to the switcher and the settings are reproduced, the data will not transmit to the switcher until another edit is recalled.

- 2) Modify the switcher video process data.

To delete the video process data:

Set “AUTO VIDEO PROCESS DATA” to “OFF.”

- 2 Modify the edit. (There is no need to change the edit data.)

Re-acquisition (when changing the video process data) or deletion of the video process data is carried out.

Notes

- Video process data is stored to the edit page buffer.
- In the following cases, registering the switcher video process data to EDL and recalling the switcher video process data during editing operation cannot be carried out.
 - Switcher operation on the Editing Keyboard is disabled.
 - “CONTROL” included in the SW CTRL area of the setup menu is set to other than “ENABLE.”

About the Keyframes (Effect) on the DME or Switcher

When the keyframes (effect) on the DME or switcher are set as the edit source and the edit is registered to the EDL, effect register data that is recalled to the region can be automatically registered to the EDL. At this time, “!” appears right before the effect type indication in the scrolling display and the effect register number is registered as the effect register recall event of the DMC event. Registered effect data can be automatically recalled when the edit is recalled for the first time in order to carry out preview or editing. To do this, “AUTO EFFECT DATA” included in the SW CTRL area of the setup menu must be set to “ON.”

Depending on the number of regions and keyframes (effect) used, it may take several seconds or more until the effect data is registered or recalled.

Notes

- The effect register No.99 in the region is preferentially used to save the effect data. When setting “AUTO EFFECT DATA” to “ON,” this register cannot be used arbitrarily.
- User effect data with which the frame memory animation is set contains information on the picture file, but not the picture file itself. When editing operation is carried out, the registered picture file must be stored in the switcher system.
- Effect data of user programmable DME pattern is not stored to the EDL.

To change or delete the registered effect data

- 1** Carry out one of the following operations.

To change the effect data:

- 1)** Recall the edit and perform previewing to recall the registered effect data to the current buffer of the DME or switcher,

Once the effect data has been recalled, other effect data will not be recalled until another edit is recalled.

2) Modify the effect data.

To delete the effect data:

Set “AUTO EFFECT DATA” included in the SW CTRL area of the setup menu to “OFF,” then go to Step 3.

2 Change the edit data.

When the edit data cannot be changed, delete the effect register recall event of the DMC event temporarily.

3 Modify the edit.

Re-acquisition (when changing the effect data) or deletion of the effect data is carried out.

Notes

- Effect data is stored to the edit page buffer.
- In the following cases, registering the switcher effect data to EDL and recalling the switcher effect data during editing operation cannot be carried out.
 - Switcher operation on the Editing Keyboard is disabled.
 - “CONTROL” included in the SW CTRL area of the setup menu is set to other than “ENABLE.”

Making Mixer Event Settings

The mixer event function allows you to register as an event the initiation of the transition at a particular position on the recorder or recalling the register, and to reproduce the event whenever the edit is previewed or recorded.

Up to 100 mixer events can be set to an edit.

Note

All the mixer events cannot be carried out when “CONTROL” included in the MX CTRL area of the setup menu is set to other than “ENABLE.”

Function Menu Items Related to Mixer Events

Press the MIXER EVENT (SHIFT+SWER EVENT) key, and the function menu changes as follows.

F1	F2	F3	F4	F5
	TRANS	REG RECAL	CLEAR	COPY
F6	F7	F8	F9	F10
DELETE	MODIFY		AL EN/DIS	DEL ALL

The functions of the menu items are as follows.

Menu item	Function
F2 (TRANS)	Creates a transition event. <i>See “To create a transition event” on page 314.</i>
F3 (REG RECAL)	Creates a register recall event. <i>See “To create a register recall event” on page 316.</i>
F4 (CLEAR)	Clears the contents of the NEW EVENT line in the operating screen. <i>See “To clear the contents of the NEW EVENT line without registering the event” on page 316.</i>
F5 (COPY)	Copies the contents of the RECALL EVENT line in the operating screen to the NEW EVENT line. <i>See “To edit a created event” on page 317.</i>

Menu item	Function
F6 (DELETE)	Deletes an event. <i>See “To edit a created event” on page 317.</i>
F7 (MODIFY)	Modifies the created event. <i>See “To edit a created event” on page 317.</i>
F9 (AL EN/DIS)	Enables or disables the execution of a created event. <i>See “To prohibit the execution of mixer events” on page 317.</i>
F10 (DEL ALL)	Deletes all mixer events. <i>See “To prohibit the execution of mixer events” on page 317.</i>

Mixer Event Setting Operations

The results of the creation, modification, and deletion of mixer events are registered when the edit is modified or registered to the EDL.

Notes

- If an edit is recalled and a mixer event is set to that edit, the mixer event setting of the edit is cleared when another edit is recalled before the first edit is modified.
- When a new edit data page appears after the edit is stored to the EDL, all the mixer event settings are cleared.
- For an edit to which a mixer event has been set, “!” appears before the effect type display in the scrolling display.
- The mixer event data is stored to the last edit buffer and edit page buffer.
- The mixer event setting operation cannot be undone by using the UNDO (SHIFT+BS)* button.
- When all the contents of the edit data page is cleared, all the mixer events set for the edit are also cleared.
- When carrying out a preview, player preview, recording, or auto-assembly, mixer events are conducted in the following ways.
 - Transition events and register recall events are carried out in the order of the event time.
 - Mixer events before the preroll start point or after postroll end point are not carried out.

- When the mixer events are set and enabled, a standard preview (preview starting from the IN point) is performed even if you attempt to carry out an effect preview or OUT point preview.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

To create a transition event

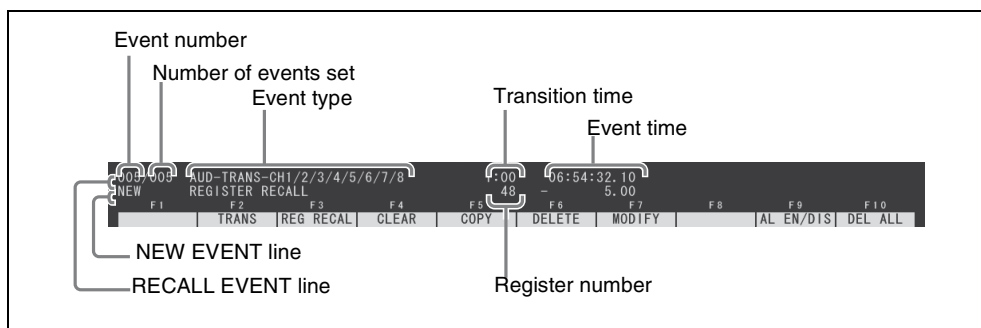
Note

You can perform Steps **4** and **5** below in reverse order.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

1 Press the MIXER EVENT (SHIFT+SWER EVENT) key.

The mixer event menu appears and “SELECT FUNCTION” appears in the dialog area.



The function menu changes as follows.

F1	F2	F3	F4	F5
	TRANS	REG RECALL	CLEAR	COPY
F6	F7	F8	F9	F10
DELETE	MODIFY		AL EN/DIS	DEL ALL

2 Press the F2 (TRANS) key.

“SELECT CHANNEL AND ENTER TRANSITION RATE” appears in the dialog area and “AUD-TRANS-CH” appears in the NEW EVENT line in the mixer event menu.

The function menu changes as follows.

F1	F2	F3	F4	F5
CH-1	CH-2	CH-3	CH-4	CH-5
F6	F7	F8	F9	F10
CH-6	CH-7	CH-8	ALL CH	

- 3
- Select the channels with which the transition event takes place by pressing the corresponding function keys.

CH1 to CH8 can be selected.
Each press of a function key turns on or off the corresponding channel indication in the NEW EVENT line of the mixer event menu.

To select or deselect the all channels at one time:

Press the F9 (ALL CH) key.
When the F9 (ALL CH) key is pressed while all channels are selected, all channels are deselected and the channel indications in the NEW EVENT line are all turned off.
When the F9 (ALL CH) key is pressed which certain channels are selected, all channels are selected and the channel indications in the NEW EVENT line are all turned on.

- 4
- Enter the transition time in the scratchpad area, and press the ENTER key.

The settable range is the same as the transition time for the mix or wipe edits.
If the previous setting is remained in the scratchpad area, pressing the ENTER key sets that value.

- 5
- Perform Step 3 in “To create a speed event” on page 284.

Note

Event time before the recorder IN point or after the recorder OUT point can be set.

- 6
- Press the STORE (SHIFT + ENTER)* key.

The transition event is stored and the details are displayed in the RECALL EVENT line of the mixer event menu. The contents of the NEW EVENT line are cleared.
Registered events are sorted by the event time and renumbered.
“MXn” appears in the effect type display section of the operating screen (“n” indicates the number of registered events.).

Note

When you shift the timecode of the recorder IN point after registering transition events, event time of the registered events is shifted accordingly. This occurs even when the timecode of the recorder IN point is shifted after the edit is stored to the EDL. If the recorder IN point is cleared, the recorder IN point is assumed to be 00:00:00:00.

To clear the contents of the NEW EVENT line without registering the event

Press the F4 (CLEAR) key.

To cancel setting the mixer event

- Press the RET (SHIFT+ENTER)* key while the mixer event menu is displayed.
- When an operation independent of the mixer event is carried out, the display responds to the operation and then resumes to the status before the operation is carried out, Indication in the dialog area returns to the status before the function key was pressed.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

To create a register recall event

- 1** Press the MIXER EVENT (SHIFT+SWER EVENT) key.
- 2** Press the F3 (REG RECAL) key.
“ENTER REGISTER#” appears in the dialog area and “REGISTER RECALL” appears in the NEW EVENT line in the mixer event menu.
- 3** Enter the register number in the scratchpad area, and press the ENTER key.

The settable range is 1 to 4095.

Note

Depending on the audio mixers, available number of registers may be less than 4095.

- 4** Perform Steps **5** and **6** in “To create a transition event” on page 314.

To edit a created event

Basically, the following procedures for editing a created event are the same as the procedures described in “To edit a created event” on page 295.

- Copying the recalled event to the NEW EVENT line (F5 (COPY))
- Deleting the recalled event (F6 (DELETE))
- Changing the contents of a recalled event (F7 (MODIFY))

There are, however, the following differences.

- When the event is recalled by pressing the BS key or FS key, or by entering the event number in the scratchpad area, recalled event is executed. When you delete the recalled event, next event is executed.
- When the last event is deleted, the contents of event right before the deleted one appear in the RECALL EVENT line. However, that event is not executed.
- Before changing the contents of an event, recall the event and display the contents in the RECALL EVENT line. Event type, transition time, register number, and event time can be changed. Press the STORE (CTRL+7)* key to reflect the contents of the NEW EVENT line to the RECALL EVENT line and to execute the changed event.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

To delete all mixer events at one time

All the mixer events can be deleted at one time by the procedure described in “To delete all DMC events at one time” on page 297.

To prohibit the execution of mixer events

The execution of mixer events can be prohibited by the procedure described in “To prohibit the execution of DMC events” on page 298. There is, however, the following difference.

- When the execution of the events are prohibited, the indications except for “MX” in the edit data display section of the recorder/source data display change to “___”.

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Overview of Data Management

The data described in this chapter includes edit data, an EDL composed of collections of edit data and data regarding the switcher and DME to be used in each edit, and a project consisting of multiple EDLs, as well as various kinds of system settings data.

Edit data and system settings data is stored in the RAM of the system control unit when currently in use, and regular operations such as modifying and recording are performed from this software on the data in the RAM. It is also possible to access a storage device inserted into the memory card slot or connected to the USB port (hereafter referred to as an “external USB storage device” in this chapter) and the hard disk drive of the system control unit (hereafter referred to as the “system HDD” in this chapter), save the data in the RAM as a file, and then recall the saved file to the RAM. Backup copy of the projects and EDLs in the system HDD can be made to the external USB storage device.

This chapter mainly includes the following two explanations.

- **Various kinds of data operations related to the EDL**

An explanation on the various kinds of operations that can be performed for edit data included in the EDL (in RAM) currently being modified, EDL input and output operations performed between the RAM and an external USB storage device, etc. This chapter also includes explanations on various operations of project management functions *on page 324*, EDL management functions *on page 333*, and list management functions *on page 382*.

- **System settings data management**

An explanation on operations that can be performed for saving and recalling system settings data between the RAM and the system HDD or the RAM and an external USB storage device. There are two kinds of system settings data: setup menu settings data and initialize menu settings data.

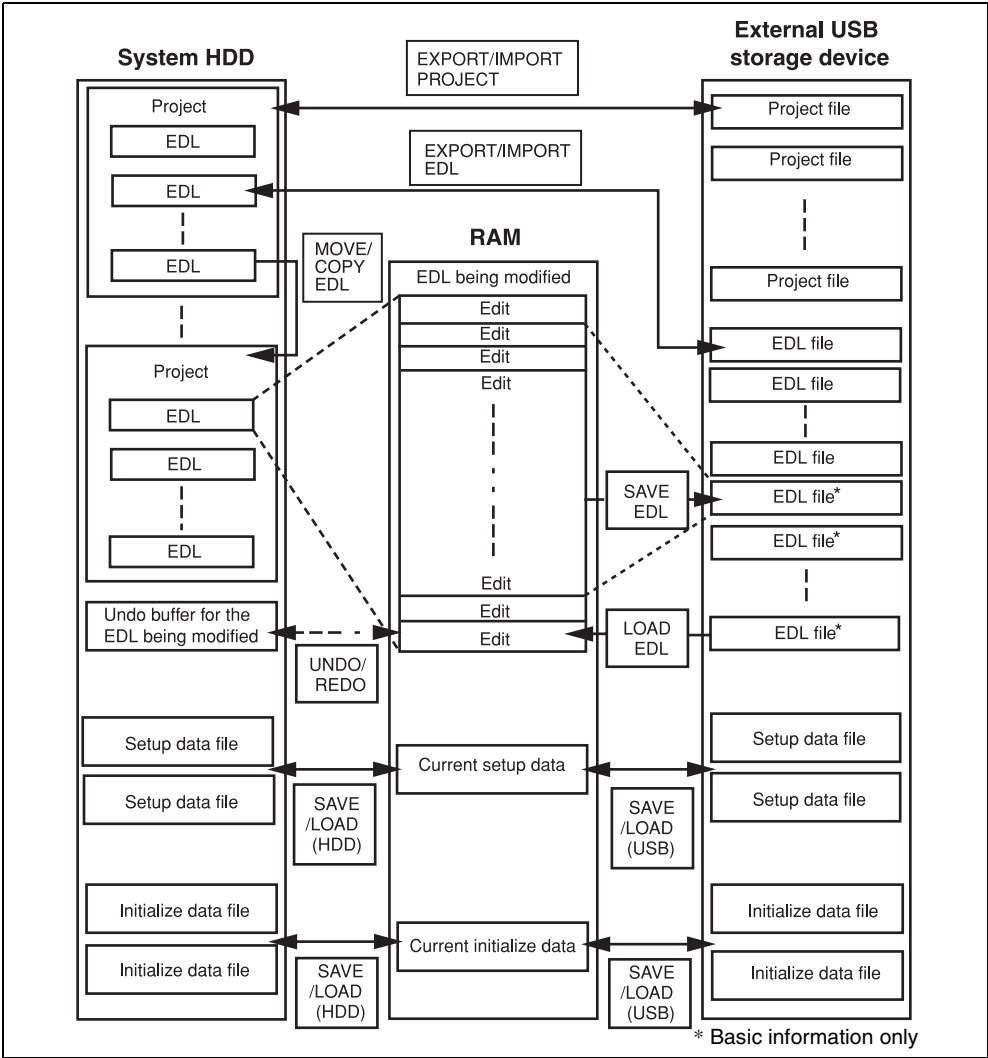
Note

The operations described in this chapter vary depending on the setting of each item of the EDL area in the initialize menu. This chapter includes detailed explanations on how operations differ depending on the settings, but individual settings are not referred to.

For details on the settings in the initialize menu, see “Editing Parameter Settings (Initialization)” on page 475 in Chapter 6.

Workflow for Various Kinds of Data

The following figure shows the overall workflow between the RAM, system HDD, and USB storage device for the various kinds of data described in this chapter.



Note

When the EDL and various system settings data are saved to an external USB storage device, file transfer may continue even after the completion beep sounds and the next operation becomes possible. If the system power is turned off or the USB storage device is disconnected during a file transfer, there is a risk of data loss or, in the worst case, damage to the device. To avoid this, be sure to heed the following precautions.

- Before turning off the power, perform the shutdown operation on the switcher system.
- Before disconnecting the external USB storage device, verify that the device is no longer being accessed, such as by checking the access LED. Also, note that sometimes the access LED goes dark for a moment and then lights up again shortly thereafter.

Project Management

About Projects

A bundle of multiple EDLs and switcher, DME, and VTR data used for edits included in the EDLs is called a project. When editing a program, creating a project and carrying out the operation using the project makes edit management easy. Also, projects can be created for each operator. System HDD and the external USB storage device can save and load the project between each other, facilitating creation of backup data. Use the project menu to manage the projects.

Note

When this version of this software is started up for the first time (or when projects do not exist), the following operations are carried out automatically.

- A project labeled with “DEFAULT” is created.
- An EDL labeled with “DEFAULT” is created in the “DEFAULT” project. When this software is upgraded from the version earlier than 4.0 and an EDL created with the version earlier than 4.0 exists, the EDL is labeled “DEFAULT.”
- The “DEFAULT” EDL opens.
- When this software is started up for the second time and after, the EDL which was used last opens. When the last used EDL could not be found, the list of project opens.

Recalling the Project

- 1 Press the PROJ (SHIFT + EDL) key.

A list of projects appears and the message “SELECT PROJECT AND PRESS [ENTER] OR SELECT FUNCTION” appears on the first line of the dialog area.

When the PROJ (SHIFT + EDL) key is pressed during editing, the latest status of the EDL currently being edited has been stored automatically. The project that includes that EDL appears in yellow in the list of projects.

```
== PROJECT LIST ==
```

PROJECT NAME ▲	EDL	SIZE KB	MODIFIED	COMMENT
► CINEMA	15		2006/06/22 13:10	ABCDEFGHIJKLMNOPQRSTUVWXYZ
Comedy	8		2006/06/23 13:10	abcdefghijklmnpqrstuvwxyz
DEFAULT	4		2006/06/21 13:10	ABCDEFGHIJKLMNOPQRSTUVWXYZ
Drama	2		2006/06/27 13:10	abcdefghijklmnpqrstuvwxyz
MUSIC	23		2006/06/26 13:10	ABCDEFGHIJKLMNOPQRSTUVWXYZ
Special	7		2006/06/24 13:10	abcdefghijklmnpqrstuvwxyz
Sports	6		2006/06/25 13:10	ABCDEFGHIJKLMNOPQRSTUVWXYZ

PROJECT list

- 2** Use the \uparrow (CTRL + 8)* and \downarrow (CTRL + 2)* keys to move the “►” cursor to the project you want to recall, then press the ENTER key.

A list of EDLs contained in the project appears.

For details on the EDL management, see “EDL Management” on page 333.

To recall the display before the project was recalled

When the edit screen has been displayed until the list of project appears, the edit screen can be recalled by pressing the RET (SHIFT + ENTER)* key when the following conditions are all met.

- “SELECT PROJECT AND PRESS [ENTER] OR SELECT FUNCTION” appears in the dialog area.
- Other messages than described above has not been displayed.

When the edit screen is recalled, edit data that has been set is maintained. The dialog area and the function menu is set to the initial status according to the edit being set and the popup window is closed.

If either of the conditions above is not met, it is necessary to select the project and recall the EDL in order to recall the edit screen which has been displayed right before the project was recalled.

When you display the list of projects while the list of EDL is displayed, you can press the RET (SHIFT + ENTER)* key to recall the list of EDL.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

To use the project menu

The project menu indicates the functions selectable from the function menu which appears when the PROJ (SHIFT + EDL) key is pressed. This menu includes operations related to the projects.

When the PROJ (SHIFT + EDL) key is pressed, the function menu changes as follows.

F1	F2	F3	F4	F5
NEW PROJ	DELETE	RENAME		
F6	F7	F8	F9	F10
COMMENT		IMPORT	EXPORT	SORT

The function of each key is shown below.

Key	Function
F1 (NEW PROJ)	Creates a new project. <i>See “Creating a New Project” on page 327.</i>
F2 (DELETE)	Deletes the specified project. <i>See “Deleting the Project” on page 327.</i>
F3 (RENAME)	Changes a name of the specified project. <i>See “Renaming the Project” on page 328.</i>
F6 (COMMENT)	Adds a comment to the specified project. <i>See “Adding a Comment to a Project” on page 328.</i>
F8 (IMPORT)	Imports the specified project from the external USB storage device. <i>See “Importing the Project” on page 329.</i>
F9 (EXPORT)	Exports the specified project to the external USB storage device. <i>See “Exporting the Project” on page 330.</i>
F10 (SORT)	Sorts the projects in the list according to a specified condition. <i>See “Sorting Projects, EDLs, Directories, and Files” on page 445.</i>

Creating a New Project

- 1 Press the PROJ (SHIFT + EDL) key to display the project menu, then press the F1 (NEW PROJ) key.

The message “CREATE NEW PROJECT, ENTER NAME” appears on the first line of the dialog area.

- 2 Enter a project name within eight characters in the scratchpad area, then press the ENTER key.

Notes

- If the project name you entered already exists, the message “WARNING! PROJECT NAME IS NOT UNIQUE” appears. In this case, enter another name and press the ENTER key again.
- If you use one of the following characters for the name of the project, it is converted to the underbar (_) character.

Space \ / : ; . , * ? " < > |

To cancel the operation and return to the project menu

Press the RET (SHIFT + ENTER)* key.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

Deleting the Project

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

Note

When you delete a project, EDLs contained in the project are also deleted and cannot be restored.

- 1 Press the PROJ (SHIFT + EDL) key to display the project menu, then use the ↑ (CTRL + 8)* and ↓ (CTRL + 2)* keys to move the “▶” cursor to the project you want to delete.
- 2 Press the F2 (DELETE) key.

The message “DELETE PROJECT, PRESS [ENTER] TO CONFIRM” appears on the first line of the dialog area.

The name of the selected project appears on the second line of the dialog area.

- 3** After confirming the project to be deleted, press the ENTER key.

The message on the first line of the dialog area changes to “DELETE PROJECT, PRESS [STORE] TO EXECUTE.”

- 4** Press the STORE (CTRL + 7)* key.

The selected project is deleted.

To cancel the operation and return to the project menu

Press the RET (SHIFT + ENTER)* key.

Renaming the Project

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

- 1** Press the PROJ (SHIFT + EDL) key to display the project menu, then use the ↑ (CTRL + 8)* and ↓ (CTRL + 2)* keys to move the “►” cursor to the project you want to rename.

- 2** Press the F3 (RENAME) key.

The message “RENAME PROJECT, ENTER NEW NAME” appears on the first line of the dialog area.

- 3** Change the project name displayed in the scratchpad area, then press the ENTER key.

Note

If the project name you entered already exists, the message “WARNING! PROJECT NAME IS NOT UNIQUE” appears. In this case, enter another name and press the ENTER key again.

To cancel the operation and return to the project menu

Press the RET (SHIFT + ENTER)* key.

Adding a Comment to a Project

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

- 1** Press the PROJ (SHIFT + EDL) key to display the project menu, then use the ↑ (CTRL + 8)* and ↓ (CTRL + 2)* keys to move the “►” cursor to the project to which you want to add a comment.
- 2** Press the F6 (COMMENT) key.

The message “ENTER COMMENT” appears on the first line of the dialog area. The selected project name appears on the second line of the dialog area.
- 3** Enter a comment on the third line of the scratchpad area, then press the ENTER key.

Up to 40 alphanumeric characters or symbols can be entered.

To cancel the operation and return to the project menu

Press the RET (SHIFT + ENTER)* key.

Importing the Project

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

- 1** Press the PROJ (SHIFT + EDL) key to display the project menu, then press the F8 (IMPORT) key.

The list of external USB storage devices is displayed and the message “SELECT USB DEVICE AND PRESS [ENTER]” appears in the dialog area.

For details on the list of external USB storage devices and related function key operations, see “About File Operations” on page 442.

- 2** Use the ↑ (CTRL + 8)* and ↓ (CTRL + 2)* keys to move the “►” cursor to the external USB device to be selected, then press the ENTER key.

The list of directories on the selected USB storage device is displayed and the message “SELECT DIRECTORY AND PRESS [ENTER] OR SELECT FUNCTION” appears in the dialog area.

For details on the list of directories and related function key operations, see “About File Operations” on page 442.

- 3 Use the ↑ (CTRL + 8)* and ↓ (CTRL + 2)* keys to move the “►” cursor to the directory where the project file to be imported is stored, then press the ENTER key.

The list of project files on the selected device directory is displayed and the message “SELECT PROJECT AND PRESS [ENTER] TO EXECUTE OR SELECT FUNCTION” appears in the dialog area. The comments added to the projects do not appear in the list of project files.

For details on the list of project files and related function key operations, see “About File Operations” on page 442.

- 4 Use the ↑ (CTRL + 8)* and ↓ (CTRL + 2)* keys to move the “►” cursor to the project file you want to import, then press the ENTER key.

Note

If the project with the same name as the one that you want to import already exists, the message “WARNING! PROJECT NAME IS NOT UNIQUE” appears. If you press the ENTER key again, the existing project is overwritten.

Importing starts and the message “IMPORTING PROJECT” appears in the dialog area. When importing finishes, a beep sounds and the message disappears.

To cancel importing the project

Press the ALL STOP key.

Exporting the Project

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

- 1 Press the PROJ (SHIFT + EDL) key to display the project menu, then use the ↑ (CTRL + 8)* and ↓ (CTRL + 2)* keys to move the “►” cursor to the project you want to export.
- 2 Press the F9 (EXPORT) key.

The list of external USB storage devices is displayed and the message “SELECT USB DEVICE AND PRESS [ENTER]” appears in the dialog area.

For details on the list of external USB storage devices and related function key operations, see “About File Operations” on page 442.

- 3 Use the \uparrow (CTRL + 8)* and \downarrow (CTRL + 2)* keys to move the “►” cursor to the external USB device to be selected, then press the ENTER key.

The list of directories on the selected device is displayed and the message “SELECT DIRECTORY AND PRESS [ENTER] OR SELECT FUNCTION” appears in the dialog area.

For details on the list of directories and related function key operations, see “About File Operations” on page 442.

- 4 Use the \uparrow (CTRL + 8)* and \downarrow (CTRL + 2)* keys to move the “►” cursor to the directory where the project to be exported is stored, then press the ENTER key.

The list of project files on the selected directory is displayed and the message “ENTER PROJECT NAME OR SELECT FUNCTION” appears in the dialog area.

The comments added to the projects do not appear in the list of project files.

For details on the list of project files and related function key operations, see “About File Operations” on page 442.

- 5 If necessary, change the project name displayed in the scratchpad area (the one selected in Step 1), then press the ENTER key.

Notes

- If the project file with the same name as the one that you want to export already exists in the directory selected in Step 4, the message “WARNING! PROJECT NAME IS NOT UNIQUE” appears. If you press the ENTER key again, the existing project file is overwritten.
- You can use the \uparrow (CTRL + 8)* and \downarrow (CTRL + 2)* keys to move the “►” cursor to the existing project file you want to overwrite. The selected project name is displayed in the scratchpad area.

Exporting starts and the message “EXPORTING PROJECT” appears in the dialog area. When exporting finishes, a beep sounds and the message disappears.

To cancel exporting the project

Press the ALL STOP key.

Note

If exporting has started, pressing the ALL STOP key enables you to perform another operation but saving continues and a file is generated.



EDL Management

Use the EDL menu to manage the EDLs included in the project.

Recalling the EDL

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

- 1** Press the EDL key while the edit screen is displayed. Or, recall the project from the list of projects.

A list of EDLs in the current project appears and the message “SELECT EDL AND PRESS [ENTER] OR SELECT FUNCTION” appears on the first line of the dialog area.
The latest status of the EDL currently being edited has been stored automatically, and the EDL appears in yellow in the list of EDLs.

== Special ==

EDL NAME	EDIT	SIZE KB	MODIFIED	COMMENT
▶ Opening	8		2006/06/27 13:10	ABCDEFGHIJKLMNOPQRSTUVWXYZ
Prologue	129		2006/06/26 13:10	abcdefghijklmnopqrstuvwxyz
Act1	251		2006/06/25 13:10	ABCDEFGHIJKLMNOPQRSTUVWXYZ
Act2	138		2006/06/24 13:10	abcdefghijklmnopqrstuvwxyz
Act3	60		2006/06/23 13:10	ABCDEFGHIJKLMNOPQRSTUVWXYZ
Act4	183		2006/06/22 13:10	abcdefghijklmnopqrstuvwxyz
Epilogue	35		2006/06/21 13:10	ABCDEFGHIJKLMNOPQRSTUVWXYZ
Ending	12		2006/06/20 13:10	abcdefghijklmnopqrstuvwxyz

EDL list

- 2** Use the \uparrow (CTRL + 8)* and \downarrow (CTRL + 2)* keys to move the “▶” cursor to the EDL you want to recall, then press the ENTER key.

To recall the display before the EDL was recalled

When the edit screen has been displayed at the time the list of EDLs is opened and if the following conditions are all met, the edit screen can be recalled by pressing the RET (SHIFT + ENTER)* key.

- “SELECT EDL AND PRESS [ENTER] OR SELECT FUNCTION” appears in the dialog area.
- Other messages than described above has not been displayed.

If either of the conditions above is not met, it is necessary to recall the EDL in order to recall the edit screen which has been displayed right before the EDL was recalled.

To use the EDL menu

The EDL menu indicates the functions selectable from the function menu which appears when the EDL key is pressed. This menu includes operations related to the EDLs.

When the EDL key is pressed while the edit screen is displayed or when a project is recalled from the list of projects, the function menu changes as follows.

F1	F2	F3	F4	F5
NEW EDL	DELETE	RENAME	MOVE	COPY
F6	F7	F8	F9	F10
COMMENT		IMPORT	EXPORT	SORT

The function of each key is shown below.

Key	Function
F1 (NEW EDL)	Creates a new EDL. <i>See “Creating a New EDL” on page 335.</i>
F2 (DELETE)	Deletes the specified EDL. <i>See “Deleting the EDL” on page 337.</i>
F3 (RENAME)	Changes a name of the specified EDL. <i>See “Renaming the EDL” on page 338.</i>
F4 (MOVE)	Moves the specified EDL to another project. <i>See “Moving the EDL” on page 335.</i>
F5 (COPY)	Copies the specified EDL to another project. <i>See “Copying the EDL” on page 336.</i>
F6 (COMMENT)	Adds a comment to the specified EDL. <i>See “Adding a Comment to an EDL” on page 339.</i>
F8 (IMPORT)	Imports the specified EDL from the external USB storage device. <i>See “Importing the EDL” on page 339.</i>

Key	Function
F9 (EXPORT)	Exports the specified EDL to the external USB storage device. <i>See “Exporting the EDL” on page 340.</i>
F10 (SORT)	Sorts the EDLs in the list according to a specified condition. <i>See “Sorting Projects, EDLs, Directories, and Files” on page 445.</i>

Creating a New EDL

- 1 While the EDL menu is displayed, press the F1 (NEW EDL) key.

The message “CREATE NEW EDL, ENTER NAME” appears on the first line of the dialog area.

- 2 Enter an EDL name within eight characters in the scratchpad area, then press the ENTER key.

Notes

- If the EDL name you entered already exists, the message “WARNING! EDL NAME IS NOT UNIQUE” appears. In this case, enter another name and press the ENTER key again.
- If you use one of the following characters for the name of the EDL, it is converted to the underbar (_) character.

Space \ / : ; . , * ? " < > |

To cancel the operation and return to the EDL menu

Press the RET (SHIFT + ENTER)* key.

* The key allocation on the MKS-8050 is different. *See “Key Function List” on page 564 of the appendix.*

Moving the EDL

The specified EDL can be moved to another project.

Note

After moving, the EDL does not remain in the original project.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

1 While the EDL menu is displayed, use the \uparrow (CTRL + 8)* and \downarrow (CTRL + 2)* keys to move the “►” cursor to the EDL you want to move.

2 Press the F4 (MOVE) key.

A list of the projects appears and “SELECT PROJECT AND PRESS [ENTER] TO EXECUTE” appears on the first line of the dialog area. The EDL name currently selected appears on the third line of the dialog area.

Note

The project in which the selected EDL is contained do not appear in the list.

3 Use the \uparrow (CTRL + 8)* and \downarrow (CTRL + 2)* keys to move the “►” cursor to the project to which you want to move the selected EDL.

4 Check the project name and press the ENTER key.

The message displayed on the first line of the dialog area changes to “IN PROGRESS.”

When the EDL has moved, the display resumes to the status before the F4 (MOVE) key was pressed.

Note

If the EDL of the same name as the one that you want to move exists in the selected project, the message “WARNING! EDL NAME IS NOT UNIQUE” appears. If you press the ENTER key, the existing EDL is overwritten with the EDL that you move.

To cancel the operation and return to the EDL menu

Press the RET (SHIFT + ENTER)* key.

Copying the EDL

The specified EDL can be copied to another project. After copying, the EDL remains in the original project.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

1 While the EDL menu is displayed, use the \uparrow (CTRL + 8)* and \downarrow (CTRL + 2)* keys to move the “►” cursor to the EDL you want to copy.

2 Press the F5 (COPY) key.

A list of the projects appears and “SELECT PROJECT AND PRESS [ENTER] TO EXECUTE” appears on the first line of the dialog area. The EDL name currently selected appears on the third line of the dialog area.

Note

The project in which the selected EDL is contained do not appear in the list.

3 Use the \uparrow (CTRL + 8)* and \downarrow (CTRL + 2)* keys to move the “►” cursor to the project to which you want to copy the selected EDL.

4 Check the project name and press the ENTER key.

The message displayed on the first line of the dialog area changes to “IN PROGRESS.”

When the EDL has copied, the display resumes to the status before the F5 (COPY) key was pressed.

Note

If the EDL of the same name as the one that you want to copy exists in the selected project, the message “WARNING! EDL NAME IS NOT UNIQUE” appears. If you press the ENTER key, the existing EDL is overwritten with the EDL that you copy.

To cancel the operation and return to the EDL menu

Press the RET (SHIFT + ENTER)* key.

Deleting the EDL

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

Note

The deleted EDL cannot be restored.

- 1 While the EDL menu is displayed, use the \uparrow (CTRL + 8)* and \downarrow (CTRL + 2)* keys to move the “►” cursor to the EDL you want to delete.
- 2 Press the F2 (DELETE) key.
The message “DELETE EDL, PRESS [ENTER] TO CONFIRM” appears on the first line of the dialog area. The name of the selected EDL appears on the second line of the dialog area.
- 3 After confirming the name of the EDL to be deleted, press the ENTER key.
The message on the first line of the dialog area changes to “DELETE EDL, PRESS [STORE] TO EXECUTE.”
- 4 Press the STORE (CTRL + 7)* key.
The selected EDL is deleted.

To cancel the operation and return to the EDL menu

Press the RET (SHIFT + ENTER)* key.

Renaming the EDL

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

- 1 While the EDL menu is displayed, use the \uparrow (CTRL + 8)* and \downarrow (CTRL + 2)* keys to move the “►” cursor to the EDL you want to rename.
- 2 Press the F3 (RENAME) key.
The message “RENAME EDL, ENTER NEW NAME” appears on the first line of the dialog area.
- 3 Change the EDL name displayed in the scratchpad area, then press the ENTER key.

Note

If the EDL name you entered already exists, the message “WARNING! EDL NAME IS NOT UNIQUE” appears. In this case, enter another name and press the ENTER key again.

To cancel the operation and return to the EDL menu

Press the RET (SHIFT + ENTER)* key.

Adding a Comment to an EDL

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

1 While the EDL menu is displayed, use the ↑ (CTRL + 8)* and ↓ (CTRL + 2)* keys to move the “►” cursor to the EDL to which you want to add a comment.

2 Press the F6 (COMMENT) key.

The message “ENTER COMMENT” appears on the first line of the dialog area. The selected EDL name appears on the second line of the dialog area.

3 Enter a comment on the third line of the dialog area, then press the ENTER key.

Up to 40 alphanumeric characters or symbols can be entered.

To cancel the operation and return to the EDL menu

Press the RET (SHIFT + ENTER)* key.

Importing the EDL

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

1 While the EDL menu is displayed, press the F8 (IMPORT) key.

The list of external USB storage devices is displayed and the message “SELECT USB DEVICE AND PRESS [ENTER]” appears in the dialog area.

For details on the list of external USB storage devices and related function key operations, see “About File Operations” on page 442.

2 Use the ↑ (CTRL + 8)* and ↓ (CTRL + 2)* keys to move the “►” cursor to the external USB device to be selected, then press the ENTER key.

The list of directories on the selected device is displayed and the message “SELECT DIRECTORY AND PRESS [ENTER] OR SELECT FUNCTION” appears in the dialog area.

For details on the list of directories and related function key operations, see “About File Operations” on page 442.

- 3** Use the ↑ (CTRL + 8)* and ↓ (CTRL + 2)* keys to move the “►” cursor to the directory where the EDL file to be imported is stored, then press the ENTER key.

The list of EDL files on the selected directory is displayed and the message “SELECT EDL AND PRESS [ENTER] TO EXECUTE OR SELECT FUNCTION” appears in the dialog area.

The comments added to the EDLs do not appear in the list of EDL files.

For details on the list of project files and related function key operations, see “About File Operations” on page 442.

- 4** Use the ↑ (CTRL + 8)* and ↓ (CTRL + 2)* keys to move the “►” cursor to the EDL file you want to import, then press the ENTER key.

Note

If the EDL with the same name as the one that you want to import already exists, the message “WARNING! EDL NAME IS NOT UNIQUE” appears. If you press the ENTER key again, the existing EDL is overwritten.

Importing starts and the message “IMPORTING EDL” appears in the dialog area. When importing finishes, a beep sounds and the message disappears.

To cancel importing the EDL

Press the ALL STOP key.

Exporting the EDL

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

- 1** While the EDL menu is displayed, use the ↑ (CTRL + 8)* and ↓ (CTRL + 2)* keys to move the “►” cursor to the EDL you want to export.

2 Press the F9 (EXPORT) key.

The list of external USB storage devices is displayed and the message “SELECT USB DEVICE AND PRESS [ENTER]” appears in the dialog area.

For details on the list of external USB storage devices and related function key operations, see “About File Operations” on page 442.

3 Use the ↑ (CTRL + 8)* and ↓ (CTRL + 2)* keys to move the “►” cursor to the external USB device to be selected, then press the ENTER key.

The list of directories on the selected device is displayed and the message “SELECT DIRECTORY AND PRESS [ENTER] OR SELECT FUNCTION” appears in the dialog area.

For details on the list of directories and related function key operations, see “About File Operations” on page 442.

4 Use the ↑ (CTRL + 8)* and ↓ (CTRL + 2)* keys to move the “►” cursor to the directory where the EDL to be exported is stored, then press the ENTER key.

The list of EDL files on the selected directory is displayed and the message “ENTER EDL NAME OR SELECT FUNCTION” appears in the dialog area.

The comments added to the EDLs do not appear in the list of project files.

For details on the list of project files and related function key operations, see “About File Operations” on page 442.

5 If necessary, change the EDL name displayed in the scratchpad area (the one selected in Step 1), then press the ENTER key.

Notes

- If the EDL file with the same name as the one that you want to export already exists, the message “WARNING! EDL NAME IS NOT UNIQUE” appears. If you press the ENTER key again, the existing EDL file is overwritten.
- You can use the ↑ (CTRL + 8)* and ↓ (CTRL + 2)* keys to move the “►” cursor to the existing EDL file you want to overwrite. The selected EDL name is displayed in the scratchpad area.

Exporting starts and the message “EXPORTING EDL” appears in the dialog area. When exporting finishes, a beep sounds and the message disappears.

To cancel exporting the EDL

Press the ALL STOP key.

Note

If exporting has started, pressing the ALL STOP key enables you to perform another operation but exporting continues and a file is generated.

Basic EDL Operations

This section describes various operations for individual edit data in the EDL. It also includes explanations on EDL scroll display and search operations.

Note

Use the list management functions described later in this chapter to perform various operations for multiple edit data in the EDL.

For details, see “Using List Management Functions” on page 382.

Setting the Edit Number

Each edit normally has a sequential number from 0001 to 9999 assigned automatically at the time of registration. However, you can set any four-digit number as the edit number of a new edit data page if necessary. For example, when the 0001 to 0070 edits have been registered and you set the edit number of a new edit data page to 0101, the edit numbers of edits registered from then on will be assigned sequentially from 0101.

To set the edit number of a new edit data page

- 1 Press the EDIT# (CTRL+LIST MNG)* key.

The following message appears in the dialog area.

└─ The highest edit number of registered edits plus 1
NEW EDIT# = xxxx
ENTER NEW EDIT# (BLANK FOR PRESET)

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 2 Enter a four-digit number in the scratchpad area.

Note

Make sure you enter a number that is not lower than the one appearing in the message (highest edit number of registered edits plus 1). Otherwise an error message will appear in Step 3.

3 Press the ENTER key.

When you finish configuring the setting correctly, the message disappears from the dialog area.

Note

If you configure the edit number when a registered edit is displayed in the edit data page, the edit data page display is not updated after you finish configuring the setting. (The display of registered edits remains the same.) The edit number setting is reflected when a new edit data page is displayed.

Adding a Comment to an Edit

You can add a comment that is a maximum of 60 characters by 64 lines to the edit displayed currently on the edit data page (including a new edit data page).

Note

The use of a comment enables you to not only enter, for example, supplementary information related to the edit, but also to add the following settings to the edit.

- The pause setting used during auto-assembly
- User's bits setting

For details, see "About using a comment to add a setting" on page 347.

To add a comment to an edit

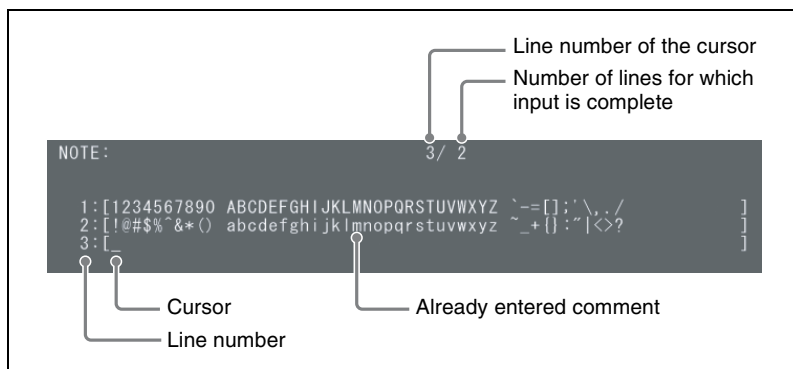
* The key allocation on the MKS-8050 is different. See "Key Function List" on page 564 of Appendix.

1 Display the edit to which you want to add a comment.

For details on how to display a registered edit, see "Searching for an Edit" on page 356.

2 Press the NOTE (SHIFT+3)* key.

The software enters comment input mode and the dialog area and EDL display area appear as follows.



Notes

- This display is an example of when a comment has already been entered. If the edit has no comment entered and the software enters comment input mode, only the message “NOTE: 1/1” and one blank line are displayed.
- In comment input mode, there is a line number at the beginning of each comment line and the comment sentence is enclosed in square brackets “[].” When comment input mode ends and the software returns to the normal edit data display state, square brackets “[]” disappear and only “:” is displayed at the beginning of each comment line.

The function menu changes as follows.

F1	F2	F3	F4	F5
INS LINE	DEL LINE	DEL AFTER	COPY LINE	PASTE
F6	F7	F8	F9	F10
SET PAUSE	SET ==US			CANCEL

Each of function keys F1 to F5 can be used for character editing operations in comment input mode.

For details, see “About editing operations in comment input mode” on page 347.

Each of function keys F6 and F7 can be used to add a specific setting to the edit.

For details, see “About using a comment to add a setting” on page 347.

3 Enter a comment.

You can enter any character that can be entered with the keyboard you are using (MKS-2050/MKS-8050). When you press a key on the keyboard, the character is entered directly at the cursor position on the comment line (not in the scratchpad area).

For details on entering text and which characters can be entered with each keyboard, see “Text input” on page 26 in Chapter 1.

For details on moving the cursor during text input, see “Cursor movement” on page 27 in Chapter 1.

To discard input content and end comment input mode:

Press the F10 (CANCEL) key.

- 4** Press the RET (SHIFT + ENTER)* key to confirm the input content.

Comment input mode ends and the software returns to the normal edit data display state.

About the ENTER key operation in comment input mode

In comment input mode, the ENTER key operation differs, as follows, depending on the current cursor position.

When the cursor is positioned at the end of a line with input content

Pressing the ENTER key adds a blank line below the line where the cursor is positioned. This is done whether or not there is a comment on the line where the cursor is positioned.

When the cursor is not positioned at the end of a line with input content

Pressing the ENTER key moves the cursor to the beginning of the next line. If the cursor is in the middle of a line with an input character string, the character string on the line on which the cursor was positioned is not affected.

About editing operations in comment input mode

Each of function keys F1 to F5 can be used for the editing operations of individual lines in comment input mode. The function of each key is shown below.

Key	Function
F1 (INS LINE)	Adds a new blank line directly above the line on which the cursor is positioned.
F2 (DEL LINE)	Deletes the line on which the cursor is positioned.
F3 (DEL AFTER)	Deletes the line on which the cursor is positioned and all subsequent lines.
F4 (COPY LINE)	Copies the line on which the cursor is positioned. The copied content is stored in the copy buffer until the F4 (COPY LINE) key is next pressed in comment input mode or the power of the system control unit on which the software is installed is turned off.
F5 (PASTE)	Inserts the line currently stored in the copy buffer directly above the line on which the cursor is positioned. If there is nothing in the copy buffer, a blank line is inserted.

About using a comment to add a setting

The F6 and F7 function keys can be used to add one of the following settings to the edit in comment input mode.

Key	Function
F6 (SET PAUSE)	Enters the character string "PAUSE," which adds the pause setting for use during auto-assembly of the edit, at the beginning of the comment.
F7 (SET ==US)	Enters the character string "==US," which adds the user's bits setting to the edit, at the beginning of the comment. This setting is enabled when either auto-assembly or auto recording is being performed. If an eight-digit hexadecimal number is entered after this character string, it is set as the user's bits data of each edit for which priority was given to the USER BITS setting in the initialize menu.

Note

Both settings cannot be added simultaneously to one edit.

To add the pause setting for use during auto-assembly

- 1** Press the F6 (SET PAUSE) key in Step **3** of “To add a comment to an edit” on page 344.

“PAUSE” is entered at the beginning (left side of the first line) of the comment. If content has already been entered on the first line, the first five characters are overwritten.

- 2** Enter the comment from the second line as necessary.
- 3** Press the RET (SHIFT + ENTER)** key to confirm the input content.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

To add the user’s bits setting

- 1** Press the F7 (SET ==US) key in Step **3** of “To add a comment to an edit” on page 344.

“==US” is entered at the beginning (left side of the first line) of the comment. If content has already been entered on the first line, the first five characters are overwritten.

- 2** Directly after “==US,” enter an eight-digit hexadecimal number for the user’s bits.

Notes

- The hexadecimal A to F can be entered using the corresponding alphabet input keys.
- The software considers any invalid character entered or any part of the eight-digit number left blank to be a zero. For example, “JAN.1-06” is converted to “0A001006” and “JAN” is converted to “0A000000.” The character string entered in the comment does not change because this conversion takes place when recording is performed by the edit to which the user’s bits setting was added.

- 3** Enter the comment from the second line as necessary.
- 4** Press the RET (SHIFT + ENTER)* key to confirm the input content.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Registering an Edit Without Performing Recording

If auto recording (*see page 137*) is performed by an edit created on a new edit data page, the edit is registered automatically to the EDL when recording ends. This section describes the operation for only registering an edit without performing recording.

To register an edit of a new edit data page

- 1** Create an edit on a new edit data page.
- 2** Press the STORE (CTRL+7)* key (or the FS key).

The edit created in Step **1** is registered to the EDL.

* The key allocation on the MKS-8050 is different. *See “Key Function List” on page 564 of Appendix.*

Note

The FS key operation in Step **2** is only possible if the “STORE NEW EDIT BY [FS]” setting of the EDL area in the initialize menu is set to “ON.”

To modify a registered edit and then save it as a new edit

Note

The following operation is only possible if the “QUICK EDIT MODE” setting of the EDL area in the initialize menu is set to “ON.” If the setting is set to “OFF,” the modified edit is re-registered.

For details, see “Modifying the Edit” on page 369.

- 1** Display the edit from which you want to create a new edit.

For details on how to display a registered edit, see “Searching for an Edit” on page 356.

- 2** Modify the content of the edit.
- 3** Press the STORE (CTRL+7)* key.

The modified edit is registered to the EDL as a new edit. The edit that was used to create the new edit is not changed.

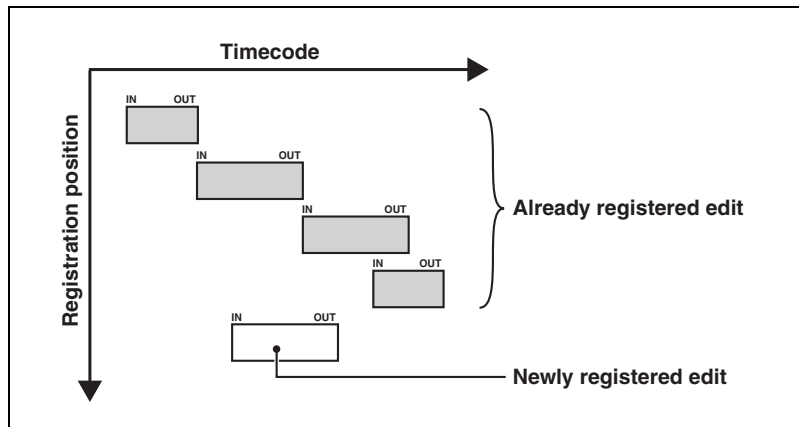
* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

About the registration position of a new edit in the EDL

The position at which the new edit is registered in the EDL differs as follows depending on the “NEW EDIT STORE POSITION” setting of the EDL area in the initialize menu.

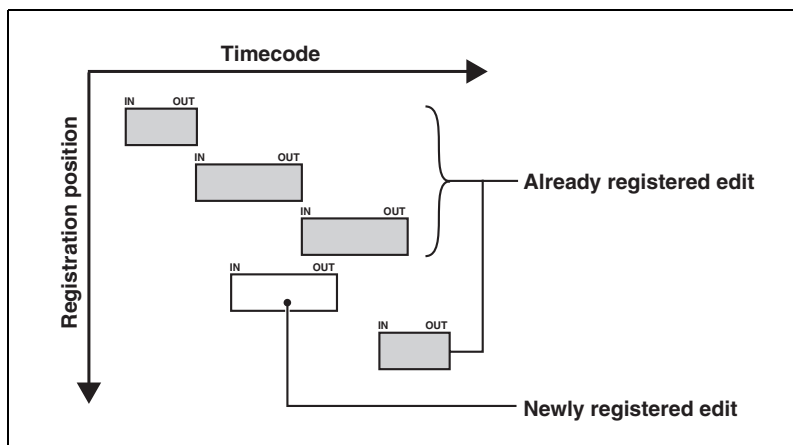
When the setting is “EDL END”

The new edit is registered at the end of the EDL. With this setting, the new edit data page appears after registration is complete.



When the setting is “R-IN TC”

Searching from the end of the EDL, the new edit is registered directly before the first edit that has an IN point after the recorder OUT point of the new edit. With this setting, the registered edit continues to be displayed after registration is complete. However, the new edit data page appears if the edit ends up being registered at the end of the EDL.



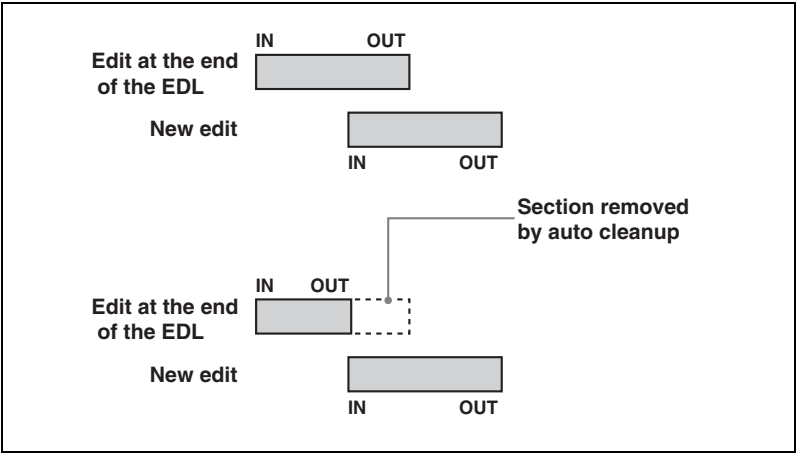
About auto renumber when registering a new edit

When a new edit is registered, the renumbering of each edit depends, as shown below, on the “AUTO RENUMBER” setting of the EDL area in the initialize menu.

AUTO RENUMBER Setting	Edit Numbers
OFF	The new edit data page is registered in the EDL without any edit number being changed.
ON	Each time an edit is registered in the EDL, the edits are renumbered from the first edit (0001).

About auto cleanup when registering a new edit

Auto cleanup is a function for automatically removing the overlap section on the registered edit side when the timecode of the edit registered at the end of the EDL and the timecode of the edit to be newly registered overlap.



Auto cleanup is enabled when the “AUTO CLEAN UP” setting of the EDL area in the initialize menu is set to “ON.” Whether an overlap section is actually removed when auto cleanup is enabled depends on the relation between the recorder edit points of the edit already registered at the end of the EDL and the edit to be newly registered, as well as the status of edits already registered.

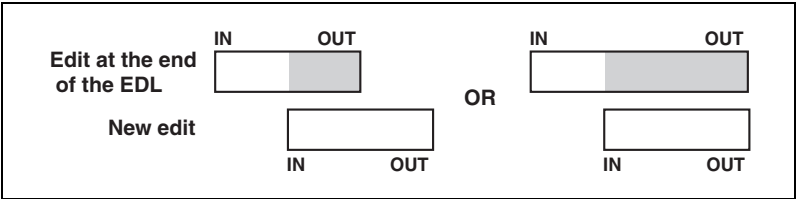
Conditions for performing auto cleanup

The following conditions must be met in order to perform an auto cleanup.

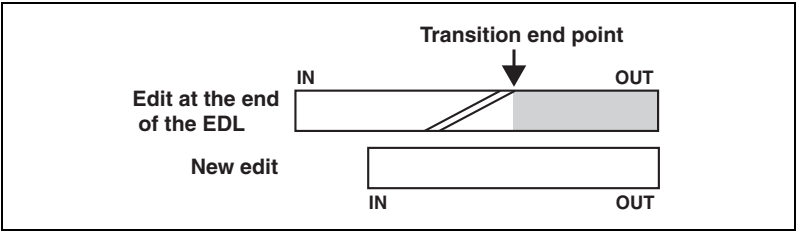
- The edit mode of the edit to be newly registered includes or is equivalent to the edit mode of the edit already registered at the end of the EDL.
- The recorder reel names are the same.

Combination of edits for which auto cleanup is performed

When the relation between the recorder IN point and OUT point of each of the edit to be newly registered and the edit already registered at the end of the EDL is as shown in the figure below, the range in the figure indicated by the shading is removed.



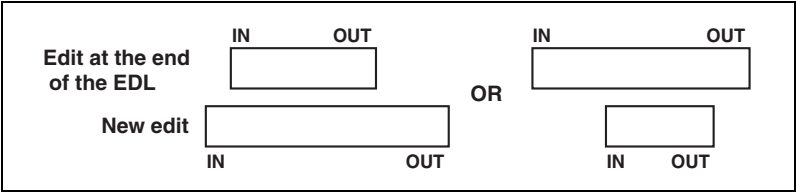
However, when the edit already registered at the end of the EDL is being used for A/B roll editing, the section before the transition end point is not removed even if the combination is such that an auto cleanup can be performed.



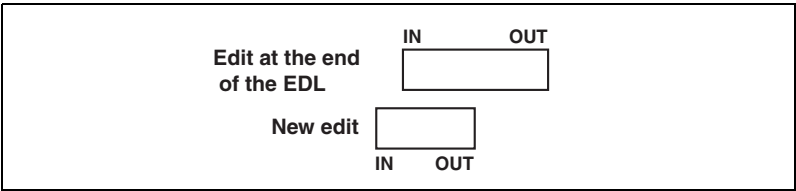
Combination of edits for which auto cleanup is not performed

Auto cleanup is not performed in the following cases.

- The recorder timecode of the registered edit at the end of the EDL lies completely within the bounds of the recorder timecode of the new edit. Or, the recorder timecode of the new edit lies completely within the bounds of the recorder timecode of the registered edit at the end of the EDL.



- The recorder IN point of the edit to be newly registered is positioned before the recorder IN point of the edit already registered at the end of the EDL.



- There is a split point set for the edit already registered at the end of the EDL.

Note

You can also specify a range of edit numbers to simultaneously remove the overlaps between edits already registered in the EDL.

For details, see “Removing a Recorder Timecode Overlap (Cleanup)” on page 410.

EDL Scroll Display

A scrollable list of the edits in the EDL can be shown in the EDL display area at the bottom of an edit data page. EDL scroll display simply shows one line or more lines for each edit, and displays all information for the current edit (the edit displayed currently on the edit data page) in yellow characters.

There are two modes for EDL scroll display: scroll mode and auto scroll mode.

Scroll mode

This is the standard mode for EDL scroll display. This mode enables you to use the search dial or cursor keys to scroll the list of edits, as well as recall edit point data in scroll display to the scratchpad area.

Auto scroll mode

This mode searches automatically for edits corresponding to the recorder timecode and enables EDL scroll display when you are operating the recorder.

To enable EDL scroll display (scroll mode)

- 1 Press the SCROL (SHIFT+9)* key.

EDL display area changes to scroll mode and a list of edits appears in the EDL display area. The current edit is displayed in yellow characters in the center of the EDL display area. Furthermore, the “▶” cursor appears on the left side of the first line of the current edit.

- 2 Turn the search dial.

Turning the dial clockwise scrolls the edit list toward the last edit registered and turning the dial counterclockwise scrolls the edit list toward the first edit registered.

3 Press the SCROL (SHIFT+9)* key again to end scroll mode.

The list of edits disappears from the EDL display area.

Notes

- The display operation described in Step 1 takes place when the “SCROLL FOLLOW EDIT” setting of the EDL area in the initialize menu is set to “ON.”
If the setting is set to “OFF,” the display shown when scroll mode ended last is redisplayed.
- If scroll mode is enabled when any one of variable playback speed modes Shuttle, Jog, or Variable is selected, the variable playback speed mode is disabled and search dial control is switched to scrolling for the EDL display area. If you want to use the search dial to control a device while you are in scroll mode, press the SHTL key, JOG key, or VAR key corresponding to the variable playback speed mode you want to select. If you want to use the search dial again to control scrolling in the EDL display area after you finish the operation, disable the variable playback mode by, for instance, pressing the STOP (SHIFT+SHTL)* key.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

To recall edit point displayed in EDL scroll display to the scratchpad

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

1 Use the search dial or ↑ (CTRL+8)* and ↓ (CTRL+2)* keys to move the “►” cursor to the line containing the data you want to recall.

An underline appears for the source IN point of the line to which you moved the cursor.

2 Use the ← (CTRL+4)* and → (CTRL+6)* keys to move the underline to the data you want to recall.

3 Press the BAK SCR (CTRL+SET DUR) key.

The data at the underline position is recalled to the scratchpad.

Note

The edit at the cursor position in scroll display can also be displayed on the edit data page.

For details, see “To display an edit specified in the EDL scroll display” on page 362.

To enable auto EDL scroll display in accordance with the recorder timecode (auto scroll mode)

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1** Press the AUT SCR (CTRL+9)* key.

Auto scroll mode is enabled and edits corresponding to the current position of the timecode of the recorder appear in the EDL display area.
- 2** Select the recorder to operate and perform operations such as playback.

Scrolling takes place automatically in the EDL display area in accordance with the recorder timecode.
- 3** Press the AUT SCR (CTRL+9)* key again to end auto scroll mode.

Standard scroll mode is enabled.

Searching for an Edit

You can use various methods to search for an edit already registered in the EDL. Operations such as modifying content, adding a comment, previewing, and recording can be performed for an edit displayed. The following methods are available to search for an edit.

- Display edits in the order they were registered in the EDL
- Search using a specific search condition and display the search results
- Display a specified edit in EDL scroll display
- Search in EDL scroll display

Note

If the names of reels used for an edit displayed are not set for any device, the reels are called “unmounted reels.” A list of the names of unmounted

reels is displayed above the function menu. Recording is not performed for edits that include unmounted reels.

For details, see “About Unmounted Reels” on page 364.

To display edits in the order they were registered in the EDL

Perform the following operations to display edits before and after the edit displayed currently on the edit data page.

To display the previous edit

Press the BS key.

The display does not change if the first edit in the EDL is displayed when you press the BS key.

To display the following edit

Press the FS key.

A new edit data page appears if the last edit in the EDL is displayed when you press the FS key.

Furthermore, when you press the FS key while a new edit data page is displayed, the edit that is displayed is registered to the EDL and the edit data page is updated (if the “STORE NEW EDIT BY [FS]” setting of the EDL area in the initialize menu is set to “ON”). If the “STORE NEW EDIT BY [FS]” setting is set to “OFF,” the display does not change even if you press the FS key while the new edit data page is displayed.

To return to the new edit data page after displaying a registered edit

Press the RET (SHIFT+ENTER)* key.

If any message is displayed in the dialog area, end the dialog before you perform the operation.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

To search using a specific search condition

You can display an edit in the edit data page if you specify any of the following conditions and then search for the edit.

- Edit number
- Edit recorded last
- Timecode
- Edit with the lowest edit number in the EDL
- Edit with the highest edit number in the EDL

- Reel name
- Contents of the comment

Common operations

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

1 Press the RECAL (SHIFT+8)* key.

“ENTER EDIT# OR SELECT FUNCTION” appears in the dialog area and the function menu changes as follows.

F1	F2	F3	F4	F5
LAST REC	TIMECODE	LOWEST #	HIGHEST #	
F6	F7	F8	F9	F10
REEL	NOTE	RCL SCRL	HALF SCRL ¹⁾	FULL SCRL ¹⁾

1)Does not appear while background editing is performed.

Note

The function of the functions keys above can be assigned to any key that is available to allow direct selection.

However, while searching for edits in EDL scroll display (*see page 363*), the key to which the function of LAST REC, TIMECODE, LOWEST #, HIGHEST #, REEL, or NOTE is assigned cannot be used.

For details on assigning functions to any keys that is available, see “Keyboard Assignment” on page 515 in Chapter 6.

2 Perform the operation corresponding to the search condition you want to specify.

Search Condition	Operation
Edit number	Enter an edit number. <i>See “To search using an edit number” on page 359.</i>
Edit recorded last	Press the F1 (LAST REC) key.
Timecode	Press the F2 (TIMECODE) key. <i>See “To search using a timecode” on page 359.</i>
Edit with the lowest edit number in the EDL	Press the F3 (LOWEST #) key.

Search Condition	Operation
Edit with the highest edit number in the EDL	Press the F4 (HIGHEST #) key.
Reel name	Press the F6 (REEL) key. <i>See “To search using a reel name” on page 360.</i>
Contents of the comment	Press the F7 (NOTE) key. <i>See “To search using a comment” on page 361.</i>

The search begins when the F1, F3, or F4 function key is pressed and then the message disappears from the dialog area.
For details on another operation, see the corresponding reference.

Note

If the corresponding edit cannot be found, an error message is displayed for the search result. If the edit could not be found, you can press a different function key to change the search condition and then perform another search.

3 Press the RET (SHIFT + ENTER)* key to end the search.

Note

When no match is found when searching for the last recorded edit or when searching for an edit using an edit number, reel name, or comment, an error message appears. If this happens, specify a different condition or enter another edit number, reel name, or keyword.

To search using an edit number

In Step 2 of “Common operations” on page 358, enter the number of the edit you want to search for in the scratchpad area and then press the ENTER key. The corresponding edit appears and the message disappears from the dialog area.

Note

You can display the first edit in the EDL by entering “0” and pressing the ENTER key, and you can display the last edit in the EDL by entering a number greater than any edit number in the EDL and pressing the ENTER key.

To search using a timecode

In Step 2 of “Common operations” on page 358, perform the following procedure.

- 1 Press the F2 (TIMECODE) key.

The following message appears in the dialog area.

SELECT SOURCE AND ENTER TIMECODE
SRC Pxx TC

- 2 Use the monitor/source select keys to select the device you want to specify for the search.
- 3 Enter the timecode you want to search for in the scratchpad area and then press the ENTER key.

An edit including the specified timecode appears and the message in the dialog area changes to the following.

PRESS [ENTER] TO REPEAT OR PRESS [RET] TO CANCEL
SRC Pxx TC xx:xx:xx:xx

Note

The search starts from the edit just before the currently displayed edit and continues in the direction of the first edit within the EDL. When the search reaches the top of the EDL, it returns to the end of the EDL and continues searching in the same direction as before.

To continue searching using the same condition:

Press the ENTER key. Each press of the key displays the next edit including the specified timecode.

To specify a different device or timecode and then search:

Repeat Steps 2 and 3.

To specify a different condition and then search:

Press the function key that corresponds to the condition you want to specify.

To search using a reel name

In Step 2 of “Common operations” on page 358, do the following.

- 1 Press the F6 (REEL) key.

The following message appears in the dialog area.

ENTER REEL NAME
REEL

- 2** Enter the reel name in the scratchpad area, and then press the ENTER key.

An edit containing the specified reel name appears and the message in the dialog area changes to the following.

PRESS [ENTER] TO REPEAT OR PRESS [RET] TO
CANCEL

REEL xxxxxx

└── Entered reel name

Notes

- The search starts from the edit just before the currently displayed edit and continues in the direction of the first edit within the EDL. When the search reaches the top of the EDL, it returns to the end of the EDL and continues searching in the same direction as before.
- If the specified reel name consists only of three digits or less, zeros are added at the beginning of the reel name to make it a four-digit number. For example, if you enter “10” and then press the ENTER key, “0010” is displayed as the reel name.
- If the reel name consists only of three characters (including letters) or less, it is displayed as is.
- The search for edits uses the reel name exactly as entered, and is therefore case sensitive.

To continue searching using the same condition:

Press the ENTER key. Each press of the key displays the next edit that contains the specified reel name.

To enter a different reel name and then search:

Repeat Steps **1** and **2**.

To search using a different condition:

Press the function key that corresponds to the condition you want to specify.

To search using a comment

In Step **2** of “Common operations” on page 358, perform the following.

- 1** Press the F7 (NOTE) key.

The following message appears in the dialog area.

ENTER KEYWORD

KEYWORD

- 2** Enter a keyword of eight characters or less in the scratchpad area, and then press the ENTER key.

An edit containing the entered keyword at the beginning of the comment appears and the message in the dialog area changes to the following.

PRESS [ENTER] TO REPEAT OR PRESS [RET] TO CANCEL

KEYWORD xxxxxxxx

└── Entered keyword

Notes

- The search starts from the edit just before the currently displayed edit and continues in the direction of the first edit within the EDL. When the search reaches the top of the EDL, it returns to the end of the EDL and continues searching in the same direction as before.
- The search for edits uses the keyword exactly as entered, and is therefore case sensitive.

To continue searching using the same condition:

Press the ENTER key. Each press of the key displays the next edit that contains the specified keyword.

To enter a different keyword and then search:

Repeat Steps **1** and **2**.

To search using a different condition:

Press the function key that corresponds to the condition you want to specify.

To display an edit specified in the EDL scroll display

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1** Press the SCROL (SHIFT+9)* key to enable scroll mode of the EDL display area.

This operation is not necessary if scroll mode is already enabled.

For details on the scroll mode for the EDL display area, see “To enable EDL scroll display (scroll mode)” on page 354.

2 Use the search dial or ↑ (CTRL+8)* and ↓ (CTRL+2)* keys to move the “►” cursor to the line containing the edit you want to display on the edit data page.

3 Press the RECAL (SHIFT+8)* key.

4 Press the F8 (RCL SCRL) key.

The edit specified using the cursor appears and the message disappears from the dialog area.

To search in EDL scroll display

With this function, edits can be searched using a specific search condition in the EDL scroll display, Search results can be displayed in the edit screen, if necessary.

Note

This function cannot be used while background recording is performed.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

1 Press the RECAL (SHIFT+8)* key.

2 Do one of the following.

To search in normal scroll display:

Press the F9 (HALF SCRL) key.

EDL display area changes to scroll mode.

To search in full scroll display:

Press the F10 (FULL SCRL) key.

Whole display changes to scroll mode (full scroll mode).

3 Do one of the following to search the edits.

To search manually:

Use the search dial or cursor keys to scroll the list of edits.

When the full scroll mode is selected, search dial can be set to shuttle mode or jog mode for searching.

To search by entering an edit number:

While “ENTER EDIT # OR SELECT FUNCTION” appears in the dialog area, enter the edit number and press the ENTER key.

For details, see “To search using an edit number” on page 359.

To search using a specific condition:

Press a function key corresponding to the search condition you want to specify.

For details, see “To search using a specific search condition” on page 357.

When the search using the edit number, edit recorded last, the lowest edit number in the EDL, or the highest edit number in the EDL finishes, “ENTER EDIT# OR SELECT FUNCTION” appears again in the dialog area. Performing next search becomes possible from this point on.

When the search using other conditions than described above is performed and an edit that meets that condition is found, the first line of the information of the edit appears at the center of the scroll display. The “▶” cursor also moves to that edit.

4 Carry out one of the following.

To recall the searched edit:

Press the F8 (RCL SCRL) key.

The edit indicated by the “▶” cursor is recalled to the edit screen.

The screen returns the status before the F9 (HALF SCRL) key or F10 (FULL SCRL) key was pressed in Step 2.

To finish the search without recalling the searched edit to the edit screen:

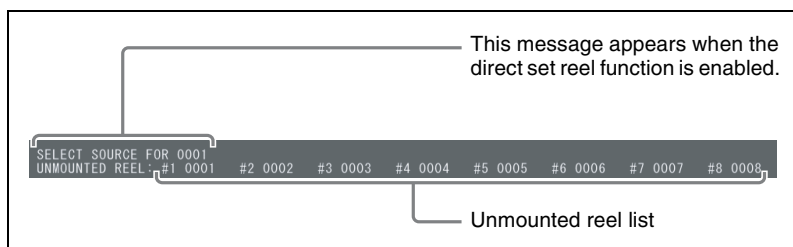
Press the RET (SHIFT+ENTER)* key.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

About Unmounted Reels

Reels that are specified for an edit and not mounted to any device are called “unmounted reels.” The corresponding reel names are not set for any device in the settings of this software.

Up to eight unmounted reel names are displayed at once above the function menu if unmounted reels are found when operations such as recording are performed.



To perform recording using an edit that includes unmounted reels, all the reels used by the edit need to be mounted on devices and the reel name needs to be set for each device. Operations to mount a reel on a device, such as loading a tape in a VTR, are performed on the device side. Use this software to set the reel name for each device.

There are two methods. You can either use the direct set reel function or set the reel names manually.

To use the direct set reel function to set the device for each unmounted reel

If the “DIRECT SET REEL” setting of the EDL area in the initialize menu is set to “ON,” the message “SELECT SOURCE FOR ZZZZZZ” (“ZZZZZZ” being the name of the unmounted reel) appears on the line above the unmounted reel list. You can set the devices on which the reels of the corresponding names are mounted in order in accordance with the message.

To use this method to make the setting, perform the procedure below.

- 1 Use the monitor/source select keys to select the device to which you want to set the reel name displayed currently in the message.

The reel name displayed in the message is set to the device that corresponds with the key you pressed. The content of the unmounted reel list is updated and the name of the next unmounted reel appears in the message.

Note

If another reel name has already been set for the specified device, the original reel name is overwritten.

At that time, the IN point, OUT point, and duration values that were set when the original reel name was set are also overwritten by the values for the newly mounted reel name. Although you can use the LAST X buffer to return them to their original values, the name cannot be returned to its original value.

For details, see “Using the LAST X Buffer (Returning to Previous Edit Point Settings)” on page 112 in Chapter 3.

2 Repeat Step 1 as many times as necessary.

When all the names of the unmounted reels have been set for devices, the unmounted reel list and message disappear.

To set reel names manually

This method enables the name displayed for each unmounted reel to be set manually for each appropriate device. The operation to set the reel name for each device can be performed using the REEL popup menu that is displayed when you press the REEL (SHIFT + 2)* key.

For details, see “Reel Name Setting” on page 156 in Chapter 3.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Using the Edit Page Buffer

The edit page buffer is a memory area for temporarily saving a displayed edit. This buffer enables you to perform operations such as those described below.

- Save an edit that you are currently creating or modifying to the edit page buffer, and then continue creating or modifying the edit while comparing the current edit with the saved edit by displaying them alternately.
- Copy an edit to the edit page buffer, overwriting another edit.
- Copy a part of the edit data

To compare the current edit and the edit saved to the edit page buffer

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

1 Press the SAVE (SHIFT+4)* key when you want to save the edit you are creating or modifying.

The edit displayed is saved to the edit page buffer.

2 Continue creating or modifying the edit.

- 3 Press the XCHG (SHIFT+5)* key to recall the edit saved to the edit page buffer.

Each press of the key switches between the current edit and the edit saved to the edit page buffer.

To copy an edit

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1 Display the copy source edit.

For details on how to display a registered edit, see “Searching for an Edit” on page 356.

- 2 Press the SAVE (SHIFT+4)* key.

The edit displayed is saved to the edit page buffer.

- 3 Display the copy destination edit.

- 4 Press the XCHG (SHIFT+5)* key.

The copy destination edit is overwritten by the edit saved to the edit page buffer.

With this operation, the copied edit is not registered in the EDL. Modify and register the edit as necessary.

To copy a part of the edit data

To copy a part of the edit data, the function to recall only a segment of the edit data (single mode) and the function to recall multiple segments of the edit data (multi mode) are provided.

Note

To perform the following procedure, the “RECALL SEG” function (the function to display the function menu used for copying a part of the edit) must be assigned to any key that is available.

For details on assigning functions to any key that is available, see “Keyboard Assignment” on page 515 in Chapter 6.

The key to which the “RECALL SEG” function is assigned is referred to as the “RECALL SEG key,” hereafter.

1 Perform Steps **1** to **3** in “To copy an edit” on page 367.

2 Press the RECALL SEG key.

When single mode has been set in the previous operation:

“SELECT FUNCTION (SAVED EDIT# XXXX)” appears in the dialog area. (When no edit data is copied, “NO DATA” appears within the parentheses.)

When multi mode has been set in the previous operation:

“SELECT FUNCTION, THEN PRESS [ENTER] TO RECALL (SAVED EDIT# XXXX)” appears in the dialog area. (When no edit data is copied, “NO DATA” appears within the parentheses.)

The function menu changes as follows.

F1	F2	F3	F4	F5
DMC EVENT	SW EVENT	NOTE	GPI	TIMECODE
F6	F7	F8	F9	F10
MX EVENT	CCR	EFFECT#	KEY EVENT	MULTI or SINGLE ¹⁾

1)Indication changes according to the mode selected in last time the RECALL SEG function has been used. When single mode was selected, “MULTI” appears. When multi mode was selected, “SINGLE” appears.

3 If necessary, press the F10 key to switch the mode.

When single mode is selected, only a segment of the edit data is recalled. When multi mode is selected, multiple segments of the edit data are recalled.

4 According to the selected mode, press the function keys to select the segments of the edit to be recalled.

The segments that can be recalled and the corresponding function keys are as follows.

Segment to be recalled	Keypress
Segment regarding the DMC events	F1 (DMC EVENT)
Segment regarding the switcher events	F2 (SW EVENT)
Note of the edit	F3 (NOTE)

Segment to be recalled	Keypress
Segment regarding to the GPI events	F4 (GPI)
Time data of the edit points	F5 (TIMECODE)
Segment regarding the mixer events	F6 (MX EVENT)
Segment regarding the color corrector	F7 (CCR)
Effect number of the DME	F8 (EFFECT#)
Segment regarding the key events	F9 (KEY EVENT)

When single mode is selected:

The selected segment is recalled.

When multi mode is selected:

Press each function key repeatedly to determine whether the corresponding segment is recalled or not. When a segment is set to be recalled, the corresponding key changes to yellow.

Then, press the ENTER key to recall the selected segments.

The single/multi mode selection and the segment selection status are stored until next time the RECALL SEG function is selected. When multi mode is selected in the next operation, the segment selection status is automatically recalled.

Modifying the Edit

You can recall an edit registered in the EDL, modify the data, and then re-register it in the EDL.

Note

If you display another edit or a new edit data page without re-registering the modified edit, the changes will be discarded. If you need the data of the modified edit, be sure to re-register the edit.

To modify an edit and then reregister it in the EDL

- 1 Display the edit you want to modify and make the desired modifications.

For details on how to display a registered edit, see “Searching for an Edit” on page 356.

- 2** Press the CRCT (SHIFT+7)* key (or the STORE (CTRL+7)* key).

When the recorder OUT point was not changed:

The following message appears in the dialog area.

NO RIPPLE

PRESS [STORE] TO EXECUTE

Proceed to Step **3**.

When the recorder OUT point was changed:

The message displayed in the dialog area and the subsequent operation differ as follows, depending on the “RIPPLE MODE” setting of the EDL area in the initialize menu.

RIPPLE MODE Setting	Message Displayed	Subsequent Operation
ON	PRESS [ENTER] FOR RIPPLE LIST OR SELECT FUNCTION	See “To specify the ripple processing range” on page 375.
OFF	RIPPLE OFF/PRESS [STORE] TO EXECUTE	Proceed to Step 3 .

- 3** Press the STORE (CTRL+7)* key.

The modified edit is re-registered and the message disappears from the dialog area. After this operation is performed, the re-registered edit remains displayed.

Note

The STORE (CTRL+7)* key operation in Step **2** is only possible if the “QUICK EDIT MODE” setting of the EDL area in the initialize menu is set to “OFF.” If the setting is set to “ON,” the modified edit is registered as a new edit.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

For details on how to save a modified edit as a new edit, see “To modify a registered edit and then save it as a new edit” on page 349.

On recording the edit after modifying it

When recalling an edit from the edit data list, modifying it, and then recording it by pressing the REC ON/OFF key (MKS-8050: REC (CTRL+REC OFF) key), the recording is carried out according to the conditions as follows.

“QUICK EDIT MODE” of the EDL area in the initialize menu is set to “ON”

When the REC ON/OFF key (MKS-8050: REC (CTRL+REC OFF) key) is pressed, the message “NEW EDIT WILL BE CREATED AND RECORDED” appears on the first line of the dialog area, and “PRESS [ENTER] TO EXECUTE OR SELECT FUNCTION” appears on the second line of the dialog area, then the function menu changes as follows.

F10
CORRECT

To register the modified edit to the edit data list as a new edit after carrying out recording, press the ENTER key.

To re-register the modified edit to the edit data list and then carry out recording, press the F10 (CORRECT) key. After one of the messages described in “*To modify an edit and then reregister it in the EDL*” on page 369 appears, follow the instructions and press the STORE (CTRL+7)* key to start recording.

* The key allocation on the MKS-8050 is different. See “*Key Function List*” on page 564 of Appendix.

Notes

- When background recording is effective, the modified edit is always registered to the edit data list before carrying out recording, even if the ENTER key is pressed.
- An error message appears for an edit that is changed to an open-ended edit and registered as a new edit or re-registered to the edit data list before carrying out recording.
- When an edit is changed to an open-ended edit and recording is carried out before registering to the edit data list, recording of the edit continues until you cancel or stop recording.

“QUICK EDIT MODE” of the EDL area in the initialize menu is set to “OFF”

When the recorder OUT point is not modified, the message “EDIT WILL BE CORRECTED (NO RIPPLE) AND RECORDED” appears on the first line of the dialog area, and “PRESS [ENTER] TO EXECUTE” appears on the second line of the dialog area at the time you press the REC ON/OFF key (MKS-8050: REC (CTRL+REC OFF) key).

To carry out recording after re-registering the modified edit to the edit data list, press the ENTER key.

If the recorder OUT point is modified, the message “PERFORM CORRECT (RECALL OTHER EDIT FOR CANCEL)” appears in the dialog area at the time you press the REC ON/OFF key (MKS-8050: REC (CTRL+REC OFF) key). However, recording does not start at this time. To carry out recording, reregister the modified edit in the EDL by referring to “To modify an edit and then reregister it in the EDL” on page 369 first.

Note

An error message appears for an edit that is changed to an open-ended edit.

Deleting the Edit

You can delete a specified edit from the EDL. You can also specify a range of edit numbers and then simultaneously delete multiple edits.

To delete an edit from the EDL

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1 Press the DEL (SHIFT+6)* key.

The following message appears in the dialog area.

Delete start position Delete end position
DELETE START xxxx END yyyy
ENTER DELETE START EDIT# (BLANK FOR PRESET)

The edit number of the edit displayed currently appears initially at the delete start position and end position.

- 2 Enter the edit number you want to specify as the delete start position in the scratchpad area and then press the ENTER key.

Just press the ENTER key if you do not want to change the start position.

The entered edit number is applied to both the delete start position and end position, and the message on the second line of the dialog area changes to the following.

ENTER DELETE END EDIT# (BLANK FOR PRESET)

- 3** Enter the edit number you want to specify as the delete end position in the scratchpad area and then press the ENTER key.

Just press the ENTER key if you do not want to change the end position.

The message displayed on the second line of the dialog area and the subsequent operation differ as follows, depending on the “RIPPLE MODE” setting of the EDL area in the initialize menu.

RIPPLE MODE Setting	Message Displayed	Subsequent Operation
ON	PRESS [ENTER] FOR RIPPLE LIST OR SELECT FUNCTION	See “To specify the ripple processing range” on page 375.
OFF	PRESS [STORE] TO EXECUTE “RIPPLE OFF” appears after the delete range indication on the first line.	Proceed to Step 4.

- 4** Press the STORE (CTRL+7)* key.

The edits in the specified range are deleted from the EDL and the message disappears from the dialog area.

About auto renumbering during edit deletion

When edits are deleted, the renumbering of the remaining edits depends, as shown below, on the “AUTO RENUMBER” setting of the EDL area in the initialize menu.

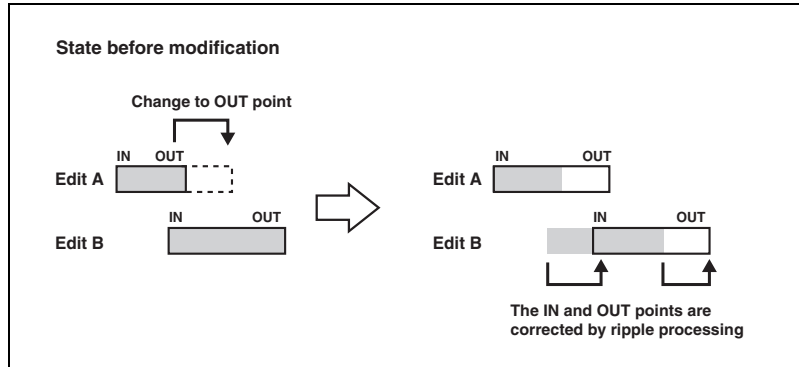
AUTO RENUMBER Setting	Edit Numbers
OFF	The edit numbers remain unchanged from before the deletion.
ON	Each time an edit is deleted, the edits are renumbered from the first edit (0001).

About Ripple Processing

If, for example, edit A and edit B are successive cuts of two different scenes (i.e., the recorder OUT point of edit A is the recorder IN point of edit B),

any shift in the recorder OUT point of edit A will produce a gap between edit A and edit B.

Ripple processing is a function that automatically corrects any gaps that are produced between a given edit and other edits as a result of editing or deletion. The figure below shows the change that occurs if edit A is modified while edit B is specified as the target of ripple processing. The shaded portions in the figure represent the status of the edits before edit A is modified, and the portions enclosed by rectangles represent the status of the edits after ripple processing.



The actual correction of an edit point by ripple processing differs depending on the relation between the edit that was modified, deleted, or otherwise changed and the edit specified as the target for ripple processing.

For details, see “About the relation between operations for edits and ripple processing” on page 377.

Ripple processing is possible when any of the following operations is performed on an edit registered in the EDL.

- When the recorder OUT point is changed in the course of edit modification
- When an edit is deleted

About enabling/disabling ripple processing

The initial setting for ripple processing in this software is enabled (set to ON), but it can be disabled (set to OFF) if necessary. Enable or disable ripple mode by configuring the “RIPPLE MODE” setting of the EDL area in the initialize menu.

For details, see “Editing Parameter Settings (Initialization)” on page 475.

Note

The result of ripple processing may be undesirable if the time relation between the edit targeted for processing causes the recorder edit point to change. Confirm this beforehand.

To specify the ripple processing range

The procedure described below is from when modification or deletion of an edit begins and the following items appear in the dialog area and function menu.

Dialog area

PRESS [ENTER] FOR RIPPLE LIST OR SELECT FUNCTION

Function menu

F10
RPL OFF

For details on the procedure up until these items appear, see each of the following sections.

“To modify an edit and then reregister it in the EDL” on page 369

“To delete an edit from the EDL” on page 372

“To insert the currently displayed edit into the EDL” on page 386

“To move specific edits” on page 388

“To copy specific edits” on page 390

1 Press the ENTER key.

The following message appears in the dialog area.

Ripple processing
start position

Ripple processing
end position

RIPPLE START xxxx END yyyy

ENTER RIPPLE START EDIT# (BLANK FOR PRESET)

The edit number of the edit displayed currently appears initially as the ripple processing start position and the edit number of the last edit

registered in the EDL appears initially as the end position. They appear after the delete range indication when edits are to be deleted.

To modify or delete an edit without performing ripple processing:

Press the F10 (RPL OFF) key.

“RIPPLE OFF/PRESS [STORE] TO EXECUTE” appears in the dialog area. Proceed to Step **4**.

- 2** Enter the edit number you want to specify as the ripple processing start position in the scratchpad area and then press the ENTER key.

Just press the ENTER key if you do not want to change the start position.

The message on the second line of the dialog area changes to the following.

ENTER RIPPLE END EDIT# (BLANK FOR PRESET)

- 3** Enter the edit number you want to specify as the ripple processing end position in the scratchpad area and then press the ENTER key.

Just press the ENTER key if you do not want to change the end position.

The message on the second line of the dialog area changes to the following.

PRESS [STORE] TO EXECUTE

- 4** Press the STORE (CTRL+7)* key.

Modification or deletion of the edit and ripple processing of the edits in the specified range takes place simultaneously.

If you pressed the F10 (RPL OFF) key in Step **1**, ripple processing does not take place.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

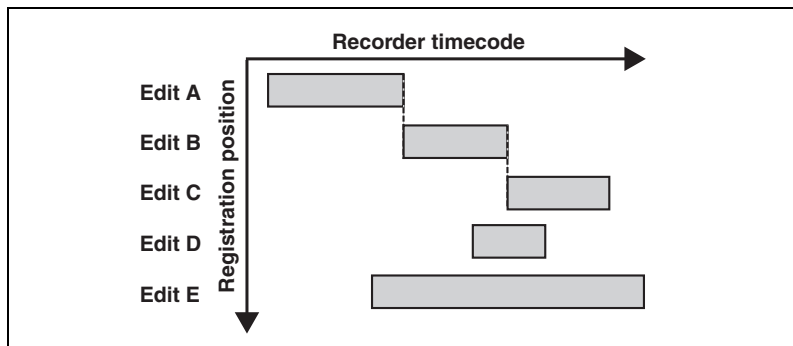
Note

After Step **1**, you can proceed to Step **4** if you want to perform ripple processing on the range of edits indicated by the start edit number and end edit number in the dialog area.

About the relation between operations for edits and ripple processing

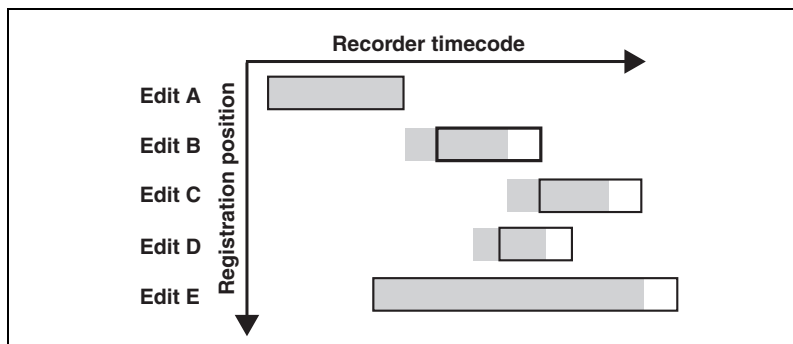
This section describes ripple processing in response to edit modification or deletion for each state of edits targeted for processing.

The five edits indicated in the figure below are used as examples. Operations such as modifying and deleting are performed on edit B and all the other edits are targets for ripple processing.



When an edit OUT point is moved back

The shaded areas indicate the original state of each edit and the parts enclosed in a bold frame indicate the state after edit B is modified. If the OUT point of edit B is moved back, edits targeted for ripple processing are moved back in parallel or the durations become longer.



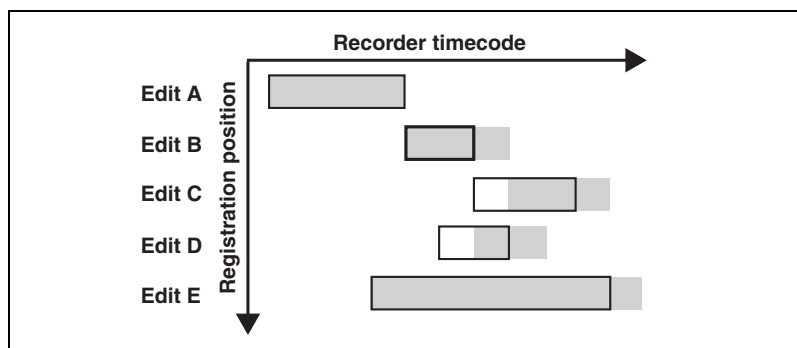
- For any edit with an IN point after the IN point of the edit targeted for modification (edit B), the edit moves back in parallel by an amount equivalent to the movement of the OUT point of the edit targeted for modification. In the figure, this applies to edit C and edit D.



- For any edit with an IN point before the IN point of the edit targeted for modification and an OUT point after the OUT point of the edit targeted for modification, only the OUT point moves back. This results in the duration becoming longer. In the figure, this applies to edit E.
- For any edit with an OUT point before the IN point of the edit targeted for modification, ripple processing has no effect. In the figure, this applies to edit A.

When an edit OUT point is moved forward

The shaded areas indicate the original state of each edit and the parts enclosed in a bold frame indicate the state after edit B is modified. If the OUT point of edit B is moved forward, edits targeted for ripple processing are moved forward in parallel or the durations become shorter.

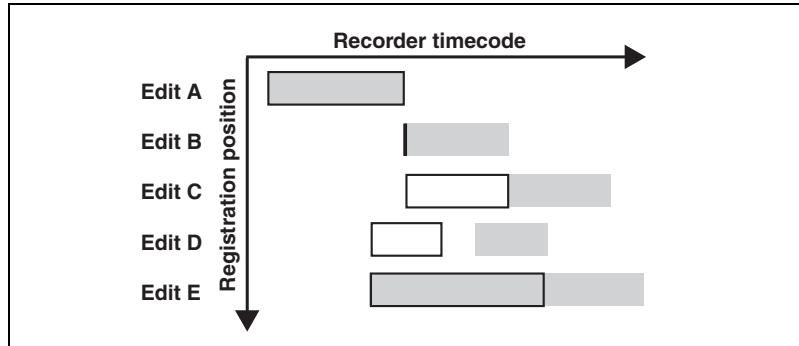


- For any edit with an IN point after the IN point of the edit targeted for modification (edit B), the edit moves forward in parallel by an amount equivalent to the movement of the OUT point of the edit targeted for modification. In the figure, this applies to edit C and edit D.
For any edit with an IN point that is the same as the IN point of the edit targeted for modification and an OUT point before the OUT point of the edit targeted for modification, the same movement in parallel occurs.
- For any edit with an IN point before the IN point of the edit targeted for modification and an OUT point after the OUT point of the edit targeted for modification, only the OUT point moves forward. This results in the duration becoming shorter. In the figure, this applies to edit E.
Furthermore, when this type of edit is being used for A/B roll editing or key editing, the OUT point is only moved to the transition end point (as the duration cannot become any shorter).
- For any edit with an OUT point before the IN point of the edit targeted for modification, ripple processing has no effect. In the figure, this applies to edit A.

- For any edit with an IN point before the IN point of the edit targeted for modification and an OUT point before the OUT point of the edit targeted for modification, ripple processing has no effect.

When an edit is deleted

The shaded areas indicate the original state of each edit and the parts enclosed in a bold frame indicate the state after edit B is deleted. If edit B is deleted, edits targeted for ripple processing are moved forward in parallel or the durations become shorter.



Ripple processing when an edit is deleted is basically the same as when an edit OUT point is moved forward. Consider the deletion of an edit to be identical to the OUT point being moved forward by an amount equivalent to the duration becoming zero.

Notes

- For any edit with both the same IN point and OUT point as the edit targeted for deletion, ripple processing has no effect.
- When ripple processing is performed for multiple edits deleted simultaneously, the reference points are the IN point of the edit targeted for deletion that is furthest forward and the OUT point of the edit targeted for deletion that is furthest back.

Undoing Changes to the EDL

After you perform an operation that affects the EDL, you can return the EDL to its original state by undoing the operation. The undoing of changes to the EDL applies to any of the following operations and processes.

- Registering an edit
Including when carrying out recording and registering an edit

- Modifying, deleting, inserting, moving, and copying an edit
- Processes performed automatically (ripple processing, auto renumbering, and auto cleanup) when an edit is registered, modified, deleted, inserted, moved, or copied
- Modifying specific data of multiple edits
- Sorting edits
- Renumbering edits
- Cleanup
- Advanced cleanup
- Eliminating gaps (Append Edit)

Notes

- If the undo operation is performed after you carry out recording and register an edit, only the EDL is returned to its original state. Recording is not undone.
- If an edit is recalled, modified, and then re-registered, it is returned to the state prior to the modifications. The edit does not return to the state it was in during modification prior to being re-registered.
- A dedicated buffer (undo buffer) stores data for up to five past undo operations. The data is discarded if the power of the system control unit on which the software is installed is turned off.

To undo changes to the EDL

Press the UNDO (SHIFT+BS)* key.

Each press of the key returns the EDL to the state prior to one previous operation.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Redoing Changes to the EDL

After you undo a change to the EDL, you can redo the operation that was undone.

Note

The redo operation can be performed only as many times as the undo operation was performed in succession. However, once an operation that can be undone is performed on the EDL, no further redo operations can be

performed. Also, the number of undo operations that can be performed is reduced.

To redo changes to the EDL

Press the REDO (SHIFT+FS)* key.

Each press of the key reverses one undo operation that was performed by pressing the UNDO (SHIFT+BS)* key.

* The key allocation on the MKS-8050 is different. See “*Key Function List*” on page 564 of *Appendix*.

Using List Management Functions

A list management function is a generic name for a function that can be selected from the function menu that appears when you press the LIST MNG key. List management functions include various functions for performing operations on multiple edits in the EDL.

The function menu changes as follows when you press the LIST MNG key.

F1	F2	F3	F4	F5
INSERT	MOVE	COPY	MODIFY	SORT
F6	F7	F8	F9	F10
RENUMBER	CLEAN UP	LOAD EDL	SAVE EDL	-- 1 --

When the F10 (-- 1 --) key is pressed, the function menu changes to page 2 as follows.

F1	F2	F3	F4	F5
MERGE EDL	REEL SUM	GAP LIST	APPEND	
F6	F7	F8	F9	F10
Q-TRACE	ADV CLNUP			-- 2 --

When the F10 (-- 2 --) key on page 2 is pressed, the function menu returns to page 1.

Note

The function of the functions keys above can be assigned to any key that is available to allow direct selection.

For details, see “Keyboard Assignment” on page 515 in Chapter 6.

The functions of the menu items are as follows.

Menu Item	Function
F1 (INSERT)	Inserts the currently displayed edit into the EDL. <i>See “Inserting an Edit” on page 386.</i>

Menu Item	Function
F2 (MOVE)	Moves multiple edits to a specified destination. <i>See “Moving Specific Edits” on page 388.</i>
F3 (COPY)	Copies multiple edits to a specified destination. <i>See “Copying Specific Edits” on page 390.</i>
F4 (MODIFY)	Modifies specific data of multiple edits simultaneously. <i>See “Modifying Specific Data of Multiple Edits” on page 392.</i>
F5 (SORT)	Sorts all edits in the EDL according to a specified condition. <i>See “Sorting Edits” on page 406.</i>
F6 (RENUMBER)	Renumbers all edit numbers from a specified edit sequentially. <i>See “Renumbering Edit Numbers” on page 407.</i>
F7 (CLEAN UP)	Removes the section of a recorder timecode overlapping between registered edits. <i>See “Removing a Recorder Timecode Overlap (Cleanup)” on page 410.</i>
F8 (LOAD EDL)	Loads an EDL file from an external USB storage device into the active EDL. <i>See “Loading Basic Information of an EDL” on page 426.</i>
F9 (SAVE EDL)	Saves a specified range of the active EDL as a file to an external USB storage device. <i>See “Saving Basic Information of an EDL” on page 432.</i>
F1 (MERGE EDL) ¹⁾	Merges the specified range of the active EDL with another EDL within the project. <i>See “Merging EDLs” on page 435.</i>
F2 (REEL SUM) ¹⁾	Shows information on reels used in multiple edits. <i>See “Displaying Reel Summary” on page 412.</i>
F3 (GAP LIST) ¹⁾	Detects gaps between the edits registered to an EDL and lists the results. <i>See “Detecting and Listing Gaps Within an EDL” on page 414.</i>



Menu Item	Function
F4 (APPEND) ¹⁾	Eliminates detected gaps within an EDL. <i>See “Eliminating Timecode Gaps (Append Edit)” on page 417.</i>
F6 (Q-TRACE) ¹⁾	Performs a quick trace. <i>See “Using Quick Trace” on page 420.</i>
F7 (ADV CLNUP) ¹⁾	Performs advanced cleanup. <i>See “Performing Advanced Cleanup” on page 423.</i>

1) Appears on page 2 of the function menu.

Common Operations of List Management Functions

This section describes the following operations common to list management functions.

- Specify a range of edits to process.
- Immediately begin processing the specified range displayed in the message of the dialog area.
- End the list management function partway through an operation.

To specify a range of edits to process

When you begin the procedure to specify a range of edits to process during an operation, the following message appears in the dialog area.

┌ Processing start position (initial setting)
└ Processing end position (initial setting)
START xxxx END yyyy
ENTER START EDIT# (BLANK FOR PRESET)

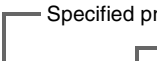
The initial settings for the operation (for example, the edit number of the first edit and the edit number of the last edit in the EDL) appear as the processing start position (xxxx) and end position (yyyy).

Next, perform the following procedure to specify the range to process.

- 1** Enter the edit number you want to specify as the processing start position in the scratchpad area and then press the ENTER key.

Just press the ENTER key if you do not want to change the start position.

When you confirm the specification, the message in the dialog area changes to the following.



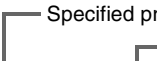
 START xxxx END yyyy

 ENTER END EDIT# (BLANK FOR PRESET)

- 2** Enter the edit number you want to specify as the processing end position in the scratchpad area and then press the ENTER key.

Just press the ENTER key if you do not want to change the end position.

When you confirm the specification, the message in the dialog area changes to the following.



 START xxxx END yyyy

 PRESS [STORE] TO EXECUTE

To immediately begin processing the specified range displayed in the message

Press the STORE (CTRL+7)* key when “START xxxx END yyyy” appears on the first line of the dialog area. Processing of the edits in the range displayed begins when the key is pressed.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

To end the list management function partway through an operation

Press the RET (SHIFT+ENTER)* key.

The content on the screen and the function menu return to the states they were in before the LIST MNG key was pressed. However, the software returns to the state directly after the LIST MNG key was pressed if the edit screen is not displayed.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.


Inserting an Edit

The currently displayed edit in the edit data page can be inserted in the EDL after a specified edit number. When inserting an edit, ripple processing can be specified for that edit.

To insert the currently displayed edit into the EDL

- 1 Press the LIST MNG key to display the function menu for list management functions, and then press the F1 (INSERT) key.

The following message appears in the dialog area.

 Insertion position (initial setting)
AFTER xxxx
ENTER AFTER EDIT# (BLANK FOR PRESET)

As the initial setting, the insertion position will show the edit number of the currently displayed edit (if it is registered in the EDL) or a blank space (if the edit is new and not registered in the EDL).

Note

If the edit data is inadequate when you press the F1 (INSERT) key, an error message will appear instead of the message above.

- 2 Enter in the scratchpad area the edit number which you want the inserted edit to follow, and then press the ENTER key.

To insert an edit at the top of the EDL:

Enter "0."

To insert an edit immediately after the edit indicated by the initial setting:

Press the ENTER key without entering a number.

The message that appears on the second line in the dialog area and the subsequent operation depend on the "RIPPLE MODE" setting in the EDL area of the initialize menu, as follows.

RIPPLE MODE Setting	Message Displayed	Subsequent Operation
ON	PRESS [ENTER] FOR RIPPLE LIST OR SELECT FUNCTION	See “To specify the ripple processing range” on page 375.
OFF	PRESS [STORE] TO EXECUTE “RIPPLE OFF” appears after the insertion position display on the first line.	Proceed to Step 3.

3 Press the STORE (CTRL+7)* key.

The edit is inserted in the EDL according to the specification. The message disappears from the dialog area, the function menu returns to the state it was in before the LIST MNG key was pressed in Step 1, and the inserted edit is displayed.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Notes

- When the “AUTO RENUMBER” setting of the EDL area in the initialize menu is “ON,” all the edits from the top of the EDL to the inserted edit are renumbered.
- When the edit is inserted at the top of the EDL, the timecode of the inserted edit is automatically changed to remain consistent with the timecode of the next edit.
- The record mark of the inserted edit is erased regardless of the “RIPPLE MODE” setting of the EDL area in the initialize menu.

About the insertion of a new edit data page into the EDL

- A new edit data page can be inserted into the EDL.
- A new edit data page is always inserted after the edit specified in Step 1 regardless of the “NEW EDIT STORE POSITION” setting of the EDL area in the initialize menu.
- Cleanup is not carried out regardless of the “AUTO CLEAN UP” setting of the EDL area in the initialize menu.

To restore the EDL to its former state after processing ends

Press the UNDO (SHIFT+BS)* key.

For details, see “Undoing Changes to the EDL” on page 379.

Notes

- If the insertion of an edit will cause the last edit number of the EDL to exceed 9999, an error message will appear when the STORE (CTRL+7)* key is pressed in Step 3.
- The edit insertion process cannot be canceled after the STORE (CTRL+7)* key is pressed in Step 3.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Moving Specific Edits

A specified range of edits within the EDL can be moved to a specified position in the EDL. When edits are moved, ripple processing can be specified for the edits.

To move specific edits

- 1 Press the LIST MNG key to display the function menu for list management functions, and then press the F2 (MOVE) key.

The following message appears in the dialog area.

Processing start position (initial setting)
Processing end position (initial setting)
START xxxx END yyyy AFTER
ENTER START EDIT# (BLANK FOR PRESET)

As the initial setting, the processing start position will show the edit number of the currently displayed edit (if it is registered in the EDL) or a blank space (if the edit is new and not registered in the EDL).

- 2 Specify the range of edits to be moved by entering the starting and ending positions.

For details, see “To specify a range of edits to process” on page 384.

The message in the dialog area changes to the following.

START xxxx END yyyy AFTER
ENTER AFTER EDIT#

- 3** Enter in the scratchpad area the edit number which you want the specified range of moved edits to precede, and then press the ENTER key.

The message that appears on the second line in the dialog area and the subsequent operation depend on the “RIPPLE MODE” setting in the EDL area of the initialize menu, as follows.

RIPPLE MODE Setting	Message Displayed	Subsequent Operation
ON	PRESS [ENTER] FOR RIPPLE LIST OR SELECT FUNCTION	See “To specify the ripple processing range” on page 375.
OFF	PRESS [STORE] TO EXECUTE “RIPPLE OFF” appears after the insertion position display on the first line.	Proceed to Step 4.

Note

If you enter an edit number that is included in the specified range, an error message will appear when you press the ENTER key. If this happens, enter an edit number that is not included in the specified range, and then press the ENTER key.

- 4** Press the STORE (CTRL+7)* key.

The edits are moved within the EDL according to the specification. After processing ends, the message disappears from the dialog area, the function menu returns to the state that it was in before the LIST MNG key was pressed in Step 1, and the edit with the smallest edit number among those moved is displayed.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Notes

- When the “AUTO RENUMBER” setting of the EDL area in the initialize menu is “ON,” all edits from the top of the EDL to the new edits are renumbered.
- When the ripple processing is carried out, the record marks of all edits for which ripple processing is specified are deleted.
- The edit moving process cannot be canceled after the STORE (CTRL+7)* key is pressed in Step 4.

To restore the EDL to its former state after processing ends

Press the UNDO (SHIFT+BS)* key.

For details, see “Undoing Changes to the EDL” on page 379.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Copying Specific Edits

A specified range of edits within the EDL can be copied to a specified position in the EDL. When edits are copied, ripple processing can be specified for the edits.

To copy specific edits

- 1 Press the LIST MNG key to display the function menu for list management functions, and then press the F3 (COPY) key.

The following message appears in the dialog area.

┌ Processing start position (initial setting)
└ Processing end position (initial setting)
START xxxx END yyyy AFTER
ENTER START EDIT# (BLANK FOR PRESET)

As the initial setting, the processing start position will show the edit number of the currently displayed edit (if it is registered in the EDL) or a blank space (if the edit is new and not registered in the EDL).

- 2 Specify the range of edits to be copied by entering the starting and ending positions.

For details, see “To specify a range of edits to process” on page 384.

The message in the dialog area changes to the following.

START xxxx END yyyy AFTER
ENTER AFTER EDIT#

- 3 Enter in the scratchpad area the edit number which you want the specified range of copied edits to precede, and then press the ENTER key.

The message that appears on the second line in the dialog area and the subsequent operation depend on the “RIPPLE MODE” setting in the EDL area of the initialize menu, as follows.

RIPPLE MODE Setting	Message Displayed	Subsequent Operation
ON	PRESS [ENTER] FOR RIPPLE LIST OR SELECT FUNCTION	See “To specify the ripple processing range” on page 375.
OFF	PRESS [STORE] TO EXECUTE “RIPPLE OFF” appears after the insertion position display on the first line.	Proceed to Step 4.

4 Press the STORE (CTRL+7)* key.

The edits are copied within the EDL according to the specification. After processing ends, the message disappears from the dialog area, the function menu returns to the state that it was in before the LIST MNG key was pressed in Step 1, and the edit which was copied first is displayed.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Notes

- When the “AUTO RENUMBER” setting of the EDL area in the initialize menu is “ON,” all edits from the top of EDL to the new edits are renumbered.
- When the ripple processing is carried out, the record marks of all edits for which ripple processing is specified are deleted.

To restore the EDL to its former state after processing ends

Press the UNDO (SHIFT+BS)* key.

For details, see “Undoing Changes to the EDL” on page 379.

Notes

- If the insertion of edits will cause the last edit number of the EDL to exceed 9999, an error message will appear when the STORE (CTRL+7)* key is pressed in Step 4.

- The edit copying process cannot be canceled after the STORE (CTRL+7)* key is pressed in Step 4.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Modifying Specific Data of Multiple Edits

The following data can be modified for edits registered in the EDL.

- Reel name
- Edit mode
- Timecode data of the recorder reel
- Timecode data of the player reel
- Record marks (deletion and setting)
- Frame control mode of edit points
- Field property
- Temporary crosspoint

Note

A record mark indicates an edit for which recording has finished.

For details, see “Organization of the Operating Screen (Edit Data Page)” on page 32 in Chapter 1.

To modify specific data of multiple edits

- 1 Press the LIST MNG key to display the function menu for list management functions and then press the F4 (MODIFY) key.

“SELECT FUNCTION” appears in the dialog area and the function menu changes as follows.

F1	F2	F3	F4	F5
REEL NAME	EDIT MODE	R-TIME	P-TIME	CLEAR REC
F6	F7	F8	F9	F10
SET REC	FrameMODE ¹⁾	FIELD EDT	X-POINT	

1) Appears only when the frame rate is set to 60, 59.94, 30, or 29.97 (see page 41 in Chapter 1).

2 Perform the operation that corresponds with the data to be modified.

Data to be modified	Operation
Reel name	Perform the procedure in “To modify the reel name” on page 393.
Edit mode	Perform the procedure in “To modify the edit mode” on page 395.
Timecode data of the recorder	Perform the procedure in “To modify the timecode data of the recorder” on page 396.
Timecode data of the player	Perform the procedure in “To modify the timecode data of the player” on page 398.
Record mark (deletion)	Perform the procedure in “To delete the record marks” on page 399.
Record mark (setting)	Perform the procedure in “To set the record marks” on page 400.
Frame control mode of edit points	Perform the procedure in “To modify the frame control mode” on page 400.
Field property of edits	Perform the procedure in “To modify field property of edit points” on page 402.
Temporary crosspoint	Perform the procedure in “To modify the temporary crosspoint” on page 404.

To modify the reel name

1 Press the F1 (REEL NAME) key.

The following message appears in the dialog area.

Reel name to be modified (initial setting)
 New reel name (initial setting)
 Processing start position (initial setting)
 Processing end position (initial setting)
 REEL aaaaaa → bbbbbb, START xxxx END yyyy
 ENTER OLD REEL NAME (SELECT SOURCE OR FUNCTION)

The reel name set for the device supplying monitor output appears as the reel name to be modified, and the function menu changes as follows.

F1
TEXT MODE

- 2** Do one of the following to select the reel name to be modified.

To specify a reel other than the one initially set:

Use the monitor/source select keys to select the device for which the reel that you want to modify the name is set.
The name of the reel set for the selected device appears.

To specify a reel by entering the name:

Press the F1 (TEXT MODE) key and enter the reel name in the scratchpad area, and then press the ENTER key.

For details on text input, see “Text input” on page 26 in Chapter 1.

Note

After the text input mode is set by pressing the F1 (TEXT MODE) key, the reel name cannot be specified by using the monitor/source select keys.

When the reel name to be modified is specified, the message displayed on the second line in the dialog area changes to the following.

ENTER NEW REEL NAME (SELECT SOURCE OR
FUNCTION)

- 3** Repeat Step **2** to specify the new reel name.

When the new reel name is specified, the message displayed on the second line in the dialog area changes to the following.

ENTER START EDIT# (BLANK FOR PRESET)

- 4** Specify the range of edits to be modified by entering the processing start and end positions.

For details, see “To specify a range of edits to process” on page 384.

- 5** Press the STORE (CTRL+7)* key.

The reel name is modified according to specification.

After processing ends, the message disappears from the dialog area and the function menu returns to the state that it was in before the LIST MNG key was pressed in Step **1** of “To modify specific data of multiple edits” on page 392.

Notes

- The record mark is deleted for edits whose reel name is modified.

- Modifying the reel name cannot be canceled after the STORE (CTRL+7)* key is pressed in Step 5.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

To modify the edit mode

- 1 Press the F2 (EDIT MODE) key.

The following message appears in the dialog area.

```

Edit mode to be modified (initial setting)
|
MODE VA1234567890123456 → VA1234567890123456,
                          |
                          New edit mode (initial setting)
                          |
                          Processing start position (initial setting)
                          |
                          Processing end position (initial setting)
                          |
                          START xxxx END yyyy

SELECT OLD EDIT MODE
  
```

The edit mode of currently displayed edit appears as the edit mode to be changed.

- 2 Confirm the edit mode to be modified, and then press then ENTER key.

If the edit mode that you want to modify is different from the one displayed or if no edit mode has been specified, see “To select the edit mode” (page 54).

Note

Modifying the edit mode does not affect the currently displayed edit.

When the edit mode to be modified is entered, the edit mode of the currently displayed edit appears on the first line in the dialog area as the initial setting for the new edit mode, and the message displayed on the second line in the dialog area changes to the following.

```

SELECT NEW EDIT MODE
  
```

- 3 Confirm the new edit mode, and then press then ENTER key.

If the edit mode that you want to modify to is different from the one displayed or if no edit mode has been specified, see “To select the edit mode” (page 54).

When the new edit mode is entered, the message displayed on the second line in the dialog area changes to the following.

ENTER START EDIT# (BLANK FOR PRESET)

- 4** Specify the range of edit numbers for which the edit mode will be modified by entering the processing start and end positions.

For details, see “To specify a range of edits to process” on page 384.

- 5** Press the STORE (CTRL+7)* key.

The edit mode is modified according to the specification.

After processing ends, the message disappears from the dialog area and the function menu returns to the state that it was in before the LIST MNG key was pressed in Step 1 of “To modify specific data of multiple edits” on page 392.

Notes

- The record mark of all edits for which the edit mode was modified is deleted.
- Changing the edit mode cannot be canceled after the STORE (CTRL+7)* key is pressed in Step 5.

To modify the timecode data of the recorder

The timecode data that is modified using this procedure is the timecode data recorded on the reel set for the recorder.

- 1** Press the F3 (R-TIME) key.

The following message appears in the dialog area.

Reel name (initial setting)	Processing end position (initial setting)
Timecode data to be modified (initial setting)	New timecode data (initial setting)
Processing start position (initial setting)	

R(rrrrr) aa:aa:aa:aa: → bb:bb:bb:bb, START xxxx END yyyy
ENTER OLD R-TIME (BLANK FOR PRESET)

The reel name set for the recorder appears as the reel to be modified, and the timecode data of the IN point of currently displayed edit appears as the timecode to be modified. If no IN point has been set, “00:00:00:00” is displayed.

- 2** Confirm the timecode data to be modified, and then press then ENTER key.

If the timecode data that you want to modify is different from the one that is displayed, or if no timecode data has been set for the currently displayed edit, enter the desired timecode data in the scratchpad area, and then press the ENTER key.

Note

When the timecode data is entered with a sign (+/-), the sign is ignored.

When the timecode data to be modified is entered, the message displayed on the second line in the dialog area changes to the following.

ENTER NEW R-TIME

- 3 Enter the new timecode data in the scratchpad area, and then press the ENTER key.

Note

When the timecode data is entered with a sign (+/-), the given operation (addition or subtraction) is performed with the data to be modified and the entered data, the result of which is the new timecode data.

When the new timecode data is entered, the message displayed on the second line in the dialog area changes to the following.

ENTER START EDIT# (BLANK FOR PRESET)

- 4 Specify a range of edit numbers for which the timecode will be modified by entering processing start and end positions.

For details, see “To specify a range of edits to process” on page 384.

- 5 Press the STORE (CTRL+7)* key.

The timecode data is modified according to specification. After processing ends, the message disappears from the dialog area and the function menu returns to the state that it was in before the LIST MNG key was pressed in Step 1 of “To modify specific data of multiple edits” on page 392.

Notes

- The record mark of all edits whose timecode data was modified is deleted.
- Modifying the timecode data cannot be canceled after the STORE (CTRL+7)* key is pressed in Step 5.

- The procedure above is applicable only to timecode data on a tape that is loaded in the master recorder and selected as a source. It is not applicable to the reel set for the temporary recorder.

For details on the master recorder and the temporary recorder, see “Setting the Temporary Recorder” on page 214 in Chapter 3.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

To modify the timecode data of the player

1 Press the F4 (P-TIME) key.

The following message appears in the dialog area.

Reel name (initial setting)	Timecode data to be modified (initial setting)	New timecode data (initial setting)	Processing end position (initial setting)	Processing start position (initial setting)
P(pppppp)	aa:aa:aa:aa	→ bb:bb:bb:bb	START	xxxx END yyyy
ENTER REEL NAME (SELECT SOURCE OR FUNCTION)				

The reel name set for the device supplying monitor output appears as the reel to be modified, and the function menu changes as follows.

F1
TEXT MODE

2 Perform Step 2 in “To modify the reel name” on page 393 to set the reel name that you want to modify the timecode.

When the reel name is specified, the message displayed on the second line in the dialog area changes to the following.

ENTER OLD P-TIME

3 Confirm the timecode data to be modified, and then press the ENTER key.

If the timecode data that you want to modify is different from that which is displayed, enter the desired timecode data in the scratchpad area, and then press the ENTER key.

Note

When the timecode data is entered with a sign (+/-), the sign is ignored.

When the timecode data to be modified is entered, the message displayed on the second line in the dialog area changes to the following.

ENTER NEW P-TIME

- 4 Enter the new timecode data in the scratchpad area, and then press the ENTER key.

Note

When the timecode data is entered with a sign (+/-), the given operation (addition or subtraction) is performed with the data to be modified and the entered data, the result of which is the new timecode data.

When the new timecode data is entered, the message displayed on the second line in the dialog area changes to the following.

ENTER START EDIT# (BLANK FOR PRESET)

- 5 Specify a range of edit numbers for which the timecode will be changed by entering processing start and end positions.

For details, see “To specify a range of edits to process” on page 384.

- 6 Press the STORE (CTRL+7)* key.

The timecode data is modified according to specification. After processing ends, the message disappears from the dialog area and the function menu returns to the state that it was in before the LIST MNG key was pressed in Step 1 of “To modify specific data of multiple edits” on page 392.

Notes

- The record mark of all edits whose timecode data was modified is deleted.
- Modifying the timecode data cannot be canceled after the STORE (CTRL+7)* key is pressed in Step 6.

* The key allocation of the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

To delete the record marks

- 1 Press the F5 (CLEAR REC) key.

The following message appears in the dialog area.

Processing end position
Processing start position

```

CLEAR REC MARK START xxxx END yyyy
ENTER START EDIT# (BLANK FOR PRESET)
  
```

The edit number of the edit displayed currently (or first edit number in the EDL if a new edit data page is displayed currently) appears initially as the processing start position and the edit number of the last edit registered in the EDL appears initially as the end position.

- 2** Specify the edit numbers for the processing start position and end position.

For details on specifying edit numbers, see “To specify a range of edits to process” on page 384.

- 3** Press the STORE (CTRL+7)* key.

The record marks are deleted for the specified edits.

After processing ends, the message disappears from the dialog area and the function menu returns to the state before the LIST MNG key was pressed in Step 1 of “To modify specific data of multiple edits” on page 392.

Note

The deletion of record marks cannot be canceled after the STORE (CTRL+7)* key is pressed in Step 3.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

To set the record marks

Except for the following points, the procedure is the same as that described in “To delete the record marks” on page 399.

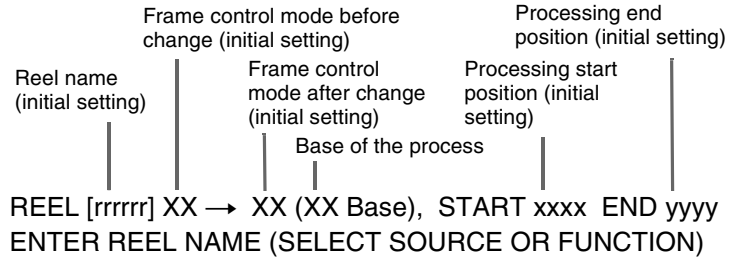
- Press the F6 (SET REC) key instead of the F5 (CLEAR REC) in Step 1.
- “SET REC MARK” appears on the first line of the dialog area instead of “CLEAR REC MARK.”

To modify the frame control mode

* The key allocation of the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1** Press the F7 (FrameMODE) key.

The following message appears in the dialog area.



The reel name set for the device supplying monitor output appears as the reel to be modified, and the function menu changes as follows.

F1
TEXT MODE

- Perform Step 2 in “To modify the reel name” on page 393 to set the reel that you want to modify the frame control mode.

When the reel name is specified, the message displayed on the second line in the dialog area changes to the following.

ENTER START EDIT# (BLANK FOR PRESET)

The function menu changes as follows.

F1	F2	F3	F4
TC DF>NDF	TC NDF>DF	DurDF>NDF	DurNDF>DF

- Do one of the following according to the frame control mode after the change and the processing base.

Frame control mode	Processing base	Keypress
Non drop-frame mode	Timecode	F1 (TC DF>NDF)
Drop-frame mode	Timecode	F2 (TC NDF>DF)
Non drop-frame mode	Duration	F3 (DurDF>NDF)
Drop-frame mode	Duration	F4 (DurNDF>DF)

Notes

- When the processing base is the timecode, timecodes of the IN point and OUT point do not change when processing finishes.
- When the processing base is the duration, timecode of the IN point and the duration do not change when processing finishes.

- Frame control mode after the change and processing base can be changed until you press the STORE (CTRL+7)* key in Step 5.

- Specify the range of edit numbers for which the frame control mode will be modified by entering the processing start and end positions.

For details, see “To specify a range of edits to process” on page 384.

- Press the STORE (CTRL+7)* key.

The frame control mode is modified according to the specification. After processing ends, the message disappears from the dialog area and the function menu returns to the state that it was in before the LIST MNG key was pressed in Step 1 of “To modify specific data of multiple edits” on page 392.

Note

The modification of the frame control mode cannot be canceled after the STORE (CTRL+7)* key is pressed in Step 5.

* The key allocation on the MKS-8050 is different. see “Key Function List” on page 564 of Appendix.

To modify field property of edit points

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of the appendix.

- Press the F8 (FIELD EDT) key.

The following message appears in the dialog area.

Reel name (initial setting)	Edit point type (initial setting)	Field property to be modified (initial setting)	New field property (initial setting)	Processing start position (initial setting)	Processing end position (initial setting)
REEL [rrrrrr]	XX Fx	→ Fx,	START xxxx	END yyyy	
ENTER REEL NAME (BLANK FOR PRESET)					

The reel name set for the device supplying monitor output appears as the reel to be modified and the function menu changes as follows.

F1	F2	F3	F4
IN F1	IN F2	OUT F1	OUT F2

- 2** Depending on the edit point type and new field property setting, press one of the following function keys.

Edit point type	New field property setting	Keypress
IN point	Field 1	F1 (IN F1)
IN point	Field 2	F2 (IN F2)
OUT point	Field 1	F3 (OUT F1)
OUT point	Field 2	F4 (OUT F2)

Note

Edit point type and the new field property setting can be changed until the STORE (CTRL + 7)* key is pressed in Step 5.

- 3** Perform Step 2 in “To modify the reel name” on page 393 to set the reel that you want to modify the field property of the edit points.

When the reel name is specified, the message displayed on the second line in the dialog area changes to the following.

ENTER START EDIT# (BLANK FOR PRESET)

- 4** Specify the range of edits to be modified by entering the processing start and end positions.

For details, see “To specify a range of edits to process” on page 384.

- 5** Press the STORE (CTRL + 7)* key.

The field property is changed according to specification.

After processing ends, the message disappears from the dialog area and the function menu returns to the state that it was in before the LIST MNG key was pressed in Step 1 of “To modify specific data of multiple edits” on page 392.

Notes

- The record mark is deleted for edits whose field property is modified.

- Modifying the field property cannot be canceled after the STORE (CTRL+7)* key is pressed in Step 5.

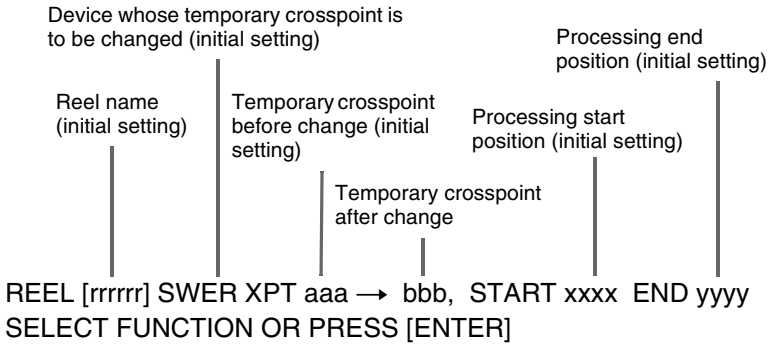
* The key allocation on the MKS-8050 is different. see “Key Function List” on page 564 of Appendix.

To modify the temporary crosspoint

* The key allocation of the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

1 Press the F9 (X-POINT) key.

The following message appears in the dialog area.



The reel name set for the device supplying monitor output appears as the reel to be modified, and the function menu changes as follows.

F1	F2
SWER	MIXER

2 Do one of the following according to the device whose temporary crosspoint is to be changed, and press the ENTER key to select the device currently displayed in the dialog area.

Device whose temporary crosspoint is to be changed	Keypress
Switcher	F1 (SWER)
Mixer	F2 (MIXER)

Pressing the F1 (SWER) key changes the indication of the device whose temporary crosspoint is to be changed to “SWER.” When you press the F2 (MIXER), the indication changes to “MIXER.”

When the device is selected, “ENTER REEL NAME (SELECT SOURCE OR FUNCTION)” appears on the second line in the dialog area and the function menu changes as follows.

F1
TEXT MODE

- 3** Perform Step **2** in “To modify the reel name” *on page 393* to set the reel that you want to modify temporary crosspoint.

When the reel name is specified, the message displayed on the second line in the dialog area changes to the following.

ENTER OLD SWITCHER PAIR NO. (1-128) (BLANK FOR PRESET)

Note

The message above appears only when the switcher is selected. When the mixer is selected “MIXER XPT. (0-255)” appears, instead.

- 4** Confirm the temporary crosspoint before change and press the ENTER key.

If you want to modify the temporary crosspoint different from the one that is displayed, or if the reel selected in Step **3** does not have the temporary crosspoint setting, enter the crosspoint number in the scratchpad area, and then press the ENTER key.

The message displayed in the scratchpad area changes as follows.

ENTER NEW SWITCHER PAIR NO. (1-128) (BLANK FOR INIT SETTING)

Note

The message above appears only when the switcher is selected. When the mixer is selected “MIXER XPT. (0-255)” instead of “SWER PAIR NO. (1-128).”

- 5** Enter the new crosspoint number and press the ENTER key.

The message on the second line in the dialog area changed as follows.

ENTER START EDIT# (BLANK FOR PRESET)

- 6** Specify the range of edit numbers for which the temporary crosspoint will be modified by entering the processing start and end positions.

For details, see “To specify a range of edits to process” on page 384.

7 Press the STORE (CTRL+7)* key.

The temporary crosspoint is modified according to the specification. After processing ends, the message disappears from the dialog area and the function menu returns to the state that it was in before the LIST MNG key was pressed in Step 1 of “To modify specific data of multiple edits” on page 392.

Note

The modification of the frame control mode cannot be canceled after the STORE (CTRL+7)* key is pressed in Step 7.

To restore the EDL to its former state after processing ends

Press the UNDO (SHIFT+BS)* key.

For details, see “Undoing Changes to the EDL” on page 379.

* The key allocation on the MKS-8050 is different. see “Key Function List” on page 564 of Appendix.

Sorting Edits

All edits registered in the EDL can be sorted in ascending order in accordance with specific conditions.

1 Press the LIST MNG key to display the function menu for list management functions, and then press the F5 (SORT) key.

“SELECT FUNCTION” appears in the dialog area and the function menu changes as follows:

F1	F2	F3	F4
EDIT #	R-TIME	B-MODE	C-MODE

2 Use the function key to specify the condition by which you want to sort the edits.

Condition for sorting	Keypress
Edit number	F1 (EDIT #)
Recorder IN point timecode	F2 (R-TIME)
B-MODE (sort by order of A roll reel names)	F3 (B-MODE)

Condition for sorting	Keypress
C-MODE (after sorting in order of A roll reel names, sort in ascending order of IN points)	F4 (C-MODE)

When you press the F1 (EDIT #) key, “EDIT #” appears on the first line in the dialog area.

When you press the F2 (R-TIME), F3 (B-MODE), or F4 (C-MODE) key, “R-TIME,” “B-MODE,” or “C-MODE” appears on the first line in the dialog area, respectively.

In either cases described above, “PRESS [STORE] TO EXECUTE” appears on the second line in the dialog area.

3 Press the STORE (CTRL+7)* key.

The edits are sorted according to the specified condition.

The message disappears from the dialog area and the function menu returns to the state that it was in before the LIST MNG key was pressed in Step 1 of “Common operations” on page 358.

Notes

- Edits are sorted regardless of the “AUTO RENUMBER” setting of the EDL area in the initialize menu.
- The record marks of the sorted edits are not deleted.
- Sorting of edits cannot be canceled after the STORE (CTRL+7)* key is pressed in Step 3.

* The key allocation of the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

To restore the EDL to its former state after processing ends

Press the UNDO (SHIFT+BS)* key.

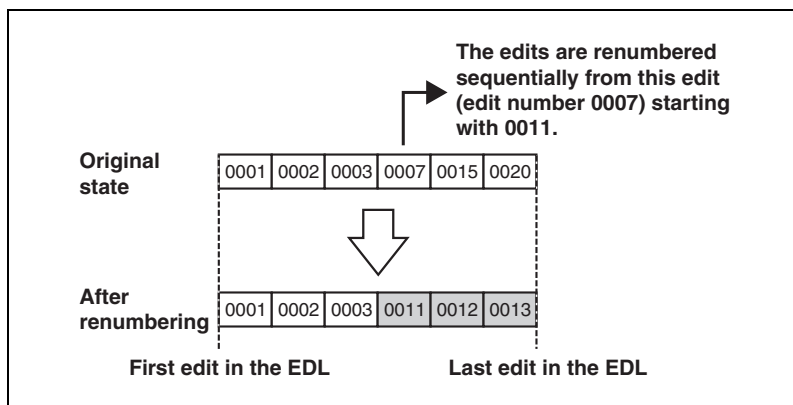
For details, see “Undoing Changes to the EDL” on page 379.

* The key allocation of the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Renumbering Edit Numbers

You can specify an edit registered in the EDL and then renumber all edits from that edit sequentially.

For example, the following operation is possible.



To renumber edit numbers

- 1 Press the LIST MNG key to display the function menu for list management functions and then press the F6 (RENUMBER) key.

The following message appears in the dialog area.

Renumbering start position (Initial setting)
 The edit number to newly assign to the renumbering start position (Initial setting)

START xxxx NEW yyyy
 ENTER START EDIT# (BLANK FOR PRESET)

The edit number of the first edit in the EDL appears initially for all values in the message.

- 2 Enter the edit number you want to specify as the renumbering start position in the scratchpad area and then press the ENTER key.

Just press the ENTER key if you do not want to change the start position.

The message displayed on the second line in the dialog area changes to the following.

ENTER NEW EDIT# (BLANK FOR PRESET)

- 3 Enter the number you want to assign as the new start edit number in the scratchpad area and then press the ENTER key.

Just press the ENTER key if you do not want to change the start edit number.

Note

If you want to specify the edit number of the first edit in the EDL as the renumbering start position in Step 2, enter 0 here to apply the original first edit number.

The message displayed on the second line in the dialog area changes to the following.

PRESS [STORE] TO EXECUTE

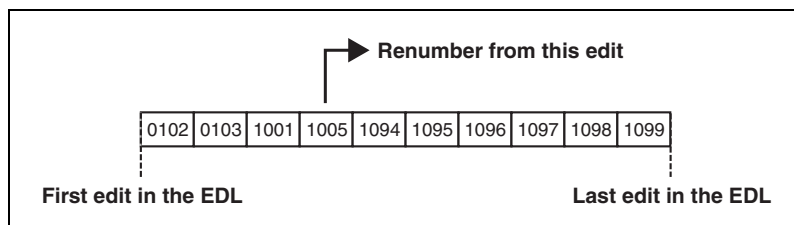
4 Press the STORE (CTRL+7)* key.

Renumbering takes place for the specified edits and then the edit specified as the renumbering start position appears.

After processing ends, the message disappears from the dialog area and the function menu returns to the state before the LIST MNG key was pressed in Step 1.

Notes

- You can specify the following range numbers in Step 3.
 - A number that is higher than the highest edit number of edits before the renumbering start position.
 - A number that will not result in the edit number of the last edit in the EDL exceeding 9999 after renumbering takes place.
- For example, if the original EDL is as shown below and you want to renumber the edits from edit number 1005, you can specify an edit number within a range of 1002 to 9993.



If you enter a number outside of the range, an error message appears when the ENTER key is pressed to confirm input.

- Renumbering of edits cannot be canceled after the STORE (CTRL+7)* key is pressed in Step 4.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

To restore the EDL to its former state after processing ends

Press the UNDO (SHIFT+BS)* key.

For details, see “Undoing Changes to the EDL” on page 379.

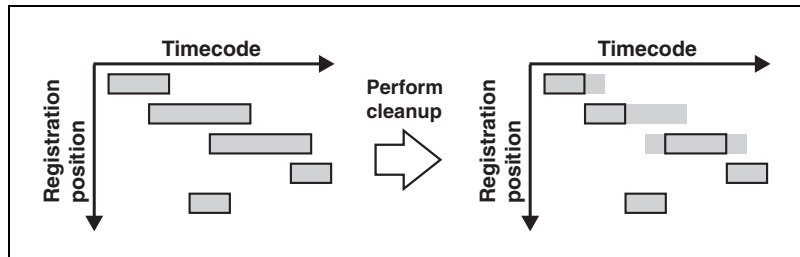
* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Removing a Recorder Timecode Overlap (Cleanup)

If sections of recorder timecodes overlap between edits registered in the EDL, you can remove the overlapping sections for a specified range of edit numbers.

About cleanup processing

If you perform a cleanup, the data of edits registered later in the specified range of edit numbers is left remaining and the overlapping section is removed from the data of edits registered earlier. The shaded areas indicate the original state of each edit and the parts enclosed in a frame indicate each of the states before and after processing.



Notes

Differences from auto cleanup

- When a later edit completely overlaps the transition of an earlier edit, the overlap is removed.
- The removal of overlaps may cause some edits to be divided, but not when doing so will result in the number of edits exceeding 9999.

To perform a cleanup

- 1 Press the LIST MNG key to display the function menu for list management functions and then press the F7 (CLEAN UP) key.

The following appears in the dialog area.

Processing start position (initial setting)
Processing end position (initial setting)
START xxxx END yyyy
ENTER START EDIT# (BLANK FOR PRESET)

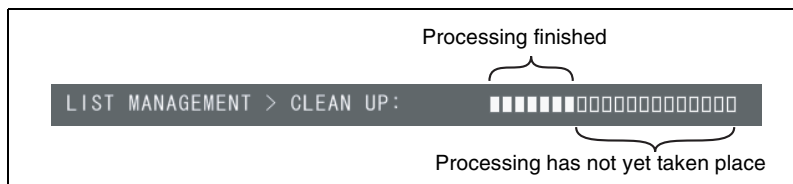
The edit number of the first edit in the EDL appears initially as the processing start position and the edit number of the last edit in the EDL appears initially as the end position.

- 2 Specify the edit numbers for the processing start position and end position.

For details on specifying edit numbers, see “To specify a range of edits to process” on page 384.

- 3 Press the STORE (CTRL+7)* key.

The overlaps are removed for the specified edits.
During processing, a progress bar in the dialog area indicates the status.



After processing ends, the message disappears from the dialog area and the function menu returns to the state before the LIST MNG key was pressed in Step 1.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

To cancel the cleanup

Press the ALL STOP key.

When cleanup is canceled, the overlaps that have already been removed up to that point are not restored.

To restore the EDL to its former state after processing ends or is stopped

Press the UNDO (SHIFT+BS)* key.

For details, see “Undoing Changes to the EDL” on page 379.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Displaying Reel Summary

Reel-related information used in multiple edits can be displayed in the popup window.

The information shown can be stored to an external USB storage as a reel summary.

To display a reel summary

- 1 Press the LIST MNG key to display the function menu for list management functions, press the F10 (-- 1 --) key, and then press the F2 (REEL SUM) key.

The following appears in the dialog area.

Processing start position (initial setting)
Processing end position (initial setting)
START xxxx END yyyy
ENTER START EDIT# (BLANK FOR PRESET)

Initially, the edit number of the first edit in the EDL appears as the processing start position and the edit number of the last edit in the EDL appears as the end position.

- 2 Specify the edit numbers for the processing start position and end position.

For details on specifying edit numbers, see “To specify a range of edits to process” on page 384.

The REEL SUMMARY popup window appears,

Reel names			Page number
			Total pages of the summary
Number of edit in which the corresponding reel was first found	REEL SUMMARY	1/1	Number of times the reel is used
	EDIT# REEL COUNT		
	0001 0990 195		
	0001 0001 131		
	0002 0002 99		
	0004 0003 83		
	0006 0004 67		

“SELECT FUNCTION” appears on the second line of the dialog area and the function menu changes as follows.

F1	F2	F3	F4	F5
			SAVE (USB)	
F6	F7	F8	F9	F10
		PREV	NEXT	

To move to another page in the popup window:

Press the F8 (PREV) key to move to the previous page and press the F9 (NEXT) key to move to the next page.

To save the reel summary as a file

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1 After performing the procedure in “To display a reel summary” on page 412, press the F4 (SAVE (USB)) key.

A list of external USB storage devices appears and “SELECT USB DEVICE AND PRESS [ENTER]” appears in the dialog area.

For details on the list of external USB storage devices and the related function key operations, “About File Operations” on page 442.

- 2 Use the ↑ (CTRL+8)* and ↓ (CTRL+2)* keys to move the “►” cursor to the desired external USB storage device, and then press the ENTER key.

A list of directories on the selected external USB storage device appears and “SELECT DIRECTORY AND PRESS [ENTER] OR SELECT FUNCTION” appears in the dialog area.

For details on the list of directories and the related key operations, see “About File Operations” on page 442.

- 3** Perform Steps **4** to **6** in “To save the settings data for the setup menu” on page 437.

A summary file is created in the following directory of the USB storage system.

MVS/DVS system: \xxx¹⁾\PIE_REEL

MFS system: \MFSFILES\xxx¹⁾\PIE_REEL

If the PIE_REEL directory could not be found, it is automatically created.

1) Directory specified in Step **3**

Detecting and Listing Gaps Within an EDL

Gaps among the edits within an EDL can be detected and the results can be shown in a list. The gap list can be stored to an external USB storage. This function is useful for eliminating gaps before the execution of auto-assembly.

Notes

- Because gaps are detected according to the timecode, gaps in units of fields cannot be detected.
- Gap detection is carried out for reels in the master recorder as the target.

To detect and list gaps within an EDL

- 1** Press the LIST MNG key to display the function menu for list management functions, press the F10 (-- 1 --) key, and then press the F3 (GAP) key.

“SELECT FUNCTION” appears in the dialog area and the function menu changes as follows.

F1	F2	F3	F4	F5
V	A1	A2	A3	A4
F6	F7	F8	F9	F10
		HNDL FILE	MORE	-- 1 --

When you press the F10 (-- 1 --) key, the function menu changes to page 2 as follows.

F1	F2	F3	F4	F5
A5	A6	A7	A8	A9
F6	F7	F8	F9	F10
A10	A11	A12	MORE	-- 2 --

When you press the F10 (-- 2 --) key, the function menu changes to page 3 as follows.

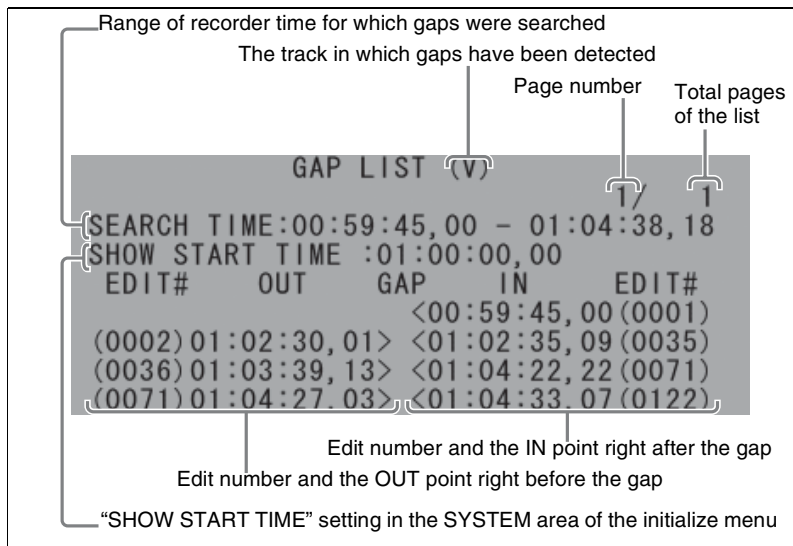
F1	F2	F3	F4	F5
A13	A14	A15	A16	
F6	F7	F8	F9	F10
			MORE	-- 3 --

When you press the F10 (-- 3 --) key, the function menu returns to page 1.

If a previous gap list has been saved to the HDD, that list appears in the popup window.

- 2 Use the function key to select the track in which gaps have been detected.

The GAP LIST popup window for the selected track appears.



To move to another page in the popup window:

Press the F9 (MORE) key to move to the next page. When you press the key on the last page, the first page is displayed again.

To cancel the detection of gaps

Press the ALL STOP key while detection is in progress.

To save the gap list as a file

* The key allocation on the MKS-8050 is different. See "Key Function List" on page 564 of Appendix.

- 1 After performing the procedure in "To detect and list gaps within an EDL" on page 414, go to the first page of the function menu and press the F8 (HNDL FILE) key.

The function menu changes as follows.

F4
SAVE (USB)

- 2 Press the F4 (SAVE (USB)) key.

A list of external USB storage devices appears and "SELECT USB DEVICE AND PRESS [ENTER]" appears in the dialog area.

For details on the list of external USB storage devices and the related function key operations, see “About File Operations” on page 442.

- 3** Use the ↑ (CTRL+8)* and ↓ (CTRL+2)* keys to move the “▶” cursor to the desired external USB storage device, and then press the ENTER key.

A list of directories on the selected external USB storage device appears and “SELECT DIRECTORY AND PRESS [ENTER] OR SELECT FUNCTION” appears in the dialog area.

For details on the list of directories and the related key operations, see “About File Operations” on page 442.

- 4** Perform Steps **4** to **6** in “To save the settings data for the setup menu” on page 437.

A gap list is created in the following directory of the USB storage system.

MVS/DVS system: \xxx¹⁾\PIE_GAP

MFS system: \MFSFILES\xxx¹⁾\PIE_GAP

If the PIE_GAP directory could not be found, it is automatically created.

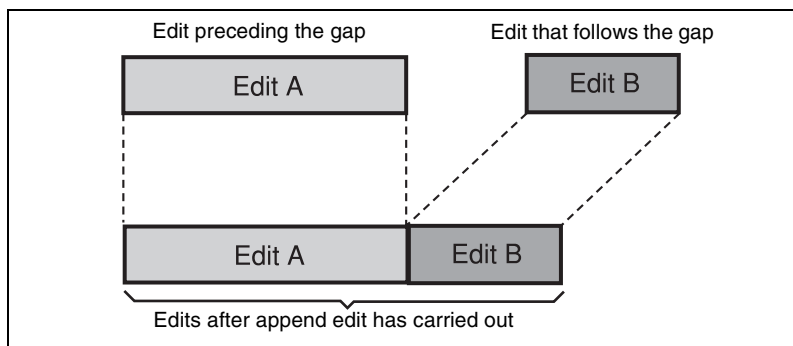
1) Directory specified in Step **4**

Note

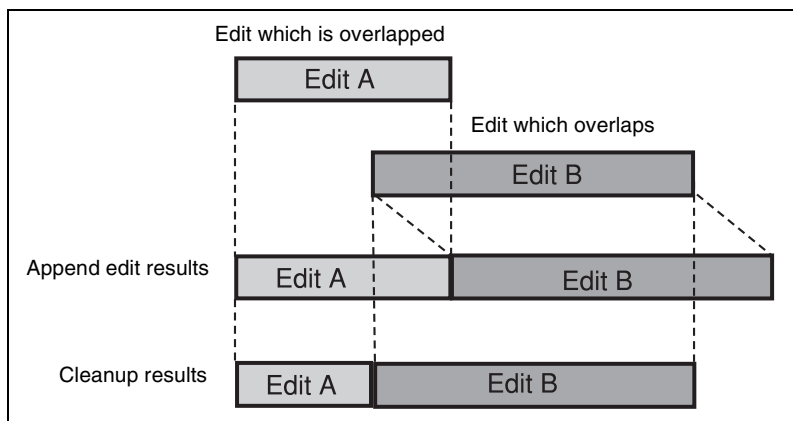
The gap list file is also stored to the system HDD temporarily. However, it is deleted when the EDL is opened.

Eliminating Timecode Gaps (Append Edit)

Gaps found by during a search of an EDL can be eliminated by matching the recorder IN point of the edit that follows a gap with the recorder OUT point of the edit preceding the gap, as illustrated below.



Along with the elimination of gaps, ripple processing is simultaneously performed to prevent the creation of gaps with other edits. Append Edit can be used to eliminate overlapping portions between edits, as does the cleanup function. However, the results are different, as illustrated below.



Notes

- The Append Edit function can only be used with video tracks.
- Ripple processing is carried out regardless of the “RIPPLE MODE” setting in the EDL area of the initial menu.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1 While the edit following the gap appears in the edit data page, press the LIST MNG key, press the F10 (-- 1 --) key, and then press the F4 (APPEND) key.

The following appears in the dialog area.

Append edit processing start position (initial setting)
 |
 Ripple processing start position (initial setting)
 |
 Ripple processing end position (initial setting)
 |
 AFTER aaaa, RIPPLE START xxxx END yyyy
 PRESS [STORE] TO EXECUTE

As the initial setting, the edit numbers of the edit immediately preceding the currently displayed edit in the edit data page and the edit with the least amount of correction when append edit process finishes appear as the append edit processing start position, the first edit number of the EDL appears as the ripple processing start position, and the last edit number of the EDL appears as the ripple processing end position. The function menu changes as follows.

F1	F2	F3
AFTER	Ri:START	Ri:END

Note

If you press the F4 (APPEND) key while the edit data page shows an edit with no preceding gap, a beep will sound and the screen will return to the normal edit data display.

- 2 Press the F1 (AFTER) key, F2 (Ri:START) key, and F3 (Ri:END) key in no particular order to specify the edit number for each processing position.

For details, see “To specify a range of edits to process” on page 384.

- 3 Press the STORE (CTRL+7) * key.

The gap between the specified edits and edit preceding them is eliminated and ripple processing is carried out.

If “AUTO RENUMBER” in the EDL area of the initial menu is set to “ON,” the edits are renumbered.

Note

Append Edit process cannot be canceled after the STORE (CTRL+7)* key has been pressed in Step 3.

To restore the EDL to its former state after processing ends

Press the UNDO (SHIFT+BS)* key.

For details, see “Undoing Changes to the EDL” on page 379.

The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Using Quick Trace

During the creation a complete package, to keep the recorded material as close to the original as possible, the trace function searches out the reel with the lowest generation recording of the same material and replaces the edit data with the data found. This enables recording to be carried out using reels containing material closest to the original when the EDL has undergone multiple dubbings using the temporary recorder.

Note

Quick trace operates as follows.

- The currently displayed edit is traced.
- Edits are searched for the currently displayed EDL only.
- Tracing of each track is possible when the insert edit mode is selected.
- When assemble editing or first edit mode is selected, video track and audio tracks 1 to 16 are traced.
- Quick trace cannot be carried out for edits that contain switcher register data such as snapshot data or GPI data.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1** While the edit for which you want to perform quick trace appears in the edit data page, press the LIST MNG key, press the F10 (-- 1 --) key, and then press the F6 (Q-TRACE) key.

“ENTER DESTINATION EDL NAME” appears in the dialog area and the QUICK TRACE popup window appears.

At this point, only the initial setting of the track to be subjected to the quick trace is displayed.

- 2 Enter in eight characters or less the name of the EDL to which the quick trace results will be stored, and then press the ENTER key.

Notes

- If the EDL name you entered already exists, the message “WARNING! EDL NAME IS NOT UNIQUE” appears. If you want to overwrite the existing EDL, press the ENTER key again.
- If the same EDL name as the one you entered is currently displayed, an error message appears. If this happens, enter another name and press the ENTER key again.
- If you enter any of the following characters in the name of the EDL, it will be converted to an underbar (_).

Space \ / : ; , * ? " < > |

“SELECT FUNCTION” appears in the dialog area and the function menu changes as follows.

F1	F2	F3	F4	F5
V	A1	A2	A3	A4
F6	F7	F8	F9	F10
		NEW DEST	GOTO DEST	-- 1 --

When you press the F10 (-- 1 --) key, the function menu changes to page 2 as follows.

F1	F2	F3	F4	F5
A5	A6	A7	A8	A9
F6	F7	F8	F9	F10
A10	A11	A12		-- 2 --

When you press the F10 (-- 2 --) key, the function menu changes to page 3 as follows.

F1	F2	F3	F4	F5
A13	A14	A15	A16	
F6	F7	F8	F9	F10
				-- 3 --

When you press the F10 (-- 3 --) key, the function menu returns to page 1.

- 3** Use the function keys to select the tracks for which a quick trace will be carried out.

Each press on the key selects or deselects the corresponding track. The selection of the tracks is instantly reflected in the QUICK TRACE popup window.

To change the EDL to which the quick trace results are stored:

Press the F8 (NEW DEST) key on page 1 of the function menu. When “ENTER DESTINATION EDL NAME” appears in the dialog area, enter the name of the new EDL as described in Step 2 above and press the ENTER key. If the results of a trace are displayed in the QUICK TRACE popup window, the results will be cleared.

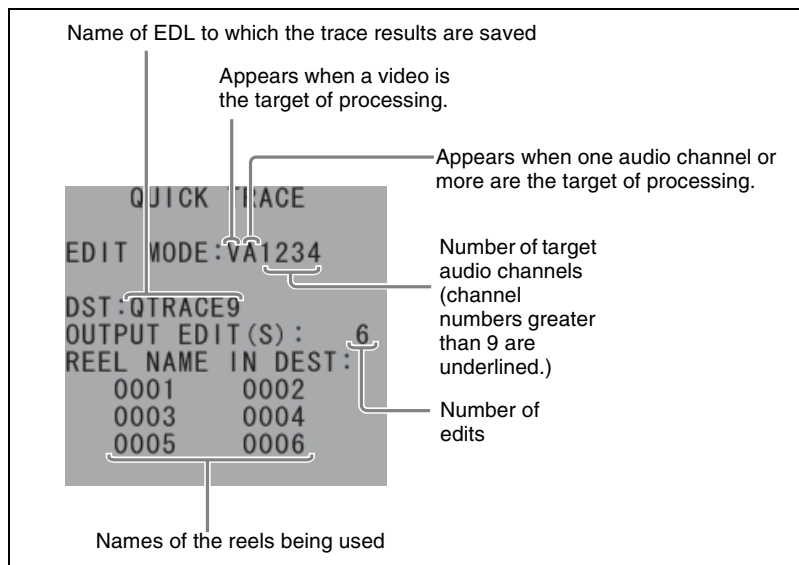
To change to the trace results saved to the EDL:

Press the F9 (GOTO DEST) key on page 1 of the function menu. After the trace results are displayed, the screen returns to the normal edit data display.

- 4** Press the STORE (CTRL+7)* key.

The quick trace starts in accordance with the settings.

After processing finishes, a summary of the results appears in the QUICK TRACE popup window as follows.



To cancel a quick trace

Press the ALL STOP key while the quick trace is in progress.

Performing Advanced Cleanup

The advanced cleanup includes the following functions.

Dividing an edit into multiple edits according to track (SEPARATE)

This function operates in insert mode to separate an edit with several audio tracks into a number of edits on a track-by-track basis (such as V, A1, A2). This function is useful for editing audio tracks individually.

Eliminating overlaps within an EDL (CLEAN OLP)

This function is the same as that described in “Removing a Recorder Timecode Overlap (Cleanup)” *on page 410*. The procedure, however, is different.

Joining match-cut edits into one edit (JOIN)

Edits that do not influence the recording results when they are joined are called match-cut edits. This function searches for match-cut edits and joins them into one edit.

Joining match-cut edits reduces the time required for auto-assembly.

Gathering separate edits into one edit (MAXIMIZE)

This function searches an EDL for edits that are identical in contents except for the difference in track, and gathers them into one edit.

Gathering separate edits reduces the time required for auto-assembly.

Eliminating timecode gaps (PULL UP)

Timecode gaps in an EDL produce non-recorded portions on the tape when recording is carried out. This function searches for timecode gaps within an EDL and changes the timecode of succeeding edits to eliminate them.

Ripple processing is also carried out at this time.

This function is almost the same as that described in “Eliminating Timecode Gaps (Append Edit)” *on page 417*. However, since this function eliminates all gaps within an EDL at one time, it eliminates the need to view a gap list.

The ability to execute any combination of the above functions at the same time

You can select any of the functions above and carry them out as one procedure.

Basic procedure for advanced cleanup

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1 Press the LIST MNG key, press the F10 (-- 1 --) key, and then press the F7 (ADV CLNUP) key.

The following appears in the dialog area.

SELECT FUNCTION

PRESS [STORE] TO EXECUTE XXXX, START xxxx END yyyy

Function name (initial setting)

Processing start position (initial setting)

Processing end position (initial setting)

As the initial setting, the processing start position appears as the edit number of the first edit, the processing end position appears as the edit number of the last edit, and the function name appears as the last selected function.

The function menu changes as follows.

F1	F2	F3	F4	F5
RANGE	AUTO CLP	SEPARATE	CLEAN OLP	JOIN
F6	F7	F8	F9	F10
MAXIMIZE	PULL UP			

- 2 If necessary, press the F1 (RANGE) key to specify the edit numbers for the processing start position and end position.

For details on specifying edit numbers, see “To specify a range of edits to process” on page 384.

Notes

- If you press the STORE (CTRL+7)* key while the processing start and end positions are specified in the dialog area, processing will begin for the specified range.
- You can select functions while the processing start and end positions are specified in the dialog area. However, doing so does not complete the specification of the processing range.

- 3 Carry out one of the following according to the function to be used.

Function	Operation
Dividing an edit into multiple edits	Press the F3 (SEPARATE) key.
Eliminating overlaps in an EDL	Press the F4 (CLEAN OLP) key.
Joining match-cut edits into one edit	Press the F5 (JOIN) key.
Gathering separate edits	Press the F6 (MAXIMIZE) key.
Eliminating all timecode gaps	Press the F7 (PULL UP) key.
Carrying out a combination of functions	<i>Perform the procedure in “To carry out any combination of advanced cleanup functions at one time” on page 425.</i>

4 Press the STORE (CTRL+7)* key.

Processing starts in accordance with the settings. At this time, the processing status is indicated by a progress bar in the dialog area. After processing ends, the progress bar disappears and a beep sounds.

To cancel advanced cleanup

Press the ALL STOP key while processing is in progress.

To restore the EDL to its former state after processing ends or is stopped

Press the UNDO (SHIFT+BS)* key.

For details, see “Undoing Changes to the EDL” on page 379.

The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

To carry out any combination of advanced cleanup functions at one time

During Step 3 of “Basic procedure for advanced cleanup” on page 424, do the following.

1 Press the F2 (AUTO CLP) key,

“SELECT FUNCTION, AUTO CLEANUP=S->C->J->M->P” appears in the dialog area and the function menu changes as follows.

F1	F2	F3	F4	F5
		SEPARATE	CLEAN OLP	JOIN
F6	F7	F8	F9	F10
MAXIMIZE	PULL UP	ALL		

The meanings of the indications displayed in the dialog area are as follows.

Indication	Meaning
S	Dividing an edit into multiple edits according to track (SEPARATE)
C	Eliminating overlaps within an EDL (CLEAN OLP)
J	Joining match-cut edits into one edit (JOIN)
M	Gathering separate edits (MAXIMIZE)
P	Eliminating all timecode gaps (PULL UP)

The F2 (AUTO CLP) key is set so that all the functions are carried out in sequence at the time it is pressed.

- 2** If there is a function that you do not want, press the respective function key to turn off the indication.

The functions can be selected again by pressing the function key again.

To select/deselect all functions at one time:

Press the F8 (ALL) key. Each press of the key selects or deselects all the functions.

- 3** Press the ENTER key to enter the selections.
- 4** Do Step 4 in “Basic procedure for advanced cleanup” on page 424.

Loading Basic Information of an EDL

You can load an EDL file from an external USB storage device into the active EDL.

There are the following four ways of loading an EDL file.

ASSEMBLE - NO SHIFT

Reads the EDL file in its current state and adds it to the active EDL.

ASSEMBLE - TC SHIFT

Shifts timecodes when reading and adding the EDL file so they do not overlap and are arranged in a continuous manner with the recorder timecodes in the active EDL.

For details on the shifting of timecodes when this method is selected, see “About shifting timecodes when ASSEMBLE - TC SHIFT is selected” on page 431.

REPLACE - KEEP

When the same edit number exists in both the active EDL and the EDL file, overwrites the edit in the active EDL with the corresponding edit in the EDL file. If both the active EDL and the EDL file do not have edits with duplicate edit numbers, all edits are kept.

REPLACE - CLEAR

Clears all edits in the active EDL and then loads the EDL file.

To load the EDL file into the active EDL

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1** Press the LIST MNG key to display the function menu for list management functions and then press the F8 (LOAD EDL) key.

The list of external USB storage devices appears and the message “SELECT USB DEVICE AND PRESS [ENTER]” appears in the dialog area.

For details on the list of external USB storage devices and related function key operations, see “About File Operations” on page 442.

- 2** Use the ↑ (CTRL+8)* and ↓ (CTRL+2)* keys to move the “▶” cursor to the desired external USB storage device, and then press the ENTER key.

A list of EDL files on the selected external USB storage device and the message “SELECT EDL AND PRESS [ENTER] OR SELECT FUNCTION” appear in the dialog area.

For details on the list of EDL files and related function key operations, see “About File Operations” on page 442.

Note

When an EDL file is displayed, it is not possible to display directories and perform operations.

- 3** Use the \uparrow (CTRL+8)* and \downarrow (CTRL+2)* keys to move the “►” cursor to the EDL file you want to load and then press the ENTER key.

The original screen reappears, “SELECT FORMAT” appears in the dialog area, and the function menu changes as follows.

F1	F2	F3	F4	F5
PLUG-IN	BVE-9100	CMX	BVE-9000	3:2 LOAD ¹⁾

1) Appears only when the frame rate is set to 24 or 23.976.

- 4** Press the function key that corresponds to the format of the EDL file to be loaded.

Format	Operation
BVE-9100 format with enhancements (number of audio channels, etc.) specifically for this software	Press the F1 (PLUG-IN) key.
BVE-9100 format	Press the F2 (BVE-9100) key.
CMX format with a supportable level by the BVE-9100	Press the F3 (CMX) key.
BVE-9000 format	Press the F4 (BVE-9000) key.
BVE-9100 format EDL with 30-frame timecode is converted into a 24-frame timecode EDL and the converted EDL is loaded. <i>For details on the timecode conversion, see “About the timecode conversion by the specified frame phase” on page 488 in Chapter 6.</i>	Press the F5 (3:2 LOAD) key.

“SELECT MODE” appears in the dialog area and the function menu changes as follows.

F1	F2
ASSEMBLE	REPLACE

- 5** Use the function keys to specify the way to load the EDL.

Note

When you have pressed the F5 (3:2 LOAD) key in Step 4, press the F2 (REPLACE) key and then press the F2 (CLEAR) key in this step. Loading of the EDL cannot be carried out with any other function key combinations.

To add the EDL file to the active EDL (ASSEMBLE):

- 1) Press the F1 (ASSEMBLE) key.
“SELECT MODE (ASSEMBLE)” appears in the dialog area and the function menu changes as follows.

F1	F2
NO SHIFT	TC SHIFT

- 2) Press the function key for the processing you want to perform.

Processing	Operation	Dialog Area
Do not shift timecodes	Press the F1 (NO SHIFT) key.	ASSEMBLE-NO SHIFT, PRESS [ENTER] TO EXECUTE
Shift timecodes so they do not overlap and are arranged in a continuous manner with the recorder timecodes in the active EDL.	Press the F2 (TC SHIFT) key.	ASSEMBLE-TC SHIFT, PRESS [ENTER] TO EXECUTE

Confirm the message displayed in the dialog area and then proceed to Step 6.

To overwrite the active EDL (REPLACE):

- 1) Press the F2 (REPLACE) key.
“SELECT MODE (REPLACE)” appears in the dialog area and the function menu changes as follows.

F1	F2
KEEP	CLEAR

- 2) Press the function key for the processing you want to perform.

Processing	Operation	Dialog Area
When the same edit number exists in both the active EDL and the EDL file, overwrite the edit in the active EDL with the corresponding edit in the EDL file. Keep all edits that have a unique edit number.	Press the F1 (KEEP) key.	REPLACE-KEEP, PRESS [ENTER] TO EXECUTE
Clear all edits in the active EDL and then load the EDL file.	Press the F2 (CLEAR) key.	REPLACE-CLEAR, PRESS [ENTER] TO EXECUTE

Confirm the message displayed in the dialog area and then proceed to Step 6.

6 Press the ENTER key.

The EDL begins to be loaded in accordance with the specified processing and the “LOADING EDL” appears in the dialog area. When loading is complete, the message disappears.

Notes

(When an EDL file is added to the active EDL)

- The edit displayed when the EDL loading process finishes is the same one that was displayed when the loading process started.
- The edit numbers of the loaded edits are generally maintained. However, when an edit with a number that already exists in the active EDL is loaded, the loaded edit is renumbered so that it is greater by one than the largest edit number in the active EDL. For example, if the edit numbers in the active EDL are (2), (3), and (4) and edits with the edit numbers 1, 2, and 8 are loaded, the edit numbers after the loading process has finished will be (2), (3), (4), 1, 5, and 8.
- Once the renumbering has occurred, the loaded edit is renumbered if the edit number of the loaded edit is smaller than the largest edit number in the active EDL, even if the same edit number does not exist in the EDL. For example, when the edit numbers in the active EDL are (2), (3), and (4) and edits with the edit numbers 8, 2, and 1 are loaded, the edit numbers after the loading process has finished will be (2), (3), (4), 8, 9, and 10.
- If an edit is loaded with an edit number greater than the edit number of the new edit page, the edit number of the new edit page is

increased so that it is greater by 1 than the edit number of the newly loaded edit. However, when “AUTO RENUMBER” in the EDL area of the initialize menu is set to “ON,” all edits including the first edit in the EDL and the new edit are renumbered after the loading process has finished.

(When the active EDL is overwritten with the loaded EDL)

- The edit displayed when the EDL loading process finishes is the same one that was displayed when the loading process started. However, when the entire contents of the active EDL are replaced with the loaded EDL, a new edit page is displayed.
- When the EDL is loaded, all edits that have unique edit numbers are kept and the edits from the loaded EDL are added to the end of the active EDL. When the same edit number is found in both the active EDL and the loaded EDL, the edit in the active EDL is overwritten with the corresponding edit in the loaded EDL. However, if a unique edit number exists in the active EDL after a replacement has occurred, the edit with the unique edit number is positioned after the replaced edit.

For example, when the edit numbers in the active EDL are (1), (3), (8) and (9) and edits with the edit numbers 1, 2, 8, and 10 are loaded, the edit numbers after the loading process has finished will be 1, 2, (3), 8, 10, and (9).

- If an edit is loaded with an edit number greater than the edit number of the new edit page, the edit number of the new edit page is increased so that it is greater by 1 than the edit number of the newly loaded edit. However, when “AUTO RENUMBER” in the EDL area of the initialize menu is set to “ON,” all edits including the first edit in the EDL and the new edit are renumbered after the loading process has finished.

To stop loading of the EDL

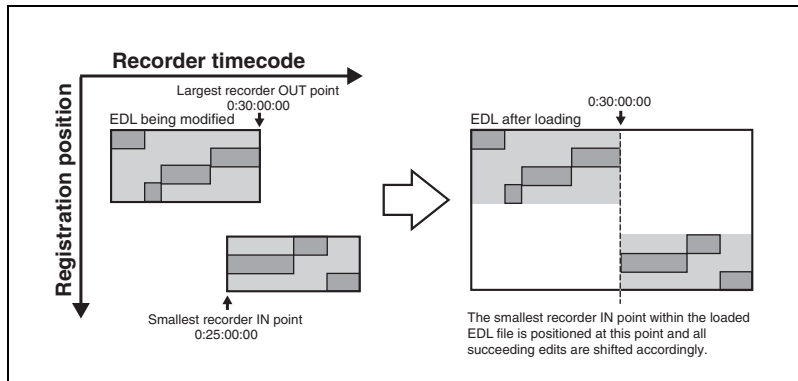
Press the ALL STOP key.

Note

The EDL may end up being partially loaded depending on when you press the ALL STOP key.

About shifting timecodes when ASSEMBLE - TC SHIFT is selected

The following figure simulates the shifting of timecodes for loading an EDL file into the active EDL when “ASSEMBLE - TC SHIFT” is selected. The shaded areas in the figure indicate the state of the edits in the EDL.



In the example in this figure, the timecode of the smallest recorder IN point for the loaded EDL file is smaller than the timecode of the largest recorder OUT point of the active EDL. In this case, the timecode of each edit of the loaded EDL file is moved back only by an amount equivalent to the difference between both timecodes. If, on the other hand, the point is larger, the timecode is moved forward only by an amount equivalent to the difference.

Saving Basic Information of an EDL

You can save a specified range of the active EDL as a file of a specific format to an external USB storage device.

Note

The file to be saved contains only basic data for editing and register data on the switcher or DME is not included. To export such data, save the file as a project (page 330).

To save a specified range of the active EDL as a file

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1 Press the LIST MNG key to display the function menu for list management functions and then press the F9 (SAVE EDL) key.

“SELECT FORMAT” appears in the dialog area and the function menu changes as follows.

F1	F2	F3	F4	F5
PLUG-IN	BVE-9100	CMX	BVE-9000	
F6	F7	F8	F9	F10
PRINTABLE				

- 2** Press the function key for the format you want to save.

Output Format	Operation
BVE-9100 format with enhancements (number of audio channels, etc.) specifically for this software	Press the F1 (PLUG-IN) key.
BVE-9100 format	Press the F2 (BVE-9100) key.
CMX format with a supportable level by the BVE-9100	Press the F3 (CMX) key.
BVE-9000 format	Press the F4 (BVE-9000) key.
Text format to facilitate printing on a computer	Press the F6 (PRINTABLE) key.

Pressing any of the F1 to F3 and F6 function keys displays a list of external USB storage devices. Furthermore, “SELECT USB DEVICE AND PRESS [ENTER]” appears in the dialog area.

For details on the list of external USB storage devices and related function key operations, see “About File Operations” on page 442.

- 3** Use the ↑ (CTRL+8)* and ↓ (CTRL+2)* keys to move the “▶” cursor to the external USB storage device you want to select and then press the ENTER key.

A list of EDL files on the selected external USB storage device appears and “ENTER FILE NAME OR SELECT FUNCTION” appears in the dialog area.

For details on the list of EDL files and related function key operations, see “About File Operations” on page 442.

Note

When a list of EDL files is displayed, displaying a directory list or operation related to directories cannot be carried out.

- 4** Enter the new file name in the scratchpad area or use the \uparrow (CTRL+8) * and \downarrow (CTRL+2)* keys to move the “►” cursor to the file you want to overwrite and then press the ENTER key.

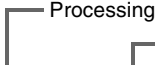
You can enter up to six characters for the file name.

When the F6 (PRINTABLE) key is pressed, you can enter up to eight characters.

Notes

- If the file name you entered already exists, the message “WARNING! FILE NAME IS NOT UNIQUE” appears. If you press the ENTER key again, the existing file is overwritten.
- If you use one of the following characters for the name of the file to be output, it is converted to the underbar (_) character.
Space \ / : ; . , * ? " < > |

The original screen reappears and the following message appears in the dialog area.



SAVE START xxxx END yyyy
ENTER SAVE START EDIT# (BLANK FOR PRESET)

The edit number of the first edit in the EDL appears initially as the processing start position and the edit number of the last edit in the EDL appears initially as the end position.

- 5** Specify the edit numbers for the processing start position and end position.

For details on specifying edit numbers, see “To specify a range of edits to process” on page 384.

- 6** Press the STORE (CTRL+7)* key.

Saving of the EDL begins in accordance with the specified processing and the “SAVING EDL” message appears in the dialog area. When saving is complete, the message disappears.

To stop output of the EDL

Press the ALL STOP key.

Note

If file saving has started, pressing the ALL STOP key enables you to perform another operation but saving continues and a file is generated.

Merging EDLs

You can merge a specified range of the active EDL with another EDL within the same project. This function is useful when organizing EDLs each of which is created for one scene.

The conditions for merging EDLs are as follows.

- The active EDL is added after the last edit of another EDL.
- When the number of the edit in the active EDL is smaller than the last edit number of another EDL, the number of the edit changes to the next number of the last edit of another EDL. This occurs on all edits in the active EDL.
- Ripple processing does not work on the merged EDL.
- An EDL with which the active EDL is merged must be created in advance.

If necessary, open the merged EDL after merging took place, and use the list management functions (*page 382*) to move or renumber the edits.

To merge specified range of active EDL with an EDL within the project

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1 Press the LIST MNG key to display the function menu for list management function, and press the F10 (--1--) key, and then press the F1 (MERGE EDL) key.

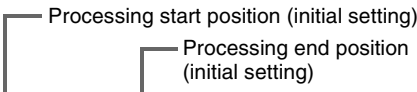
A list of EDLs within the current project is displayed and the message “SELECT DESTINATION AND PRESS [ENTER]” appears in the dialog area.

Note

The active EDL is not included in the list.

- 2 Use the ↑ (CTRL + 8)* and ↓ (CTRL + 2)* keys to move the “▶” cursor to the EDL with which you want to merge the active EDL, then press the ENTER key.

The previous edit screen resumes and the following message appears in the dialog area.



MERGE START xxxx END yyyy
ENTER MERGE START EDIT# (BLANK FOR PRESET)

As the initial settings, the processing start position will show the first edit number of the EDL and the processing end position will show the last edit number of the EDL.

- 3** Specify the range of edits to be merged by entering the starting and ending positions.

For details, see “To specify a range of edits to process” on page 384.

- 4** Press the STORE (CTRL + 7)* key.

EDL merge starts according to the specification and the message “MERGING EDL” appears in the dialog area. After processing ends, the message disappears from the dialog area.

Note

Merging EDLs cannot be canceled once the processing has started.

System Settings Data Management

The complete set or a specific area of settings in the setup menu or initialize menu can be saved to a file. Furthermore, you can recall the saved file and use it to reconfigure the settings.

Saving the Current System Settings Data

To save the settings data for the setup menu

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

1 Press the SETUP (CTRL+AUX)* key to display the setup menu.

2 Press the F8 (HNDL FILE) key.

“SELECT FUNCTION” appears in the dialog area and the function menu changes as follows.

F1	F2	F3	F4
LOAD(HDD)	LOAD(USB)	SAVE(HDD)	SAVE(USB)

3 Specify the device to save the settings data.

To save the settings data to the system HDD:

Press the F3 (SAVE(HDD)) key.

To save the settings data to an external USB storage device:

Press the F4 (SAVE(USB)) key.

“SELECT AREA(S) AND PRESS [ENTER] TO CONTINUE” appears in the dialog area and the function menu changes as follows.

F1	F2	F3	F4	F5
KEYBOARD	AUDIO INS	SW CTRL	MX CTRL	VTR CTRL
F6	F7	F8	F9	F10
SUPER	DME CTRL		ALL	

- 4** Use the function keys to select the areas whose settings data you want to save, then press the ENTER key.

At first, all areas are selected. Press the F9 (ALL) key to deselect all areas, then you can select each area that you want.

Each press on the function key selects and deselects the corresponding area. When you press the F9 (ALL) key while none of the area is selected, all areas are selected.

Three-letter abbreviations of the areas currently selected appear on the second line of the scratchpad area.

The display changes according to the function key that was pressed in Step **3** as follows.

When the F3 (SAVE(HDD)) key was pressed in Step 3:

A list of directories on the system HDD appears and “SELECT DIRECTORY AND PRESS [ENTER] OR SELECT FUNCTION” appears in the dialog area. Then, proceed to Step **6**.

For details on the directory list and related function key operations, see “About File Operations” on page 442.

When the F4 (SAVE(USB)) key was pressed in Step 3:

A list of external USB storage devices appears and “SELECT USB DEVICE AND PRESS [ENTER]” appears in the dialog area.

For details on the list of external USB storage devices and related function key operations, see “About File Operations” on page 442.

- 5** Use the ↑ (CTRL+8)* and ↓ (CTRL+2)* keys to move the “►” cursor to the desired external USB storage device and then press the ENTER key.

A list of directories on the selected external USB storage device appears and “SELECT DIRECTORY AND PRESS [ENTER] OR SELECT FUNCTION” appears in the dialog area.

For details on the list of directories and related key operations, see “About File Operations” on page 442.

- 6** Use the ↑ (CTRL+8)* and ↓ (CTRL+2)* keys to move the “►” cursor to the directory you want to select and then press the ENTER key.

A list of files in the selected directory appears and “ENTER FILE NAME OR SELECT FUNCTION” appears in the dialog area.

For details on the list of files and related key operations, see “About File Operations” on page 442.

- 7** Enter the new file name within eight characters in the scratchpad area or use the ↑ (CTRL+8)* and ↓ (CTRL+2)* keys to move the “►” cursor to the file you want to overwrite, then press the ENTER key.

The settings are saved as specified.

Notes

- If the file name you entered already exists, the message “WARNING! FILE NAME IS NOT UNIQUE” appears. If you press the ENTER key again, the existing file is overwritten.
- If you use one of the following characters for the name of the file to be saved, it is converted to the underbar (_) character.
Space \ / : ; . , * ? " < > |

To save the settings data for the initialize menu

Except for the following points, the procedure is the same as that described in “To save the settings data for the setup menu” on page 437.

- Instead of pressing the SETUP (CTRL+AUX)* key in Step **1**, press the INIT (SHIFT+AUX)* key to display the initialize menu.
- The contents of function menu displayed in Step **3** changes according to the initialize menu.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Loading the System Settings Data

To load the settings data for the setup menu

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1** Press the SETUP (CTRL+AUX)* key to display the setup menu.
- 2** Press the F8 (HNDL FILE) key.

The function menu changes as follows.

F1	F2	F3	F4
LOAD(HDD)	LOAD(USB)	SAVE(HDD)	SAVE(USB)

3 Specify the device to which the settings data you want to load is saved.

To load the settings data from the system HDD:

1) Press the F1 (LOAD(HDD)) key.

A list of directories on the system HDD appears and “SELECT DIRECTORY AND PRESS [ENTER] OR SELECT FUNCTION” appears in the dialog area.

For details on the directory list and related function key operations, see “About File Operations” on page 442.

2) Proceed to Step 4.

To load the settings data from an external USB storage device:

1) Press the F2 (LOAD(USB)) key.

A list of external USB storage devices appears and “SELECT USB DEVICE AND PRESS [ENTER]” appears in the dialog area.

For details on the list of external USB storage devices and related function key operations, see “About File Operations” on page 442.

2) Use the ↑ (CTRL+8)* and ↓ (CTRL+2)* keys to move the “▶” cursor to the desired external USB storage device, and then press the ENTER key.

A list of directories on the selected external USB storage device appears and “SELECT DIRECTORY AND PRESS [ENTER] OR SELECT FUNCTION” appears in the dialog area.

For details on the list of directories and related function key operations, see “About File Operations” on page 442.

3) Proceed to Step 4.

4 Use the ↑ (CTRL+8)* and ↓ (CTRL+2)* keys to move the “▶” cursor to the directory you want to select and then press the ENTER key.

A list of files in the selected directory appears and “SELECT FILE AND PRESS [ENTER] TO EXECUTE OR SELECT FUNCTION” appears in the dialog area.

For details on the list of files and related function key operations, see “About File Operations” on page 442.

- 5** Use the ↑ (CTRL+8)* and ↓ (CTRL+2)* keys to move the “▶” cursor to the file containing the settings data you want to load and then press the ENTER key.

The current settings data are replaced by the settings data of the specified file.

To load the settings data for the initialize menu

Except for the following point, the procedure is the same as that described in “To load the settings data for the setup menu” on page 439.

- Instead of pressing the SETUP (CTRL+AUX)* key in Step 1, press the INIT (SHIFT+AUX)* key to display the initialize menu.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

About File Operations

When the external USB storage is selected using this software, the “SCANNING USB STORAGE DEVICE” message appears in the center of the screen and the scanning of external USB storage devices takes place.

Note

Scanning may take half a minute or more.

When scanning is complete, a list of external USB storage devices appears as shown below.

External USB storage device name	Total size	Used space	Free space
== USB DEVICE ==			
DEVICE NAME	SIZE KB	USED KB	FREE KB
▶ HAGIWARA/FlashGate DUAL	63282	13326	49956
Sony/DIF-150	53419	885	52534
Y-E DATA/USB-FDU	1423	179	1244
SONY/Storage Media	253668	109668	144000

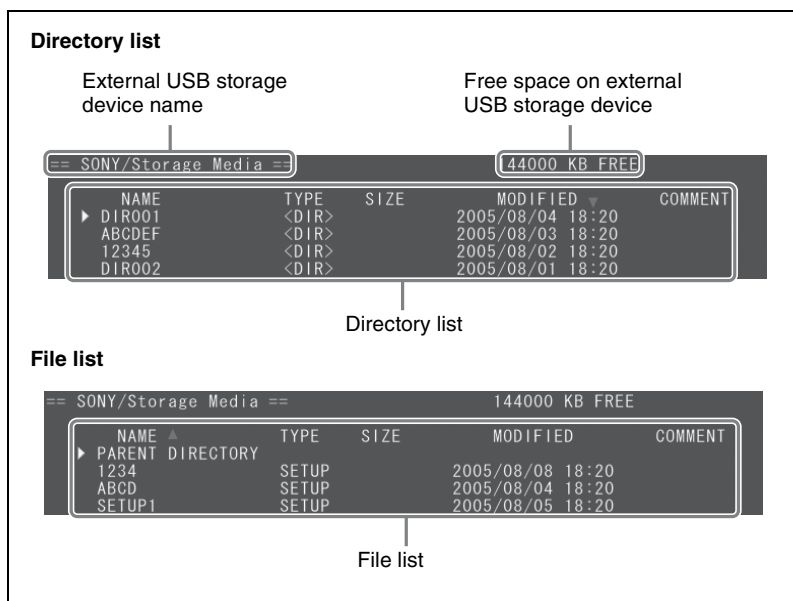
“SELECT USB DEVICE AND PRESS [ENTER]” appears in the dialog area and the function menu changes as follows.

F1
REFRESH

Note

If you press the F1 (REFRESH) key, scanning of external USB storage devices takes place again. Press this key if, for example, you attach another storage device to the USB port after scanning completes.

A directory list or file list is displayed when you perform an operation from this software to access the system HDD or an external USB storage device.



Items such as following appear in the function menu.

F1	F2	F3	F4	F5
NEW DIR	DELETE			
F6	F7	F8	F9	F10
				SORT

This function menu appears when you perform any of the following operation. However the menu items differ depending on the operation and the list displayed.

- Import a project (*see page 329*)
- Export a project (*see page 330*)
- Import an EDL (*see page 339*)
- Export an EDL (*see page 340*)
- Export an error log (*see page 148 in Chapter 3*)
- Save the reel summary as a file (*see page 413*)
- Save the gap list as a file (*see page 416*)
- Load basic information of an EDL (*see page 426*)
- Save basic information of an EDL (*see page 432*)
- Save the system settings data (*see page 437*)
- Load the system settings data (*see page 439*)

This section describes using the function menu that appears when a directory list or file list is displayed to perform various file operations. All the operations described here can be performed from a directory list or file list.

Switching From a Directory List to a File List

- 1 Use the ↑ (CTRL+8)* and ↓ (CTRL+2)* keys to move the “►” cursor to the directory to be selected.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 2 Press the ENTER key.

The file list appears.

Switching From a File List to a Directory List

- 1 Use the ↑ (CTRL+8)* key to move the “►” cursor to “PARENT DIRECTORY” displayed at the top of the file list.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 2 Press the ENTER key.

The directory list appears.

Note

If a new file name is entered in the scratchpad area when you save data, priority is given to the saving of the data. Leave the field for entering a file name empty when switching to a directory list.

Creating a New Directory

- 1 Press the F1 (NEW DIR) key from the directory list.

“CREATE NEW DIRECTORY, ENTER NAME” appears in the dialog area.

- 2 Enter up to eight characters for the new directory name in the scratchpad area and then press the ENTER key.

A new directory is created for the entered name and the message disappears from the dialog area.

Notes

- If a directory of the same name already exists, the message “WARNING! DIRECTORY NAME IS NOT UNIQUE” appears. Enter another name and then press the ENTER key again.
- If you use one of the following characters for the name of the directory to be created, it is converted to the underbar (_) character.
Space \ / : ; . , * ? " < > |

Deleting the File

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Caution

The following operation to delete a file cannot be undone.

- 1 Use the ↑ (CTRL+8)* and ↓ (CTRL+2)* keys to move the “▶” cursor to the file you want to delete.
- 2 Press the F2 (DELETE) key.
“DELETE FILE, PRESS [ENTER] TO CONFIRM” and the specified file name appear in the dialog area.
- 3 Press the ENTER key.
The “DELETE FILE, PRESS [STORE] TO EXECUTE” message appears in the dialog area to reconfirm whether or not to delete the file.
- 4 Press the STORE (CTRL+7)* key.

The specified file is deleted and the message disappears from the dialog area.

Sorting Projects, EDLs, Directories, and Files

- 1 Press the F10 (SORT) key.

The function menu changes as follows.

F1	F2	F3	F4
A → Z	Z → A	OLD → NEW	NEW → OLD

- 2** Press the function key for the sorting order you want to use.

Sorting Order	Keypress	Sorting order indication ¹⁾
Sort by name in ascending order	F1 (A → Z)	▲
Sort by name in descending order	F2 (Z → A)	▼
Sort by update date and time in order of old to new	F3 (OLD → NEW)	▲
Sort by update date and time in order of new to old	F4 (NEW → OLD)	▼

1) Appears according to the ascending/descending order at the title of the list.

When you press any of F1 to F4, sorting is performed and the function menu returns to the state before Step **1** was performed.

Notes

- Sorting order is common to project list, EDL list, directory list, and file list.
- After the switcher system is restarted, the sorting order is maintained.

Chapter 6 System Setup

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Note**About key notation used in this chapter**

For the steps described in this chapter, the following four keys are used: SETUP key, INIT key, AUX key and RET key. These are indicated as follows.

Notation in this chapter	Keypress on MKS-2050	Keypress on MKS-8050
SETUP key	CTRL + AUX	SHIFT + INIT
INIT key	SHIFT + AUX	INIT
AUX key	AUX	CTRL + INIT
RET key	SHIFT + ENTER	RET



Basic System Settings (Setup)

The setup procedure includes the following items, which are normally set once and not changed frequently:

- Keyboard settings
- Audio insert key assignment
- Switcher control settings
- Audio mixer control settings
- VTR control settings
- DME control setting
- Superimpose settings

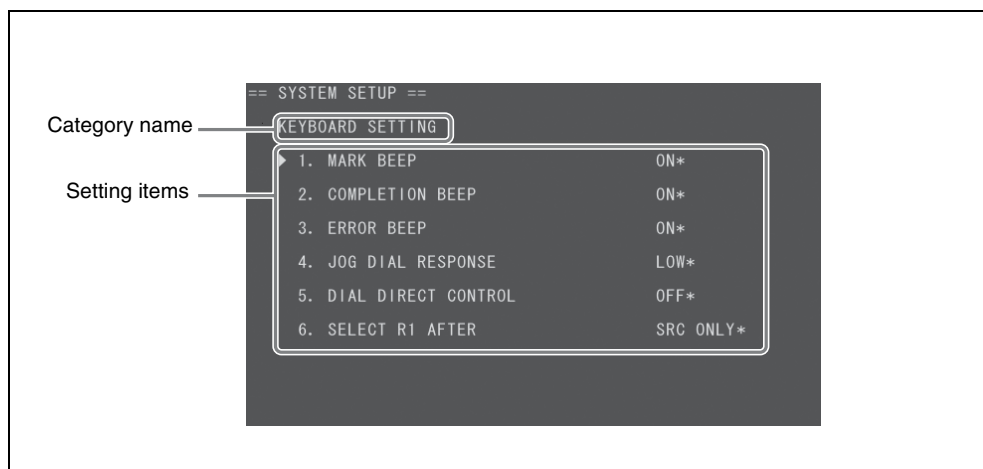
Setup Overview and Common Procedures

About the setup menu

When you press the SETUP key, the function menu changes as follows.

F1	F2	F3	F4	F5
KEYBOARD	AUDIO INS	SW CTRL	MX CTRL	VTR CTRL
F6	F7	F8	F9	F10
SUPER	DME CTRL	HNDL FILE	DEFAULT	→ INIT

This is called the setup menu. Pressing one of the function keys (except F8 and F9) brings up a display for setting the respective category. For example, if you press the F1 (KEYBOARD) key, KEYBOARD category setting display such as shown below appears.



Setup menu items

The setup menu is organized as follows.

Setup menu (category)	Items in category	Setting method
F1: KEYBOARD Keyboard Settings (see page 455)	1. MARK BEEP	Select
	2. COMPLETION BEEP	
	3. ERROR BEEP	
	4. JOG DIAL RESPONSE	
	5. DIAL DIRECT CONTROL	
	6. SELECT R1 AFTER	
F2: AUDIO INS Audio Insert Key Assignment (see page 456)	PAGE 1: F1 to F9, PAGE 2: F1 to F9, PAGE 3: F1 to F9	Toggle



Setup menu (category)	Items in category	Setting method
F3: SW CTRL Switcher Control Settings (see page 459)	1. CONTROL	Select
	2. MONITORING	
	3. PVW BUS CUEUP CROSSPOINT	
	4. USED REGION	
	5. USED PVW BUS	
	6. ACTIVE REGION	Toggle
	7. SNAPSHOT DATA TRANSFER	Select
	8. AUTO EFFECT DATA	
	9. AUTO VIDEO PROCESS DATA	
F4: MX CTRL Audio Mixer Control Settings (see page 463)	1. CONTROL	Select
	2. MONITORING	
	3. PVW BUS CUEUP CROSSPOINT	
F5: VTR CTRL VTR Control Settings (see page 466)	1. CONSTANT1 DATA1	Input
	2. CONSTANT1 DATA2	
	3. CONSTANT1 DATA3	
	4. CONSTANT1 DATA4	
	5. CONSTANT1 DATA5	
	6. CONSTANT1 DATA6	
	7. CONSTANT1 DATA7	
	8. CONSTANT1 DATA8	
	9. CONSTANT2 DATA1	
	10. CONSTANT2 DATA2	
	11. CONSTANT2 DATA3	
	12. CONSTANT2 DATA4	
	13. CONSTANT2 DATA5	
	14. CONSTANT2 DATA6	
	15. CONSTANT2 DATA7	
	16. CONSTANT2 DATA8	
	17. AUDIO PRESET MODE	Select

Setup menu (category)	Items in category	Setting method
F6: SUPER Superimpose Settings (<i>see page 471</i>)	1. START UP	Select
	2. CHARACTER TYPE	
	3. VERTICAL POSITION	Input
	4. HORIZONTAL POSITION	
	5. CUT IN DISPLAY	Select
	6. LAYOUT	
	7. RECORDER EE DELAY	Input
F7: DME CTRL DME control setting (<i>see page 470</i>)	1. CONTROL	Select
F8: HNDL FILE Managing setting data (<i>see page 437</i>)		—
F9: DEFAULT Returns settings to default values (<i>see page 473</i>).		Execute
F10: → INIT Changes to the initialize menu (<i>see page 475</i>).		—

- For details on the individual items in each menu category, see the pages indicated in the table.
- The setting method column indicates the operation type. *For details, see “Common Setup Procedures” below.*

Common Setup Procedures

All settings within the setup menu basically use the following procedure.

Notes

- The assignment procedure for the audio insert key (when you press F2 (AUDIO INS) in Step **2** below) follows the explanation below almost exactly, but differs from the general procedure in some particulars. *See “To make audio insert key settings” on page 457.*
- The procedure for managing setting data (when you press F8 (HNDL FILE) in Step **2** below) differs beginning with Step **3**. *See “System Settings Data Management” on page 437 in Chapter 5.*
- The procedure for initializing the settings (when you press F9 (DEFAULT) in Step **2** below) differs beginning with Step **3**. *See “Initializing the Settings” on page 473.*

- 1** Press the SETUP key to bring up the setup menu.

- * The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

The messages shown in the dialog area serve as simple help, for example to show keys used at this stage or indicate numeric input range. Check these messages as you proceed.

- | Setting method | Operation |
|----------------|---|
| Select | <p>You can select one out of several possible settings.</p> <p>Use the function keys (or the ALL STOP key) to make the selection. The default selection is marked by an asterisk ("*") on screen.</p> |
| Toggle | <p>Multiple settings can be selected at the same time.</p> <p>Each press of a function key toggles the respective item between selected and deselected.</p> |

Setting method	Operation
Input	<p>Enter the desired value into the scratchpad, then press the ENTER key.</p> <p>Notes</p> <ul style="list-style-type: none"> • By pressing the F1 (DEFAULT) key, you can return the setting to the default. • When setting the “CONSTANT1” or “CONSTANT2” on the VTR control settings, enter the value and press the ENTER key to move the “>” cursor to the next item to allow continuous setting. At this time, the operation of the function keys differs from the one shown above. <p><i>For details, see “VTR Control Settings” on page 466.</i></p>

The changed item is highlighted in yellow.

To switch to another page on function menus with multiple pages:
Press the F9 key.

To cancel the setting and return to the setup menu without making a setting:
Press the F10 (CANCEL) key.

5 Press the RET key to apply the setting made in Step 4.

The setup screen closes and the setup menu returns.

6 Press the RET key again to close the setup menu.

The system returns to the condition before the SETUP key was pressed in Step 1.

For details on the various setting items and available settings, see the description on the following pages.

Keyboard Settings

When you press the F1 (KEYBOARD) key, a screen appears that lets you make settings for the keyboard (MKS-2050/MKS-8050) used to control this software. Setting details are as follows.

For information on the setting procedure, see “Common Setup Procedures” on page 453.

Setting item	Setting options (“*” indicates default)
1. MARK BEEP	Turns on or off the beep tone when using the MARK keys to set edit points, initial speed, or other items. F1 (ON*): Beep is turned on. F2 (OFF): Beep is turned off.
2. COMPLETION BEEP	Turns on or off the beep tone when recording, EDL operation, or loading/saving files is completed. F1 (ON*): Beep is turned on. F2 (OFF): Beep is turned off.
3. ERROR BEEP	Turns on or off the beep tone when an error is encountered. F1 (ON*): Beep is turned on. F2 (OFF): Beep is turned off.
4. JOG DIAL RESPONSE	Determines the amount of tape transportation for the rotation angle of the search dial when the search dial is in jog mode. The tape transportation amount increases in the following order: F1 (LOW*), F2 (MID), F3 (HIGH)
5. DIAL DIRECT CONTROL	Determines whether or not the search dial can be set so that it operates without pressing the SHTL, JOG, or VAR key, in the last mode that was used. F1 (ON): Search dial operates without pressing the SHTL, JOG, or VAR key. F2 (OFF*): Search dial does not operate without pressing the SHTL, JOG, or VAR key.
6. SELECT R1 AFTER	Determines the condition in which the R1 is always selected by pressing the R key when the multiple recorders are used. F1 (SRC ONLY*): After the R key had been pressed, a monitor/source select key (except for R key) or the ALL R key was pressed. F2 (ANY KEY): After the R key had been pressed, any key except for the R key was pressed. (i.e., the R key has not been pressed two consecutive times.)

Audio Insert Key Assignment

When you press the F2 (AUDIO INS) key, a screen for assigning audio channels to function keys for ON/OFF control appears. This setting applies when using the An (SHIFT + AUDIO) key.

For information on An (SHIFT + AUDIO) key operation, see “To switch individual audio channels on or off” on page 82 in Chapter 3.

Notes

- The function menu that appears when you press the An (SHIFT + AUDIO) key has three pages. Each page lets you assign audio channels to the F1 to F9 keys.
- Up to eight audio channels can be assigned to a single function key.

To make audio insert key settings

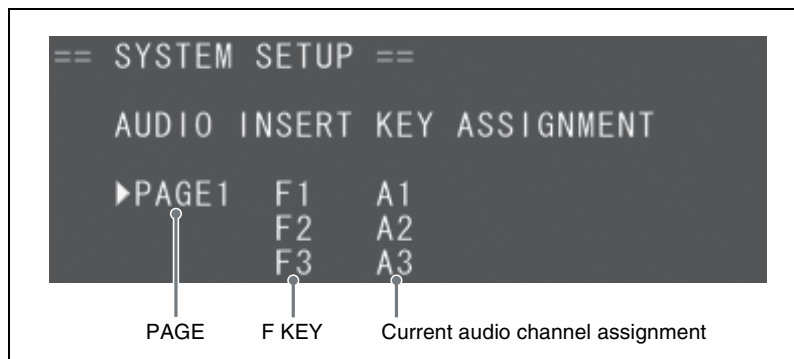
As an example, the following describes how to assign audio channels A7, A8, A11, and A12 to the F3 key on the second page of the function menu.

Note

To prevent confusion, the function menu page that is recalled by pressing the An (SHIFT + AUDIO) key is referred to as “PAGE” and the function key as “F KEY” (all upper case). The function menu pages and the function keys used for setup are referred to as “page” and “function key” (lower case).

- 1** Press the SETUP key to bring up the setup menu.
- 2** Press the F2 (AUDIO INS) key.

The audio insert key setup screen appears, with several PAGES showing information about audio channel assignment for the respective F KEYS.



While the audio insert key setup screen appears, the function menu changes as follows, showing the contents of page ①. Each press of the F9 key cycles through pages ① → ② → ③ → ①.

	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10
①	A1	A2	A3	A4	A5	A6	A7	A8	- 1 -	CANCEL
②	A9	A10	A11	A12	A13	A14	A15	A16	- 2 -	CANCEL
③								UNDEFINED	- 3 -	CANCEL

- 3** Use the \uparrow (CTRL + 8)* and \downarrow (CTRL + 2)* keys and ENTER key to move the “►” cursor to the line for the PAGE/F KEY you want to set (F1 to F9 on PAGE 1 through PAGE 3).

In this example, move the “►” cursor to the F3 line on PAGE 2.

PAGE2	F1	XXXX	
	F2	XXXX	
►	F3	XXXX	(where XXXX is the current assignment)

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 4** If there is currently an audio channel assignment, display the function menu page ③ and press the F8 (UNDEFINED) key.

The current audio channel assignment is cleared and reverts to the unassigned condition.

- 5** Use the function keys to assign audio channels.

In this example, assign audio channels A7, A8, A11 and A12 by pressing each of the following keys once.

On function menu page ①: F7 (A7), F8 (A8)

On function menu page ②: F3 (A11), F4 (A12)

Verify that the indication is as follows.

PAGE2	F1	A9
	F2	A0
	F3	A7812

Audio channels A10 to A16 are shown as underlined single digits 0 to 6.

Notes

- If you have assigned a wrong channel by mistake, press the function key for that channel again. For example, if you have pressed the F1 (A1) key and have assigned the A1 channel by mistake, press the F1 (A1) key again to clear the A1 channel assignment.
- Up to eight audio channels can be assigned to a single F KEY. Entries exceeding this limit are not accepted.

6 To make assignments for another PAGE/F KEY, repeat Steps **3** to **5** for that PAGE/F KEY.

7 Press the RET key to apply the setting.

The setup menu returns.

Note

If you press the F10 (CANCEL) key instead of the RET key, the setting procedure is canceled and the setup menu returns.

8 Press the RET key to close the setup menu.

The system returns to the condition before the SETUP key was pressed in Step **1**.

Switcher Control Settings

When you press the F3 (SW CTRL) key, a screen for making various settings for switcher control appears.

When using the MKS-8050, the setting screen can be recalled by simply pressing the SWER CTRL key without accessing the setup menu.

Refer to the following detailed descriptions for the switcher control settings.

For information on the setting procedure, see “Common Setup Procedures” on page 453.



Setting item	Setting options (“*” indicates default)																
1. CONTROL	<p>Sets the switcher control mode.</p> <p>F1 (DISABLE): Does not control the switcher.</p> <p>F2 (PVW ONLY): Controls only the preview bus.</p> <p>This option is valid when “2. MONITORING” is set to “PVW BUS,” “PVW(MIX),” or “PVW(PARA).” If the item is set to “RECORDER” or “RECORDER2,” the “DISABLE” option is selected.</p> <p>F3 (ENABLE*): Performs full control of switcher.</p> <div>Notes</div> <ul style="list-style-type: none">The switcher control mode is determined by the combination of the setting of switcher operation on the Editing Keyboard and settings in this software as follows. <table><tr><th><div>This software</div><div>Switcher</div></th><th>ENABLE</th><th>PVW ONLY</th><th>DISABLE</th></tr><tr><td>ENABLE PVW Don't Care</td><td>ENABLE</td><td>PVW ONLY</td><td>DISABLE</td></tr><tr><td>DISABLE PVW ENABLE</td><td>PVW ONLY</td><td>PVW ONLY</td><td>DISABLE</td></tr><tr><td>DISABLE PVW DISABLE</td><td>DISABLE</td><td>DISABLE</td><td>DISABLE</td></tr></table> <p><i>For details of operations on the switcher, refer to the User's Guide for the switcher system.</i></p> <ul style="list-style-type: none">The following operations of the keyframes (effect) on the switcher do not affect the switcher control mode setting.<ul style="list-style-type: none">- Manual control- Automatic execution including initial speed- Execution of the speed event created with DMC event function.	<div>This software</div> <div>Switcher</div>	ENABLE	PVW ONLY	DISABLE	ENABLE PVW Don't Care	ENABLE	PVW ONLY	DISABLE	DISABLE PVW ENABLE	PVW ONLY	PVW ONLY	DISABLE	DISABLE PVW DISABLE	DISABLE	DISABLE	DISABLE
<div>This software</div> <div>Switcher</div>	ENABLE	PVW ONLY	DISABLE														
ENABLE PVW Don't Care	ENABLE	PVW ONLY	DISABLE														
DISABLE PVW ENABLE	PVW ONLY	PVW ONLY	DISABLE														
DISABLE PVW DISABLE	DISABLE	DISABLE	DISABLE														

Setting item	Setting options (“*” indicates default)
2. MONITORING	<p>Sets the switcher monitoring mode.</p> <p>F1 (RECORDER): Performs monitoring according to recorder PB/ EE switching.</p> <ul style="list-style-type: none"> For sources other than recorder, the selection is based on the region specified with “4. USED REGION.” The recorder goes into full EE mode, and the input signal to the recorder can be monitored as is. When the recorder is selected, it goes into PB mode, and the playback signal from the recorder can be monitored. The used region is fixed. <p>F2 (PVW BUS*): Monitoring is switched to the preview bus.</p> <ul style="list-style-type: none"> During source selection, all sources are selected on the preview bus. The used region is fixed. During preview, the preview bus can be switched between black video, recorder, and region corresponding to the switcher V/K Pair number set to PGM. <p>F3 (PVW(MIX)): During source selection, the preview bus and the used region are treated separately.</p> <ul style="list-style-type: none"> Sources other than the recorder are selected by the used region. The preview bus selects the output of the used region. The recorder is selected by the preview bus. The used region is fixed. For preview, options are the same as F2 (PVW BUS). <p>F4 (PVW(PARA)): During source selection, all sources are selected by both the preview bus and the used region.</p> <ul style="list-style-type: none"> For preview, options are the same as F2 (PVW BUS). <p>F5 (RECORDER2): Performs monitoring according to recorder PB/ EE switching in the same way that the F1 (RECORDER) key does, but with the following difference.</p> <ul style="list-style-type: none"> During the source selection, the recorder does not go into full EE mode, regardless of the audio mixer monitoring mode. <p>Notes</p> <ul style="list-style-type: none"> If “RECORDER” is selected, the audio mixer monitoring mode is also set to “RECORDER.” If the audio mixer monitoring mode is to be set differently, set it as required. If “RECORDER2” is selected, the audio mixer monitoring mode setting is not affected. When the audio mixer monitoring mode is set to “RECORDER2,” the operation is the same regardless of whether “2.MONITORING” in the SW CTRL area of the setup menu is set to “RECORDER” or “RECORDER2.”



Setting item	Setting options (“*” indicates default)
3. PVW BUS CUEUP CROSSPOINT	<p>If “2. MONITORING” is set to “PVW BUS,” “PVW(MIX),” or “PVW(PARA),” this setting determines whether to use black video or the recorder output during recorder cueing.</p> <p>F1 (BLACK*): Black video is selected.</p> <p>F2 (RECORDER): Recorder output is selected.</p>
4. USED REGION	<p>Specifies the region to be used for effect creation. When “2. MONITORING” is set to something other than “PVW BUS,” this is also used for source selection.</p> <p>F1 (M/E1*): Uses M/E1.</p> <p>F2 (M/E2): Uses M/E2.</p> <p>F3 (M/E3): Uses M/E3.</p> <p>F4 (P/P): Uses P/P.</p> <p>Note</p> <p>Specify M/E1 to use the M/E region on the MFS-2000 system.</p>
5. USED PVW BUS	<p>Specifies the region to be used for the preview bus. This option is valid only when “2. MONITORING” is set to “PVW BUS,” “PVW(MIX),” or “PVW(PARA).”</p> <p>Function menu page 1</p> <p>F1 (EDIT PVW*): Uses edit preview bus.</p> <p>F2 to F8 (AUX1 to AUX7): Uses respective AUX bus.</p> <p>Function menu page 2</p> <p>F2 to F6 (AUX8 to AUX12): Uses respective AUX bus.</p>
6. ACTIVE REGION	<p>Specifies the target region for switcher event settings and switcher panel operation.</p> <p>Function menu page 1</p> <p>F1 (M/E1): Specifies M/E1.</p> <p>F2 (M/E2): Specifies M/E2.</p> <p>F3 (M/E3): Specifies M/E3.</p> <p>F4 (P/P): Specifies P/P.</p> <p>F8 (UNDEFINED): Deselects all regions.</p> <p>Function menu page 2</p> <p>F1 to F8 (USER1 to USER8): Specifies the respective user region.</p> <p>Notes</p> <ul style="list-style-type: none"> Undefined region does not appear and the next region moves up in the display. When defined regions do not exist, “UNDEFINED” is displayed. When the MFS-2000 system is used, select “M/E1” to use the M/E region, and select “USER1” to use the MISC region. <p><i>For details on the switcher event, see “Making Switcher Event Settings” on page 299 in Chapter 4.</i></p>

Setting item	Setting options (“*” indicates default)
7. SNAPSHOT DATA TRANSFER	<p>Determines whether or not to transfer the register data for switcher event snapshot register recall.</p> <p>F1 (ON): When creating a snapshot register recall event, register data is obtained from the switcher and stored to the EDL. Stored data is transmit to the switcher when the edit is previewed or recorded.</p> <p>F2 (OFF*): When creating a snapshot register recall event, register data is not stored to the EDL. Even if the register data is stored to the EDL, data is not transmit to the switcher when the edit is previewed or recorded.</p>
8. AUTO EFFECT DATA	<p>Determines whether or not to store the effect register data on the DME or switcher to the EDL and reproduce its settings for editing operation.</p> <p>F1 (ON): When the keyframes (effect) on the DME or switcher are selected as the edit source, effect register data is stored with the edit when the edit is stored to the EDL. The data is transmit to the DME or switcher in order to reproduce the setting when the edit is previewed or recorded.</p> <p>F2 (OFF*): Effect register data is not stored to the EDL. If effect register data is stored to the EDL, the setting is not reproduced automatically.</p>
9. AUTO VIDEO PROCESS DATA	<p>Determines whether or not the video process data that is set for input on the switcher system is stored to EDL automatically to reproduce the settings when the edit is previewed or recorded.</p> <p>F1 (ON): When video process is set for the input of a source, video process data is automatically stored to the EDL when the edit is stored. The stored video process data is transmit to the switcher system to reproduce the settings when the edit is previewed or recorded.</p> <p>F2 (OFF*): Video process data is not stored to the EDL. If video process data is stored to the EDL, the setting is not reproduced automatically.</p> <p>Note</p> <p>This function refers to and modifies the switcher setup data regarding the video process of the input signals. Set this to “OFF” to lock the settings of video process of input signals.</p> <p>Video process settings for the bus of each region are included in the initial panel of the switcher event and the snapshot event data.</p>

Audio Mixer Control Settings

When you press the F4 (MX CTRL) key, a screen for making various settings for audio mixer control appears.

When using the MKS-8050, the setting screen can be recalled by simply pressing the MIXER CTRL (SHIFT + SWER CTRL) key without accessing the setup menu.

Refer to the following detailed descriptions for the audio mixer control settings.

For information on the setting procedure, see “Common Setup Procedures” on page 453.

Setting item	Setting options (“*” indicates default)
1. CONTROL	<p>Sets the audio mixer control mode.</p> <p>F1 (DISABLE): Does not control the audio mixer.</p> <p>F2 (PVW ONLY): Controls only the preview bus.</p> <p>This option is valid when “2. MONITORING” is set to “PVW BUS,” “PVW(MIX),” or “PVW(PARA).” If the item is set to “RECORDER” or “RECORDER2,” the “DISABLE” option is selected.</p> <p>F3 (ENABLE*): Performs full control of audio mixer.</p>

Setting item	Setting options (“*” indicates default)
2. MONITORING	<p>Sets the audio mixer monitoring mode.</p> <p>F1 (RECORDER): Performs monitoring according to recorder PB/ EE switching.</p> <ul style="list-style-type: none"> For sources other than recorder, the selection is based on the program bus (PGM BUS). The recorder goes into full EE mode, and the input signal to the recorder can be monitored as is. When the recorder is selected, it goes into PB mode, and the playback signal from the recorder can be monitored. The program bus (PGM BUS) is fixed. <p>F2 (PVW BUS*): Monitoring is switched to the preview bus.</p> <ul style="list-style-type: none"> During source selection, all sources are selected on the preview bus. The program bus (PGM BUS) is fixed. During preview, the preview bus can be switched between no sound, recorder, and program bus (PGM BUS). <p>F3 (PVW(MIX)): During source selection, the preview bus and program bus (PGM BUS) are treated separately.</p> <ul style="list-style-type: none"> Sources other than the recorder are selected by the program bus (PGM BUS). The preview bus selects the program bus (PGM BUS). The recorder is selected by the preview bus. The program bus (PGM BUS) is fixed. For preview, options are the same as F2 (PVW BUS). In the case of an audio mixer having no preview bus, but having an external monitor (EXT MON) input, and supporting the ESAM-II protocol, use this setting. <p>F4 (PVW(PARA)): During the source selection, all sources are selected by both the preview bus and the program bus (PGM BUS).</p> <ul style="list-style-type: none"> For preview, options are the same as F2 (PVW BUS). <p>F5 (RECORDER2): Performs monitoring according to recorder PB/ EE switching in the same way that the F1 (RECORDER) key does, but with the following difference.</p> <ul style="list-style-type: none"> During the source selection, the recorder does not go into full EE mode, regardless of the switcher monitoring mode. <p>Notes</p> <ul style="list-style-type: none"> If “RECORDER” is selected, the switcher monitoring mode is also set to “RECORDER.” If the switcher monitoring mode is to be set differently, set it as required. If “RECORDER2” is selected, the switcher monitoring mode setting is not affected. When the switcher monitoring mode is set to “RECORDER2,” the operation is the same regardless of whether “2.MONITORING” in the MX CTRL area of the setup menu is set to “RECORDER” or “RECORDER2.”

Setting item	Setting options (“*” indicates default)
3. PVW BUS CUEUP CROSSPOINT	If “2. MONITORING” is set to “PVW BUS,” “PVW(MIX),” or “PVW(PARA),” this setting determines whether to turn off the sound or use the recorder output during recorder cueing. F1 (ALL OFF*): Nothing is selected (no sound). F2 (RECORDER): Recorder output is selected.

VTR Control Settings

When you press the F5 (VTR CTRL) key, a screen for making various settings for VTR control appears. With this screen, the VTR constants and audio preset mode can be set.

VTR constants are data which determine the basic operating conditions of the VTR.

Since the constants of the VTRs commonly used with the switcher system are stored to the internal data of this software, it is not necessary to make these settings. However, do the procedure below to change VTR constants settings stored to this software or to connect a VTR whose constants are not stored.

VTR constants settings can be made for each DCU port and 10 user’s tables. For each DCU port, audio preset mode for insert editing can be set.

Note

VTR constants of Device Port settings made with the setup menu of the switcher system are not referred to by this software.

To set the VTR constants

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1** Press the SETUP key to bring up the setup menu.
- 2** Press the F5 (VTR CTRL) key.

User’s table 1 setup screen appears and the “▶” cursor appears to the left of “1. CONSTANT1 DATA1.”

A message “SELECT PORT ([←], [→]) AND SELECT ITEM ([↑], [↓]) OR [ENTER]” appears on the first line of the dialog area, and the function menu changes as follows.

F1	F2	F3	F4	F5
A	B	C	D	E
F6	F7	F8	F9	F10
F	RECALL	COPY		CANCEL

Note

When a user's table is selected, the F7 (RECALL) key does not appear. The F7 (RECALL) key appears only when a DCU port is selected in Step 3.

- 3** Use the ← (CTRL + 4)* and → (CTRL + 6)* keys to select the DCU port or user's table screen to be set.

The constants set for the selected DCU port or user's table appears at the left of the screen.

Note

You can use the ⇐ (SHIFT + CTRL + 4)* and ⇒ (SHIFT + CTRL + 6)* keys to move to the next or previous DCU board or user's table.

- 4** Use the ↑ (CTRL + 8)*, ↓ (CTRL + 2)*, or ENTER key to select the item to be set.

Settable items and their default settings are as follows.

Item to be set	Contents	Default value
1. CONSTANT1 DATA1	Device Type (High)	FF
2. DATA2	Device Type (Low)	FF
3. DATA3	Minimum Preroll Time (High)	00
4. DATA4	Minimum Preroll Time (Low)	00
5. DATA5	Edit Delay	00
6. DATA6	EE Delay	00
7. DATA7	Over Run	00
8. DATA8	Trajectory	00
9. CONSTANT2 DATA1	TC Read Delay	00
10. DATA2	Start Delay	00
11. DATA3	After Sync Delay –	00
12. DATA4	After Sync Delay +	00
13. DATA5	Mode 1	00



Item to be set		Contents	Default value
14.	DATA6	Mode 2	00
15.	DATA7	Maximum Preroll Speed	00
16.	DATA8	Quick Preview Preroll Time	00

- 5** Enter hexadecimal value in the scratchpad area, then press the ENTER key.

To enter A to F:

Use the F1 (A) to F6 (F) keys.

Note

When a number consisting of three digits or more is entered, only the last two digits are effective.

- 6** To refer to the constants stored for the VTR connected to the selected DCU port or the constants displayed at the left of the screen, carry out either of the following.

Constants to be referred	Keypress
Constants stored for the VTR connected to the DCU port	F7 (RECALL) key
Constants displayed at the left of the screen	F8 (COPY) key

When the F7 (RECALL) key is pressed:

The constants stored for the VTR connected to the selected DCU port are displayed at the right of the screen. A beep for confirmation sounds at this time. When VTR is not connected to the DCU port, an error beep sounds. When the VTR whose constants cannot be found in the internal data of this software, device type indication transmitted from the VTR appears and the rest of the screen is left blank. The F9 (PASTE) key is added to the function menu at this time.

When the F8 (COPY) key is pressed:

The constants displayed at the left of the screen moves to the right. A beep for confirmation sounds at this time. The F9 (PASTE) key is added to the function menu at this time.

According to Step **3**, select the DCU port or the user's table to which the settings displayed at the right of the screen are reflected.

When values displayed at the left and right differ for the same items, the value displayed at the right of the screen is highlighted.

When the F9 (PASTE) key is pressed:

The values displayed at the right of the screen is copied to the selected DCU port or the user's table.

Note

When only the device type is displayed at the right of the screen, only the device type is set.

To return to the setup menu without setting the entered data

Press the F10 (CANCEL) key.

About the priority of the constants to be used

The priority of the constants to be used is determined as follows according to the conditions.

Priority	Conditions	Constants to be used
1	The device type of the VTR and the device type set for the selected DCU port are the same.	Constants set for the DCU port to which the VTR is connected
2	The device type of the VTR is set for the user's table.	Constants set for the user's table to which the device type of VTR is set
3	The device type of the VTR is stored to this software.	Constants stored to this software

If none of the above applies, default constants of the system are used.

To set the audio preset mode

* The key allocation on the MKS-8050 is different. See "Key Function List" on page 564 of Appendix.

- 1 Do Steps **1** to **3** on "To set the VTR constants" on page 466.
- 2 Use the **↑** (CTRL + 8)* and **↓** (CTRL + 2)* keys or the ENTER key to select "17. AUDIO PRESET MODE."

The function menu changes as follows.

F1	F2	F3	F4	F5
D +A*	D ONLY	A ONLY		
F6	F7	F8	F9	F10
				CANCEL

- 3** Press the function key to select audio preset mode for insert editing.

Settings	Keypress
Both digital and analog audio are preset to channels 1 and 2.	F1 (D + A*) key
Analog audio channels 1 and 2 are not preset.	F2 (D ONLY) key
<p>Note</p> <p>Select this setting for digital VTRs which does not operate properly with the F1 (D + A*) key setting.</p>	
Digital audio channels are not preset.	F3 (A ONLY) key
<p>Note</p> <p>Select this setting for analog VTRs which does not operate properly with the F1 (D + A*) key setting. In this case, channel A3 and greater are unavailable.</p>	

To return to the setup menu without setting the entered data

Press the F10 (CANCEL) key.

Note

When a user's table is selected, "17. AUDIO PRESET MODE" does not appear.

DME Control Setting

When you press the F7 (DME CTRL) key, a screen to make various settings for controlling the keyframes (effects) on the DME.

When using the MKS-8050, the setting screen can be recalled by simply pressing the DME CTRL¹⁾ (CTRL + SWER CTRL) key without accessing the setup menu.

1) This function has no keytop notation.

Details on the setting items are given below.

For information on the setting procedure, see “Common Setup Procedures” on page 453.

Setting item	Setting options (“*” indicates default)
1. CONTROL	<p>Determines whether or not to control the keyframes (effects) on the DME.</p> <p>F1 (DISABLE): Does not control the keyframes (effects) on the DME and sets the status of the source of the keyframes (effects) on the DME to “LOCAL.”</p> <p>F3 (ENABLE*): Controls the keyframes (effects) on the DME.</p> <p>Note</p> <p>When a keyframe (effect) on the DME is a source of the edit and this item is set to “DISABLE,” editing operations are affected in the following ways.</p> <ul style="list-style-type: none">• Acquisition and transmission of effect data are not carried out.• DMC events can be created but cannot be carried out,

Superimpose Settings

When you press the F6 (SUPER) key, a screen to make various settings for superimposing device ID, status, timecode, and progress of the auto execution of the selected device to the region that is specified by “USED PVW BUS” on the switcher control settings and used for output appears. Details on the setting items are given below.

For information on the setting procedure, see “Common Setup Procedures” on page 453.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.





Setting item	Setting options (“*” indicates default)
1. START UP	<p>Determines whether or not to superimpose the information. F1 (ON*): Superimposes. F2 (OFF): Does not superimpose.</p> <p>Notes</p> <ul style="list-style-type: none"> When the setting of this item is changed or the setup data with the setting different from the current one is loaded, the change becomes effective after restarting the switcher system. When this item is set to “ON,” you can turn on/off the superimposition by press the SUPER (CTRL + AUX)* key.
2. CHARACTER TYPE	<p>Determines the character type of the superimposition. F1 (WHT-BKGD*): White characters with black background F2 (WHT-TRNS): White characters with transparent background F3 (WHT-BORDR): White characters on black borderline F4 (WHITE): White characters with no background F5 (BLK-BKGD): Black characters with white background F6 (BLK-TRANS): Black characters with transparent background F7 (BLK-BORDR): Black characters on white borderline F8 (BLACK): Black characters with no background</p>
3. VERTICAL POSITION	<p>Sets the vertical position of the characters to be superimposed within the range of 1 to 30. Numeric value: Input numeric value is treated as the vertical position. F1 (DEFAULT): “1” is input.</p>
4. HORIZONTAL POSITION	<p>Sets the horizontal position of the characters to be superimposed within the range of 1 to 9. Numeric value: Input numeric value is treated as the horizontal position. F1 (DEFAULT): “5” is input.</p>
5. CUT IN DISPLAY	<p>Determines whether or not to superimpose the progress of preview, recording, or review. F1 (ON*): Superimposes. F2 (OFF): Does not superimpose.</p>

Setting item	Setting options (“*” indicates default)
6. LAYOUT	<p>Sets the contents of each line of superimposition.</p> <p>F1 (STS-TC*): Status is shown on the first line and timecode is shown on the second line. Nothing is shown on the third line.</p> <p>F2 (STS-TC-UB): Status is shown on the first line and timecode is shown on the second line. User's bits are shown on the third line.</p> <p>F3 (STS ONLY): Status is shown on the first line. Nothing is shown on the second and third lines.</p> <p>F4 (TC-STTS): Timecode is shown on the first line and status is shown on the second line. Nothing is shown on the third line.</p> <p>F5 (TC-UB-STTS): Timecode is shown on the first line and user's bits are shown on the second line. Status is shown on the third line.</p> <p>F6 (TC ONLY): Timecode is shown on the first line. Nothing is shown on the second and third lines.</p>
7. RECORDER EE DELAY	<p>Sets the amount of compensation for EE delay of the recorder within the range of 0 to 9.</p> <p>Numeric value: Input numeric value is treated as the amount of compensation.</p> <p>F1 (DEFAULT): “0” is input (no compensation).</p>

Initializing the Settings

You can initialize the settings (return them to their defaults) for each area in the setup menu. You can also initialize all settings in a single operation.

To initialize the settings of a specific area or all the settings

1 Press the SETUP key to display the setup menu.

2 Press the F9 (DEFAULT) key.

“RECALL DEFAULT SETTING, SELECT AREA” appears on the first line of the dialog area.

The function menu changes as follows.

F1	F2	F3	F4	F5
KEYBOARD	AUDIO INS	SW CTRL	MX CTRL	VTR CTRL
F6	F7	F8	F9	F10
SUPER	DME CTRL		ALL	



- 3** Select the area of the settings you want to initialize.

To initialize the settings of a specific area:

Press the F1 to F6 key that corresponds to the area.

To initialize all the settings in the setup menu:

Press the F9 (ALL) key.

After you press the key, a message appears on the second line of the dialog area to confirm whether or not to initialize the settings.

INITIALIZE XXXXX, PRESS [STORE] TO EXECUTE

_____ The name of the specified area appears here.

- 4** Press the STORE (CTRL+7)* key to initialize the settings of the area selected in Step **3**.

The settings are initialized and the message on the second line of the dialog area disappears.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 5** Repeat Steps **3** and **4** if you want to initialize the settings of another area.

This operation is not necessary if you pressed the F9 (ALL) key in Step **3**.

- 6** Press the RET key to end the initialize operation.

The setup menu reappears.

- 7** Press the RET key again to close the setup menu.

The software returns to the state before the SETUP key was pressed in Step **1**.

Editing Parameter Settings (Initialization)

The initialization process involves system wide settings and device assignment settings that are normally set once and then not changed frequently.

Initialization Overview and Common Procedures

About the initialize menu

When you press the INIT key, the function menu changes as follows.

F1	F2	F3	F4	F5
SYSTEM	EXECUTION	EDL	ASSIGN1	ASSIGN2
F6	F7	F8	F9	F10
ASSIGN3	GPI	HNDL FILE	DEFAULT	-- 1 --

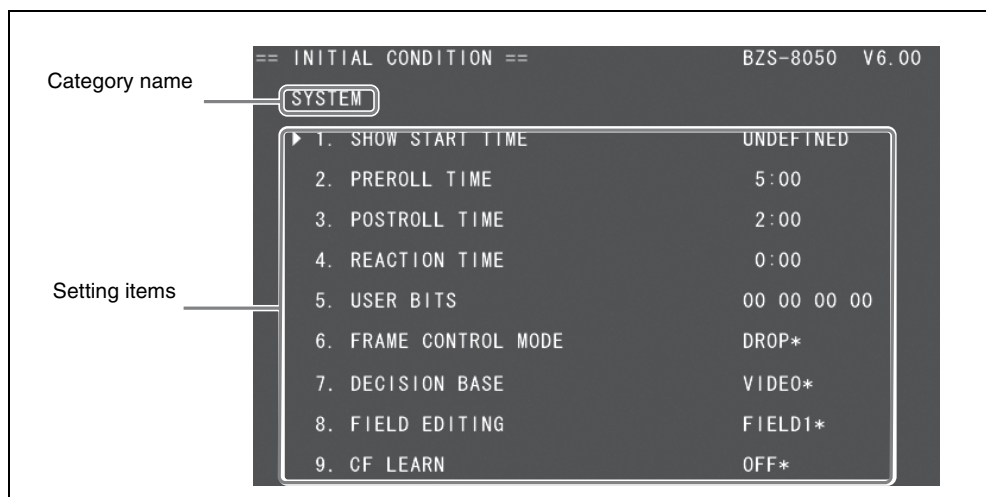
When the F10 (-- 1 --) key is pressed, the function menu changes to page 2 as follows.

F1	F2	F3	F4	F5
CLEAR EDL	MENU DISP	ASIGN KEY		
F6	F7	F8	F9	F10
				-- 2 --

When you press the F10 (-- 2 --) key, the function menu returns to page 1.

This is called the initialize menu. Pressing one of the function keys (except F8 to F10 on page 1 and F1 and F10 on page 2) brings up a display for setting the respective category.

For example, if you press the F1 (SYSTEM) key on page 1, the SYSTEM category setting items appear as shown below.



Initialize menu items

The initialize menu is organized as follows.

Initialize menu (category)	Items in category	Setting method
F1: SYSTEM System Settings (see page 481)	1. SHOW START TIME	Input
	2. PREROLL TIME	
	3. POSTROLL TIME	
	4. REACTION TIME	
	5. USER BITS	
	6. FRAME CONTROL MODE	Select
	7. DECISION BASE	
	8. FIELD EDITING	
	9. CF LEARN	

Initialize menu (category)	Items in category	Setting method
F2: EXECUTION Settings relating to automatic execution (see page 483)	1. SKIP REC	Select
	2. CONTINUOUS REC	
	3. LIVE PREVIEW	
	4. BACKGROUND REC	
	5. BUTT EDIT	
	6. NONSTOP EXECUTE	
	7. VTR RELEASE MODE	
	8. A-ROLL RELEASE MODE	
F3: EDL Settings relating to EDL (see page 485)	1. RIPPLE MODE	Select
	2. AUTO CLEAN UP	
	3. AUTO RENUMBER	
	4. DISP RECORDED EDIT	
	5. STORE NEW EDIT BY [FS]	
	6. NEW EDIT STORE POSITION	
	7. SCROLL FOLLOW EDIT	
	8. DIRECT SET REEL	
	9. QUICK EDIT MODE	
	10. M/S SOURCE STORE	
	11. DME/KF AUTO TIME TRACK	
	12. DISP FILE NAME	
	13. PULLDOWN FRAME PHASE	
F4: ASSIGN1 F5: ASSIGN2 Device Assignment (see page 489)	Sets the following items for each device assigned to a device control unit port: LOGICAL ID, SWER PAIR#, MIXER XPT, INPUT DELAY, OUTPUT DELAY, OFFSET, FILE LIST	Table input
F6: ASSIGN3 Device Assignment (see page 489)	Sets the following items for each device ID: SWER PAIR#, MIXER XPT, BVE REEL	Table input
F7: GPI GPI port settings (see page 498)	Sets the following items for each GPI output port set in the switcher DCU Setup: REACTION, NAME	—



Initialize menu (category)	Items in category	Setting method
F8: HNDL FILE Managing setting data (<i>see page 437</i>)		—
F9: DEFAULT Returns settings to the default values (<i>see page 521</i>)		Execute
F1: CLEAR EDL ¹⁾ Clears EDL (<i>see page 523</i>)		Execute
F2: MENU DISP ¹⁾ Menu display settings (<i>see page 525</i>)	1. EDIT INFO POSITION	Select
	2. SOURCE POSITION	
	3. DIALOG POSITION	
	4. SCROLL POSITION	
	5. FUNCTION POSITION	
	6. POPUP POSITION	
	7. SOURCE DATA LAYOUT	
	8. SOURCE COLOR	
	9. SETTING MENU CHAR COLOR 1	—
	10. SETTING MENU CHAR COLOR 2	
	11. SETTING MENU CHAR COLOR 3	
	12. SETTING MENU CHAR COLOR 4	
	13. SETTING MENU BKGD COLOR	
	14. EDIT MENU CHAR/BKGD COLOR	
F3: ASSIGN KEY ¹⁾ Keyboard assignment (<i>see page 515</i>)		

1) Appears on page 2 of the initialize menu.

- For details on the individual items in each menu category, see the pages indicated in the table.
- The setting method column indicates the operation type.

For details, see “Common initialize procedures” below.

Common initialize procedures

All settings within the initialize menu basically use the following procedure.

Notes

- The GPI port setting procedure (when you press F7 (GPI) in Step 2 below) differs beginning with Step 3. See “GPI Port Settings” on page 498.
- The procedure for managing setting data (when you press F8 (HNDL FILE) in Step 2 below) differs beginning with Step 3. See “System Settings Data Management” on page 437 in Chapter 5.
- The procedure for initializing the settings (when you press F9 (DEFAULT) in Step 2 below) differs beginning with Step 3. See “Initializing the Settings” on page 521.
- The EDL clear procedure (when you press F1 (CLEAR EDL) on page 2 of the initialize menu in Step 2 below) differs beginning with Step 3. See “Clearing the EDL” on page 523.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1 Press the INIT key to bring up the initialize menu.
To set an item on page 2 of the initialize menu, press the F10 (-- 1 --) key in this step.
- 2 Press the function key for the item you want to set.
The settings screen for the respective category appears.
- 3 Use the ↑ (CTRL+8)* and ↓ (CTRL+2)* keys (or the ENTER key) to move the “►” cursor to the item you want to set.
Depending on the setting item, a message appears in the dialog area and the function menu may change.
- 4 Make the desired setting.
Setup menu settings in each category of the Initialize menu shown on page 476 are made using one of the following methods.

Setting method	Operation
Select	You can select one out of several possible settings. Use the function keys (or the ALL STOP key) to make the selection. The default selection is marked by an asterisk (“*”) on screen.

Setting method	Operation
Input	<p>Enter the desired value into the scratchpad.</p> <p>Notes</p> <ul style="list-style-type: none"> • By pressing the F1 (DEFAULT) key, you can return the setting to the default. • When making the “SHOW START TIME” or “USER BITS” setting, the operation of the function keys differs from the one shown above. <i>For details, see “System Settings” on page 481.</i>
Table input	<p>Enter numerals in the input fields of a table. Enter the desired value into the scratchpad, then press the ENTER key. Use the ← (CTRL + 4)* and → (CTRL + 6)* keys to move the “►” cursor to the input field on the currently selected line.</p> <p>Notes</p> <ul style="list-style-type: none"> • By pressing the F1 (UNDEFINED) key, you can return a setting to the blank condition. • After entering the value, pressing the ENTER key moves the “►” cursor to the next line to allow continuous setting.

If the “Setting method” is “Select” or “Input,” the changed characters are highlighted in yellow.

To cancel the setting and return to the initialize menu without making a setting

Press the F10 (CANCEL) key.

- 5** Press the RET key to apply the setting made in Step 4.

The setup screen closes and the initialize menu returns.

- 6** Press the RET key again to close the initialize menu.

The system returns to the condition before the INIT key was pressed in Step 1.

For details on the various setting items and available settings, see the description on the following pages.

System Settings

When you press the F1 (SYSTEM) key on the initialize menu, a screen for setting various items that affect the entire editing system (such as preroll time and postroll time) appears. The items are described below.

For information on the setting procedure, see “Common initialize procedures” on page 478.

Setting item	Setting options
1. SHOW START TIME	<p>Sets the timecode of the editing start point to be referenced when calculating the total time.</p> <p>Numerical input: The input value is set as the editing start point. F1 (UNDEFINED): The editing start point is not set. On the setting screen, “UNDEFINED” appears. At this point, the earliest recorder IN point among previously registered edits is taken as the reference for total time calculation.</p> <p>Notes</p> <ul style="list-style-type: none"> • In the following cases the total time does not appear. <ul style="list-style-type: none"> – When the setting of this item is “UNDEFINED,” and no edits using the reel currently mounted on the recorder are registered in the EDL – When the currently displayed edit has no IN point set on the recorder • The default setting is “UNDEFINED.”
2. PREROLL TIME	<p>Sets the preroll time (the time between the cue-up point in automatic editing and the IN point). The maximum setting time is less than one minute.</p> <p>Numeric input: Will be taken as preroll time. F1 (DEFAULT): Set to “5:00” or “6:00” according to the frame rate.</p>
3. POSTROLL TIME	<p>Sets the postroll time (the time between the OUT point and the transport end point in automatic editing). The maximum setting time is less than one minute.</p> <p>Numeric input: Will be taken as postroll time. F1 (DEFAULT): Set to “2:00.”</p>
4. REACTION TIME	<p>Compensates for operator delay when setting an edit point mark. The setting range is 0 to 9 frames (0:00 to 0:09). This setting is valid only for PLAY transport operation.</p> <p>Numeric input: Will be taken as compensation time. F1 (DEFAULT): Set to “0:00.”</p>



Setting item	Setting options
5. USER BITS	<p>Defines the user's bits to be used when recording the timecode on the recorder. The setting uses eight hexadecimal digits. This is reflected in LTC/VITC for assemble mode and VITC for video insert mode.</p> <p>Notes</p> <ul style="list-style-type: none">• Hexadecimal A to F can be input with F1 to F6.• Pressing F7 (YYYYMMDD), F8 (MMDDYYYY), or F9 (DDMMYYYY) will enter the current date in the respective format.• If the input is less than eight digits long, the upper digits of the user's bits area are padded with 0s (zeroes).• The default setting is 00000000.

Note

For the above settings, no “*” is used to indicate the default value on screen.

Setting item	Setting options (“*” indicates default)
6. FRAME CONTROL MODE	<p>When the frame rate is set to 60, 59.94, 30, or 29.97 on the switcher control panel, this option determines whether the timecode to be specified to the recorder in the first edit mode uses drop frame mode or non-drop frame mode. At other frame rates, this setting is ineffective.</p> <p>F1 (DROP*): Use drop frame mode. F2 (NON-DROP): Use non-drop frame mode.</p>
7. DECISION BASE	<p>When a new edit data page is displayed, select whether video or audio is used for the split editing reference signal.</p> <p>F1 (VIDEO*): Take video edit point as reference, and show the audio advance/delay. F2 (AUDIO): Take audio edit point as reference, and show the video advance/delay.</p>
8. FIELD EDITING	<p>Sets the field property of edit points to field 1 or field 2.</p> <p>F1 (FIELD 1*): Sets the edit points to field 1. F2 (FIELD 2): Sets the edit points to field 2.</p>
9. CF LEARN	<p>When the frame rate is set to 59.94 or 29.97 on the switcher control panel, this option determines whether or not color frames are detected using the recorder VTR. This item has no effect on any systems other than 29.97/59.94-frame system.</p> <p>F1 (ON): Detects color frames. F2 (OFF*): Does not detect color frames.</p> <p>Note</p> <p>In order to detect color frames, continuous timecode must be recorded on the recorder tape.</p>

Settings Relating to Automatic Execution

When you press the F2 (EXECUTION) key in the initialize menu, a screen appears that includes various settings relating to functions executed automatically during editing or recording. The details of the setting items are as follows.

For details of the setting procedure, see “Common initialize procedures” on page 478.

Setting item	Setting options (“*” indicates default)
1. SKIP REC	Turns on or off the skip recording function (<i>see page 141</i>). F1 (ON): Skip recording function is turned on. F2 (OFF*): Skip recording function is turned off.
2. CONTINUOUS REC	Turns on or off the continuous recording function (<i>see page 141</i>). F1 (ON): Continuous recording function is turned on. F2 (OFF*): Continuous recording function is turned off.
3. LIVE PREVIEW	Permits or prohibits a change of edit data during a preview (<i>see page 132</i>). F1 (ON*): Permits the change. F2 (OFF): Prohibits the change.
4. BACKGROUND REC	Permits or prohibits the background recording (<i>see page 484</i>). F1 (ON): Permits the background recording. F2 (OFF*): Prohibits the background recording.
5. BUTT EDIT	Permits or prohibits the butt editing (<i>see page 211</i>). F1 (ON): Permits the butt editing. F2 (OFF*): Prohibits the butt editing.
6. NONSTOP EXECUTE	Determines whether or not to carry out successive edit execution (<i>see page 141</i>) whenever possible. F1 (ON): Carries out successive edit execution. F2 (OFF*): Does not carry out successive edit execution.
7. VTR RELEASE MODE	When a source of the edit is operated on the device itself after passing the IN point, determines whether to carry on editing or to cancel editing considering that an error has occurred. F1 (ON): Editing carries on. The device is no longer under control of edit execution, and the device can be manually controlled through keyboard. F2 (OFF*): Editing is canceled. Note Even if this item is set to “ON,” the edit may be re-executed when a source of the edit is operated before passing the IN point.

Setting item	Setting options (“*” indicates default)
8. A-ROLL RELEASE MODE	<p>When A/B roll editing (<i>see page 62</i>) is carried out, determines whether to stop the A roll device (FROM source) automatically right after the end of transition or not.</p> <p>F1 (ON): The A roll device stops. The device can be manually controlled through keyboard after it stopped automatically.</p> <p>F2 (OFF*): The A roll device does not stop. The device keeps running until the end of editing.</p>

About background recording

When “BACKGROUND REC” included in the EXECUTION area of the initialize menu is set to “ON,” edits can be created, edited, or recalled during editing.

When this function is turned on, the edit number of the edit being recorded is displayed.

Note

Background recording cannot be carried out while auto-assembly is taking place.

About operations which cannot be carried out during background recording

The following operations cannot be carried out during background recording.

- Operations related to the setup menu
- Execution of recording, preview, review, sync play, and lip sync adjustment
- Operations related list management
- Test output of GPI pulse
- Finishing recording by setting the OUT point during recording

About operations different from normal recording

The following operations differs from those in normal recording.

- The VTRs to be used during recording cannot be operated.
- Manual override can be carried out. However, the information obtained when the recording point passes through the OUT point is not reflected to the new edit.
- Even when an edit source is selected by pressing a monitor/source select key, the cross point determined on the switcher and the mixer is not affected.
- The ALL STOP key is effective on devices other than those being used for recording.

- To stop the background recording, press the ALL STOP key while pressing down the SHIFT key.

About background recording of a new edit

In recording using a new edit, the new edit is registered and then recording starts. The new edit is always registered at the end of the edits in the EDL (“EDL END”) regardless of “NEW EDIT STORE POSITION” setting included in the EDL area of the initialize menu.

After the new edit is registered, the newly created edit is displayed. When the open end editing is carried out or first edit mode is selected, background recording does not take place. Instead, normal recording starts.

On registering the edit during background recording

When “COMPLETION BEEP” included in the KEYBOARD area of the setup menu is set to “ON,” a beep sounds when an edit is registered.

An edit is registered in the EDL according to “AUTO CLEANUP” and “AUTO RENUMBER” settings included in the EDL area of the initialize menu.

Notes

- For the edit without a record mark, the record mark is set after background recording finishes.
- If you search for the edit last recorded during background recording, the edit recorded right before the one currently being recorded is recalled.

Settings Relating to EDL

When you press the F3 (EDL) key in the initialize menu, a screen appears that includes various settings relating to automatic processing (ripple processing, auto cleanup, and so on), which occurs when you carry out operations on the EDL and on edits.

The details of the setting items are as follows.

For details of the setting procedure, see “Common initialize procedures” on page 478.



Setting item	Setting options (“*” indicates default)
1. RIPPLE MODE	<p>When you modify an edit by changing the recorder OUT point, or delete an edit, this setting determines whether to carry out ripple processing, adjusting the recorder edit points of following edits so that the recorder timecode is continuous.</p> <p>F1 (ON*): Carries out ripple processing (a message appears asking whether the modification range is to be set or adjusted).</p> <p>F2 (OFF): Does not carry out ripple processing (no adjustment).</p>
2. AUTO CLEAN UP	<p>Turns on or off the auto cleanup function (<i>see page 351</i>).</p> <p>F1 (ON*): Cleanup function is turned on.</p> <p>F2 (OFF): Cleanup function is turned off.</p>
3. AUTO RENUMBER	<p>Turns on or off the auto renumbering function which automatically renumbers the edits to prevent them becoming discontinuous after certain operations on the EDL (such as deleting an edit).</p> <p>F1 (ON): Auto renumbering function is turned on.</p> <p>F2 (OFF*): Auto renumbering function is turned off.</p> <p>Notes</p> <ul style="list-style-type: none"> No renumbering is carried out at the point at which you change the setting from “OFF” to “ON.” After changing the setting auto renumbering is carried out when you carry out an operation on the EDL. When set to “ON,” auto renumbering always results in edit numbers starting from “0001.” When set to “ON,” the edit number when a new edit data page is registered is always one more than the last edit number at the end of the EDL before the registration. <p>Therefore, operations setting the edit number on a new edit data page are ignored.</p>
4. DISP RECORDED EDIT	<p>Selects whether or not to show already recorded edits in the EDL scrolling display.</p> <p>F1 (ON): Shows recorded edits.</p> <p>F2 (OFF*): Does not show recorded edits.</p> <p>Note</p> <p>When set to “OFF,” a previously recorded edit appears as “----.” When multiple previously recorded edits occur consecutively, a single-line “----” appears regardless of the number of edits.</p>
5. STORE NEW EDIT BY [FS]	<p>Activates or deactivates the FS key to register new edit data without recording it.</p> <p>F1 (ON): Activates the FS key.</p> <p>F2 (OFF*): Deactivates the FS key.</p>

Setting item	Setting options (“*” indicates default)
6. NEW EDIT STORE POSITION	<p>When registering a new edit data page, select the registration position in the EDL.</p> <p>F1 (EDL END*): A new edit is registered at the end of the edits in the EDL.</p> <p>F2 (R-IN TC): Edits are registered in order of recorder IN point within the EDL. When background recording on a new edit is carried out, the new edit is always registered at the end of the edits in the EDL regardless of this setting.</p>
7. SCROLL FOLLOW EDIT	<p>Selects whether to link the cursor position on the EDL scrolling display to the currently displayed edit on the current edit data page.</p> <p>F1 (ON*): Cursor position links to the edit.</p> <p>F2 (OFF): Cursor position does not link to the edit.</p> <p>Note</p> <p>If you access the Initialize menu from the EDL scrolling display and then change this setting from “OFF” to “ON,” the setting becomes effective immediately upon returning to the edit data page.</p>
8. DIRECT SET REEL	<p>Turns on or off the direct set reel function (<i>see page 364</i>).</p> <p>F1 (ON*): Direct set reel function is turned on.</p> <p>F2 (OFF): Direct set reel function is turned off.</p>
9. QUICK EDIT MODE	<p>Turns on or off function for registering a modified edit as a new edit after modifying an already registered edit.</p> <p>F1 (ON*): The function is turned on.</p> <p>F2 (OFF): The function is turned off.</p>
10. M/S SOURCE STORE	<p>Determines whether or not a device which is not exactly an edit source but is in a master/sub-relationship with an edit source device (i.e., the edit source device is sub of the device or the device is sub of the edit source device) is added to the EDL automatically as the additional source.</p> <p>F1 (ON): The device is added to the EDL automatically as the additional source.</p> <p>F2 (OFF*): The device is not added to the EDL.</p>
11. DME/KF AUTO TIME TRACK	<p>Determines whether or not to set the keyframes (effects) on the DME or switcher to the subject of auto time track function (<i>see page 172</i>).</p> <p>F1 (ON): The keyframes (effects) on the DME or switcher are the subject of auto time track function.</p> <p>F2 (OFF*): The keyframes (effects) on the DME or switcher are not the subject of auto time track function.</p> <p>Note</p> <p>Even if this item is set to “OFF,” the keyframes (effect) on the DME or switcher can be set to the subject of auto time track function by using manual time track function (<i>see page 175</i>).</p>



Setting item	Setting options ("*" indicates default)
12. DISP FILE NAME	Determines whether or not to display the name of DDR file or clip file on the frame memory that is related to the reel in the EDL scroll display. F1 (ON): The file name is displayed. F2 (OFF*): The file name is not displayed.
13. PULLDOWN FRAME PHASE	Sets the frame phase that is used as a reference when 24-frame video is converted into 30-frame video to carry out off-line editing by using the 2-3 pulldown function on the VTR, and then created EDL is converted into 24-frame system by using the F5 (3:2 LOAD) key (<i>see page 428</i>). At a frame rate other than 24 and 23.976, this setting is ineffective. F1 (1): Frame phase 1 (This is used when the frame digits of the timecode of the video frame that is newly generated with 2-3 pulldown function is 01, 06, 11, 16, 21, or 26.) F2 (2): Frame phase 2 (This is used when the frame digits of the timecode of the video frame that is newly generated with 2-3 pulldown function is 02, 07, 12, 17, 22, or 27.) F3 (3*): Frame phase 3 (This is used when the frame digits of the timecode of the video frame that is newly generated with 2-3 pulldown function is 03, 08, 13, 18, 23, or 28.) F4 (4): Frame phase 4 (This is used when the frame digits of the timecode of the video frame that is newly generated with 2-3 pulldown function is 04, 09, 14, 19, 24, or 29.) F5 (5): Frame phase 5 (This is used when the frame digits of the timecode of the video frame that is newly generated with 2-3 pulldown function is 00, 05, 10, 15, 20, or 25.)

About the timecode conversion by the specified frame phase

When the F5 (3:2 LOAD) key (*see page 428*) is used, timecode is converted as follows by the specified frame phase. Timecode of the video frame that is newly generated with the 2-3 pulldown function is converted into the same value as the previous video frame.

Frame phase 1	Before conversion (30F)	00.00	00.01	00.02	00.03	00.04	00.05	00.06
	After conversion (24F)	00:00	00:00	00:01	00:02	00:03	00:04	00:04
Frame phase 2	Before conversion (30F)	00.00	00.01	00.02	00.03	00.04	00.05	00.06
	After conversion (24F)	00:00	00:01	00:01	00:02	00:03	00:04	00:05
Frame phase 3	Before conversion (30F)	00.00	00.01	00.02	00.03	00.04	00.05	00.06
	After conversion (24F)	00:00	00:01	00:02	00:02	00:03	00:04	00:05

Frame phase 4	Before conversion (30F)	00.00	00.01	00.02	00.03	00.04	00.05	00.06
	After conversion (24F)	00:00	00:01	00:02	00:03	00:03	00:04	00:05
Frame phase 5	Before conversion (30F)	00.00	00.01	00.02	00.03	00.04	00.05	00.06
	After conversion (24F)	00:00	00:01	00:02	00:03	00:04	00:04	00:05

Notes

- The concept of drop-framing does not apply to the timecode of 24-frame system. If an EDL of 30-frame system that includes drop frames is loaded, a conversion error may occur.
- Video frames that are newly generated with the 2-3 pulldown function do not exist in the video before conversion. Therefore, the edit of the loaded EDL may not be set properly if the timecode of any of these video frames is set as a edit point for the off-line editing or incorrect frame phase is specified for conversion.

Device Assignment

This procedure lets you assign device IDs (R, P1 to P12, R2 to R4) to each port of DCU (device control unit) controlled by this software, and make various settings for each device ID related to control operations.

- On the initialize menu, the F4 (ASSIGN1) key lets you assign device IDs and make settings for DCU1 and the F5 (ASSIGN2) key for DCU2.
- On the initialize menu, the F6 (ASSIGN3) key serves for making various settings for preassigned device IDs of the software (DME, FM, AUX, etc.).

The setting screens use a table format. In ASSIGN1 and ASSIGN2, each device port has a separate line. In ASSIGN3, there is a separate line for each device ID.

== DEVICE ASSIGNMENT (1/3) ==										
DCU PORT NO.	DEVICE	NAME	LOGICAL ID	SWER PAIR#	MIXER XPT	INPUT DELAY	OUTPUT DELAY	OFFSET	FILE LIST	
1-2.1	VTR	DCU1_PORT2.1	▶ R1	2	1			00:00:00.00		
1-2.2	VTR	DCU1_PORT2.2	P1	3	2	1				
1-2.3	VTR	DCU1_PORT2.3	P2	4	3	2				
1-2.4	VTR	DCU1_PORT2.4	P3	5	4					
1-2.5	VTR	DCU1_PORT2.5	P4	6	5					
1-2.6	VTR	DCU1_PORT2.6	P5	7	6					
1-3.1	VTR	DCU1_PORT3.1	P6	8	7					
1-3.2	DDR SD9P	DCU1_PORT3.2	P7	9	8					
1-3.3	DDR SD9P	DCU1_PORT3.3	P8	10	9					
1-3.4	DDR SD9P	DCU1_PORT3.4	P9	11	10					
1-3.5	DDR VDCP	DCU1_PORT3.5	P10	12	11					
1-3.6	DDR VDCP	DCU1_PORT3.6	P11	13	12				P10	
1-4.1	DDR VDCP	DCU1_PORT4.1	P12	14	13					
1-4.2	MIXER	DCU1_PORT4.2								

ASSIGN1/ASSIGN2 setting screen

== DEVICE ASSIGNMENT (3/3) ==										
			LOGICAL ID	SWER PAIR#	MIXER XPT		BVE REEL			
			DW1	32	0		MVE1			
			DW2	33	0		MVE2			
			DW3	34	0		MVE3			
			DW4	35	0		MVE4			
			DW5	36	0		MVE5			
			DW6	37	0		MVE6			
			DW7	38	0		MVE7			
			DW8	39	0		MVE8			
			FM1	55	0					
			FM2	56	0					

ASSIGN3 setting screen

Setting details are listed below.

ASSIGN1/ASSIGN2

Display item	Description
DCU PORT NO.	This is the device control unit port number. LOGICAL ID and other settings are made for this port number.
DEVICE	The device type (VTR, DDR, MIXER, etc.) set for this DCU port number at the switcher system is automatically displayed here.
NAME	The name that has been set for this DCU port number at the switcher system is automatically displayed here.

Display item	Description
LOGICAL ID	<p>Assigns a device ID that identifies the purpose (recorder or player) to each device port and allocates a number (R1 to R4, P1 to P12) to it. When making multi-recorder settings, you can assign recorders R1 to R4 to device ports by using the R key and F2 to F4 keys. Multi-recorder settings are always made in the sequence R1 → R2 → R3 → R4, and it is not possible to skip intermediate device IDs for the settings (for example, setting R2 only, or setting R1 followed by R3). Note that the enable/disable state of the R key and functions keys F2 to F4, and the action when each key is pressed depend on the status of the set device port, the number of recorders already assigned at the point of setting, and so on.</p> <p><i>For details of multi-recorder setting operations, and key actions in the settings, see “To make multi-recorder settings” on page 494.</i></p> <p>Notes</p> <ul style="list-style-type: none"> • This item can be specified separately from other setting items. • Pressing the F1 (UNDEFINED) key returns the field to the blank state. • If the port has not been defined at the switcher system (DEVICE field is blank), or if it has been set to MIXER, the device will not operate, even if a device ID is assigned. • If the ID has already been assigned to another port, the previous assignment will be canceled and return to the blank state. • The device ID for the recorder (R1 to R4) can be set for a device whose type is “DDR VDCP.” However, with this setting, preview or recording cannot be carried out.
SWER PAIR#	<p>Assigns the switcher V/K Pair number (V/K Pair number assigned to switcher panel) for each device port. The setting range is integers from 1 to 128.</p> <p>Notes</p> <ul style="list-style-type: none"> • This item can be specified separately from other setting items. • Pressing the F1 (UNDEFINED) key returns the field to the blank state.
MIXER XPT	<p>Assigns a mixer crosspoint to each device. The setting range is integers from 0 to 255.</p> <p>Notes</p> <ul style="list-style-type: none"> • This item can be specified separately from other setting items. • Pressing the F1 (UNDEFINED) key returns the field to the blank state.



Display item	Description
INPUT DELAY	<p>Set the delay in number of frames of the output signal from the VTR/DDR during input to the switcher. An integer from 0 to 9 can be entered.</p> <p>Notes</p> <ul style="list-style-type: none">• This item can be specified separately from the other items.• Pressing the F1 (UNDEFINED) key or entering 0 returns the field to a blank state. At this time, the amount of delay is set to 0.• The input signal delay specification applies only to the players (P1 to P12).• During auto execution, the players are advanced by the amount set by this specification.
OUTPUT DELAY	<p>Sets the delay in number of frames of the output signal from the switcher during input to the recorders. An integer from 0 to 9 can be entered.</p> <p>Notes</p> <ul style="list-style-type: none">• This item can be specified separately from the other items.• Pressing the F1 (UNDEFINED) key or entering 0 returns the field to a blank state. At this time, the amount of delay is set to 0.• The input signal delay specification applies only to the recorders (R1 to R4).• During auto execution, the recorders are delayed by the amount set by this specification.
OFFSET	<p>In a multi-recorder setup, this item determines the offset (timecode difference) between the reference recorder (R1) and other recorders (R2 to R4). When the timecode is set on the reference recorder (R1) and timecode synchronized to R1 is set on other recorders (R2 to R4), the difference becomes the offset.</p> <p><i>See "To make multi-recorder settings" on page 494 for how to make multi-recorder settings that include offset settings.</i></p> <p>Notes</p> <ul style="list-style-type: none">• The setting is valid only for device ports with a device ID of R1 or R2 to R4.• The offset setting is valid only if the OFFSET field for R1 and another recorder (R2 to R4) contains a timecode entry.• If the device ID (R1 to R4) of a device port for which an offset value has been set is changed or returned to UNDEFINED, the OFFSET field becomes blank (nothing is shown). However, the offset value itself is retained and will reappear in the OFFSET field if R1 to R4 is again assigned to a device port.

Display item	Description
FILE LIST	<p>When the sharing of the file list among multiple “DDR VDCP” devices is possible, this item determines the device ID that acquires or updates the file list for the device that is set for the DCU port number.</p> <p>Notes</p> <ul style="list-style-type: none"> • When you want to specify the device that is set for the DCU port number, the setting of this item is unnecessary. • When you specify an ID of the device other than the “DDR VDCP” device, this setting becomes invalid and the device that is set for the DCU port number is specified instead.

ASSIGN3

Display item	Description
LOGICAL ID	<p>Indicates the device ID of predetermined sources.</p> <p>DM1 to DM8: Indicates sources DME1 to DME8.</p> <p>FM1 to FM8: Indicates frame memory sources FM1 to FM8.</p> <p>AX1 to AX8: Indicates auxiliary sources AUX1 to AUX8.</p> <p>CB1, CB2: Indicates color signal sources CB1, CB2.</p> <p>BLK: Indicates a black video signal.</p> <p>PGM: Indicates program/line output.</p>
SWER PAIR#	<p>Assigns the switcher V/K Pair number (V/K Pair number assigned to switcher panel) for each device ID. The setting range is integers from 1 to 128.</p> <p>Notes</p> <ul style="list-style-type: none"> • This item can be specified separately from other setting items. • Pressing the F1 (UNDEFINED) key returns the field to the blank state. • Normally, set the V/K Pair number for the effect creation region (region set at “4. USED REGION” in F3 (SW CTRL) in the setup menu) to the device ID “PGM.” However, in order to input the region output to a recorder via another region, set the V/K Pair number of the intermediate region. This would apply if you were to create an effect at M/E1 and input it to a recorder via P/P. • When the MFS-2000 system is used, set 121 (M/E) or 124 (PGM) for the V/K Pair number of the device ID “PGM.”
MIXER XPT	<p>Assigns a mixer crosspoint to each device ID (except PGM). The setting range is integers from 0 to 255.</p> <p>Notes</p> <ul style="list-style-type: none"> • This item can be specified separately from other setting items. • Pressing the F1 (UNDEFINED) key returns the field to the blank state. • Normally, set “0” to the device ID “BLK.”



Display item	Description
BVE REEL	<p>Sets the reel name that is converted when the EDL is imported or exported by selecting the BVE-9100 format. The reel name can be set for the “DM1” to “DM8,” “CB1,” and “CB2” only.</p> <p>Notes</p> <ul style="list-style-type: none">• Pressing the F1 (UNDEFINED) key returns the field to the blank state.• When the same reel name as the one for other device IDs is entered in this screen, the reel name for the other device ID is left blank (undefined).• When BVE-9100 format is selected for importing the EDL and the same reel name exists on the EDL to be imported, the reel name is converted into the name that is specific with this software (i.e., the same name as the device ID). When BVE-9100 format is selected for exporting the EDL, the reel name that is specific with this software (i.e., the same name as the device ID) is converted into the specified name. In both cases, reel name conversion cannot be carried out if the reel name is undefined.• When the effect register number of the DME is set, the register number is reflected to the reel name conversion. However, the register data are not reflected to the EDL that is imported or exported.

For information on the setting procedure, see “Common initialize procedures” on page 478.

To make multi-recorder settings

The following example describes the operation starting from the state with only one recorder set (with device ID “R1” already assigned to the device port), to add settings for three recorders. The offsets for the recorders are set at the same time (offset for R1 being “00:00:00:00”).

Note

In the following description, the device port (DCU PORT) to which the device ID is assigned is referred to simply as the “port.” A device ID (R1 to R4) referring generically to any recorder is identifies as a “recorder ID.”

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

1 Press the INIT key to display the Initialize menu.

2 Press the F4 (ASSIGN1) key.

The ASSIGN1 setting screen appears, and the “►” cursor appears on line 1 of the LOGICAL ID column.

“SELECT ITEM ([↑], [↓], [←], [→] OR [ENTER])” appears on line 1 of the dialog area and the function menu changes as follows (unless the device ID at the cursor position is R1).

F1	F2	F3	F4	F5
UNDEFINED	R2			
F6	F7	F8	F9	F10
				CANCEL

At this point, only the F2 (R2) key appears, as the key for multi-recorder settings. This is because only one recorder R1 is set with the current settings, and it is only possible to make a setting for the second recorder (R2).

Note

When the device ID of the port at the current cursor position is R1, since it is not possible to set R2 with reference to this port, nothing appears in the F2 item of the function menu. F2 to F4 in the function menu appear with labels R2 to R4 insofar as settings are possible for the currently selected ports.

In the operations of Steps 3 to 5, make settings for the additional three recorders R2 to R4:

3 Use the ↑ (CTRL+8)* and ↓ (CTRL+2)* keys to move the “►” cursor to the row (port) to which you want to assign R2, and press the F2 (R2) key.

In the LOGICAL ID column of the of the selected row “R2” appears, and this sets the port for the second recorder (R2).

Note

At this point, the label (R2) for the F2 item in the function menu disappears.

4 Move the “►” cursor to the row to which you want to assign R3, and press the F3 (R3) key.

When you move the “►” cursor to the row for a port to which R3 can be assigned, the function menu changes as follows.



F1	F2	F3	F4	F5
UNDEFINED	R2	R3		
F6	F7	F8	F9	F10
				CANCEL

When you press the F3 (R3) key, “R3” appears in the LOGICAL ID column of the selected row, and this sets the port for the third recorder (R3).

- 5** Move the “►” cursor to the row to which you want to assign R4, and press the F4 (R4) key.

When you move the “►” cursor to the row for a port to which R4 can be assigned, the function menu changes as follows.

F1	F2	F3	F4	F5
UNDEFINED	R2	R3	R4	
F6	F7	F8	F9	F10
				CANCEL

When you press the F4 (R4) key, “R4” appears in the LOGICAL ID column of the selected row, and this sets the port for the fourth recorder (R4).

In the operations of Steps 6 to 9, set the offset for each recorder:

- 6** Use the ← (CTRL+4)* and → (CTRL+6)* keys to move the “►” cursor to the OFFSET column.

“ENTER OFFSET TIME” appears on the second line of the dialog area.

- 7** Use the ↑ (CTRL+8)* and ↓ (CTRL+2)* keys to move the “►” cursor to the row to which you assigned R2.

- 8** Enter the timecode you want to set as the offset in the scratchpad area and then press the ENTER key.

The entered timecode appears in the OFFSET column of the selected row, and is set as the offset for R2.

- 9** Repeat Steps 7 and 8 for R3 and R4.

- 10** Press the RET key to confirm the settings.

This closes the setting screen, and returns to the initialize menu.

11 Press the RET key again to close the initialize menu.

The software returns to the state before the INIT key was pressed in Step 1.

Notes on assigning recorder IDs to ports

In order to make it easy to change the assignment of a recorder ID (R1 to R4) that is already assigned to a port or is assigned to the wrong port, the effects of the keys used for assigning recorder IDs (R and F2 (R2) to F4 (R4)) are somewhat special. Although the operation is easy once you are accustomed to it, if during operation you become unsure of how to proceed, reading the following supplementary notes is recommended.

Note

Details of operation when a recorder ID is assigned to a port

Assignment of recorder IDs to ports is always in the sequence R1 → R2 → R3 → R4, and it is not possible to skip a recorder ID (for example, setting only R2, or setting R1 followed by R3). Therefore, the operations that are possible and their effects depend on the number of recorders already set, and the current setting state of the port to be set, as follows.

(1) When assigning a recorder ID to a port not set to a recorder (including an unset port)

Possible operations:

You can assign a recorder ID of a number up to the number of already set recorders plus one (if four are already set, R1 to R4). For example, if R1 only is already assigned to another port, then a change to R1 or a new assignment to R2 are both possible.

Effect of the operation on other ports:

If a recorder ID already in use is assigned, the port to which that recorder ID was assigned becomes undefined.

(2) When changing the recorder ID of a port to which a recorder is set

Possible operations:

You can change the recorder ID to a number preceding the ID currently assigned to the port. For example, for the port to which R3 is assigned, this can be changed to R1 or R2, but for the port to which R1 is assigned, the recorder ID cannot be changed.

Effect of the operation on other ports:

- If there are recorder IDs assigned to other ports, which have numbers greater than the ID that was assigned to this port before the change, then these numbers are shifted backwards in

succession. For example, if the assignment to a port is changed from R2 to R1, then ports to which R3 and R4 are assigned are shifted to R2 and R3.

- When the recorder ID is changed, the port to which the recorder ID was originally assigned becomes undefined.

(3) When changing a port setting from a recorder to a player (or undefined)

Possible operations:

There are not particular conditions or restrictions on operations.

Effect of the operation on other ports:

If there are recorder IDs assigned to other ports that have numbers greater than the recorder ID that was assigned to this port before the change, then these number are moved up sequentially. For example, if the assignment to a port is changed from R2 to undefined, then ports to which R3 and R4 are assigned are shifted to R2 and R3.

GPI Port Settings

Basically, GPI output port related settings are carried out on the switcher. Using settings on the switcher, this software can control a maximum of 32 GPI output ports.

From this software, pressing the F7 (GPI) key in the initialize menu displays a screen in which you can list the settings made on the switcher, and add some setting items. This screen uses a table format, both to display information and to allow input, and each row on the screen corresponds to a particular GPI output port, showing the current values for each setting item.

== GPI PORT SETTING ==						
GPI NO	GPI PORT NO	TYPE	TIMING	WIDTH	REACTION	NAME
1	1-2. 1	┐	F1	1	1	[DSK1 On]
2	1-2. 2	┐	F2	2	2	[DSK2 On]
3	1-2. 3	┐	F1	3	3	[Title1]
4	1-2. 4	┐	F2	4	4	[Title2]
5	1-2. 5	×	F1	-	5	[CG1]
6	1-2. 6	×	F2	-	6	[CG2]
7	1-2. 7	×	ANY	-	7	[]

GPI port setting screen

The details of the displayed items and possible settings are as follows.

Display only items

Display item	Description
GPI NO	This indicates the logical GPI port number set in the switcher DCU Setup, for use by this software.
GPI PORT NO	This indicates the physical GPI port number assigned to the logical GPI port, set in the switcher DCU Setup for use by this software. The display shows, from left to right: (DCU No.)–(Board No.)(Port No.)
TYPE	<p>This indicates the GPI output trigger type set on the switcher, using the following symbols.</p> <p>┐: Indicates a rising edge. ┘: Indicates a falling edge. ×: Indicates an “any” edge.</p> <p>Note When setting on the switcher, it is not possible to set the trigger type to “Status.”</p>
TIMING	<p>This indicates the GPI output trigger timing set on the switcher, as follows.</p> <p>F1: Indicates Field1. F2: Indicates Field2. ANY: Indicates Any.</p>
WIDTH	The GPI pulse width is indicated in field units. If the trigger type is “ANY,” this is invalid and “–” appears.

Notes

On the DCU Setup of the switcher, a logical GPI port number for this software can be set on the multiple physical GPI ports. On the GPI port setting screen, the information on the smallest physical GPI port number is displayed of the physical port numbers with which the same logical GPI port number is assigned.

Items that can be set from this software

Display item	Description
REACTION	When the device connected to the GPI port receives a pulse from the GPI port, this sets the reaction time before the device operations, in frame units. The range of values that can be set is from 0 to 99 frames (default value: 1). The pulse is output in advance of the set event time by the amount of this setting.
NAME	Sets a GPI port name of up to eight characters (default setting: none). You can use alphanumeric characters and symbols.

Notes

On the DCU Setup of the switcher, a logical GPI port number for this software can be set on the multiple physical GPI ports. On the GPI port setting screen, the same reaction time and GPI port name are set for the physical GPI ports with which the same logical GPI port is assigned.

To make GPI port settings

1 Press the INIT key to display the initialize menu.

2 Press the F7 (GPI) key.

The GPI port setting screen appears, and the “►” cursor indicates the first line of the “REACTION” column.

“SELECT GPI PORT ([↑], [↓])” appears on line 1 of the dialog area and the function menu changes as follows.

F1	F2	F3	F4	F5
REACTION	PORT NAME			
F6	F7	F8	F9	F10
			TEST FIRE	CANCEL

3 Use the ↑ (CTRL+8)* and ↓ (CTRL+2)* keys to move the “►” cursor to the row of the GPI port you want to set.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

4 Make the desired settings.

To set the GPI port reaction time:

1) Press the F1 (REACTION) key.

“ENTER REACTION TIME (0-99 FRAME)” appears on the second line of the dialog area.

2) In the scratchpad area, enter a numeric value in the range 0 to 99, and press the ENTER key.

This confirms the entered numeric value, and the “►” cursor moves to the row for the next GPI port. At this point the message does not change, and you can continue to set the reaction time for the next GPI port.

Setting the GPI port name:



- 1) Press the F2 (PORT NAME) key.
“ENTER PORT NAME” appears on the second line of the dialog area.
- 2) Enter the name for the GPI port you want to set, using up to eight alphanumeric or symbol characters, in the scratchpad area, and press the ENTER key.
This confirms the entered name, and the “▶” cursor moves to the row for the next GPI port. At this point the message does not change, and you can continue to set the port name for the next GPI port.

Note

If you press the RET key before pressing the ENTER key, this returns to the GPI port name before the change.

- 5 To continue with other GPI port settings, carry out Steps 3 and 4 for the particular GPI port.

To cancel the settings during the setting process, and return to the Initialize menu:
Press the F10 (CANCEL) key.
- 6 Press the RET key to confirm the settings made up to Step 5.
This closes the GPI port setting screen, and returns to the Initialize menu.
- 7 Press the RET key again to close the initialize menu.
The software returns to the state before the INIT key was pressed in Step 1.

To output a GPI test pulse

You can select a particular GPI port, and output a GPI test pulse from the GPI port.

- 1 Press the INIT key to display the Initialize menu, and press the F7 (GPI) key.
The GPI port setting screen appears.
- 2 Use the ↑ (CTRL+8)* and ↓ (CTRL+2)* keys to move the “▶” cursor to the GPI port from which you want to output a GPI test pulse.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

3 Press the F9 (TEST FIRE) key.

This outputs a GPI test pulse from the selected GPI port.

Menu Display Settings

Pressing the F2 (MENU DISP) key on page 2 of the initialize menu brings up a screen that specifies the area for each displaying the edit data page including the pop-up display, display order of the items in the recorder/source data display, the colors of the edit sources in the graphic display and recorder/source data display, and character color and background color of the menu displays. Details of the settings are as follows.

For details on the setting procedure, see “Common initialize procedures” on page 478.

Setting item	Setting options (“*” indicates default)
1. EDIT INFO POSITION	<p>Sets the area that the effect type display, edit data display, graphic display, and ancillary information display are located in the edit data page.</p> <p>F1 (1ST (TOP)*): The displays are located at the top (first) area of the edit data page.</p> <p>F2 (2ND): The displays are located at the second area of the edit data page.</p> <p>F3 (3RD): The displays are located at the third area of the edit data page.</p> <p>F4 (4TH): The displays are located at the fourth area of the edit data page.</p> <p>F5 (5TH): The displays are located at the lowest (fifth) area of the edit data page.</p>
2. SOURCE POSITION	<p>Sets the area that the recorder/source data display is located in the edit data page.</p> <p>F1 (1ST (TOP)): The display is located at the top (first) area of the edit data page.</p> <p>F2 (2ND*): The display is located at the second area of the edit data page.</p> <p>F3 (3RD): The display is located at the third area of the edit data page.</p> <p>F4 (4TH): The display is located at the fourth area of the edit data page.</p> <p>F5 (5TH): The display is located at the lowest (fifth) area of the edit data page.</p>



Setting item	Setting options ("*" indicates default)
3. DIALOG POSITION	<p>Sets the area that the dialog area is located in the edit data page.</p> <p>F1 (1ST (TOP)): The dialog area is located at the top (first) area of the edit data page.</p> <p>F2 (2ND): The dialog area is located at the second area of the edit data page.</p> <p>F3 (3RD*): The dialog area is located at the third area of the edit data page.</p> <p>F4 (4TH): The dialog area is located at the fourth area of the edit data page.</p> <p>F5 (5TH): The dialog area is located at the lowest (fifth) area of the edit data page.</p>
4. SCROLL POSITION	<p>Sets the area that the EDL display is located in the edit data page.</p> <p>F1 (1ST (TOP)): The display is located at the top (first) area of the edit data page.</p> <p>F2 (2ND): The display is located at the second area of the edit data page.</p> <p>F3 (3RD): The display is located at the third area of the edit data page.</p> <p>F4 (4TH*): The display is located at the fourth area of the edit data page.</p> <p>F5 (5TH): The display is located at the lowest (fifth) area of the edit data page.</p>
5. FUNCTION POSITION	<p>Sets the area that the function menu is located in the edit data page.</p> <p>F1 (1ST (TOP)): The menu is located at the top (first) area of the edit data page.</p> <p>F2 (2ND): The menu is located at the second area of the edit data page.</p> <p>F3 (3RD): The menu is located at the third area of the edit data page.</p> <p>F4 (4TH): The menu is located at the fourth area of the edit data page.</p> <p>F5 (5TH*): The menu is located at the lowest (fifth) area of the edit data page.</p>
6. POPUP POSITION	<p>Sets the area that the pop-up display appears in the edit data page.</p> <p>F1 (UP-LEFT): The display appears at the upper-left area of the edit data page.</p> <p>F2 (LOW-LEFT): The display appears at the lower-left area of the edit data page.</p> <p>F3 (UP-RIGHT*): The display appears at the upper-right area of the edit data page.</p> <p>F4 (LOW-RIGHT): The display appears at the lower-right area of the edit data page.</p>



Setting item	Setting options (“*” indicates default)
7. SOURCE DATA LAYOUT	<p>Sets the display order of the information on the recorder/source data display.</p> <p>F1 (PO-ST-TC*): Information is displayed in the following order: current position on the device, device status, edit data (IN point, OUT point, duration, and initial speed).</p> <p>F2 (TC-PO-ST): Information is displayed in the following order: edit data (IN point, OUT point, duration, and initial speed), current position on the device, device status.</p> <p>F3 (TC-ST-PO): Information is displayed in the following order: edit data (IN point, OUT point, duration, and initial speed), device status, current position on the device.</p> <p>F4 (ST-PO-TC): Information is displayed in the following order: device status, current position on the device, edit data (IN point, OUT point, duration, and initial speed).</p> <p>F5 (ST-TC-PO): Information is displayed in the following order: device status, edit data (IN point, OUT point, duration, and initial speed), current position on the device.</p> <p>F6 (PO-TC-ST): Information is displayed in the following order: current position on the device, edit data (IN point, OUT point, duration, and initial speed), device status.</p>

Setting item	Setting options (“*” indicates default)
8. SOURCE COLOR	<p>Sets whether or not to allow the change to the color of the edit sources in the graphic display and the recorder/source data display.</p> <p>F1 (ON): Allows the change. F2 (OFF*): Prohibits the change.</p> <p>Notes</p> <ul style="list-style-type: none"> When the change is allowed, the color can be changed in “14. EDIT MENU CHAR/BKGD COLOR.” The areas that the color can be changed are as follows: <ul style="list-style-type: none"> All source indications in the graphic display (CUT source, FROM source, TO source, BKGD-A (background A) source, BKGD-B (background B) source, BKGD (background) source, and FRGD (foreground) source) Device ID, reel name, IN point, OUT point, duration, initial speed, and DMC event indication in the recorder/source data display (Other areas are colored according to the settings of each area.) When the change is prohibited, all source indications in the graphic display and recorder/source data display are colored according to the settings of each area. You cannot set the different colors to the indications of the same source in the graphic display and recorder/source data display. However, when the same device ID is set for FROM source and TO source for MIX or WIPE, BKGD-A source and BKGD-B source for MAN, or BKGD source and FRGD source for KEY, they are indicated with different colors in the graphic display. In this case, the color setting is applied only to FROM source, BKGD-A source, and BKGD source indications in the recorder/source data display. The default color setting for CUT source, FROM source, BKGD-A source, and BKGD source is the ninth color in the color palette (R: 0, G: 65, B: 155). The default color setting for TO source, BKGD-B source, and FRGD source is the tenth color in the color palette (R: 120, G: 100, B: 0).



Setting item	Setting options (“*” indicates default)
9. SETTING MENU CHAR COLOR 1	<p>Sets the color of the characters that are initially white in the setup menu, initialize menu, project list, EDL list, and file list by selecting the color in the color palette.</p> <p>F1 (PREV): Selects the next color in the palette. F2 (NEXT): Selects the previous color in the palette. F7 (PALETTE): Opens the color palette setup display (<i>see page 513</i>).</p> <p>Notes</p> <ul style="list-style-type: none">• When you select a color in the palette, the color of “SAMPLE” indication changes.• The color selection is reflected to the display that appears by pressing the PGM PF (CTRL+DISP PF) key.• The default setting is the seventh color in the color palette (R: 230, G: 230, B: 230).
10. SETTING MENU CHAR COLOR 2	<p>Sets the color of the characters that are initially yellow in the setup menu, initialize menu, project list, EDL list, and file list by selecting the color in the color palette.</p> <p>F1 (PREV): Selects the next color in the palette. F2 (NEXT): Selects the previous color in the palette. F7 (PALETTE): Opens the color palette setup display (<i>see page 513</i>).</p> <p>Notes</p> <ul style="list-style-type: none">• When you select a color in the palette, the color of “SAMPLE” indication changes.• The default setting is the third color in the color palette (R: 230, G: 230, B: 31).
11. SETTING MENU CHAR COLOR 3	<p>Sets the color of the characters that are initially red in the setup menu by selecting the color in the color palette.</p> <p>F1 (PREV): Selects the next color in the palette. F2 (NEXT): Selects the previous color in the palette. F7 (PALETTE): Opens the color palette setup display (<i>see page 513</i>).</p> <p>Notes</p> <ul style="list-style-type: none">• When you select a color in the palette, the color of “SAMPLE” indication changes.• The default setting is the first color in the color palette (R: 255, G: 31, B: 31).

Setting item	Setting options (“*” indicates default)
12. SETTING MENU CHAR COLOR 4	<p>Sets the color of the characters that are initially gray in the initialize menu, project list, EDL list, directory list, and file list by selecting the color in the color palette.</p> <p>F1 (PREV): Selects the next color in the palette. F2 (NEXT): Selects the previous color in the palette. F7 (PALETTE): Opens the color palette setup display (<i>see page 513</i>).</p> <p>Notes</p> <ul style="list-style-type: none"> • When you select a color in the palette, the color of “SAMPLE” indication changes. • The default setting is the fourteenth color in the color palette (R: 123, G: 121, B: 123).
13. SETTING MENU BKGD COLOR	<p>Sets the background color of the setup menu, initialize menu, project list, EDL list, directory list, and file list by selecting the color in the color palette.</p> <p>F1 (PREV): Selects the next color in the palette. F2 (NEXT): Selects the previous color in the palette. F7 (PALETTE): Opens the color palette setup display (<i>see page 513</i>).</p> <p>Notes</p> <ul style="list-style-type: none"> • When you select a color in the palette, the background color changes. • The color selection is reflected to the background color of the screen that appears by pressing the PGM PF (CTRL+DISP PF) key. • The default setting is the fifteenth color in the color palette (R: 10, G: 50, B: 70).
14. EDIT MENU CHAR/BKGD COLOR	<p>Sets the character color and background color for each area and for blocks within the area.</p> <p>F1 (CHG COLOR): Opens the background/character color setup display (<i>see page 508</i>). F7 (PALETTE): Opens the color palette setup display (<i>see page 513</i>).</p>

Notes

- If you use the ALL STOP key for setting items “1. EDIT INFO POSITION” to “5. FUNCTION POSITION,” it takes more time until you change the position of areas to suit your preferences. It is recommended that you use the function keys to move the areas in order.
- The background color should be set at a level at which the settings and “SAMPLE” indication are clearly visible.
- When the setup data of earlier versions of this software (prior to version 5.0) is loaded, the background color setting and the display order setting

of information on the recorder/source data display of the loaded data are ignored.

To set background color and character color for each block in the edit data page

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1** Press the INIT key to display the Initialize menu.
- 2** After pressing the F10 (-- 1 --) key, press the F2 (MENU DISP) key.
- 3** Use the ↑ (CTRL+8)*, ↓ (CTRL+2)*, and ENTER keys to move the “▶” cursor to “14. EDIT MENU CHAR/BKGD COLOR,” then press the F1 (CHG COLOR) key.

The background/character color setup display appears.

“SELECT BLOCK ([↑], [↓], [←], [→])” appears on the first line of the dialog area, and “SELECT BG COLOR ([ALL STOP]), CHAR COLOR([SHIFT]+[ALL STOP])” appears on the second line.

- 4** Use the ↑ (CTRL+8)* and ↓ (CTRL+2)* keys to select the area, and use the ← (CTRL+4)* and → (CTRL+6)* keys to select the block in the area.
- 5** Perform the setting.

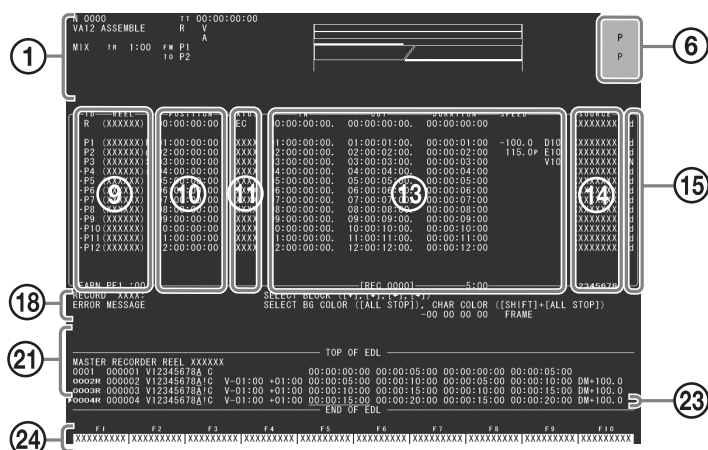
To change the background color of the block:

Press the ALL STOP key repeatedly to select the color that you want to set as the background color from the palette.

The blocks whose background colors can be changed are located as follows.

Note

The circled numbers that indicate the blocks in the illustration below are common to those in the illustration in “To change the character color of the selected block:” on page 510.



The default background color of each block is shown in the table below.

In the table below, colors in the palette are indicated by numbers, starting from color 1 to color 15, from the upper left and towards the lower right of the palette, in horizontal direction.

Number in the display	Explanation of the block	Color in the palette	R	G	B
①	Edit data display, effect type display, graphic display, ancillary display	15	10	50	70
⑥	Pop-up display	6	0	200	240



Number in the display	Explanation of the block		Color in the palette	R	G	B
⑨	Recorder/ source data display	Device being operated, C roll device, device ID, reel name	15	10	50	70
⑩ ¹⁾		Device current position				
⑪ ¹⁾		Device status				
⑬ ¹⁾		Device IN point, OUT point, duration, initial speed, number of DMC events				
⑭		Source name				
⑮		Frame control mode				
⑱	Dialog area					
㉑	EDL display					
㉓	Portion selected by the cursor in the EDL display					
㉔	Function menu					

1) Position changes according to the setting of “7. SOURCE DATA LAYOUT.”

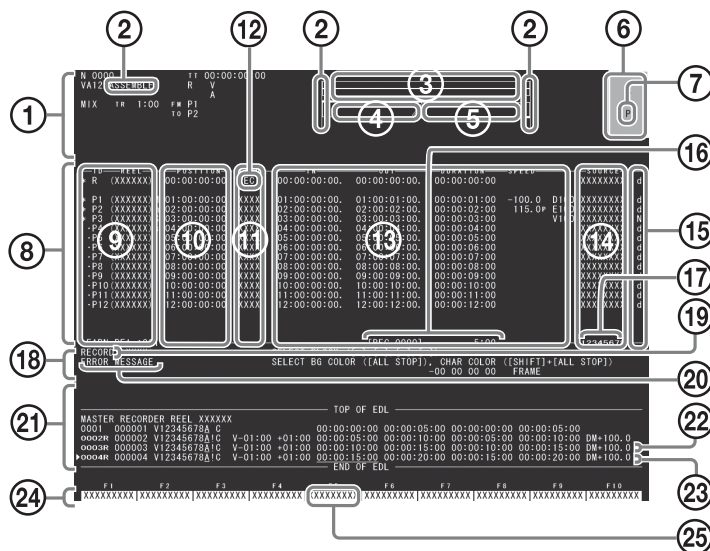
Note

A beep sounds when you select the block whose background color cannot be changed and press the ALL STOP key.

To change the character color of the selected block:

Press the SHIFT+ALL STOP key repeatedly to select the color for the character from the palette.

The blocks whose character colors can be changed are located as follows.



The default character color of each block is shown in the table below. In the table below, colors in the palette are indicated by numbers, starting from color 1 to color 15, from the upper left and towards the lower right of the palette, in horizontal direction.

Number in the display	Explanation of the block		Color in the palette	R	G	B
①	Edit data display, effect type display, graphical display, ancillary information display		7	230	230	230
②	"ASSEMBLE" and "1ST EDIT" indications in the edit data display and red lines in the graphic display		1	255	31	31
③	Graphic display	Error indications	3	230	230	31
④ ¹⁾		A roll graph	9	0	65	155
⑤ ¹⁾		B roll graph	10	120	100	0
⑥	Pop-up display		8	0	0	0
⑦	Gray characters in the pop-up display		14	123	121	123

Number in the display	Explanation of the block		Color in the palette	R	G	B
⑧	Recorder/ source data display	Frame of the display, titles of information, “*” that indicates the device being operated, “.” that indicates the C roll device, PF key indication	7	230	230	230
⑨		Device ID, reel name				
⑩		Device current position				
⑪		Device status display				
⑫		“REC” indication	1	255	31	31
⑬		Device IN point, OUT point, duration, initial speed, number of DMC events	7	230	230	230
⑭		Source name				
⑮		Frame control mode				
⑯		Current position relative to the target point				
⑰ ²⁾		Audio monitor status				
⑱	Dialog area	Whole area	1	255	31	31
⑲		Red characters in the title				
⑳		Error message	3	230	230	31
㉑	EDL display	Whole display	7	230	230	230
㉒		Current edit	3	230	230	31
㉓		Scroll display	7	230	230	230
㉔	Function menu					
㉕ ³⁾	Portion displayed in yellow in the function menu		3	230	230	31

1) The color can be changed only when “8. SOURCE COLOR” is set to “ON.” Color setting of the A roll graph is applied to CUT source, FROM source, BKGD-A source, and BKGD source graphs. Color setting of B roll graph is applied to TO source, BKGD-B source, and FRGD source graphs.

2) This item appears only for the channel that the function to turn on or off the monitor output of that channel is assigned to a key.

3) This item appears only when the function to copy a part of the edit data is assigned to any key that is available and multi mode is selected.

- 6** Repeat steps **4** and **5**, if necessary.
- 7** Press the RET key to end the operation.

The screen for menu display settings resumes. The message in the dialog area and the function menu return to the status before the F1 (CHG COLOR) key was pressed.

Note

If you press the F10 (CANCEL) key after returning to the screen for menu display settings, the settings that you made are canceled.

To change the color in the palette

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1** Press the INIT key to display the Initialize menu.
- 2** After pressing the F10 (-- 1 --) key, press the F2 (MENU DISP) key.
- 3** Use the ↑ (CTRL+8)*, ↓ (CTRL+2)*, and ENTER keys to move the “►” cursor to any setting item from “9. SETTING MENU CHAR COLOR 1” to “14. EDIT MENU CHAR/BKGD COLOR,” then press the F7 (PALETTE) key.

The color palette setup display appears and the color that was selected in the previous setting is scaled up and displayed.

Below the EDIT COLOR indication at the right of the display, the selected color and its R/G/B values are displayed.
 “SELECT PALETTE (↑, ↓, ←, → OR [ENTER])” appears on the first line of the dialog area, and “SELECT FUNCTION” appears on the second line.

F1	F2	F3	F4	F5
EDIT COL				INIT PLT
F6	F7	F8	F9	F10
	RESET PLT		EXIT	

- 4** Use the ↑ (CTRL+8)*, ↓ (CTRL+2)*, ← (CTRL+4)*, → (CTRL+6)*, and ENTER keys to select the color you want to change from the color palette, then press the F1 (EDIT COL) key.

The “►” cursor moves to the RED value.

“SELECT COLOR ([↑], [↓] OR FUNCTION)” appears on the first line of the dialog area, and “ENTER PARAMETER (0-255) OR [←], [→]” appears on the second line.
Function menu changes as follows.

F1	F2	F3	F4	F5
RED	GREEN	BLUE		INIT COL
F6	F7	F8	F9	F10
	RESET COL		EXIT	

- 5** Use the ↑ (CTRL+8)* and ↓ (CTRL+2)* keys or press the F1 (RED), F2 (GREEN), F3 (BLUE) key, or the ENTER key to move the “►” cursor to the R/G/B value that you want to change.
- 6** Enter a value (from 0 to 255) in the scratchpad area and press the ENTER key, or use the ← (CTRL+4)* and → (CTRL+6)* key to increase/decrease the value.
- 7** To change other R/G/B values, repeat steps **5** and **6**.

To revert the selected color to its default setting:

Press the F5 (INIT COL) key.

To revert the selected color to its status at the time the F1 (EDIT COL) key was pressed:

Press the F7 (RESET COL) key.

- 8** Press the F9 (EXIT) key or the RET key to end the operation and return to the color palette setup display.

To return to the screen for menu display settings, press the F9 (EXIT) key or the RET key again.

To revert all colors in the palette to their default settings

In step **4** above, press the F5 (INIT PLT) key instead of pressing the F1 (EDIT COL) key.

The default R/G/B value and the name of each color is shown in the table below.

In the table below, colors in the palette are indicated by numbers, starting from color 1 to color 15, from the upper left and towards the lower right of the palette, in horizontal direction.

Color	Name	R value	B value	G value
1	Red	255	31	31
2	Yellow green	0	230	0

Color	Name	R value	B value	G value
3	Yellow	230	230	31
4	Blue	0	0	230
5	Purple	230	0	230
6	Light blue	0	200	240
7	White	230	230	230
8	Black	0	0	0
9	Indigo blue	0	65	155
10	Gold	120	100	0
11	Pink	240	80	135
12	Green	0	100	25
13	Orange	235	135	30
14	Gray	123	121	123
15	Blue green	10	50	70

Note

To set the background color to the same as that in version 3.0 or earlier of this software, set each value of the color in the palette that you use for the background color to R: 0, G: 90, and B: 110.

To revert all colors in the palette to the status at the time the F7 (PALETTE) key was pressed

In step 4 above, press the F7 (RESET PLT) key instead of pressing the F1 (EDIT COL) key.

To return to the screen for menu display settings

Press the F9 (EXIT) key or the RET key.

Note

If you press the F10 (CANCEL) key after returning to the screen for menu display settings, the settings that you made are canceled.

Keyboard Assignment

You can re-assign the factory-set key functions to different keys to create an arrangement that suits your preferences.



Functions that have no key top notations and certain shortcuts can be assigned to keys, and identical functions can be assigned to multiple keys. Also, functions that you do not use can be de-assigned from the keys.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Notes

- Changing keyboard assignments does not affect the text input.
- When the function of a key with an LED is changed, the LED lights up when the original function of the key is activated, not the function that was newly assigned to the key.
- The function of the following keys cannot be changed or de-assigned. However, the functions can be assigned to other keys to allow use of the same function on multiple keys.
 - F1 to F10 keys
 - ENTER key (except for the ENTER key at the right of numeric keys on the MKS-8050) and RET key
 - INIT key (except for the case that the “INIT” function is assigned to multiple keys)
 - ↑ (CTRL+8)* key, ↓ (CTRL+2)* key, ← (CTRL+4)* key, → (CTRL+6)* key, PG UP (SHIFT+CTRL+8) * key (except for the PG UP (SHIFT+9) key in the MKS-8050), and PG DOWN (SHIFT+CTRL+2) *key¹⁾ (except for the PG DN (SHIFT+3) key on the MKS-8050)
- When you have assigned the “INIT” function to a key other than the original INIT key, be sure to keep track of the position of the key.
- Functions that were re-assigned on the keyboard remain valid when a keyboard of the same type is used (MKS-8050/2050).
- If a different function is assigned to a SHIFT + function key and the function menu for selecting the source for DME, KF, FM, AUX, or COLOR is displayed, the default function of the SHIFT + function key (multiple source selection) becomes active and the assigned function becomes disabled.
- When a function is assigned to a SHIFT + function key, multiple source selection function (DME, KF, FM, AUX, and COLOR) cannot be programmed by using the PGM PF (CTRL+DISP PF) key (page 245).

1) If the functions of these keys are assigned to another key, the automatic input repetition (typematic) function becomes disabled.

To assign a function to a key

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 1 Press the INIT key to display the initialize menu.
- 2 After pressing the F10 (-- 1 --) key, press the F3 (ASIGN KEY) key.

An image of the connected keyboard and a list of system-related assignable functions appear as the initial setting.

Note

When the steps above are performed during the procedure described in “To program a PF key with a sequence of actual edit operation” on page 243 in Chapter 3, PF key programming finishes.

The following message appears in the dialog area.

SELECT NEW FUNCTIONS ([↑], [↓], [←], [→]) AND PRESS
TARGET KEY

PRESS [ENTER] TO ASSIGN NEW FUNCTION TO TARGET
KEY

The function menu changes as follows.

F1	F2	F3	F4	F5
UNDEFINED	STATE	SYSTEM	EDIT	CONTROL
F6	F7	F8	F9	F10
EDL	SOURCE1	SOURCE2		CANCEL

- 3 Select the category that includes the desired function.

Category	Keypress
Functions related to the system	F3 (SYSTEM)
Functions related to editing	F4 (EDIT)
Functions related to device control and execution	F5 (CONTROL)
Functions related to the EDL	F6 (EDL)
Functions related to the source	F7 (SOURCE1) and F8 (SOURCE2)

When you select a category, the list of functions included in the category appears.

Information concerning the pressed key

An image of the connected keyboard



The list of functions

On the list, “@” appears to the left of unassigned function and “#” appears to the left of functions assigned to multiple keys.

- 4** Use the \uparrow (CTRL+8)*, \downarrow (CTRL+2)*, \leftarrow (CTRL+4)*, and \rightarrow (CTRL+6)* keys to move the “►” cursor to the function that you want to assign.

On the keyboard image, the key to which the selected function is assigned is highlighted as “.” When the selected function was assigned to a key in a specific state (SHIFT, CTRL, or SHIFT+CTRL), the SHIFT key, CTRL key or both are highlighted simultaneously. On keys with functions that cannot be assigned, a “” mark appears. On keys that are currently unassigned, a “” mark appear.

Notes

- When there is no need to check the key assignment for the selected function, go to Step 5.

- You can see if the selected function was assigned in a different state (normal, SHIFT, CTRL, or SHIFT+CTRL) by pressing the F2 (STATE) key repeatedly.
- Before selecting the function to be assigned, you can do Step 5 below to select the key to which the function will be assigned.
- When the selected function is assigned to multiple keys in the same state, the respective keys are highlighted in the keyboard image.
- When the selected function is assigned in different key states, the display order of the key states is as follows: normal, SHIFT, CTRL, SHIFT+CTRL.
- When the selected function is not assigned to any key, no keys are highlighted in the keyboard image.
- When F1 to F10, ENTER, RET, UP, DOWN, LEFT, RIGHT, PG UP, or PG DN is selected, the default key is not highlighted since other functions cannot be assigned to keys to which these functions are originally assigned. However, when the function is assigned to another key, the corresponding key is highlighted.
- When INIT is selected, the corresponding key(s) is (are) highlighted as follows:
 - When the “INIT” function is assigned to only one key, that key is not highlighted. This is because other functions cannot be assigned to the “INIT” key when the “INIT” function is assigned to only one key.
 - When the “INIT” function is assigned to multiple keys, all corresponding keys are highlighted.

5 On the keyboard, press the key to which you want to assign the function selected in Step 4.

Information concerning the pressed key appears as follows.

Indication	Meaning
[XXXXXXXXXX]	A function is assigned (XXXXXXXXXX: function name).
[UNDEFINED]	No function is assigned.

Notes

- When no key on the keyboard has been pressed, [NOT SELECT] appears.
- When a key for which function assignment is not allowed is pressed, the following occurs.

Keypress	Results
F2 to F8, ↑ (CTRL+8)*, ↓ (CTRL+2)*, ← (CTRL+4)* and → (CTRL+6)*	Information concerning the keys used in the operation described in Steps 3 and 4 is not updated.
F1, F10, ENTER ¹⁾ , RET	Operations described in Steps 6 and 8 below and procedure in <i>"To de-assign a functions from a key" on page 521</i> are carried out.
F9, INIT ²⁾ , PG UP ³⁾ (SHIFT+CTRL+8)*, PG DN ⁴⁾ (SHIFT+CTRL+2)*	[NOT SELECT] appears.

1) Except for the ENTER key at the right of numeric keys on the MKS-8050

2) Except for the case that the "INIT" function is assigned to multiple keys

3) Except for the PG UP (SHIFT+9) key on the MKS-8050

4) Except for the PG DN (SHIFT+3) key on the MKS-8050

- The key to which the function is assigned can be changed as many times as necessary until the ENTER key is pressed in Step 6 below.

6 Press the ENTER key.

Notes

- The ENTER key at the right of numeric keys on the MKS-8050 cannot be used.
- If "[NOT SELECT]" appeared in Step 5, a beep sounds when the ENTER key is pressed and the function is not assigned to the key.

The selected function is temporarily assigned to the key and information concerning the pressed key is updated.
On the function list, if "@" appeared to the left of the function name, this mark disappears, and if the function has already been assigned to another key, "#" appears to the left of the function name.
In the keyboard image, the key on which the function is assigned is highlighted.

7 If necessary, repeat Steps 3 to 6 to assign another function to a key.

8 Press the RET key.

All settings are entered and the display reverts to the initialize menu.

To cancel the assignment of a function to a key

Before pressing the RET key in Step 8, press the F10 (CANCEL) key. The settings are discarded and the display reverts to the initialize menu.

To de-assign a functions from a key

In Step 6 of the procedure in “To assign a function to a key” (page 520), press the F1 (UNDEFINED) key instead of the ENTER key.

Information displayed for the key pressed in Step 5 changes to “[UNDEFINED].”

When the SHIFT + function key to which a function has been assigned was pressed in Step 5, the displayed information reverts to “[SHIFT + Fn].”

Displayed information does not change for the key with no function assigned.

To restore the initial key assignment

Initialize the settings.

For details, see “Initializing the Settings” on page 521.

Initializing the Settings

You can initialize the settings (return them to their defaults) for each area in the initialize menu. You can also initialize all settings in a single operation.

To initialize the settings of a specific area or all the settings

1 Press the INIT key to display the initialize menu.

2 Press the F9 (DEFAULT) key.

“RECALL DEFAULT SETTING, SELECT AREA” appears on the first line of the dialog area.



The function menu changes as follows.

F1	F2	F3	F4	F5
SYSTEM	EXECUTION	EDL	ASSIGN1	ASSIGN2
F6	F7	F8	F9	F10
ASSIGN3	GPI	AUX	ALL	-- 1 --

When the F10 (-- 1 --) key is pressed, the function menu changes to page 2 as follows.

F1	F2	F3	F4	F5
PF KEY	MENU DISP	ASIGN KEY		
F6	F7	F8	F9	F10
				-- 2 --

When the F10 (-- 2 --) key on page 2 is pressed, the function menu returns to page 1.

3 Select the area of the settings you want to initialize.

To initialize the settings of a specific area

Press one of the function keys (except F9 and F10 on page 1 and F10 on page 2) that corresponds to the area.

Note

When the F8 (AUX) key on page 1 is pressed, the device parameter setup will be initialized.

See “Device Parameter Settings” on page 525.

To initialize all the settings in the initialize menu:

Press the F9 (ALL) key on page 1.

After you press the key, a message appears on the second line of the dialog area to confirm whether or not to initialize the settings.

INITIALIZE XXXXX, PRESS [STORE] TO EXECUTE

└── The name of the specified area appears here.

4 Press the STORE (CTRL+7)* key to initialize the settings of the area selected in Step 3.

The settings are initialized and the message on the second line of the dialog area disappears.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

- 5** Repeat Steps **3** and **4** if you want to initialize the settings of another area.

This operation is not necessary if you pressed the F9 (ALL) key in Step **3**.

- 6** Press the RET key to end the initialize operation.

The initialize menu reappears.

- 7** Press the RET key again to close the initialize menu.

The software returns to the state before the INIT key was pressed in Step **1**.

Clearing the EDL

You can clear all edit data already registered in the EDL currently being edited in a single operation. When you clear the EDL a new edit data page for edit number 0001 appears, and you can start new editing operations.

To clear the EDL currently being edited

- 1** Press the INIT key to display the Initialize menu.
- 2** After pressing the F10 (-- 1 --) key, press the F1 (CLEAR EDL) key.
“CLEAR WHOLE EDL, PRESS [STORE] TO EXECUTE” appears in the dialog area.
- 3** Press the STORE (CTRL+7)* key.

This clears edit data already registered in the EDL currently being edited, and a new edit data page appears.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

To cancel clearing the EDL

Before Step **3**, press the RET key. This closes the Initialize menu, and the software returns to the state before the INIT key was pressed in Step **1**.

To undo the effect of clearing the EDL

Press the UNDO (SHIFT+BS)* key.

For details, see “Undoing Changes to the EDL” on page 379 in Chapter 5.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Device Parameter Settings

This section describes the AUX menu which comprises parameter settings for specific VTR/DDR devices. Change parameters as required during editing.

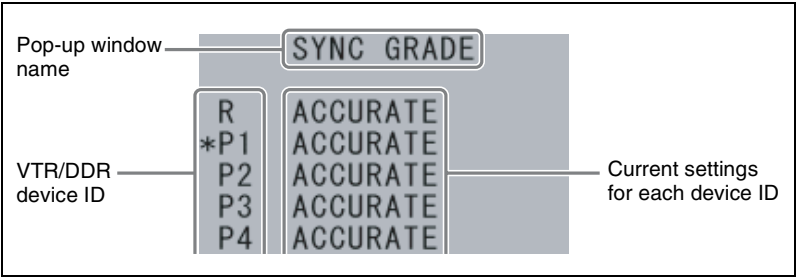
Device Parameter Setup Overview and Common Procedures

About the AUX menu

When you press the AUX key, the function menu changes as follows.

F1	F2	F3	F4	F5
SYNC TIME	TC SOURCE	SYNC GRDE	SRC DISP	TC JUMP
F6	F7	F8	F9	F10
MASTR/SUB	TEMP XPT	FRM CTRL	DMC RANGE	

This is called the AUX menu. Pressing one of the function keys brings up a pop-up window of setting items. For example, if you press the F3 (SYNC GRADE) key, the following pop-up window appears.



On this pop-up display, you can check and change the current setting for each VTR/DDR.

Common device parameter setting procedures

- 1 Press the AUX key to bring up the AUX menu.
- 2 Press the function key for the item you want to set.

The pop-up window for the respective key appears.

Depending on the setting item, a message appears in the dialog area and the function menu may change.

Note

If you press the AUX key while the pop-up window is displayed, the window closes and the AUX menu appears again.

- 3 Use the monitor/source select keys to select the device.

An asterisk (“*”) appears next to the device ID of the selected device.

- 4 Make the desired setting.

Depending on the function key pressed in Step 2, the following operations can be carried out.

Keypress	Operation
F1 (SYNC TIME)	Select the desired setting with the function keys, or enter the numeric value you want to register. <i>For details, see “Sync Time Settings” on page 527.</i>
F2 (TC SOURCE)	Select the desired setting with the function keys. The setting is established as soon as the function key is pressed. <i>For details, “Timecode Source Setting” on page 529.</i>
F3 (SYNC GRADE)	Select the desired setting with the function keys. The setting is established as soon as the function key is pressed. <i>For details on available selections, see “Sync Grade Settings” on page 530.</i>
F4 (SRC DISP)	Select the desired setting with the function keys. <i>For details on available selections, see “Source Display Settings” on page 532.</i>
F5 (TC JUMP)	Select the desired setting with the function keys. <i>For details on available selections, see “Timecode Jump Settings” on page 533.</i>

Keypress	Operation
F6 (MASTR/SUB)	Select the desired setting with the function keys. <i>For details on available selections, see “Master/Sub Setting” on page 534.</i>
F7 (TEMP XPT)	Select the desired setting with the function keys, then enter a value if necessary. <i>For details on available selections, see “Temporary Crosspoint Setting” on page 537.</i>
F8 (FRM CTRL)	Select the desired setting with the function keys. <i>For details on available selections, see “Frame Control Mode Setting” on page 539.</i>
F9 (DMC RANGE)	Select the desired setting with the function keys, then enter a value if necessary. <i>For details on available selections, see “DMC Range Setting” on page 541.</i>

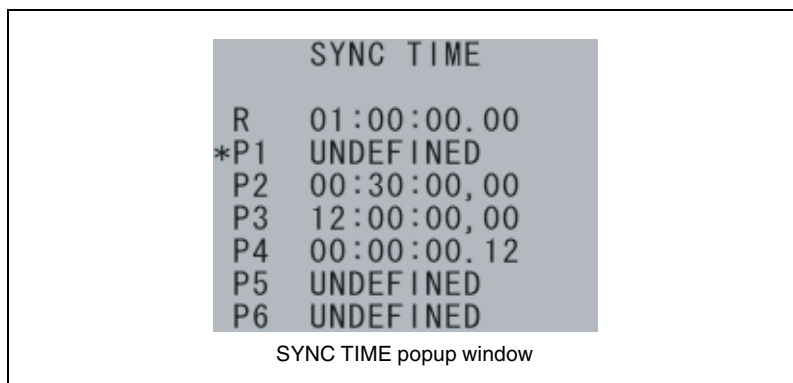
5 Repeat Steps **3** and **4** for all devices that you want to set.

6 Press the RET key to terminate the setting.

The system returns to the condition before Step **1**.

Sync Time Settings

The SYNC TIME popup window (displayed by pressing the AUX key → F1 key) allows you to register the sync time for each device. Register the sync time when you want to fix the relative timecode relationship among multiple devices.



The sync time only has a significance when two or more devices are registered. For example, when the IN points of two devices in the current edit are registered as sync times, then you can make settings so that when one IN point is changed the other IN point preserves the original positional relationship, or so that by merely setting one IN point on a separate edit the other IN point is set so as to be in the positional relationship registered as the sync time. You can register the sync time for each of devices R, and P1 to P12.

Enter the numeric value you want to register in the scratchpad area, and press the ENTER key to set the sync time for the selected source.

For details of relative positioning of a device timecode using registered sync time data, see “Setting IN Points Based on the Sync Time” on page 229 in Chapter 3.

Details on the setting selections are as follows.

Selection	Description (operation when selected)
F1: UNDEFINED	This clears any sync time currently registered for the device, returning it to the unregistered state (UNDEFINED).
F2: STORE	If there is an IN point set for the target device in the currently displayed edit, then that IN point is registered as the sync time. If no IN point is set, this is unregistered (UNDEFINED).

Notes

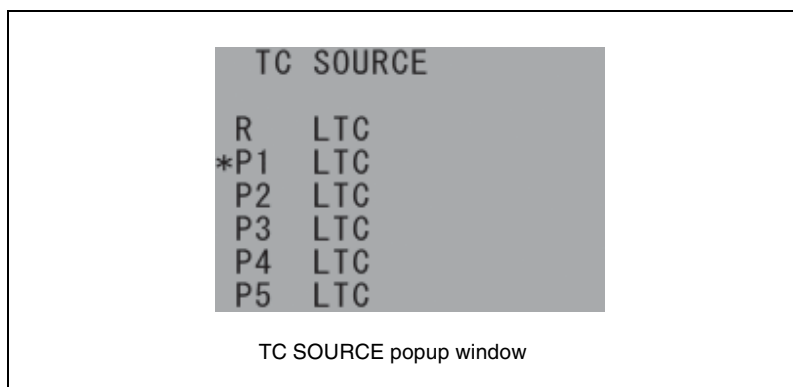
- The “<” cursor flashes at the left of the IN point indication of the target device.

- The default setting for all devices (R, and P1 to P12) is “UNDEFINED.”
- The operation of the F2 (STORE) key here applies the sync time to the single current device only, but using a different method, you can register the timecode of multiple devices as the sync time in a single operation.

For details, see “To register the current timecode as the sync time” on page 231 in Chapter 3.

Timecode Source Setting

In the TC SOURCE popup window (displayed by pressing the AUX key → F2 key), the timecode source for each device (VTR) can be set.



Details on the setting selections are as follows.

Selection	Description (operation when selected)
F1: LTC	LTC (Longitudinal Time Code) is used as the timecode source. When the compensation data is returned from the VTR, it is used as the timecode source.
F2: LTC:VITC	LTC or VITC (Vertical Interval Time Code) (the one that the VTR returns) is used as the timecode source. When the compensation data is returned from the VTR, it is used as the timecode source.
F3: VITC	VITC is used as the timecode source.
F4: CTL	The CTL counter on the VTR is used as the timecode source. The counter of the VTR can be adjusted or reset at this time. When CTL is selected, “C” appears to the right of the timecode indication on the VTR.

For details on the setting procedure, see “Common device parameter setting procedures” on page 526.

Notes

- The default setting for all devices (R, P1 to P12) is “LTC.”
- Set the timecode other than VITC for the recorder.
- If LTC and VITC do not match when VITC is selected, cueing up on the device and automatic execution is not carried out properly.
- The timecode source setting is used for the TC Source setting in the switcher DCU setup. When this setting is changed in this software, the setting on the switcher automatically changes. Also, when the setting is changed on the switcher, the setting on this software changes.

To temporarily set the CTL as the timecode source

When the timecode source is set to “LTC” or LTC:VITC,” the source can be changed temporarily to “CTL.”

Select the device for which you want to change the timecode source, and press the CTL/TC¹⁾ (CTRL+F/TC) key.

Each press of the button toggles the timecode source selection between “CTL” or “TC” (the “LTC” or “LTC:VITC” that is currently set as the timecode source).

Conditions related to a change in timecode source

- When the timecode source of the VTR is set to “CTL,” pressing on the CTL/TC¹⁾ (CTRL+F/TC) key has no effect.
- The timecode source can be changed on VTRs subject to automatic execution only when automatic execution is not in progress.

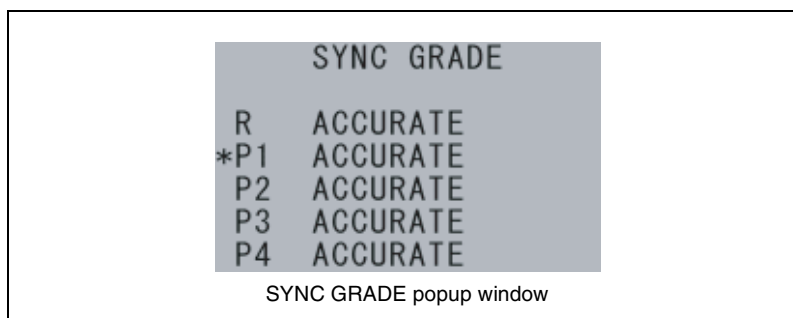
1) This function has no keytop notation.

Note

Temporarily changing the timecode source to CTL as described above does not affect the timecode source settings or display. When the system is turned off and on again, the timecode source setting resumes.

Sync Grade Settings

The SYNC GRADE pop-up window (displayed by pressing the AUX key → F3 key) allows you to set the phase accuracy for each VTR/DDR.



For information on the setting procedure, see “Device Parameter Setup Overview and Common Procedures” on page 525.

Details on the setting selections are as follows.

Selection	Description (operation when selected)	Status display
F1: ACCURATE	Preroll is carried out and sync accuracy is adjusted to ± 0 frames. If this cannot be achieved after 3 preroll repeats, editing is carried out at the “+/- 1F” setting.	SYNC1
F2: +/- 1F	Preroll is carried out and sync accuracy is adjusted to ± 1 frames. If this cannot be achieved after two preroll repeats, editing is carried out at the “ROUGH” setting.	SYNC2
F3: ROUGH	Preroll is carried out and sync accuracy adjustment is completed at the first match. If this cannot be achieved after two preroll repeats, editing is carried out at the “PRL&PLAY” setting.	SYNC3
F4: PRL&PLAY	No sync accuracy adjustment is carried out. The system performs preroll and then switches to playback mode.	—
F5: PLAY	No sync accuracy adjustment or preroll is carried out. When this setting is selected, you must first manually cue up the preroll point.	—
F6: MANUAL	All tape travel operations including preroll and playback are carried out manually.	—

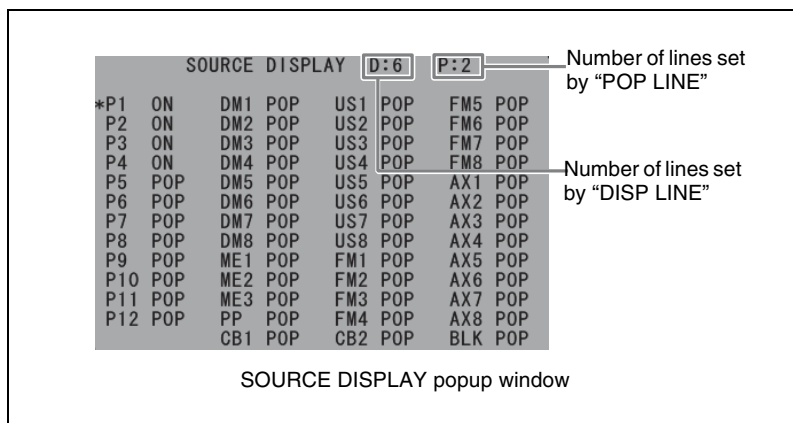
Notes

- The default setting for all device IDs (R, P1 to P12) is “ACCURATE.”

- The “Status display” value shown of the table shows the status message that appears in the “STATUS” column of the recorder/source data display while sync adjustment is carried out.
- The setting can be changed to the target device if the device type is set to DDR by the switcher, but since no actual sync adjustment is carried out, the F1 to F4 settings do not have a different effect.

Source Display Settings

The SOURCE DISPLAY popup window (displayed by pressing the AUX key → F4 key) allows you to set the display conditions for source in the recorder/source data display.



For details on the setting procedure, see “Device Parameter Setup Overview and Common Procedures” on page 525.

Details on the various settings are as follows.

Selection	Description (operation when selected)
F1: ON	The source is always displayed. The display order of the sources is as follows: P1-P12 → DM1-DM8 → ME1-ME3 → PP → US1-US8 → FM1-FM8 → AX1-AX8 → CB1-CB2 → BLK. The actual number of lines on which sources set to “ON” can be displayed is obtained by subtracting “POP LINE” from “DISP LINE.” If number of “ON” sources exceeds the actual number of lines, the excess sources are treated as “POP-UP.”

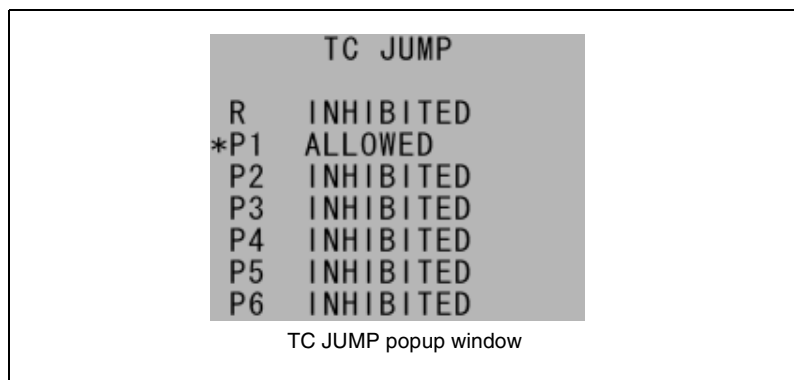
Selection	Description (operation when selected)
F2: POP-UP	If the source does not appear in the recorder/source data display when you press the monitor/source select key corresponding to the source, it appears as the last of the popup lines. If there are no blank popup lines, all the popup lines move up and the first popup line disappears.
F3: OFF	The source is not displayed.
F4: DISP LINE	Sets the total number of lines for the display of sources (including popup lines). An integer from 3 to 22 can be entered. The default is 6.
F5: POP LINE	Sets the number of popup lines for the display of sources. An integer from 1 to 22 can be entered. The default is 2.

Note

When the settings are initialized, the popup window returns to the status illustrated above.

Timecode Jump Settings

The TC JUMP popup window (displayed by pressing the AUX key → F5 key) allows you to make settings on automatic sync adjustment by using the CTL recorded on the tape when the portion with discontinuous timecode (timecode jump) is detected in order to carry out editing.



For details on the setting procedure, see “Device Parameter Setup Overview and Common Procedures” on page 525.

Details on the settings are as follows.

Setting	Description (operation when selected)
F1:INHIBITED	Automatic sync adjustment is not carried out.
F2:ALLOWED	Automatic sync adjustment is carried out. When the automatic execution is in progress, the IN point is first cued up by referring to the timecode. Then, preroll start point is cued up by referring to the CTL. When the discontinuation of the timecode (timecode jump) is detected between the IN point and the preroll start point, automatic sync adjustment takes place by using the CTL. After that, timecode source returns to the timecode recorded on the tape. After automatic execution finishes, "TIMECODE JUMP FOUND" appears in the dialog area.

Conditions for automatic sync adjustment

- Timecode must increase toward the end of the tape even in the portion where the timecode discontinuation is detected.
- CTL must be recorded continuously in the portion where the timecode discontinuation is detected.

Notes

- Default setting on all device IDs (R and P1 – P12) are "INHIBITED."
- The recorder can be set to "ALLOWED."

Master/Sub Setting

The MASTER/SUB popup window (displayed by pressing the AUX key → F6 key) allows you to register master/sub relationship for each device. Also, sync time can be registered to each device.

```

MASTER/SUB
R    UNDEF INED
*P1  MASTER
P2   SUB
P3   master
P4   sub
P5   UNDEF INED
P6   UNDEF INED

```

MASTER/SUB popup window

For details on the setting procedure, see “Device Parameter Setup Overview and Common Procedures” on page 525.

When an IN point is set on a master or sub device, the IN point can be automatically set on other master/sub devices while keeping sync time relationship among these devices.

Also, when a master device is used for previewing, recording, or cueing up, other master/sub devices are controlled automatically. At this time, the master/sub devices are operated so that they keep relationship specified as sync times for individual devices.

Sync time can also be registered by using the SYNC TIME popup window (displayed by pressing the AUX key → F1 key) (page 527) or the SY-TIME (CTRL+SET IN) key (page 230).

Details on the settings are as follows.

Setting	Description (operation when selected)
F1:MASTER	Sets the device attached with * in the MASTER/SUB popup window as a master device. For the master device, “M” appears at the left of the POSITION indication on the recorder/source data display and “MASTER” appears in the popup window. When the device is a subject to the auto time track function (page 172), the function is not applied to that device.

Setting	Description (operation when selected)
F2:SUB	Sets the device attached with * in the MASTER/SUB popup window as a sub device. For the sub device, “S” appears at the left of the POSITION indication on the recorder/source data display and “SUB” appears in the popup window. When the device is a subject to the auto time track function (<i>page 172</i>), the function is not applied to that device.
F3:UNDEFINED	Cancels the master/sub setting for the device attached with * in the MASTER/SUB popup window. “M,” “S,” “m,” or “s” at the left of the POSITION indication on the recorder/source data display disappears and “UNDEFINED” appears in the popup window.
F4:ENBL/DSBL	Enables/disables the master/sub operation for the device attached with * in the MASTER/SUB popup window. Each press of the F4 (ENBL/DSBL) key switches the setting. When disabled, “M” or “S” at the left of the POSITION indication on the recorder/source data display changes to “m” or “s” and “MASTER” or “SUB” in the popup window changes to “master” or “sub.”
F6:ST SY-TIM	The IN point is registered as the sync time (<i>page 527</i>) for each device. Sync times are set on all devices on which the IN point is set. “UNDEFINED” appears in the SYNC TIME popup window for the devices on which the IN point is not set. For the TO source of an A/B roll edit, the value subtracting duration of the FROM source from the IN point is registered.
F7:AL EN/DIS	Enables/disables the master/sub operation for all devices. When all devices are enabled, pressing this key disables all devices. Pressing this key when one or more devices are disabled, all devices are enabled.

Notes

- When the switcher system is started up or the contents of the edit data page is cleared by pressing the CLR ALL (CTRL+CLEAR)* key, master/sub setting on all devices are set to “UNDEFINED.”
- When an edit is newly registered, master/sub setting is carried forward to the new edit page.
- Master/sub setting on the device set as an edit source is registered in the EDL. When an edit is recalled, its master/sub setting appears at the left of the POSITION indication on the recorder/source data display and the MASTER/SUB popup window.
- When “M/S SOURCE STORE” of the EDL area in the initialize menu is set to “ON” and a master device is an edit source, other master devices and sub devices are registered in the EDL as additional sources.

- Depending on the conditions, an IN point can be automatically set in the following cases.
 - A master or sub device is set.
 - Calculated timecode is entered as an IN point.
 - Duration of the FROM source is entered for A/B roll editing.
 - Key delay is entered for key editing.
 - An edit is registered and a new edit data page is displayed.
- When the sync time setting is “UNDEFINED,” the sync time is treated as “00:00:00:00.”
- When the IN point on a master or sub device is set by using a track function (except for the time track function), automatic setting of an IN point on other master/sub devices cannot be carried out.
- Device with which the initial speed is set operates at the specified speed even in automatic control using the master/sub setting.
- Automatic control using the master/sub setting does not take place on the recorder when player preview is carried out.
- Automatic control using the master/sub setting does not take place when recorder preview, review, or sync play is carried out.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

To set the IN point as the sync time

- 1** Press the F6 (ST SY-TIM) key.

A message “STORE SYNC TIME, PRESS [ENTER]” appears in the dialog area and the “<” cursor flashes at the left of the device IN point indication corresponding to the device to be used on the recorder/ source data display.

- 2** Press the ENTER key,

The IN point is registered as the sync time.

Temporary Crosspoint Setting

The TEMPORARY XPT popup window (displayed by pressing the AUX key → F7 key) allows you to temporarily change the switcher V/K Pair number and crosspoint of the audio mixer specified to R1, P1-P12, AX1-AX8, or BLK that is set with ASSIGN1/2/3 areas in the initialize menu. The temporarily changed settings are called temporary crosspoint.

TEMPORARY XPT			
[SWER]			
R1	2	AX1	21
*P1	33#	AX2	22
P2	4	AX3	23
P3	5	AX4	24
P4	6	AX5	25
P5	7	AX6	26
P6	8	AX7	27
P7	9	AX8	28
P8	10	BLK	1
P9	11		
P10	12		
P11	13		
P12	14		

TEMPORARY XPT popup window

For details on the setting procedure, see “Device Parameter Setup Overview and Common Procedures” on page 525.

This function is useful, for example, when VTR output is usually input directly to the switcher system and you want to use the VTR output as another input through the external device, or when you want to temporarily expand players and auxiliary devices.

Temporary crosspoint settings are stored to the EDL for each edit.

Therefore, during auto-assembly, the settings at the time of creation of the EDL are reproduced.

When temporary crosspoint is set, monitor or source selection, previewing, and recording are carried out according to the temporary crosspoint settings. “#” appears at the right of value of the device to which the temporary crosspoint is set.

Details on the settings are as follows.

Setting	Description (operation when selected)
F1:SWER	Sets the switcher V/K Pair number. When the F1 (SWER) key is pressed, “[SWER]” appears under “TEMPORARY XPT” in the popup window.
F2:MIXER	Sets the crosspoint of the audio mixer. When the F2 (MIXER) key is pressed, “[MIXER]” appears under “TEMPORARY XPT” in the popup window.

Setting	Description (operation when selected)
F9:INIT SWER	Initializes the temporary crosspoint settings of the switcher. Press the F9 (INIT SWER) key, then press the ENTER key to clear all the temporary crosspoint settings. When the settings are cleared, original settings made with ASSIGN1/2/3 areas in the initialize menu appear in the popup menu.
F10:INIT MXER	Initializes the temporary crosspoint settings of the mixer. Press the F10 (INIT MXER) key, then press the ENTER key to clear all the temporary crosspoint settings. When the settings are cleared, original settings made with ASSIGN1/2/3 areas in the initialize menu appear in the popup menu.

Notes

- Temporary crosspoint cannot be set to the R2, R3, and R4.
- Temporary crosspoint settings are valid only on the edit data page currently displayed. However, when the crosspoint settings are made to the new edit data page and the new edit is stored to the EDL, temporary crosspoint settings are continued on the next new edit data page.
- When temporary crosspoint settings are changed on the edit that is already stored to the EDL, EDL does not change unless the edit is modified and re-stored to the EDL.
- When the switcher system is started up or the contents of the edit data page is cleared by pressing the CLR ALL (CTRL+CLEAR)* key, temporary crosspoint settings for all devices are initialized.

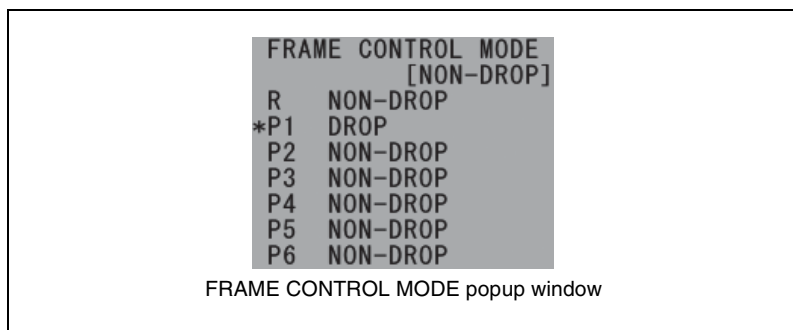
* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Frame Control Mode Setting

The FRAME CONTROL MODE popup window (displayed by pressing the AUX key → F8 key) allows you to specify the frame control mode (drop frame mode or non-drop frame mode) for each VTR with no tape loaded.

Note

Settings can be made only when the frame rate is set to 60, 59.94, 30, or 29.97 on the switcher control panel.



For details on the setting procedure, see “Device Parameter Setup Overview and Common Procedures” on page 525.

Details on the settings are as follows.

Setting	Description (operation when selected)
F1:DROP	Specifies drop frame mode for the selected device.
F2:NON-DROP	Specifies non-drop frame mode for the selected device.

Setting results are reflected at once to the relating operation screens as well as the FRAME CONTROL MODE popup window. However, if the tape is loaded in the VTR, the setting is replaced by the frame control mode specified to the tape.

Notes

- If you specify the frame control mode for a VTR with the tape loaded, the frame control mode setting of the timecode recorded on the tape is read into the popup window. To avoid this and specify the frame control mode of the VTR independent of the timecode recorded on the loaded tape, turn the VTR off or eject the tape before making this setting.
- When the switcher system is started up or the contents of the edit data page is cleared by pressing the CLR ALL (CTRL+CLEAR)* key, the setting on “FRAME CONTROL MODE” included in the SYSTEM area of the initialize menu are applied to all the VTRs.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

DMC Range Setting

The DMC RANGE popup window (displayed by pressing the AUX key → F9 key) allows you to set the range of playback speed of variable playback or manual override. The settings can be made for each of R, P1 to P12, DM1 to DM8, ME1 to ME3, and PP.

	DMC RANGE			
	REV	FWD	SLOW	SCAN
*R	- 100	+ 300	+ 20	+200
P1	+ 0	+ 200	+ 50	+150
P2	- 50	+ 150	- 20	+ 40
P3	-5000	+5000	-999	+999
P4	- 100	+ 300	+ 20	+200
P5	- 100	+ 300	+ 20	+200
P6	- 100	+ 300	+ 20	+200
P7	- 100	+ 300	+ 20	+200
P8	- 100	+ 300	+ 20	+200
P9	- 100	+ 300	+ 20	+200
P10	- 100	+ 300	+ 20	+200
P11	- 100	+ 300	+ 20	+200
P12	- 100	+ 300	+ 20	+200

DMC RANGE popup window

For details on the setting procedure, see “Device Parameter Setup Overview and Common Procedures” on page 525.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.

Details on the settings are as follows.

Setting	Description (operation when selected)
F1:REV(REW)	<ul style="list-style-type: none">• Sets the lowest speed obtained when the search dial in variable mode is turned counterclockwise. This item can be set in units of %.• Sets the variable playback speed that is applied when the REW key is pressed while manual override is being carried out for DMC editing. This item can be set in units of %. <p>The settable range is –5000% to current FWD(FF) setting. However, the speed below –100% cannot be obtained by turning the search dial. The default values for all devices are –100%.</p>



Setting	Description (operation when selected)
F2:FWD(FF)	<ul style="list-style-type: none">• Sets the highest speed obtained when the search dial in variable mode is turned clockwise. This item can be set in units of %.• Sets the variable playback speed that is applied when the FF key is pressed while manual override is being carried out for DMC editing. This item can be set in units of %. <p>The settable range is current REV(REW) setting to +5000%. However, the speed above +300% cannot be obtained by turning the search dial. The default values for all devices are +300%.</p>
F3:SLOW	<p>Sets the variable playback speed that is applied when the SLOW (SHIFT+JOG)* key is pressed. This item can be set in units of %.</p> <p>The settable range is –999% to +999%. The default values for all devices are +20%.</p>
F4:SCAN	<p>Sets the variable playback speed that is applied when the SCAN (SHIFT+VAR)* key is pressed. This item can be set in units of %.</p> <p>The settable range is –999% to +999%. The default values for all devices are +200%.</p>

Notes

- Entering a signed value does not increase or decrease the current setting. The entered value is set as is. A value with no sign is treated as a positive value. When –0 is entered, it is treated as +0.
- The REV(REW) setting does not affect the playback speed when the search dial is turned clockwise. Also, the FWD(FF) setting does not affect the playback speed when the search dial is turned counterclockwise. For instance, when REV(REW) is set to +50% and FWD(FF) is set to +150%, playback speed can be changed between +50% and +150%. Therefore, at the speed below +50%, playback speed can only increase, and playback speed can only decrease at the speed above +150%. If REV(REW) and FWD(FF) are set to the same value, playback speed cannot increase or decrease after reaching the specified speed.
- The DMC range setting does not affect the relationship between the rotation angle and the speed of the search dial.

About the playback speed when multiple sources are selected

- When controlling the variable speed playback manually, the largest REV(REW) setting and the smallest FWD(FF) setting are effective on all the selected sources. For instance, when REV(REW) is set to –100% and

FWD(FF) is set to +150% on P1 and REV(REW) is set to +50% and FWD(FF) is set to +300% on P2, playback speed on both the P1 and P2 can be changed between +50% and +150%. However, when the largest REV(REW) setting is smaller than the smallest FWD(FF) setting, the VAR key does not work and the search dial cannot be used in variable mode.

- The variable speed playback by using the SCAN (SHIFT+VAR)* key or the SLOW (SHIFT+JOG)* key is carried out according to the variable speed setting on each device.
- Manual override in DMC editing is carried out by the playback speed setting of the device that is selected last, no matter what key is pressed to conduct the variable speed playback (REW, FF, SLOW (SHIFT+JOG)*, or SCAN (SHIFT+VAR)* key).

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564 of Appendix.



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Managing Error Messages

This section first describes the basic treatment of error messages (how to delete error messages). It then lists the messages and graphical displays that appear when an error occurs, with the meaning of each error and how to deal with it.

General Management of Error Messages

If an error occurs during operation, an error message appears in the dialog area.



```
PREVIEW:  
ASSIGN LOGICAL ID, P1 P2
```

To delete an error message

Press the RET (SHIFT + ENTER)* key or ENTER key.

In the case of an error in an input value (ENTRY ERROR), pressing the RET (SHIFT +ENTER)* key deletes the error message, and simultaneously clears the value entered in the scratchpad area.

* The key allocation on the MKS-8050 is different. See “Key Function List” on page 564.

Notes

- In the case of an error relating to an input value, when you start entering a numeric value or similar, the error message is simultaneously deleted, and new entry to the scratchpad area starts.
- In the case of an error relating to an input value, the error may not disappear if you press the ENTER key.

List of Error Messages

No.	Error message	Meaning	Treatment
1	ASSIGN LOGICAL ID, XX YY...	The device ID used for preview or recording is not assigned to a device port (DCU PORT). (XX YY... shows the device ID relating to the error.)	In the Initialize menu device assignment settings, check the setting of the device ID.
2	CANNOT CONVERT BASE	A split point is within the range of a transition, or straddles a transition, so that CONVERT BASE cannot convert the split base.	Move the split IN point position before the transition start point, and the split OUT point position after the transition end point, then retry CONVERTBASE.
3	CANNOT EXECUTE	<ul style="list-style-type: none"> An attempt was made to record by using the device whose type is "DDR VDCP" An attempt was made to record to a frame memory while recording to a frame memory is taking place through the switcher operation. 	<ul style="list-style-type: none"> Do not use the device whose type is "DDR VDCP" as the recorder. After recording finishes on the switcher, record to a frame memory.
4	CANNOT EXECUTE, FRAME RATE MISMATCH	When loading an EDL or registering edits, the frame rate of the EDL or edits does not match the frame rate of the system.	Check the frame rate of the system and EDL.
5	CANNOT EXECUTE, ILLEGAL SOURCE	FMn ("n" indicates a number from 1 to 8.) is selected as a source when attempting to record to a frame memory,	Deselect the frame memory as a source.
6	CANNOT EXECUTE IN NEW PAGE	The CRCT (SHIFT+7)* or the F4 (APPEND) key was pressed in a new edit data page.	<ul style="list-style-type: none"> Press the STORE (CTRL+7)* key to register edit data in a new edit data page. Display the edit following the gap in the edit data page and press the F4 (APPEND) key.
7	CANNOT EXECUTE IN RECALL PAGE	An attempt was made to carry out fly editing while the edit data recalled from the EDL is displayed.	Carry out fly editing while a new edit data page is displayed.

No.	Error message	Meaning	Treatment
8	CANNOT EXECUTE IN TOP PAGE	F4 (APPEND) key was pressed when the first edit in the EDL is displayed in the edit data page.	Display the edit following the gap in the edit data page and press the F4 (APPEND) key.
9	CANNOT LOAD FILE(S), XX YY...	The file could not be loaded on the "DDR VDCP" device when preview or recording is carried out. (XX YY... shows the device ID relating to the error.)	<ul style="list-style-type: none"> Mount the reel whose file name is related to the DDR that uses the same file list. If a file that is necessary for preview or recording does not exist on the DDR, load that file.
10	CANNOT OPEN FILE, XX	When recording to a DDR, a file could not be opened. (XX shows the device ID relating to the error.)	<ul style="list-style-type: none"> Make sure that the DDR is capable of opening a file. On the switcher, make sure that the "Maximum Open Delay" setting is appropriate. <ul style="list-style-type: none"> MVS MENU 7355.4 Eng Setup > DCU > Serial Port Assign > DDR VDCP Setting MFS Menu 9502 Setup/Diag > Device > Port Setting

No.	Error message	Meaning	Treatment
11	CANNOT READ DATA	<ul style="list-style-type: none"> Register data cannot be obtained from the switcher while the switcher event initial panel is being set. Video process data cannot be obtained from the VTR while DMC event video process data is being set. Color corrector data cannot be obtained from the switcher while color corrector is being set for a reel. 	<ul style="list-style-type: none"> Make sure that the active region is correctly set for the switcher control settings and that the switcher is controllable. Make sure that the video process function is provided for the VTR. Make sure that the color corrector function is activated on the switcher, an optional color corrector is equipped with the switcher, and the switcher is controllable.
12	CANNOT READ REGISTER#	Effect register number cannot be acquired when setting a effect register recall of a DMC event.	Make sure that the registers are not locked.
13	CANNOT READ SPEED	When the MARK SPEED (SHIFT+MARK CNST) key was pressed, the playback speed of the player could not be read.	<ul style="list-style-type: none"> Reading the playback speed is only possible when the read from a player that is carrying out variable playback. Check that the player is in variable mode or is carrying out SLOW/SCAN playback. In the Initialize menu device assignment settings, check the setting of the device ID. Check the switcher DCU Setup and Panel Setup. Check the device status.

No.	Error message	Meaning	Treatment
14	CANNOT READ TIMECODE	<ul style="list-style-type: none"> When one of the MARK IN/MARK OUT/MARK CNST/MSPLT IN/MSPLT OUT (SHIFT+MSPLT IN)/MARK K-DLY/MARK STOP keys was operated, the timecode could not be read. When an attempt was made to carry out the action track function, the timecode could not be read. 	<ul style="list-style-type: none"> In the Initialize menu device assignment settings, check the setting of the device ID. Check the switcher DCU Setup and Panel Setup. Check the device status.
15	CANNOT RECALL FILE(S), XX YY...	The clip file on the frame memory could not be recalled when preview or recording is carried out. (XX YY... shows the device ID relating to the error.)	Load the file to the frame memory.
16	CANNOT SELECT CURRENT EDL	An attempt was made to select the current EDL as the EDL to which the quick trace results will be stored.	Select another EDL.
17	CANNOT UPDATE FILE LIST, XX	The file list could not be updated on the "DDR VDCP" device. (XX shows the device ID relating to the error.)	Check the connection and communication status between the device controller unit and the "DDR VDCP" device.
18	CLIP NAME IS NOT UNIQUE	An file name already used is entered when recording to the frame memory.	Specify an unused file name.
19	CONFLICT SOURCE, XX	There is a source conflict. (XX shows the device ID of the conflicting source.)	Correct the settings so that there is no source conflict.
20	CONFLICT SOURCES	<ul style="list-style-type: none"> When renaming the reel using the list management function, an attempt was made to specify the name already used for a reel. When saving the EDL, an attempt was made to specify the name for the BVE REEL that is already used in the EDL. 	Specify an unused reel name.

No.	Error message	Meaning	Treatment
21	CUEUP ERROR, XX	An operation in preview, recording, or sync play to cue up was attempted, but cueing up was not achieved. (XX indicates the device ID on which the error was first detected.)	<ul style="list-style-type: none"> Check that the timecode is continuous before and after the set edit point, and that the device current position timecode is on the extension thereof. Check the device status.
22	DEFINE BKGD-B SOURCE	When editing with effect type manual, an attempt was made to preview or record (or register) an edit with the background B source not set.	Set the background B source.
23	DEFINE EDIT MODE	An attempt was made to preview or record (or register) an edit without setting the edit mode.	Set the edit mode.
24	DEFINE EDIT POINT	An attempt was made to preview or record (or register) an edit without the minimum required edit points being entered on the graphical display.	Enter the necessary edit points.
25	DEFINE EVENT	The event is not set correctly.	Set the event correctly.
26	DEFINE EVENT TIME	The event time is not set correctly.	Set the event time correctly.
27	DEFINE IN POINT, R	While creating an event, an attempt was made to set an event time when the recorder IN point is not set.	Set the recorder IN point.
28	DEFINE OUT POINT, R XX YY	While still in open-ended editing, an attempt was made to preview the OUT point or register the edit. (XX YY shows the device ID relating to the error, besides the recorder.)	Set the OUT point on any of the recorder and the indicated sources.
29	DEFINE REFERENCE POINT	When using the action, auto, recorder, or player track function, the reference IN point is not specified.	Specify the reference IN point.
30	DEFINE TO SOURCE	During A/B roll editing, an attempt was made to preview or record (or register) an edit with the TO source not set.	Set the TO source.

No.	Error message	Meaning	Treatment
31	DEVICE ERROR, XX	<ul style="list-style-type: none"> During preview or recording, operation failed, because of a communications failure with a device or other reason. After passing the IN point of the player used for preview or recording, the status of the player was something other than "PLAY." (Excluding cases setting the initial speed) (XX indicates the device ID of the device on which the error was first detected)	Check the device status.
32	DEVICE NOT READY, XX YY...	<ul style="list-style-type: none"> The status of a device used for preview or recording is "----," "XXXX," "ERROR," "T OUT," or "LOCAL." During preview or recording of an edit on which keyframe (effect) data on the switcher or DME is registered, the region to be used does not exist. (XX YY... indicates the device ID or region giving the error.) 	<ul style="list-style-type: none"> In the Initialize menu device assignment settings, check the setting of the device ID. Check the switcher DCU Setup and Panel Setup. Check the device status. Check the configuration of the switcher or DME.
33	DIRECTORY REACHED UPPER LIMIT	The number of directories has reached the limit and no more directories can be created.	In the file menu of the switcher system, delete unnecessary directories.
34	DISK FULL	<ul style="list-style-type: none"> While recording an edit whose duration is set to a DDR, remaining capacity on the DDR is insufficient. While recording to a DDR, the number of files on the DDR has reached to the upper limit. 	Delete unnecessary files to make available spaces and decrease the number of files on the DDR.
35	EDIT NOT FOUND	<ul style="list-style-type: none"> In an edit search, the specified edit number or edit that meets the search conditions was not found. Alternatively, a search was carried out without specifying an edit number or search conditions. There are no edits registered. 	<ul style="list-style-type: none"> Specify the edit number or search conditions correctly for the edit you want to find. Create an edit and register it.

No.	Error message	Meaning	Treatment
36	EDIT NOT MODIFIED	The CRCT (SHIFT+7)* key was pressed without changing the recalled edit.	Pressing the CRCT (SHIFT+7)* key without having changed the edit is an invalid operation. Press this key after making the change to reregister the edit after changing it.
37	EDIT ORDER INVERSION	When specifying the range of edits to be processed, the edit number of an edit registered before the start edit is specified as the last edit.	Specify the edit number of an edit registered after the start edit as the last edit.
38	EDIT# REACHED UPPER LIMIT	An attempt was made to register a new edit when edit number 9999 is already registered. (At this point the edit number is shown as N 0000.)	If there are fewer than 9999 edits, renumber the edits to make space for edit numbers. If the number of edits has reached 9999, delete unneeded edits, then renumber the edits as required.
39	EDL MEMORY FULL	An attempt was made to register (or change or reregister) a new edit to exceed the capacity of the EDL memory.	Delete unneeded edits, or otherwise free EDL memory space, or register in a different EDL.
40	ENTRY ERROR, INVALID DEVISOR	An attempt was made to divide the timecode by 0.	Specify the correct divisor.
41	ENTRY ERROR, INVALID EDIT #	An invalid edit number was specified.	Specify the correct edit number.
42	ENTRY ERROR, INVALID TIME	<ul style="list-style-type: none"> A value which is not valid as a time was entered in the scratchpad area, and the ENTER key pressed. A frame value corresponding to more than 24 hours was entered in the frame value input. 	Re-enter the correct time.
43	ENTRY ERROR, OUT OF RANGE	When an input range for numeric values was specified, a numeric value outside the range was entered.	Re-enter a value in the specified range.
44	EVENT NOT FOUND	An attempt was made to recall or delete a created event, but no event exists.	Create an event.

No.	Error message	Meaning	Treatment
45	EVENT NOT MODIFIED	When modifying a created event, an attempt was made to save the event without modifying the settings, or to save it as the same settings without making modifications.	Modify the settings of the event.
46	EVENT TIME CONFLICT	The event with the same event time setting as the event you want to set already exists.	Set the events so as not to cause event time conflicts.
47	EVENT# REACHED UPPER LIMIT	The number of events has reached the limit and no more events can be created.	Delete unneeded events.
48	FILE NAME IS NOT UNIQUE	An file name already used is entered when recording to the DDR.	Specify an unused file name.
49	FRAME RATE MISMATCH	An attempt was made to recall an edit with a frame rate different from the frame rate of the system.	Check the frame rate of the system.
50	ILLEGAL DEVICE TYPE	An inappropriate device is selected as the recorder when recording to the DDR.	Select the appropriate device as the recorder.
51	ILLEGAL DEVICE, CANNOT LOAD FILE(S), XX YY...	An attempt was made to load a DDR file to a device whose type is not "DDR VDCP" (XX YY... indicates the device ID.)	Mount the reel whose file name is related to the appropriate device.
52	ILLEGAL DURATION, R	During A/B roll editing or key editing with the recorder duration too short, an attempt was made to preview or record (or register) an edit.	Reset the recorder duration correctly.
53	ILLEGAL DURATION, XX	When the recorder duration is unset and the duration of the source that determines the edit duration is 0 or too short, an attempt was made to preview or record (or register) an edit. (XX indicates the device ID causing the error.)	Set the recorder duration. Or, reset the source duration correctly.
54	ILLEGAL EDIT MODE	An attempt was made to carry out pre-read edit in assemble mode.	<ul style="list-style-type: none"> • Select another source. • Select insert mode.
55	ILLEGAL EVENT TIME	When creating an DMC event, an attempt was made to set the timecode preceding the recorder IN point.	Set the correct event time.
56	ILLEGAL FILE FORMAT	When loading an EDL file, the file format of the EDL was different from the specified one, or the file could not be read.	Check the file format.

No.	Error message	Meaning	Treatment
57	ILLEGAL SPLIT POINT	With the split point setting position incorrect, an attempt was made to preview or record (or register) an edit.	Reset the split point correctly.
58	MEMORY FULL	<ul style="list-style-type: none"> Memory is insufficient for recording whose duration is specified on the frame memory. Available frame memory has run out while recording to the frame memory. 	Delete unnecessary files to make empty frame memory.
59	MIXER COMM ERROR	During preview or recording, communications with the audio mixer were lost.	Check the switcher DCU Setup, and audio mixer state.
60	OVER DMC SPEED, XX YY...	Initial speed is set outside the variable playback speed range specified by the DMC range setting. (XX YY... indicates the device ID of the recorder)	Set the initial speed so that it is within the variable playback speed range, or change the DMC range setting according to the conditions of the device.
61	REC INHIBIT, XX YY...	At the start of recording, recording is prohibited on the recorder or the tape loaded in the recorder. (XX YY... indicates the device ID of the recorder)	Cancel the recording prohibition.
62	RECORD ERROR	Recording started but could not be carried out correctly.	Check the recorder state.
63	REEL NOT SET	In an attempted preview or recording (or registration), the reel name is not mounted on the device.	Mount the reel name on the device.
64	REFERENCE POINT CONFLICT	When using the action track function, IN points were set on multiple devices.	Clear all the IN points except the reference IN point.

No.	Error message	Meaning	Treatment
65	REGISTER FILE TRANSFER ERROR, XX YY...	Data transfer between the snapshot register or effect register of the switcher or DME and this software has failed. (XX YY... indicates the region where an error has occurred.)	<ul style="list-style-type: none"> • Check the active region setting and that the region specified for the edit source exists. • Check that the register is not locked. • When a user's region is specified for the active region, check that the configuration of the user's region is correct. • When registering keyframe (effect) data on the switcher or DME, check that the keyframes (effect) are created correctly. • Obtain remaining keyframes (effect) by taking measures such as deleting unnecessary keyframes (effect).
66	REGISTER IS LOCKED, DMX	Snapshot register or effect register of the DME is locked.	Unlock the register.
67	SWITCHER NOT READY	<ul style="list-style-type: none"> • During preview or recording, the switcher is not able to be controlled from this software. • During preview or recording of an edit on which the initial panel is set, the active region to be used does not exist. 	<ul style="list-style-type: none"> • Check that the switcher system is functioning correctly. • Check the setting of the active region and switcher configuration.
68	SYNC GRADE DOWN, XX YY...	During preview or recording, the synchronization accuracy settings (SYNC GRADE) of the VTR has fallen below the set value. (XX YY... indicates the device ID of the VTR on which the accuracy has fallen)	Check the switcher DCU Setup, and VTR and tape state. If necessary, change the synchronization accuracy setting in the AUX menu.
69	TOTAL DURATION OVER 12HOURS	The total timecode duration of the target EDL of creating the gap list exceeds 12 hours.	Create the EDL so that total timecode duration does not exceed 12 hours.

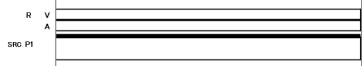
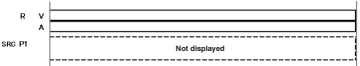

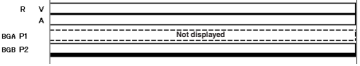
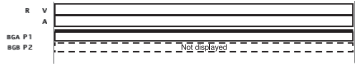
* The key allocation on the MKS-8050 is different. See "Key Function List" on page 564.


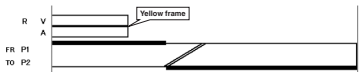
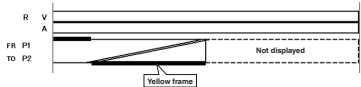
List of Graphical Displays When an Error Occurs

This section illustrates the difference between the graphical display when an error occurs and in the normal case. Use this together with the list of error messages.


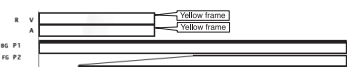

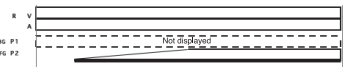

Note that if the minimum required edit points for editing are not all entered, the graph does not appear, and an error message “DEFINE EDIT POINT” appears.


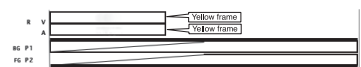


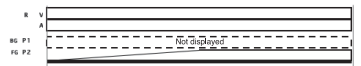
However, if only the edit point of the audio source has not been entered, items other than the graph of the audio source are displayed.

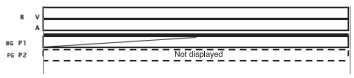
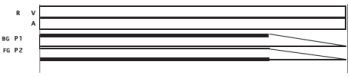
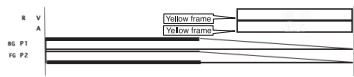
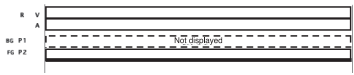
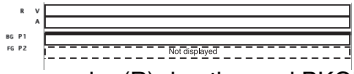
Operation	Example of normal graphical display	Example of graphical display when an error occurs
Cut editing	 <p>This is the state with the settings of recorder (R) and source (P1) edit points correct.</p>	 <p>The recorder (R) duration is unset, and the cut source (P1) duration is 0. The error message “ILLEGAL DURATION, P1” appears.</p> <p><i>See No. 53 in the list of error messages.</i></p>
Manual editing	 <p>This is the state with the settings of recorder (R), BKGD-A (background A) source (P1) and BKGD-B (background B) source (P2) edit points correct.</p>	 <p>The recorder (R) duration is unset, and BKGD-A (background A) source (P1) duration is 0. The error message “ILLEGAL DURATION, P1” appears.</p> <p><i>See No. 53 in the list of error messages.</i></p>  <p>The recorder (R) duration and BKGD-A (background A) source (P1) duration are unset, and BKGD-B (background B) source (P2) duration is 0. The error message “ILLEGAL DURATION, P2” appears.</p> <p><i>See No. 53 in the list of error messages.</i></p>

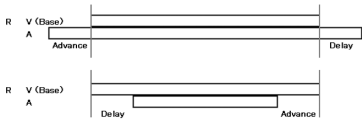
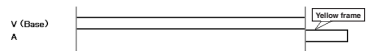
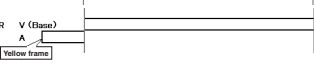
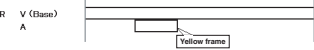
Operation	Example of normal graphical display	Example of graphical display when an error occurs
A/B roll editing	 <p>This is the state with the settings of recorder (R), FROM source (P1) and TO source (P2) edit points correct.</p>	 <p>The recorder (R) duration is shorter than the sum of the FROM source (P1) duration and the transition time. The error message "ILLEGAL DURATION, R" appears. <i>See No. 52 in the list of error messages.</i></p>  <p>The recorder (R) duration is unset, and the TO source (P2) duration is shorter than the transition time. The error message "ILLEGAL DURATION,P2" appears. <i>See No. 53 in the list of error messages.</i></p>



Operation	Example of normal graphical display	Example of graphical display when an error occurs
Key editing (KEY IN)	 <p>This is the state with the settings of recorder (R), BKGD (background) source (P1) and FRGD (foreground) source (P2) edit points correct.</p>	<div>  <p>The recorder (R) duration is shorter than the sum of the key delay and the transition time. The error message "ILLEGAL DURATION, R" appears.</p> <p><i>See No. 52 in the list of error messages.</i></p> </div> <div>  <p>The recorder (R) duration is unset, and the BKGD (background) source (P1) duration is shorter than the sum of the key delay and the transition time. The error message "ILLEGAL DURATION, P1" appears.</p> <p><i>See No. 53 in the list of error messages.</i></p> </div> <div>  <p>The recorder (R) duration is unset, and the BKGD (background) source (P1) duration is 0. The error message "ILLEGAL DURATION, P1" appears.</p> <p><i>See No. 53 in the list of error messages.</i></p> </div> <div>  <p>The recorder (R) duration and BKGD (background) source (P1) duration are unset, and the FRGD (foreground) source (P2) duration is shorter than the transition time. The error message "ILLEGAL DURATION, P2" appears.</p> <p><i>See No. 53 in the list of error messages.</i></p> </div>

Operation	Example of normal graphical display	Example of graphical display when an error occurs
<p>Key editing (KEY FADE IN)</p>	 <p>This is the state with the settings of recorder (R), BKGD (background) source (P1) and FRGD (foreground) source (P2) edit points correct.</p>	 <p>The recorder (R) duration is shorter than the transition time. The error message “ILLEGAL DURATION, R” appears.</p> <p><i>See No. 52 in the list of error messages.</i></p>  <p>The recorder (R) duration is unset, and the BKGD (background) source (P1) duration is shorter than the transition time. The error message “ILLEGAL DURATION, P1” appears.</p> <p><i>See No. 53 in the list of error messages.</i></p>  <p>The recorder (R) duration and BKGD (background) source (P1) duration are unset, and the FRGD (foreground) source (P2) duration is shorter than the transition time. The error message “ILLEGAL DURATION,P2” appears.</p> <p><i>See No. 53 in the list of error messages.</i></p>  <p>The recorder (R) duration is unset, and BKGD (background) source (P1) duration is 0. The error message “ILLEGAL DURATION, P1” appears.</p> <p><i>See No. 53 in the list of error messages.</i></p>

Operation	Example of normal graphical display	Example of graphical display when an error occurs
Key editing (KEY FADE IN)		 <p>The recorder (R) duration and BKGD (background) source (P1) duration are unset, and the FRGD (foreground) source (P2) duration is 0. The error message "ILLEGAL DURATION,P2" appears.</p> <p><i>See No. 53 in the list of error messages.</i></p>
Key editing (KEY FADE OUT)	 <p>This is the state with the settings of recorder (R), BKGD (background) source (P1) and FRGD (foreground) source (P2) edit points correct.</p>	 <p>The recorder (R) duration is shorter than the transition time. The error message "ILLEGAL DURATION, R" appears.</p> <p><i>See No. 52 in the list of error messages.</i></p>  <p>The recorder (R) duration is unset, and the BKGD (background) source (P1) duration and transition time is 0. The error message "ILLEGAL DURATION, P1" appears.</p> <p><i>See No. 53 in the list of error messages.</i></p>  <p>The recorder (R) duration and BKGD (background) source (P1) duration are unset, and the FRGD (foreground) source (P2) duration and transition time is 0. The error message "ILLEGAL DURATION,P2" appears.</p> <p><i>See No. 53 in the list of error messages.</i></p>

Operation	Example of normal graphical display	Example of graphical display when an error occurs
Split editing	<div><p>This is the state with the settings of both the split IN point and the split OUT point correct.</p><p>In this example graphical display, the upper part shows the split IN point audio advance and split OUT point audio delay, and the lower part shows the split IN point audio delay and split OUT point audio advance.</p></div>	<div><p>This is the state in which, a split IN point is set following the split base OUT point.</p><p>This is the state in which, a split OUT point is set before the split base IN point.</p><p>This is the state in which a split OUT point is set before a split IN point.</p><p>In either case, the error message “ILLEGAL SPLIT POINT” appears.</p><p><i>See No. 57 in the list of error messages.</i></p></div>

Key Function List

The tables on this and the following pages list the keys of the MKS-2050/ MKS-8050 Editing Keyboard in alphabetical order, along with a simple explanation of their functions.

Using the key function list

- For operations where the keypress on the MKS-8050 and MKS-2050 keyboard differ, the “Key” column is divided with a dotted line. The top half represents the keypress on the MKS-2050, and the bottom half represents the keypress on the MKS-8050.
- Keypress functions that are not indicated on the keytop are denoted in the “Key” column by an asterisk (“*”). For example, the operation of the Bs key can also be performed by pressing “SHIFT + Del.” (See Bs key on the next page.)
- Functions that need assignment on any keys that are available are denoted in the “Key” column by two asterisks (“**”). In order to use those functions, assign the function that you want to an available key by referring the procedure “Keyboard Assignment” on page 515 in Chapter 6.

Key	Function	Page
A1 (CTRL+LASTX)* ----- (CTRL+1)*	Sets audio insert mode for channel 1.	82
A2 (CTRL+TIME TRACK)* ----- (CTRL+2)*	Sets audio insert mode for channel 2.	82
A3 (CTRL+GPI)* ----- (CTRL+3)*	Sets audio insert mode for channel 3.	82
A4 (CTRL+SPLIT)* ----- (CTRL+4)*	Sets audio insert mode for channel 4.	82
(No key, assignable) A5 - A8 (CTRL+5 - 8)*	Sets audio insert mode for channel 5 - 8.	82
A9 - A16**	Sets audio insert mode for channel 9 - 16.	82
ALL R (CTRL+R)	Selects all recorders.	222
ALL STB OFF (CTRL+ALL STOP)	Sets all devices to standby off.	93

Key	Function	Page
ALL STOP	<ul style="list-style-type: none"> Stops all devices. Stops automatic execution. Stops manual recording. Stops updating the file list 	75, 93, 137, 151, 165, 227, 454, 479
An (SHIFT+AUDIO)	Sets audio insert mode for each channel.	82, 456
ARITH (SHIFT+F/TC)	Carries out timecode calculation.	250
ASMBL (SHIFT+VIDEO)	Selects assemble mode.	54, 85
AUDIO	Sets audio insert mode.	55, 84
AUT SCR (CTRL+9) ----- (CTRL+SCROL)	Uses EDL scrolling display, following the recorder timecode.	356
AUTO REC (SHIFT+REC ON/OFF) ----- (SHIFT+REC OFF)	Carries out auto-assembly (continuous recording with multiple edits).	74, 143
AUX	Selects auxiliary source.	87
AUX ----- (CTRL+INIT)	Opens parameter setting (AUX) menu for a device.	525
BACK AUX**	Recalls GPI event data, etc., to the scratchpad.	110
BACK DUR (SHIFT+SET DUR)	Recalls duration for specified source to scratchpad.	109, 237
BACK IN (SHIFT+SET IN)	Recalls IN point for specified source to scratchpad.	109, 237
BACK OUT (SHIFT+SET OUT)	Recalls OUT point for specified source to scratchpad.	109, 237
BAK SCR (CTRL+SET DUR)	Recalls a specified edit point in the EDL scrolling display to the scratchpad.	109, 237, 355
BGREC STOP (SHIFT+ALL STOP)*	Stops background recording.	485
BS	Shows the previous edit or event.	295, 357
Bs, (SHIFT+Del)*, (SHIFT+Bs)*	Deletes character immediately before cursor during text input.	27
Caps Lock	Switches text input to Caps Lock mode.	27
CLEAR ----- (SHIFT+CLR1)	Clears scratchpad.	25, 26, 238
CLIP REC**	Enters the mode to record on the frame memory.	218

Key	Function	Page
CLR ALL (CTRL+CLEAR) ----- (CTRL+CLR1)	Clears all edit page data and events.	241
CLR1 (SHIFT+CLEAR) ----- CLR1	Clears last input to scratchpad.	26
CNS-R (SHIFT+0) ----- (CTRL+MARK CNST)	Uses a constant register (shows CONSTANT REGISTERS popup menu).	236, 239
COLOR ----- (SHIFT+AUX)	Selects color background or black video signal.	87
CRCT (SHIFT+7) ----- CRCT	Modifies edit and reregister the EDL.	370
CTL/TC (CTRL+F/TC)*	Sets the temporary timecode source.	530
CTRL	Press together with a key to use function shown on front of key.	11
CUT	Selects cut editing as effect type.	62, 115
DDR REC**	Enters the mode to record on the DDR.	216
DEL (SHIFT+6) ----- DEL	Deletes edit from the EDL.	372
Del	Deletes the character at the cursor during text input.	27
Delete After (CTRL+Del)*	Deletes characters after cursor to end of line during text input.	27
DISP PF	Shows the list of PF key labels.	242
DMC (SHIFT+GPI)	Sets initial speed.	200, 202
DMC EVENT (CTRL+SWER EVENT)*	Opens the DMC event menu.	284
DME	Selects the keyframes (effect) on the DME.	87, 88
(No key, accessible via SETUP, and assignable) ----- DME CTRL (CTRL+SWER CTRL)*	Opens DME control setting screen.	470
EDIT# (CTRL+LIST MNG) ----- EDIT#	Sets edit number.	343
EDL	Opens the EDL menu.	333

Key	Function	Page
EFV (SHIFT+RVW)	Repositions the keyframe on the DME or switcher to match the current point on the reference device.	104
EJECT (SHIFT+STILL) ----- (CTRL+PLAY)	Ejects cassette.	93
(No key, assignable) ----- END (SHIFT+1)	Moves the cursor to the end of the page.	28
ENTER	<ul style="list-style-type: none"> • Confirms input to scratchpad, or makes positive response to message in dialog area. • Clears error message from screen (except for some error messages). 	26, 27, 346, 546
F/TC	Specifies input to be taken as frame value or timecode value.	25
F1 - F10	Selects function shown on function key menu.	46
FF ----- FF, (SHIFT+VAR)	<ul style="list-style-type: none"> • Performs fast-forward. • Moves to the last keyframe on the DME or switcher. 	92
FIELD (SHIFT+SPLIT) ----- (SHIFT+6)	Specifies the field property of an edit point.	209
FM	Selects frame memory.	87
FRZ OFF (CTRL+REW)	Cancels freeze and return to running playback picture.	93
FRZ ON (CTRL+FF)	Freezes the picture without stopping the running tape.	93
FS	Shows the next edit or event.	295, 357
GO TO	Cues up a point.	103
GPI	Sets GPI event (show the GPI popup menu).	254
INIT (SHIFT+AUX) ----- INIT	Opens the menu for initializing edit parameters.	475
JOG	Sets search dial to Jog mode.	29, 97
KEY	Sets the key editing.	125
KEY EVENT (SHIFT+KEY)*	Sets the key event.	276

Key	Function	Page
KF ----- (SHIFT+DME)	Selects the keyframes (effect) on the switcher.	87, 89
LAST EDIT (SHIFT+LASTX) ----- LAST EDIT	Recalls the most recent edit.	136
LASTX	Returns the specified edit point and duration to the original settings.	112
LEARN PF (SHIFT+DISP PF)	Programs a PF key with a sequence of operations.	243
LIST MNG	Shows the function menu for the list management function.	382
LIVE EDIT (CTRL+PREVIEW)	Carries out fly editing.	225
MAN	Selects manual as effect type.	122
MAN-R (CTRL+REC ON/OFF) ----- (SHIFT+MAN)	Carries out manual recording.	74, 150
MARK CNST	Reads the timecode of the current position of the specified device, and saves to a constant register.	237
MARK IN	Reads the timecode and set as IN point.	58, 106
MARK K-DLY (CTRL+MSPLIT IN)* ----- (SHIFT+MARK OUT)*	Reads the timecode and set as key start point.	128
MARK OUT	Reads the timecode and set as OUT point.	58, 106
MARK SPEED (SHIFT+MARK CNST)	Directly reads the playback speed of the device, and set it as the initial speed.	199
MIX	Selects mix as effect type.	64, 118, 129
(No key, accessible via SETUP, and assignable) ----- MIXER CTRL (SHIFT+SWER CTRL)	Opens audio mixer control setting screen.	464
MIXER EVENT (SHIFT+SWER EVENT)	Opens the mixer event menu.	312
MONITOR A1 - MONITOR A8**	Turns on or off the monitor output of the audio mixer.	91
MSPLT IN	Reads the timecode from the device, and sets as the split IN point.	191

Key	Function	Page
MSPLT OUT (SHIFT+MSPLT IN)	Reads the timecode from the device, and sets as the split OUT point.	191
NOTE (SHIFT+3) ----- NOTE	Adds a comment to an edit.	344
OPEND (CTRL+SET OUT)	Deletes the OUT point, and switches to open-ended editing.	112
OUT ----- (SHIFT+SCRPD)	Specifies the OUT point as the OUT preview, GO TO, PREROL, or reviews target point.	102, 131, 154
P-PVW	Carries out player preview.	73, 134
P1 - P5	Selects player 1 - 5.	87
P11 (CTRL+P5) ----- (CTRL+DME)	Selects player 11.	87
P12 (CTRL+P6) ----- (CTRL+FM)	Selects player 12.	87
P6 ----- (CTRL+P1)	Selects player 6.	87
P7 - P10 (CTRL+P1 - P4) ----- (CTRL+P2 - P5)	Selects player 7 - 10.	87
PF1 - PF10 (CTRL+F1 - F10)	Selects the PF1 - PF10 key and carries out the sequence of operations programmed to the key.	243
(No key, assignable) ----- PF11 - PF14	Selects the PF11 - PF14 key and carries out the sequence of operations programmed with the key.	243
(No key, assignable) ----- PF15 - PF18 (SHIFT+PF11 - PF14)	Selects the PF15 - PF18 key and carries out the sequence of operations programmed with the key.	243
(No key, assignable) ----- PF19 or PF20 (CTRL+PF11 or PF12)	Selects the PF19 or PF20 key and carries out the sequence of operations programmed with the key.	243
PG DN (SHIFT+CTRL+2)* ----- (SHIFT+3), (SHIFT+↓)*	Moves the display down by one screen to the next page.	29
PG UP (SHIFT+CTRL+8)* ----- (SHIFT+9), (SHIFT+↑)*	Moves the display up by one screen to the previous page.	29

Key	Function	Page
PGM (CTRL+COLOR) ----- (CTRL+AUX)	Selects the switcher or audio mixer output as the monitor output.	91
PGM PF (CTRL+DISP PF)	Programs the PF key with a sequence of key operations.	242
PLAY ----- PLAY, (SHIFT+SHTL)	Performs playback.	92
PLAY+ (SHIFT+FF)	Advances the VTR by 1 frame.	93
PLAY- (SHIFT+REW)	Delays the VTR by 1 frame.	93
PREREAD (CTRL+AUDIO)*	Sets preread editing manually.	206
PREROL (SHIFT+GO TO) ----- (CTRL+GO TO)	Cues up a point that is located before the GO TO point by the preroll time.	103
PREVIEW	Carries out preview (master preview).	73, 131
PROJ (SHIFT+EDL)	Opens the project menu.	324
R	Selects recorder.	87, 215
R2 - R4**	Selects recorder 2 - 4.	222
R-PVW (SHIFT+P-PVW) ----- R-PVW	Carries out recorder preview.	73, 134
REC ON/OFF ----- REC (CTRL+REC OFF)	Starts automatic recording (with MKS-2050, same key is used for recording start/end).	74, 137, 227
REC ON/OFF ----- REC OFF	<ul style="list-style-type: none"> Ends automatic recording (with MKS-2050, same key is used for recording start/end). Starts or ends manual recording. 	75, 137, 151, 227
RECAL (SHIFT+8) ----- RECAL	<ul style="list-style-type: none"> Recalls the created event. Displays the function menu for specifying edit search conditions. 	296, 358
RECAL CNST**	Recalls the value stored to the device constant register to the scratchpad.	240
RECALL SEG**	Opens the menu that copies a part of the edit data.	367
REDO (SHIFT+FS) ----- (SHIFT+UNDO)	Redoes an operation on the EDL which has been reversed by UNDO.	381
REEL (SHIFT+2) ----- REEL	Sets reel name (bring up REEL pop-up menu).	156

Key	Function	Page
RET (SHIFT+ENTER) ----- RET	<ul style="list-style-type: none"> If pressed in response to a message displayed in the dialog area, cancels dialog mode. Closes setup screen or pop-up menu. 	158, 238, 546
REW ----- REW, (SHIFT+JOG)	<ul style="list-style-type: none"> Performs rewind. Moves to the first keyframe on the DME or switcher. 	93
RVW	Carries out a review.	77, 153
SAVE (SHIFT+4) ----- (SHIFT+BS)	Temporarily saves an edit in the edit page buffer.	366
SCAN (SHIFT+VAR) ----- (SHIFT+SLOW)	Performs variable-speed playback at 200%.	93
SCROL (SHIFT+9) ----- SCROL	Switches the EDL scrolling display on and off.	355
SCRPD	Sets GO TO point to value entered via scratchpad.	102
SET DUR	Sets duration by numeric input.	58, 107
SET IN	Sets IN point by numeric input.	58, 107
SET OUT	Sets OUT point by numeric input.	58, 107
SETUP (CTRL+AUX) ----- (SHIFT+INIT)	Opens basic system settings (setup) menu.	450
SHIFT	Press together with a key to use function shown on top of key.	11, 26, 90
SHTL	Sets search dial to Shuttle mode.	29, 97
SLOW (SHIFT+JOG) ----- SLOW	Performs variable-speed playback at 20%.	93
SPLIT ----- (CTRL+MSPLT IN)	Enters split settings mode.	192
STBOF (SHIFT+PLAY) ----- STBOFF (CTRL+STILL)	Sets standby to off.	93
STILL	Sets playback to still picture.	92
STOP (SHIFT+SHTL) ----- (SHIFT+STILL)	Stops playback.	92

Key	Function	Page
STORE CNST**	Stores the value entered in the scratchpad to the device constant register.	240
STORE (CTRL+7) ----- (CTRL+DEL)	Carries out edit registration, modification, or deletion, initializes settings, and so on.	288, 328, 349, 370, 373, 523
SUPER (CTRL+AUX) ----- (CTRL+PF14)	Turns the superimposition on or off.	472
(No key, accessible via SETUP, and assignable) ----- SWER CTRL	Opens switcher control setting screen.	459
SWER EVENT	Opens the switcher event menu.	302
SWPVW (CTRL+P-PVW) ----- (SHIFT+R-PVW)	Carries out switcher preview.	73, 135
SY-TIME (CTRL+SET IN)	Sets an IN point using sync time, or register a sync time.	230, 231
SYNC JOG (CTRL+JOG)*	Performs sync jog.	29, 100
SYNC PLAY ----- (SHIFT+GO TO)	Synchronizes two or more VTRs toward the target point.	233
T-RST (SHIFT+[+]) ----- (SHIFT+2)	Resets CTL timer.	95
T-SET (SHIFT+[-]) ----- (SHIFT+5)	Sets the CTL timer value.	95
TIME TRACK	Carries out the manual time track function.	177
TMP-R (SHIFT+1) ----- (SHIFT+4)	Sets the temporary recorder.	214
(No key, assignable) ----- TOP (SHIFT+7)	Moves the cursor to the top of the page.	28
TRACK MENU (SHIFT+TIME TRACK)	Opens the track menu.	179
TRANS (SHIFT+SCRPD) ----- (CTRL+SCRPD)	Specifies the transition start point as the preview, GO TO, PREROL, or review target point.	73, 102, 132, 153
UNDO (SHIFT+BS) ----- UNDO	Cancels an operation on the EDL, returning to the previous state.	380

Key	Function	Page
VAR	Sets search dial to Variable mode.	29, 98, 199
VIDEO	Sets video insert mode.	55, 82
WIPE (SHIFT+MIX)	Selects wipe as effect type.	120, 129
XCHG (SHIFT+5) (SHIFT+FS)	Recalls an edit temporarily saved to the edit page buffer.	367
0 - 9	Inputs 0 - 9.	25
(No key, assignable) 00	Inputs 00.	25
1ST-ED (CTRL+VIDEO)	Selects first edit mode.	55, 86
→ (CTRL+6) →	Moves cursor to right.	28, 196
← (CTRL+4) ←	Moves cursor to left.	28, 196
↑ (CTRL+8) ↑	Moves cursor up.	28, 196
↓ (CTRL+2) ↓	Moves cursor down.	28, 196
→ (SHIFT+CTRL+6)* (CTRL+ →), (SHIFT+ →)*	Moves cursor to the extreme right.	28, 467
← (SHIFT+CTRL+4)* (CTRL+ ←), (SHIFT+ ←)*	Moves cursor to the extreme left.	28, 467
(No key) ↑ (CTRL+↑)	Moves the cursor to the top of the page (the same as the "TOP" function).	28
(No key) ↓ (CTRL+R)	Moves the cursor to the end of the page (the same as the "END" function).	28
+	<ul style="list-style-type: none"> Enters plus symbol. Specifies summation for timecode calculation. 	25, 108, 250
-	<ul style="list-style-type: none"> Enters minus symbol. Specifies subtraction for timecode calculation. 	25, 108, 250
* (CTRL+"") (SHIFT+"")	Specifies multiplication for timecode calculation.	250

Key	Function	Page
/ (CTRL+“.”) ----- (SHIFT+“.”)	Specifies division for timecode calculation.	250
. (CTRL+0) ----- (SHIFT+00)	<ul style="list-style-type: none"> • In initial speed settings, enters a decimal point. • Specifies the type of timecode division. 	26, 250



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